

<b>NAME:</b> Clench (Timelines)				
<b>PLAYER:</b>				
<b>VALUE</b>	<b>CHAR</b>	<b>COST</b>	<b>BASE</b>	<b>PTS</b>
30/55	Strength	x1	10	20
18	Dexterity	x3	10	24
25	Constitution	x2	10	30
10/15	Body	x2	10	0
16	Intelligence	x1	10	6
20	Ego	x2	10	20
25	Presence	x1	10	15
10	Comeliness	x1/2	10	0
16	Physical Defex	x1	6	10
15	Energy Defens	x1	5	10
4	Speed	x10	2.8	12
11	Recovery	x2	11	0
50	Endurance	x1/2	50	0
38/43	Stun	x1	38	0
<b>Characteristics Cost:</b>				147
<b>STR Roll:</b> 20-	Run		20"	
<b>DEX Roll:</b> 13-	Swim		2"	
<b>INT Roll:</b> 12-	Jump		11"	
<b>EGO Roll:</b> 13-				
<b>PER Roll:</b> 12-				
<b>Experience:</b> 117				
<b>DISADVANTAGES BASE: 200+PTS</b>				
Accidental Chg, "To robot form if Stunned", very common, occur 11-				20
Hunted, "Spark", as powerful, harsh, appear 8-				10
Hunted, "Anti-Decepticon forces", as powerful, harsh, appear 11-				15
Distinctive, "Loud", easily concealable, minor				5
Distinctive, "Giant robot", easily concealable, major				10
Physical Lim, "No hands in vehicle mode", infrequently, slightly				5
Psych Lim, "Hyperactive", common, moderate				10
Psych Lim, "Violent", common, strong				15
Psych Lim, "Vengeful", common, strong				15
Psych Lim, "Cruel", common, strong				15
Rep, "Evil alien robot", occur 8-, extreme reputation				10
Rivalry, "Other Decepticon Leaders", professional				5
Watched, "Decepticon forces", more powerful, non-combat influence, harsh, appear 14-				15
<b>Disadvantages Total :</b>				150
<b>Experience Spent +</b>				117
<b>Total Points =</b>				467

# TRANS FORMERS TIMELINES

PTS	POWERS	END
3	1" Change Environment, Desc: Headlights, OIF (-1/2)	0
10	EC (10), "Transformer powers"	0
23a)	15/15 Armor, OIF (-1/2)	0
27b)	5 LVLS Growth (stats already included), Always On (-1/2), 0 END Persistent(+1)	0
23c)	18" Running, 1/2 END (+1/4)	0
6d)	Shape Shift, "Armored Truck", Concentrate (-1/4), Cannot change form if takes over half Body (-1/4), IIF (-1/4), 0 END Persistent(+1)	0
19	Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to aging	0
72	MP (144), "Weapons", OAF (-1)	0
2u	15/15 Armor, "Shield", 14- Activation (-1/2)	0
4u	4D6 HKA, "Ram", vs physical defense, Only in vehicle mode (-1/2), 0 END (+1/2)	0
7u	7 1/2D6 RKA, "Plasma Blaster", 17-32 Charges (+1/4)	0
7u	5D6+1 RKA, "Missile Launcher", 13-16 Charges (0), Explosion (+1/2), x5 Increased Max Range (+1/4)	0
3	Radio XMIT/REC, OIF (-1/2)	0
6	+2" Running, "Wheels", x8 Non-Combat, has turn mode, Linked (-1/2), "Shape Shift", OIF (-1/2)	0
14	55 STR, 1/2 END (+1/4)	0
27	50 STR TK (Gravity), affects all parts, Only to push down (-1), Limited to 10x the target's weight (-1/2) ==Skills==	7
3	Combat Driving 13-	
48	6 Levels, all combat	
3	Navigation 11-	
3	Systems Operation 12-	
3	Tactics 12-	
4	WF, Small Arms, Heavy Weapons	
	==Talents==	
3	13- Fast Draw	

320 : Powers Total  
147 + Characteristic Total  
467 = Total Cost

Base OCV: 6		Base DCV: 6				
Adjustment +	Final OCV =	Adjustment +	Final DCV =			
<b>Maneuver</b>	<b>Phase</b>	<b>OCV</b>	<b>DCV</b>	<b>Effect</b>		
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			
<b>Rang</b>	<4	<8	<16	<32	<64	<128
<b>RMod</b>	-0	-2	-4	-6	-8	-10
DEX:	18	SPD:	4	ECV:	7	
Phases	- - 3	- - 6	- - 9	- - 12		
PD/rPD	31/	15	ED/rED	30/	15	
END:	50	STUN:	43	BODY:	15	
<b>3D6 Loc StunX NStun BodyX CV Armor</b>						
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	
<b>NOTES</b>						
Name: Clench						
Species: Cybertronian mutate						
Gender: Male						
Height: 20 feet						
Team: Decepticon Syndicate (leader)						

