NAME: Sandstorm (Generations)
PLAYER:

VALUE	CHAR	COST	BASE	PTS
24/44	Strength	x1	10	14
18	Dexterity	x3	10	24
22	Constitution	x2	10	24
10/14	Body	x2	10	0
18	Intelligence	x1	10	8
20	Ego	x2	10	20
16	Presence	x1	10	6
10	Comeliness	x1/2	10	0
12	Physical Def	x1	5	7
11	Energy Defens	x1	4	7
4	Speed	x10	2.8	12
9	Recovery	x2	9	0
44	Endurance	x1/2	44	0
33/37	Stun	x1	33	0
	Characteristics Cost:			122

STR Roll: 18-	Run		18"
DEX Roll: 13-	Swim		2"
INT Roll: 13-	Jump		9"
EGO Roll: 13-			
PER Roll: 13-			

Experience: 68

DISADVANTAGES   BASE: 100+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	10
Hunted,"Anti-Autobot forces",as powerful, harsh,appear 11-	15
Physical Lim,"No hands in vehicle mode", infrequently,slightly	5
Psych Lim,"Adventure seeker",common,strong	15
Psych Lim,"Code vs. killing",common,strong	15
Psych Lim,"Overconfident", very common,strong	20
Rep,"Heroic alien robot", occur 8-	5
Rivalry,"Other Autobot warriors",professional	5
Unluck,1D6	5
Watched,"Autobot leaders", more powerful,non-combat influence,harsh,appear 14-	15

PTS   POWERS   END

3	1" Change Environment, Desc: Headlights,OIF (-1/2)
10	EC (10),"Transformer powers"
15a)	11/11 Armor,OIF(-1/2)
20b)	4 LVLS Growth (stats already included), Always On(-1/2),0 END Persistent(+1)
56c)	5D6 RKA,"Guns",OIF (-1/2),17-32 Charges (+1/4)
18d)	16" Running,1/2 END (+1/4)
6e)	Shape Shift,"Buggy", Concentrate(-1/4), Cannot change form if takes over half Body (-1/4),IIF(-1/4),0 END Persistent(+1)
19	Life Support,doesn't breathe,safe in vacuum/pressure,safe in heat/cold,immune to aging
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"
11	44 STR,1/2 END(+1/4)
	==Skills==
3	Breakfall 13-
3	Combat Driving 13-
18	6 Levels: Guns, Punch and Dodge,tight group
3	Navigation 11-
2	WF,Small Arms

END column values: 0, 0, 0, 2, 0, 0, 0

Base OCV: 6   Base DCV: 6
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: 18   SPD: 4   ECV: 7

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

PD/rPD 23/ 11 ED/rED 22/ 11

END: 44   STUN: 37   BODY: 14

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: Sanstorm
Species: Cybertronian
Gender: Male
Height: 16 feet
Team: Autobots

Disadvantages Total :	150
Experience Spent +	68
Total Points =	318

196 :	**Powers Total**
122 +	**Characteristic Total**
318 =	**Total Cost**