Name: Instructor Prototype (Full Name: Kaida Corporation Prototype Training Series Model 00-27C Serial Number F7DXOQ29604509X.)

Age: 58 (Technically 16, as it was created in 1927 and put into storage in 1943. It was then reactivated in 1985.)

Gender/Sex: Agender (It's an android.)

Race: Human-like android

Appearance: A pale white humanoid robot figure, comprised mainly of smooth plates of armor to form a humanoid body shape. Notably, it lacks any distinct facial features.

Personality:

Level: 6

HP: 30+(6*7) = 72/72
Init: (7-Encumbrance) = 0

Stats: 10(Base)+(4*Level 6)=34/34 Stat Caps: 13

                Constitution:7
                Dexterity:7
                Intelligence:11
                Strength:9
                Synergy:0

Perks: 2(Base)+1(5/5 Levels) = 3/3

Core: Teacher -

        Prototype can perform the perk-backed action Aim Assist.
        Core Class Memory Module allows Prototype to guarantee crits for its allies

Memory Module: Target Cracker -

        Prototype's critical hits (including those granted to allies) will inflict triple their damage, instead of double.
        Class Memory Module allows Prototype to hit weak points at special angles to triple damage inflicted

Memory Module: **Duality** -

        Whenever Prototype has healed a total of LVL*4 during a single encounter, it gains a 30% damage bonus for the next 3 turns. Whenever Prototype inflicts a total of LVL*4 damage during a single encounter, it gains a 30% bonus to heals performed for the next 3 turns. This effect can trigger multiple times in a single encounter.
        Class Memory Module allows Prototype to enhance healing when dealing damage, and enhance damage output when healing

Actions: 8(Base)+12(2*Level 6) = 19/20

Action Limit: 5+(6/2)=6/8

Guard -

Halves damage once all other damage calculations are made. Does not have initiative, and does not reduce true damage.

No special properties, but always available

Methadone -

Targets an ally of choice, including Prototype itself. Heals 4d4+INT per turn for four turns. While active, also reduces damage by 25%. Cooldown of four turns.

Level 1 (Base) - "Healing Over Time"

Prototype applies a secret chemical blend to an ally of choice (including itself), healing 1d4+INT each turn for three turns. Five turn cooldown.

Level 2 - "Reduces Pain"

Prototype's medical treatment now includes painkillers, reducing the damage an ally takes by 15% for the duration of Methadone's effects.

Level 3 - "Stronger Dosage"

Prototype now synthesizes and applies a stronger dose of chemicals. Another die is added to the amount healed, for a total of 2d4+INT

Level 4 - "Faster Recharge"

Prototype synthesizes doses of chemical blend at a faster pace. Cooldown reduced by one turn, for a total of four turns.

Level 5 - "Prototype Blend"

Prototype's chemical blend has been revised to heal more serious injuries. Another die is added to the amount healed, for a total of 3d4+INT healed per turn.

Level 6 - "Extended Duration"

Prototype's chemical blend has been revised to remain in the target's system for a longer duration. The duration of all effects of Methadone is extended by one turn, for a duration of four turns.

Level 7 - "Reduces Pain - POWER 125%"

Prototype's painkillers become stronger, reducing the damage an ally takes by 25% for the duration of Methadone's effects.

Level 8 - "Adapted Dosage"

Prototype's medicine has undergone further refinement. Another die is added to the amount healed, for a total of 4d4+INT healed per turn.

Emergency Response -

Prototype gives itself "Emergency Response" and chooses a healing action. If an ally falls below 40% HP while "Emergency Response" is active, Prototype immediately uses the healing action on that ally as a free action if it's available. "Emergency Response" can ignore two turns of cooldown. The action itself has a cooldown of five turns.

Level 1 (Base) - "Teammate Monitoring"

Prototype applies the status "Emergency Response" to itself, choosing a healing action to take. If an ally falls below 40% HP while "Emergency Response" is active, Prototype immediately uses that action on the ally as a free action if the action is available (not on cooldown, not disabled, etc.). Cooldown of five turns.

Level 2 - "Emergency Reactivation"

"Emergency Response" can now ignore one turn of cooldown on the healing action in question.

Level 3 - "Emergency Reactivation - POWER 125%"

"Emergency Response" can now ignore two turns of cooldown on the healing action in question.

Level 4 - "Rapid Response"

"Emergency Response" now has a cooldown of four turns.

Weapon Guidance -

Prototype can give an ally advice on weapon use, increasing weapon damage by 20% for three turns. Alternatively, Prototype can provide information to two allies, increasing weapon damage by 10% for three turns. Three turn cooldown. Can stack with Aim Assist.

Level 1 (Base) - "Applied Database Knowledge"

Instructor can give one ally advice on how to more effectively use their weapons, granting a 20% weapon damage boost for three turns. Cooldown of three turns.

Level 2 - "Coordinated Guidance"

Weapon Guidance now stacks with Aim Assist.

Level 3 - "Shared Database Knowledge"

The damage boost can now be shared with two allies, giving each ally a 10% damage boost for three turns.

Aim Assist -

Active (Perk-Backed)

Prototype makes an ally's attack inflict a critical hit for double damage, ignoring the target's DR. The attack also becomes perfectly accurate - it cannot miss or be dodged. Cooldown of three turns. If this critical hit kills an enemy, the cooldown is reduced by one turn.

Prototype's combat analysis can be given to a teammate to ensure that they strike a target's weakest spots

Level 1 (Base) - "Shared Accuracy"

Instructor can direct an ally's attack, guaranteeing a critical hit for double damage. Cooldown of three turns.

Level 2 - "Self-Assistance"

Instructor can now use Aim Assist on itself.

Level 3 - "Feedback Loop"

If an enemy is killed with a critical hit from Aim Assist, its cooldown is reduced by one turn.

Level 4 - "Pinpoint Precision"

In addition to making an ally's attack inflict a critical hit, the attack will now bypass an enemy's DR.

Level 5 - "Motion Prediction Protocol"

In addition to making an ally's attack inflict a critical hit and bypass DR, the attack will now be perfectly accurate - it can no longer miss or be dodged.

Equipment:2 (Base) + 5(Level 5) = 7/7 Unspent Tokens 0/5

Auto 9/45

6d4+DEX damage. 4/4 bursts remaining. Reloading takes a full turn.

Level 1 (Base) - "Dead or Alive"

Inflicts 3d4+DEX damage.

Weight of 8.

Can fire four bursts before it needs to be reloaded. Reloading takes a full turn.

Level 2 - "+Damage"

Another die is added to the weapon's damage output, for a total of 4d4+DEX.

Level 3 - "+Damage"

Another die is added to the weapon's damage output, for a total of 5d4+DEX.

Level 4 - "+Damage"

Another die is added to the weapon's damage output, for a total of 6d4+DEX.

Tomahawk -

2d4+STR+|User INIT-target INIT|/2 damage. Three turn cooldown.

Level 1 (Base) - "Mortal Strike"

Deals 2d4+STR damage.

Weight of 8.

Level 2 - "Velocity"

The Tomahawk now inflicts bonus damage equal to |User INIT - target INIT|/2. Tomahawk now has a three turn cooldown.

Viking Riotshield -

Provides -4 DR against physical attacks.

Level 1 (Base) - "Riot Guard Standard Issue"

Provides -4 DR against physical attacks.

Weight of 15.