

NAME: Gearhead
PLAYER:

VALUE	CHAR	COST	BASE	PTS
26/46	Strength	x1	10	16
14	Dexterity	x3	10	12
24	Constitution	x2	10	28
10/14	Body	x2	10	0
12	Intelligence	x1	10	2
14	Ego	x2	10	8
14	Presence	x1	10	4
10	Comeliness	x1/2	10	0
14	Physical Defexl	5	9	9
14	Energy Defensxl	5	9	9
4	Speed	x10	2.4	16
10	Recovery	x2	10	0
48	Endurance	x1/2	48	0
35/39	Stun	x1	35	0
Characteristics Cost:				104

STR Roll: 18-	Run	22"
DEX Roll: 12-	Swim	2"
INT Roll: 11-	Jump	9"
EGO Roll: 12-		
PER Roll: 11-		

Experience: 0

DISADVANTAGES	BASE:	200+PTS
Accidental Chg, "To robot form if Stunned", very common, occur 11-	20	
DNPC, "Innocents in need of saving", incompetent, appear 11-	20	
Distinctive, "Giant robot", easily concealable, major	10	
Hunted, "Anti-Autobot forces", as powerful, harsh, appear 11-	15	
Physical Lim, "No hands in vehicle mode", infrequently, slightly	5	
Psych Lim, "Hyperactive", common, strong	15	
Psych Lim, "Competative", common, strong	15	
Psych Lim, "Code vs. killing", common, strong	15	
Rep, "Heroic alien robot", occur 8-	5	
Rivalry, "Other Autobot warriors", professional	5	
Watched, "Autobot leaders", more powerful, non-combat influence, mild, appear 11-	10	

Disadvantages Total : 135
Experience Spent + 0
Total Points = 335



PTS	POWERS	END
3	1" Change Environment, Desc: Headlights, OIF (-1/2)	0
10	EC (10), "Transformer powers"	
29a)	13/13 Armor	
20b)	4 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	0
37c)	5D6 RKA, "Laser Rifle", OAF(-1), 17-32 Charges (+1/4), 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	
2	5 Power Defense, "Titanium Hood", OIF (-1/2), 12- Activation (-3/4)	
3	Radio XMIT/REC, OIF (-1/2)	
7	+2" Running, "Wheels", x8 Non-Combat, has turn mode, OIF(-1/2), Only when in appropriate form(-1/4)	0
11	46 STR, 1/2 END(+1/4) ==Skills, Powers & Talents==	0
3	Combat Driving 12-	
30	6 Levels: Rifle, punch and dodge, related group	
15	3D6 Luck	
2	PS: Racer 11-	
3	Navigation 11-	
2	WF, Small Arms	

231 : Powers Total
104 + Characteristic Total
335 = Total Cost

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
RMod	-0	-2	-4	-6	-8	-10

DEX: 14 SPD: 4 ECV: 5
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 27/ 13 ED/rED 27/ 13
END: 48 STUN: 39 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