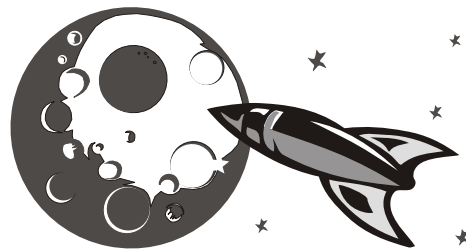


ROBOTS, RAYGUNS & ROCKETSHIPS



NAME: _____

OCCUPATION: _____

Height: _____ Weight: _____ Gender: _____

Eyes: _____ Hair: _____ Age: _____

Description: _____

Hit Location	1 Head	2 Torso	3 R.Arm	4 L.Arm	5 R.Leg	6 L.Leg
AP						

EQUIPMENT	

EPISODE GUIDE	

BACKGROUND TABLE (1d6)

- 1 - Scientist: +1 Brains, Science, Tinkering
- 2 - Athlete: +1 Brawling, Athletics, +3 Blood
- 3 - Explorer: +1 Gen.Knowledge, Language, Guts
- 4 - Pilot: +1 Pilot, Technics, Guts
- 5 - Savage: +1 Muscles, +3 Blood
- 6 - Dilettante: +1 Fashion, Carousing, Seduction

STATUS TABLE (1d6)

- 1 - Space Hero: +1 Pilot, Fame
- 2 - Sidekick: +1 Dodge, Tinkering
- 3 - Inventor: +1 Science, Unique Item
- 4 - Noble: +1 Fame, Fashion
- 5 - Warrior: +1 Fighting, Dodge
- 6 - Rogue: +1 Stealth, Bluff

SAMPLE WEAPONS

ITEM	DAM
Bullwhip	2
Dagger	3
ElectroSword	5
NeedleGun	8
NeuroGun	*(-1)
ParalysisGun	*(-1)
MircowaveGun	12
RayGun	9
RocketPistol	10
RocketRifle	20
SonicPistol	*(0)
StunMace	*(-1)
ThermoGrenade	25
Punch	Muscles-1
Kick	Muscles

* Target must make a MUSCLES Check with modifier or be stunned For 1d6 minutes per margin of success.

SOUND F/X TABLE

FIGHTING (Armed)

- 1 - Clash!
- 2 - Twak!
- 3 - Klangg!
- 4 - Chop!
- 5 - Thunk!
- 6 - Swish!

BRAWLING (Unarmed)

- 1 - Whack!
- 2 - Poff!
- 3 - Smash!
- 4 - Pow!
- 5 - Skrunch!
- 6 - Chummp!

SHOOTING

- 1 - Z app!
- 2 - Tchoom!
- 3 - Blam!
- 4 - Shhhriip!
- 5 - Fwwhoosh!
- 6 - Blannng!

MUSCLES

Fighting _____

Brawling _____

Athletics _____

Carousing _____

BRAINS

Gen. Knowledge _____

Language _____

Science _____

Technics _____

SMARTS

Dodge _____

Pilot _____

Shooting _____

Stealth _____

Tinkering _____

STYLE

Bluff _____

Disguise _____

Fashion _____

Performance _____

Seduction _____

BLOOD

GUTS

WITS

FAME

CHAR PTS