

NAME: Powerhug
PLAYER:

VALUE	CHAR	COST	BASE	PTS
28/38	Strength	x1	10	18
10	Dexterity	x3	10	0
25	Constitution	x2	10	30
10/12	Body	x2	10	0
14	Intelligence	x1	10	4
16	Ego	x2	10	12
18	Presence	x1	10	8
8	Comeliness	x1/2	10	-1
16	Physical Defexl	6	10	10
15	Energy Defensx1	5	10	10
4	Speed	x10	2.0	20
12	Recovery	x2	11	2
50	Endurance	x1/2	50	0
37/39	Stun	x1	37	0
Characteristics Cost:				113

STR Roll: 17-	Run	17"
DEX Roll: 11-	Swim	2"
INT Roll: 12-	Jump	8"
EGO Roll: 12-		
PER Roll: 12-		

Experience: 0

DISADVANTAGES	BASE:	200+PTS
Accidental Chg, "To beast form if Stunned", very common, occur 11-		20
Distinctive, "Talking blue bug-bot", not concealable, minor		15
Hunted, "Anti-Maximal forces", as powerful, harsh, appear 11-		15
Psych Lim, "Protective of his students", uncommon, moderate		5
Psych Lim, "Impulsive", common, strong		15
Psych Lim, "Always cheerful", very common, moderate		15
Psych Lim, "Rebelous", common, strong		15
Psych Lim, "Code vs. killing", common, strong		15
Rep, "Heroic alien robot", occur 8-		5
Rivalry, "Other Maximal instructors", professional		5
Vuln, "High energon attacks in robot form", uncommon, x2 stun		10
Watched, "Maximal leaders", more powerful, non-combat influence, harsh, appear 14-		15

Disadvantages Total : 150
Experience Spent + 0
Total Points = 350



PTS	POWERS	END
10	EC (10), "Transformer powers"	
17a)	12/12 Armor, OIF(-1/2)	
53b)	4D6 HKA, "Claw/Bite", vs physical defense, restrainable(-1/2), 0 END(+1/2)	
20c)	17" Running, 1/2 END (+1/4)	
8d)	Shape Shift, "Pill Bug", Incantation (-1/4), 0 END Persistent(+1)	
13	2 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	
1	Life Support, only needs half food intake.	
19	Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to aging	
3	Radio XMIT/REC, OIF (-1/2)	
4	1 BODY Regen, recovery rate: per hour, Linked (-1/2), "Shape Shift" +0" Running, x8 Non-Combat, Linked (-1/2), "Shape Shift"	
7	+0" Running, x8 Non-Combat, Linked (-1/2), "Shape Shift"	
9	38 STR, 1/2 END(+1/4) ==Skills==	
3	Acrobatics 11-	
3	Breakfall 11-	
4	Crush	
40	8 Levels: All hand-to-hand attacks, related group	
3	Martial Throw	
4	Shove	
3	Survival 11-	
3	Takedown	
	==Talents==	
10	2D6 Luck	

237 : **Powers Total**
113 + **Characteristic Total**
350 = **Total Cost**

Base OCV: 3 Base DCV: 3
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	
Crush	1/2	+0	+0	11 1/2D6
Martial Throw	1/2	+0	+1	7 1/2D6 + v/5
Shove	1/2	+0	+0	53 STR
Takedown	1/2	+1	+1	7 1/2D6

Rang	<4	<8	<16	<32	<64	<128
RMod	-0	-2	-4	-6	-8	-10

DEX: 10 SPD: 4 ECV: 5
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 28/ 12 ED/rED 27/ 12
END: 50 STUN: 39 BODY: 12

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
Name: Powerhug
Species: Cybertronian
Gender: Male
Height: 10 feet 6 inches
Team: Insectrons

