

ROBOT FEATURES TABLE (ROLL 3d6)

3	COMBAT COMPUTER (IMPROVE COMBAT SCORE BY 1)
4	SELF REPAIR (TREAT AS REGENERATION TRAIT)
5	STEEL PLATING (TREAT AS HEAVY ARMOR TRAIT)
6	MOTION DETECTOR (TREAT AS DANGER SENSE TRAIT)
7	BIG
8	SUPER LEAP
9	SUPERIOR SOFTWARE (TREAT AS SUPERIOR TOUCH TRAIT)
10	CIVILIAN ROBOT (Q3, C3, ONE ROLL ON THE SKILLS TABLE. SKIP RESULTS OF MOUNTED)
11	ALL TERRAIN (MOVEMENT IS UNAFFECTED BY DIFFICULT TERRAIN)
12	MEDICAL ROBOT (HAS INJECTOR WITH 06 RANDOM DRUGS LEFT. INJECTOR CAN BE REPLENISHED WITH DRUGS FROM OTHER SOURCES, LIKE LOOT)
13	SUPER STRENGTH
14	HUGE
15	LONG MOVE
16	INTRUSION MODULE (TREAT AS STEALTH TRAIT)
17	REDUNDANT SYSTEMS (TREAT AS TOUGH TRAIT)
18	ADVANCED TARGETING SYSTEM (IGNORE RANGE PENALTIES ON AIMED SHOTS. ROBOT ALSO GAINS THE SNIPER TRAIT)*

*: ADVANCED TARGETING SYSTEM COSTS 8 POINTS (PLUS 12 POINTS FOR SNIPER)