

Champions Automaton Sheet

Type : Minervan Warbot, as used in the Civil War

Value	Stat	Cost	Points
50*	Str	x1	30
20	Dex	x3	30
0	Con	x2	-20
18*	Body	x2	12
3	Int	x1	-7
-	Ego	x2	-
23	Pre	x1	13
2	Com	x ¹ / ₂	-4
0+	PD	x1	-24
0+	E D	x1	0
4	Spd	x10	10
0	Rec	x2	-8
0	End	x ¹ / ₂	0
-	Stun	x1	-
Total			32

OCV (Dex/3) : 7+
DCV (Dex/3) : 6+

Dex Roll (9+Dex/5) : 13-
Int Roll (9+Int/5) : 10-
Percep Roll (9+Int/5) : 13-

Phases : 3 6 9 12

Maximum Lift with Strength : 25000 kg

Endurance cost for Strength : 0

* Includes Bonuses from Growth

Usually work in pairs, remotely commanded by a more intelligent computer (usually Gaea). Sensors and weapons are mounted so that in most cases only one limb has to be exposed to acquire a target and fire at it.

In appearance they resemble huge mottled black 4-legged spiders with two arms at front and rear (their feet can also act as hands if necessary). They can operate equally well moving forwards or backwards.

End	Powers / Skills	Pts
-	Takes No Stun	60
-	12rPD, 12rED Hardened Armour	135
-	LS : vs All But Aging	27
-	5 points Visual, Audio, Radio Flash Defence	15
-	-5 Lack of Weakness	5
-	2 Levels Growth, 0 End, Persistent, Always On [+10 Str, +2 Body, -2" KNB, 4 x mass, -1 DCV, +1 to be Seen]	13
0	0 End on Strength 50	25
0	+3" Running, 0 End on all 9"	15
0	+5" Superleap, 0 End (13" across, 7" up)	7
0	3" Stretching, 0 End, IIF, no Non-Combat Stretch (-1/4)	15
-	Clinging, IIF	8
-	Extra Limbs, IIF	4
-	+3 with All Perception	9
-	Radar Sense, IIF	12
-	High Range Radio Hearing, IIF	8
-	Active Sonar, IIF	12
-	Ultrasonic Hearing, IIF	2
-	IR Vision, IIF	4
-	x10 Microscopic Vision, IIF	2
-	360° with All Senses, IIF	20
-	+4 Telescopic Vision, IIF	4
-	+4 Telescopic Radio Senses, IIF	4
-	+2 Telescopic Hearing, IIF	2
-	MP : Weapons Systems	80
0	u 2 ¹ / ₂ d6 RKA, Autofire (5 targets), 0 End, Penetrating, No Range Modifier (1.4 km), no KNB, OIF - Laser	8
0	u 14d6 EB, 0 End, No Range Modifier (1.4 km), no KNB, OIF - Electrical	8
0	u 6d6 NND, 0 End, Invisible to Sight, AE (36" Line) [1.2 km], OIF - Sonics	8
0	u 6d6 Def 15 Entangle, 0 End, Backlash, Transparent, OIF, No Range - Wires	8
0	u 2 ¹ / ₂ d6 HKA, 0 End, AP [5d6+1 with Str]	8
-	- Claws	8
-	u 3d6+1 RKA, Penetrating, x 5 Range, No Range Modifier (9.625 km), AE (Radius), 2 x Radius (24"), no KNB, OIF, 2 Charges of 1 Minute - 'Napalm'	8
-	u 5d6+1 RKA, Penetrating, 25 x Range, No Range Modifier (50 km), OIF, 4 Charges - Missile	8
-	u 4d6 Def 14 Entangle, Sticky, Backlash, AE (Radius), 2 x Radius (18"), Personal Immunity, 12 Charges, OIF - Glop	8
-	u 6" Radius Darkness vs Radar, All Sight, All Hearing, No Range Modifier (1.2 km), 8 Charges of 1 Turn, OIF - Smoke	8
-	Ambidextrous	3,7
-	Double Jointed	3
-	+3 with Multipower	9
-	Breakfall 13-	3,3
-	Contortionist 13-	5
-	Stealth 13*-	7
-	+5 to Stealth, Only in Darkness (-1/2)	7
Total		600

Disadvantages	Pts
Distinctive Features (Warbot, not concealable, extreme reaction)	25
Physical Limitation (Large, infrequent, greatly impairing)	10
Watched (Minervan Government, more, NCI, 14-)	15
Total	50

Total Points = 632