

Boxing 'Bot

Level	See Below
Size	Medium
Initiative Bonus	See Below
Grouping	1
Aggressiveness	See Below
Movement	See Below
Cost	3500VB

High Pain Threshold	N/A
Magic Resistance	
AGL	N/A
CHA	N/A
CON	N/A
END	N/A
INT	N/A
OBS	N/A
STR	N/A
WIS	N/A

Attack skills	Bonus	Damage	Rate	Range	Tech Level
Pugilism	See Below	See Below	See Below	1	7

Level	2	4	6	8	10
AGL	15	16	17	18	19
CHA	N/A	N/A	N/A	N/A	N/A
CON	N/A	N/A	N/A	N/A	N/A
END	N/A	N/A	N/A	N/A	N/A
INT	N/A	N/A	N/A	N/A	N/A
OBS	13	13	13	13	13
STR	16	17	18	19	20
WIS	N/A	N/A	N/A	N/A	N/A
Block	13	15	18	20	22
Dodge	12	15	17	20	22
Perry	N/A	N/A	N/A	N/A	N/A
Initiative Bonus	-1	-3	-3	-4	-5
Movement	25'	25'	30'	35'	40'
Punch Bonus	+1	+4	+6	+8	+11
Punch Damage	1d4	1d4+1	1d4+2	1d4+3	1d4+4
Punch Rate	4	4	5	6	7

Territory & Description:

These robots were originally created to be sparring partners for boxers in training. They were designed to match up with various boxers at various stages of ability. A simple turn of a dial will increase the robot's difficulty level, effectively raising it's level of experience to become tougher as the trainer/programmer requires. The levels shown to the left reflect some of these levels of experience and the corresponding abilities of the robot.

The robots are programmed to act in a manner closely resembling human boxers, obeying all the rules of the boxing ring and are able to identify bells, the commands of the referee, and other aspects of boxing.

Perhaps the most ingenious aspect of the boxing robot is the detailed gyroscopic sensors that help equate a punch from a human to equate to "damage" to the robot. Unlike with normal hand-to-hand combat (see pages 86-91), when a boxer punches the robot, all damage is considered to be real damage. The robot's armor will absorb three points of damage (but will not actually receive permanent damage from a punch) and any existing damage will pass on to sensors beneath the armor. These sensors will keep track of the damage. Once enough damage has been accumulated (i.e.: all HP are lost) then the robot is "knocked out." At that time the programmer needs only to reboot the robot to bring it back up to full strength.

Alternate Uses:

The Boxing 'Bot has moved beyond its originally intended purpose. As people began acquiring them, they became a hit on the underground gladiatorial circuit in Adakar and Megalopolis, fighting humans, animals and mon-

sters alike. They are very rare in other parts of the world because they are Tech Level 7 items.

As they began to be used as gladiatorial attractions, their owners began to arm them with weapons. Unable to be programmed to use other weapons, their hands were replaced with various punching weapons, including brass knuckles, and katars.

When a Boxing 'Bot takes damage from any other source than hand-to-hand combat, the robot's internal and external armor will absorb five points of damage and will act like normal armor in all respects. The robot feels no pain, however, and does not suffer from fatigue because it has no END or CON. Instead injured Boxing 'Bots must be repaired by a qualified technician.

Boxing 'Bot 1							
Attack skills	Bonus	Punch Damage	Weapon Damage	Rate	Range	Tech Level	
Pugilism					1	7	
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Armor: (3/3) or (5/5)	15	15	15	15	15	15	15
Body	7	22	14	11	11	18	18

Boxing 'Bot 2							
Attack skills	Bonus	Punch Damage	Weapon Damage	Rate	Range	Tech Level	
Pugilism					1	7	
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Armor: (3/3) or (5/5)	15	15	15	15	15	15	15
Body	7	22	14	11	11	18	18

Boxing 'Bot 3							
Attack skills	Bonus	Punch Damage	Weapon Damage	Rate	Range	Tech Level	
Pugilism					1	7	
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Armor: (3/3) or (5/5)	15	15	15	15	15	15	15
Body	7	22	14	11	11	18	18

Boxing 'Bot 4

Attack skills	Bonus	Punch Damage	Weapon Damage	Rate	Range	Tech Level
Pugalism					1	7

Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Armor: (3/3) or (5/5)	15	15	15	15	15	15	15
Body	7	22	14	11	11	18	18

Boxing 'Bot 5

Attack skills	Bonus	Punch Damage	Weapon Damage	Rate	Range	Tech Level
Pugalism					1	7

Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Armor: (3/3) or (5/5)	15	15	15	15	15	15	15
Body	7	22	14	11	11	18	18

Boxing 'Bot 6

Attack skills	Bonus	Punch Damage	Weapon Damage	Rate	Range	Tech Level
Pugalism					1	7

Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Armor (5/5)	15	15	15	15	15	15	15
Body	7	22	14	11	11	18	18

Boxing 'Bot 7

Attack skills	Bonus	Punch Damage	Weapon Damage	Rate	Range	Tech Level
Pugalism					1	7

Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Armor: (3/3) or (5/5)	15	15	15	15	15	15	15
Body	7	22	14	11	11	18	18

Boxing 'Bot 8

Attack skills	Bonus	Punch Damage	Weapon Damage	Rate	Range	Tech Level
Pugalism					1	7

Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Armor: (3/3) or (5/5)	15	15	15	15	15	15	15
Body	7	22	14	11	11	18	18

Boxing 'Bot 9

Attack skills	Bonus	Punch Damage	Weapon Damage	Rate	Range	Tech Level
Pugalism					1	7

Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Armor: (3/3) or (5/5)	15	15	15	15	15	15	15
Body	7	22	14	11	11	18	18

Boxing 'Bot 10

Attack skills	Bonus	Punch Damage	Weapon Damage	Rate	Range	Tech Level
Pugalism					1	7

Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Armor: (3/3) or (5/5)	15	15	15	15	15	15	15
Body	7	22	14	11	11	18	18