


NAME: Flak (Timelines)				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
28/53	Strength	x1	10	18
16	Dexterity	x3	10	18
23	Constitution	x2	10	26
10/15	Body	x2	10	0
14	Intelligence	x1	10	4
18	Ego	x2	10	16
19	Presence	x1	10	9
10	Comeliness	x1/2	10	0
14	Physical Defex	x1	6	8
13	Energy Defens	x1	5	8
4	Speed	x10	2.6	14
11	Recovery	x2	11	0
46	Endurance	x1/2	46	0
36/41	Stun	x1	36	0
Characteristics Cost:				121
STR Roll: 20-	Run		17"	
DEX Roll: 12-	Swim		2"	
INT Roll: 12-	Jump		11"	
EGO Roll: 13-				
PER Roll: 12-				
Experience: 120				
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, "Never gives up", common, strong			15	
Psych Lim, "Protective of others", common, strong			15	
Psych Lim, "Code vs. killing", common, strong			15	
Rep, "Heroic alien robot", occur 8-			5	
Rivalry, "Other Autobot warriors", professional			5	
Unluck, 2D6			10	
Watched, "Autobot leaders", more powerful, non-combat influence, harsh, appear 14-			15	
Disadvantages Total :				150
Experience Spent +				120
Total Points =				470

TRANSFORMERS

TIMELINES

PTS	POWERS	END
3	1" Change Environment, Desc: Headlights, OIF (-1/2)	0
10	EC (10), "Transformer powers"	
19a)	13/13 Armor, OIF(-1/2)	
27b)	5 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	0
20c)	17" Running, 1/2 END (+1/4)	2
6d)	Shape Shift, "Tank", 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	
123	MP (184), "Weapons", OIF(-1/2)	
12u	18D6 EB, "Optical Concussion Force Blasters", vs physical defense, Double Knockback(+3/4), 1/2 END(+1/4)	9
11u	21D6 EB, "Acid Burst Cannon", 17-32 Charges (+1/2), continuing, duration: extra phase	0
4u	4D6 HKA, "Ram"	6
12u	7D6 RKA, "Incendiary Missiles", 13-16 Charges(0), Explosion (+1/2), x5 Increased Max Range(+1/4)	0
10u	7 1/2D6 RKA (Electricity), "Electron Blaster", 17-32 Charges(+1/4), No Knockback(-1/4), x5 Increased Max Range (+1/4)	0
8u	7D6 RKA, "Negative Energy Freeze Rifle", No Knockback(-1/4), OAF(-1/2), 17-32 Charges(+1/4), Penetrating(+1/2)	0
3	Radio XMIT/REC, OIF (-1/2)	0
2	+0" Running, "Treds", x4 Non-Combat, has turn mode, OIF(-1/2), Linked (-1/2), "Shape Shift"	0
13	53 STR, 1/2 END(+1/4)	0
3	+2 Telescopic Sense, Sight Group	0
==Perks==		
3	Federal Police Powers	
PTS : Powers Total		
121 + Characteristic Total		
470 = 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	27/	13	ED/rED	26/	13	
END:	46	STUN:	41	BODY:	15	
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: Flak						
Species: Cybertronian						
Gender: Male						
Height: 20 feet						
Team: Autobot Elite Guard						
						

DISADVANTAGES	PTS	PTS	POWERS	END	PTS	POWERS	END
			<pre> ==Skills== 3 Combat Driving 12- 2 KS: Alien Races 11- 20 6 Levels: All ranged attacks,related group, OIF(-1/2) 3 Navigation 11- 0 PS: Shock Trooper 8- 3 2 Rng Levels: Weapons Multipower,tight group,OIF(-1/2) 3 Systems Operation 12- 3 Tactics 12- 4 WF,Small Arms,Heavy Weapons </pre>				