

Tex (TX-472)

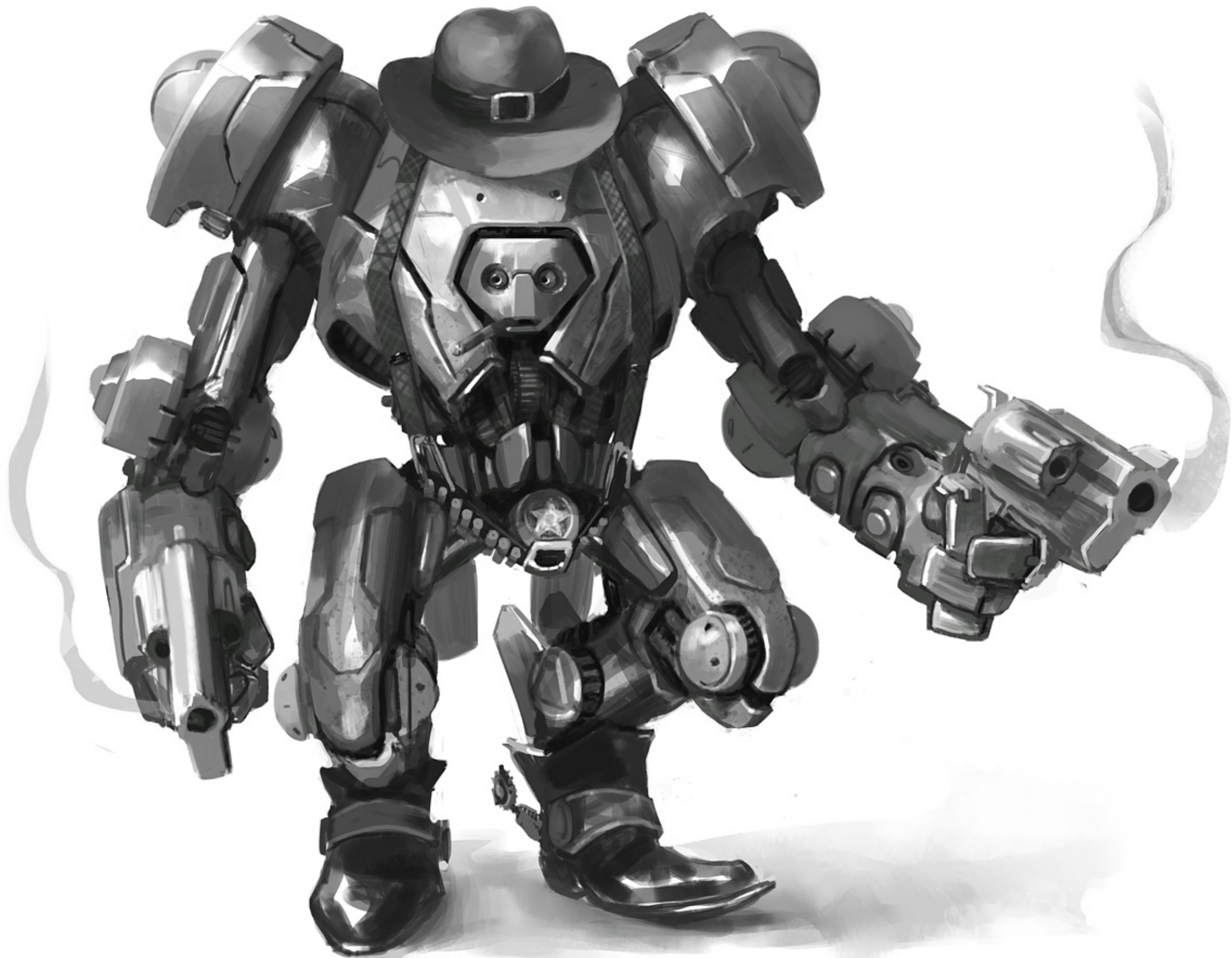
You've been in the city of Cynosure for nearly 15 years now, ever since your home dimension went out of phase while you were off on a booze run for the boss. You are a robot, originally built for entertainment (and security) at an Old-West themed restaurant called McDougal's. But you've long since given up hope that your home dimension will return anytime soon, so to make ends meet you take odd jobs around The Pit, mostly security and bodyguard work.

To ensure that you could travel through the city without powering down every time you hit a low-tech dimension, you were built with a small Portable Reality Generator (PRG) in your core -- though you usually keep that a secret since that is a *very* valuable piece of technology. Unfortunately the core is not entirely stable, and there is a small chance you will *explode* someday if you ever take a hard enough hit!

You've been a regular at Munden's for a decade. About three years ago GrimJack recommended you for a bodyguard job he didn't have time to take. That job led to more jobs, and then more, and since that time you have had very few periods of unemployment. You owe him one.

Around Munden's you've really hit it off with Elriss, an Ooshoo that takes care of your monthly maintenance at a nice discount. You're also on friendly terms with Thoresh (a Myzaleet mage) and Kaldun (a Dirdin ex-soldier).

- To see what you know about anyone or anything in the city, use **Area Knowledge**
- To hurt people from afar, use **Guns** to shoot them with your 10mm Heavy Pistols
- To hurt people close up, use **Brawling** (with or without **Claws**) if you'd rather not shoot
- To influence people, use **Intimidation** or **Savoir-Faire** (for entertainers or security types)
- Other notable traits: **High Pain Threshold, Computer Hacking, First Aid, Law**
- *Questions about anything else on your character sheet? Just ask!*



Name:

Description:

| | | | |
|----|----------------------|------|----------------------|
| ST | <input type="text"/> | HP | <input type="text"/> |
| DX | <input type="text"/> | Will | <input type="text"/> |
| IQ | <input type="text"/> | Per | <input type="text"/> |
| HT | <input type="text"/> | FP | <input type="text"/> |

| Damage | Resistance |
|--------|------------|
| Eyes | Arms |
| Neck | Hands |
| Skull | Legs |
| Face | Feet |
| Torso | Groin |

| | |
|------------|---------------|
| Advantages | Disadvantages |
|------------|---------------|

| | |
|--------|--------------------|
| Move: | Speed: |
| Dodge: | Parry: Block: |

| Hand Weapons/Attacks | | | | |
|----------------------|-------|--------|-------|-------|
| Weapon | Skill | Damage | Reach | Parry |
| | | | | |

| Skills | | | |
|--------|-------|------|-------|
| Name | Level | Name | Level |
| | | | |

| Ranged Weapons/Attacks | | | | | | | | |
|------------------------|-------|--------|-----|-------|-----|-------|------|-----|
| Weapon | Skill | Damage | Acc | Range | RoF | Shots | Bulk | Rcl |
| | | | | | | | | |

| |
|-------------|
| Possessions |
|-------------|



Name: **Tex (TX-472)**
 Race: **Robot**
 Appearance: **Security and bodyguard.**

Player:
 Ht: **5' 10"** Wt: **650 lbs.** Age: **65** Spent: **250**
 Unspent: **0**

CHARACTER SHEET

| | | |
|--------------------|---------------------|--------------------------------|
| ST 15 [50] | HP 15 [0] | Basic Speed 6 [0] |
| DX 12 [40] | Will 12 [0] | Basic Move 6 [0] |
| IQ 12 [40] | Per 12 [0] | BL 45 lb (STxST)/5 |
| HT 12 [20] | FP 0 [0] | Thr 1d+1 Sw 2d+1 |

| | |
|------------------|--------------|
| TL 9 [0] | SM +0 |
|------------------|--------------|

| | | |
|------------|------------------|-------------------|
| Vision 12 | Taste/Smell 12 | Death Check 12 |
| Hearing 12 | Fright Check 14* | High Jump 2.17 ft |
| Touch 12 | Consciousness 12 | Broad Jump 3 yd |

* Includes: +2 from 'Combat Reflexes'

HP 4, 0, -15, -30, -45, -60, -75 **FP**

| PARRY | PARRY | BLOCK | DODGE | OTHER |
|----------|-------|-------|-------|-------|
| 11* | | 8* | 10* | |
| Brawling | | DX | None | |

| | | |
|--------------------------------|--------------------------------|--|
| Eyes DR: 0 HP: 0 | Skull DR: 2 HP: 0 | Loc. HP # Eyes 2 Neck - Skull - Face - Torso - Groin - Arms 8 Hands 6 Legs 8 Feet 6 Bonus DR: 8† Bonus DB: 0 Notes: |
| Neck DR: 0 HP: 0 | Face DR: 0 HP: 0 | |
| Torso DR: 0 HP: 0 | Arms DR: 0 HP: 0 | |
| | Hands DR: 0 HP: 0 | |
| | Groin DR: 0 HP: 0 | |
| | Legs DR: 0 HP: 0 | |
| | Feet DR: 0 HP: 0 | |

* Includes: +1 from 'Combat Reflexes'

† Includes: +8 from 'Damage Resistance'

ADVANTAGES

| Name | Pts |
|----------------------------------|-------|
| Ambidexterity {p. B39} | [5] |
| Claws (Talons) {p. B42} | [8] |
| Combat Reflexes {p. B43} | [15] |
| Damage Resistance 8 {p. B46} | [40] |
| Digital Mind {p. B48} | [5] |
| High Pain Threshold {p. B59} | [10] |
| Roll to ignore pain: 15 (Will+3) | |

DISADVANTAGES

| Name | Pts |
|--|--------|
| Cannot Learn {p. B125} | [-30] |
| Electrical {p. B134} | [-20] |
| Fragile (Explosive) {p. B136} | [-15] |
| Maintenance (Electronics; 1 person; Monthly) {p. B143} | [-2] |
| Maintenance (Mechanic; 1 person; Monthly) {p. B143} | [-2] |

SKILLS

| Name | Level | Relative | Pts |
|--|-------|----------|-------|
| Area Knowledge (Cynosure) {p. B176} | 12 | IQ+0 | [8] |
| Brawling {p. B182} | 14 | DX+2 | [4] |
| Parry: 11 | | | |
| Climbing {p. B183} | 12 | DX+0 | [2] |
| Computer Hacking/TL9 {p. B184} | 14 | IQ+2 | [8] |
| Computer Programming/TL9 {p. B184} | 14 | IQ+2 | [8] |
| Electronics Operation/TL9 (Security) {p. B189} | 12 | IQ+0 | [2] |
| Fast-Draw (Pistol) {p. B194} | 14* | DX+2 | [2] |
| First Aid/TL9 (Cynosure) {p. B195} | 13† | IQ+1 | [2] |
| Guns/TL9 (Pistol) {p. B198} | 16 | DX+4 | [12] |
| Intimidation {p. B202} | 12 | Will+0 | [2] |
| Law (Cynosure) {p. B204} | 12 | IQ+0 | [4] |
| Mechanic/TL9 (Cynosure) {p. B207} | 12 | IQ+0 | [2] |
| Savoir-Faire (Entertainers) {p. B218} | 12 | IQ+0 | [1] |
| Savoir-Faire (Security) {p. B218} | 12 | IQ+0 | [1] |
| Stealth {p. B222} | 11 | DX-1 | [1] |
| Throwing {p. B226} | 12 | DX+0 | [2] |

* Includes: +1 from 'Combat Reflexes'

† Conditional: +1 from 'First Aid Kit (Organic)', +1 from 'First Aid Kit (Robotic)'

TEMPLATES AND META-TRAITS

| Name | Pts |
|--|--------|
| Machine {p. B263} | [25] |
| Features: Eight-hour energy reserve, No Fatigue Points, Wears out instead of aging | |
| Immunity to Metabolic Hazards | [30] |
| Injury Tolerance (No Blood; Unliving) {p. B60} | [25] |
| Unhealing (Total) {p. B160} | [-30] |

MELEE ATTACKS

| Name | Skill | Parry | Damage | Reach | ST | LC | Notes |
|-----------------|-------|-------|--------------|-------|----|----|-------|
| Brawling: Punch | 14 | 11 | 1d+2 cut/imp | C | - | - | |
| Brawling: Kick | 12 | - | 1d+3 cr | C,1 | - | - | |

RANGED ATTACKS

| Name | Skill | Damage | Acc | Range | RoF | Shots | ST | Bulk | Rcl | LC | Notes |
|-----------------------|-------|--------|-----|------------------|-----|-------|----|------|-----|----|-------|
| Heavy Pistol, 10mmCLP | 16 | 3d pi+ | 4 | 180 yd / 1.14 mi | 3 | 9(3) | 10 | -2 | 3 | 3 | |

| EQUIPMENT | | | |
|-----------|---|-------|---------|
| Qty | Item | Cost | Weight |
| 54 | 10mmCLP Conventional Ammunition (TL9) Per Unit - Cost: 0.28, Weight: 3.58 dr Description: TL:9 LC:3 | 15.12 | 12.1 oz |
| 1 | First Aid Kit (Organic; TLVar.) Description: TL:Var. Notes: A complete kit for treating wounds, with bandages, ointments, etc. +1 to First Aid skill. | 50 | 2 lb |
| 1 | First Aid Kit (Robotic; TLVar.) Description: TL:Var. Notes: A complete kit for treating wounds, with bandages, ointments, etc. +1 to First Aid skill. | 50 | 2 lb |
| 2 | Heavy Pistol, 10mmCLP (TL9; Targeting Scope: Compact (TL 9; +2)) Per Unit - Cost: 1540, Weight: 3 lb Description: TL:9 LC:3 Ammo:0.7 lb. Damage:3d pi+ Acc:2 Range:180/2000 RoF:3 Shots:20+1(3) ST:10 Bulk:-2 Rcl:3 Skill:Guns (Pistol) | 3080 | 6 lb |

| REACTION MODIFIERS | |
|--------------------|----|
| Appearance: | +0 |
| Status: | +0 |
| Other: | +0 |

| ENCUMBRANCE TABLE | | | | | |
|-------------------|----------|-------|--------|--------|--------|
| Name | « None » | Light | Med | Hvy | X-Hvy |
| Basic | 45 lb | 90 lb | 135 lb | 270 lb | 450 lb |
| Ground | 6 yd | 4 yd | 3 yd | 2 yd | 1 yd |
| Water | 1 yd | 1 yd | 1 yd | 1 yd | 1 yd |
| Jump | 6 yd | 4 yd | 3 yd | 2 yd | 1 yd |
| Dodge | 10 | 9 | 8 | 7 | 6 |

| LIFTING FEATS | | | | | |
|---------------|--------------|--------------|---------------|----------------|----------------|
| Name | 1-Hand Lift* | 2-Hand Lift† | Shove / Over‡ | Carry on Back§ | Shift Slightly |
| Basic | 90 lb | 360 lb | 540 lb | 675 lb | 1.12 tn |

* Takes 2 seconds to complete
† Takes 4 seconds to complete
‡ Double with a running start
§ Lose 1 FP/sec while over X-Hvy enc.

| SLAM TABLE | | | | |
|------------|------|------|------|----|
| Mvmt. | 1 | 2-3 | 4-6 | 7 |
| Dmg. | 1d-3 | 1d-2 | 1d-1 | 1d |

| JUMP TABLE | | | | | | |
|------------|---------|---------|---------|---------|---------|---------|
| Mvmt. | Rest | 1 | 2 | 3 | 4 | 5+ |
| High | 2.17 ft | 2.67 ft | 1.06 yd | 1.22 yd | 1.39 yd | 1.44 yd |
| Broad | 3 yd | 3.67 yd | 4.33 yd | 5 yd | 5.67 yd | 6 yd |

| HUMANOID HIT LOCATION TABLE | | | | | |
|-----------------------------|-----------|-------------|------|-------------------|------|
| Roll | Location | Mod. | Roll | Location | Mod. |
| 3-4 | Skull | -7(f)/-5(b) | - | Vitals† | -3 |
| 5 | Face | -5(f)/-7(b) | - | Eye‡ | -9 |
| 6-7 | Right Leg | -2 | - | Ear | -7 |
| 8 | Right Arm | -2 | - | Nose | -7 |
| 9-10 | Chest* | - | - | Jaw | -6 |
| 11 | Abdomen* | -1 | - | Spine§ | -8 |
| 12 | Left Arm | -2 | - | Limb Vein/Artery¶ | -5 |
| 13-14 | Left Leg | -2 | - | Neck Vein/Artery¶ | -8 |
| 15 | Hand | -4 | - | Arm/Leg Joint** | -5 |
| 16 | Foot | -4 | - | Hand/Foot Joint** | -7 |
| 17-18 | Neck | -5 | - | Groin | -3 |

* If striking with crushing, impaling, or piercing attacks, roll 1d: 1 is a vitals hit instead
† Only targetable by crushing, impaling, piercing, and tight-beam burning attacks
‡ Only targetable by impaling, piercing, and tight-beam burning attacks
§ Only targetable by crushing, cutting, impaling, piercing, and tight-beam burning attacks
¶ Only targetable by cutting, impaling, piercing, and tight-beam burning attacks
** Only targetable by crushing, cutting, piercing, and tight-beam burning attacks
See also: *Hit Location*, p. B398, *Human and Humanoid Hit Location Table*, p. B552, *New Hit Locations*, p. MA137, and *Hit Locations*, p. LT100.

| HUMANOID ARMOR GAPS TABLE | | | | | |
|---------------------------|-----------|------|--------------|-----------|-------------|
| Gap | Location | Mod. | Gap | Location | Mod. |
| Armpit* | Vitals | -8 | Inside Elbow | Arm Joint | -8 |
| Back of Knee | Leg Joint | -8 | Neck | Neck | -8 |
| Eyes | Eyes | -10 | Open Palm | Hand | -6(u)/-8(a) |
| Groin | Groin | -3 | | | |

* Only targetable by impaling attacks; critical hit cripples arm
See also: *Harsh Realism - Armor Gaps*, p. LT101.

| SIZE AND SPEED/RANGE TABLE | | | | | |
|----------------------------|------|---------|---------|------|---------|
| Spd/Rng | Size | Measure | Spd/Rng | Size | Measure |
| 0 | 0 | 2 yd | -8 | +8 | 50 yd |
| -1 | +1 | 3 yd | -9 | +9 | 70 yd |
| -2 | +2 | 5 yd | -10 | +10 | 100 yd |
| -3 | +3 | 7 yd | -11 | +11 | 150 yd |
| -4 | +4 | 10 yd | -12 | +12 | 200 yd |
| -5 | +5 | 15 yd | -13 | +13 | 300 yd |
| -6 | +6 | 20 yd | -14 | +14 | 500 yd |
| -7 | +7 | 30 yd | -15 | +15 | 700 yd |

See also: *Size and Speed/Range Table*, p. B550.

| POINTS SUMMARY | | Pts |
|---|--|------------|
| Basic Attributes, Secondary Characteristics | | 150 |
| Advantages, Perks | | 108 |
| Disadvantages, Quirks | | -69 |
| Skills, Techniques | | 61 |
| Total Points Spent: | | 250 |
| Unspent Points: | | 0 |