

NAME & PRONOUNS

Spark Plug (he/him)

MODEL

Mechanic

CHARGE



CURRENT



CIRCUIT



INNATE ABILITY

THE RIDE.

You have a vehicle, big enough to fit your whole party. You can choose to install any of your augments in your vehicle instead of your body. During combat, your vehicle can move 2 ranges if you are driving, and deal 2 damage to an enemy in addition to your other attacks. It has 8 health.

AUGMENTS

ELECTRIC JOLT

NAME

DESCRIPTION

You send a powerful electric jolt surging into one robot you can touch, fully deactivating them until the end of the round. While deactivated, any attack that hits them deals double damage.

WEAPONS

HEAVY

DAMAGE: 2
RANGE: CLOSE
CHARGE: +1 TO DAMAGE WHEN USING CHARGE

MOD

SHARP

DAMAGE: 1
RANGE: CLOSE/MID
CURRENT: +1 TO DAMAGE WHEN USING CURRENT

MOD

LONG

DAMAGE: 1
RANGE: MID/FAR
CIRCUIT: +1 TO DAMAGE WHEN USING CIRCUIT

MOD

HEADSHOT. Deal an additional 1 damage vs undamaged enemies.

HEALTH

HEAD:
Lose use of all Augments.

ARM:
Reduce one
technique
by 1.

BODY:
Dead.

ARM:
Reduce one
technique
by 1.

LEGS:
Lose all movement.

ENERGY
CELLS

METTLE



SEEKING SHOT

NAME

DESCRIPTION

You lock onto a target at far range or beyond and fire a seeking shot that deals 3 damage.

PAINTED TARGET

NAME

DESCRIPTION

You mark up to 3 targets for destruction. All attacks made against these targets deal an additional 1 damage, until they are destroyed or you use this augment to mark new targets.

CHARACTER DESCRIPTION

1. Aesthetic: Greasy
2. Personality: Loud
3. Bond: Car
4. Flaw: Oblivious
5. Personal Ideal: Dad
6. Greater Ideal: Family

INVENTORY AND NOTES