CHARACTER DATA

CHARACTER NAME: PLAYER:

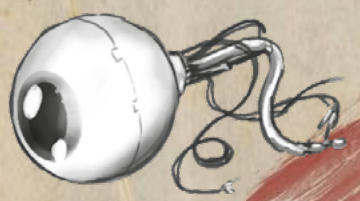
NO RETURN

OVERVIEW OF VALUES

		DEXTERITY	STRENGTH	CONSTITUTION	SWIFTNESS	TACTILE SENSE	CAPACITY	ORGANISM	ARMOR
UNMODIFIED BODY									
ZONE	BIO/ROBO	BASIC + MOD	BASIC + MOD	BASIC + MOD	BASIC + MOD	BASIC + MOD	BASIC - MOD	CUT + MOD	VALUE & MC
(12) HEAD	○ ○								
(6) R. CHEST	○ ○								
(8) L. CHEST	○ ○								
(7) BELLY	○ ○								
(5) R. ARM	○ ○								
(9) L. ARM	○ ○								
(2) PELVIC	○ ○								
(4) R. THIGH	○ ○								
(10) L. THIGH	○ ○								
(3) R. SHANK	○ ○								
(11) L. SHANK	○ ○								
ALL OVER ATTRIBUTE (TOTAL DIVIDED BY 11 [ROUNDED UP])		AO [DE]	AO [ST]	AO [CO]	AO [SW]	AO TACTILE SENSE		TOTAL ORGANISM LOSS	
								RESIDUAL ORGANISM	

ROBOTIK DESIGN

TARGET ZONE	DESIGN TYPE
(12) HEAD	
(6) R. CHEST	
(8) L. CHEST	
(7) BELLY	
(5) R. ARM	
(9) L. ARM	
(2) PELVIC	
(4) R. THIGH	
(10) L. THIGH	
(3) R. SHANK	
(11) L. SHANK	



PERCEPTION

SENSE	LEVEL	LOCATION / ZONE
TACTILE SENSE (SMART-SKIN)		[AO LEVEL]
VISION (OCULUS)		
HEARING (AURIS)		
SMELLING (ODORATUS)		
TASTING (GUSTATUS)		
ALL OVER ATTRIBUTE (TOTAL DIVIDED BY 5 [ROUNDED UP])		PERCEPTION

BENEFITS: FULL BODY ROBOTICS

- Drugs, diseases, viruses and most biological abnormalities have no effect on the body.
- Hit zones 12, 8, and 6 are still lethal zones.
- No dysfunctions due to loss of organism.
- Pain tolerance is increased to 10.
- With the same design: Acquisition costs of robotics reduced by 10 %.

INSTALLATIONS / IMPLANTS IN TARGET ZONES

ZONE	IMPLANT	FUNCTION	CAPACITY OR ORGANISM LOSS

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