

Name: Toymaster RC Toy

Alternate ID:

| Val | Char | Base | Cost |
|-----|------|------|------|
| 0 | STR | 10 | -10 |
| 18 | DEX | 10 | 24 |
| 0 | CON | 10 | -20 |
| 4 | BODY | 10 | -12 |
| 3 | INT | 10 | -7 |
| 0 | EGO | 0 | 0 |
| 5 | PRE | 10 | -5 |
| 8 | COM | 10 | -1 |
| 2 | PD | 0 | 0 |
| 2 | ED | 0 | 0 |
| 4 | SPD | 2.8 | 12 |
| 0 | REC | 0 | 0 |
| 0 | END | 0 | 0 |
| 5" | RUN | 6 | -12 |
| 0" | SWIM | 2 | -2 |
| 0" | LEAP | 0 | 0 |

| | | |
|---------------|-------|----|
| STR Roll: 9- | Run: | 5" |
| DEX Roll: 13- | Swim: | 0" |
| CON Roll: 9- | Leap: | 0" |
| INT Roll: 10- | | |
| EGO Roll: 9- | | |
| PER Roll: 10- | | |

| Disadvantages | Pts |
|---|-----|
| Physical Limitation: No Senses Other Than Sight (Frequently, Greatly Impairing) | 15 |
| Physical Limitation: Diminutive (+6" KB) (Frequently, Slightly Impairing) | 10 |
| Physical Limitation: Movement Limited Over Rough Terrain (Infrequently, Slightly Impairing) [Notes: This applies to water, air, or land depending on the RC configuration.] | 5 |
| Psychological Limitation: Must Obey Any Command Given Over Remote Control (Very Common, Total) | 25 |

XP

0

Base Points : 140

Disads Total + 55

Experience Spent + 0

Total Cost = 195



| Pts. | Power/Skill/Perk/Talent | END |
|------|---|-----|
| 45 | Automaton (Takes No STUN (loses abilities when takes BODY)) | 0 |
| 15 | Does Not Bleed | 0 |
| 36 | No Internal Organs: Life Support (Eating Character does not eat; Immunity All terrestrial diseases and biowarfare agents; Immunity All terrestrial poisons and chemical warfare agents; Self-Contained Breathing; Sleeping Character does not sleep) | 0 |
| 43 | Hardened Shell: Armor (6 PD/6 ED) (54 Active Points); Activation Roll 15- (-1/4) | 0 |
| 15 | Diminutive: +3 with DCV | |
| 11 | RC Battery: Endurance Reserve (100 END, 1 REC) Reserve: (11 Active Points) REC: ; Only Recovers When Charged With Proper AC Adapter (-2), Slow Recovery 1 Minute (-1/2) | 0 |
| 22 | Electric Stun Gun: Energy Blast 10d6, STUN Only (+0) (50 Active Points); Increased Endurance Cost (2x END; -1/2), Beam (-1/4), No Knockback (-1/4), Reduced By Range (-1/4) | 10 |
| 4 | Targeting Scope: +2 with Electric Stun Gun | |
| 10 | Propulsion: Running +5" (5" total) [Notes: If the toy has no ground movement convert the points to Flight or Swimming as appropriate.] | 1 |
| 4 | Remote Control: Radio Perception/Transmission (Radio Group) (10 Active Points); Only 1 Channel Power loses about half of its effectiveness (-1), Costs Endurance (Only Costs END to Activate; -1/4) | 1 |
| 6 | GPS: Detect Position On The Earth 10- (Unusual Group), Discriminatory, Sense Affected As Radio Sense (+0) (8 Active Points); Costs Endurance (Only Costs END to Activate; -1/4) | 1 |
| 6 | Diminutive: Concealment 13- (9 Active Points); Only To Hide Self Power loses about a third of its effectiveness (-1/2) | |
| 1 | Radio Control Receiver: Language: Radio Control Commands (basic conversation) | |
| 1 | Program: Attack With Electric Stun Gun | |
| 1 | Program: Follow Last Radio Command | |
| 1 | Program: Move To GPS Location X | |
| 1 | Cute Loveable Toy: Seduction 8- | |
| 3 | Diminutive: Stealth 13- | |
| 3 | Synchronization Circuit: Teamwork 13- | |

211 : Powers Cost
17 + Skills Cost
-33 + Characteristics Cost
195 = Total Cost

Base OCV: 6 Base DCV: 6

Adjustment+ Adjustment+

Final OCV: Final DCV:

Levels: +3 with DCV, +2 with Electric Stun Gun

Combat Maneuvers

| Name | Phase | OCV | DCV | Effect |
|--------------|-------|------|-----|------------------------|
| Block | 1/2 | +0 | +0 | Block, Abort |
| Brace | 0 | +2 | 1/2 | +2 vs. Range Mod. |
| Disarm | 1/2 | -2 | +0 | Can disarm |
| Dodge | 1/2 | --- | +3 | Abort, vs. all attacks |
| Grab | 1/2 | -1 | -2 | Grab two limbs |
| Grab By | 1/2 | -3 | -4 | Move and Grab |
| Haymaker | 1/2* | +0 | -5 | +4DC to attack |
| Move By | 1/2 | -2 | -2 | STR/2 + v/5 |
| Move Through | 1/2 | -v/5 | -3 | STR + v/3 |
| Set | 1 | +1 | +0 | Ranged attacks only |
| Strike | 1/2 | +0 | +0 | STR or weapon |

| Range | 0-4 | 5-8 | 9-16 | 17-32 | 33-64 | 65-128 |
|-------|-----|-----|------|-------|-------|--------|
| RMod | 0 | -2 | -4 | -6 | -8 | -10 |

| | | |
|---------------------|--------------|---------|
| DEX: 18 | SPD: 4 | ECV: 0 |
| Phases: 3, 6, 9, 12 | | |
| 2 PD (6 rPD) | 2 ED (6 rED) | MD: 0 |
| END: 0 | STUN: | BODY: 4 |

