CyCyL
REPURPOSED TECH-EATING ROBOT

10	0	4	0
STRENGTH	AGILITY	FIGHTING	AWARENESS
6	4	4	-2
STAMINA	DEXTERITY	INTELLECT	PRESENCE

DEFENSE

DODGE.............................2
PARRY 2
TOUGHNESS.....................16

FORTITUDE.........................12
WILL 4

OFFENSE

	Attack	Damage	Notes
Unarmed	+10	DC 25	
Throw	+4	DC 25	
Big Bite	+4	DC 25	grab first; penetrating 10; crit on 16-20
Energy Beam	+12	DC 25	ranged 250/500/1000

DAMAGE

	BRUISES
☐	DAZED
☐	STAGGERED
☐	INCAPACITATED

FATIGUE

☐	FATIGUED
☐	EXHAUSTED

POWERS

Mass Assimilation: You stand roughly 15 ft. tall and weigh approximately 8 tons. However, you must eat at last 2 cubic feet of scrap metal per day to maintain your size; otherwise you shrink to normal human size, losing 4 ranks of Strength and Stamina and gaining 2 ranks in active defense.

Replicate Tech: You can replicate any mundane technological item of up to 2 cubic feet in volume by consuming an equivalent volume of scrap metal and junk. You must have spent at least 1 minute examining an example of the item at some point in the past.

Robot Body: Your artificial body is extremely durable. You do not age; you do not need to eat, breathe, or sleep; and you are immune to disease and poison. In addition, you can shrug off any attack with a damage rank of 5 or less.

Self-Repair: By consuming at least 1 cubic foot of junk or scrap metal, you can make a power check vs. DC 10 to heal 1 bruise or damage condition per degree of success.

Techno Transformation: You can transform your body to duplicate the effects of any power costing up to 30 PP, as long as the power is something that could be accomplished with technology. You can only have one transformation active at a time. Possible examples include (but are not limited to):

Big Bite: After a successful grab, chomp your opponent for devastating effect.

Comms Array: Detect, intercept, and comprehend radio, cellular, or internet transmissions anywhere on earth.

Energy Beam: A highly accurate, long-range laser.

Flight Jets: Fly at 250 mph, or .5 miles in one round.

Tech Detector: Detect and analyze technological energy signatures.

Base Movement Speed: 2 mph, 30 ft/rd (run 4 mph, 60 ft/rd; swim 0.5 mph, 6 ft/rd)

Flight: 250 mph, 0.5 mile/rd

Jump Distance: running jump: 20 ft; standing jump: 10 ft; vertical: 4 ft; standing vertical: 2 ft

Throwing Distance: throw 100 tons 6 feet; throw 25 tons 30 feet; throw 6 tons 120 feet

HERO POINTS

ADVANTAGES

Improvised Tools: You suffer no penalty for attempting a skill check without proper tools.

Interpose: Once per round, you can place yourself in front of an ally who is targeted by an attack, making yourself the target instead.

Inventor: You can use your Technology skill to invent temporary devices that emulate power effects. This usually takes many hours of design and construction work, but by spending a hero point you can juryrig a device in a matter of rounds.

SKILLS

ACROBATICS... –
ATHLETICS..+10
CLOSE COMBAT (UNARMED)...........+10
DECEPTION .... –2
EXPERTISE... –
INSIGHT ....+0
INTIMIDATION.......................................+0
INVESTIGATION...................................... –
PERCEPTION ....+0
PERSUASION .... –2
RANGED COMBAT (ENERGY
    BEAM) ....+10
SLEIGHT OF HAND................................. –
STEALTH .... –4
TECHNOLOGY.. –
TREATMENT .... –
VEHICLES .... –

COMPLICATIONS

Motivation (Curiosity): You are motivated by your intense curiosity about these organisms called "humans" and their concepts of "justice" and "goodness" that they seem to feel so intensely about.

Enemy: You do not remember who sent you to Earth or why, but it was likely not a mission of peace. If your original progenitors ever come looking for you, it could mean danger for everyone.

Outsider: Your grasp on normal human conventions of politeness, civility, and basic property rights can be a little shaky. Mistakes in this area can have consequences from the merely embarrassing to the fully disastrous.

Relationship: You live with your best friend, a young Hispanic boy named Benjamin, and his single father, Hugo, in the Northern Shore neighborhood. Their safety and happiness are always at the top of your priority queue.

Weakness: Your mechanical body has a "reset switch," concealed but always present in whatever form you take. If someone manages to activate it, you will be incapacitated for at least 1 minute while your systems reboot.