

	Identity			Miscellaneous			300 Points													
	✂ Name Hyper Golem X			Created Dec 10, 2021 at 12:09 AM			0 Unspent													
	Title			Modified Jan 5, 2022 at 12:38 AM			0 Race													
	Organization Lord Golemnik's Army			Player Loonard			185 Attributes													
Description										107 Advantages										
✂ Gender Robot			✂ Height 6' 3"			✂ Hair None			-50 Disadvantages											
✂ Age 17			✂ Weight 228 lb			✂ Eyes Red LED			-5 Quirks											
✂ Birthday -			Size +0			✂ Skin Chomed Blue			63 Skills											
Religion			TL 3			✂ Hand Right			0 Spells											
Primary Attributes			Secondary Attributes			Humanoid			Encumbrance, Move & Dodge											
[80] 18 Strength (ST)			[0] 10 Will			Roll Location DR			Level Max Load Move Dodge											
[60] 13 Dexterity (DX)			[0] 12 Fright Check			- Eyes -9 0			0 0 None 65 lb 9 11											
[0] 10 Intelligence (IQ)			[-5] 9 Perception (Per)			3-4 Skull -7 7			1 Light 130 lb 7 10											
[30] 13 Health (HT)			[0] 9 Vision			5 Face -5 5			2 Medium 195 lb 5 9											
2d-1 Basic Thrust			[0] 9 Hearing			6-7 Right Leg -2 5			3 Heavy 390 lb 3 8											
3d+1 Basic Swing			[0] 9 Taste & Smell			8 Right Arm -2 5			4 X-Heavy 650 lb 1 7											
			[0] 9 Touch			9-10 Torso +0 5														
			[10] 7 Basic Speed			11 Groin -3 5														
			[10] 9 Basic Move			12 Left Arm -2 5														
Point Pools						13-14 Left Leg -2 5														
[0] 13 of 13 FP [Rested]						15 Hand -4 5														
[0] 18 of 18 HP [Healthy]						16 Foot -4 5														
						17-18 Neck -5 5														
						- Vitals -3 5														
Modifier										Condition										
+3 on all HT rolls to avoid knockdown and stunning																				
+6 on all IQ rolls to wake up or to recover from surprise or mental stun																				
+1 to initiative rolls for your side (+2 if you are the leader)																				
+3 to resist torture																				
Melee Weapons										Usage	Lvl	Parry	Block	Damage	Reach	ST				
Crushing Striker (Arms)											16	12	No	2d+4 cr	C					
Crushing Striker (Legs)											14	11	No	2d+5 cr	C,1					
Iron Arms										Striker	16	12	no	2d+3 cr	C,1					
+3 to resist injury from Arm Lock, Arm Wrench, etc.; You may opt to buy Partial DR or Striker																				
Sharp Claws										Kick	14	No	No	2d+3 cut	C,1					
Sharp Claws										Slash	16	12	No	2d+2 cut	C					
Ranged Weapons										Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST	
Fist Beams (TB beam)											18	3	2d burn	20/200	7				1	
Innate Attack: 2D burn (No Blunt Trauma -20%, No Knock Back -10%, Increased Range: 2x +10%, Rapid Fire: 4-7 RoF +70%) [15]																				
Advantages & Disadvantages										Pts										
Damage Resistance 5										18										
Can't wear armor																				
Crushing Striker (Arms)										4										
Limb (Arms)																				
Crushing Striker (Legs)										4										
Limb (Legs)																				
Injury Tolerance										25										
No Vitals (Attacks to the Vitals or Groin are treated as attacks to the Torso); Unliving (Altered wound modifiers: imp & pi++ are x1, pi+ is x1/2, pi is x1/3, pi- is x1/5)																				
Striking ST 1										5										
Sharp Claws										5										
Fist Beams (TB beam)										15										
Innate Attack: 2D burn (No Blunt Trauma -20%, No Knock Back -10%, Increased Range: 2x +10%, Rapid Fire: 4-7 RoF +70%) [15]																				
Fragile (Unnatural)										-50										
Automatically fail HT roll to stay alive if reduced to -HP or below																				
Skills										SL	RSL	Pts								
Judo										16	DX+3	16								
Allows parrying two different attacks per turn, one with each hand.																				
Innate Attack (Beam)										18	DX+5	16								
Acrobatics										15	DX+2	12								
Acrobatic Stand (Acrobatics)										10	-5	1								
Default: Acrobatics - 6																				
Karate										16	DX+3	16								
Aggressive Parry (Karate Parry)										12	+0	2								
Default: Karate Parry - 1																				

Advantages & Disadvantages	Pts		Skills	SL	RSL	Pts	
High Pain Threshold Never suffer shock penalties when injured	10	B59					
Combat Reflexes Never freeze	15	B43					
Cannot Float	-1	B165					
Determined	-1	PU6:18					
Distinctive Speech Metallic Voice	-1	PU6:16					
Attentive	-1	PU6:17					
Hates Animals	-1	PU6:15					
Sure-Footed (Uneven)	1	PU2:8					
Sure-Footed (Water)	1	PU2:8					
Sure-Footed (Slippery)	1	PU2:8					
Sure-Footed (Sand)	1	PU2:8					
Iron Arms +3 to resist injury from Arm Lock, Arm Wrench, etc.; You may opt to buy Partial DR or Striker	1	MA50					
Iron Legs +3 to resist injury from Leg Lock, Leg Wrench, etc.; You may opt to buy partial DR	1	MA50					