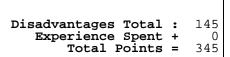
NAME: Overhaul PLAYER:

18 14 10 12 13 4 10 46 34/38	Street Dext Const Body Interest Come Press Come Physics Ener Speet Record Endu Stur	cerity stitut sellige sence elines sical rgy De ed overy urance	zion ence ss z Defe	x1 x3 x2 x2 x1 x2 x1/2 ex1 x1/2 ex1 x10 x2 x1/2	10 10 10 10 10 10 2 10 4 5 2.4 9 2 46 33	12 12 26 0 0 16 4 0 8 8 16 2 0 1 105
STR RODEX ROINT ROEGO RO	011:	12- 11- 13-	Run Swir Jump			18" 2" 8"

Experience: 0

PER Roll: 11-

Experience: 0	
DISADVANTAGES BASE: 200+F Accidental Chg, "To robot form if stunned", common, occur 11-	PTS 15
DNPC, "Humans in need of saving", incompetent, appear 11-	20
Distinctive, "Giant robot",	10
easily concealable,major Hunted,"By anti-Autobot forces",as powerful, harsh,appear 11-	15
Physical Lim, "No hands in vehicle mode", infrequently, slightly	5
Psych Lim, "Over	15
confident",common,strong Psych Lim,"Complainer",	10
common, moderate Psych Lim, "Loves combat",	15
common, strong Psych Lim, "Code vs.	15
killing",common,strong Rep,"Heroic alien robot",	5
occur 8- Rivalry,"With other Autobot warriors",	10
professional,PC rival Watched,"By Autobot leaders",more powerful, non-combat influence, mild,appear 11-	10





HE	RO 4TH EDITIO	N
PT \$	0/5 Armor, Only against	END
3	<pre>fire(-1) 1" Change Environment, Desc: Headlights,OIF</pre>	
10	(-1/2) EC (10) , "Transformer	0
26a) 20b)	powers" 12/12 Armor 4 LVLS Growth (stats already included),	
L5c)	Always On(-1/2),0 END Persistent(+1) 15" Running,1/2 END	0
7d)	<pre>(+1/4) Shape Shift, "Truck",</pre>	2
	Concentrate(-1/4), Cannot change form if takes over half Body (-1/4),0 END	0
19	Persistent(+1) Life Support,doesn't breathe,safe in vacuum/pressure,safe in heat/cold,immune to	0
65	aging MP (131),"Weapons",	
3u	OAF(-1) 3D6+1 HKA, "Claws", 0 END(+1/2)	0
5u	5D6 RKA, "Laser", 33-64 Charges(+1/2), No	U
5u	Knockback(-1/4)	0
3	<pre>Incantation(-1/4),Only in robot mode(-1/4), Explosion(+1/2),17-32 Charges(+1/4) Radio XMIT/REC,OIF (-1/2)</pre>	0
6	+3" Running, "Wheels", x4 Non-Combat, has turn mode.OIF(-1/2).Linked	1
10	(-1/2), "to Shape Shift", 1/2 END(+1/4) 42 STR, 1/2 END(+1/4) ==Perks, Skills & Talents==	0
3 18	Combat Driving 12- 6 Levels: with laser, claws and punch, tight group	
10	2D6 Luck	

Base OCV: 5 Base DCV: 5
Adjustment + Adjustment +
Final OCV = Final DCV =

	Maneuver	Phase	ocv	DCV		
	Block	1/2	+0	+0	stops atta	ick
	Brace	0	+2	1/2	+2 vs RN	/lod
)	Disarm	1/2	-2	+0	STR vs S	TR
	Dodge	1/2	+0	+3	all attack	S
	Grab	1/2	-1	-2	grab, do	STR
	Haymaker	1/2	+0	-5	x1 1/2 S	ΓR
	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 RMod -0	<8 -2	<16 -4	<32 -6	<64 -8	<128 -10

DEX: 14 SPD: 4 ECV: Phases - - 3 - - 6 - - 9 - - 12 PD/rPD 24/ 12 ED/rED 30/ 17 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	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

10 2D6 Luck 3 Navigation 11-3 Survival 11-2 WF,Small Arms

240 : Powers Total 105 + Characteristic Total

345 = Total Cost