Robots & Rapiers

Character Name:	**Alfredo**	Player Name:	

Social Attributes

Inspiration:

Role Score: **10**
Self Awareness Score: **1**

Anthropoid Class: **7** MA: **1**

Body Type: 4 (Appearance +1)
Vocalization: 3

Primary Attributes

Size: 5   Slight Adult Male

Force:	4	MASS	4	:Durability
Articulation:	6	MOBILITY	7	:Locomotion
Processor:	6	MENTAL	4	:Memory

Perception Attributes

General Perception: 8

Visual:	4	Olfactory:	3
Audio:	4		
Tactile:	3		

Power Capacity: 5   Current Power:

Core Programs

Physical: 4   Mental: 1   Social (Genteel): 5

Role Programs

I	Skill (Specialties)	C	Lvl	I	Skill (Specialties)	C	Lvl
4	Athletics [B]	P	4				
2	Carousing	S					
2	Dancing [B] (court)	C					
4	Etiquette [A & V] (genteel, common)	S	(+1)				
3	Fashion [A]	S	(+1)				
3	Fencing [B] (rapier, dagger)	P	2				
4	Intrigue	M	3				
4	Persuasion [A & V] (seduce, convince)	S	(+1)				
4	Riding [B]	P					
3	Sneak [B]	P					

Role Description: Rakish Swashbuckler

Alfredo is the youngest of the Band of Four, flamboyant and roguish with a flair for the dramatic. A true social chameleon, Alfredo is as at home at the highest levels of court as he is in the darkest alley ways. Since he knows there are no lengths he wouldn't go to for his comrades he assumes the same from them, relying on them to pull him out of any spot of trouble his reckless nature and eye for the ladies gets him into.

Personality Traits

Role Related Traits	Lvl	Self Awareness Related Traits	Lvl
Loyal to the Band of 4	3		
Loyal to the King	1		
Rogueishly Charming	2		
Obsessive Flirt	2		
Everything is a game	2		

Accessories & Advanced Systems — Slots: 6

Accessory (notes)	S	Accessory (notes)	S
Basic Olfactory Sensors	1		
Internal Storage (1 cubic foot, dagger) [MA1]	1		

Malfunctions | Cosmetic Damage:

Component Damage	Dam	Component Damage	Dam

Personal Gear

Sonic Rapier (R3, D0)	
Vibro Dagger (R1, D-1)	
Kings Guard Uniforms	
Assorted fine clothes	
Several pieces of ornamentation and frippery	

Property & Wealth

Contacts, Allies, & Patrons

Character	Favor	Character	Favor

Malfunction Table

1d10	Malfunction Result	1d10	Sub System Result
1	Force, 1 point	1-3	Visual Sensors
2	Durability, 1 point	4-5	Audio Sensors
3	Locomotion, 1 point	6	Tactile Sensors
4	Articulation, 1 point	7	Vocalization
5	Processor, 1 point	8-10	Energy Capacity **
6	Memory, 1 point + Memory Save	1-5	Current Point
7-8	Sub systems roll on 2nd table, 1 point	6-10	Capacitor
9-10	External Slots, randomly determine *		

Robots & Rapiers

Character Name: **Burgiss**   *Player Name:*

Social Attributes   Inspiration:
Role Score: **10**
Self Awareness Score: **0**

Anthropoid Class: **4**   **MA:**   4
Body Type: 2   (Appearance -1)
Vocalization: 2

Primary Attributes   *Size:*   7

Force:	7	*MASS*	[MA1] 7	:Durability
Articulation:	5	*MOBILITY*	4	:Locomotion
Processor:	3	*MENTAL*	5	:Memory

Perception Attributes   *General Perception:*   6
Visual: 2
Audio: 4
Tactile: 3

Power Capacity: 9 / 19   *Current Power:*

Core Programs
Physical: 5   *Mental:*   3   *Social (common):*   2

Role Programs

I	Skill (Specialties)	C	Lvl	I	Skill (Specialties)	C	Lvl
4	Athletics [B]	P	1				
4	Brawling	P	1				
4	Carousing	S	1				
3	Drive Carriage	P	1				
3	Fencing [B] (Sword, Pole Arm, Dagger)	P	1				
4	Firearms (Musket, Cannon)	P	2				
4	Gaming (dice, cards)	M	1				
2	Mechanics [F] (Farrier, Robot, Grav, Gen)	M	3				
4	Riding [B]	P	0				

Role Description: Simple Swashbuckler

Burgiss has a more humble background than his fellows in the Band of Four, with a simple homespun nature. Quiet and unassuming he is far more at home repairing a hobbling horse than dancing at a ball. Gentle and soft spoken folks assume he's a touch slow but once crossed he is a force to be reckoned with. What he lacks in style and finesse he makes up for in strength and determination.

Personality Traits

Role Related Traits	Lvl	Self Awareness Related Traits	Lvl
Loyal to Band of Four	2		
Loyal to King	2		
Believes Alfredo Implicitly	2		
Slow, deliberate, simple thinker	2		
Nervous in social situations	2		

Accessories & Advanced Systems   Slots: 8

Accessory (notes)	S	Accessory (notes)	S
Reserve Capacitor [MA1]	1		
Retractable Tool Arm [MA2]	1		

Malfunctions   Cosmetic Damage:

Component Damage	Dam	Component Damage	Dam

Personal Gear

Mono Sword (R3, Diff+2, D+4)	
Hvy Musket (D+1, EMPx3, Del 6, Rge 15, Shts 4 (12))	
Vibro Dagger (R3, D-1)	
Well worn King's Guard Uniforms	
1 good King's Guard Uniform	

Property & Wealth

Contacts, Allies, & Patrons

Character	Favor	Character	Favor

Malfunction Table

1d10	Malfunction Result	1d10	Sub System Result
1	Force, 1 point	1-3	Visual Sensors
2	Durability, 1 point	4-5	Audio Sensors
3	Locomotion, 1 point	6	Tactile Sensors
4	Articulation, 1 point	7	Vocalization
5	Processor, 1 point	8-10	Energy Capacity **
6	Memory, 1 point + Memory Save	1-5	Current Point
7-8	Sub systems roll on 2nd table, 1 point	6-10	Capacitor
9-10	External Slots, randomly determine *		

Robots & Rapiers

Character Name:	Charles	Player Name:	

Social Attributes

Inspiration:

		Anthropoid Class:	6	MA:	3
Role Score:	10	Body Type:	3		
Self Awareness Score:	0	Vocalization:	3		

Primary Attributes

Size: 6   Average Male

Force:	5+1	MASS	6	:Durability
Articulation:	6	MOBILITY	6	:Locomotion
Processor:	5	MENTAL	5	:Memory

Perception Attributes

General Perception: 6

Visual:	3
Audio:	3
Tactile:	2

Power Capacity: 8   Current Power:

Core Programs

Physical:	5	Mental:	2	Social(Genteel):	3

Role Programs

I	Skill (Specialties)	C	Lvl	I	Skill (Specialties)	C	Lvl
4	Athletics [B]	P	1				
4	Brawling	P					
2	Carousing	S	1				
2	Dancing [B] (Court)	S					
4	Etiquette [A & V] (Genteel, Soldier, Common)	S					
3	Fencing [B] (rapier, pole arm, mass)	P	3				
4	Firearms (musket, pistol)	P					
4	Gaming (cards, dice)	M					
4	Intimidate	S	2				
2	Off hand Fighting (dagger)*	P	2				
4	Riding	P					

Role Description: Brooding Swashbuckler

Charles vacillates between periods of dark brooding and manic rage. One day he can let slide without notice the gravest of insults, the next he'll draw his sword at the slightest provocation against friend or foe. He can go from disinterested to obsessed over almost anything, from the finest wine, to a particular girl, to a game of cards. Slightly dangerous and unpredictable even to his friends he is also fiercely loyal, and prone to take issue over slights to his comrades that they'd prefer to let drop.

Personality Traits

Role Related Traits	Lvl	Self Awareness Related Traits	Lvl
Loyal to Band of Four	3		
Loyal to King	1		
Frequently Depressed	3		
Easily Enraged	3		

Accessories & Advanced Systems   Slots: 5

Accessory (notes)	S	Accessory (notes)	S
Memory Chip (Off Hand 2)	1		
Internal Storage (1 cubic foot, flask) [MA1]	1		
Hvy Duty Hydrolics (Force +1) [MA2]	1		

Malfunctions

Cosmetic Damage:

Component Damage	Dam	Component Damage	Dam

Personal Gear

Sonic Rapier (R3 D0)	
Musket (D+1, EMP2, Del 4, Rng 15, Shts 6(12))	
Hvy Pistol (D0, EMP2, Del 4, Rng 5, Shts 4(8))	
Kings Guards Uniforms	
Personal Memento	

Property & Wealth

Contacts, Allies, & Patrons

Character	Favor	Character	Favor

Malfunction Table

1d10	Malfunction Result	1d10	Sub System Result
1	Force, 1 point	1-3	Visual Sensors
2	Durability, 1 point	4-5	Audio Sensors
3	Locomotion, 1 point	6	Tactile Sensors
4	Articulation, 1 point	7	Vocalization
5	Processor, 1 point	8-10	Energy Capacity **
6	Memory, 1 point + Memory Save	1-5	Current Point
7-8	Sub systems roll on 2nd table, 1 point	6-10	Capacitor
9-10	External Slots, randomly determine *		

Robots & Rapiers

Character Name:	**Devon**	*Player Name:*	

Social Attributes Inspiration:

		Anthropoid Class:	**7**	**MA: 1**
Role Score:	**10**	**Body Type:**	3	
Self Awareness Score:	**0**	**Vocalization:**	4 (+1 Voice)	

Primary Attributes   *Size:* 6   Average Male

Force:	4	*MASS*	5	**:Durability**
Articulation:	6	*MOBILITY*	5	**:Locomotion**
Processor:	6	*MENTAL*	7 +1	**:Memory**

Perception Attributes   General Perception: 8

Visual:	4+1	Advanced	Olfactory	4	
Audio:	3		Taste	4	Advanced
Tactile:	3				

Power Capacity: 8   Current Power:

Core Programs

Physical:	**3**	*Mental:*	**4**	*Social (Genteel):*	**3**

Role Programs

I	Skill (Specialties)	C	Lvl	I	Skill (Specialties)	C	Lvl
3	Academics (History, Math, Philosophy, Botany)	M	1				
3	Administration	M					
4	Athletics [B]	P					
2	Dancing (Court) [B]	S					
4	Etiquette [A+V] (Genteel)	S	1(+1)				
3	Fencing [B] (Rapier)	P	4				
4	Firearms (Pistol)	P					
4	Gaming (Chess)	M					
4	Observation	M	1				
4	Oration [A+V] (Debate,Conversation,Story Telling)	M	2 (+1)				
4	Riding [B]	P	2				
3	Strategy (Duelling, Tactics)	M	1				

Role Description: Intellectual Swashbuckler

Devon is a repressed academic. A self proclaimed expert on every subject, he is studious and disciplined in everything from his sword play to his mannerisms; even to the manner in which he woos women, which has caused him no small amount of trouble. With a nature that is by the book and carefully regimented he is often exasperated by the antics of his friends who rarely manage to follow any of detailed plans precisely.

Personality Traits

Role Related Traits	Lvl	Self Awareness Related Traits	Lvl
Loyal to Band of Four	1		
Loyal to King	2		
Cautious & precise planner	3		
Social Snob	2		
Haughty Know It All	1		
Gourmet & Wine Connoisseur	1		

Accessories & Advanced Systems — Slots: 11

Accessory (notes)	S	Accessory (notes)	S
Expanded Memory (+1 Memory) [MA1]	1	Basic Olfactory	1
Advanced Visual Sensors (+1 Vision)	1	Basic Taste	1
(10x tele, low light, infared)		Advanced Taste (gourmond)	1

Malfunctions / Cosmetic Damage:

Component Damage	Dam	Component Damage	Dam

Personal Gear

Sonic Rapier (R3 D0)	
Pistol (D0, EMP1, Del 2, Rng 5, Shts 8(8))	
Well Pressed King's Guard Uniforms	
Emaculate Formal Wear	
Video Books on subjects no one cares about	

Property & Wealth

Contacts, Allies, & Patrons

Character	Favor	Character	Favor

Malfunction Table

1d10	Malfunction Result	1d10	Sub System Result
1	Force, 1 point	1-3	Visual Sensors
2	Durability, 1 point	4-5	Audio Sensors
3	Locomotion, 1 point	6	Tactile Sensors
4	Articulation, 1 point	7	Vocalization
5	Processor, 1 point	8-10	Energy Capacity **
6	Memory, 1 point + Memory Save	1-5	Current Point
7-8	Sub systems roll on 2nd table, 1 point	6-10	Capacitor
9-10	External Slots, randomly determine *		

Robots & Rapiers

Character Name: Player Name:

Social Attributes   Inspiration: ## Anthropoid Class:
Role Score: **Body Type:**
Self Awareness Score: **Vocalization:**

Primary Attributes   Size:
Force: *MASS*   :Durability
Articulation: *MOBILITY*   :Locomotion
Processor: *MENTAL*   :Memory

Perception Attributes   General Perception:
Visual:
Audio:
Tactile:

Power Capacity: Current Power:

Core Programs
Physical: **Mental:**   **Social:**

Role Programs

I	Skill (Specialties)	C	Lvl	I	Skill (Specialties)	C	Lvl

Role Description:

I	Skill (Specialties)	C	Lvl

Personality Traits

Role Related Traits	Lvl	Self Awareness Related Traits	Lvl

Accessories & Advanced Systems — Slots:

Accessory (notes)	S	Accessory (notes)	S

Malfunctions — Cosmetic Damage:

Component Damage	Dam	Component Damage	Dam

Personal Gear

Property & Wealth

Contacts, Allies, & Patrons

Character	Favor	Character	Favor

Malfunction Table

1d10	Malfunction Result	1d10	Sub System Result
1	Force, 1 point	1-3	Visual Sensors
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3	Locomotion, 1 point	6	Tactile Sensors
4	Articulation, 1 point	7	Vocalization
5	Processor, 1 point	8-10	Energy Capacity **
6	Memory, 1 point + Memory Save	1-5	Current Point
7-8	Sub systems roll on 2nd table, 1 point	6-10	Capacitor
9-10	External Slots, randomly determine *		