

**NAME:** Firecracker  
**PLAYER:**

| VALUE                        | CHAR           | COST | BASE | PTS        |
|------------------------------|----------------|------|------|------------|
| 24/44                        | Strength       | x1   | 10   | 14         |
| 12                           | Dexterity      | x3   | 10   | 6          |
| 23                           | Constitution   | x2   | 10   | 26         |
| 10/14                        | Body           | x2   | 10   | 0          |
| 10                           | Intelligence   | x1   | 10   | 0          |
| 18                           | Ego            | x2   | 10   | 16         |
| 14                           | Presence       | x1   | 10   | 4          |
| 10                           | Comeliness     | x1/2 | 10   | 0          |
| 13                           | Physical Defex | x1   | 5    | 8          |
| 13                           | Energy Defens  | x1   | 5    | 8          |
| 4                            | Speed          | x10  | 2.2  | 18         |
| 10                           | Recovery       | x2   | 10   | 0          |
| 46                           | Endurance      | x1/2 | 46   | 0          |
| 34/38                        | Stun           | x1   | 34   | 0          |
| <b>Characteristics Cost:</b> |                |      |      | <b>100</b> |

|                      |      |     |
|----------------------|------|-----|
| <b>STR Roll:</b> 18- | Run  | 20" |
| <b>DEX Roll:</b> 11- | Swim | 2"  |
| <b>INT Roll:</b> 11- | Jump | 9"  |
| <b>EGO Roll:</b> 13- |      |     |
| <b>PER Roll:</b> 11- |      |     |

**Experience:** 0

| DISADVANTAGES  | BASE: | 175+PTS |
|--|-------|---------|
| Accidental Chg, "To robot form if stunned", common, occur 11-                        |       | 15      |
| DNPC, "Innocents in need of saving", incompetent, appear 11-                         |       | 20      |
| Distinctive, "Giant robot", easily concealable, major                                |       | 10      |
| Hunted, "By anti-Autobot forces", as powerful, harsh, appear 11-                     |       | 15      |
| Physical Lim, "No hands in vehicle mode", infrequently, slightly                     |       | 5       |
| Psych Lim, "Violent", common, strong   |       | 15      |
| Psych Lim, "Impatient", common, strong   |       | 15      |
| Psych Lim, "Code vs. killing", common, strong  |       | 15      |
| Rep, "Heroic alien robot", occur 8-  |       | 5       |
| Rivalry, "With other Autobot racers", professional, PC rival                         |       | 10      |
| Watched, "By Autobot leaders", more powerful, non-combat influence, mild, appear 11- |       | 10      |

**Disadvantages Total :** 135  
**Experience Spent +** 0  
**Total Points =** 310

# ROBOT WARRIORS

| PTS  | POWERS  | END |
|------|---|-----|
| 3    | 1" Change Environment, Desc: Headlights, OIF (-1/2)   | 0   |
| 10   | EC (10), "Transformer powers"   |     |
| 26a) | 12/12 Armor   |     |
| 20b) | 4 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)                                   | 0   |
| 36c) | 6D6 RKA, "Laser Gun", OAF(-1), 13-16 Charges (0), No Knockback(-1/4)  | 0   |
| 28d) | 20" Running, 1/2 END (+1/4)   | 2   |
| 7e)  | Shape Shift, "Car", Concentrate(-1/4), Cannot change form if takes over half Body. (-1/4), 0 END Persistent(+1) | 0   |
| 19   | Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to aging                      |     |
| 3    | Radio XMIT/REC, OIF (-1/2)  |     |
| 7    | +0" Running, "Wheels", x16 Non-Combat, has turn mode, OIF(-1/2), Only when in appropriate form(-1/4)            | 0   |
| 11   | 44 STR, 1/2 END(+1/4) ==Perks, Skills & Talents==   | 0   |
| 5    | Combat Driving 12-  |     |
| 3    | 11- Fast Draw   |     |
| 18   | 6 Levels: With pistol, move by and punch, tight group   |     |
| 10   | 2D6 Luck  |     |
| 3    | Navigation 11-  |     |
| 1    | WF, Pistols   |     |

210 : **Powers Total**  
100 + **Characteristic Total**  
310 = **Total Cost**

Base OCV: 4      Base DCV: 4  
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  |              |

|             |    |    |     |     |     |      |
|-------------|----|----|-----|-----|-----|------|
| <b>Rang</b> | <4 | <8 | <16 | <32 | <64 | <128 |
| <b>RMod</b> | -0 | -2 | -4  | -6  | -8  | -10  |

DEX: 12      SPD: 4      ECV: 6  
Phases - - 3 - - 6 - - 9 - - 12  
PD/rPD 25/ 12 ED/rED 25/ 12  
END: 46      STUN: 38      BODY: 14

| 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     | Shoulders | 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**