QT1

6/Aug/90

#RP27

Awe 11 Сна 15. Con 13 (II) **D**EX 2 (1)

Int 24 (iv) Mstr 0 Pstr 12 (11)

RACE

SIZE (cms) 100 x100 x 100

WATE (kgs) 79 CLASS/LVL

Robot/2

Exps

COMBAT DATA

A. Analog bot

BNPMR \mathbf{BP} DA 70 12 \mathbf{A} 0 none \mathbf{B} 76 0 none 6 \mathbf{C} 130 0 none 0

Hit Points: AR: WA: Move: CF: 39 700 34 kg 2 h/u 26

ROLE-PLAYING INFORMATION

ORIGIN:

PRESENCE:

GOAL:

DESCRIPTION: Flattened cube with skis and 3 propellers. Reaching from it is an articulation. QT1 is quite hot tempered. ROBOT INFORMATION

BASE RACE: Human
POWER SOURCE: Basic
liquid plant; 13 months
SENSORS: Video;
Alternate, IR; Other, eyes;

Video

Viueo

LOCOMOTION: propellers,

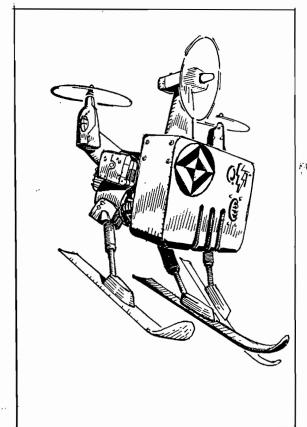
3 pushing skis

ATTACKS: make CF roll to

ram

DEFENCES: Run away PERIPHERALS: Damage analysis; Articulation ADAPTIBILITY: +15 VALUE: 60000 MUTATIONS Mental #17 Heightened

Mental #17 Heightened Brain Talent: Robot can figure anything out by simply putting its mind to it.



Аp