

**NAME:** Rattrap (BW)  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
22	Strength	x1	10	12
14	Dexterity	x3	10	12
20	Constitution	x2	10	20
10	Body	x2	10	0
13	Intelligence	x1	10	3
16	Ego	x2	10	12
10	Presence	x1	10	0
10	Comeliness	x1/2	10	0
9	Physical Defex	x1	4	5
9	Energy Defens	x1	4	5
4	Speed	x10	2.4	16
9	Recovery	x2	8	2
40	Endurance	x1/2	40	0
31	Stun	x1	31	0
<b>Characteristics Cost:</b>				87

<b>STR Roll:</b> 13-	Run	14"
<b>DEX Roll:</b> 12-	Swim	2"
<b>INT Roll:</b> 12-	Jump	4"
<b>EGO Roll:</b> 12-		
<b>PER Roll:</b> 12-		

**Experience:** 0

DISADVANTAGES	BASE:	100+PTS
Accidental Chg, "To beast form if Stunned", very common, occur 11-		20
Distinctive, "Talking rat-bot", easily concealable, minor		5
Hunted, "Anti-Maximal forces", as powerful, harsh, appear 11-		15
Psych Lim, "Loves to talk, won't shut up", very common, moderate		15
Psych Lim, "Greedy", common, strong		15
Psych Lim, "Overly cautious", common, strong		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 spies", professional		5
Vuln, "High energon attacks in robot form", uncommon, x2 stun		10
Watched, "Maximal elders", more powerful, non-combat influence, harsh, appear 14-		15

**Disadvantages Total :** 150  
**Experience Spent +** 0  
**Total Points =** 250



PTS	POWERS	END
10	EC (10), "Transformer powers"	
7a)	7/7 Armor, OIF(-1/2)	
13b)	14" Running, 1/2 END (+1/4)	
7c)	Shape Shift, "Rat", Incantation(-1/4), IIF(-1/4), 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	
30	MP (67), "Weapons", Only in robot form(-1/4), OAF(-1)	
2u	3D6 RKA, "Laser Pistol", 17-32 Charges (+1/4), No Knockback (-1/4)	
3u	3D6 RKA, "Explosives", Explosion(+1/2), 13-16 Charges(0)	
3	Radio XMIT/REC, OIF(-1/2)	
4	1 BODY Regen, recovery rate: per hour, Linked (-1/2), "Shape Shift"	
3	+0" Running, x4 Non-Combat, Linked (-1/2), "Shape Shift"	
5	22 STR, 1/2 END(+1/4) ==Skills==	
3	Acrobatics 12-	
3	Climbing 12-	
3	Computer Programming 12-	
12	4 Levels: Laser, punch and dodge, tight group	
3	Navigation 11-	
5	Security Systems 13-	
3	Shadowing 11-	
5	Stealth 13-	
3	Streetwise 11-	
3	Survival 11-	
3	Systems Operation 12-	
1	TF, Large Spaceships	
4	WF, Small Arms, Heavy Weapons	
	==Talents==	
5	1D6 Luck	

163 : **Powers Total**  
 87 + **Characteristic Total**  
 250 = **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
1 Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	

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

DEX: 14      SPD: 4      ECV: 5  
 Phases - - 3 - - 6 - - 9 - - 12  
 PD/rPD 16/ 7      ED/rED 16/ 7  
 END: 40      STUN: 31      BODY: 10

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: Rattrap  
 Species: Cybertronian  
 Gender: Male  
 Height: 5 feet 11 inches  
 Team: Maximals

