

NAME: Mixmaster (G1)				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
24/44	Strength	x1	10	14
18	Dexterity	x3	10	24
23	Constitution	x2	10	26
10/14	Body	x2	10	0
12	Intelligence	x1	10	2
12	Ego	x2	10	4
12	Presence	x1	10	2
10	Comeliness	x1/2	10	0
13	Physical Defex	x1	5	8
13	Energy Defens	x1	5	8
4	Speed	x10	2.8	12
10	Recovery	x2	10	0
48	Endurance	x1/2	46	1
35/39	Stun	x1	34	1
Characteristics Cost:				102
STR Roll: 18-	Run		6"	
DEX Roll: 13-	Swim		2"	
INT Roll: 11-	Jump		9"	
EGO Roll: 11-				
PER Roll: 11-				
Experience: 0				
DISADVANTAGES BASE: 200+PTS				
Accidental Chg, "To robot form if Stunned", very common, occur 11-				20
Distinctive, "Giggles when he talks", easily concealable, minor				5
Distinctive, "Giant robot", easily concealable, major				10
Hunted, "Anti-Decepticon forces", as powerful, harsh, appear 11-				15
Physical Lim, "No hands in vehicle mode", infrequently, slightly				5
Psych Lim, "Slightly insane", common, moderate				10
Psych Lim, "Likes to remix things", very common, moderate				15
Psych Lim, "Violent", common, strong				15
Psych Lim, "Gleeful", very common, moderate				15
Rep, "Evil alien robot", occur 8-, extreme reputation				10
Rivalry, "Other Decepticon scientists", professional				5
Unluck, 2D6				10
Watched, "Decepticon leaders", more powerful, non-combat influence, mild, appear 11-				10
Disadvantages Total :				145
Experience Spent +				0
Total Points =				345

ROBOT WARRIORS

PTS	POWERS	END
3	1" Change Environment, Desc: Headlights, OIF (-1/2)	0
10	EC (10), "Transformer powers"	
26a)	12/12 Armor	
20b)	4 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	0
7c)	Shape Shift, "Construction Vehicle", Concentrate (-1/4), Cannot change form if he takes over half BODY. (-1/4), 0 END Persistent(+1)	0
19	Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to aging	
22	MP (22), "Movement"	
2u	6" Flight, x8 Non-Combat, Only in robot form(-1/4)	1
2u	13" Running, 1/2 END (+1/4)	1
65	MP (131), "Weapons", OAF(-1)	
4u	3D6 Flash, "Optical Distortion Projector", Sight Group, No Range (-1/2), Area Effect (+1), cone, 1/2 END (+1/4)	4
5u	5D6 RKA (Light), "Laser", No Knockback (-1/4), 33-64 Charges (+1/2)	0
6u	5D6 RKA (Fire), "Infrared Cannon", 17-32 Charges(+1/4), x25 Increased Max Range(+1/2)	0
5u	4D6+1 RKA, "Acid", 14-Activation(-1/2), Penetrating(+1/2), 13-16 Charges(+1/2), continuing, duration: 1 turn	0
3u	4 1/2D6 Transform, "Mixing Drum", major, limited class of objects, Extra Time (-1/2)	8
3	Radio XMIT/REC, OIF (-1/2)	
2	+0" Running, "Wheels", x4 Non-Combat, has turn mode, Linked(-1/2), "Shape Shift", OIF (-1/2)	0
11	44 STR, 1/2 END(+1/4) ==Skills==	0
243 : Powers Total		
102 + Characteristic Total		
345 = Total Cost		

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:	4	
Phases - - 3 - - 6 - - 9 - - 12						
PD/rPD	25/	12 ED/rED	25/	12		
END:	48	STUN:	39	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	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						

DISADVANTAGES	PTS	PTS	POWERS	END	PTS	POWERS	END
			12 4 Levels: Weapons Multipower,tight group 2 PS: Construction Worker 11- 3 SC: Chemistry 13- 3 SC: Inorganic Chemistry 13- 3 SC: Metallurgy 13- 3 Scientist 2 WF,Small Arms				