

NAME: Manterror				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
20/25	Strength	x1	10	10
20	Dexterity	x3	10	30
18	Constitution	x2	10	16
10/11	Body	x2	10	0
18	Intelligence	x1	10	8
10	Ego	x2	10	0
13	Presence	x1	10	3
8	Comeliness	x1/2	10	-1
7	Physical Defex	x1	4	3
7	Energy Defens	x1	4	3
4	Speed	x10	3.0	10
9	Recovery	x2	8	2
36	Endurance	x1/2	36	0
29/30	Stun	x1	29	0
Characteristics Cost:				84

STR Roll: 14-	Run	13"
DEX Roll: 13-	Swim	2"
INT Roll: 13-	Jump	5"
EGO Roll: 11-	Flight	7"
PER Roll: 13-		

Experience: 41

DISADVANTAGES	BASE: 100+ PTS
Accidental Chg, "To beast form if Stunned", very common, occur 11-	20
Distinctive, "Talking bug-bot", not concealable, minor	15
Enraged, "In combat", very common, occur 11-, recover 14-	10
Hunted, "Anti-Predacon forces", as powerful, harsh, appear 11-	15
Psych Lim, "Arrogant", common, strong	15
Psych Lim, "Sadistic", common, strong	15
Psych Lim, "Violent", common, strong	15
Rep, "Evil alien robot", occur 8-, extreme reputation	10
Rivalry, "Other Predacon warriors", professional	5
Unluck, 1D6	5
Vuln, "High energon attacks in robot form", uncommon, x2 stun	10
Watched, "Predacon leaders", more powerful, non-combat influence, harsh, appear 14-	15
Disadvantages Total : 150	
Experience Spent + 41	
Total Points = 291	



PTS	POWERS	END
10	EC (10), "Transformer powers"	
7a)	7/7 Armor, OIF(-1/2)	
9b)	7" Flight, x8 Non-Combat, OIF(-1/2)	
10c)	13" Running, 1/2 END (+1/4)	
7d)	Shape Shift, "Mantis", Incantation(-1/4), IIF(-1/4), 0 END Persistent(+1)	
7	1 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	
1	Life Support - Requires half normal food	
19	Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to aging	
70	MP (105), "Weapons", OIF(-1/2)	
6u	4D6 HKA, "Claw/Bite", vs physical defense, 0 END(+1/2)	
7u	4D6 RKA, "Ion Discs", vs physical defense, 17-32 Charges(+1/4), Penetrating(+1/2)	
3	Radio XMIT/REC, OIF(-1/2)	
4	1 BODY Regen, recovery rate: per hour, Linked(-1/2), "Shape Shift"	
6	25 STR, 1/2 END(+1/4)	
4	1" Stretching, Only with arms(-1/4), No non-combat stretching(-1/2), 0 END(+1/2)	
5	14- Fast Draw	
18	6 Levels: Claw/bite, Ion Discs and dodge, tight group	
3	Navigation 11-	
5	Stealth 14-	
5	Survival 12-	
1	WF, Thrown Knives / Axes	
207 : Powers Total		
84 + Characteristic Total		
291 = Total Cost		

Base OCV: 7 Base DCV: 7
 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
1 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

0 DEX: 20 SPD: 4 ECV: 3
 Phases - - 3 - - 6 - - 9 - - 12
 PD/rPD 14/ 7 ED/rED 14/ 7
 0 END: 36 STUN: 30 BODY: 11

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	
0 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
 Last updated October 2nd, 2016 by Mathew R. Ignash.
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 Name: Manterror
 Species: Cybertronian
 Gender: Male
 Team: Predacons

