robot name				playe	er name			PC R	ОВО	T DESI	GN SI	IEET	
ROBOT MODEL						CLAS	SS						
ROBOT SIZE						CLA:							
BASE UP CAPA							CL haracter level	TOTAL	=	BOT ECL MODIF	+	CLASS LEVE	IS
HD hit dice	TOTA	<b>NL</b>	= ROBOT HD	+	ASS HD	STA	RTING M (based on ECI	ONEY					
SPEED	TOTAL	BAS	E ROBOT SPEED	+ UPGRAD ADDITION	E C	LASS	VPGRADE MULTIPLIER	s DTAL		ROBOT BAB		CLASS BAB	
FACE					b	BAB ase attack bon		TAL	=	ROBOT BAB	+	CLASS BAB	
REACH	TOTAL	= ROBO	+ T BASE TE	LESCOPIC LIMBS		AC mor class	= <b>10</b>	+ ARMOR MODIFIER	+ DE				URAL MOR
ABILITY NAME  STR	TOTAL =	ROBOT BASE	UPGRADE MODIFIER	FORT (consti	TUDE	TOTAL	BASE ROBO SAVE	T BASE C		ABILITY MODIFIER	MAGIC MODIFIEF	MIS MODII	
DEX dexterity	=		+		LEX		]=	]+	<b>-</b>	-	-	]+	
CON	=		+	WI (wiso			]=	]+	+[	-	-	+	
INT intelligence	=		+										
WIS wisdom	=		+										
CHA charisma	=		+										
		Up	grade		UPG	RADES	Volume	*		Price*	k	XP***	k
													$\dashv$

<sup>\*</sup> The total volume of all upgrades may not exceed the Base Upgrade Capacity. All percentage volumes are calculated on the Base Upgrade Capacity at one time.

<sup>\*\*</sup> Factory Standard Upgrades, Free Upgrade Options are free and the character need spend no money to acquire them. The Ability Increase Allowance can be used to purchase ability increase upgrades only.

<sup>\*\*\*</sup> The character must pay XP costs for upgrades, even those that he receives at no monetary cost.