10/14DodyAz10012Intelligence x110216Egox2101214Presencex11048Comeliness x1/210-113Physical Defex15813Energy Defensx1584Speedx102.410Recoveryx21046Endurancex1/24635/39Stunx135CharacteristicsCost:103CharacteristicsCost:103STRRoll:12-DEXRoll:12-PERRun12"INTRoll:11-Experience:26DISADVANTAGESBASE:100+PTSAccidental Chg, "To robot20form if Stunned", veryVacuum/pressur	Disadva		s Tota e Spen		150 26	173 103 276	: Powers Total + Characterist
26/46Strengthx1101614Dexterityx3101223Constitution x2102610/14Bodyx2102610/14Bodyx210214Bresencex11048Comelinessx1/210113Physical Defex158310Recoveryx2101013Energy Defensx1584Speedx102.41610Recoveryx2101020b)4LVLS Growth35/39Stunx135STR Roll:12-Swim2"INT Roll:11-Jump9"PER Roll:11DISADVANTAGESBASE:100+PTSAccidental Chg, "To robot20form if Stunned", verycommon, occur 11DNPC, "Innocents in need of20	appear 11- Distinctive easily cor Distinctive easily cor Hunted, "Ant forces", as harsh, appe Physical Li vehicle mo infrequent Psych Lim," cheerful", moderate Psych Lim," himself", co Psych Lim," killing", co Rivalry,"Ot warriors", Rep,"Heroic occur 8- Unluck, 1D6 Watched, "Au more power influence,	with the second	lly", ble,mi nt rob ble,ma obot rful, hands ightly antly common to pr ,stron vs. ,stron utobot ssiona n robo leade on-com	in in in g g l t", it", ibat	10 15 15 15 15 15 5 5 5	4 55 3 18 3 0	<pre>(-1/2) +0" Running,"W x8 Non-Combat, mode,OIF(-1/2) (-1/2),"Shape ==Perks== Followers: Fli and Silencer ( # of Followers ==Skills== Combat Driving 6 Levels: Punc Flintlock and Silencer,tight Navigation 11- PS: Materials Transport 8-</pre>
26/46       Strength       x1       10       16         14       Dexterity       x3       10       12         23       Constitution       x2       10       26         10/14       Body       x2       10       26         10/14       Body       x2       10       26         12       Intelligence       x1       10       21         14       Presence       x1       10       4         8       Comeliness       x1/2       10       -1         13       Physical Defex1       5       8       3       1" Change Envi         13       Energy Defensx1       5       8       10       EC (10), "Trans         10       Recovery       x2       10       12       12/12       Armor,OI         35/39       Stun       x1       35       0       already includ       Always On(-1/2)         STR Roll:       18-       Run       12"       Persistent(+1)       10c)       12" Running,1/         STR Roll:       12-       Swim       2"       7d)       Shape Shift, "T         Concentrate(-1       FRenli:       11-       Ump       9"       7d)	Accidental form if St common,occ DNPC,"Innoc	Chg," cunned cur 11 cents	To rob ",very - in nee	ot	20		Life Support, c breathe, safe i vacuum/pressur in heat/cold, i aging
26/46 Strength       x1       10       16         14 Dexterity       x3       10       12         23 Constitution x2       10       26         10/14 Body       x2       10       26         10/14 Body       x2       10       27         12 Intelligence x1       10       27       10         14 Presence       x1       10       4         8 Comeliness x1/2       10       -1       3       1" Change Envi         13 Physical Defex1       5       8       (-1/2)       10 EC (10), "Trans         13 Energy Defensx1       5       8       powers"       10         10 Recovery       x2       10       0       17a) 12/12 Armor,OI         35/39 Stun       x1       35       0       31/* change Snoth         Characteristics Cost:       103       102/12 Armor,OI       200/	DEX Roll: 1 INT Roll: 1 EGO Roll: 1 PER Roll: 1	2- S 1- J 2- 1-	wim		2 "		12" Running,1/ (+1/4) Shape Shift,"T Concentrate(-1 Cannot change takes over hal (-1/4),0 END
	14 Dexte 23 Const 10/14 Body 12 Intel 16 Ego 14 Prese 8 Comel 13 Physi 13 Energ 4 Speed 10 Recov 46 Endur 35/39 Stun	erity ligen ence liness cal D gy Def l very cance	x1 x3 on x2 x2 ce x1 x1/2 efex1 ensx1 x10 x2 x1/2 x1	$ \begin{array}{c} 10\\ 10\\ 10\\ 10\\ 10\\ 10\\ 5\\ 2.4\\ 10\\ 46\\ 35\\ \end{array} $	16 12 26 0 2 12 4 -1 8 8 16 0 0 0	<b>PT</b> 3 10 17a)	S POWERS 1" Change Envi Desc: Headligh (-1/2) EC (10),"Trans powers" 12/12 Armor,OI 4 LVLS Growth already includ Always On(-1/2

	-
	Base OCV: 5 Base DCV: 5 Adjustment + Adjustment + Final OCV = Final DCV =
<pre>hege Environment, Headlights,OIF 0,"Transformer Armor,OIF(-1/2) Growth (stats / included), On(-1/2),0 END tent(+1) 0 hining,1/2 END 1 Shift,"Truck", trate(-1/4), change form if over half Body 0 END tent(+1) 0</pre>	ManeuverPhaseOCVDCVEffectBlock $1/2$ $+0$ $+0$ stops attackBrace0 $+2$ $1/2$ $+2$ vs RModDisarm $1/2$ $-2$ $+0$ STR vs STRDodge $1/2$ $+0$ $+3$ all attacksGrab $1/2$ $-1$ $-2$ grab, do STRHaymaker $1/2$ $-1$ $-2$ grab, do STRMove By $1/2$ $-2$ $-2$ STR/ $2 + v/5$ Move Through $1/2$ $-v/5$ $-3$ STR $+ v/3$ Set1 $+1$ $+0$ Rang $<4$ $<8$ $<16$ $<32$ $<64$ PD/xPD $25/$ $12$ $ED/rED$ $25/$ $12$ PD/rPD $25/$ $12$ $ED/rED$ $25/$ $12$ END: $46$ STUN: $39$ BODY: $14$
<pre>apport,doesn't c,safe in 'pressure,safe c/cold,immune to KMIT/REC,OIF nning,"Wheels", -Combat,has turn IF(-1/2),Linked ,"Shape Shift" 0 S==</pre>	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$
ers: Flintlock lencer (250pt),2 ollowers ls== Driving 12- ls: Punch, ock and er,tight group tion 11- terials ort 8- tols	<b>NOTES</b> Name: Landfill Species: Cybertronian Gender: Male Team: Autobots
rs Total acteristic Total L Cost	