

THE TERMINATOR

Cyborg Lvl 5 CLASS & LEVEL

Post-Judgment Day

BACKGROUND

PLAYER NAME

CDSM101

RACE

Gyroscopic ALIGNMENT

10001000101110000

EXPERIENCE POINTS

CHARACTER NAME



DEXTERITY 16

+3

CONSTITUTION







PROFICIENCY BONUS

- Strength
- 3 Dexterity
- . 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)
- O _3 Stealth (Dex)
- O _-1 Survival (W/s)

SKILLS

PASSIVE WISDOM (PERCEPTION)

140 Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 5d10 HIT DICE SUCCESSES ()=() FAILURES O= DEATH SAVES

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

ATK BONUS 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.

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

"Combat Chassis" - The terminator

"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.

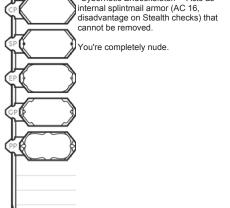
"Advanced Microprocessor"* - On your turn, you may take one additional action on top of your regular action and

"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

"Cybernetic Endoskeleton" - Acts as internal splintmail armor (AC 16, cannot be removed.



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.