

MECHANON'S SUMMONED ROBOTS

| Val | Char | Cost | Roll | Notes |
|-----|------|------|---------------------------------------|---------------------------------|
| 15 | STR | 5 | 12- | Lift 200 kg; 3d6 HTH damage [1] |
| 15 | DEX | 15 | 12- | OCV: 5/DCV: 5 |
| 10 | CON | 0 | 11- | |
| 10 | BODY | | 0 | 11- |
| 15 | INT | 5 | 12- | PER Roll 12- |
| 0 | EGO | 0 | — | ECV: N/A |
| 15 | PRE | 5 | 12- | PRE Attack: 3d6 |
| 6 | COM | -2 | 10- | |
| 6 | PD | 3 | Total: 6 PD (4 rPD) | |
| 4 | ED | 2 | Total: 4 ED (2 rED) | |
| 4 | SPD | 15 | Phases: 3, 6, 9, 12 | |
| 5 | REC | 0 | | |
| 0 | END | -10 | | |
| 30 | STUN | 7 | Total Characteristics Cost: 45 | |

Movement: Running: 6"/12"

| Cost | Powers | END |
|------|---------------------------------------------------------------------------------------------|-----|
| 10 | <i>Metallic Fists:</i> HA +2d6, Reduced Endurance (0 END; +1/2); Hand-To-Hand Attack (-1/2) | 0 |
| 3 | <i>Mechanical Body:</i> Damage Resistance (4 PD/2 ED) | 0 |
| 15 | <i>Mechanical Body:</i> Cannot Be Stunned | 0 |
| 15 | <i>Mechanical Body:</i> Does Not Bleed | 0 |
| 7 | <i>Tireless:</i> Reduced End (0 END; +1/2) on up to 15 STR | 0 |
| 6 | <i>Tireless:</i> Reduced End (0 END; +1/2) on Running | 0 |
| 1 | <i>Tireless:</i> Reduced End (0 END; +1/2) on Leaping | 0 |
| 1 | <i>Tireless:</i> Reduced End (0 END; +1/2) on Swimming | 0 |
| 45 | <i>Mechanical Body:</i> Life Support: Total | 0 |

Skills

| | |
|---|----------------------------------------|
| 1 | Language: English (basic conversation) |
| 1 | Stealth 8- |

Total Powers & Skills Cost: 105

Total Cost: 150

Total Disadvantage Points: 0

Description: This character sheet represents a typical proto-robot Mechanon creates through his *Animate Technology* power. The robot is assembled, under Mechanon's cyberkinetic control, from whatever computers, wiring, circuit boards, and other bits and pieces of technology are available in the area (if no such material is available, Mechanon cannot use the ability; if limited supplies are available, he may not be able to create the maximum number of robots he ordinarily could).

These robots can vary a little from one to another, depending on the technology incorporated into them. Robots created in an optics lab might trade off some Characteristics for Enhanced Senses; ones created in a steel factory might be tougher and stronger, but dumber.

Mechanon can only have up to four of these robots active at any one time. If he decides he doesn't like one he has, he can always crush it and create a new one (assuming more parts are available).

Because the robots are for a campaign with characters built on 200 Base Points — more than the total points in the robot — they don't have any Disadvantages. Since they're usually quite short-lived anyway, this should pose no problem.