AASC-S10-2304-56-11

Attributes

4 6 8 10 12 Agility 6 8 10 12 **Smarts** 4 6 8 10 Spirit 4 6 8 10 12 Strength 4 6 8 10 12 Vigor

Skills

4 6 8 10/12	Driving
4 6 8 10 12	Fighting
4681012	Investigation
4681012	Knowledge (Science)
468112	Notice
4 6 8 10 12	Piloting
468012	Repair

Novice Unspecified Android, Assistant Android - Science Class Player: Blaze Language: Native 6 **Current Wealth: \$270**

Gear

Current Load: 20 (30)

Tool Kit	5
3x Trail Rations	15
	97
	7

Armor

(No Armor)

Weapons

Weapon	Range	Damage	AP	ROF	Weight	Shots	Notes
Unarmed	Melee	Str	0	3,800	2 7		Innate Attack

Current Load: 20 (30) Books In Use: Savage Worlds: Deluxe (EE) Setting Rules: Multiple Languages Validity: Character appears valid and optimal

Fatigue			1	Wounds	5		
	-1	-2	(2)	-3	-2	-1	

Hindrances

Loyal (minor)	Deluxe
The hero tries to never betray or disappoint his friends	p31
Pacifist (major)	Deluxe p32
won't harm living creatures	
Vow (major, Assist humans with their	Deluxe p33
needs.)	

Edges

Jack-of-All-Trades No -2 for unskilled Smarts-based tests Deluxe p43 McGyver May improvise temporary gadgets

Abilities

Construct

Androids add +2 to recover from being Shaken, don't suffer wound modifiers, and are immune to poison and disease. Androids cannot heal naturally. To heal an android requires the Repair skill—which is used like the Healing skill only with no "Golden Hour.

Asimov Circuits

A pledge to a group, deity, or religion

The android cannot harm, or by inaction bring harm to sentient beings. This gives him the Pacifist Hindrance (Major) $\,$

Outsider

Organic races often mistrust or misunderstand androids. They subtract 2 from their Charisma when dealing with races other than their own.

Programming

Androids begin with a free d6 in one skill, representing their original programmed role Recharge

During character creation, the player must determine the android's power source. If the android cannot access his powersource at least once per day, he's automatically Fatigued each day until he's Incapacitated. The day after that, he goes "off-line" and must be revived with a Repair roll and a four-hour charge of energy. The power source replaces the need for food and water, unless they are the chosen power source.

Arcane powers, both detrimental and beneficial, suffer a -2 penalty to affect androids. This has no effect on damaging powers, which affect them normally.





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Hindrance Summaries

Name	Summary	Page
Loyal	The hero tries to never betray or disappoint his friends	Deluxe p31
Pacifist (major)	won't harm living creatures	Deluxe p32
Vow (major)	A pledge to a group, deity, or religion	Deluxe p33

Edge Summaries

Name	Summary	Page
Jack-of-All-Trades	No –2 for unskilled Smarts-based tests	Deluxe p43
McGyver	May improvise temporary gadgets	Deluxe p43

Special Ability Summaries

Name	Summary
Construct	Androids add +2 to recover from being Shaken, don't suffer wound modifiers, and are immune to poison and disease. Androids cannot heal naturally. To heal an android requires the Repair skill—which is used like the Healing skill only with no "Golden Hour.
Asimov	The android cannot harm, or by inaction bring harm to sentient beings. This gives him the Pacifist Hindrance (Major)
Circuits	
Outsider	Organic races often mistrust or misunderstand androids. They subtract 2 from their Charisma when dealing with races other than their own.
Programming	Androids begin with a free d6 in one skill, representing their original programmed role
Recharge	During character creation, the player must determine the android's power source. If the android cannot access his power source at least once per day, he's automatically Fatigued each day until he's Incapacitated. The day after that, he goes "off-line" and must be revived with a Repair roll and a four-hour charge of energy. The power source replaces the need for food and water, unless they are the chosen power source.
Unnatural	Arcane powers, both detrimental and beneficial, suffer a –2 penalty to affect androids. This has no effect on damaging powers, which affect them normally

Initial Edges

Jack-of-All-Trades

Doluvon

Advances

	1	Eage: McGyver
	2	Raise Attribute: Agility
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