

NAME & PRONOUNS

Clanker (they/them)

MODEL

Tank

CHARGE



CURRENT



CIRCUIT



INNATE ABILITY

FORTRESS.

You are impenetrable. Any damage you take is automatically reduced by 1. This can reduce damage to 0.

AUGMENTS

PNEUMATIC FIST

NAME

DESCRIPTION

You unleash a pulverizing blow to one nearby target, dealing 5 damage.

WEAPONS

HEAVY

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

MOD

THUNDER SMASH. Whenever you hit an enemy, you can deal an additional 1 damage to another nearby target.

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.

SHIELD

NAME

DESCRIPTION

You activate a shield of force that surrounds you and anyone nearby. The shield is impenetrable from either direction and lasts until the end of the round.

SHARP

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

MOD

ENERGY
CELLS

METTLE



SMASH A BOT WITH ANOTHER BOT

NAME

DESCRIPTION

You pick up one nearby enemy and use it to smash another enemy, dealing 2 damage to each. There is no limit on range.

CHARACTER DESCRIPTION

1. Aesthetic: Junker
2. Personality: Amiable
3. Bond: Family
4. Flaw: Selfish
5. Personal Ideal: Friend
6. Greater Ideal: Community

INVENTORY AND NOTES