



Name **Eight Ball - A player's robot pet** Player GM (as ally) Point Total **150**
 Ht **1' 6"** Wt **64 lbs.** Size Modifier **-2** Age **2** Unspent Points **0**
 Appearance **A hovering metal orb with one retractable arm, painted black/white.**

ST	9	[-10]	HP	5	<small>CURRENT</small>	[-8]
DX	11	[20]	Will	10		[30]
IQ	4	[-120]	Per	12		[40]
HT	12	[20]	FP	0	<small>CURRENT</small>	[-36]

Languages	Spoken	Written	
Imperial	(Broken)	(Broken)	[2]
Machine Language (Native Language)	(Native)	(Native)	[0]

DR	TL: 11	[0]
0 +7	Cultural Familiarities	

BASIC LIFT 16 **DAMAGE** Thr 1d-2 Sw 1d-1
BASIC SPEED 3.5 **[-45]** **BASIC MOVE** 3 **[0]**

PARRY	Reaction Modifiers
9	Appearance:
DX	Status: +0
BLOCK	Other: -2; Includes: -2 from 'Clueless'
7	Conditional: -2 from 'Social Stigma (Valuable Property)'
DX	

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 16	BM x 1 0	Dodge 12
Light (1) = 2 x BL 32	BM x 0.8 0	Dodge - 1 11
Medium (2) = 3 x BL 48	BM x 0.6 0	Dodge - 2 10
Heavy (3) = 6 x BL 96	BM x 0.4 0	Dodge - 3 9
X-Heavy (4) = 10 x BL 160	BM x 0.2 0	Dodge - 4 8

SKILLS		
Name	Level	Relative Level
Aerobatics	13	DX+2 [4]
<i>Includes: +2 from '3D Spatial Sense'</i>		
Free Fall	14	DX+3 [4]
<i>Includes: +2 from '3D Spatial Sense'</i>		
Innate Attack (Beam)	11	DX+0 [1]
Throwing	12	DX+1 [4]

ADVANTAGES AND PERKS	
3D Spatial Sense	[10]
Absolute Timing	[2]
Acute Hearing 2	[4]
Affliction (Electrolaser) 4 (Accurate (+5); Armor Divisor (2); Surge; GM House Rules; Increased Range (x5); Rapid Fire (+3); Variable)	[80]
Ally (Owner (Silas)) (100% of starting points) (15 or less)	[15]
Compartmentalized Mind (Remote Controlled) 1 (Controls)	[25]
Damage Resistance 7 (Can't Wear Armor)	[21]
Digital Mind	[5]
Doesn't Breathe	[20]
Doesn't Sleep	[20]
Enhanced Dodge 5	[75]
Enhanced Time Sense	[45]
Flight (Low Ceiling (10 foot ceiling); Space Flight)	[52]
Hard to Subdue 1	[2]
High Pain Threshold	[10]
Imaging Radar (Extended Arc: 360°; Targeting)	[49]
Injury Tolerance (No Blood; No Eyes; No Head; No Neck; Unliving)	[42]
Lightning Calculator	[2]
Payload (6 oz. -- about a baseball's weight and size) 1	[1]
Photographic Memory	[10]
Protected Radar	[5]
Reduced Consumption (needs a battery recharge weekly) 3	[6]
Resistant (Metabolic Hazards) (Very Common) (Immunity)	[30]
Sealed	[15]
Telecommunication (Cable Jack)	[5]
Telecommunication (Radio)	[10]
Vacuum Support	[5]
Arm retracts into body when desired	[1]
Can act as microcomputer	[1]
Recharges when cuddled	[1]

DISADVANTAGES AND QUIRKS	
Blindness (mitigated by scanning sense)	[-50]
Cannot Speak	[-15]
Clueless	[-10]
Curious (12 or less)	[-5]
Electrical	[-20]
Fragile (Brittle)	[-15]

DISADVANTAGES AND QUIRKS (continued)

Low Empathy	[-20]
Maintenance (mechanical and electronic) (1 person) (Weekly)	[-5]
No Legs (Aerial)	[0]
No Sense of Smell/Taste	[-5]
Numb	[-20]
One Arm	[-20]
Reprogrammable	[-10]
Restricted Diet (electric batteries) (Very Common)	[-10]
Short Lifespan -1	[-10]
Slave Mentality	[-40]
Social Stigma (Valuable Property)	[-10]
Unhealing (Total)	[-30]
Wealth (Dead Broke)	[-25]
Beeps softly when happy	[-1]
Doesn't like to stray far from owner	[-1]
Habitually picks up dropped items and offers them to their owner	[-1]
Knows how to play fetch	[-1]
Sometimes plays keyboard music through speakers	[-1]



CHARACTER SHEET
S-A-fab - Silas's robot pet

HAND WEAPONS

Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes	Cost	Weight
	Bite	1d-3 cr	C	11	(No)			
	Punch	1d-3 cr	C	11	(9)			

RANGED WEAPONS

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes	Cost	Weight
	Affliction (Electrolaser)	HT-3 (2)	8	50 / 500	3		11			1				
		aff sur												

SPEED/RANGE TABLE
For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)
0	2 yd or less
-1	3 yd
-2	5 yd
-3	7 yd
-4	10 yd
-5	15 yd
-6	20 yd
-7	30 yd
-8	50 yd
-9	70 yd
-10	100 yd
-11	150 yd
-12	200 yd
-13	300 yd
-14	500 yd
-15	700 yd

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-5	Neck
-7	Skull

Imp or *Pi* attacks can target vitals at -3 or eyes at -9.

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ARMOR & POSSESSIONS

Qty	Item	Location	Cost	Weight

CHARACTER NOTES

POINTS SUMMARY

Attributes/Secondary Characteristics	[-109]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[571]
Disadvantages/Quirks	[-325]
Skills/Techniques	[13]
Other	[]