NAME: Spark (Timelines)
PLAYER:

VALUE	CHAR	COST	BASE	PTS
30/55	Strength	x1	10	20
20	Dexterity	x3	10	30
25	Constitution	x2	10	30
10/15	Body	x2	10	0
18	Intelligence	x1	10	8
20	Ego	x2	10	20
23	Presence	x1	10	13
12	Comeliness	x1/2	10	1
16	Physical Def	x1	6	10
15	Energy Defens	x1	5	10
4	Speed	x10	3.0	10
11	Recovery	x2	11	0
50	Endurance	x1/2	50	0
38/43	Stun	x1	38	0
	Characteristics Cost:			152

STR Roll: 20-
DEX Roll: 13-
INT Roll: 13-
EGO Roll: 13-
PER Roll: 13-

Run	22"
Swim	2"
Jump	11"

Experience: 120

DISADVANTAGES   BASE: 200+PTS
Accidental Chg,"To robot   20
 form if Stunned",very
 common,occur 11-
DNPC,"Innocents in need of   20
 saving",incompetent,
 appear 11-
Distinctive,"Giant robot",   10
 easily concealable,major
Hunted,"Clench",as   10
 powerful,harsh,appear 8-
Hunted,"Anti-Autobot   15
 forces",as powerful,
 harsh,appear 11-
Physical Lim,"No hands in   5
 vehicle mode",
 infrequently,slightly
Psych Lim,"Considers   10
 himself "human", loves
 Earth",common,moderate
Psych Lim,"Cautious",   10
 common,moderate
Psych Lim,"Hates evil in   15
 all its forms",common,
 strong
Public ID,"Sir Pyro   10
 Ignatius Spark"
Rep,"Heroic alien robot",   5
 occur 8-
Rivalry,"Other Autobot   5
 leaders",professional
Watched,"Autobot leaders",   15
 more powerful,non-combat
 influence,harsh,appear
 14-

TRANSFORMERS TIMELINES

PTS	POWERS	END
3	1" Change Environment, Desc: Headlights,OIF (-1/2)	0
16	Clairsentience,see past,Extra Time(-1), time: 1 turn,14- Activation(-1/2)	4
10	EC (10),"Transformer powers"	
23a)	15/15 Armor,OIF(-1/2)	
27b)	5 LVLS Growth (stats already included), Always On(-1/2),0 END Persistent(+1)	0
51c)	6D6 RKA,"Plasma Rifle",OAF(-1),17-32 Charges(+1/4)	0
28d)	20" Running,1/2 END (+1/4)	2
6e)	Shape Shift,"Fire Truck",Concentrate (-1/4),Cannot change if takes over half Body(-1/4),IIF(-1/4),0 END Persistent(+1)	0
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"	0
14	55 STR,1/2 END(+1/4)	0

==Perks==
 2 Low Nobility
==Skills==
 3 Acrobatics 13-
 3 Breakfall 13-
 3 Combat Driving 13-
48 6 Levels,all combat
 4 Martial Dodge
 3 Navigation 11-
 0 PS: Firefighter 8-
 3 Systems Operation 13-
 5 Tactics 14-
 4 WF,Small Arms,Heavy
   Weapons
==Talents==
29 13- Danger Sense,any
   attack,immediate
   vicinity
 5 Defense Maneuver

	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
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	
Martial Dodge	1/2	+0	+5	

Rang	<4	<8	<16	<32	<64	<128
RMod	-0	-2	-4	-6	-8	-10

DEX:	20	SPD:	4	ECV:	7

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

PD/rPD 31/ 15 ED/rED 30/ 15

END: 50   STUN: 43   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
Name: Sir Pyro Ignatius Spark
Species: Cybertronian mutate
Gender: Male
Height: 20 feet
Team: Autobots

Disadvantages Total :	150	
Experience Spent +	120	
Total Points =	470	

318	: Powers Total
152	**+ Characteristic Total**
470	**= Total Cost**