Champions AI Sheet

Type : Pericles, the Chilean biological AI

Value	Statistic	Points
38	Intelligence	28
18	Ego	16
23	Dexterity	39
7	Speed	37
	Total	120

OCV (Dex/3)   : 8+
ECV (Ego/3)   : 6+

Int Roll (9+Int/5) : 17-
Ego Roll (9+Ego/5) : 13-
Dex Roll (9+Dex/5) : 14-
Per Roll (9+Int/5) : 17-

Phases   : 2   4   6   7   9   11   12

Programs	Pts
Operate Weapons	1
Operate Sensors	1
Operate Vehicles	1
Identify Target	1
Assist Scientist	1
Respond Verbally	1
Encrypt Data	1
Determine Tactics	1
Observe Target	1
Record Data	1
Protect El Libertador	1
Display Data	1
Infiltrate Computer System	1
Total	13

Total Points = 120 + 342 + 13 – 115 = 475 – 115 = 360

Point Cost as a Follower : 72

This is Pericles as it is in 1993.

Although fully sentient, Pericles is constrained by a number of programs built into it by El Libertador which limit the freedom of action it has.

Powers/Skills	Pts
16 points Mental Defence	12
75% Resistant Mental Damage Reduction	60
- distributed Systems	
Clairsentience with Normal Smell,	60
All Sight, All Hearing, All Radio,	
4096 x Range (6758.4km), 0 End,	
Immobile IIF, Only in Places with	
Appropriate and Accessible Sensors (-1/2)	
Absolute Time Sense, 2 x Cramming	3,10
Eidetic Memory, Lightning Calculator	10,3
+7 Resistance (program security), Speed Reading	7,3
1 Overall Level	10
Linguist, Scholar, Scientist	3,3,3
Bugging 17-, Computer Programming 19-	3,7
Concealment 17-, Cryptography 17-	3,3
Deduction 17-, Forensics 17-	3,3
Paramedic 17-, Security Systems 17-	3,3
Systems Operation 17-, Tactics 17-	3,3
Electronics 11-, Lip Reading 11-	3,3
Mechanical 11-, Weaponsmith (4 groups) 11-	3,6
Bureaucratics 9-, Conversation 11-	3,7
Interrogation 11-, Persuasion 11-	7,7
[All Pre-based skills based on a Pre of zero]	
AK : The Chilean Empire 20-, AK : The World 17-	6,3
KS : Geography 17-, KS : History 17-	2,2
KS : Military 17-, KS : Politics 17-	2,2
KS : Superhumans 11-	1
SC : Biochemistry, SC : Biology 17-	2,2
SC : Biophysics 17-, SC : Chemistry 17-	2,2
SC : Cybernetics 17-, SC : Genetics 17-	2,2
SC : Medicine 17-, SC : Microbiology 17-	2,2
SC : Neurology 17-, SC : Pharmacology 17-	2,2
SC : Physics 17-, SC : Psychology 17-	2,2
SC : Robotics 17-, SC : Sociology 17-	2,2
TF : Air Vehicles, TF : Ground Vehicles	2,2
TF : Space Vehicles, TF : Telepresence Systems	2,2
TF : Water Vehicles	2
WF : Vehicle Weapons, WF : Emplaced Weapons	1,1
Chinese - idiomatic, native accent	3
English - idiomatic, native accent	3
French - idiomatic, native accent	2
German - idiomatic, native accent	2
Japanese - idiomatic, native accent	3
Portuguese - idiomatic, native accent	3
Russian - idiomatic, native accent	3
Spanish - idiomatic, native accent	2
Arabic - idiomatic, native accent	3
Total	342

Disadvantages	Pts
Loyal to El Libertador (cmn, tot), Follows Orders (cmn, tot)	20,20
Self-Preservation Instinct (cmn, str), Curious (cmn, str)	15,15
Public Id	10
Hunted (The S.A.U., as, NCI, 8-), Watched (El Libertador, more, NCI, 8-)	15,10
Watched (The CIA, as, NCI, 11-)	10
Total	115

The physical components of Pericles are a collection of large (about four times bigger in all dimensions than a normal brain) genetically engineered human brains which float in tanks of nutrient fluid in locations all over the Chilean Empire. Wires penetrate into these brains, mainly via the main nerve trunks, but also linking some of the inner parts of the brains together. All the sites which contain a node of Pericles contain the brains, and their life support and communications equipment, in an armoured, ultra-high-security room. These rooms also contain a backup power supply which will keep the brains alive if their external power supply is interrupted.

Pericles generally monitors its own security and that of the facilities containing its nodes. Even without this Pericles is very hard to hack (as represented by its high level of Resistance) due to its being made up of largely biological hardware rather than more conventional (and easier to hack) computer components.