

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	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div></div>	
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></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></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

Mechanical Info

Family: Robot (Machinidae)

Fabricator:

Series:

Model:

Shape:

Size (desc):

Wate:

Hite:

Locomotion:

Power:

Sensors:

Adaptability:

Control Factor:

Level:

Control Factor: INT + prime INT \* Level

Peripherals


Malfuncatations


Doodle

Notes


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## Encumbrance

**Water Allowance =**  kgs

**Unencumbered:**

**Encumbered:**

## Over-encumbered:

### Lift Only:

**Free:** 0 kgs, **Unencumbered:**  $<WA/4$  **Encumbered:**  $<WA*1.5$ , **Over-encumbered:**  $<WA*2.5$ , **Lift Only:**  $>WA*2.5$

**TOYs**

## ITEM

# Water

## INFO

## Demolition Table

[illegible]