NAME: Bluestreak (G1) PLAYER:		THETRA
VALUECHARCOSTBASE22/42Strengthx11014Dexterityx31024Constitution x21010/14Bodyx21012Intelligence x1104Egox21014Presencex11010Comelinessx1/21013Physical Defex1414Energy Defensx154Speedx102.49Scoveryx2950Endurancex1/24834/38Stunx133Characteristics Cost:	12 28 0 2 -12 4 0 9 9	Desc: Headli (-1/2) 10 EC (10),"Tra powers" 19a) 13/13 Armor, 20b) 4 LVLS Growt already incl Always On(-1
STR Roll: 17- DEX Roll: 12- INT Roll: 11- EGO Roll: 10- PER Roll: 11-	19" 2" 8"	Persistent(+ 20c) 17" Running, (+1/4) 6d) Shape Shift, Concentrate( Cannot chang takes over h
Experience: 0 DISADVANTAGES BASE: 200+ Accidental Chg, "To robot form if Stunned", very common, occur 11-	20	<pre>(-1/4),IIF(- Persistent(+ 19 Life Support breathe,safe vacuum/press in_heat/cold</pre>
<pre>DNPC,"Innocents in need of saving",incompetent, appear 11- Distinctive,"Giant robot",</pre>	20 10	aging 96 MP (192),"We OAF(-1) 9u 7D6+1 RKA,"L
easily concealable, major Hunted, "Anti-Autobot forces", as powerful,	15	Beam",17-32 (+1/4),x25 I Max Range(+1
<pre>harsh,appear 11- Physical Lim,"No hands in vehicle mode", infrequently,slightly Psych Lim,"Talkative",very common,moderate Psych Lim,"Hates combat",</pre>	5 15 10	<pre>8u 7D6 RKA,"Bom Explosion(+1 Charges(-1/4 Increased Ma (+1/4) 3 Radio XMIT/R (-1/2)</pre>
<pre>common,moderate Psych Lim,"Curious", common,strong Psych Lim,"Code vs. killing",common,strong Rep,"Heroic alien robot",</pre>	15 15 5	6 +2" Running, x8 Non-Comba mode,OIF(-1/ (-1/2),"Shap 10 42 STR,1/2 E 7 +10 Telescop
Rively, "Other Autobot gunners", professional Watched, "Autobot leaders", more powerful, non-combat	5 15	Sight Group, ==Skills== 3 Combat Drivi 12 6 Levels: Gu 3 Navigation 1
influence,harsh,appear 14-		10 10 Rng Level missiles,tig OAF(-1) 4 WF,Small Arm Weapons
Digadwantagog Total -	150	268 • Downey The
Disadvantages Total : Experience Spent + Total Points =	150 0 350	268 : Powers Tot 82 + Characteri 350 = Total Cost

			Base OCV: 5 Base DCV: 5
٤E			Adjustment + Adjustment +
			Final OCV = Final DCV =
1			
Ξl		n	
-(		<u> </u>	
	DO ATH EDITION		Maneuver Phase OCV DCV Effect
	RO 4TH EDITION		Block 1/2 +0 +0 stops attack
			Brace $0 +2 \frac{1}{2} +2 \text{ vs RMod}$
'S	POWERS E	ND	Disarm 1/2 -2 +0 STR vs STR
3	1" Change Environment,		Dodge $1/2 + 0 + 3$ all attacks
	Desc: Headlights,OIF		Grab 1/2 -1 -2 grab, do STR
	(-1/2)	0	Haymaker 1/2 +0 -5 x1 1/2 STR
)	EC (10), "Transformer		Move By $1/2 -2 -2 \text{ STR}/2 + v/5$
	powers"		Move Through $1/2 - v/5 - 3$ STR + v/3
	13/13 Armor,OIF(-1/2)		Set 1 +1 +0
	4 LVLS Growth (stats		
	already included),		<b>Rang</b> <4 <8 <16 <32 <64 <128
	Always On(-1/2),0 END		<b>RMod</b> -0 -2 -4 -6 -8 -10
	Persistent(+1)	0	
	17" Running,1/2 END		DEX: 14 SPD: 4 ECV: 1
	(+1/4)	2	
	Shape Shift, "Car",		Phases 3 6 9 12
	Concentrate(-1/4),		PD/rPD 26/ 13 ED/rED 27/ 13
	Cannot change form if		
	takes over half Body		END: 50 STUN: 38 BODY: 14
	(-1/4), IIF $(-1/4)$ , 0 END		
	Persistent(+1)	0	
	Life Support, doesn't	0	
	breathe, safe in		2DC L. Charley NG4aar D. J.Y. C.V. Amaran
			3D6 Loc StunX NStun BodyX CV Armor
	vacuum/pressure, safe		3-5 Head x5 x2 x2 -8
	in heat/cold, immune to		6 Hands x1 x1/2 x1/2 -6
	aging		7-8 Arms x2 x1/2 x1/2 -5
	MP (192), "Weapons",		9 Shoulders x3 x1 x1 -5
	OAF(-1)		10-11 Chest x3 x1 x1 -3
	7D6+1 RKA, "Lightning		12 Stomach x4 x1 1/2 x1 -7
	Beam",17-32 Charges		13 Vitals x4 x1 1/2 x2 -8
	(+1/4), x25 Increased	-	14 Thighs x2 x1 x1 -4
	Max Range $(+1/2)$	0	15-16 Legs x2 x1/2 x1/2 -6
	7D6 RKA, "Bombs",		17-18 Feet x1 x1/2 x1/2 -8
	Explosion(+1/2), 9-12		
	Charges(-1/4), x5		NOTES
	Increased Max Range		Name: Bluestreak
	(+1/4)	0	Species: Cybertronian
3	Radio XMIT/REC,OIF		Gender: Male
	(-1/2)		Height: 16 feet
5	+2" Running, "Wheels",		Team: Autobots
	x8 Non-Combat, has turn		
	mode, OIF(-1/2), Linked		
	(-1/2), "Shape Shift"	0	
)	42  STR, 1/2  END(+1/4)	-	
		()	
		0	
	+10 Telescopic Sense, Sight Group OAF(-1)	0	
	Sight Group,OAF(-1)	0	
	<pre>Sight Group,OAF(-1) ==Skills==</pre>	0	
3	Sight Group,OAF(-1) ==Skills== Combat Driving 12-	0	
3	Sight Group,OAF(-1) ==Skills== Combat Driving 12- 6 Levels: Gun	0	
3	Sight Group,OAF(-1) ==Skills== Combat Driving 12- 6 Levels: Gun Navigation 11-	0	
323	Sight Group,OAF(-1) ==Skills== Combat Driving 12- 6 Levels: Gun Navigation 11- 10 Rng Levels: Gun and	0	
3	<pre>Sight Group,OAF(-1) ==Skills== Combat Driving 12- 6 Levels: Gun Navigation 11- 10 Rng Levels: Gun and missiles,tight group,</pre>	0	
3	<pre>Sight Group,OAF(-1) ==Skills== Combat Driving 12- 6 Levels: Gun Navigation 11- 10 Rng Levels: Gun and missiles,tight group, OAF(-1)</pre>	0	
8 2 3 )	<pre>Sight Group,OAF(-1) ==Skills== Combat Driving 12- 6 Levels: Gun Navigation 11- 10 Rng Levels: Gun and missiles,tight group, OAF(-1) WF,Small Arms,Heavy</pre>	0	
8 2 3 )	<pre>Sight Group,OAF(-1) ==Skills== Combat Driving 12- 6 Levels: Gun Navigation 11- 10 Rng Levels: Gun and missiles,tight group, OAF(-1)</pre>	0	
8 2 3 )	<pre>Sight Group,OAF(-1) ==Skills== Combat Driving 12- 6 Levels: Gun Navigation 11- 10 Rng Levels: Gun and missiles,tight group, OAF(-1) WF,Small Arms,Heavy</pre>	0	
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8 2 3 )	<pre>Sight Group,OAF(-1) ==Skills== Combat Driving 12- 6 Levels: Gun Navigation 11- 10 Rng Levels: Gun and missiles,tight group, OAF(-1) WF,Small Arms,Heavy</pre>	0	
8 2 3 )	<pre>Sight Group,OAF(-1) ==Skills== Combat Driving 12- 6 Levels: Gun Navigation 11- 10 Rng Levels: Gun and missiles,tight group, OAF(-1) WF,Small Arms,Heavy</pre>	0	
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