NAME: Gnaw
PLAYER:

VALUE	CHAR	COST	BASE	PTS
24/49	Strength	x1	10	14
10	Dexterity	x3	10	0
23	Constitution	x2	10	26
10/15	Body	x2	10	0
6	Intelligence	x1	10	-4
16	Ego	x2	10	12
9	Presence	x1	10	-1
8	Comeliness	x1/2	10	-1
13	Physical Def	x1	5	8
13	Energy Defens	x1	5	8
4	Speed	x10	2.0	20
11	Recovery	x2	10	2
46	Endurance	x1/2	46	0
34/39	Stun	x1	34	0
	Characteristics Cost:			84

STR Roll: 19- | Run | 6"
DEX Roll: 11- | Swim | 2"
INT Roll: 10- | Jump | 10"
EGO Roll: 12-
PER Roll: 10-

Experience: 0

DISADVANTAGES   BASE: 200+PTS
Accidental Chg,"To robot   15
 form if stunned",common,
 occur 11-
Distinctive,"Growls and   5
 hisses all the time",
 easily concealable,minor
Distinctive,"Giant robot",   10
 easily concealable,major
Enraged,"In combat",   10
 common,occur 11-,recover
 11-
Hunted,"By anti-Decepticon   15
 forces",as powerful,
 harsh,appear 11-
Psych Lim,"Violent",   15
 common,strong
Psych Lim,"Always hungry",   15
 common,strong
Rep,"Evil alien robot",   10
 occur 8-,extreme
 reputation
Rivalry,"With other   10
 Decepticon warriors",
 professional,PC rival
Unluck,3D6   15
Watched,"By Decepticon   10
 leaders and Quintessons",
 more powerful,non-combat
 influence,mild,appear 11-

Disadvantages Total : 130
Experience Spent +   0
Total Points =   330

THE TRANSFORMERS

PTS	POWERS	END
10	EC (10),"Transformer powers"	
29a)	13/13 Armor	
27b)	5 LVLS Growth (stats already included), Always On(-1/2),0 END Persistent(+1)	0
7c)	Shape Shift, "Shark-Monster", Concentrate(-1/4), Cannot change if 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	
26	MP (26)	
3u	8" Flight,x8 Non-Combat	2
2u	15" Running,1/2 END (+1/4)	2
1u	15" Swimming	3
64	MP (112),"Weapons", OIF(-1/2),Only in appropriate form(-1/4)	
5u	5D6 HKA, "Claws/Bite/Tail",Only in creature form (-1/4),0 END(+1/2)	0
4u	5D6 RKA,"Maceration Laser",17-32 Charges (+1/4),OAF(-1/2)	0
6u	5D6 HKA,"Barbed Mace", vs physical defense,0 END(+1/2)	0
3	Radio XMIT/REC,OIF (-1/2)	
12	49 STR,1/2 END(+1/4)	0
3	+0" Swimming,x4 Non-Combat,Linked (-1/2),"to Shape Shift"	0
3	Climbing 11-	
18	6 Levels: With Weapons Multipower,tight group	
3	Survival 11-	
1	WF,Clubs,Rifles	

246 : **Powers Total**
 84 + **Characteristic Total**
330 = **Total Cost**

Base OCV: 3   Base DCV: 3
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: 10   SPD: 4   ECV: 5

Phases - - 3 - - 6 - - 9 - - 12

PD/rPD 26/ 13 ED/rED 26/ 13

END: 46   STUN: 39   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