

PP

DATAFILES FOR THE BEST ROLE-PLAYING GAME IN THE UNIVERSE, FOR
THE BEST SUPERHERO COMIC BOOK IN THE UNIVERSE!
Invincible #02

EXP

ROBOT

Unknown identity

AFFILIATIONS Solo  Buddy  Team 


DISTINCTIONS



Benevolent mechanical man
Genius mind
Teen Team founder and leader

 or  +1 PP

(benefit for a d8 or hinder for d4 + 1 PP)

MECHANICAL BODY POWER SET

Superhuman Strength 
All-Spectrum Cybereyes 

Superhuman Durability 
Enhanced Reflexes 

SFX: *Dedicated Specialized Hardware.* Resources created with Science and/or Tech Master are stepped up (d10 Resource).

SFX: *Multitasking.* Add more than one power from **MECHANICAL BODY POWER SET**. Step down each power die for each power added after the first.

SFX: *Heavy plating.* Spend 1 PP to ignore Physical Stress or Trauma when first affected.

SFX: *I can repair that.* Spend 1 PP to remove Physical Stress and step back Trauma during an Action Scene.

Limit: *Malfunction.* Turn one **MECHANICAL BODY** power into a Complication and gain 1 PP. Recover during a Transition Scene or by activating an opportunity.

Limit: *Mechanical.* Gain 1 PP when affected by special effects that target metals or AIs.

SPECIALTIES

Science Master, Tech Master, Combat Expert, Psych Expert, Vehicles Expert

Master Specialties d10 may be broken down for 2d8 or 3d6
Expert Specialties d8 may be broken down for 2d6

MILESTONES

The Leader

Logically, you are the best fitted to lead this team.

1xp when you offer advice to an ally.

3xp when you provide an Asset that helps an ally Stress out an opponent, or an ally avoids Stress thanks to an Asset you provided.

10xp when you disband the team, or stick with it disregarding another heroic venture.

Research and Science

True power comes from higher intellect, not raw lifting prowess.

1xp when you analyse a situation and offer a logical and scientific breakdown of it.

3xp when you create a Science or Technology Resource from an Opportunity in the middle of an Scene.

10xp when you recognize the use of brute force instead of intellect, or shun a powerful ally for being "all brawn".

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BIOGRAPHY

The AI known as "Robot" made his appearance several years ago. Showing no proprietary marks nor a recognized design, this construct refuses to speak about his past. While he appears entirely self-aware and highly intelligent, he has also shown a high commitment to helping the innocent and protecting the weak.

Almost immediately from making his public appearance, he contacted Atom Eve, Rex Splode and Dupli-Kate to form the Teen Team, adamant about the good they could do if their efforts were coordinated. So far his predictions have been true: the Teen Team has an incredible "win" ratio and is credited with saving the planet 1.5 times.

DISTINCTIONS

Benevolent mechanical man. Robot is a construct, ratified to have no organic tissue by the superhero community. Yet, one must ask oneself... is an artificial being able to show so much kindness and helpfulness? What is his origin and his story?

Genius mind. No one can deny the incredible analytical mind of Robot, capable



of dissecting modern tech and improving it, even if his gizmos turn out to be one-of-a-kind and not fit for mass production. He seeks no recognition nor money; merely acceptance of the logical reasons behind his actions.

Teen Team founder and leader. Robot is the reason the Teen Team exists, a team recognized worldwide as a successful operation. His tactics are acknowledged as remarkable and mostly flawless, and most heroes would not doubt to seek advice or direction from him.

POWERS AND ABILITIES

Robot's body is a mechanical unit of reinforced alloys, impervious to small arms fire and most forms of damage. And if something breaks, he can just fix it or improve it. The only question is if he can survive full destruction of his head. The systems within make him a powerful being, with sensors allowing vision in all spectrums and lightning-fast reaction times.

He is also a bag of surprises, for he hides many gizmos inside his torso, legs, arms and finger-units. You can count on Robot to produce the right tool for the job; or use his incredible intellect to fashion one from a clip and some chemicals.

Robot believes in applying science. Observing things is science, and manipulating them is applying his knowledge. Observing people is science too; some might say Robot is perhaps a little too proficient in handling human beings and directing them.