MORE ROBOTS

Name [_____] **Model** [_____]

Cost Q Type Size Mutables & Notes

Chassis [_____][__][_____][_____][_____]

[_____]

Options (___/___) [_____]

[_____]

[_____]

Cost Q Darkvision Listen/Search/Spot

Sensors [_____][__][_____ft] [_____total]

Armor [_____] **Speed** [_____]

Str Dex Int Wis Cha

Ability Scores [_____][____][____][____][____]

Defense Score [___](_____) **BAB/Grapple** [+__/_____]

Attack [Slam +___melee (_d____Bludgeon),_____]

[_____]

Cost Q Type Rating

Power [_____][__][_____][_____]

System [_____][__][_____][_____]

[_____][__][_____][_____]

* ***Running Time*** [_____]

Weight [_____] **Hit Points** [_____] **Damage** [_____]

* ***Special Damage*** [_____]

GLM/CR [_____][_____]

Total Base Sensors Computer Power

Model Cost [_____][_____][_____][_____][_____]

COMPUTER

Type:_____**Quality:**_____**Robotic OS:**_____

Templates & Options (___/___):_____

MEMORY	**Running**	**Stored**
Current	[_____]	[_____]
Maximum	[_____]	[_____]

Running	**R**	**mp**

Running	**R**	**mp**

WEAPON	**Size**	**Range**	**Ammo**	**Damage**	**Type**	**WT**
[_____]	[____]	[_____]	[_____]	[_____]	[_____]	[___]

Total Cost Options/Max GL Quality [_____]

[_____] [_____/_____] [____] [_____] [_____]

[_____]

WEAPON	**Size**	**Range**	**Ammo**	**Damage**	**Type**	**WT**
[_____]	[____]	[_____]	[_____]	[_____]	[_____]	[___]

Total Cost Options/Max GL Quality [_____]

[_____] [_____/_____] [____] [_____] [_____]

[_____]

WEAPON	**Size**	**Range**	**Ammo**	**Damage**	**Type**	**WT**
[_____]	[____]	[_____]	[_____]	[_____]	[_____]	[___]

Total Cost Options/Max GL Quality [_____]

[_____] [_____/_____] [____] [_____] [_____]

[_____]

Name [_____] **Model** [_____]

Cost Q Type Size Mutables & Notes

Chassis [_____][__][_____][_____][_____]

[_____]

Options (___/___) [_____]

[_____]

[_____]

Cost Q Darkvision Listen/Search/Spot

Sensors [_____][__][_____ft] [_____total]

Armor [_____] **Speed** [_____]

Str Dex Int Wis Cha

Ability Scores [_____][____][____][____][____]

Defense Score [___](_____) **BAB/Grapple** [+__/_____]

Attack [Slam +___melee (_d____Bludgeon),_____]

[_____]

Cost Q Type Rating

Power [_____][__][_____][_____]

System [_____][__][_____][_____]

[_____][__][_____][_____]

* ***Running Time*** [_____]

Weight [_____] **Hit Points** [_____] **Damage** [_____]

* ***Special Damage*** [_____]

GLM/CR [_____][_____]

Total Base Sensors Computer Power

Model Cost [_____][_____][_____][_____][_____]

COMPUTER

Type:_____**Quality:**_____**Robotic OS:**_____

Templates & Options (___/___):_____

MEMORY	**Running**	**Stored**
Current	[_____]	[_____]
Maximum	[_____]	[_____]

Running	**R**	**mp**

Running	**R**	**mp**

WEAPON	**Size**	**Range**	**Ammo**	**Damage**	**Type**	**WT**
[_____]	[____]	[_____]	[_____]	[_____]	[_____]	[___]

Total Cost Options/Max GL Quality [_____]

[_____] [_____/_____] [____] [_____] [_____]

[_____]

WEAPON	**Size**	**Range**	**Ammo**	**Damage**	**Type**	**WT**
[_____]	[____]	[_____]	[_____]	[_____]	[_____]	[___]

Total Cost Options/Max GL Quality [_____]

[_____] [_____/_____] [____] [_____] [_____]

[_____]

WEAPON	**Size**	**Range**	**Ammo**	**Damage**	**Type**	**WT**
[_____]	[____]	[_____]	[_____]	[_____]	[_____]	[___]

Total Cost Options/Max GL Quality [_____]

[_____] [_____/_____] [____] [_____] [_____]

[_____]

YET MORE ROBOTS

Name [_____] **Model** [_____]

Cost Q Type Size Mutables & Notes

Chassis [_____][__][_____][_____][_____]

[_____]

Options (___/___) [_____]

[_____]

[_____]

Cost Q Darkvision Listen/Search/Spot

Sensors [_____][__][_____ft] [_____total]

Armor [_____] **Speed** [_____]

Str Dex Int Wis Cha

Ability Scores [_____][____][____][____][____]

Defense Score [___](_____) **BAB/Grapple** [+__/_____]

Attack [Slam +___melee (_d____Bludgeon),_____]

[_____]

Cost Q Type Rating

Power [_____][__][_____][_____]

System [_____][__][_____][_____]

[_____][__][_____][_____]

* ***Running Time*** [_____]

Weight [_____] **Hit Points** [_____] **Damage** [_____]

* ***Special Damage*** [_____]

GLM/CR [_____][_____]

Total Base Sensors Computer Power

Model Cost [_____][_____][_____][_____][_____]

COMPUTER

Type:_____**Quality:**_____**Robotic OS:**_____

Templates & Options (___/___):_____

MEMORY	**Running**	**Stored**
Current	[_____]	[_____]
Maximum	[_____]	[_____]

Running	**R**	**mp**

Running	**R**	**mp**

WEAPON	**Size**	**Range**	**Ammo**	**Damage**	**Type**	**WT**
[_____]	[____]	[_____]	[_____]	[_____]	[_____]	[___]

Total Cost Options/Max GL Quality [_____]

[_____] [_____/_____] [____] [_____] [_____]

[_____]

WEAPON	**Size**	**Range**	**Ammo**	**Damage**	**Type**	**WT**
[_____]	[____]	[_____]	[_____]	[_____]	[_____]	[___]

Total Cost Options/Max GL Quality [_____]

[_____] [_____/_____] [____] [_____] [_____]

[_____]

WEAPON	**Size**	**Range**	**Ammo**	**Damage**	**Type**	**WT**
[_____]	[____]	[_____]	[_____]	[_____]	[_____]	[___]

Total Cost Options/Max GL Quality [_____]

[_____] [_____/_____] [____] [_____] [_____]

[_____]

Name [_____] **Model** [_____]

Cost Q Type Size Mutables & Notes

Chassis [_____][__][_____][_____][_____]

[_____]

Options (___/___) [_____]

[_____]

[_____]

Cost Q Darkvision Listen/Search/Spot

Sensors [_____][__][_____ft] [_____total]

Armor [_____] **Speed** [_____]

Str Dex Int Wis Cha

Ability Scores [_____][____][____][____][____]

Defense Score [___](_____) **BAB/Grapple** [+__/_____]

Attack [Slam +___melee (_d____Bludgeon),_____]

[_____]

Cost Q Type Rating

Power [_____][__][_____][_____]

System [_____][__][_____][_____]

[_____][__][_____][_____]

* ***Running Time*** [_____]

Weight [_____] **Hit Points** [_____] **Damage** [_____]

* ***Special Damage*** [_____]

GLM/CR [_____][_____]

Total Base Sensors Computer Power

Model Cost [_____][_____][_____][_____][_____]

COMPUTER

Type:_____**Quality:**_____**Robotic OS:**_____

Templates & Options (___/___):_____

MEMORY	**Running**	**Stored**
Current	[_____]	[_____]
Maximum	[_____]	[_____]

Running	**R**	**mp**

Running	**R**	**mp**

WEAPON	**Size**	**Range**	**Ammo**	**Damage**	**Type**	**WT**
[_____]	[____]	[_____]	[_____]	[_____]	[_____]	[___]

Total Cost Options/Max GL Quality [_____]

[_____] [_____/_____] [____] [_____] [_____]

[_____]

WEAPON	**Size**	**Range**	**Ammo**	**Damage**	**Type**	**WT**
[_____]	[____]	[_____]	[_____]	[_____]	[_____]	[___]

Total Cost Options/Max GL Quality [_____]

[_____] [_____/_____] [____] [_____] [_____]

[_____]

WEAPON	**Size**	**Range**	**Ammo**	**Damage**	**Type**	**WT**
[_____]	[____]	[_____]	[_____]	[_____]	[_____]	[___]

Total Cost Options/Max GL Quality [_____]

[_____] [_____/_____] [____] [_____] [_____]

[_____]