NAME: Polar Claw
PLAYER:

VALUE	CHAR	COST	BASE	PTS
28/38	Strength	x1	10	18
14	Dexterity	x3	10	12
21	Constitution	x2	10	22
10/12	Body	x2	10	0
14	Intelligence	x1	10	4
18	Ego	x2	10	16
18	Presence	x1	10	8
10	Comeliness	x1/2	10	0
12	Physical Defe	x1	6	6
10	Energy Defens	x1	4	6
4	Speed	x10	2.4	16
12	Recovery	x2	10	4
44	Endurance	x1/2	42	1
37/39	Stun	x1	35	2
	Characteristics Cost:			115

STR Roll: 17-   Run   13"
DEX Roll: 12-   Swim   2"
INT Roll: 12-   Jump   8"
EGO Roll: 13-
PER Roll: 12-

Experience: 0

DISADVANTAGES   BASE: 200+PTS

Accidental Chg,"To beast 20
 form if Stunned",very
 common,occur 11-
Distinctive,"Robot",easily 5
 concealable,minor
Enraged,"In battle",very 10
 common,occur 8-,recover
 11-
Hunted,"Anti-Maximal 15
 forces",as powerful,
 harsh,appear 11-
Physical Lim,"No hands in 5
 beast mode",infrequently,
 slightly
Psych Lim,"Ruthless in 10
 combat",common,moderate
Psych Lim,"Violent", 15
 common,strong
Psych Lim,"Overconfident", 15
 common,strong
Psych Lim,"code vs. 15
 killing",common,strong
Rep,"Heroic alien robot", 5
 occur 8-
Rivalry,"Other Maximal 5
 warriors",professional
Vuln,"High energon attacks 10
 in robot form",uncommon,
 x2 stun
Watched,"Maximal leaders", 15
 more powerful,non-combat
 influence,harsh,appear
 14-

PTS	POWERS	END
60	150 Duplication,"Bat Drone",second form	
10	EC (10),"Transformer powers"	
9a)	8/8 Armor,OIF(-1/2)	
33b)	2 1/2D6 HKA,"Claws or Bite",vs physical defense,Restrainable (-1/2),0 END(+1/2)	0
10c)	13" Running,1/2 END (+1/4)	1
8d)	Shape Shift,"Bear", Incantation(-1/4),0 END Persistent(+1)	0
13	2 LVLS Growth (stats already included), Always On(-1/2),0 END Persistent(+1)	0
1	Life Support, only needs half food intake.	
19	Life Support,doesn't breathe,safe in vacuum/pressure,safe in heat/cold,immune to aging	
3	Radio XMIT/REC,OIF (-1/2)	
4	1 BODY Regen,recovery rate: per hour,Linked (-1/2),"Shape Shift"	
3	+0" Running,x4 Non-Combat,Linked (-1/2),"Shape Shift"	0
9	38 STR,1/2 END(+1/4)	0
3	+0" Swimming,x4 Non-Combat,Linked (-1/2),"Shape Shift"	0
	==Skills==	
3	Climbing 12-	
18	6 Levels: Blaster, claw/bite and move through,tight group	
3	Navigation 11-	
3	Survival 11-	
3	Tactics 12-	
3	Tracking 12-	
2	WF,Small Arms	
	==Talents==	
10	2D6 Luck	

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: 14   SPD: 4   ECV: 6

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

PD/rPD 20/ 8 ED/rED 18/ 8

END: 44   STUN: 39   BODY: 12

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: Polar Claw
Species: Cybertronian
Gender: Male
Height: 10 feet 2 inches
Team: Maximals

Disadvantages Total :	145	230 : **Powers Total**
Experience Spent +	0	115 + **Characteristic Total**
Total Points =	345	345 = **Total Cost**