

**NAME:** Waspinator (BW)  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
26/31	Strength	x1	10	16
12	Dexterity	x3	10	6
20	Constitution	x2	10	20
10/11	Body	x2	10	0
9	Intelligence	x1	10	-1
13	Ego	x2	10	6
13	Presence	x1	10	3
8	Comeliness	x1/2	10	-1
10	Physical Defex	x1	5	5
9	Energy Defens	x1	4	5
4	Speed	x10	2.2	18
9	Recovery	x2	9	0
40	Endurance	x1/2	40	0
34/35	Stun	x1	33	1
<b>Characteristics Cost:</b>				<b>78</b>

<b>STR Roll:</b> 15-	Run	15"
<b>DEX Roll:</b> 11-	Swim	2"
<b>INT Roll:</b> 11-	Jump	6"
<b>EGO Roll:</b> 12-	Flight	8"
<b>PER Roll:</b> 11-		

**Experience:** 0

DISADVANTAGES	BASE:	100+PTS
Accidental Chg, "To beast form if Stunned", very common, occur 11-		20
Distinctive, "Talking bug-bot", not concealable, minor		15
Distinctive, "Buzzy voice", easily concealable, minor		5
Enraged, "If made to look like a fool", uncommon, occur 8-, recover 11-		5
Hunted, "Anti-Predacon forces", as powerful, harsh, appear 11-		15
Psych Lim, "Violent", common, strong		15
Psych Lim, "Overconfident", common, strong		15
Psych Lim, "Wishes he was in command", common, strong		15
Rep, "Evil alien robot", occur 8-, extreme reputation		10
Rivalry, "Other Predacon warriors", professional		5
Unluck, 1D6		5
Vuln, "High energon attacks in robot form", uncommon, x2 stun		10
Watched, "Predacon leaders", more powerful, non-combat influence, harsh, appear 14-		15

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



**PTS POWERS END**

- 10 +10 BODY, "Hard to kill", doesn't add to figured, Only to keep from dying(-1/2)
- 10 EC (10), "Transformer powers"
- 7a) 7/7 Armor, OIF(-1/2)
- 7b) 8" Flight, x4 Non-Combat, Restrainable(-1/2)
- 15c) 15" Running, 1/2 END (+1/4)
- 7d) Shape Shift, "Wasp", Incantation(-1/4), IIF(-1/4), 0 END Persistent(+1)
- 5 0" Flight, x8 Non-Combat, Linked(-1/2), "Shape Shift", Restrainable(-1/2)
- 7 1 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)
- 1 Life Support - Requires half normal food.
- 19 Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to aging
- 34 MP (60), "Weapons", Only in appropriate form(-1/4), OIF(-1/2)
- 3u 12D6 EB, "Eye beams"
- 3u 2 1/2D6 HKA, "Bite/Sting", vs physical defense, 0 END(+1/2)
- 3u 4D6 RKA, "Mini-rocket pistol", vs physical defense, 13-16 Charges(0), OAF(-1/2)
- 3 Radio XMIT/REC, OIF(-1/2)
- 4 1BODY Regen, recovery rate: per hour, Linked(-1/2), "Shape Shift"
- 8 31 STR, 1/2 END(+1/4)
- 4 +4 Telescopic Sense, Sight Group, Linked(-1/2), "Shape Shift" ==Skills==
- 3 Acrobatics 11-
- 3 Navigation 11-
- 12 6 Rng Levels: Weapons Multipower, tight group
- 3 Survival 11-
- 1 WF, Pistols

172 : **Powers Total**  
78 + **Characteristic Total**  
250 = **Total Cost**

Base OCV: 4 Base DCV: 4  
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: 12 SPD: 4 ECV: 4  
Phases - - 3 - - 6 - - 9 - - 12  
PD/rPD 17/ 7 ED/rED 16/ 7  
END: 40 STUN: 35 BODY: 11

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: Waspinator  
Species: Cybertronian  
Gender: Male  
Height: 8 feet 2 inches  
Team: Predacons

