


Portrait



Identity

NAME

MegaComp 9

TITLE

SAI-01 Zonemind

Organization

Description

GENDER

HEIGHT

0'

HAIR

AGE

WEIGHT

0 lb

EYES

BIRTHDAY

SIZE

+5

SKIN

RELIGION

TL

9

HAND

Miscellaneous

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Player

955 Points

0 Unspent

0 Ancestry

188 Attributes

884 Advantages

-152 Disadvantages

-1 Quirks

36 Skills

0 Spells

Primary Attributes

[-20]

0

STRENGTH (ST)

[24]

12

DEXTERITY (DX)

[60]

13

INTELLIGENCE (IQ)

[40]

14

HEALTH (HT)

BASIC DAMAGE

1d-6 BASIC THRUST

1d-5 BASIC SWING

Secondary Attributes

[0]

13

WILL

[0]

16

FRIGHT CHECK

[0]

13

PERCEPTION (PER)

[0]

13

VISION

[0]

13

HEARING

[0]

13

TASTE & SMELL

[0]

13

TOUCH

[0]

6.5

BASIC SPEED

[-30]

0

BASIC MOVE

Humanoid

Roll

Location

DR

3-4

EYES

-9

10

5

SKULL

-7

12

6-7

FACE

-5

10

8

RIGHT LEG

-2

10

9-10

RIGHT ARM

-2

10

11

CHEST

+0

10

ABDOMEN

-1

10

GROIN

-3

10

12

LEFT ARM

-2

10

13-14

LEFT LEG

-2

10

15

HAND

-4

10

16

FOOT

-4

10

17-18

NECK

-5

10

VITALS

-3

10

Encumbrance, Move & Dodge

Level

Max Load

Move

Dodge

0

NONE

0 lb

0

6

1

LIGHT

0 lb

0

5

2

MEDIUM

0 lb

0

4

3

HEAVY

0 lb

0

3

4

X-HEAVY

0 lb

0

2

LIFTING & MOVING THINGS

0 lb BASIC LIFT

0 lb ONE-HANDED LIFT

0 lb TWO-HANDED LIFT

0 lb SHOVE & KNOCK OVER

0 lb RUNNING SHOVE & KNOCK OVER

0 lb CARRY ON BACK

0 lb SHIFT SLIGHTLY

POINT POOLS

[-42]

0

OF

0

FP [UNCONSCIOUS]

[156]

156

OF

156

HP [HEALTHY]

[0]

7

OF

7

RP [HEALTHY]

CONDITION

+6

on all IQ rolls to wake up or to recover from surprise or mental stun

-3

on ranged attacks (unless you Aim first) and on rolls to operate any vehicle faster than a horse and buggy

+10

to all HT rolls concerned with eye damage

-1

to DX in combat and on any task involving hand-eye coordination

+1

to your side on initiative rolls (+2 if you're the leader)

MELEE WEAPON

Usage

SL

PARRY

BLOCK

DAMAGE

REACH

ST

Natural Attacks

Bite

12

No

No

1d-7 cr

C

Natural Attacks

Kick

10

No

No

1d-6 cr

C,1

Natural Attacks

Punch

12

10

No

1d-7 cr

C

TRAIT

Pts

Skill / Technique

SL

RSL

Pts

Advantages

823

-

Administration

16

IQ+3

12

B174

Compartmentalized Mind 9

540

B43+

Computer Operation/TL9

16

IQ+3

8

B184

Massively Parallel

Computer Programming/TL9

16

IQ+3

16

B184

Damage Resistance 10

35

B47+

Can't wear armor; Laminate

Doesn't Breathe

20

B49

Enhanced Time Sense

45

B52+

You immediately act in combat before those without Enhanced Time Sense; Never freeze

Extra Life 1

15

B55

Copy; Requires Body

Fearlessness 1

2

B55+

Injury Tolerance

5

B60+

No Neck (Neck may not be targeted and cannot be decapitated, choked or strangled)

Mind Probe

10

B69+

Cybernetic Only

Nictitating Membrane 10

10

B71

Possession

40

B75+

Accessibility (Only nonvolitional or non-resisting subjects); Digital

Reduced Consumption 4














8

B80

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TRAIT		PTS		
Telecommunication 	Infrared Communication; Video; Burst 1; 10x Increased Range	20	<u>B91+</u>	
Telecommunication 	Laser Communication; Video; Burst 1; 10x Increased Range	30	<u>B91+</u>	
Telecommunication 	Radio; Video; Burst 1; 10x Increased Range	20	<u>B91+</u>	
Telecommunication 	Video; Cable Jack	7	<u>B91+</u>	
Unaging 	IQ Only	4	<u>B95+</u>	
Visualization 	Reliable	12	<u>B96+</u>	
☑ Disadvantages		-152		—
Maintenance 	People Required: 1; Frequency: Monthly Electronics Repair and Mechanic	-2	<u>B143</u>	!
No Legs (Sessile)		-50	<u>B145</u>	
No Manipulators		-50	<u>B145</u>	
No Sense of Smell/Taste		-5	<u>B146</u>	
Numb		-20	<u>B146</u>	
One Eye		-15	<u>B147</u>	
Restricted Diet (Electricity) 	Very Common	-10	<u>B151</u>	
☑ Meta-Trait: Artificial Intelligence Meta		32	<u>B263</u>	—
Absolute Timing		2	<u>B35</u>	—
Digital Mind		5	<u>B49</u>	—
Doesn't Sleep		20	<u>B50</u>	—
Eidetic Memory 	Photographic	10	<u>B51</u>	—
Lightning Calculator 	Intuitive Mathematician	5	<u>B66</u>	—
Reprogrammable		-10	<u>B150</u>	—
☑ Meta-Trait: Machine Meta		25	<u>B263</u>	—
Eight-hour energy reserve, Refuel 3 times per day		0	<u>B263</u>	—
Injury Tolerance 	No Blood (Do not bleed, unaffected by blood-borne toxins, immune to attacks that rely on cutting off blood to part of your body); Unliving (Altered wound modifiers: imp & pi++ are x1, pi+ is x1/2, pi is x1/3, pi- is x1/5)	25	<u>B60</u>	—
No fatigue points, Don't spend fatigue points		0	<u>B263</u>	—
Resistant 	Metabolic Hazards; Immunity	30	<u>B81</u>	—
Unhealing (Total)		-30	<u>B160</u>	—
Wears out instead of aging		0	<u>B263</u>	—
☑ Perks		4		—
Accessories 	Computer, p. 19; Fire Extinguisher; IFF Transponder, p. 19; Smoke Detector	4		—
☑ Quirks		-1		—
Cannot Float		-1	<u>B165</u>	
Natural Attacks		0	<u>B271</u>	—