



DOCBOT BRAIN

STAT: VIOLENCE +1 SKILL: DEMOLITIONS -2

Repairing fleshy humans takes a surprising amount of bloodshed but, for some reason, you were not allowed to blow them up.





FLYBOT BRAIN

STAT: CHUTZPAH +1

SKILL: ALPHA COMPLEX -2

You used to fly in the Outside, so you are a bit cocky at times. Shame you did not spend much time inside Alpha Complex.





GUARDBOT BRAIN

STAT: CHUTZPAH +1 **SKILL:** PROGRAM -2

You guarded something valuable, intimidating citizens while keeping your code locked down tight.







JACKOBOT BRAIN

STAT: MECHANICS +1 **SKILL:** PSYCHOLOGY -2

You were a jack-of-all-trades but never understood the whole 'human nature' thing.



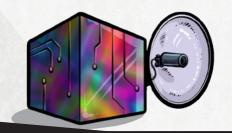


SCRUBOT BRAIN

STAT: MECHANICS +1 SKILL: SCIENCE -2

You washed, scrubbed and sanitised all manner of things without knowing anything about the chemicals you used.





SPYBOT BRAIN

STAT: BRAINS +1 SKILL: ENGINEER -2

It takes lots of memory and processing power to spy on others. Too bad you were not permitted to modify your sensors.





WARBOT BRAIN

STAT: VIOLENCE +1 SKILL: BUREAUCRACY -2

You literally fought terrorists, traitors and communists but paperwork is baffling to a thing with big guns.





VENDABOT BRAIN

STAT: BRAINS +1 SKILL: ATHLETICS -2

You needed to know humans to sell them snacks but standing in one place for 10 years seems entirely normal to you.