


Name	Category/Type	Rank	Genra	Level	Item Tier	Rule
Healing Drone 	Material/Mechanical	Normal	Cyberpunk, Modern, Post Apocalypse, Sci-Fi, Steampunk, Super Heroes	0	0	Standa

Stats	Val	Bo	DR	Skill
Strength	9	-1	-1	-1
Dexterity	13	3	6	1
Constitution	10	0	0	0
Intelligence	13	3	3	1
Charisma	9	-1	-1	-1
Instinct	7	-3	-3	-2
Will	13	3	5	1

Skill	Level	Check
Analysis (Int)	2	3
First Aid (Ins)	3	1
Medicine (Int)	3	4
Nimbleness (Dex)	3	4
Perseverance (Wil)	2	3

Resources	Max
Vitality	10
Temporary Vitality	23
Willpower	6
Narrative Momentum	4

Evasion Stat	Intelligence
Evasion	18
Armor	-1
Initiative	16
Basic Movement	3 m

Size	Small
Weapon Proficiencies	Tech
Armor Proficiencies	Light
Languages	-
Vulnerabilities	Shock
Immunities	Poison

Transformation
Temporary Vitality 0

Weapon	Primary Stat	Secondary Stat	Dice	Damage	Hit	Properties
Energy Blade (Poison, Malicious Medicine Application)	Intelligence	Dexterity	d8	3	7	Tech, Melee 1mElemental, <u>Precise Weapon</u> , Average Damage: 100% -> 7

Armor-Type	Armor	Evasion Cap	Properties
Clothes	0	16	<u>Evasion Armor</u>

Shield-Type	Evasion Bonus	Evasion Cap	Properties
			<u>Healing Enhancement</u>

Primary Stat	Intelligence	Secondary Stat	Dexterity	Ability Hit	6	DR Power	13	WP Limit	4
--------------	--------------	----------------	-----------	-------------	---	----------	----	----------	---

Name		Category/Type			Rank	Genra		Level	Item Tier	Rule
Ability	WP Cost	Time	Tier	Reach	Upcasting	Requirement	Category	Average Damage/Healing	Upcast (Additional)	
Damage										
Elemental Touch (Poison)	2	2AP	1	1 m	+1d12 for 1 WP	Equipment	Damage	13 (2d12)	13 (2d12)	
Choose one Elemental damage type when you learn this Ability. You make a melee attack against a target. On a hit, you deal 2d12 damage of the chosen type to it. You can learn this Ability multiple times with different damage types.										
Support										
Simple Heal	2	2AP	1	1 m	+1d6 for 1 WP	Equipment	Healing	7 (2d6)	7 (2d6)	
You restore 2d6 of a Biological creature's Vitality.										
Physical Cleanse	3	2AP	1	5 m	+1 target for 2 WP	Equipment	Healing	-	-	
You can remove all Physical Status Effects other than Exhaustion from one target.										
Feature (Utility/Flavor)		Description								
No Maintenance		You do not require food, water, air, or sleep.								
No Arms		You have no arms.								
Natural Armory (Clothes, Energy Blade, -)		You gain the benefits of the Lesser Talents Natural Weapons, Natural Armor, and Natural Ability. You can replace those Lesser Talents with new ones if you already have them.								
Power of Flight		You can fly.								