

**NAME:** Terrorsaur (BW)  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
28	Strength	x1	10	18
12	Dexterity	x3	10	6
19	Constitution	x2	10	18
10	Body	x2	10	0
10	Intelligence	x1	10	0
14	Ego	x2	10	8
12	Presence	x1	10	2
10	Comeliness	x1/2	10	0
10	Physical Defex	x1	6	4
8	Energy Defens	x1	4	4
4	Speed	x10	2.2	18
11	Recovery	x2	10	2
40	Endurance	x1/2	38	1
35	Stun	x1	34	1
<b>Characteristics Cost:</b>				<b>82</b>

<b>STR Roll:</b> 15-	Run	14"
<b>DEX Roll:</b> 11-	Swim	2"
<b>INT Roll:</b> 11-	Jump	6"
<b>EGO Roll:</b> 12-	Flight	7"
<b>PER Roll:</b> 11-		

**Experience:** 0

DISADVANTAGES	BASE:	100+PTS
Accidental Chg, "To beast form if Stunned", very common, occur 11-		20
Distinctive, "Talking reptile-bot", easily concealable, minor		5
Distinctive, "Screechy voice", easily concealable, minor		5
Enraged, "If made to look like a fool", uncommon, occur 8-, recover 11-		5
Hunted, "Anti-Predacon forces", as powerful, harsh, appear 11-		15
Physical Lim, "No hands in beast mode", infrequently, slightly		5
Psych Lim, "Violent", common, strong		15
Psych Lim, "Overconfident", common, strong		15
Psych Lim, "Rebelous", common, strong		15
Rep, "Evil alien robot", occur 8-, extreme reputation		10
Rivalry, "Other Predacon warriors", professional		5
Unluck, 1D6		5
Vuln, "High energon attacks in robot form", uncommon, x2 stun		10
Watched, "Predacon leaders", more powerful, non-combat influence, harsh, appear 14-		15
<b>Disadvantages Total :</b>		<b>145</b>
<b>Experience Spent +</b>		<b>0</b>
<b>Total Points =</b>		<b>245</b>



PTS	POWERS	END
10	EC (10), "Transformer powers"	
7a)	7/7 Armor, OIF(-1/2)	
14b)	7" Flight, x8 Non-Combat	
13c)	14" Running, 1/2 END (+1/4)	
7d)	Shape Shift, "Pterodactyl", Incantation(-1/4), IIF(-1/4), 0 END Persistent(+1)	
2	0" Flight, x4 Non-Combat, Linked (-1/2), "Shape Shift", Restrained(-1/2)	
1	Life Support - Requires half normal food	
19	Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to aging	
34	MP (60), "Weapons", Only in appropriate form (-1/4), OIF(-1/2)	
4u	10D6 EB, "Eye Blasters", Concentrate (-1/4), 17-32 Charges (+1/4)	
2u	2D6+1 HKA, "Bite", vs physical defense, Restrained(-1/2), 0 END(+1/2)	
3u	2 1/2D6 RKA, "Fusion Pistol", 33-64 Charges (+1/2), OAF(-1/2)	
3u	2D6 RKA, "Shoulder-mounted mini-missiles", Explosion(+1/2), 17-32 Charges(+1/4)	
3	Radio XMIT/REC, OIF(-1/2)	
4	1 BODY Regen, recovery rate: per hour, Linked (-1/2), "Shape Shift"	
7	28 STR, 1/2 END(+1/4) ==Skills==	
3	Combat Piloting 11-	
18	6 Levels: Weapons Multipower, tight group	
3	Navigation 11-	
0	PS: Aerial Combat 8-	
3	Survival 11-	
1	TF, Large Spaceships	
2	WF, Small Arms	
163	<b>: Powers Total</b>	
82	<b>+ Characteristic Total</b>	
245	<b>= Total Cost</b>	

Base OCV: 4      Base DCV: 4  
 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
1 Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	

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

DEX: 12      SPD: 4      ECV: 5  
 Phases - - 3 - - 6 - - 9 - - 12  
 PD/rPD 17/ 7      ED/rED 15/ 7  
 END: 40      STUN: 35      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: Terrorsaur  
 Species: Cybertronian  
 Gender: Male  
 Height: 7 feet 6 inches  
 Team: Predacons

