

Robots & Rapiers

Character Name: **Alfredo**

Player Name:

Social Attributes

Inspiration:

Anthropoid Class:

7

MA: 1

Role Score: **10**

Body Type: **4** (Appearance +1)

Self Awareness Score: **1**

Vocalization: **3**

Primary Attributes

Size:

5

Slight Adult Male

Force: **4**

MASS

4

:Durability

Articulation: **6**

MOBILITY

7

:Locomotion

Processor: **6**

MENTAL

4

:Memory

Perception Attributes

General Perception:

8

Visual: **4**

Olfactory: **3**

Audio: **4**

Tactile: **3**

Power Capacity: **5**

Current Power:

Core Programs

Physical: **4**

Mental: **1**

Social (Genteel): **5**

Role Programs

<u>I</u>	<u>Skill (Specialties)</u>	<u>C</u>	<u>Lvl</u>	<u>I</u>	<u>Skill (Specialties)</u>	<u>C</u>	<u>Lvl</u>
4	Athletics [B]	P	4				
2	Carousing	S					
2	Dancing [B] (court)	C					
4	Etiquette [A & V] (genteel, common)	S	(+1)				
3	Fashion [A]	S	(+1)				
3	Fencing [B] (rapier, dagger)	P	2	Role Description: Rakish Swashbuckler Alfredo is the youngest of the Band of Four, flamboyant and roguish 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.			
4	Intrigue	M	3				
4	Persuasion [A & V] (seduce, convince)	S	(+1)				
4	Riding [B]	P					
3	Sneak [B]	P					

Personality Traits

<u>Role Related Traits</u>	<u>Lvl</u>	<u>Self Awareness Related Traits</u>	<u>Lvl</u>
Loyal to the Band of 4	3		
Loyal to the King	1		
Rogueishly Charming	2		
Obsessive Flirt	2		
Everything is a game	2		

<i>Accessories & Advanced Systems</i>		<i>Slots: 6</i>	
<u>Accessory (notes)</u>	<u>S</u>	<u>Accessory (notes)</u>	<u>S</u>
Basic Olfactory Sensors	1		
Internal Storage (1 cubic foot, dagger) [MA1]	1		

<i>Malfunctions</i>		<i>Cosmetic Damage:</i>	
<u>Component Damage</u>	<u>Dam</u>	<u>Component Damage</u>	<u>Dam</u>

<i>Personal Gear</i>	
Sonic Rapier (R3, D0)	
Vibro Dagger (R1, D-1)	
Kings Guard Uniforms	
Assorted fine clothes	
Several pieces of ornamentation and frippery	

<i>Property & Wealth</i>	

<i>Contacts, Allies, & Patrons</i>			
<u>Character</u>	<u>Favor</u>	<u>Character</u>	<u>Favor</u>

<i>Malfunction Table</i>			
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 determine *		

Robots & Rapiers

Character Name: Burgiss

Player Name:

Social Attributes

Inspiration:

Anthropoid Class:

4 MA: 4

Role Score: 10

Body Type: 2 (Appearance -1)

Self Awareness Score: 0

Vocalization: 2

Primary Attributes

Size: 7

Force: 7

MASS

[MA1] 7

:Durability

Articulation: 5

MOBILITY

4

:Locomotion

Processor: 3

MENTAL

5

:Memory

Perception Attributes

General Perception: 6

Visual: 2

Audio: 4

Tactile: 3

Power Capacity: 9 / 19

Current Power:

Core Programs

Physical: 5

Mental: 3

Social (common): 2

Role Programs

<u>I</u>	<u>Skill (Specialties)</u>	<u>C</u>	<u>Lvl</u>	<u>I</u>	<u>Skill (Specialties)</u>	<u>C</u>	<u>Lvl</u>
4	Athletics [B]	P	1				
4	Brawling	P	1				
4	Carousing	S	1				
3	Drive Carriage	P	1				
3	Fencing [B] (Sword, Pole Arm, Dagger)	P	1				
4	Firearms (Musket, Cannon)	P	2	Role Description: Simple Swashbuckler 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.			
4	Gaming (dice, cards)	M	1				
2	Mechanics [F] (Farrier, Robot, Grav, Gen)	M	3				
4	Riding [B]	P	0				

Personality Traits

<u>Role Related Traits</u>	<u>Lvl</u>	<u>Self Awareness Related Traits</u>	<u>Lvl</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		

<i>Accessories & Advanced Systems</i>		<i>Slots: 8</i>	
<u>Accessory (notes)</u>	<u>S</u>	<u>Accessory (notes)</u>	<u>S</u>
Reserve Capacitor [MA1]	1		
Retractable Tool Arm [MA2]	1		

<i>Malfunctions</i>		<i>Cosmetic Damage:</i>	
<u>Component Damage</u>	<u>Dam</u>	<u>Component Damage</u>	<u>Dam</u>

<i>Personal Gear</i>	
Mono Sword (R3, Diff+2, D+4)	
Hvy Musket (D+1, EMPx3, Del 6, Rge 15, Shts 4 (12))	
Vibro Dagger (R3, D-1)	
Well worn King's Guard Uniforms	
1 good King's Guard Uniform	

<i>Property & Wealth</i>	

<i>Contacts, Allies, & Patrons</i>			
<u>Character</u>	<u>Favor</u>	<u>Character</u>	<u>Favor</u>

<i>Malfunction Table</i>			
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 determine *		

Robots & Rapiers

Character Name: Charles

Player Name:

Social Attributes

Inspiration:

Anthropoid Class:

6

MA: 3

Role Score: 10

Body Type: 3

Self Awareness Score: 0

Vocalization: 3

Primary Attributes

Size: 6

Average Male

Force: 5+1

MASS

6

:Durability

Articulation: 6

MOBILITY

6

:Locomotion

Processor: 5

MENTAL

5

:Memory

Perception Attributes

General Perception: 6

Visual: 3

Audio: 3

Tactile: 2

Power Capacity: 8

Current Power:

Core Programs

Physical: 5

Mental: 2

Social(Genteel): 3

Role Programs

<u>I</u>	<u>Skill (Specialties)</u>	<u>C</u>	<u>Lvl</u>	<u>I</u>	<u>Skill (Specialties)</u>	<u>C</u>	<u>Lvl</u>
4	Athletics [B]	P	1				
4	Brawling	P					
2	Carousing	S	1				
2	Dancing [B] (Court)	S					
4	Etiquette [A & V] (Genteel, Soldier, Common)	S					
3	Fencing [B] (rapier, pole arm, mass)	P	3	Role Description: Brooding Swashbuckler Charles vacillates between periods of dark brooding and manic rage. One day he can let slide without notice the gravest of insults, the next he'll draw his sword at the slightest provocation against friend or foe. He can go from disinterested to obsessed over almost anything, from the finest wine, to a particular girl, to a game of cards. Slightly dangerous and unpredictable even to his friends he is also fiercely loyal, and prone to take issue over slights to his comrades that they'd prefer to let drop.			
4	Firearms (musket, pistol)	P					
4	Gaming (cards, dice)	M					
4	Intimidate	S	2				
2	Off hand Fighting (dagger)*	P	2				
4	Riding	P					

Personality Traits

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

<i>Accessories & Advanced Systems</i>		<i>Slots: 5</i>	
<u>Accessory (notes)</u>	<u>S</u>	<u>Accessory (notes)</u>	<u>S</u>
Memory Chip (Off Hand 2)	1		
Internal Storage (1 cubic foot, flask) [MA1]	1		
Hvy Duty Hydrolics (Force +1) [MA2]	1		

<i>Malfunctions</i>		<i>Cosmetic Damage:</i>	
<u>Component Damage</u>	<u>Dam</u>	<u>Component Damage</u>	<u>Dam</u>

<i>Personal Gear</i>	
Sonic Rapier (R3 D0)	
Musket (D+1, EMP2, Del 4, Rng 15, Shts 6(12))	
Hvy Pistol (D0, EMP2, Del 4, Rng 5, Shts 4(8))	
Kings Guards Uniforms	
Personal Memento	

<i>Property & Wealth</i>	

<i>Contacts, Allies, & Patrons</i>			
<u>Character</u>	<u>Favor</u>	<u>Character</u>	<u>Favor</u>

<i>Malfunction Table</i>			
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 determine *		

Robots & Rapiers

Character Name: Devon

Player Name:

Social Attributes Inspiration: **Anthropoid Class:** 7 **MA:** 1
Role Score: 10 **Body Type:** 3
Self Awareness Score: 0 **Vocalization:** 4 (+1 Voice)

Primary Attributes **Size:** 6 Average Male
Force: 4 *MASS* 5 **:Durability**
Articulation: 6 *MOBILITY* 5 **:Locomotion**
Processor: 6 *MENTAL* 7 +1 **:Memory**

Perception Attributes **General Perception:** 8
Visual: 4+1 Advanced Olfactory 4
Audio: 3 Taste 4 Advanced
Tactile: 3

Power Capacity: 8

Current Power:

Core Programs

Physical: 3

Mental: 4

Social (Genteel): 3

Role Programs

<u>I</u>	<u>Skill (Specialties)</u>	<u>C</u>	<u>Lvl</u>	<u>I</u>	<u>Skill (Specialties)</u>	<u>C</u>	<u>Lvl</u>
3	Academics (History, Math, Philosophy, Botony)	M	1				
3	Administration	M					
4	Athletics [B]	P					
2	Dancing (Court) [B]	S					
4	Etiquette [A+V] (Genteel)	S	1(+1)				
3	Fencing [B] (Rapier)	P	4	Role Description: Intellectual Swashbuckler Devon is a repressed academic. A self proclaimed expert on every subject, he is studious and disciplined in everything from his sword play to his mannerisms; even to the manner in which he woos women, which has caused him no small amount of trouble. With a nature that is by the book and carefully regimented he is often exasperated by the antics of his friends who rarely manage to follow any of detailed plans precisely.			
4	Firearms (Pistol)	P					
4	Gaming (Chess)	M					
4	Observation	M	1				
4	Oration [A+V] (Debate,Conversation,Story Telling)	M	2 (+1)				
4	Riding [B]	P	2				
3	Strategy (Duelling, Tactics)	M	1				

Personality Traits

<u>Role Related Traits</u>	<u>Lvl</u>	<u>Self Awareness Related Traits</u>	<u>Lvl</u>
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		

<i>Accessories & Advanced Systems</i>		<i>Slots: 11</i>	
<u>Accessory (notes)</u>	<u>S</u>	<u>Accessory (notes)</u>	<u>S</u>
Expanded Memory (+1 Memory) [MA1]	1	Basic Olfactory	1
Advanced Visual Sensors (+1 Vision)	1	Basic Taste	1
(10x tele, low light, infared)		Advanced Taste (gourmond)	1

<i>Malfunctions</i>		<i>Cosmetic Damage:</i>	
<u>Component Damage</u>	<u>Dam</u>	<u>Component Damage</u>	<u>Dam</u>

<i>Personal Gear</i>	
Sonic Rapier (R3 D0)	
Pistol (D0, EMP1, Del 2, Rng 5, Shts 8(8))	
Well Pressed King's Guard Uniforms	
Emaculate Formal Wear	
Video Books on subjects no one cares about	

<i>Property & Wealth</i>	

<i>Contacts, Allies, & Patrons</i>			
<u>Character</u>	<u>Favor</u>	<u>Character</u>	<u>Favor</u>

<i>Malfunction Table</i>			
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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 determine *		

Robots & Rapiers

<i>Character Name:</i>	<i>Player Name:</i>
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<i>Social Attributes</i>	Inspiration:	<i>Anthropoid Class:</i>
Role Score:		Body Type:
Self Awareness Score:		Vocalization:

Primary Attributes		Size:
Force:	MASS	:Durability
Articulation:	MOBILITY	:Locomotion
Processor:	MENTAL	:Memory

<i>Perception Attributes</i>	<i>General Perception:</i>
Visual: Audio: Tactile:	

Power Capacity: _____ *Current Power:* _____

Core Programs		
Physical:	Mental:	Social:

[illegible][illegible]

<i>Accessories & Advanced Systems</i>		<i>Slots:</i>	
<u>Accessory (notes)</u>	<u>S</u>	<u>Accessory (notes)</u>	<u>S</u>

<i>Malfunctions</i>		<i>Cosmetic Damage:</i>	
<u>Component Damage</u>	<u>Dam</u>	<u>Component Damage</u>	<u>Dam</u>

<i>Personal Gear</i>	

<i>Property & Wealth</i>	

<i>Contacts, Allies, & Patrons</i>			
<u>Character</u>	<u>Favor</u>	<u>Character</u>	<u>Favor</u>

<i>Malfunction Table</i>			
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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 determine *		

