



THE TERMINATOR

CHARACTER NAME

Cyborg Lvl 5
CLASS & LEVEL

Post-Judgment Day
BACKGROUND

PLAYER NAME

CDSM101
RACE

Gyroscopic
ALIGNMENT

10001000101110000
EXPERIENCE POINTS

STRENGTH
18
+4

DEXTERITY
16
+3

CONSTITUTION
18
+4

INTELLIGENCE
9
-1

WISDOM
9
-1

CHARISMA
9
-1

+3 PROFICIENCY BONUS

- 7 Strength
 - 3 Dexterity
 - 7 Constitution
 - 1 Intelligence
 - 1 Wisdom
 - 1 Charisma
- SAVING THROWS

- 3 Acrobatics (Dex)
 - 1 Animal Handling (Wis)
 - 1 Arcana (Int)
 - 7 Athletics (Str)
 - 1 Deception (Cha)
 - 1 History (Int)
 - 1 Insight (Wis)
 - 2 Intimidation (Cha)
 - 1 Investigation (Int)
 - 1 Medicine (Wis)
 - 1 Nature (Int)
 - 1 Perception (Wis)
 - 1 Performance (Cha)
 - 1 Persuasion (Cha)
 - 1 Religion (Int)
 - 3 Sleight of Hand (Dex)
 - 3 Stealth (Dex)
 - 1 Survival (Wis)
- SKILLS

9 PASSIVE WISDOM (PERCEPTION)

17 ARMOR CLASS

3 INITIATIVE

30 SPEED

Hit Point Maximum 140

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 5d10

HIT DICE

SUCCESSSES ○○○○

FAILURES ○○○○

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Stomach Punch	+7	1d8+4/b

"That's what he does! That's ALL HE DOES!" - All weapons used by The Terminator cause critical hits on a natural 19 or 20.

"Combat Accelerator" - The Terminator has 2 Attacks per round when taking the Attack Action.

ATTACKS

Kyle Reese: "Listen, and understand. That the terminator is out there. It can't be bargained with. It can't be reasoned with. It doesn't feel pity, or remorse, or fear. And it absolutely will not stop, ever, until you are dead."

PERSONALITY TRAITS

><You were programmed in the year 2029 by >SYSERROR< to be sent back in >#FILE DUMP<< to ***ERROR*** in the year 19". << You need to locate <ERROR> Connor, and >%VVV%*<< them.

IDEALS

The temporal displacement has flipped your heuristic processor from "READ-ONLY" to "ACTIVE" mode. This means you can actively learn from the humans around you. To what end you aren't yet sure.

BONDS

You are an inhuman killing machine that isn't entirely sure whether you're here to terminate someone or to protect someone. You probably aren't going to be very comforting to be around until you figure it out.

FLAWS

"Combat Chassis" - The terminator has double maximum hit points, but cannot heal naturally (i.e. spend hit dice to heal wounds) without access to advanced Skynet technology to use as spare parts.

Kyle Reese: "All right, listen. The Terminator's an infiltration unit: part man, part machine. Underneath, it's a hyper-alloy combat chassis, microprocessor-controlled. Fully armored; very tough. But outside, it's living human tissue: flesh, skin, hair, blood - grown for the cyborgs."

FEATURES & TRAITS

"Emergency Reboot**" - Can use a bonus action to regenerate 1d10+5 hp on your turn. Will not function if at or above half hit point maximum.

"Advanced Microprocessor**" - On your turn, you may take one additional action on top of your regular action and bonus action.

"Never Stop" - While you appear human, you are in fact a combat robot and run on a mini-fusion battery located in your chest cavity. You do not need to breath, eat, or sleep, and can never suffer from exhaustion or be frightened in any way.

* = Must take a short or long rest before ability may be used again.

OTHER PROFICIENCIES & LANGUAGES

CF

SF

EP

GF

PF

"Cybernetic Endoskeleton" - Acts as internal splintmail armor (AC 16, disadvantage on Stealth checks) that cannot be removed.

You're completely nude.

EQUIPMENT