

NAME: Dion (Timelines)
PLAYER:

VALUE	CHAR	COST	BASE	PTS
24/44	Strength	x1	10	14
16	Dexterity	x3	10	18
23	Constitution	x2	10	26
10/14	Body	x2	10	0
14	Intelligence	x1	10	4
18	Ego	x2	10	16
16	Presence	x1	10	6
10	Comeliness	x1/2	10	0
13	Physical Defex	x1	5	8
13	Energy Defens	x1	5	8
4	Speed	x10	2.6	14
10	Recovery	x2	10	0
48	Endurance	x1/2	46	1
35/39	Stun	x1	34	1
Characteristics Cost:				116

STR Roll: 18-	Run	21"
DEX Roll: 12-	Swim	2"
INT Roll: 12-	Jump	9"
EGO Roll: 13-		
PER Roll: 12-		

Experience: 0

DISADVANTAGES	BASE:	200+PTS
Accidental Chg, "To robot form if Stunned", very common, occur 11-	20	
DNPC, "Innocents in need of saving", incompetent, appear 11-	20	
Distinctive, "Giant robot", easily concealable, major Hunted, "Anti-Autobot forces", as powerful, harsh, appear 11-	10	
Physical Lim, "No hands in vehicle mode", infrequently, slightly	5	
Psych Lim, "Vengeful", common, strong	15	
Psych Lim, "Eager", common, strong	15	
Psych Lim, "Code vs. killing", common, strong	15	
Rep, "Hero", occur 8-	5	
Rivalry, "Other Autobot warriors", professional	5	
Watched, "Autobot leaders", more powerful, non-combat influence, harsh, appear 14-	15	

Disadvantages Total : 140
Experience Spent + 0
Total Points = 340

TRANSFORMERS

TIMELINES

PTS	POWERS	END
3	1" Change Environment, Desc: Headlights, OIF (-1/2)	0
10	EC (10), "Transformer powers"	
17a)	12/12 Armor, OIF(-1/2)	
20b)	4 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	0
57c)	6 1/2D6 RKA, "Blasters", OAF(-1), 17-32 Charges(+1/4)	0
25d)	19" Running, 1/2 END (+1/4)	2
6e)	Shape Shift, "Car", Concentrate(-1/4), Cannot change form if takes over half Body (-1/4), IIF(-1/4), 0 END Persistent(+1)	0
8	MP (20), "Duro-Lifters", OAF (-1), 14- Activation (-1/2)	
1u	6 1/2D6 HA	2
1u	+20 STR, Only for lifting(0)	
1u	+20" Superleap	5
19	Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to aging	
3	Radio XMIT/REC, OIF (-1/2)	
6	+2" Running, "Wheels", x8 Non-Combat, has turn mode, OIF(-1/2), Linked (-1/2), "Shape Shift"	0
11	44 STR, 1/2 END(+1/4) ==Perks==	0
3	Federal Police Powers ==Skills==	
3	Combat Driving 12-	
18	6 Levels: Guns, Move by and Punch, tight group	
3	Navigation 11-	
2	PS: Dock Worker 11-	
2	WF, Small Arms ==Talents==	
5	1D6 Luck	

224 : Powers Total
116 + Characteristic Total
340 = 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	

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

DEX:	16	SPD:	4	ECV:	6
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
Name: Dion
Species: Cybertronian
Gender: Male
Height: 16 feet
Team: Autobots (Elite Guard)

