


NAME: Airazor (Beast Wars) PLAYER:										Base OCV: 5 Base DCV: 5 Adjustment + Adjustment + Final OCV = Final DCV =									
VALUE	CHAR	COST	BASE	PTS															
20	Strength	x1	10	10															
14	Dexterity	x3	10	12															
20	Constitution	x2	10	20															
10	Body	x2	10	0															
14	Intelligence	x1	10	4															
14	Ego	x2	10	8															
12	Presence	x1	10	2															
12	Comeliness	x1/2	10	1															
9	Physical Defexl		4	5															
9	Energy Defensx1		4	5															
4	Speed	x10	2.4	16															
9	Recovery	x2	8	2															
40	Endurance	x1/2	40	0															
31	Stun	x1	30	1															
Characteristics Cost:				86															
STR Roll: 13-		Run	15"																
DEX Roll: 12-		Swim	2"																
INT Roll: 12-		Jump	4"																
EGO Roll: 12-		Flight	15"																
PER Roll: 12-																			
Experience: 0																			
DISADVANTAGES BASE: 100+PTS																			
Accidental Chg, "To beast form if Stunned", very common, occur 11-				20															
Distinctive, "Talking bird-bot", easily concealable, minor				5															
Hunted, "Anti-Maximal forces", as powerful, harsh, appear 11-				15															
Physical Lim, "Limited hands in beast mode", infrequently, slightly				5															
Psych Lim, "Loves to wander", uncommon, strong				10															
Psych Lim, "Overconfident", common, strong				15															
Psych Lim, "Protective of friends", common, strong				15															
Psych Lim, "In love with Tigatron", common, strong				15															
Psych Lim, "Code vs. killing", common, strong				15															
Rep, "Heroic alien robot", occur 8-				5															
Rivalry, "Other Maximal flyers", professional				5															
Vuln, "To high energon attacks in robot form", uncommon, x2 stun				10															
Watched, "Maximal leaders", more powerful, non-combat influence, harsh, appear 14-				15															
Disadvantages Total :					150														
Experience Spent +					0														
Total Points =					250														
					PTS	POWERS	END												
					10	EC (10), "Transformer powers"													
					7a)	7/7 Armor, OIF(-1/2)													
					18b)	15" Flight, Restrainable(-1/2), 1/2 END(+1/4)	2												
					7c)	Shape Shift, "Bird", Incantation(-1/4), IIF(-1/4), 0 END Persistent(+1)	0												
					10	0" Flight, x16 Non-Combat, Restrainable(-1/2)	0												
					1	Life Support, only needs half food intake													
					19	Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to aging													
					15	MP (30), "Weapons", No Knockback(-1/4), Only in appropriate form (-1/4), OIF(-1/2)													
					1u	1D6 HKA, "Claw/Bite", vs physical defense, 0 END(+1/2), x1 Armor Piercing(+1/2)	0												
					1u	1D6 HKA, "Cyberblades", vs physical defense, 0 END(+1/2), x1 Armor Piercing(+1/2)	0												
					1u	2D6 RKA, "Darts", 13-16 Charges(0)													
					4u	2D6 RKA, "Photon Cannon", OAF(-1/2), 17-32 Charges(+1/4)													
					3	Radio XMIT/REC, OIF(-1/2)													
					4	1 BODY Regen, recovery rate: per hour, Linked(-1/2), "Shape Shift"													
					18	15" Running	3												
					5	20 STR, 1/2 END(+1/4)	0												
					12	+8 Telescopic Sense, Sight Group ==Skills==													
					3	Acrobatics 12-													
					3	Breakfall 12-													
					3	Combat Piloting 12-													
					12	6 Levels: Weapons Multipower, tight group, OIF(-1/2)													
					3	Navigation 11-													
					3	Survival 11-													
					1	WF, Rifles													
					164	: Powers Total													
					86	+ Characteristic Total													
					250	= Total Cost													
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