NAME: King Atlas

PLAYER:	
VALUE CHAR COST BASE 28/68 Strength x1 10 18 Dexterity x3 10 25 Constitution x2 10 10/18 Body x2 10 20 Intelligence x1 10 20 Ego x2 10 20 Comeliness x1/2 10 10 Comeliness x1/2 10 16 Physical Defex1 6 15 Energy Defensx1 5 4 Speed x10 2.8 11 Recovery x2 11 50 Endurance x1/2 50 37/45 Stun x1 37 Characteristics Cost	PTS 18 24 30 0 10 20 18 0 10 10 10 10 12 0 0 152
STR Roll:23-RunDEX Roll:13-SwimINT Roll:13-JumpEGO Roll:13-PER Roll:13-	6" 2" 14"
Experience: 202	
DISADVANTAGES BASE: 200+ Accidental Chg, "Changes to robot form if Stunned", very common, occur 11-	- PTS 20
DNPC, "Innocents in need of saving", incompetent, appear 11-	20
Distinctive, "Giant robot",	10
easily concealable,major Hunted,"Anti-Autobot forces",as powerful, harsh,appear 11-	15
Physical Lim, "No hands in vehicle form",	5
<pre>infrequently,slightly Psych Lim,"Likes to give speeches",common,moderate</pre>	10
Psych Lim, "Code vs. killing", uncommon, total	15
Psych Lim, "Protective of innocents", common, strong	15
Psych Lim, "Never gives up",common,total	20
Rep,"Heroic alien robot", occur 8-	5
Rivalry,"Other Autobot leaders",professional	5
Watched, "Autobot troops", more powerful,non-combat influence,harsh,appear 14-	15
Disadvantages Total : Experience Spent + Total Points =	155 202 557

WHERO	Base OCV: 6 Base DCV: 6 Adjustment + Adjustment + Final OCV = Final DCV =			
SOFTWARE	1	Maneuver Phase OCV DCV Effect Block 1/2 +0 +0 stops attack Brace 0 +2 1/2 +2 vs RMod		
PTS POWERS EI 10 EC (10), "Transformer	ND	Disarm 1/2 -2 +0 STR vs STR Dodge 1/2 +0 +3 all attacks		
powers"		Grab 1/2 -1 -2 grab, do STR		
29a) 18/18 Armor,OIF(-1/2) 47b) 8 LVLS Growth (stats		Haymaker 1/2 +0 -5 x1 1/2 STR Move By 1/2 -2 -2 STR/2 + v/5		
already included), Always On(-1/2),0 END		Move Through $1/2 - v/5 - 3$ STR + v/3 Set $1 + 1 + 0$		
Persistent(+1)	0	Set 1 $+1$ $+0$ Flying Tackle $1/2$ $+0$ -1 13 $1/2\text{D6}$ $+\sqrt{5}$		
9c) -0 Images,Radar,x64 Increased Area,IIF		Martial Dodge 1/2 +0 +5 Takeaway 1/2 +0 +0 78 STR		
(-1/4), No Range $(-1/2)$,				
Extra Time $(-1/2), 0$ END $(+1/2)$	0	Rang <4 <8 <16 <32 <64 <128 RMod -0 -2 -4 -6 -8 -10		
6d) Shape Shift,"Jet", Concentrate(-1/4),		DEX: 18 SPD: 4 ECV: 7		
Cannot change form if		DEX: 18 SPD: 4 ECV: 7 Phases - 3 - 6 - 9 - 12		
he takes over half BODY.(-1/4),IIF(-1/4),		PD/rPD 34/ 18 ED/rED 33/ 18		
0 END Persistent(+1)	0	END: 50 STUN: 45 BODY: 18		
14 0" Flight,"Wings",x64 Non-Combat,Only in jet				
form. $(-1/4)$, OIF $(-1/2)$	0			
19 Life Support,doesn't breathe,safe in		3D6 Loc StunX NStun BodyX CV Armor		
vacuum/pressure,safe in heat/cold,immune to		3-5 Head x5 x2 x2 -8 6 Hands x1 x1/2 x1/2 -6		
aging		7-8 Arms x2 x1/2 x1/2 -5		
57 MP (57), "Movement" 6u 23" Flight, 1/2 END		9 Shoulders x3 x1 x1 -5 10-11 Chest x3 x1 x1 -3		
(+1/4)	3	12 Stomach x4 x1 1/2 x1 -7		
lu 15" Gliding 3u 23" Running,Only in		13 Vitals x4 x1 1/2 x2 -8 14 Thighs x2 x1 x1 -4		
robot $mode(-1/4), 1/2$ END(+1/4)	3	15-16 Legs x2 x1/2 x1/2 -6 17-18 Feet x1 x1/2 x1/2 -8		
81 MP (162),"Weapons",	J			
OAF(-1) 8u 8 1/2D6 RKA,"Partical		NOTES Name: King Atlas		
Beams",17-32 Charges	0	Species: Cybertronian		
(+1/4) 8u 5D6+1 RKA,"Missiles",	0	Gender: Male Height: 40 feet		
vs physical defense, 17-32 Charges(+1/4),x5		Team: Autobots		
Increased Max Range	_			
(+1/4),Explosion(+1/2) 7u 6D6 RKA,"Long Range	0			
Lasers",No Knockback				
(-1/4),x5 Increased Max Range(+1/4),33-64				
Charges(+1/2) 3 Radio XMIT/REC,OIF	0			
(-1/2)				
12 6 Rng Levels: Weapons Multipower,tight group				
17 68 STR,1/2 END(+1/4)	1			
9 +6 Telescopic Sense, Sight Group				
==Skills== 7 Combat Piloting 15-				
3 Flying Tackle				
18 6 Levels: Laser, punch and beams, tight group				
4 Martial Dodge				
3 Navigation 11- 3 Oratory 15-				
3 Persuasion 15- 3 Stealth 13-				
405 : Powers Total				
152 + Characteristic Total 557 = Total Cost				
		1		

DISADVANTAGES	PTS	PTS		END	PTS	POWERS	END
		3 3	Systems Operation Tactics 13- Takeaway WF,Small Arms,Heav Weapons	13-			
		5 4	Takeaway WF,Small Arms,Heav	У			
			weapons				