

# KABUTO KOJI



STR 13 CON 13 DEX 16 INT 17 WIL 15 CHA 17

PLAYER

### MOTIVATIONS

Behold, world! Here comes Kabuto Koji, are you ready for such awesomeness?  
My grandfather told me that Mazinger can make me a demon or a god, but I want to be neither.

### POWERS & DEVICES

Personal Combat 15  
Pilot suit  
Beam gun 1d8+2  
Motorcycle

### KARMA

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Wounds & Consequences

<b>AGILITY</b>	CON+DEX	29	59
Dodge, Jump, Take Cover			
<b>CLOSE COMBAT</b>	DEX+STR	29	59
Brawl			
<b>COMMUNICATION</b>	CHA+INT	34	64
Japanese, Junior Scientist Status			
<b>CONCENTRATION</b>	INT+WIL	32	-
-			
<b>CRAFTING</b>	DEX+INT	33	63
Engineering (Spaceships, Robots)			

<b>DRIVING</b>	DEX+INT	33	63
Car, Motorcycle			
<b>HANDLING</b>	DEX+WIL	31	61
Horse			
<b>KNOWLEDGE</b>	INTx2	54	84
Avionics, Cybernetics, Physics			
<b>OPERATION</b>	DEX+INT	42	72
Electronics, Mazinger weapons			
<b>PERCEPTION</b>	INT+WIL	32	62
-			

<b>PILOTING</b>	DEX+INT	39	69
Miniship, Robot, Spazer			
<b>RANGED COMBAT</b>	DEXx2	32	62
Pistol, Rifle			
<b>STEALTH</b>	DEX+INT	33	-
-			
<b>SURVIVAL</b>	INT+CON	30	60
First Aid			
<b>MIGHT</b>	+1	PILOTING ROBOT	69
<b>REFLEXES</b>	+1	OPERATION ROBOT	72

# MAZINGER Z

STR 15 MIGHT +1 TOUGHNESS 7 READINESS 15 16 11 12

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**JET PILDER** PILDER GO! PILDER OFF!

WEAPONS	COST	SKILL	DAMAGE	RANGE
PILDER MISSILES!	4			

**MAZINGER Z** MAZIN GO! PILDER ON!

WEAPONS	COST	SKILL	DAMAGE	RANGE
BRAWL	3		+1	
ROCKET PUNCH!	4			4 5
BREAST FIRE!	5			3
KŌSHIRYOKU BEAM!	4			6
RUST HURRICANE!	5			6
REITŌ KŌSEN!	5			6
MISSILE PUNCH!	4			3
IRON CUTTER!	6		+2	4 5

**JET SCRANDER** SCRANDER CROSS!

SOUTHERN CROSS KNIVES!	4		+1	7 8
SCRANDER CUTTER!	5		+4	7 8

HULL 6  
FLIGHT SUBSONIC

ALLOY TOUGHNESS ABSORB  
SUPER Z +4 1

6 HEAD 10  
4 R ARM 9 3 BODY 11  
5 L ARM 9  
1 R LEG 10 2 L LEG 10

8 L WING 8  
7 R WING 8 FLIGHT MACH 3

# TSURUGI TETSUYA



STR 18 CON 15 DEX 17 INT 13 WIL 17 CHA 13

PLAYER

### MOTIVATIONS

I will show Doctor Kabuto and the world what an orphan can do.  
I am ready to take any risk and will never turn my back to danger.

### POWERS & DEVICES

Personal Combat 17  
Pilot suit  
Beam gun 1d8+2  
Motorcycle

### KARMA

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Wounds & Consequences

<b>AGILITY</b>	CON+DEX	36	66
Balance, Dodge, Take Cover (Roll)			
<b>CLOSE COMBAT</b>	DEX+STR	43	73
Karate (Kicking), Kendo			
<b>COMMUNICATION</b>	CHA+INT	26	56
Japanese, Military Rank			
<b>CONCENTRATION</b>	INT+WIL	30	-
-			
<b>CRAFTING</b>	DEX+INT	30	-
-			

<b>DRIVING</b>	DEX+INT	30	60
Car, Motorcycle			
<b>HANDLING</b>	DEX+WIL	30	-
-			
<b>KNOWLEDGE</b>	INTx2	26	-
-			
<b>OPERATION</b>	DEX+INT	50	80
Electronics, Mazinger weapons			
<b>PERCEPTION</b>	INT+WIL	30	60
Hearing, Vision			

<b>PILOTING</b>	DEX+INT	40	70
Electronics, Mazinger weapons			
<b>RANGED COMBAT</b>	DEXx2	41	71
Pistol, Rifle			
<b>STEALTH</b>	DEX+INT	30	60
Hide, Sneak			
<b>SURVIVAL</b>	INT+CON	29	59
First Aid, Endurance			
<b>MIGHT</b>	+2	PILOTING ROBOT	70
<b>REFLEXES</b>	+1	OPERATION ROBOT	80

# GREAT MAZINGER

STR 18 NIGHT +2 TOUGHNESS 8 READINESS 15 16 12 13

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WEAPONS	COST	SKILL	DAMAGE	RANGE
CONDOR MISSILE	4	Hand	Hand, Fire	Hand, Fire



WEAPONS	COST	SKILL	DAMAGE	RANGE
BRAWL	3	Hand	Hand +2	Hand, Fire
ATOMIC PUNCH!	4	Hand	Hand	Hand, Fire, Ice, Wind, Earth
BREAST BURN!	5	Hand	Hand, Fire	Hand, Fire, Ice, Wind, Earth
GREAT BOOMERANG!	5	Hand	Hand +2	Hand, Fire
GREAT TYPHOON!	4	Hand	Hand	Hand, Fire, Ice, Wind, Earth
KNEE IMPULSE KICK!	5	Hand	Hand +2	Hand, Fire
NERBLE MISSILE!	4	Hand	Hand, Fire	Hand, Fire, Ice, Wind, Earth
THUNDER BREAK!	5	Hand	Hand, Fire	Hand, Fire, Ice, Wind, Earth
MAZINGER BLADE!	6	Hand	Hand +2	Hand, Fire, Ice, Wind, Earth
THROWN SWORD	5	Hand	Hand +2	Hand, Fire

ALLOY	TOUGHNESS	ABSORB
SUPER NZ	+5	1





STR 14 CON 13 DEX 18 INT 15 WIL 14 CHA 17 PLAYER  

**MOTIVATIONS**

My skin is black and the children in the orphanage hated me, but I am better than this.

I fight for justice and will never fail any of my comrades.

**POWERS & DEVICES**

Personal Combat 16

Pilot suit

Beam gun 1d8+2

Motorcycle

**KARMA**

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**AGILITY** CON+DEX 36 66  
Balance, Dodge, Jump, Take Cover

**CLOSE COMBAT** DEX+STR 41 71  
Karate (Kicking), Kendo

**COMMUNICATION** CHA+INT 32 62  
Japanese, Military Rank

**CONCENTRATION** INT+WIL 29 -

**CRAFTING** DEX+INT 33 -

**DRIVING** DEX+INT 33 63  
Car, Motorcycle

**HANDLING** DEX+WIL 32 -

**KNOWLEDGE** INTx2 30 -

**OPERATION** DEX+INT 53 83  
Electronics, Venus weapons

**PERCEPTION** INT+WIL 29 59  
Hearing, Vision

**PILOTING** DEX+INT 43 73  
Miniship, Robot

**RANGED COMBAT** DEXx2 46 76  
Pistol

**STEALTH** DEX+INT 36 66  
Hide, Sneak

**SURVIVAL** INT+CON 28 58  
First Aid, Endurance

**MIGHT** +1 PILOTING ROBOT 73

**REFLEXES** +1 OPERATION ROBOT 83

Wounds & Consequences

## VENUS ACE

STR 11 MIGHT 0 TOUGHNESS 6 READINESS 15 16 10 11

**READINESS**

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**QUEEN STAR**

**WEAPONS** COST SKILL DAMAGE RANGE

QUEEN STAR MISSILE! 4

**VENUS ACE**

**WEAPONS** COST SKILL DAMAGE RANGE

BRAWL 3 4 5

FINGER MISSILES! 3 4 5

KOSHIRYOKU BEAM! 4 6

KOSHIRYOKU MISSILE! 4 3

**TOP ACE VARIANT**

**THUNDER BREAK!** 5 4 5

**VENUS BLADE!** 6 4 5

**THROWN SWORD** 5 4 5

**VENUS SCRANDER**

**VENUS CUTTER!** 5 +4 7 8



ALLOY TOUGHNESS ABSORB

SUPER NZ +5 1



# NAGARE RYOMA



STR 15 CON 13 DEX 15 INT 15 WIL 14 CHA 13

PLAYER

### MOTIVATIONS

When duty calls, Ryoma answers.  
Being a fighter requires calm and control, but it takes passion and enthusiasm to be a hero.

### POWERS & DEVICES

Personal Combat 14  
Pilot suit  
Motorcycle

### KARMA

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Wounds & Consequences

<b>AGILITY</b>	CON+DEX	28	58
Balance, Dodge			
<b>CLOSE COMBAT</b>	DEX+STR	50	80
Brawl, Kendo			
<b>COMMUNICATION</b>	CHA+INT	28	58
Japanese			
<b>CONCENTRATION</b>	INT+WIL	29	-
-			
<b>CRAFTING</b>	DEX+INT	30	-
-			

<b>DRIVING</b>	DEX+INT	30	60
Motorcycle			
<b>HANDLING</b>	DEX+WIL	29	-
-			
<b>KNOWLEDGE</b>	INTx2	30	-
-			
<b>OPERATION</b>	DEX+INT	40	70
Electronics, Getter weapons			
<b>PERCEPTION</b>	INT+WIL	29	59
Hearing, Vision			

<b>PILOTING</b>	DEX+INT	45	75
Getter Machine, Robot			
<b>RANGED COMBAT</b>	DEXx2	30	60
Pistol			
<b>STEALTH</b>	DEX+INT	30	-
-			
<b>SURVIVAL</b>	INT+CON	28	58
First Aid			
<b>MIGHT</b>	+1	PILOTING ROBOT	75
<b>REFLEXES</b>	+1	OPERATION ROBOT	70

# GETTER DRAGON

STR 19 MIGHT +2 TOUGHNESS 8 READINESS 15 16 12 13

**DRAGON**

DRAGON HASHIN!

OPEN GET!

WEAPONS	COST	SKILL	DAMAGE	RANGE
DRAGON MISSILE	4			

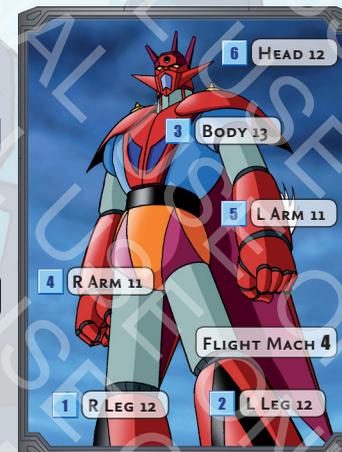


ALLOY	TOUGHNESS	ABSORB
RADIATED +3	1	1

**GETTER DRAGON**

CHANGE DRAGON! SWITCH ON!

WEAPONS	COST	SKILL	DAMAGE	RANGE
BRAWL	4		+2	
GETTER BEAM!	4			
GETTER TOMAHAWK!	6		+3	
GREAT TOMAHAWK!	8		+5	
TOMAHAWK BOOMERANG!	5		+2	
SHINE SPARK!	5			



### READINESS

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# JIN HAYATO



STR 13 CON 11 DEX 17 INT 17 WIL 16 CHA 11

PLAYER

**MOTIVATIONS**

Do I fight for the sake of mankind or to show the others that I am worthy of their respect?

I still miss my mother but I will not show my grief for fear of looking weak.

**POWERS & DEVICES**

Personal Combat 14

Pilot suit

Motorcycle

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Wounds & Consequences

<b>AGILITY</b>	CON+DEX	38	68
Balance, Dodge, Jump			
<b>CLOSE COMBAT</b>	DEX+STR	40	70
Brawl			
<b>COMMUNICATION</b>	CHA+INT	28	58
Japanese, Play Harmonica			
<b>CONCENTRATION</b>	INT+WIL	33	-
-			
<b>CRAFTING</b>	DEX+INT	34	-
-			

<b>DRIVING</b>	DEX+INT	44	74
Motorcycle			
<b>HANDLING</b>	DEX+WIL	33	-
-			
<b>KNOWLEDGE</b>	INTx2	34	-
-			
<b>OPERATION</b>	DEX+INT	41	71
Electronics, Getter weapons			
<b>PERCEPTION</b>	INT+WIL	33	63
Hearing, Vision			

<b>PILOTING</b>	DEX+INT	44	74
Getter Machine, Robot			
<b>RANGED COMBAT</b>	DEXx2	34	64
Pistol			
<b>STEALTH</b>	DEX+INT	34	-
-			
<b>SURVIVAL</b>	INT+CON	28	58
First Aid			
<b>MIGHT</b>	+1		PILOTING ROBOT 74
<b>REFLEXES</b>	+1		OPERATION ROBOT 70

# GETTER RYGER

STR 16 MIGHT +1 TOUGHNESS 7 READINESS 15 16 11 12

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**RYGER**

WEAPONS	COST	SKILL	DAMAGE	RANGE
MISSILE!	4			

HULL 7

FLIGHT MACH 2

ALLOY TOUGHNESS ABSORB

RADIATED +3 1 1

**GETTER RYGER**

WEAPONS	COST	SKILL	DAMAGE	RANGE
DRILL ARM!	5		+1	+6    4
DRILL MISSILE!	5			1  4
RYGER MISSILE!	4			5
CHAIN ATTACK!	5			5
MACH SPECIAL!	5		+1 Green Token  while active	3

FLIGHT MACH 5

6 HEAD 12 3 BODY 13

4 R ARM 11 5 L ARM 11

1 R LEG 12 2 L LEG 12

# KURUMA BENKEI



STR 18 CON 16 DEX 15 INT 13 WIL 14 CHA 11 PLAYER  

**MOTIVATIONS**  
 Already a champion in sports, I will become a hero and make everyone proud of me.

**POWERS & DEVICES**  
 Personal Combat 16  
 Padded pilot suit (light armour)  
 Baseball Bat 1d4+4

**KARMA**

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Wounds & Consequences

<b>AGILITY</b>	CON+DEX	51	81
Balance, Dodge, Throw, Catch, Climb, Swim			
<b>CLOSE COMBAT</b>	DEX+STR	43	73
Brawl, Club			
<b>COMMUNICATION</b>	CHA+INT	24	54
Japanese, Sports Star			
<b>CONCENTRATION</b>	INT+WIL	27	-
-			
<b>CRAFTING</b>	DEX+INT	28	-
-			

<b>DRIVING</b>	DEX+INT	28	-
-			
<b>HANDLING</b>	DEX+WIL	29	-
-			
<b>KNOWLEDGE</b>	INTx2	26	-
-			
<b>OPERATION</b>	DEX+INT	38	68
Electronics, Getter weapons			
<b>PERCEPTION</b>	INT+WIL	37	67
Hearing, Vision			

<b>PILOTING</b>	DEX+INT	31	61
Getter Machine, Robo			
<b>RANGED COMBAT</b>	DEXx2	30	60
Pistol			
<b>STEALTH</b>	DEX+INT	28	-
-			
<b>SURVIVAL</b>	INT+CON	29	59
First Aid			
<b>MIGHT</b>	+1		PILOTING ROBOT 61
<b>REFLEXES</b>	+1		OPERATION ROBOT 68

# GETTER POSEIDON

STR 23 MIGHT +3 TOUGHNESS 9 READINESS 15 16 13 14

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**POSEIDON**

**WEAPONS** **COST SKILL** **DAMAGE** **RANGE**

MISSILE! 4

**HULL 7**

FLIGHT MACH 2

**ALLOY TOUGHNESS ABSORB**

RADIATED +3 1 1

**GETTER POSEIDON**

**WEAPONS** **COST SKILL** **DAMAGE** **RANGE**

BRAWL 3 +2 4 5

GETTER CYCLONE! 5 3

STRONG MISSILES! 4 3

FINGER NET! 4 4 5

TRACKS 5 +1 Size Class for and against Push and Bash 1 2

**FLIGHT SUBSONIC**

6 HEAD 12

4 R ARM 11

3 BODY 13

5 L ARM 11

1 R LEG 12

2 L LEG 12

# SHIBA HIROSHI



STR 25 CON 23 DEX 15 INT 13 WIL 13 CHA 14

PLAYER

### MOTIVATIONS

My father's legacy was the loss of my humanity and a heavy burden: will I ever forgive him?  
I cared only for my races, then the enemy started threatening my family and all changed.

### POWERS & DEVICES

Personal Combat 19  
Jeeg gloves and pendant  
Motorcycle  
Cybernetic body (Heavy armour, leap 10m)

### KARMA

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Wounds & Consequences

**AGILITY** CON+DEX 38 68  
Dodge, Jump, Balance

**CLOSE COMBAT** DEX+STR 50 80  
Brawl

**COMMUNICATION** CHA+INT 27 57  
Language (Japanese), Amateur racer

**CONCENTRATION** INT+WIL 26 -

**CRAFTING** DEX+INT 48 78  
Engineering, Mechanics

**DRIVING** DEX+INT 48 78  
Car (Racing), Motorcycle (Acrobatics)

**HANDLING** DEX+WIL 28 -

**KNOWLEDGE** INTx2 26 -

**OPERATION** DEX+INT 28 58  
Electronics

**PERCEPTION** INT+WIL 26 56  
Hearing, Vision

**PILOTING** DEX+INT 28 58  
Big Shooter

**RANGED COMBAT** DEXx2 35 65  
Pistol

**STEALTH** DEX+INT 28 -

**SURVIVAL** INT+CON 46 76  
Endurance, First Aid

**MIGHT** +1 AGILITY 68  
**REFLEXES** +1 RANGED COMBAT 65

# KOTETSU JEEG

STR 11 MIGHT 0 TOUGHNESS 6 READINESS 15 16 10 11

### HEAD

### KOTETSU JEEG!

**WEAPONS** COST SKILL DAMAGE RANGE  
JEEG BEAM! 4 6

### JEEG

### BUILD UP!

**WEAPONS** COST SKILL DAMAGE RANGE

BRAWL	3				4 5
DYNAMITE KICK!	5	+2			1 2
KNUCLE BOMBER!	4				4 5
MAGNET ROPE!	3				3
MAGNET PRESSURE!	5				3
SPIN STORM!	4				3

### JEEG BAZOOKA

### JEEG BAZOOKA!

JEEG BAZOOKA! 4 4

### MACH DRILL

### MACH DRILL!

MACH DRILL! 5 4 5

DRILL MISSILE! 5 4 5



ALLOY TOUGHNESS ABSORB  
TITANIUM +2



### READINESS

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# UMON DAISUKE (DUKE FLEED)



STR 21 CON 11 DEX 16 INT 19 WIL 21 CHA 18

PLAYER

### MOTIVATIONS

I let Fleed perish, but Earth, my second homeland, will not suffer the same fate.

My powers and my responsibilities are great, so I cannot let emotions lead me.

### POWERS & DEVICES

Personal Combat 14  
 Shapechange into pilot suit  
 Fleedian Powers (Leap 30m, Move at three times human speed)  
 Beam gun 1d10+2, Duke Buggy 1d10+4,  
 Fleedian pendant of kingship

### KARMA

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Wounds & Consequences

**AGILITY** CON+DEX 27 57  
Dodge, Jump, Take Cover

**CLOSE COMBAT** DEX+STR 37 67  
Brawl

**COMMUNICATION** CHA+INT 57 87  
Command, Japanese, Fleedian, Persuade, Ruler of Fleed

**CONCENTRATION** INT+WIL 40 70  
Clairvoyance

**CRAFTING** DEX+INT 35 65  
Engineering

**DRIVING** DEX+INT 35 65  
Car, Motorcycle

**HANDLING** DEX+WIL 37 67  
Horse

**KNOWLEDGE** INTx2 48 78  
Cosmology, Fleedian Technology, Navigation

**OPERATION** DEX+INT 44 74  
Electronics, Grendizer Weapons

**PERCEPTION** INT+WIL 40 70  
Hearing, Vision

**PILOTING** DEX+INT 45 75  
Grendizer, Spaceship

**RANGED COMBAT** DEXx2 32 62  
Pistol, Rifle

**STEALTH** DEX+INT 35 -

**SURVIVAL** INT+CON 30 60  
Space, First Aid

**MIGHT** +2 PILOTING ROBOT 75

**REFLEXES** +1 OPERATION ROBOT 74

# UFO ROBOT GRENDIZER

STR 28 MIGHT +4 TOUGHNESS 10 READINESS 15 16 14 15

### READINESS

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## SPAZER



WEAPONS	COST	SKILL	DAMAGE	RANGE	1	2
SPIN SAUCER!	5		+1			
SPIN DRILL!	3					
MELT SHOWER!	4					



ALLOY TOUGHNESS ABSORB  
 GREN +6 2 1

## GRENDIZER



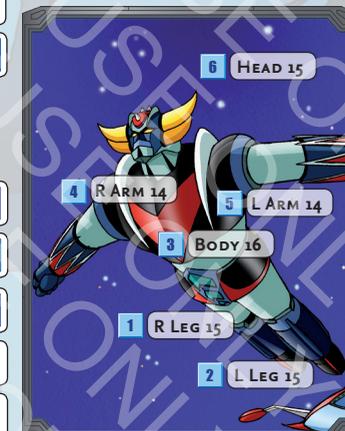
WEAPONS	COST	SKILL	DAMAGE	RANGE	4	5
HAND BEAM!	3					
SCREW CRUSHER!	5		+1			
SPACE THUNDER!	5					
DIZER BEAM!	4					



## DIZER



WEAPONS	COST	SKILL	DAMAGE	RANGE	4	5
BRAWL	3		+4			
HENGERYOKU STORM!	4					
SHOULDER BOOMERANG!	4					
DOUBLE HARKEN!	8		+5			
THROWN HARKEN	5		+4			



# YUMI SAYAKA



STR 11 CON 14 DEX 16 INT 17 WIL 12 CHA 15

PLAYER

**MOTIVATIONS**  
 I am daddy's girl, meaning that I am a genius as my father is.  
 As heroes and scientists we must protect the world, and you can bet I will not let Koji do all the work.

**POWERS & DEVICES**  
 Personal Combat 15  
 Pilot suit  
 Beam gun 1d8+2  
 Motorcycle

- KARMA**
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Wounds & Consequences

<b>AGILITY</b>	CON+DEX	36	66
Dodge, Jump, Take Cover			
<b>CLOSE COMBAT</b>	DEX+STR	27	57
Brawl			
<b>COMMUNICATION</b>	CHA+INT	33	63
Japanese, Scientist Status			
<b>CONCENTRATION</b>	INT+WIL	29	-
<b>CRAFTING</b>	DEX+INT	43	73
Engineering (Energy Plant)			

<b>DRIVING</b>	DEX+INT	33	63
Car, Motorcycle			
<b>HANDLING</b>	DEX+WIL	28	-
<b>KNOWLEDGE</b>	INTx2	54	84
Chemistry, Cybernetics, Physics (Photonics)			
<b>OPERATION</b>	DEX+INT	43	73
Electronics, Robot weapons			
<b>PERCEPTION</b>	INT+WIL	29	59
Hearing, Vision			

<b>PILOTING</b>	DEX+INT	33	63
Robot			
<b>RANGED COMBAT</b>	DEXx2	32	62
Pistol			
<b>STEALTH</b>	DEX+INT	33	-
<b>SURVIVAL</b>	INT+CON	31	-
<b>MIGHT</b>	0		<b>PILOTING ROBOT</b> 63
<b>REFLEXES</b>	+1		<b>OPERATION ROBOT</b> 73

# SAOTOME MICHIRU



STR 11 CON 10 DEX 17 INT 15 WIL 13 CHA 16

PLAYER

**MOTIVATIONS**  
 I will not mourn my lost brother but rather show my father that I can replace him.

**POWERS & DEVICES**  
 Personal Combat 14  
 Pilot suit, Motorcycle

- KARMA**
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Wounds & Consequences

<b>AGILITY</b>	CON+DEX	37	67
Dodge, Jump, Take Cover			
<b>CLOSE COMBAT</b>	DEX+STR	28	58
Brawl			
<b>COMMUNICATION</b>	CHA+INT	33	63
Japanese, Laboratory Assistant			
<b>CONCENTRATION</b>	INT+WIL	29	-
<b>CRAFTING</b>	DEX+INT	33	-

<b>DRIVING</b>	DEX+INT	33	63
Motorcycle			
<b>HANDLING</b>	DEX+WIL	30	-
<b>KNOWLEDGE</b>	INTx2	42	72
Physics (Getter)			
<b>OPERATION</b>	DEX+INT	43	73
Electronics, Getter weapons			
<b>PERCEPTION</b>	INT+WIL	29	59
Hearing, Vision			

<b>PILOTING</b>	DEX+INT	43	73
Getter Machine, Robot			
<b>RANGED COMBAT</b>	DEXx2	44	74
Pistol			
<b>STEALTH</b>	DEX+INT	33	-
<b>SURVIVAL</b>	INT+CON	26	56
First Aid			
<b>MIGHT</b>	+1		<b>PILOTING ROBOT</b> 73
<b>REFLEXES</b>	+1		<b>OPERATION ROBOT</b> 73



STR 11 CON 15 DEX 15 INT 17 WIL 17 CHA 15 PLAYER  

**MOTIVATIONS**

The Shibas are my family now, but I will never stop looking for my lost mother.

You asked me a lot, Professor, but nothing in comparison to what you asked of your own son.

**POWERS & DEVICES**

Personal Combat 15

Motorcycle

KARMA
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Wounds & Consequences

<b>AGILITY</b>	CON+DEX	40	70
Dodge, Balance			
<b>CLOSE COMBAT</b>	DEX+STR	26	56
Brawl			
<b>COMMUNICATION</b>	CHA+INT	42	72
Japanese, Persuade, Lab Assistant			
<b>CONCENTRATION</b>	INT+WIL	44	74
Willpower			
<b>CRAFTING</b>	DEX+INT	32	-

<b>DRIVING</b>	DEX+INT	32	62
Car, Motorcycle			
<b>HANDLING</b>	DEX+WIL	32	-
<b>KNOWLEDGE</b>	INTx2	44	74
Cybernetics, Physics			
<b>OPERATION</b>	DEX+INT	32	62
Aircraft weapons			
<b>PERCEPTION</b>	INT+WIL	34	64
Hearing, Vision			

<b>PILOTING</b>	DEX+INT	52	82
Aircraft			
<b>RANGED COMBAT</b>	DEXx2	30	60
Pistol			
<b>STEALTH</b>	DEX+INT	32	-
<b>SURVIVAL</b>	INT+CON	32	62
First Aid			
<b>MIGHT</b>	0		<b>PILOTING ROBOT</b> -
<b>REFLEXES</b>	+1		<b>OPERATION ROBOT</b> 62

# GRACE MARIA FLEED



STR 14 CON 13 DEX 19 INT 17 WIL 19 CHA 20 PLAYER  

**MOTIVATIONS**

I love my brother with all my heart, but I will never let anyone make choices for me.

**POWERS & DEVICES**

Personal Combat 16

Fleedian powers (Precognition)

Pilot suit, Motorcycle, Beam gun 1d10+2, Freedian pendant of queenship

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Wounds & Consequences

<b>AGILITY</b>	CON+DEX	40	70
Dodge, Balance			
<b>CLOSE COMBAT</b>	DEX+STR	33	63
Brawl			
<b>COMMUNICATION</b>	CHA+INT	37	67
Fleedian, Japanese, Persuade, Princess of Fleed			
<b>CONCENTRATION</b>	INT+WIL	36	66
Precognition			
<b>CRAFTING</b>	DEX+INT	36	-

<b>DRIVING</b>	DEX+INT	36	66
Car, Motorcycle			
<b>HANDLING</b>	DEX+WIL	38	68
Horse			
<b>KNOWLEDGE</b>	INTx2	34	-
<b>OPERATION</b>	DEX+INT	41	71
Robot, Grendizer weapons			
<b>PERCEPTION</b>	INT+WIL	36	66
Hearing, Vision			

<b>PILOTING</b>	DEX+INT	41	71
Aircraft			
<b>RANGED COMBAT</b>	DEXx2	38	68
Pistol			
<b>STEALTH</b>	DEX+INT	36	-
<b>SURVIVAL</b>	INT+CON	30	60
First Aid			
<b>MIGHT</b>	+1		<b>PILOTING ROBOT</b> 71
<b>REFLEXES</b>	+1		<b>OPERATION ROBOT</b> 71

				STR	CON	DEX	INT	WIL	CHA	SKILL	READINESS	KARMA
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WEAPONS	COST	SKILL	DAMAGE	RANGE
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ALLOY	TOUGHNESS	ABSORB
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SIZE CLASS XL

<input type="text"/>	<input type="text"/>

				STR	CON	DEX	INT	WIL	CHA	SKILL	READINESS	KARMA
				<input type="text"/>								

WEAPONS	COST	SKILL	DAMAGE	RANGE
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Description

ALLOY	TOUGHNESS	ABSORB
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SIZE CLASS

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				STR	CON	DEX	INT	WIL	CHA	SKILL	READINESS	KARMA
				<input type="text"/>								

WEAPONS	COST	SKILL	DAMAGE	RANGE
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Description

ALLOY	TOUGHNESS	ABSORB
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