



<b>NAME:</b> Primal Prime <b>PLAYER:</b>										Base OCV: 6      Base DCV: 6 Adjustment +      Adjustment + Final OCV =      Final DCV =					
<b>VALUE</b>	<b>CHAR</b>	<b>COST</b>	<b>BASE</b>	<b>PTS</b>											
29/49	Strength	x1	10	19											
18	Dexterity	x3	10	24											
24	Constitution	x2	10	28											
10/14	Body	x2	10	0											
18	Intelligence	x1	10	8											
20	Ego	x2	10	20											
22	Presence	x1	10	12											
12	Comeliness	x1/2	10	1											
15	Physical Defex	1	6	9											
14	Energy Defens	x1	5	9											
4	Speed	x10	2.8	12											
11	Recovery	x2	11	0											
48	Endurance	x1/2	48	0											
37/41	Stun	x1	37	0											
<b>Characteristics Cost:</b>				142											
<b>STR Roll:</b> 19-		Run	8"												
<b>DEX Roll:</b> 13-		Swim	2"												
<b>INT Roll:</b> 13-		Jump	10"												
<b>EGO Roll:</b> 13-															
<b>PER Roll:</b> 13-															
<b>Experience:</b> 160															
<b>DISADVANTAGES BASE: 200+PTS</b>															
Accidental Chg, "To beast 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-Maximal forces", as powerful, harsh, appear 11-				10											
Physical Lim, "No hands in vehicle modes", infrequently, slightly				5											
Psych Lim, "Confused about his own origin", uncommon, moderate				5											
Psych Lim, "Cares about others before himself", common, strong				15											
Psych Lim, "Code vs. killing", common, strong				15											
Psych Lim, "Honorable", common, total				20											
Rep, "Heroic alien robot", occur 8-				5											
Rivalry, "Other Maximal commanders", professional				5											
Watched, "Maximal leaders", more powerful, non-combat influence, harsh, appear 14-				15											
<b>Disadvantages Total :</b>					150										
<b>Experience Spent +</b>					160										
<b>Total Points =</b>					510										
					<b>PTS</b>	<b>POWERS</b>	<b>END</b>								
					16	13/13 Armor, "Deflector Shields", OAF(-1), 14-Activation(-1/2)									
					19	EC (19), "Transformer powers"									
					13a)	13/13 Armor, OIF(-1/2)									
					14b)	4 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	0								
					14c)	Shape Shift, "Gorilla/Jet/Armored Car", limited group of shapes, Incantation (-1/4), IIF(-1/4), 0 END Persistent(+1)	0								
					12	0" Flight, "Wings", x64 Non-Combat, Linked (-1/2), "Shape Shift", OIF(-1/2)	0								
					1	Life Support - Requires half food intake.									
					19	Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to aging									
					38	MP (47), "Movement", Only in appropriate forms(-1/4)									
					4u	19" Flight, 1/2 END (+1/4)	2								
					2u	19" Running, 1/2 END (+1/4)	2								
					78	MP (157), "Weapons", OAF(-1)									
					8u	21D6 EB, "Chest Cannons", 33-64 Charges(+1/2)	0								
					8u	7D6 RKA (Fire), "Incendiary Missiles", 13-16 Charges(0), Explosion(+1/2)	0								
					8u	7D6 RKA, "Laser Rifle", 17-32 Charges(+1/4), x5 Increased Max Range (+1/4)	0								
					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								
					12	49 STR, 1/2 END(+1/4) ==Skills==	0								
					3	Acrobatics 13-									
					3	AK: Ancient Cybertonian Lore 13-, (INT based)									
					3	Combat Driving 13-									
					3	Climbing 13-									
					5	Def Block									
					3	Flying Tackle									
					48	6 Levels, all combat									
					368	<b>: Powers Total</b>									
					142	<b>+ Characteristic Total</b>									
					510	<b>= Total Cost</b>									
					<b>Maneuver</b>	<b>Phase</b>	<b>OCV</b>	<b>DCV</b>	<b>Effect</b>						
					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							
					Def Block	1/2	+1	+3							
					Flying Tackle	1/2	+0	-1	9 1/2D6 + v/5						
					Martial Disarm	1/2	-1	+1	59 STR						
					<b>Rang</b>	<4	<8	<16	<32	<64	<128				
					<b>RMod</b>	-0	-2	-4	-6	-8	-10				
					DEX:	18	SPD:	4	ECV:	7					
					Phases	-	3	-	6	-	9	-	12		
					PD/rPD	41/	26	ED/rED	40/	26					
					END:	48	STUN:	41	BODY:	14					
					<b>3D6</b>	<b>Loc</b>	<b>StunX</b>	<b>NStun</b>	<b>BodyX</b>	<b>CV</b>	<b>Armor</b>				
					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					
					<b>NOTES</b>										
					Name: Primal Prime										
					Species: Cybertronian										
					Gender: Male										
					Height: 16 feet										
					Team: Wreckers										
															

DISADVANTAGES	PTS	PTS	POWERS	END	PTS	POWERS	END
			4 Martial Disarm				
			3 Navigation 11-				
			3 Oratory 13-				
			1 PS: Prime of Justice				
			8-				
			3 Stealth 13-				
			3 Systems Operation 13-				
			5 Tactics 14-				
			1 TF, Large Spaceships				
			2 WF, Small Arms				