NAME: Runabout (G1) PLAYER:

1				
VALUE	CHAR	COST	BASE	PTS
20/40	Strength	x1	10	10
10	Dexterity	x3	10	0
22	Constitut	ion x2	10	24
10/14	Body	x2	10	0
12	Intellige	nce x1	10	2
14		x2		2 8
16	Presence	x1	10	6
10	Comelines	s x1/2	10	0
11	Physical	Defex1	4	7
11	Energy De	fensx1	4	7
4	Speed	x10	2.0	20
8	Recovery	x2	8	0
44	Endurance	x1/2	44	0
31/35	Stun	x1	31	0
Cl	naracteris	tics Co	st:	84
STR R	oll: 17-	Run	•	19"
DEX RO		Swim		2"

Jump

## Experience:

DEX Roll: 11-INT Roll: 11-

**EGO Roll:** 12-

PER Roll: 11-

Experience: 50	
DISADVANTAGES BASE: 100+1 Accidental Chg, "To robot form if Stunned", very common, occur 11-	<b>PTS</b> 20
Distinctive, "Giant robot", easily concealable, major	10
Enraged, "When he sees a pretty car", common, occur 11-, recover 11-	10
Hunted, "Anti-Decepticon forces", as powerful, harsh, appear 11-	15
Physical Lim, "No hands in vehicle mode", infrequently, slightly	5
Psych Lim, "Arrogant", common, strong	15
Psych Lim, "Violent", common, strong	15
Psych Lim, "Must constantly stay active", very common, strong	20
Rep, "Evil alien robot", occur 8-,extreme reputation	10
Rivalry, "Other Decepticon warriors", professional	5
Unluck, 2D6 Watched, "Decepticon leaders", more powerful, non-combat influence, harsh, appear 14-	10 15



PTS	S POWERS	END
3	1" Change Environment,	
	Desc: Headlights, OIF	
	(-1/2)	0
10	EC (10), "Transformer	
	powers"	
5a)	11/11 Armor, OIF(-1/2)	
0b)	4 LVLS Growth (stats	
	already included),	
	Always $On(-1/2)$ , 0 END	
	Persistent(+1)	0
8c)	5 1/2D6 RKA	

(Radiation), "Partical Beam Rifle", OAF(-1), 33-64 Charges(+1/2)20d) 17" Running, 1/2 END (+1/4)

7e) Shape Shift, "Car", Cannot change form if takes over half Body (-1/4), IIF(-1/4), 0 END Persistent(+1)

19 Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to aging

3 Radio XMIT/REC,OIF (-1/2)

6 +2" Running, "Wheels", x8 Non-Combat, has turn mode, OIF(-1/2), Linked(-1/2), "Shape Shift" 10 40 STR, 1/2 END(+1/4)

==Skills==

3 Acrobatics 11-

5 Combat Driving 12-18 6 Levels: Gun, move by and punch, tight group

3 Navigation 11-0 PS: Shock Trooper 8-

1 WF, Rifles ==Talents==

3 11- Fast Draw

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	

Rang RMod	< 4 - 0	<8 -2	<16 -4	<32 -6	<64 -8	•	<128 -10
DEX:	10	SI	D:	4	ECV	:	5

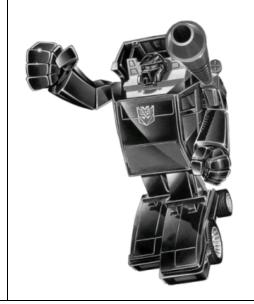
Phases - - 3 - - 6 - - 9 - - 12 0 PD/rPD 22/ 11 ED/rED 22/ 11 END: 44 STUN: 35 BODY: 14

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

0 Name: Runabout Species: Cybertronian

Gender: Male Height: 16 feet Team: Deceptions



Disadvantages Total: 150 Experience Spent + 38 288 Total Points =

204 : Powers Total

84 + Characteristic Total

288 = Total Cost