NAME: Autolauncher PLAYER:		
VALUE CHAR COST BASE 26/36 Strength x1 10 14 Dexterity x3 10 24 Constitution x2 10 10/12 Body x2 10 16 Intelligence x1 10 16 Ego x2 10 14 Presence x1 10 10 Comeliness x1/2 10 14 Physical Defex1 5 14 Energy Defensx1 5 4 Speed x10 2.4 10 Recovery x2 10 48 Endurance x1/2 48 35/37 Stun x1 35 Characteristics Cost:	16 12 28 0 6 12 4 0 9 16 0 0	1
STR Roll: 16- DEX Roll: 12- INT Roll: 12- EGO Roll: 12- PER Roll: 12-	18" 2" 7"	1
Experience: 64		
DISADVANTAGES BASE: 2004 Accidental Chg, "To vehicle form if Stunned", very common, occur 11-		
Distinctive, "Giant robot", easily concealable, minor	5	
Hunted, "Anti-Predacon forces", as powerful, harsh, appear 11-	15	
Psych Lim, "Compedative",	20	
common, total Psych Lim, "Violent",	15	
common, strong Psych Lim, "Overconfident",	15	
common,strong Rep,"Evil alien robot", occur 8-,extreme reputation	10	
Rivalry, "Other Predacon	5	

warriors", professional

attacks in robot form.",

leaders", more powerful, non-combat influence,

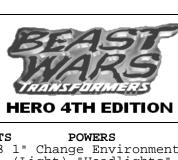
Vuln, "to high energon

uncommon,x2 stun

Watched, "Predacon

harsh, appear 14-

Unluck, 4D6



PTS END 3 1" Change Environment (Light), "Headlights", OIF(-1/2) 10 EC (10), "Transformer powers" 15a) 11/11 Armor,OIF(-1/2)7b) 2 LVLS Growth (stats

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. 20 ,	2 2128 020001 (80008
	already included),
	Always $On(-1/2), 0$ END
	Persistent(+1)
L8c)	16" Running,1/2 END
	(+1/4)
7d)	Shape Shift, "Truck",

Incantation(-1/4), IIF (-1/4),0 END Persistent(+1) 1 Life Support -

Requires half normal food.

19 Life Support, doesn't breathe, safe in vacuum/pressure,safe in heat/cold, immune to aging

127 MP (191), "Weapons", OIF(-1/2)

5u 17D6 EB, "Blaster", OAF (-1/2), 17-32 Charges (+1/4)

13u 5 1/2D6 RKA, "Disks", 17-32 Charges(+1/4),Explosion(+1/2), Trigger(+1/2),

changeable trigger 5u 4D6 RKA, "Spears", vs
 physical defense, OAF (-1/2),17-32 Charges (+1/4), Penetrating (+1/2)

3 Radio XMIT/REC,OIF (-1/2)

4 1 BODY Regen, recovery rate: per hour, Linked (-1/2), "Shape Shift"

7 +2" Running, "Wheels", x8 Non-Combat, OIF (-1/2), Linked(-1/2), "Shape Shift"

9 36 \tilde{STR} , 1/2 END(+1/4)==Skills==

3 Combat Driving 12-

3 12- Fast Draw

30 6 Levels: Weapons Multipower, related group

3 Navigation 11-

0 PS: Construction Worker 8-

3 Streetwise 12-

3 Survival 11-

4 WF, Small Arms, Heavy Weapons

Disadvantages Total			
Experience Spent	+	64	112 + Characteristic Total
Total Points	=	414	414 = Total Cost

20

10

15

Base OCV: 5 Base DCV: 5 Adjustment + Adjustment + Final OCV = Final DCV =

Maneuver	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	stops attack
Brace	0	+2	1/2	$+2 \ vs \ RMod$
Disarm	1/2	-2	+0	STR vs STR
Dodge	1/2	+0	+3	all attacks
Grab	1/2	-1	-2	grab, do STR
Haymaker	1/2	+0	-5	x1 1/2 STR
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	

Rang	<4	<8	<16	<32	<64	<128
Rang RMod	-0	-2	-4	-6	-8	-10

DEX: 14 SPD: 4 ECV: 5 2 Phases - - 3 - - 6 - - 9 - - 12 PD/rPD 25/ 11 ED/rED 25/ 11 END: 48 STUN: 37 BODY: 12

3D6	Loc	StunX	NStun	BodyX	CV	Armor
3-5	Head	x5	x2	x2	-8	
6	Hands	x1	x1/2	x1/2	-6	
7-8	Arms	x2	x1/2	x1/2	-5	
9	Shoulder	s x3	x1	x1	-5	
10-11	Chest	x3	x1	x1	-3	
12	Stomach	x4	x1 1/2	x1	-7	
13	Vitals	x4	x1 1/2	x2	-8	
14	Thighs	x2	x1	x1	-4	
15-16	Legs	x2	x1/2	x1/2	-6	
17-18	Feet	x1	x1/2	x1/2	-8	

NOTES

Name: Autolauncher O Species: Cybertronian

Gender: Male

Height: 8 feet 6 inches Team: Predacons (Autorollers)

