

# Automaton Crafting Sheet

Player Name \_\_\_\_\_

Steamer:  Fuse Box:  Clockwork:

## Core Process

	Name	MQ	Notes
Slot 1:	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>
Slot 2:	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>
Slot 3:	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>
Beta 1:	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>
Beta 2:	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>

		Acc	Eva	Stk	Def	Pri	Spd	Wnd	HP
<b>Specialties</b>	Totals	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Misc	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="text"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="text"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="text"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="text"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="text"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

## Attack

Accuracy \_\_\_\_\_

Strike \_\_\_\_\_

Description \_\_\_\_\_

Size \_\_\_\_\_ Type \_\_\_\_\_ Reach \_\_\_\_\_

AP to Use \_\_\_\_\_ AP to Ready \_\_\_\_\_

Accuracy \_\_\_\_\_ Strike \_\_\_\_\_

DC \_\_\_\_\_

## Other Equipment

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## Armor

Description \_\_\_\_\_

Size \_\_\_\_\_ Soak \_\_\_\_\_ Class \_\_\_\_\_

Evade Pen \_\_\_\_\_ Speed Pen \_\_\_\_\_

Climb/Fly/Swim Pen \_\_\_\_\_

## Limb #1

Augment \_\_\_\_\_

Slot 1:

Slot 2:

Slot 3:

Beta 1:

Beta 2:

## Limb #2

Augment \_\_\_\_\_

Slot 1:

Slot 2:

Slot 3:

Beta 1:

Beta 2:

## Limb #3

Augment \_\_\_\_\_

Slot 1:

Slot 2:

Slot 3:

Beta 1:

Beta 2:

### Brute

\_\_\_\_\_ Brawl

\_\_\_\_\_ Frenzy

\_\_\_\_\_ Overpower

\_\_\_\_\_ Resilience

### Cunning

\_\_\_\_\_ Espionage

\_\_\_\_\_ Expertise

\_\_\_\_\_ Showmanship

\_\_\_\_\_ Tactical

### Dexterity

\_\_\_\_\_ Ace

\_\_\_\_\_ Agility

\_\_\_\_\_ Marksmanship

\_\_\_\_\_ Swashbuckling

### Spirit

\_\_\_\_\_ Faith

\_\_\_\_\_ Grace

\_\_\_\_\_ Luck

\_\_\_\_\_ Shamanism

### Science

\_\_\_\_\_ Alchemy

\_\_\_\_\_ Armsmith

\_\_\_\_\_ Automata

\_\_\_\_\_ Bio-Flux

\_\_\_\_\_ Engineer

\_\_\_\_\_ Gadgetry

