



HEROGRINDER BIOROID USER MANUAL

SAMPLE PRE-BUILT ENHANCEMENT PROGRESSIONS

2388/2389



All Bioroids are custom-grown by MediCore Pharmaceuticals for HeroGrinder contestants upon registration to the show.

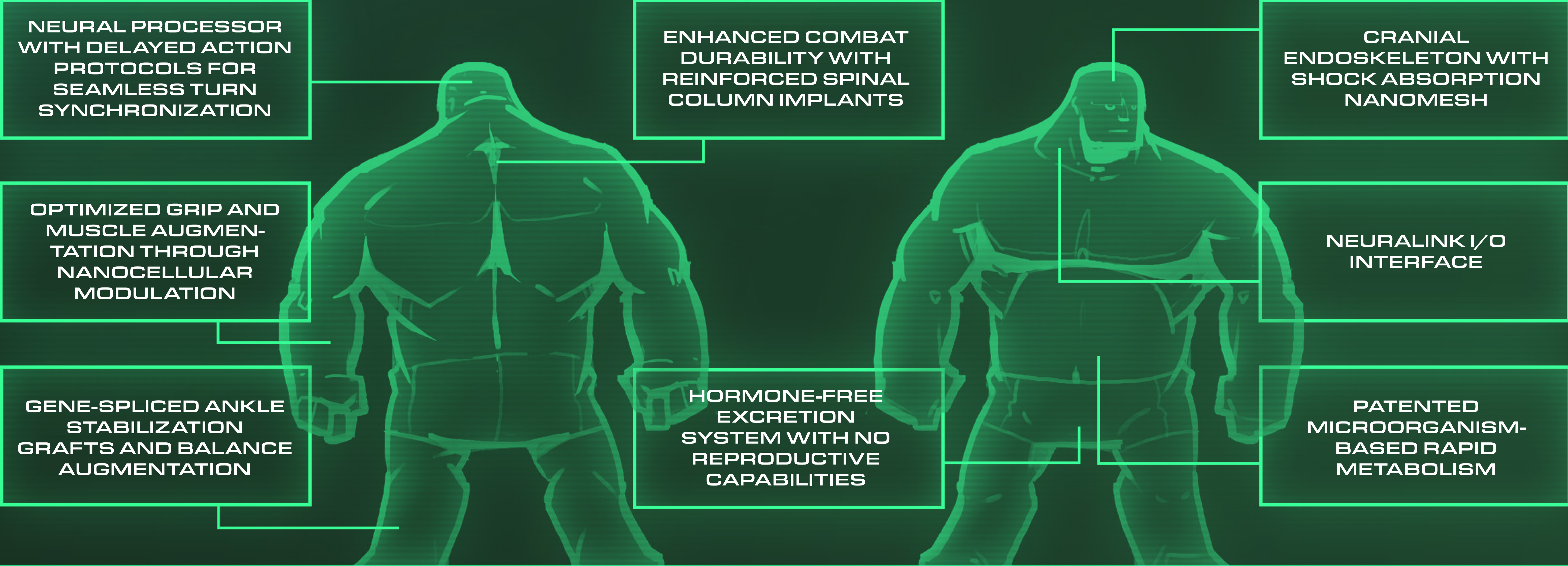
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BIOROID BODY SPECIFICATIONS

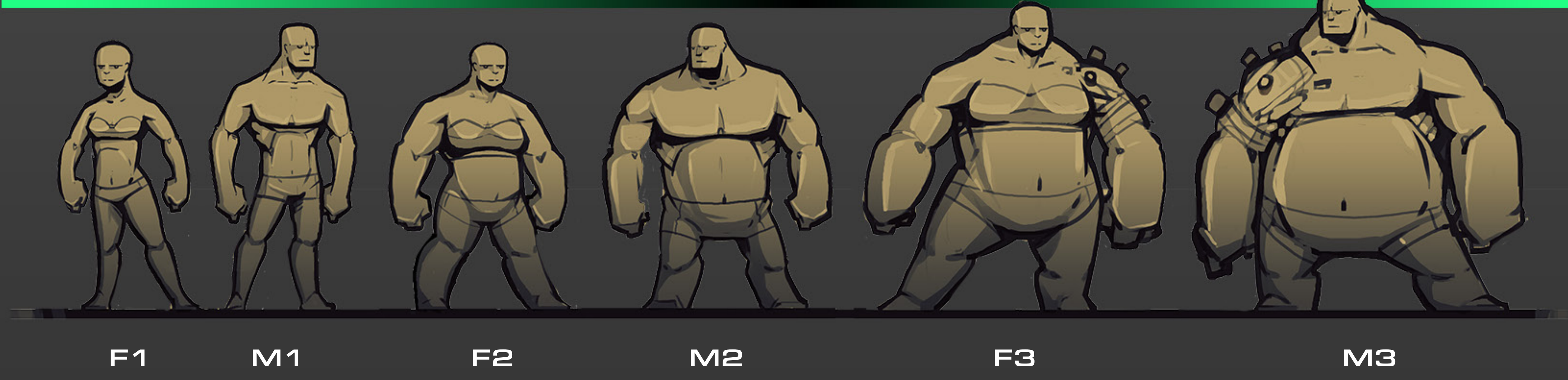
Bioroids are custom-grown to the exact specifications of our contestants by our trusted supplier - MediCore Pharmaceuticals - to deliver the best option for any combat specialization.

Our Bioroid series are designed for extreme durability and rapid regeneration. Body modification options include nervous system, muscle structure, cellular integrity and brain capacity alteration to suit demanded functionalities.



DEXterity

CONstitution/STREngth



Refer to the listed body type codes when ordering models.

Bioroid advancement progression charts are listed for some of the feasible variants on the following pages of this manual.

GUNSLINGER



Like heroes of the ancient Wild West, the Gunslinger carries dual handguns and handles them with the utmost precision, drawing in a flash and firing aimed shots that penetrate armor to debilitate enemies.

Strength: **MODERATE** Dexterity: **EXCEPTIONAL**
Constitution: **HIGH** Intelligence: **MODERATE**

Tier level		1	2	3	4	5	6
Sub-sytem upgrades		Improved initiative 1	Two-weap-on fighting 1	Quick re-load	Improved critical	Weapon specialization	Greater weapon mastery 2
		Weapon focus	Weapon focus 2	Weapon focus 3	Penetrating shot 1	Greater weapon mastery 1	Penetrating shot 2
Level		Quick draw	Improved initiative 2	Two-weap-on fighting 2	Greater initiative	Quick re-load mastery	Tiring critical 1
							Tiring critical 2
Combat							Tiring critical 3
Skills	Melee Attack	1	2	3	4	5	6
	Ranged Attack	1	2	3	4	5	6
Resistances	Melee Defense	1	2	3	4	5	6
	Ranged Defense	1	2	3	4	5	6
Skills	Stealth	1	2	3	4	5	6
	Spot	1	2	3	4	5	6
Resistances	Heal	1	2	3	4	5	6
	Tech	1	2	3	4	5	6
Resistances	Fort	1	2	3	4	5	6
	Ref	1	2	3	4	5	6
Resistances	Will	1	2	3	4	5	6

HEAVY GUNNER



Built to handle the heaviest guns with ease and optimized for full-auto firing mode, the Heavy Gunner delivers a barrage of damage that rips through armor and leaves dead 'roids in its wake.

Strength: **HIGH** Dexterity: **EXCEPTIONAL**
Constitution: **HIGH** Intelligence: **LOW**

Tier level		1			2			3			4			5			6				
Sub-sytem upgrades		Weapon focus 1			Quick reload			Weapon specialization 2			Weapon focus 3			Penetrating shot 1			Full-auto punishment 3				
		Full-auto focus			Far shot 1			Full-auto punishment 1			Far shot 2			Weapon specialization 3			Greater weapon mastery 1				
		Weapon specialization 1			Weapon focus 2			Steady arms			Full-auto punishment 2			Full-auto supremacy			Quick reload mastery				
																	Penetrating shot 2				
Level		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Combat	Melee Attack	<div></div>																			
	Ranged Attack	<div></div>																			
	Melee Defense	<div></div>																			
	Ranged Defense	<div></div>																			
Skills	Stealth	<div></div>																			
	Spot	<div></div>																			
	Heal	<div></div>																			
	Tech	<div></div>																			
Resistances	Fort	<div></div>																			
	Ref	<div></div>																			
	Will	<div></div>																			

MARTIAL ARTIST



When it comes to unarmed combat, there are few configurations that match the Martial Artist's expertise in hand-to-hand combat, with offensive readied attacks and critical hits that daze and paralyze foes.

Strength: **EXCEPTIONAL** Dexterity: **HIGH**

Constitution: **HIGH** Intelligence: **LOW**

Tier level		1			2			3			4			5			6				
Sub-sytem upgrades		Weapon focus 1			Improved unarmed combat			Power attack 2			Improved initiative			Grand master			Greater weapon mastery 2				
		Offense ready 1			Weapon focus 2			Weapon focus 3			Martial arts			Dazing critical 1			Dazing critical 2				
		Power attack 1			Offense ready 2			Power attack 3			Power attack 4			Stunning critical 1			Stunning critical 2				
																	Dazing critical 3				
Level		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Combat	Melee Attack	<div></div>																			
	Ranged Attack	<div></div>																			
	Melee Defense	<div></div>																			
	Ranged Defense	<div></div>																			
Skills	Stealth	<div></div>																			
	Spot	<div></div>																			
	Heal	<div></div>																			
	Tech	<div></div>																			
Resistances	Fort	<div></div>																			
	Ref	<div></div>																			
	Will	<div></div>																			

STREET SAMURAI



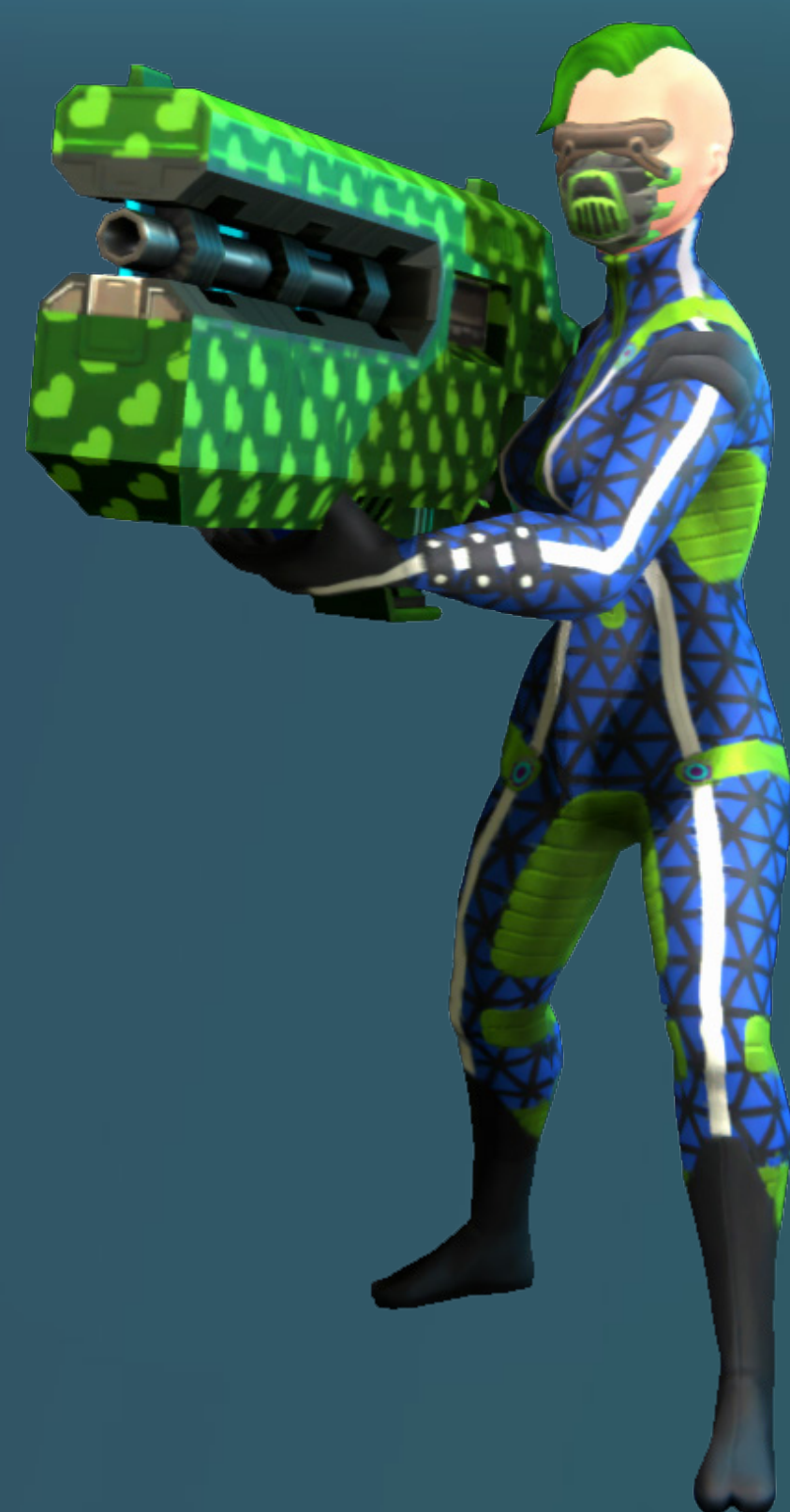
The Street Samurai wields melee weaponry with deadly force and increased accuracy, ripping through armor and crippling enemies with a single mighty strike.

Strength: **EXCEPTIONAL** Dexterity: **HIGH**

Constitution: **HIGH** Intelligence: **LOW**

Tier level		1			2			3			4			5			6				
Sub-sytem upgrades		Weapon focus 1			Weapon focus 2			Vital strike			Improved vital strike			Improved critical			Penetrating strike 1				
		Power attack 1			Weapon specialization 2			Weapon focus 3			Greater weapon mastery 1			Greater vital strike			Devastating strike				
		Weapon specialization 1			Strong arms			Weapon specialization 3			Power attack 2			Greater weapon mastery 2			Debilitating critical [Con]				
																	Debilitating critical [Dex]				
																	Debilitating critical [Str]				
Level		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Combat	Melee Attack	<div></div>																			
	Ranged Attack	<div></div>																			
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Skills	Stealth	<div></div>																			
	Spot	<div></div>																			
	Heal	<div></div>																			
	Tech	<div></div>																			
Resistances	Fort	<div></div>																			
	Ref	<div></div>																			
	Will	<div></div>																			

GHOST



The Ghost is a stealth operator with a focus on deadly precision sneak attacks from ambush positions that will daze enemies. Advanced levels of the Ghost offer cloaking capabilities to hide in plain sight.

Strength:
MODERATE

Dexterity:
EXCEPTIONAL

Constitution:
MODERATE

Intelligence:
HIGH

Tier level		1			2			3			4			5			6				
Sub-sytem upgrades		Sneak at-tack 1			Sneak at-tack 2			Sneak at-tack 3			Sneak at-tack 4			Sneak at-tack 5			Sneak attack 6				
		Stealthy 1			Stealthy 2			Increased precision			Sneak at-tack precision 2			Sneak aim 1			Sneak aim 2				
		Point blank shot			Sneak at-tack precision 1			Free aim			Hide in plain sight			Dazing sneak 1			Dazing sneak 2				
																	Hindering sneak 1				
																	Dazing sneak 3				
Level		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Combat	Melee Attack	<div></div>																			
	Ranged Attack	<div></div>																			
	Melee Defense	<div></div>																			
	Ranged Defense	<div></div>																			
Skills	Stealth	<div></div>																			
	Spot	<div></div>																			
	Heal	<div></div>																			
	Tech	<div></div>																			
Resistances	Fort	<div></div>																			
	Ref	<div></div>																			
	Will	<div></div>																			

TECHIE



Make the best use of your surroundings with a Techie, who can get a read on enemy hardware, rapidly operate doors or switches, and program arena electronics like drones, mines, and spycams to control the terrain.

Strength:
MODERATE

Dexterity:
MODERATE

Constitution:
MODERATE

Intelligence:
EXCEPTIONAL

Tier level		1			2			3			4			5			6				
Sub-sytem upgrades		Gearhead 1			Gearhead 2			Operating basics 1			Operating basics 2			Operating mastery			Tech commander 1				
		Field tech			Repro-grammer 1			Spytech sensitivity 2			Operator			Rummager mastery			Operating supremacy				
		Spytech sensitivity 1			Rummager			Repro-grammer 2			Repro-gram mastery			Spytech sensitivity 3			Surehanded technician				
																	Spytech sensitivity 4				
																	Tech commander 2				
Level		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Combat	Melee Attack	<div></div>																			
	Ranged Attack	<div></div>																			
	Melee Defense	<div></div>																			
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Skills	Stealth	<div></div>																			
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	Heal	<div></div>																			
	Tech	<div></div>																			
Resistances	Fort	<div></div>																			
	Ref	<div></div>																			
	Will	<div></div>																			

COMBAT MEDIC



You can maximize the healing and restorative potential of your squad with a Combat Medic, who brings greater boosting power than any other build and can last longer with defensive enhancements and increased mobility.

Strength:
MODERATE

Dexterity:
HIGH

Constitution:
MODERATE

Intelligence:
EXCEPTIONAL

Tier level		1			2			3			4			5			6				
Sub-sytem upgrades		Doctor 1			Doctor 2			Field medic mastery			Lifesaver			Combat re- flexes 2			Greater initiative				
		Dodge 1			Field medic			Combat re- flexes 1			Improved initiative 2			Mobility 1			Surehanded doctor				
		Improved initiative 1			Dodge 2			Dodge 3			Long steps 1			Pass through			Long steps 2				
																	Mobility 2				
																	Toughness				
Level		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Combat	Melee Attack	<div></div>																			
	Ranged Attack	<div></div>																			
	Melee Defense	<div></div>																			
	Ranged Defense	<div></div>																			
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	Tech	<div></div>																			
Resistances	Fort	<div></div>																			
	Ref	<div></div>																			
	Will	<div></div>																			

BODYGUARD



Specializing in heavy armors and enhanced dodging programs, the Bodyguard can draw enemy fire and can survive the most brutal attacks. Additional protocols include resistances to critical wounds and explosives.

Strength: **EXCEPTIONAL** Dexterity: **LOW**
Constitution: **EXCEPTIONAL** Intelligence: **LOW**

Tier level		1			2			3			4			5			6				
Sub-sytem upgrades	Toughness																				
	Skinweave 1																				
	Armor optimization																				
Level		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Combat	Melee Attack	<div></div>																			
	Ranged Attack	<div></div>																			
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Skills	Stealth	<div></div>																			
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	Tech	<div></div>																			
Resistances	Fort	<div></div>																			
	Ref	<div></div>																			
	Will	<div></div>																			

SNIPER



When you wish to employ long-ranged sniper tactics, naturally the Sniper is the best configuration. Sure to take down enemies with well-placed single shots through chinks in the enemy’s armor utilizing heavy ranged weaponry.

Strength:
HIGH

Constitution:
MODERATE

Dexterity:
EXCEPTIONAL

Intelligence:
MODERATE

Tier level		1			2			3			4			5			6				
Sub-sytem upgrades		Deadly aim			Single shot focus			Focused ranged at-tack 2			Far shot			Focused ranged at-tck 3			Deadly aim 4				
		Focused ranged at-tack 1			Precise shot			Single shot specialist 1			Single shot specialist 2			Sniper mastery			Free aim				
		Sniper ba-sics			Deadly aim 2			Deadly aim 3			Improved critical			Single shot specialist 3			Focused ranged at-tck 4				
																	Devastating critical 1				
Level		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Combat	Melee Attack	<div></div>																			
	Ranged Attack	<div></div>																			
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	Ranged Defense	<div></div>																			
Skills	Stealth	<div></div>																			
	Spot	<div></div>																			
	Heal	<div></div>																			
	Tech	<div></div>																			
Resistances	Fort	<div></div>																			
	Ref	<div></div>																			
	Will	<div></div>																			

RIPPER



Quick and deadly, the Ripper will shred through your enemy's armor with dual knives, disarming them of their weapons, and opening long-lasting bleeding wounds with each critical strike.

Strength:

EXCEPTIONAL

Dexterity:

HIGH

Constitution:

HIGH

Intelligence:

LOW

Tier level		1			2			3			4			5			6				
Sub-sytem upgrades		Improved initiative 1 Weapon focus 1 Quick draw			Two-weap-on fighting 1 Weapon focus 2 Improved initiative 2			Weapon specialization 1 Weapon focus 3 Two-weap-on fighting 2			Greater initiative Penetrating strike 1 Weapon specialization 2			Greater weapon mastery 1 Improved critical Two-weap-on fighting 3			Greater weapon mastery 2 Penetrating strike 2 Bleeding critical 1 Bleeding critical 2 Bleeding critical 3				
Level		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Combat	Melee Attack	<div></div>																			
	Ranged Attack	<div></div>																			
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	Ranged Defense	<div></div>																			
Skills	Stealth	<div></div>																			
	Spot	<div></div>																			
	Heal	<div></div>																			
	Tech	<div></div>																			
Resistances	Fort	<div></div>																			
	Ref	<div></div>																			
	Will	<div></div>																			

COMMANDER



A Commander is ready for anything, protecting the squad with boosted defenses for all allies, while leading the assault from a safe position, bolstered with plenty of defensive protocols.

Strength:
HIGH

Dexterity:
EXCEPTIONAL

Constitution:
HIGH

Intelligence:
MODERATE

Tier level		1			2			3			4			5			6				
Sub-sytem upgrades		Defense ready			Protector basics 1			Defense ready commander 2			Combat expertise 3			Coordinated defense 2			Protector aura 2				
		Combat expertise 1			Friendly fire 1			Defense ready 2			Friendly fire 2			Protector aura 1			Defensive commander				
		Defense ready commander 1			Combat expertise 2			Protector basics 2			Duck and cover 1			Combat expertise 4			Duck and cover 2				
																	Coordinated defense 2				
																	Fortified				
Level		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Combat	Melee Attack	<div></div>																			
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Resistances	Fort	<div></div>																			
	Ref	<div></div>																			
	Will	<div></div>																			

RIOT CONTROL



Who said a shield is just for defense? Riot Control protocols maximize efficiency with the shield with increased protections and devastating shield bash attacks in addition to your primary attacks with another weapon.

Strength: **EXCEPTIONAL** Dexterity: **LOW**

Constitution: **EXCEPTIONAL** Intelligence: **LOW**

Tier level		1			2			3			4			5			6					
Sub-sytem upgrades		Two-weap-on fighting 1			Shield fo-cus 1			Shield fo-cus 2			Shield fo-cus 3			Improved critical			Devastating critical 2					
		Weapon fo-cus 1			Weapon fo-cus 2			Weapon fo-cus 3			Shield criti-cal defense			Devastat-ing critical 1			Hindering critical 1					
		Shield bash			Fortified shield 1			Fortified shield 2			Fortified shield 3			Debilitat-ing critical (Con)			Devastating critical 3					
																	Dazing critical 1					
Level		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
	Combat	Melee Attack	<div></div>																			
		Ranged Attack	<div></div>																			
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Ranged Defense		<div></div>																				
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	Heal	<div></div>																				
	Tech	<div></div>																				
Resistances	Fort	<div></div>																				
	Ref	<div></div>																				
	Will	<div></div>																				

RAT



The Rat crawls through scorched battlefields and takes what isn't theirs. An opportunist and a survivalist, the Rat is adept at disarming enemies, rummaging through loot, and scattering behind covers when things get hairy.

Strength:
EXCEPTIONAL

Dexterity:
HIGH

Constitution:
MODERATE

Intelligence:
MODERATE

Tier level		1					2					3					4					5					6				
Sub-sytem upgrades		Improved disarm 1					Improved disarm 2					Speed crawl 1					Rummager					Prone stance 2					Speed crawl 2				
		Quick handler					Living spring					Mobility 2					Undo grip					Rummager mastery					Janitor				
		Mobility 1					Prone stance 1					Rapid looting					Improved living spring					Weapon scavenger					Ranged disarm				
																											Disarming riposte				
Level		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20										
Combat	Melee Attack																														
	Ranged Attack																														
	Melee Defense																														
	Ranged Defense																														
Skills	Stealth																														
	Spot																														
	Heal																														
	Tech																														
Resistances	Fort																														
	Ref																														
	Will																														

DEMOLITIONIST



Specializing in explosives, the Demolitionist is the build to choose if you want to blow stuff up. Optimized tech skill allows for mastery over mines and grenades that have an increased blast radius and higher yield.

Strength:
MODERATE

Dexterity:
MODERATE

Constitution:
MODERATE

Intelligence:
EXCEPTIONAL

Tier level		1			2			3			4			5			6				
Sub-sytem upgrades		Explosive technician 1			Explosive technician 2			Savage explosions 2			Allied bombardier 1			Savage explosions 3			Allied bombardier 2				
		Reprogrammer 1			Widened explosives 1			Explosive technician 3			Duck and cover 1			Explosive technician 4			Reprogrammer mastery				
		Savage explosions 1			Careful bombardier			Widened explosives 2			Reprogrammer 2			Widened explosives 3			Savage explosions 4				
																	Widened explosives 4				
Level		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Combat	Melee Attack	<div></div>																			
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	Heal	<div></div>																			
	Tech	<div></div>																			
Resistances	Fort	<div></div>																			
	Ref	<div></div>																			
	Will	<div></div>																			

URBAN
NINJA



Striking from shadows is the game of the Urban Ninja. A true master of stealth tactics and surprise attacks, weakening and stunning enemies if unseen. Advanced levels offer cloaking capabilities to hide in plain sight.

Strength:
EXCEPTIONAL

Dexterity:
MODERATE

Constitution:
MODERATE

Intelligence:
HIGH

Tier level		1			2			3			4			5			6				
Sub-sytem upgrades		Sneak at-tack 1			Sneak at-tack 2			Sneak at-tack 3			Sneak at-tack 4			Sneak at-tack 5			Sneak attack 6				
		Stealthy 1			Stealthy 2			Sneak strike 1			Sneak strike 2			Blend in1			Debilitating sneak (Con)				
		Fast stalk-er 1			Fast stalk-er 2			Shadow strike			Hide in plain sight			Stunning sneak 1			Stunning sneak 2				
																	Debilitating sneak (Dex)				
																	Stunning sneak 3				
Level		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Combat	Melee Attack	<div></div>																			
	Ranged Attack	<div></div>																			
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**DON'T LIKE THESE PRESETS?
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