

# Champions Computer Sheet

Type : The Cyber-Samurai Battle Computer

Value	Statistic	Points
18	Int	8
10	Dex	0
2	Spd	0
Total		8

OCV : 3

Int Roll : 13-

Dex Roll : 11-

Per Roll : 13-

Phases : 6 12

Powers/Skills	Pts
Absolute Time Sense, Bump of Direction	3,3
Cramming, Eidetic Memory	5,10
Lightning Calculator	3
+5 Resistance (program security)	5
Speed Reading	3
Computer Programming 18-, Cryptography 13-	13,3
Paramedic 13-, Security Systems 13-	3,3
Systems Operations 13-	3
Electronics 11-, Mechanical 11-	3,3
AK : New York 13-	3
SC : Cybernetics 13-	3
TF : Battlesuit	1
English, Japanese - idiomatic, native accent	4,4
Total	78

Programs	Pts
Operate Battlesuit	1
Respond Verbally	1
Repair/Diagnose Battlesuit	1
Assist Repair	1
Interactive Netrunning	1
Perform First Aid on Suit Occupant	1
Flee if Suit Occupant Incapacitated	1
Record Data	1
Encrypt Data	1
Total	9

Disadvantages	Pts
Physical Limitation : Cannot Kill Humans	5
Hunted (Terror Inc., more, 8-), Hunted (The Horsemen, more, 8-)	15,15
Watched (Tanaka Defensive Systems, more, 11-), Watched (PRIMUS, as, NCI, 8-)	10,8
Total	53

Total Points = 8 + 78 + 9 = 95

Cost as a Follower = ((8 + 78 + 9) - 53) / 5 = 8