

Persona Name

Player:

Description

Attributes

	CON	DEX	INT	STR	AWE	CHA	SOC	HPM
Primes	<div></div>	<div></div>	<div></div>	<div></div>	-	-	-	-
Scores	<div><div></div><div></div></div>	<div><div></div><div></div></div>	<div><div></div><div></div></div>	<div><div></div><div></div></div>	<div><div></div><div></div></div>	<div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
	constitution	dexterity	intelligence	strength	awareness	charisma	privilege	toughness

Combat Info

ATTACK TABLE

Type	Skilled	Raw	Max	Force	DEF	MOVE	HPS
Strike	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div></div> land	<div><div></div><div></div><div></div></div>
Fling	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div></div> air	
Shoot	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div></div> water	

**Strike:** self powered melee, **Fling:** self powered ranged, **Shoot:** powered attacks  
**Skilled:** add to skilled attack rolls, **Raw:** add to unskilled attack roll, **Max:** maximum attack roll, **Force:** add to damage roll  
**DEF:** defence, **Move:** hexes per unit **HPS:**hit points total

Mechanical Info

Family:	Series:	Model:
Shape:		Locomotion:
Size Cat:	Wate:	Fabricator:
Power:	Sensors:	
Adaptibility: <div><div></div><div></div></div>	Control Factor: <div><div></div><div></div></div>	Level:
	Control Factor: INT + prime INT * Level	

Peripherals

Malfunctions:

Persona Info

Persona Name

Player:

Wate Allowance

WA: SPRINT: CARRY: LIFT:

WA: STR wate allowance, Sprint: WA/4 Carry:WA\*1.5, Lift: WA\*2.5

TOYs

ITEM WT(kg) TTL(kg) INFO

Demolition Table

System	DMG	HPM	AWE	CHA	CON	DEX	INT	STR