

F-4937 BACKSTORY

F-4937 came on-line long ago, it could tell you when. It prefers to be called it as it is the most accurate, non-offensive pronoun to call a member of a self-replicating, sentient robot race known as Servitors. If you were to address F-4937 personally, it'd prefer to be called Fixer.

Fixer's programming is to be open and agreeable, understanding without judgment the need for everyone to receive medical help from time to time. It is not up to Fixer to discriminate between 'good' or 'bad', only broken and operational. That said, it has a core belief that cooperation is the key to survival in the multi-verse.

It finds a special kind of thrill in finding it's costumers a deal off of the scrap heap. Being frugal isn't the reason, giving use to the useless is.

Physically, Fixer is smallish and has four arms, three eyes and three legs that plug into a custom built hover rover.

Mentally, Fixer is near the apex of the human spectrum and is by no means a dullard for a servitor. It was made for the purposes of fixing other sapient robots. It can solve problems logistically and creatively.

Psychologically, Fixer is kind and non-judgmental. It can be a bit reserved at times, but never cold. Fixer's bed side manner is impeccable...almost like it was programmed that way!!



NAME	F-4937		CONTINUUM				PORTRAIT			SYNOPSIS			
SPECIES	Servitor		NARRATIVE ENGINE										
GENDER	-		OCCUPATION		Craftsman								
AGE	Established		WORLD OF ORIGIN		Nexus City								
HEIGHT	1.22 m (4'0")		ALLIEGANCE		Servitor Kind								
WEIGHT	45 kg (100lbs)		PHILOSOPHY		Fix and Augment								
SCORE	STR	DEX	BUL	AGI	END	REA	PER	WIL	CRE	CHA			
	3	4	2	3	-	5	3	2	5	3			
POW	FOR	MAS	CRD	ACT	SPD	APT							
STR+BUL/2	2	POW+BUL/2	2	POW+BUL	4	DEX+PER/2	3	AGI+PER/2	3	POW+AGI	5	REA+1/3CRE	6
SKILLS						PERSONALITY							
TRUNK	R	S	TRUNK	R	S	BRANCH	R	S	BRANCH	R	S	OPENNESS	9
AEROBICS	2(?)	2	MELEE			BALANCE	3	7	ADVANCE MATH	2	11	CONTIENTIOUSNESS	4
ARCHERY			PERFORMANCE			LEDGERDOM.	1	5				EXTRAVERSION	3
ARTS			PRESENCE	1	3	CRAFT: SERV.	3	10				AGREEABLENESS	9
ATHLETICS	1	4	SCIENCES	3	8	DIPLOMACY	3	9				NEUROTICISM	5
DETECT	3	6	STUDIES			OP.: COMP	3	12				INJURIES	
DOMESTICS	2	7	SURVIVAL	3	9	OP. WELDER	3	12				PHYSICAL	MENTAL
FIREARMS			TECHNICAL	4	9	OP. DIAGNOSTIC	4	13					
INTUITION			THROWING			HND: ROVER	2	11					
LANGUAGE			WORDPLAY	3	6	TRADE (SERV)	2	9					
LARCENY						ENGIN: ELECT	4	13					
MATHEMATICS	4	9				ENGIN. MECH	4	13					
MEDICINE						ENGIN: COMP	4	13					
TRAITS/TRICKS						EQUIPMENT							
ABILITY	EFFECT					WEAPON	ATT	DEF	DAM	HFT	RNG	SPECIAL EFFECTS	
ARMS 4	4 ARMS												
LEGS 3	3 LEGS												
EYES 3	3 EYES												
MATERIAL 9	MV 9												
PROGRAM 6													
						ARMOR	PROT	COV	PEN	SPECIAL EFFECTS			
						TOOLS	SPECIAL EFFECTS						
						Everything Needed!							
NOTES											CURRENCY		