NAME: R-Tool PLAYER:

	GIII D	COCH	D3.4E	D		
VALUE	CHAR		BASE	PTS		
	Strength		10	Ü		
18	Dexterity	$\mathbf{x}_3$	10	24		
15	Constitut	ion x2	10	10		
14	Body	x2	10	8		
10	Intellige	nce x1	10	0		
10	Ego	x2	10	0		
10	Presence	x1	10	0		
10	Comelines	s x1/2	2 10	0		
11/12	Physical	Defex1		9		
12/13	Energy De	fensx1	3	9		
4	Speed	x10	2.8	12		
	Recovery		5	14		
40	Endurance	x1/2		5		
32	Stun	x1	27	5		
Cl	Characteristics Cost:					

Run

Swim

Jump

10"

2 "

## PER Roll: 11-Experience: 0

STR Roll: 12-

DEX Roll: 13-INT Roll: 11-

EGO Roll: 11-

Experience. 0	
DISADVANTAGES BASE: 150-Berserk, "If taken to one quarter BODY or less", uncommon, 14-,	<b>+PTS</b> 15
recover 14- Distinctive, "Aegis homing beacon", easily concealable, minor	5
Distinctive, "Hector Class Tech Drone", not concealable, minor	15
Hunted, "Various Heretic enemies", as powerful, harsh, appear 14-	20
Psych Lim, "Literal", common, moderate	10
Psych Lim, "Lacks initiative", common, strong	15
Psych Lim, "Always follows Goldminer's orders", very common, total	25
Rep, "Heroic sidekick", occur 11-	10
Unluck, 2D6 Vuln, "Magnetics", uncommon, x2 stun	10 10
Watched, "Grand Protector Armada", more powerful, non-combat influence, harsh, appear 14-	15



## IPIAY WIIH IHIS 100

PTS		END
7	1 LVLS Density Increase (stats already included), Always On(-1/2),0 END	
	Persistent(+1) EC (33),OIF(-1/2) 15/15 Armor,[Usable By	0
	Others(+1/2),doesn't lose power,12- Activation(-3/4)	
38b)	4D6 RKA, "Blasters", 0 END(+1/2)	0
30	Life Support, doesn't breathe, doesn't eat/sleep/excrete, safe in vacuum/pressure, safe in radiation, safe in heat/cold, immune to disease, immune to aging	5
4		
12	+4" Running, "Wheels", x8 Non-Combat, has turn mode, Only In Hero ID	1

mode, Only In Hero ID (-1/4)16 Shape Shift, "Daedalus Land Scout", IIF(-1/4), 0 END Persistent(+1)

13 1 LVLS Shrinking(1m, 12.5kg,+2 DCV,+3 KB), Always On(-1/2),0 END Persistent(+1) ==Skills==

3 Combat Driving 13-

3 Demolitions 11-6 2 Levels: Aegis Weapons, tight group

3 Mechanics 11-

3 Navigation 11-

3 Systems Operation 11-

3 Tracking 11-

2 WF, Swords, Rifles ==Talents==

16 11- Universal Translator, IIF(-1/4)

Base OCV: 6 Base DCV: 6 Adjustment + Adjustment + Final OCV = Final DCV =

Maneuver	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	stops attack
Brace	0	+2	1/2	+2 vs RMod
Disarm	1/2	-2	+0	STR vs STR
Dodge	1/2	+0	+3	all attacks
Grab	1/2	-1	-2	grab, do STR
Haymaker	1/2	+0	-5	x1 1/2 STR
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	

Rang	<4	<8	<16	<32	<64	<	128
RMod	-0	-2	-4	-6	-8		-10
DEX:	18	SF	D:	4	ECV	:	3

Phases - - 3 - - 6 - - 9 - - 12 PD/rPD 27/ 15 ED/rED 28/ 15 END: 40 STUN: 32 BODY: 14

	3D6	Loc	StunX	NStun	BodyX	CV	Armor
	3-5	Head	x5	x2	x2	-8	
	6	Hands	x1	x1/2	x1/2	-6	
	7-8	Arms	x2	x1/2	x1/2	-5	
	9	Shoulder	s x3	x1	x1	-5	
	10-11	Chest	x3	x1	x1	-3	
1	12	Stomach	x4	x1 1/2	x1	-7	
	13	Vitals	x4	x1 1/2	x2	-8	
	14	Thighs	x2	x1	x1	-4	
0	15-16	Legs	x2	x1/2	x1/2	-6	
	17-18	Feet	x1	x1/2	x1/2	-8	

## NOTES

0 Last updated October 30th, 2015 by Mathew R. Ignash.

Code Name: R-Tool

Motto: "All work and no play makes for another great day."

Team: Lost Protectors Partner: Goldminer

Species: Daedalus Class Tech

Drone

Gender: Male Age: Unknown



Disadvantages Total: 150 Experience Spent + 0

300 Total Points =

204 : Powers Total

96 + Characteristic Total 300 = Total Cost