EXP
Robot Record Sheet

<u>NAME</u>   <u>PLAYER</u>   <u>DATE</u>

<u>AWE</u>	<u>CHA</u>	<u>CON</u> (level)	<u>DEX</u> (level)	<u>INT</u> (level)	<u>MSTR</u>	<u>PSTR</u> (level)	<u>HPS</u>
awareness	charisma	constitution (___)	dexterity (___)	intelligence (___)	mental strength	strength (___)	max hit points

<u>BOT TYPE</u>	<u>AGE</u> (years)	<u>HITE</u> (cms)	<u>WATE</u> (kgs)	<u>CLASS</u>	<u>LEVEL</u>	<u>CF</u> (control factor	<u>EXPS</u>

COMBAT TABLE

Attack Type	**BP** bonus proficient	**BNP** bonus non proficient	**MR** maximum roll	**DA** damage adjuster	
A					ramming, striking, shoveling, hitting
B					throwing, spewing, ejecting
C					powered ranged
	add to skilled attacks	add to unskilled attacks	highest roll on the kilo die	points added to damage	

base race :

power :

sensors :

locomotion :

shape :

tech level :

adaptability :

<u>MOVE</u> (h/u)   <u>ARMOUR RATING</u>   <u>ATTACKS</u>   <u>DEFENCES</u>

Damage Decay Table

<u>AWE</u>	<u>CHA</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>PSTR</u>	<u>Part</u>	<u>TTL damage</u>