

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>
	constitution	dexterity	intelligence	strength	awareness	charisma	privilege	toughness

Combat Info

ATTACK TABLE				DEF	MOVE	HPS
Type	Skilled	Raw	Max	Force		
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>	land
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>	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>	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

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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

DMG	HPM	System	AWE	CHA	CON	DEX	INT	STR

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