NAME: Scrapper (G1) PLAYER:

CHAR	COST	DAGE		
	CODI	BASE	PTS	
Strength	x1	10	16	
Dexterity	x = x3	10	24	
Constitut	ion x2	10	24	
Body	x2	10	0	
	nce x1	10	6	
Ego		10	0	
Presence	x1	10	4	
Comelines	s x1/2	2 10	0	
Physical	Defex1	5	7	
			7	
Speed	x10	2.8	12	
Recovery	x2	9	0	
Endurance	x1/2	2 44	0	
Stun	x1	34	1	
Characteristics Cost:				
STR Roll: 18- Run				
	Strength Dexterity Constitut Body Intellige Ego Presence Comelines Physical Energy De Speed Recovery Endurance Stun Baracteris	Strength x1 Dexterity x3 Constitution x2 Body x2 Intelligence x1 Ego x2 Presence x1 Comeliness x1/2 Physical Defex1 Energy Defensx1 Speed x10 Recovery x2 Endurance x1/2 Stun x1 Interest Comelines Comelines Comelines x1/2	Strength x1 10 Dexterity x3 10 Constitution x2 10 Body x2 10 Intelligence x1 10 Ego x2 10 Presence x1 10 Comeliness x1/2 10 Physical Defex1 5 Energy Defensx1 4 Speed x10 2.8 Recovery x2 9 Endurance x1/2 44 Stun x1 34 Laracteristics Cost:	

Swim

Jump

PER Roll: 12-Experience: 0

DEX Roll: 13-INT Roll: 12-

EGO Roll: 11-

form if Stunned", very common,occur 11- Distinctive, "Giant robot", 10 easily concealable, major Hunted, "Anti-Decepticon 15 forces", as powerful, harsh,appear 11- Physical Lim, "No hands in vehicle mode", infrequently, slightly Psych Lim, "Overconfident", 15 common, strong Psych Lim, "Likes to make 15 enemies into sclupture", very common, moderate Psych Lim, "Violent", 15 common, strong Psych Lim, "Loves his 15 work", very common, moderate Rep, "Evil alien robot", 10 occur 8-, extreme reputation Rivalry, "Other Decepticon team leaders", professional		
Distinctive, "Giant robot", easily concealable, major Hunted, "Anti-Decepticon forces", as powerful, harsh, appear 11- Physical Lim, "No hands in vehicle mode", infrequently, slightly Psych Lim, "Overconfident", 15 common, strong Psych Lim, "Likes to make enemies into sclupture", very common, moderate Psych Lim, "Violent", 15 common, strong Psych Lim, "Violent", 15 common, strong Psych Lim, "Loves his work", very common, moderate Rep, "Evil alien robot", 10 occur 8-, extreme reputation Rivalry, "Other Decepticon team leaders", professional Watched, "Decepticon 15 leaders", more powerful, non-combat influence,	Accidental Chg, "To robot form if Stunned", very	20
Hunted, "Anti-Decepticon forces", as powerful, harsh, appear 11- Physical Lim, "No hands in vehicle mode", infrequently, slightly Psych Lim, "Overconfident", 15 common, strong Psych Lim, "Likes to make enemies into sclupture", very common, moderate Psych Lim, "Violent", 15 common, strong Psych Lim, "Volent", 15 common, strong Psych Lim, "Loves his work", very common, moderate Rep, "Evil alien robot", 10 occur 8-, extreme reputation Rivalry, "Other Decepticon team leaders", professional Watched, "Decepticon 15 leaders", more powerful, non-combat influence,	Distinctive, "Giant robot",	10
Physical Lim, "No hands in vehicle mode", infrequently, slightly Psych Lim, "Overconfident", 15 common, strong Psych Lim, "Likes to make enemies into sclupture", very common, moderate Psych Lim, "Violent", 15 common, strong Psych Lim, "Loves his 15 work", very common, moderate Rep, "Evil alien robot", 10 occur 8-, extreme reputation Rivalry, "Other Deception team leaders", professional Watched, "Decepticon 15 leaders", more powerful, non-combat influence,	Hunted,"Anti-Decepticon forces",as powerful,	15
infrequently,slightly Psych Lim, "Overconfident", 15 common,strong Psych Lim, "Likes to make 15 enemies into sclupture", very common, moderate Psych Lim, "Violent", 15 common,strong Psych Lim, "Loves his 15 work",very common, moderate Rep, "Evil alien robot", 10 occur 8-,extreme reputation Rivalry, "Other Decepticon team leaders", professional Watched, "Decepticon 15 leaders", more powerful, non-combat influence,	Physical Lim. "No hands in	5
Psych Lim, "Likes to make enemies into sclupture", very common, moderate Psych Lim, "Violent", 15 common, strong Psych Lim, "Loves his work", very common, moderate Rep, "Evil alien robot", 10 occur 8-, extreme reputation Rivalry, "Other Deception team leaders", professional Watched, "Decepticon 15 leaders", more powerful, non-combat influence,	infrequently,slightly Psych Lim,"Overconfident",	15
Psych Lim, "Violent", 15 common, strong Psych Lim, "Loves his 15 work", very common, moderate Rep, "Evil alien robot", 10 occur 8-, extreme reputation Rivalry, "Other Deception team leaders", professional Watched, "Decepticon 15 leaders", more powerful, non-combat influence,	Psych Lim, "Likes to make enemies into sclupture",	15
Psych Lim, "Loves his work", very common, moderate Rep, "Evil alien robot", occur 8-, extreme reputation Rivalry, "Other Deception team leaders", professional Watched, "Deception 15 leaders", more powerful, non-combat influence,	Psych Lim, "Violent",	15
Rep, "Evil alien robot", 10 occur 8-,extreme reputation Rivalry, "Other Deception 5 team leaders", professional Watched, "Deception 15 leaders", more powerful, non-combat influence,	Psych Lim, "Loves his work", very common,	15
Rivalry, "Other Deception 5 team leaders", professional Watched, "Deception 15 leaders", more powerful, non-combat influence,	Rep, "Evil alien robot", occur 8-, extreme	10
Watched, "Deception 15 leaders", more powerful, non-combat influence,	Rivalry, "Other Decepticon team leaders",	5
	Watched, "Decepticon leaders", more powerful, non-combat influence,	15

Disadvantages Total : Experience Spent + 140 0 340 Total Points =



HE	RO 4TH EDITIO	V
PT :	S POWERS EC (10), "Transformer	END
	powers"	
15a) 20b)	11/11 Armor,OIF(-1/2) 4 LVLS Growth (stats	
,	already included),	
	Always On(-1/2),0 END Persistent(+1)	0
6c)	Shape Shift, "Scoop Loader", Concentrate	
	(-1/4),Cannot change	
	form if he takes over half BODY(-1/4), IIF	
	(-1/4),0 END	
19	Persistent(+1) Life Support,doesn't	0
17	breathe, safe in	
	<pre>vacuum/pressure,safe in heat/cold,immune to</pre>	
	aging	
24 1u		
	Non-Combat, OIF $(-1/2)$	1
2u	14" Running,1/2 END (+1/4)	1
63	MP (94), "Weapons", OIF	
би	(-1/2) 4D6 HKA,"Loader	
oa	Blade", vs physical defense, 0 END(+1/2)	
411	defense,0 END(+1/2) 5D6 RKA (Light),	0
10	"Laser", No Knockback (-1/4),17-32 Charges	
	(-1/4),17-32 Charges (+1/4),OAF(-1/2)	0
3	Radio XMIT/REC,OIF	Ü
6	<pre>(-1/2) +2" Running, "Wheels",</pre>	
-	x8 Non-Combat, has turn	L
	<pre>mode,Linked(-1/2), "Shape Shift",OIF</pre>	
11	(-1/2)	0
11	46 STR,1/2 END(+1/4) ==Skills==	0
3	Combat Driving 13-	
3	Combat Piloting 13- Inventor 12-	
18	6 Levels: Laser,	
	shovel and move through, tight group	
5	Mechanics 12-	
0	PS: Architect 8-,(INT based)	
3 3	Tactics 12- Systems Operation 12-	
1	WF, Pistols	

239 : Powers Total 101 + Characteristic Total 340 = Total Cost

==Talents== 10 2D6 Luck

Base OCV: 6 Base DCV: 6 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 <4 <8 <16 <32 <64 <128 RMod -0 -2 -4 -6 -8 -10 DEX: 18 SPD: 4 ECV: 3 Phases - - 3 - - 6 - - 9 - - 12 0 PD/rPD 23/ 11 ED/rED 22/ 11 END: 44 STUN: 39 BODY: 14

	3D6	Loc	StunX	NStun	BodyX	cv	Armor	
	3-5	Head	x5	x2	x2	-8		
1	6	Hands	x1	x1/2	x1/2	-6		
	7-8	Arms	x2	x1/2	x1/2	-5		
1	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		
0	15-16	Legs	x2	x1/2	x1/2	-6		
	17-18	Feet	x1	x1/2	x1/2	-8		

NOTES

0 Name: Scrapper Species: Cybertronian

Gender: Male Height: 16 feet

Team: Constructicons (leader)

