Robot Powers

Fighting Profiles

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| --- | --- | --- | --- | --- | --- |
|  | Strike | Block | Shoot | Dodge | Zap |
| Nimble | RS+3 | MS+2 | RS+1 | RW+4 | CR+0 |
| Titan | MP+4 | MT+3 | PR+2 | RT+0 | CP+1 |

Special Mechanics

* Batteries – Certain powers in this set have a pool of 40 uses. Batteries are recharged in between adventures, or at the GM’s discretion, the character can lie dormant for a day to recharge. You may apply this restriction to your other powers/powersets and reduce their Burn by 2.
* Batteries Not Included – At the GM’s discretion, you can forego the Batteries restriction on these powers by adding 2 to all of their Burn ratings.

Powers

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Analyze Foe | Ar | E | 20 | 24 | -- | 1 tgt | M/E | * Analyze a foe’s combat style to gain a bonus against him (Wit) * To keep bonuses on an enemy, you must maintain one energy * Each bonus on the same opponent beyond the first burns an energy, but you only need to maintain one * Uses batteries | * Analyzer – You can roll twice and take the better bonus / x1 / +0B / 20P * Analyzer II – You can roll three times and take the better bonus / x1 / +0B / 20P * Commander – You can give your analysis to an ally and give them the bonuses / x1 / +0B / 10P * Medical Scanner – You can burn all the analysis and heal 1d4 hits per bonus / x1 / +0B / 20P * Quick Thinker – Analysis becomes a free action, but you can still only use this power once/round / x1 / +0B / 20P |
| Armored Plates | R | N | 20 | -- | -- | Self | 0 | * Armor 4/4/0 | * Armor / x3 / +0B / 10P |
| Auto Doc | B | A | 20 | -- | -- | 1 tgt | 6 | * 2d6 Heal on one adjacent ally * Cannot heal self * Uses batteries | * Burn -1 / x3 / -- / 10P * Heal Die Step / x2 / +1B / 10P * Removes Stun and Daze / x1 / -- / 10P * Self – Affects Self / x1 / -- / 20P |
| Extend Limbs | U+ | + | 20 | 6 | -- | Self | 2 | * 2 limbs extend up to 6” * Can move as Stretching 6” * Melee attacks have Reach(6) |  |
| Gadget | U | N | 20 | ? | ? | ? | ?-2 | * Can copy any single non-signature, 20 point power in another set * You have access to the power for the session, or until you return to your base of operations, when you can switch this gadget for another * Gadget has all the same stats as the original power, but also has the restrictions of being a device * Reduce the Burn rating of the copied power by 2 * Uses batteries | * Gadget +1 / x3 / -- / 20P |
| Laser Eyes | Ars | A | 20 | 7/ | 0 | 1 tgt | 4 | * 2d8 + Skill Energy Laser Damage * Uses batteries | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P \*\*\* * Dmg Die / x3 / -2A / 10P \*\*\* * Fast +1 / x3 / +0B / 10P * Range +1 / x3 / +0B / 10P |
| Machine Interface | T | N | 20 | -- | -- | Self | 0 | * Proficient in Computer, Electronics or using vehicles/tools with such parts * Skill +4 | * None |
| Powered Locomotion | M | M | 20 | -- | -- | Self | 0 | * Fly 12 * Run 12 * Swim 12 * Overland 4 * Uses batteries once/scene or once/battle | * Burn -1 / x3 / -- / 10P * Move / x3 / +1B / 10P * Overland +1 / x3 / +0B / 10P |
| Robot Body | T | N | 20 | -- | -- | Self | 0 | * Immune to mental attacks * X1.5 damage from electrical, magnetic, rust, or attacks that specifically affect objects | * None |
| Sensor Drone | U | N | 20 | -- | -- | 1000 km | M | * Can control and sense through the drone * Max one drone out at a time * Uses batteries once/scene | * Drones +1 / x3 / -- / 10P * Range x2 / x3 / -- / 10P |
| Sensor Suite | U | N | 30 | -- | -- | Self | 0 | * Choose 2 senses from the list * Infrared * Ultraviolet * Radio Hearing * Radar * Sonar * X-Ray * Microwave * (Any other at GM’s discretion) * Uses batteries once/scene or once/battle | * Detect Checks +1 / x4 / -- / 10P * Senses +1 / x? / -- / 10P |
| Taser | Ars | A | 20 | 4/ | -1 | 1 tgt | 4 | * 1-point physical damage * Pierce(6) * If physical damage is taken, does an additional 2d6 penetrating electrical damage * Stun (TOU, WIL) * Uses batteries | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x2 / -- / 10P * Dmg Die / x2 / +1B / 10P * Dmg Die / x2 / -2A / 10P * Pierce +1 / x3 / +0B / 10P * Range +1 / x3 / +0B / 10P * Save DL +2 / x3 / +1B / 10P |
| Utility Belt | U | N | 30 | -- | -- | Self | 0 | * You have miniaturized versions of standard tools for any proficiencies you have * Skills +1 * 4/12 chance to have a bizarre device to assist you in any specific situation * Uses batteries once/scene or once/battle | * Proc +1 / x5 / +0B / 10P * Skill +1 / x1 / +0B / 10P |

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| --- | --- |
| Roll | Analyze Bonus (all are vs. your target) |
| 1 | Accuracy +2 |
| 2 | Defense +2 |
| 3 | Damage +2 |
| 4 | Choose either Save +2, or Save DL +2 |
| 5 | Your attacks have Pierce(3) |
| 6 | Your attacks have Bleeder(3) |
| 7 | Your attacks have Knock Dice(2) |
| 8 | Opponent is Impaired(1) if you are adjacent |
| 9 | Opponent is Winded(2) if you are adjacent |
| 10 | Opponent is Chilled(1) if you are adjacent |
| 11 | At any time, as a free action, you can Daze your opponent for his next action. This ends this power on the opponent. All bonuses are reset and your energy comes out of maintenance. |
| 12 | At any time, as a free action, you can Stun your opponent for his next action. This ends the power on this opponent. All bonuses are reset, and your energy comes out of maintenance. |