

Name: Emmissary

Created By: NPC

CHARACTERISTICS

Char	Val	Roll	Notes
STR	20	13-	HTH Damage 4d6 END [0]
DEX	15	12-	
CON	30	15-	
INT	20	13-	PER Roll 13-
EGO	0	9-	
PRE	15	12-	PRE Attack: 3d6
OCV	8		
DCV	8		
OMCV	0		
DMCV	0		
SPD	4		Phases: 3, 6, 9, 12
PD	10		10 PD (0 rPD)
ED	10		10 ED (0 rED)
REC	4		
END	0		
BODY	20		
STUN	0		
RUN			20m 80m
SWIM			0m 0m
LEAP			4m
FLY			30m 240m

ATTACKS & MARTIAL ARTS

Base Attack Roll PHYS:19 MENT:11
(11+OCV):

Attack	DMG	Rng	Init	OCV	DCV	END	Notes
Metal Fists	6d6	15	+0	+0	0		

DEFENSES

Totals					
PD 10	rPD 0	ED 10	rED 0	MD 0	PowD 0
Defense	Description				
Heavy	Knockback Resistance -4m				

COMPLICATIONS

Distinctive Features: Humanoid Robot (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses)

Hunted: the Kong Very Frequently (Mo Pow; PC has a Public ID or is otherwise very easy to find; Watching)

Physical Complication: Clumsy Manipulators (Frequently; Barely Impairing; Custom Adder)

Physical Complication: Must Obey the Kong (Infrequently; Fully Impairing)

SKILLS/TALENTS/POWERS

END

Climbing 12-	
Computer Programming 13-	
Concealment 13-	
Conversation 12-	
Cramming	
Cryptography 13-	
Deduction 13-	
Electronics 13-	
Language: English (completely fluent)	
Lockpicking 12-	
Mechanics 13-	
Navigation 13-	
Security Systems 13-	
Systems Operation 13-	
Absolute Range Sense	
Absolute Time Sense	
Ambidexterity (no Off Hand penalty)	
Bump Of Direction	
Eidetic Memory	
Lightning Calculator	
Simulate Death	
Speed Reading (x1,000)	
Universal Translator 13-	
Automaton	
1) +20 STR, 0 END	
2) Heavy Knockback Resistance -4m	0
3) Metal Fists HA +2d6; HtH Attack	0
4) Thrusters Flight 30m, x8 Noncombat; 1 Continuing Fuel Charge lasting 6 Hours (288kph / 180 mph)	[1 cc]
5) Cannot Be Stunned	0
6) Does Not Bleed	0
7) IR Perception (Sight Group)	0
8) LS (Eating: Character only has to eat once per week; Immunity All terrestrial poisons; Immunity: All terrestrial diseases; Longevity: 400 Years; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing; Sleeping: Character only has to sleep 8 hours per week)	0
9) Leaping +4m (4m forward, 2m upward), 0 END	
10) Radar (Radio Group)	0
11) Radio Perception/Transmission (Radio Group)	0
12) Running +20m (20m total), x4 Noncombat, 0 END	
13) Takes No STUN (loses abilities when takes BODY)	0
14) Ultrasonic Perception (Hearing Group)	0