

NAME: Terrogator
PLAYER:

VALUE	CHAR	COST	BASE	PTS
22	Strength	x1	10	12
14	Dexterity	x3	10	12
20	Constitution	x2	10	20
10	Body	x2	10	0
12	Intelligence	x1	10	2
18	Ego	x2	10	16
12	Presence	x1	10	2
8	Comeliness	x1/2	10	-1
9	Physical Defex	x1	4	5
9	Energy Defens	x1	4	5
4	Speed	x10	2.4	16
9	Recovery	x2	8	2
44	Endurance	x1/2	40	2
33	Stun	x1	31	2
Characteristics Cost:				95

STR Roll: 13-	Run	6"
DEX Roll: 12-	Swim	2"
INT Roll: 11-	Jump	4"
EGO Roll: 13-		
PER Roll: 11-		

Experience: 0

DISADVANTAGES	BASE:	100+PTS
Accidental Chg, "To beast form if Stunned", very common, occur 11-		20
Distinctive, "Bad smell", easily concealable, minor		5
Distinctive, "Talking reptile-bot", easily concealable, minor		5
Enraged, "In combat", very common, occur 11-, recover 14-		10
Hunted, "Anti-Predacon forces", as powerful, harsh, appear 11-		15
Physical Lim, "No hands in beast mode", infrequently, slightly		5
Psych Lim, "Overconfident", 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, 2D6		10
Vuln, "To high energon attacks in robot form", uncommon, x2 stun		10
Watched, "Predacon leaders", more powerful, non-combat influence, mild, appear 11-		10

Disadvantages Total : 150
Experience Spent + 0
Total Points = 250



PTS POWERS END

- 10 EC (10), "Transformer powers"
- 7a) 7/7 Armor, OIF(-1/2)
- 5b) 7/7 Armor, "Shell", OIF(-1/2), 14- Activation (-1/2)
- 7c) Shape Shift, "Crocodile/Turtle", Incantation(-1/4), IIF(-1/4), 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
- 10 MP (10), "Movement"
- 1u +4" Running, 1/2 END (+1/4)
- 1u 10" Swimming, 1/2 END (+1/4)
- 46 MP (69), "Weapons", No Knockback(-1/4), Only in appropriate form (-1/4)
- 2u 2D6 HKA, "Bite", vs physical defense, Restrainable(-1/2), 0 END(+1/2)
- 3u 3 1/2D6 RKA, "Laser", 17-32 Charges(+1/4), OAF(-1)
- 3 Radio XMIT/REC, OIF(-1/2)
- 4 1 BODY Regen, recovery rate: per hour, Linked(-1/2), "Shape Shift"
- 5 22 STR, 1/2 END(+1/4)
- 3 +0" Swimming, x4 Non-Combat, Linked(-1/2), "Shape Shift" ==Skills==
- 3 Concealment 11-
- 18 6Levels: Claw/bite, laser and move by, tight group
- 0 PS: Swamp Warrior 8-
- 3 Survival 11-
- 3 Stealth 12-
- 1 WF, Rifles

155 : **Powers Total**
95 + **Characteristic Total**
250 = **Total Cost**

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

0 DEX: 14 SPD: 4 ECV: 6
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 23/ 14 ED/rED 23/ 14
END: 44 STUN: 33 BODY: 10

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: Terragator
Species: Cybertronian
Gender: Male
Height: 7 feet
Team: Predacons

