

**NAME:** Sling  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
22	Strength	x1	10	12
14	Dexterity	x3	10	12
22	Constitution	x2	10	24
10	Body	x2	10	0
5	Intelligence	x1	10	-5
18	Ego	x2	10	16
12	Presence	x1	10	2
8	Comeliness	x1/2	10	-1
11	Physical Defex	x1	4	7
11	Energy Defens	x1	4	7
4	Speed	x10	2.4	16
9	Recovery	x2	8	2
44	Endurance	x1/2	44	0
33	Stun	x1	32	1
<b>Characteristics Cost:</b>				93

<b>STR Roll:</b> 13-	Run	13"
<b>DEX Roll:</b> 12-	Swim	2"
<b>INT Roll:</b> 10-	Jump	4"
<b>EGO Roll:</b> 13-		
<b>PER Roll:</b> 10-		

**Experience:** 0

DISADVANTAGES	BASE:	100+PTS
Accidental Chg, "To beast form if stunned", common, occur 11-		15
Distinctive, "Talking reptile-bot", easily concealable, minor		5
Enraged, "In combat", very common, occur 11-, recover 14-		10
Hunted, "By anti-Predacon forces", as powerful, harsh, appear 11-		15
Physical Lim, "No hands in beast mode", infrequently, slightly		5
Psych Lim, "Over confident", common, strong		15
Psych Lim, "Follower, pushed around easily", common, strong		15
Psych Lim, "Violent", common, strong		15
Rep, "Evil alien robot", occur 8-, extreme reputation		10
Rivalry, "With other Predacon warriors", professional		5
Unluck, 4D6		20
Vuln, "To high energon attacks in robot form", uncommon, x2 stun		10
Watched, "By Predacon leaders", more powerful, non-combat influence, mild, appear 11-		10

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

# ROBOT WARRIORS

PTS	POWERS	END
10	EC (10), "Transformer powers"	
11a)	7/7 Armor	
4b)	7/7 Armor, "Sling Shield", OAF(-1), Only in robot mode(-1/4), 14- Activation(-1/2)	
10c)	13" Running, 1/2 END (+1/4)	1
8d)	Shape Shift, "Dinosaur", Incantation(-1/4), 0 END Persistent(+1)	0
1	Life Support - Requires half normal food.	
19	Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to aging	
36	MP (45), "Weapons", Only in appropriate form (-1/4)	
2u	9D6 EB, OAF(-1), 13-16 Charges(0)	0
2u	2D6 HKA, "Bite", vs physical defense, Restrainable(-1/2), 0 END(+1/2)	0
2u	2D6 HKA, "Tail Bunker", OAF(-1), 0 END(+1/2)	0
3	Radio XMIT/REC, OIF (-1/2)	
4	1 BODY Regen, recovery rate: per hour, Linked (-1/2), "to Shape Shift"	
3	+0" Running, "Four legs.", x4 Non-Combat, Linked(-1/2), "to Shape Shift"	0
5	22 STR, 1/2 END(+1/4) ==Perks, Skills & Talents==	0
4	Fast Strike	
3	Flying Tackle	
18	6 Levels: with Weapons Multipower, tight group	
4	Martial Disarm	
3	Survival 11-	
3	Stealth 12-	
2	WF, Small Arms	

157 : **Powers Total**  
93 + **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
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	
Fast Strike	1/2	+2	+0	6D6
Flying Tackle	1/2	+0	-1	4D6 + v/5
Martial Disarm	1/2	-1	+1	32 STR

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

DEX: 14      SPD: 4      ECV: 6  
Phases - - 3 - - 6 - - 9 - - 12  
PD/rPD 25/ 14 ED/rED 25/ 14  
END: 44      STUN: 33      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	x1/2	x1	-7	
13	Vitals	x4	x1/2	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**

