Ascii

Concept: android w/ Asimov's laws Archetype: **Mundane**

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Basics		Maneuvers			
Life points Essence Armor Drama points Endurance Perception	39/39 10/10 3 ? 7	Melee Attack Ranged Attack Punch (Damage) Disarm Dodge Grapple	4 2 4 (3) 2 4 4	Dexterity + Combat Dexterity + Bow-fu Dexterity + Combat (Strength) Dexterity + Combat - 2 Dexterity + Combat Dexterity + Combat	
Walk speed Run speed Sprint speed	8 16 24				
Attributes (20)		Qualities (20)			
Strength 3 Dexterity 2 Constitution 4 Logic 5 Intuition 3 Willpower 3		 Acute Senses (vision) (2) → +3 on rolls with vision Fast Reaction Time (1) → +2 on reflex rolls Hard to Kill (3) → +9 Life Points and +3 on Survival Tests Natural Toughness (3) → 3 points of Armour Nerves of Steel (3) → +4 on all fear checks Photographic Memory (2) → +3 on all memorisation rolls Resistance → +2 on resist rolls Mental Intrusion/Influences (2) Pain (2) Poison/Disease (2) 			
Skills (25+4+5)		Drawbacks (4)			
Combat Computers Crime Doctor Earth Humanities Nature Notice Science Repair (wild card)	2 5 1 1 4 3 4 4 5 5	 Honourable (2) Doesn't lie and attempts to keep his word to friend or foe, regardless. Won't harm helpless or unarmed foes. Talentless (2) Your character is unable to do pretty much anything artistic. Due to lacking imagination or being too practical-minded, he has a hard time bringing himself to even attempt such works, and even those few attempts turn out rather poor. Your character has a -3 penalty whenever he attempts to do something artistic, and he never counts as getting more than 1 Success Level on such a roll, regardless of the result. Additionally, his limited imagination makes him particularly limited 			
Success Lev	Success Levels		in the Realm of Dreams, giving her a -3 penalty on all rolls using the Lucid Dreaming skill.		
09-10 11-12 13-14 15-16 17-20 21-23 24-26 27-29 +3	1 2 3 4 5 6 7 8 +1	Tales from Everwhere Character spent 5 tokens on: • +1 to a skill (max 5) - 5 times Calculations			