

## Billings Fische

5/Aug/90 #RP05

|            |            |            |            |            |             |             |
|------------|------------|------------|------------|------------|-------------|-------------|
| <b>AWE</b> | <b>CHA</b> | <b>CON</b> | <b>DEX</b> | <b>INT</b> | <b>MSTR</b> | <b>PSTR</b> |
| 10         | 14         | 10         | 7          | 19         | 14          | 6           |

|                    |                    |                   |                   |                  |             |
|--------------------|--------------------|-------------------|-------------------|------------------|-------------|
| <b>RACE</b>        | <b>AGE (years)</b> | <b>HITE (cms)</b> | <b>WATE (kgs)</b> | <b>CLASS/LVL</b> | <b>Exps</b> |
| Equine-moose(male) | 16, adolesc.       | 172               | 79                | Mechanic/4       |             |

### COMBAT DATA

|          | BP  | BNP | MR  | DA |
|----------|-----|-----|-----|----|
| <b>A</b> | 137 | 18  | 762 | 6  |
| <b>B</b> | 119 | 12  | 769 | 3  |
| <b>C</b> | 171 | 26  | 846 | 0  |

|             |             |            |
|-------------|-------------|------------|
| Hit Points  | Move: 3 h/u | Unenc:<2.5 |
| Maximum: 32 | AR: 542     | Enc:<12    |
| Total       | REC: 10     | Lift:>25   |

### ROLE-PLAYING INFORMATION

**ORIGIN:** Had a bad experience with a robot in his youth.

**PRESENCE:** Seeking out errant robots.

**GOAL:** Get humanocentric robots under proper control

**PERSONALITY:** Fanatic pursuer of errant robots (extroverted personality)

**POLITICAL:** Anarchist

**RELIGIOUS:** None

**PHILOSOPHICAL:** None

**DESCRIPTION:** Dirty lumberjack clothing, with a two holed toque for his antlers

**COMMENTS:** "dis robot ees sufring from da humanocentric envy"

### CLASS INFORMATION

Mending 3

Powered weapons 2

Robotics 3

### MUTATIONS

None

### PERSONAL EQUIPMENT

Access to a long range traveler #PD92

Treasure, diamond #PD88 drives a mineral explorer #PD97

Robotic override PD#57: +20 on all robotic actions

