

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 Circuits	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 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

Deluxe p43

Advances

- 1

Edge: McGyver
- 2

Raise Attribute: Agility
- 3
- S

4
- 5
- 6
- 7
- V

8
- 9
- 10
- 11
- H

12
- 13
- 14
- 15
- L

16
- 17
- 18
- 19
- 20
- 21
- 22

