NAME: Galvatron (SG) PLAYER: COST BASE PTS VALUE CHAR 30/55 Strength 10 20 x130 20 Dexterity x310 25 Constitution x2 10 10/15 Body x210 0 18 Intelligence x1 10 8 22 Ego x210 24 25 Presence x110 15 10 Comeliness x1/210 16 Physical Defex1 6 10 15 Energy Defensx1 10 x103.0 10 4 Speed 11 Recovery x211 0 50 Endurance x1/250 0 38/43 Stun x138 0 Characteristics Cost: 6" STR Roll: 20-Run DEX Roll: 13-INT Roll: 13-2 " Swim 11" Jump

Experience: 180

EGO Roll: 13-

PER Roll: 13-

DISADVANTAGES BASE: 200+PTS Accidental Chg, "To robot form if Stunned", very common, occur 11-DNPC, "Innocents in need of 15 saving",incompetent,
appear 8-Distinctive, "Giant robot", 10 easily concealable, major Hunted, "Anti-Decepticon 15 forces", as powerful, harsh, appear 11-Physical Lim, "No hands in 5 vehicle mode", infrequently, slightly Physical Lim, "Becomes 10 disoriented if he uses his full speed", infrequently, greatly Psych Lim, "Code vs. 15 killing",common,strong
Psych Lim,"Honorable", 15 common, strong Psych Lim, "Helps those in 2.0 need",very common,strong
Rep,"Hero",occur 8-Rivalry, "Other Deception leaders", professional Watched, "Deception troops", more powerful, 5 15 non-combat influence, harsh, appear 14-



PTS **POWERS** END 10 EC (10), "Transformer powers" 23a) 15/15 Armor,OIF(-1/2) 27b) 5 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1) 81c) 7D6 RKA, "Blasters", vs physical defense, OIF (-1/2), 1/2 END(+1/4) 6d) Shape Shift, "Helicopter" Concentrate (-1/4), Cannot change form if he takes over half BODY(-1/4), IIF(-1/4), 0END Persistent(+1) 19 Life Support, doesn't breathe, safe in vacuum/pressure,safe in heat/cold, immune to aging 63 MP (79), "Movement", Only in appropriate form(-1/4)4u 19" Flight, x64 Non-Combat, Only in vehicle form(-1/4), OIF(-1/2), 1/2 END (+1/4)2u 19" Running,1/2 END (+1/4)3 Radio XMIT/REC,OIF (-1/2)10 +10 Telescopic Sense, Sight Group,OIF(-1/2) 14 55 STR, 1/2 END(+1/4) ==Perks==

50 Followers: Rumbler (250pt) ==Skills== 3 Combat Piloting 13-48 6 Levels, all combat 3 Navigation 11-0 PS: Deceptioon Leader 8-5 Tactics 14-

2 WF, Small Arms

Base OCV: 7 Base DCV: 7 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	

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

6

DEX: 20 SPD: 7 Phases - - 3 - - 6 - -PD/rPD 31/ 15 ED/rED 30/ 15 END: 50 STUN: 43 BODY: 15

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: Galvatron Species: Cybertronian

Gender: Male Height: 20 feet 0 Team: Deceptions



Disadvantages Total: 150 Experience Spent + 180 Total Points = 530 373 : Powers Total

157 + Characteristic Total

530 = Total Cost