**Robot Powers**

**Highlights:**

* Access to many super stats
* Almost all movement modes
* Awesome healing powers
* Good armor
* Immunity from mental attacks
* Super senses and utility

**Super Stats:**

* Dexterity
* Intelligence
* Perception
* Strength
* Toughness

**Powers**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Auto Doc | Hea | A | Touch | -- | -- | 1 target | 10u | * 2d8 heal others | 10 |
| Extended Limbs | Utl | -- | -- | -- | -- | Self | -- | * 2 limbs stretch up to 6” | 10 |
| Laser Eyes | Att | A | Bolt | 7/ | +1 | 1 target | 6u | * 3d8 energy damage * No KB | 10 |
| Mechanical Interface | Utl | N | Touch | -- | -- | 1 machine | 4s | * Can interface with any machine that has correct ports (or the robot can access the “guts” of the machine), taking control of the machine * +4 skill checks to use, understand the machine * Intelligent machines or those with security might be able to resist effects (INT) | 6 |
| Powered Locomotion\* | Mov | M | -- | -- | -- | Self | 1r | * Can run, fly and swim 12” | 10 |
| Robotic Armor | Arm | -- | -- | -- | -- | Self | -- | * 6/6/0 armor | 10 |
| Robotic Body\* | Utl | -- | -- | -- | -- | Self | -- | * Immune to mental attacks * X1.5 damage from electrical or magnetic attacks | 10 |
| Robotic Senses | Utl | -- | -- | -- | -- | Self | -- | * Can pick 2 senses from the list * Infrared Sensors * Ultraviolet Sensors * Radio Hearing * Radar * Sonar * X-Ray * Microwave Radiation * (Any other at GM’s discretion) | 6 |
| Sensor Drone | Utl | -- | -- | 1000 km | -- | -- | 4s | * Can control and see through the drone | 6 |
| Stimulant | Hea | A | Touch | -- | -- | 1 target | 10u | * 2d8 energy heal on others | 10 |
| Taser | Att | A | Bolt | 4/ | 0 | 1 target | 6u | * 2d4 electricity-based damage (no defense) * Stun (TOU, WIL 18) | 10 |

**Additional Information**

Later…