NAME: Twin Twist PLAYER:

VALUE	CHAR	COST	BASE	PTS	
	Strength		10	16	
	Dexterity		10	6	
	Constitut		10	24	
10/14	Body	x2	10	0	
8	Intellige	ence x1	10		
18	Ego	x2			
	Presence	x1	10	4	
10				0	
12			5	7	
11				7	
4	- I	x10	2.2	18	
9			9	0	
	Endurance			0	
	Stun	x1	34	1	
Characteristics Cost: 97					
STR R	<b>oll:</b> 18-	Run		17"	

Swim

Jump

2 "

9 "

## PER Roll: 11-Experience: 0

DEX Roll: 11-

INT Roll: 11-

**EGO Roll:** 13-

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, "Anti-Autobot 15 forces", as powerful, harsh, appear 11- Physical Lim, "No hands in 5 vehicle form", infrequently, slightly Psych Lim, "Impulsive and 15 child-like", very common, moderate Psych Lim, "Violent", 15 common, strong Psych Lim, "Code vs. 15 killing", uncommon, total Rep, "Heroic alien robot", 5 occur 8- Rivalry, "Other Autobot 5 warriors", professional Unluck, 2D6 10 Watched, "Autobot leaders", 15 more powerful, non-combat influence, harsh, appear 14-	_	
DNPC, "Innocents in need of saving", incompetent, appear 11- Distinctive, "Giant robot", 10 easily concealable, major Hunted, "Anti-Autobot 15 forces", as powerful, harsh, appear 11- Physical Lim, "No hands in 5 vehicle form", infrequently, slightly Psych Lim, "Impulsive and child-like", very common, moderate Psych Lim, "Violent", 15 common, strong Psych Lim, "Code vs. 15 killing", uncommon, total Rep, "Heroic alien robot", occur 8- Rivalry, "Other Autobot 5 warriors", professional Unluck, 2D6 10 Watched, "Autobot leaders", more powerful, non-combat influence, harsh, appear	Accidental Chg, "To robot form if Stunned", very	
Distinctive, "Giant robot", easily concealable, major Hunted, "Anti-Autobot 15 forces", as powerful, harsh, appear 11- Physical Lim, "No hands in vehicle form", infrequently, slightly Psych Lim, "Impulsive and child-like", very common, moderate Psych Lim, "Violent", 15 common, strong Psych Lim, "Code vs. 15 killing", uncommon, total Rep, "Heroic alien robot", occur 8- Rivalry, "Other Autobot 5 warriors", professional Unluck, 2D6 10 Watched, "Autobot leaders", more powerful, non-combat influence, harsh, appear	DNPC. "Innocents in need of	20
Hunted, "Anti-Autobot forces", as powerful, harsh, appear 11- Physical Lim, "No hands in vehicle form", infrequently, slightly Psych Lim, "Impulsive and child-like", very common, moderate Psych Lim, "Violent", 15 common, strong Psych Lim, "Code vs. 15 killing", uncommon, total Rep, "Heroic alien robot", occur 8- Rivalry, "Other Autobot warriors", professional Unluck, 2D6 10 Watched, "Autobot leaders", more powerful, non-combat influence, harsh, appear	Distinctive, "Giant robot",	10
Physical Lim, "No hands in vehicle form", infrequently, slightly Psych Lim, "Impulsive and child-like", very common, moderate Psych Lim, "Violent", 15 common, strong Psych Lim, "Code vs. 15 killing", uncommon, total Rep, "Heroic alien robot", occur 8- Rivalry, "Other Autobot warriors", professional Unluck, 2D6 10 Watched, "Autobot leaders", more powerful, non-combat influence, harsh, appear	Hunted, "Anti-Autobot forces", as powerful,	15
Psych Lim, "Impulsive and child-like", very common, moderate Psych Lim, "Violent", 15 common, strong Psych Lim, "Code vs. 15 killing", uncommon, total Rep, "Heroic alien robot", occur 8- Rivalry, "Other Autobot 5 warriors", professional Unluck, 2D6 10 Watched, "Autobot leaders", more powerful, non-combat influence, harsh, appear	Physical Lim, "No hands in vehicle form",	5
Psych Lim, "Violent", 15 common, strong Psych Lim, "Code vs. 15 killing", uncommon, total Rep, "Heroic alien robot", occur 8- Rivalry, "Other Autobot 5 warriors", professional Unluck, 2D6 10 Watched, "Autobot leaders", more powerful, non-combat influence, harsh, appear	Psych Lim, "Impulsive and child-like", very common,	15
Psych Lim, "Code vs. 15 killing", uncommon, total Rep, "Heroic alien robot", occur 8-Rivalry, "Other Autobot swarriors", professional Unluck, 2D6 10 Watched, "Autobot leaders", more powerful, non-combat influence, harsh, appear	Psych Lim, "Violent",	15
Rep, "Heroic alien robot", occur 8- Rivalry, "Other Autobot 5 warriors", professional Unluck, 2D6 10 Watched, "Autobot leaders", 15 more powerful, non-combat influence, harsh, appear	Psych Lim, "Code vs.	15
Rivalry, "Other Autobot 5 warriors", professional Unluck, 2D6 10 Watched, "Autobot leaders", 15 more powerful, non-combat influence, harsh, appear	Rep, "Heroic alien robot",	5
Unluck,2D6 10 Watched,"Autobot leaders", 15 more powerful,non-combat influence,harsh,appear	Rivalry, "Other Autobot	5
	<pre>Unluck,2D6 Watched,"Autobot leaders",   more powerful,non-combat   influence,harsh,appear</pre>	

Disadvantages Total : 150 Experience Spent + 0 350 Total Points =



PTS	S POWERS	END
10	EC (10), "Transformer	
	powers"	
	11/11  Armor,OIF(-1/2)	
20b)	4 LVLS Growth (stats	
	already included),	
	Always $On(-1/2)$ , 0 END	
	Persistent(+1)	0
20c)	17" Running,1/2 END	
	(+1/4)	2
8d)	Shape Shift,	
	"Cybertonian Drill	
	Tank",Cannot change	
	form if he takes over	

half BODY(-1/4), 0 END

breathe, safe in vacuum/pressure,safe in heat/cold, immune to aging 102 MP (179), "Weapons",

19 Life Support, doesn't

Only useable in appropriate form (-1/4),OIF(-1/2)

Persistent(+1)

7u 4 1/2D6 HKA, "Drills", vs physical defense, No Knockback(-1/4),0 END (+1/2), x1 Armor Piercing(+1/2)

7u 5 1/2D6 RKA, "Cannon Rifle", vs physical defense, OAF(-1/2),17-32 Charges(+1/4),Explosion(+1/2)

1u +0" Running, "Wheels", x8 Non-Combat, has turn mode

2u 3" Tunneling, "Drills", 8 DEF Increased Def 3 Radio XMIT/REC,OIF

(-1/2)

11 46 STR, 1/2 END(+1/4)==Skills==

3 Combat Driving 11-

3 Demolitions 11-

18 6 Levels: Rifle, drills and Move Through, tight group

3 Navigation 11-

0 PS: Demolitions expert 8 –

1 WF, Rifles

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
	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

DEX: 12 SPD: 4 ECV: 6 Phases - - 3 - - 6 - - 9 - - 12 PD/rPD 23/ 11 ED/rED 22/ 11 END: 44 STUN: 39 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	Shoulder	s 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: Twin Twist 0 Species: Cybertronian

Gender: Male Height: 16 feet 0 Team: Autobots

0

253 : Powers Total

97 + Characteristic Total

350 = Total Cost