	(21)		6	
NAME: Ricochet PLAYER:	(GI)		THE	
VALUE CHAR 15/20 Strength 12 Dexterity 15 Constitut 10/11 Body 13 Intellige	$\begin{array}{cccc} \text{tion } x2 & 10 \\ x2 & 10 \\ \text{ence } x1 & 10 \end{array}$	PTS 5 10 0 3	F	IRII 0 4th i
18 Ego 14 Presence 16 Comelines 8 Physical 8 Energy De 4 Speed 9 Recovery 30 Endurance 27/28 Stun	$\begin{array}{ccccc} & x2 & 10 \\ & x1 & 10 \\ \text{Dss} & x1/2 & 10 \\ \text{Defex1} & 3 \\ \text{efensx1} & 3 \\ & x10 & 2.2 \\ & x2 & 6 \\ \text{e} & x1/2 & 30 \\ & x1 & 26 \end{array}$	6 0 1	"Ta (-1 9a) 8/8 14b) 8" Nor 46c) 2D6 Sub	POWERS (10), argetmaster /2) 3 Armor Flight,x4 a-Combat,0 5 RKA,"Auto -Machinegu
Characteris STR Roll: 13- DEX Roll: 11- INT Roll: 12-	Run Swim Jump	82 7" 2" 4"	in 65- Usa	rsical defe gun form(- 125 Charge able By Oth ./4),x5 Aut
EGO Roll: 13- PER Roll: 12- Experience: 0	Flight	8"	(+1 Pie 5d) Sha	<pre>/2),x1 Arr ercing(+1/2 ape Shift, acentrate(-</pre>
DISADVANTAGES Accidental Chg, form if Stunne	BASE: 100. "To human	+ PTS 20	Car tak (-1	inot change ies over ha (4),0 END (sistent(+)
common, occur 1 DNPC, "Innocents saving", incomp appear 8-	l1- s in need of	15	3 5 F Hea (-1	lash Defer ring Group /2) VLS Growt
Distinctive, "Bio-engineere easily conceal Hunted,"Anti-Au	Lable,minor	5 15	alr Alw Per	eady incl ays On(-1 sistent(+) e Support
forces",as pow harsh,appear 1 Normal Stats Physical Lim,"N	verful, L1-	20 5	bre vac in	eathe,safe cuum/press heat/cold lio XMIT/R
gun form", infr slightly Psych Lim, "Code killing", commo	requently, e vs.	15	23 1D6 def	./2) RKA,vs p ense,Only other Targ
Psych Lim, "Does criticism well common, moderat Psych Lim, "Temp	sn't take L",very te	15 10	pow Onl (-1	vers him u y in weap /4),Usable
common, moderat Rep, "Heroic Neb 11- Rivalry, "Other	ie in the second s	10 5	Arn ENI	ers(+1/4) ofire(+1/2 or Piercin (+1/2) Running,(
Targetmasters' professional Watched,"Autobo more powerful, influence,hars	ot leaders", ,non-combat	15	==8 3 11- 3 Hig 18 6 I	Skills== Fast Dray h Society Levels: Au Machine (
14-			0 PS:	l dodge,tig Sculptor Calents== Luck
	ges Total : nce Spent + al Points =	150 0 250	82 + C	Powers Tota Tharacteria Total Cost

TH		l	Bas Adjust Final
		∎J N	Maneuver Block Brace
PT 7 9a) 4b) 6c)	<pre>EC (10), "Targetmaster",OIF (-1/2) 8/8 Armor 8" Flight,x4 Non-Combat,0 END(+1/2) 2D6 RKA,"Automatic Sub-Machinegun",vs</pre>	END	Disarm Dodge Grab Haymaker Move By Move Throu Set Rang
5d)	<pre>physical defense,Only in gun form(-1/4), 65-125 Charges(+3/4), Usable By Others (+1/4),x5 Autofire (+1/2),x1 Armor Piercing(+1/2) Shape Shift, Concentrate(-1/4), Cannot change form if takes over half Body</pre>	0	RMod DEX: Phases PD/rPI END:
3	<pre>(-1/4),0 END Persistent(+1) 5 Flash Defense, Hearing Group,OIF</pre>	0	3D6 Loo 3-5 Hea 6 Hau 7-8 Arr
7 11	<pre>(-1/2) 1 LVLS Growth (stats already included), Always On(-1/2),0 END Persistent(+1) Life Support,doesn't breathe,safe in</pre>	0	9 Sho 10-11 Cha 12 Sto 13 Vit: 14 Thi 15-16 Leg 17-18 Fee
3 23	<pre>vacuum/pressure,safe in heat/cold,OIF(-1/2) Radio XMIT/REC,OIF (-1/2) 1D6 RKA,vs physical defense,Only if another Targetmaster powers him up(-1/2), Only in weapon form (-1/4),Usable By Others(+1/4),x5 Autofire(+1/2),x1 Armor Piercing(+1/2),0</pre>		Name: Specie Gender Height Team:
1 3 18 0 15	<pre>END(+1/2) +1" Running,OIF(-1/2) ==Skills== 11- Fast Draw High Society 12- 6 Levels: Automatic Sub-Machine Gun, laser and dodge,tight group PS: Sculptor 8- ==Talents== 3D6 Luck</pre>	00	
	: Powers Total + Characteristic Total		

Base OCV: 4 Base DCV: 4 Adjustment + Adjustment + Final OCV = Final DCV =
Image Phase OCV DCV Effect lock $1/2$ $+0$ $+0$ stops attack race 0 $+2$ $1/2$ $+2$ vs RMod isarm $1/2$ -2 $+0$ stops attack odge $1/2$ -2 $+0$ stops attack adde $1/2$ -2 $+0$ strR vs STR adge $1/2$ $+0$ $+3$ all attacks rab $1/2$ -1 -2 grab, do STR aymaker $1/2$ $+0$ -5 x1 $1/2$ STR tove By $1/2$ -2 -2 STR/2 + v/5 tove Through $1/2$ $-v/5$ -3 STR + v/3 att 1 $+1$ $+0$ -5 -5
Rang <4 <8 <16 <32 <64 <128 RMod -0 -2 -4 -6 -8 -10
DEX: 12 SPD: 4 ECV: 6 Phases - 3 - 6 - 9 - 12 PD/rPD 16/ 8 ED/rED 16/ 8 SND: 30 STUN: 28 BODY: 11
BD6LocStunXNStunBodyXCVArmor $3-5$ 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 $0-11$ Chest $x3$ $x1$ $x1$ -3 12 Stomach $x4$ $x11/2$ $x1$ -7 13 Vitals $x4$ $x11/2$ $x2$ -8 14 Thighs $x2$ $x1$ $x1$ -4 $5-16$ Legs $x2$ $x1/2$ $x1/2$ -6 $7-18$ Feet $x1$ $x1/2$ $x1/2$ -8
NOTES Jame: Ricochet Species: Nebulan cyborg Gender: Male Height: 8 feet (in armor) Geam: Autobots

1

(The has