7

Character Name: Alfredo			Player Name:		
Social AttributesInspiration:Anthropoid Class:7MA:1Role Score:10Body Type:4(Appearance +1)Self Awareness Score:1Vocalization:3					
<i>Primary Attributes</i> Force:4Articulation:6Processor:6		MOBI	Size:5Slight Adult Maleass4:DurabilityJLIJJY7:LocomotionNJAL4:Memory		
Perception AttributesGeneral Perception:8Visual:4Olfactory:3Audio:43					
Power Capacity: 5			Current Fower:		
Physical: 4 Menta		re Ir 1	rograms Social (Genteel): 5		
	Ro	le Tr	rograms		
<u>I</u> Skill (Specialties)	<u>e</u>	Lul	<u>I</u> Skill (Specialties) <u>C</u> Lul		
4 Athletics [B]	Ρ	4			
2 Carousing	S				
2 Dancing [B] (court)	С	(()			
4 Etiquette [A & V] (genteel, common)	S	(+1)			
3 Fashion [A]	S	(+1)			
3 Fencing [B] (rapier, dagger)	P	2	- Role Description: Rakish Swashbuckler		
4 Intrigue	M	3			
4 Persuasion [A & V] (seduce, convince)	S P	(+1)	Alfredo is the youngest of the Band of Four, flamboyant and roguish		
4 Riding [B] 3 Sneak [B]	P		with a flair for the dramatic. A true social chameleon, Alfredo is as at		
			home at the highest levels of court as he is in the darkest alley ways. Since he knows there are no lengths he wouldn't go to for his comrades		
			he assumes the same from them, relying on them to pull him out of any		
├ ──			spot of trouble his reckless nature and eye for the ladies gets him into.		
	1	1			
ſ	Pers	onal	lity Traits		
Role Related Traits		Lul	Self Awareness Related Traits		
Loyal to the Band of 4		3			
Loyal to the King		1			
Rogueishly Charming		2			
Obsessive Flirt		2			
Everything is a game		2			

Acce	ssories & Advanced Syst	ems	Slots:	6	
	ry (notes)	S	Accessa	<u>ry (notes)</u>	S
	factory Sensors	1		<u>, , , , , , , , , , , , , , , , , , , </u>	
	Storage (1 cubic foot, dagger) [MA1]	1			
Intornal					
	Malfunctions		Cosme	rtic Damage:	
<u>Compon</u>	ent Damage	<u>Dam</u>	<u>Compon</u>	<u>ent Damage</u>	<u>Dam</u>
	J	erson	al Gear		
	apier (R3, D0)				
	agger (R1, D-1)				
	iuard Uniforms				
	d fine clothes pieces of ornamentation and fr	innory			
Several	pieces of ornamentation and in	ippery			
	0			0=0	
	Tro	perty	<u>L Wea</u>	lth	
	Contact	, Alli	es, L I	atrons	
<u>Charact</u>	<u>er</u> :	<u>Favor</u>	<u>Charact</u>	er	<u>Favor</u>
	 .Ma	llunct	tion Ial	ble	
1d10	Ma Malfunction Result	lfunct	tion Tal		
1d10 1	Malfunction Result	lfunct		Sub System Result	
1 2	Malfunction ResultForce, 1 point	lfunct	1d10		
1 2 3	Malfunction Result	lfunct	1d10 1-3 4-5 6	Sub System Result Visual Sensors	
1 2 3 4	Malfunction ResultForce, 1 pointDurability, 1 point	lfunct	1d10 1-3 4-5	Sub System ResultVisual SensorsAudio SensorsTactile SensorsVocalization	
1 2 3 4 5	Malfunction ResultForce, 1 pointDurability, 1 pointLocomotion, 1 point	lfunct	1d10 1-3 4-5 6 7 8-10	Sub System Result Visual Sensors Audio Sensors Tactile Sensors Vocalization Energy Capacity **	
1 2 3 4 5 6	Malfunction ResultForce, 1 pointDurability, 1 pointLocomotion, 1 pointArticulation, 1 pointProcessor, 1 pointMemory, 1 point + Memory Sav	ve	1d10 1-3 4-5 6 7 8-10 1-5	Sub System ResultVisual SensorsAudio SensorsTactile SensorsVocalizationEnergy Capacity **Current Point	
1 2 3 4 5	Malfunction ResultForce, 1 pointDurability, 1 pointLocomotion, 1 pointArticulation, 1 pointProcessor, 1 point	ve I point	1d10 1-3 4-5 6 7 8-10	Sub System Result Visual Sensors Audio Sensors Tactile Sensors Vocalization Energy Capacity **	

Robots	\mathcal{K}	Rapiers
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Character Name: Burgiss	\$		Player Name:
Social AttributesInspiratioRole Score:10Self Awareness Score:0	n:		Anthropoid Class:4MA:4Body Type:2(Appearance -1)Vocalization:2
Primary Attributes			<i>Size:</i> 7
Force:7Articulation:5Processor:3		MOBI	USS[MA1] 7:DurabilityULITY4:LocomotionUTAL5:Memory
Perception AttributesVisual:2Audio:4Tactile:3			General Perception: 6
<i>Power Capacity:</i> 9/19			Current Power:
Physical: 5 Mento	al:	3	ograms Social (common): 2
			rograms
<u>J</u> Skill (Specialties) 4 Athletics [B] 4 Brawling 4 Carousing 3 Drive Carriage	<u>С</u> Р Р S Р	<u>Lvl</u> 1 1 1	<u>I</u> Skill (Specialties) <u>C</u> Lul
 3 Fencing [B] (Sword, Pole Arm, Dagger) 4 Firearms (Musket, Cannon) 4 Gaming (dice, cards) 	P P M	1 2 1	Role Description: Simple Swashbuckler
 2 Mechanics [F] (Farrier, Robot, Grav, Gen) 4 Riding [B] 	M P	3 0	Burgiss has a more humble background than his fellows in the Band of Four, with a simple homespun nature. Quiet and unassuming he is far more at home repairing a hobbling horse than dancing at a ball. Gentle and soft spoken folks assume he's a touch slow but once crossed he is a force to be reckoned with. What he lacks in style and finesse he makes up for in strength and determination.
<i><u>Role Related Traits</u></i> Loval to Band of Four	Pers	onal <u>Lvl</u>	ity Traits <u>Self Awareness Related Traits</u> <u>Lvl</u>

<u>Jule Freduleu Frans</u>	$\frac{Lvc}{Lvc}$	<u>Seq uwareness stetutea s ruus</u>	$\underline{\mathcal{L}\mathcal{U}\mathcal{U}}$
Loyal to Band of Four	2		
Loyal to King	2		
Believes Alfredo Implicitly	2		
Slow, deliberate, simple thinker	2		
Nervous in social situations	2		

ucce	essories & Advanced S	ystems	Slots:	8	
	<u>ry (notes)</u>	<u>S</u>	Accessor	<u>y (notes)</u>	S
	Capacitor [MA1]	1			
	able Tool Arm [MA2]	1			
	Malfunctions		Cosme	tic Damage:	
<u>Compor</u>	<u>vent Damage</u>	<u>Dam</u>	<u>Compone</u>	ent Damage	<u>Dam</u>
		Person	al Gear		
	word (R3, Diff+2, D+4)				
	sket (D+1, EMPx3, Del 6, Rge 15, 5	Shts 4 (12))			
	agger (R3, D-1)				
	rn King's Guard Uniforms King's Guard Uniform				
i good i	King's Guard Onitonni				
		Property	S Weal	th	
	Paut	act All:		~ t uan i	
Charact		acts, Alli <u>Favor</u>	es, a J <u>Characte</u>		Favor
<u> </u>		<u>0 movi</u>	<u>ummn</u>		
		Malfunct	tion Tab	lle	
1d10	J Malfunction Result	Malfunct	tion Tab	ele Sub System Result	
1d10 1		Malfunct	T	-	
	Malfunction Result	Malfunct	1d10	Sub System Result	
1 2 3	Malfunction ResultForce, 1 point	Malfunct	1d10 1-3 4-5 6	Sub System Result Visual Sensors	
1 2 3 4	Malfunction ResultForce, 1 pointDurability, 1 point	Malfunct	1d10 1-3 4-5 6 7	Sub System ResultVisual SensorsAudio SensorsTactile SensorsVocalization	
1 2 3 4 5	Malfunction ResultForce, 1 pointDurability, 1 pointLocomotion, 1 pointArticulation, 1 pointProcessor, 1 point		1d10 1-3 4-5 6 7 8-10	Sub System Result Visual Sensors Audio Sensors Tactile Sensors Vocalization Energy Capacity **	
1 2 3 4 5 6	Malfunction ResultForce, 1 pointDurability, 1 pointLocomotion, 1 pointArticulation, 1 pointProcessor, 1 pointMemory, 1 point + Memory	/ Save	1d10 1-3 4-5 6 7 8-10 1-5	Sub System Result Visual Sensors Audio Sensors Tactile Sensors Vocalization Energy Capacity ** Current Point	
1 2 3 4 5	Malfunction ResultForce, 1 pointDurability, 1 pointLocomotion, 1 pointArticulation, 1 pointProcessor, 1 point	/ Save ble, 1 point	1d10 1-3 4-5 6 7 8-10	Sub System Result Visual Sensors Audio Sensors Tactile Sensors Vocalization Energy Capacity **	

7

Character Name: Charles	6		Ilayer I	Vame:			
Social AttributesInspirationRole Score:10Self Awareness Score:0	n:		Body	<i>poid Cla</i> y Type: alization:	<i>ss:</i> 6 3 3	MA:	3
Primary Attributes		M	Size:	6	Average		hility
Force:5+1Articulation:6Processor:5		MA MOBI MEN	LITY		6 6 5	Dura: Locom: Me:	-
Perception Attributes General Perception: 6 Visual: 3 Audio: 3 Tactile: 2							
Power Capacity: 8			Синнеп	t Tower:			
[0	0					
Physical: 5 Ment		re Fr 2	ograms	Soci	ial(Genteel):	3	
Physical: 5 Ment	al:	2	ograms wgrams	Soci	ial(Genteel):	3	
Thysical: 5 Mente	al:	2	wgrams	Soc		<u> </u>	Lul
<u>J</u> <u>Skill (Specialties)</u> 4 Athletics [B]	al: Ro <u>C</u> P	2 vle Tr	wgrams				Lul
<u>J</u> Skill (Specialties) 4 Athletics [B] 4 Brawling	al: Ro <u>C</u> P	2 vle Tr	wgrams				Lul
J Skill (Specialties) 4 Athletics [B] 4 Brawling 2 Carousing	al: Ro <u>C</u> P S	2 vle Tr	wgrams				Lul
J Skill (Specialties) 4 Athletics [B] 4 Brawling 2 Carousing 2 Dancing [B] (Court)	al: Ra <u>C</u> P S S	2 vle Tr	wgrams				Lul
<u>J</u> <u>Skill (Specialties)</u> 4 Athletics [B] 4 Brawling 2 Carousing 2 Dancing [B] (Court) 4 Etiquette [A & V] (Genteel, Soldier, Common)	al: Ro <u>C</u> P S S S	2 Le Pr Lul 1	uograms				Lul
J Skill (Specialties) 4 Athletics [B] 4 Brawling 2 Carousing 2 Dancing [B] (Court) 4 Etiquette [A & V] (Genteel, Soldier, Common) 3 Fencing [B] (rapier, pole arm, mass)	al: Ro P P S S S P	2 vle Tr	ograms <u>I Skill</u>	<u>(Specialtie</u>	<u>28)</u>		
J Skill (Specialties) 4 Athletics [B] 4 Brawling 2 Carousing 2 Dancing [B] (Court) 4 Etiquette [A & V] (Genteel, Soldier, Common) 3 Fencing [B] (rapier, pole arm, mass) 4 Firearms (musket, pistol)	Al: Ra P P S S S P P	2 Le Pr Lul 1	ograms <u>I Skill</u> Role I	<u>(Specialtie</u> Descriptio	<u>n:</u> Broodin	<u>C</u> g Swashbuc	ckler
J Skill (Specialties) 4 Athletics [B] 4 Brawling 2 Carousing 2 Dancing [B] (Court) 4 Etiquette [A & V] (Genteel, Soldier, Common) 3 Fencing [B] (rapier, pole arm, mass) 4 Firearms (musket, pistol) 4 Gaming (cards, dice)	Al: Ra P P S S S P P M	2 Le F r <u>Lol</u> 1 3 	ograms <u>I</u> Skill Bole I Charles vacilla	<u>C (Specialtie</u> <u>Descriptio</u> ates between peri	23)	<u>C</u> g Swashbuc	ckler rage.
J Skill (Specialties) 4 Athletics [B] 4 Brawling 2 Carousing 2 Dancing [B] (Court) 4 Etiquette [A & V] (Genteel, Soldier, Common) 3 Fencing [B] (rapier, pole arm, mass) 4 Firearms (musket, pistol) 4 Gaming (cards, dice) 4 Intimidate	Al: Ra P P S S S P P M S	2 <i>Lul</i> 1 1 3 2	Section 2 Skill	<u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u> <u>Construction</u>	n: Broodin ods of dark broodit notice the gravest test provocation a	<u>C</u> g Swashbuc ing and manic st of insults, the gainst friend or	ckler rage. e next r foe.
J Skill (Specialties) 4 Athletics [B] 4 Brawling 2 Carousing 2 Dancing [B] (Court) 4 Etiquette [A & V] (Genteel, Soldier, Common) 3 Fencing [B] (rapier, pole arm, mass) 4 Firearms (musket, pistol) 4 Gaming (cards, dice)	Al: Ra P P S S S P P M	2 Le F r <u>Lol</u> 1 3 	J Skill J Skill B Skill Charles vacilla Skill One day he ca Skill He can go from the finest wine dangerous an Skill	Descriptio ates between perian let slide withou sword at the slight m disinterested to e, to a particular g d unpredictable eine to take issue o	23)	g Swashbuc ing and manic st of insults, the gainst friend or most anything, ards. Slightly he is also fierce	ckler rage. e next r foe. from ely

Tersonality Traits					
<u>Role Related Traits</u>	<u>Lvl</u>	Self Awareness Related Traits	Lul		
Loyal to Band of Four	3	· · ·			
Loyal to King	1				
Frequently Depressed	3				
Easily Enraged	3				

Acc	essories & Advanced Syst	tems	Slots:	5	
	ory (notes)	<u>S</u>	Accessory ((notes)	S
	y Chip (Off Hand 2)	1		·	
	Storage (1 cubic foot, flask) [MA1]	1			
	ty Hydrolics (Force +1) [MA2]	1			
	Malfunctions	•	Cosmetic	Damage:	
Сотро	<u>nent Damage</u>	Dam	Component	Damage	<u>Dam</u>
					
		Person	al Gear		
	Rapier (R3 D0)	6(10))			
	: (D+1, EMP2, Del 4, Rng 15, Shts				
	stol (D0, EMP2, Del 4, Rng 5, Shts Guards Uniforms	9 4 (0 <i>))</i>	1		
	al Memento				
1 613011	aimemento				
	Гна	nextu	s. Wealth		
	<u>0</u> ~w	pcuy		, 	
	Contact	s, Alli	es, & Pat	rons	
<u>Charac</u>	<u>ter</u>	<u>Favor</u>	<u>Character</u>		<u>Favor</u>
		llund	tion Table		I
	Malfunction Result	npunu	1d10	Sub System Result	
1d10			1-3	Visual Sensors	
1d10 1					
1	Force, 1 point		-		
1 2	Force, 1 point Durability, 1 point		4-5	Audio Sensors	
1 2 3	Force, 1 point Durability, 1 point Locomotion, 1 point		-		
1 2 3 4	Force, 1 pointDurability, 1 pointLocomotion, 1 pointArticulation, 1 point		4-5 6	Audio Sensors Tactile Sensors Vocalization	
1 2 3	Force, 1 point Durability, 1 point Locomotion, 1 point	e	4-5 6 7	Audio Sensors Tactile Sensors Vocalization Energy Capacity **	
1 2 3 4 5	Force, 1 pointDurability, 1 pointLocomotion, 1 pointArticulation, 1 pointProcessor, 1 point		4-5 6 7 8-10	Audio Sensors Tactile Sensors Vocalization Energy Capacity ** Current Point	

Robots	K	Rapiers	
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Character Name: Devon Flayer Name:						
Social AttributesInspirationRole Score:10Self Awareness Score:0			Body	poid Clas Type: lization:	3 4 (+1 Void	1A: 1
Primary Attributes	Size:	6	Average Mal	le		
Force: 4		ма	zss		-	:Durability
Articulation: 6		MOBI	LITY			ocomotion
Processor: 6		МЕЛ	รละ		7 +1	:Memory
Perception Attributes			Conoral	l Percepti	ian: 8	
Visual: 4+1 Advar		4	Olfactory	. 5 eucpu	<i>wit.</i> 0	
Advar Audio: 3	icec	J	Taste	4	Adva	anced
Tactile: 3			Tasle	4	Auva	anceu
Power Capacity: 8			Current	Sower:		
Соче Ргодчать						
		ne d'u	ouvuuv			
Physical: 3 Menta		4	ogaans	Socia	al (Genteel):	3
Physical: 3 Menta	l:	4		Soci	al (Genteel): 🕄	3
Physical: 3 Menta	l: Ro	4 ele Tr	ograms			-
Physical: 3 Menta	l: Ro <u>C</u>	4	ograms	Socie (Specialtie		3 <u>C Lul</u>
Physical: 3 Menta <u>J</u> <u>Skill (Specialties)</u> 3 Academics (History, Math, Philosophy, Botony)	l: Ro	4 ele Tr	ograms			-
Physical: 3 Mental <u>J</u> Skill (Specialties) 3 Academics (History, Math, Philosophy, Botony) 3 Administration	<i>l:</i> Ro <u>C</u> М	4 ele Tr	ograms			-
Physical: 3 Menta <u>J</u> <u>Skill (Specialties)</u> 3 Academics (History, Math, Philosophy, Botony)	l: Ro <u>C</u> М	4 ele Tr	ograms			-
Physical: 3 Menta <u>J</u> Skill (Specialties) 3 Academics (History, Math, Philosophy, Botony) 3 Administration 4 Athletics [B]	<i>l:</i> Ro <u>C</u> М Р	4 ele Tr	ograms			-
Physical: 3 Menta <u>J</u> <u>Skill (Specialties)</u> 3 Academics (History, Math, Philosophy, Botony) 3 Administration 4 Athletics [B] 2 Dancing (Court) [B]	<i>l:</i> Ro <u>C</u> М Р S	4 1 1	ograms <u>I Skill</u>	<u>(Specialtie</u>	<u>s)</u>	<u>C</u> <u>Lol</u>
Physical: 3 Mental J Skill (Specialties) 3 Academics (History, Math, Philosophy, Botony) 3 Administration 4 Athletics [B] 2 Dancing (Court) [B] 4 Etiquette [A+V] (Genteel)	<i>l:</i> <u>Ro <u>C</u> М Р S S</u>	4 <i>Lol</i> 1 1(+1)	ograms <u>I Skill</u>		<u>s)</u>	<u>C</u> <u>Lol</u>
Physical:3MentalJSkill (Specialties)3Academics (History, Math, Philosophy, Botony)3Administration4Athletics [B]2Dancing (Court) [B]4Etiquette [A+V] (Genteel)3Fencing [B] (Rapier)4Firearms (Pistol)4Gaming (Chess)	L: RC C M M P S S P P M	4 <i>Lol</i> 1 1(+1)	ograms <u>I Skill</u> Role D	<u>(Specialtie</u> escriptior	<u>s)</u> n: Intellectual S	<u>C</u> <u>Lul</u>
Physical:3MentalJSkill (Specialties)3Academics (History, Math, Philosophy, Botony)3Administration4Athletics [B]2Dancing (Court) [B]4Etiquette [A+V] (Genteel)3Fencing [B] (Rapier)4Firearms (Pistol)4Gaming (Chess)4Observation	l: Ro <u>C</u> M M P S S P P M M	4 <i>Lvl</i> 1 1 1 (+1) 4 1	Ograms <u>J</u> Skill Bevon is a repisubject, he is s	<u>(Specialtie</u> escription ressed academic. tudious and discip		<u>C</u> <u><u>Lul</u> washbuckler</u>
Physical:3Mental J Skill (Specialties)3Academics (History, Math, Philosophy, Botony)3Administration4Athletics [B]2Dancing (Court) [B]4Etiquette [A+V] (Genteel)3Fencing [B] (Rapier)4Firearms (Pistol)4Gaming (Chess)4Observation4Oration [A+V] (Debate,Conversation,Story Telling)	L: RC C M M P S S P P M M M M	4 <i>Lvl</i> 1 1(+1) 4 1 2 (+1)	Ograms <u>J</u> Skill Bevon is a represented by the second sec	(Specialtie: (Specialtie: escription ressed academic. tudious and discip sms; even to the m	2) 2: Intellectual S A self proclaimed expendined in everything from hanner in which he woo	<u>C</u> <u>Lul</u> washbuckler
Physical:3Mental <u>J</u> Skill (Specialties)3Academics (History, Math, Philosophy, Botony)3Administration4Athletics [B]2Dancing (Court) [B]4Etiquette [A+V] (Genteel)3Fencing [B] (Rapier)4Firearms (Pistol)4Gaming (Chess)4Observation4Oration [A+V] (Debate,Conversation,Story Telling)4Riding [B]	L: Ro C M M P S S P P M M P M M P	4 <i>Lvl</i> 1 1 1 (+1) 4 1	ograms <u>J</u> Skill Bevon is a rep subject, he is s to his manneris has caused hin	<u>(Specialtie</u> , <u>escriptio</u> ressed academic. tudious and discip sms; even to the m n no small amoun	Intellectual S A self proclaimed expendined in everything from nanner in which he woo to for trouble. With a nature in the context of the second se	C Lul washbuckler
Physical:3Mental J Skill (Specialties)3Academics (History, Math, Philosophy, Botony)3Administration4Athletics [B]2Dancing (Court) [B]4Etiquette [A+V] (Genteel)3Fencing [B] (Rapier)4Firearms (Pistol)4Gaming (Chess)4Observation4Oration [A+V] (Debate,Conversation,Story Telling)	L: RC C M M P S S P P M M M M	4 <i>Lvl</i> 1 1(+1) 4 1 2 (+1)	Ograms J Skill J Skill Devon is a representation Subject, he is so to his mannersis has caused hin book and caref	(Specialtie. (Specialtie. escription ressed academic. tudious and discip ms; even to the m n no small amoun ully regimented he	2) 2: Intellectual S A self proclaimed expendined in everything from hanner in which he woo	C. Lul washbuckler

Fersonality Fraits					
<u>Role Related Traits</u>	Lul	<u>Self Awareness Related Traits</u>	Lul		
Loyal to Band of Four	1				
Loyal to King	2				
Cautious & precise planner	3				
Social Snob	2				
Haughty Know It All	1				
Gourmet & Wine Connoisseur	1				

Acc	essories & Advanced Sys	tems	Slots:	11	
	rry (notes)	S	Асселла	ry (notes)	S
	ed Memory (+1 Memory) [MA1]	1	Basic O		1
	ed Visual Sensors (+1 Vision)	1	Basic Ta		1
	x tele, low light, infared)	· ·		ed Taste (gourmond)	1
(10			-	_	
Malfunctions			rtic Damage:	-	
<u>Component Damage</u>		<u>Dam</u>	<u>Component Damage</u>		<u>Dam</u>
	(Person	al Gear		
Sonic R	apier (R3 D0)				
	00, EMP1, Del 2, Rng 5, Shts 8(8))			
	essed King's Guard Uniforms				
	ate Formal Wear				
Video B	ooks on subjects no one cares al	bout			
	<u> </u>	operty	L Wea	lth	
	Contact	ts, Alli	es, L I	atrons	
Character		<u>Favor</u>	<u>Character</u>		<u>Favor</u>
		alfunct	ion Tal		
1d10	Malfunction Result		1d10	Sub System Result	
1	Force, 1 point		1-3	Visual Sensors	
2	Durability, 1 point		4-5	Audio Sensors	
3	Locomotion, 1 point		6	Tactile Sensors	
4	Articulation, 1 point		7	Vocalization	
5 6	Processor, 1 point	<i>(</i>)	8-10 1-5	Energy Capacity ** Current Point	
ь 7-8	Memory, 1 point + Memory Sav	noint	6-10	Capacitor	
7-8 9-10	Sub systems roll on 2 nd table, 1		0-10	σαμασιοι	
3-10	External Slots, randomly detern				



Character Name:		Player Name:				
Social Attributes Inspiration: Role Score: Self Awareness Score:		Anthropoid Class: Body Type: Vocalization:				
<i>Primary Attributes</i> Force: Articulation: Processor:	y Attributes Size: Mass MOBILITY MENTAL					
Perception Attributes General Perception: Visual: Audio: Tactile: Tactile:						
Power Capacity:		Current Power:				
Core FrogramsThysical:Mental:Social:						
Role Frograms						
<u>I</u> <u>Skill (Specialties)</u>	<u>Lvl</u>	<u>I</u> <u>Skill (Specialties)</u> <u>C</u> <u>Lul</u>				
		Och Occasinticus				
		Role Description:				
Personality Traits						
<u>Role Related Traits</u>	<u>Lvl</u>	Self Awareness Related Traits Lul				

Accessories & Advanced Systems			Slots:		
	<u>ccessory (notes)</u>		Accesso	<u>ry (notes)</u>	S
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	14 00	1	0		
	Malfunctions			tic Damage:	
<u>Compon</u>	<u>vent Damage</u>	<u>Dam</u>	<u>Compon</u>	<u>vent Damage</u>	<u>Dam</u>
	ſ	erson	al Gear		
	Iro	perty	d Wea	lth	
	0	<i>Q</i> (),			
	Contacts				
<u>Character</u> <u>Favo</u>		<u>Favor</u>	<u>Character</u>		<u>Favor</u>
Malfunction Table					
1d10	Malfunction Result	-	1d10	Sub System Result	
1	Force, 1 point		1-3	Visual Sensors	
2	Durability, 1 point		4-5	Audio Sensors	
3	Locomotion, 1 point		6	Tactile Sensors	
4	Articulation, 1 point		7	Vocalization	
5	Processor, 1 point		8-10	Energy Capacity **	
6	Memory, 1 point + Memory Save		1-5	Current Point	
7-8	Sub systems roll on 2 nd table, 1 point		6-10	Capacitor	
9-10	External Slots, randomly determi	ine *			