Ten-Ten (Xeno-scout: Unit 1010)

Construct; Seasoned (20 XP)

Languages: Human, Kalian, Rakashan, Saurian, Serran, Yeti							
Attrib	outes						
Agility 🕸	Strength 6						
Smarts	Vigor6						
Spirit6							

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Pace 6	Charisma2
Parry 6	Resolve 0
Toughness 9(4)	
Encumbrance 0 / 30	Load Limit 30x1

Skills

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Driving 6	Repair 🕸
Fighting 🕸	Shooting 🕸
Notice 🛕	Tracking 🛕
Piloting 🛕	
Knowledge: Electro	nics

Racial Properties

Knowledge: Zenobiology &

Construct +2 to recover from Shaken, other Dependency (electricity) Must back in sunlight 1 hr/day EnviroWeak - Electric -4 vs electricity, take +4 damage Mods May purchase Modifications Outsider (Construct) -2 penalty to Charisma if host Vow (Construct) Must follow their programming

Hindrances

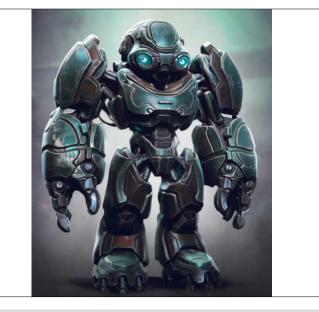
Humorless (Minor) This is a quick customizable Minor Loval Will never leave a man behind Pacifist \(\mu \) Despises violence; Will only fight to defend self Vow (must follow programming) µ Vow causes

Edges

Geared Up Gain \$10,000 in gear







Body Armor (+4/+4, Covers: A,L,T)

Weapons											
	Attack	Damage	ΑP	Range							
Laser Sword	d8	Str+d6+8	12	-							
Unarmed Strike d8 Str											
Gatling Laser	d8 lecoil Pe	3d6+4 nalty	2	50/100/200							

Gear (Cash: \$0)

Laser Energy Drum Commlink **Energy Tent** Predictive targeting system (shooting Heavy Armor (+4 armor, \$10k) **Toolkit** Hoverboard Weapon Mount (Gatling Laser) Laser Energy Drum

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-None-

Wounds										Fatigue					
-1	-1 -2		-3		INC		-2			-1					
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