

NAME: Cindersaur (Timelines)				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
26/46	Strength	x1	10	16
14	Dexterity	x3	10	12
21	Constitution	x2	10	22
10/14	Body	x2	10	0
4	Intelligence	x1	10	-6
18	Ego	x2	10	16
14	Presence	x1	10	4
8	Comeliness	x1/2	10	-1
11	Physical Defex	x1	5	6
10	Energy Defens	x1	4	6
4	Speed	x10	2.4	16
10	Recovery	x2	9	2
46	Endurance	x1/2	42	2
35/39	Stun	x1	34	1
Characteristics Cost:				96

STR Roll: 18-	Run	14"
DEX Roll: 12-	Swim	2"
INT Roll: 10-	Jump	9"
EGO Roll: 13-		
PER Roll: 10-		

Experience: 0

DISADVANTAGES	BASE: 200+ PTS
Accidental Chg, "To robot form if Stunned", very common, occur 11-	20
Accidental Chg, "Leaks flames when angry", very common, occur 14-	25
Distinctive, "Giant robot", not concealable, major Hunted, "Anti-Decepticon forces", as powerful, harsh, appear 11-	20
Psych Lim, "Violent", common, strong	15
Psych Lim, "Pyromaniac", very common, strong	20
Rep, "Evil alien robot", occur 8-, extreme reputation	10
Rivalry, "Other Decepticon warriors", professional	5
Unluck, 1D6	5
Watched, "Decepticon leaders", more powerful, non-combat influence, harsh, appear 14-	15

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

TRANSFORMERS

TIMELINES

PTS	POWERS	END
10	EC (10), "Transformer powers"	
13a)	10/10 Armor, OIF(-1/2)	
20b)	4 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	0
11c)	1D6 RKA (Fire), "Leaks fire from joints", No Knockback(-1/4), OIF(-1/2), Damage Shield (+1/2), 0 END(+1/2)	0
13d)	14" Running, 1/2 END (+1/4)	1
7e)	Shape Shift, "T-Rex", Concentrate(-1/4), Cannot change form if takes over half Body (-1/4), 0 END Persistent(+1)	0
19	Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to aging	0
90	MP (135), "Weapons", OIF(-1/2)	0
9u	6D6 HKA, "Bite/Claw", vs physical defense, 0 END(+1/2)	0
9u	6D6 RKA, "Flame Breath", vs physical defense, 0 END(+1/2)	0
9u	6D6 RKA (Fire), "Missile", 13-16 Charges(0), Explosion (+1/2)	0
3	Radio XMIT/REC, OIF(-1/2)	0
3	+0" Running, x4 Non-Combat, Linked (-1/2), "Shape Shift"	0
11	46 STR, 1/2 END(+1/4) ==Skills==	0
3	Breakfall 12-	
3	Demolitions 11-	
18	6 Levels: Weapons Multipower, tight group	
0	PS: Firestorm Trooper 8-	
3	Survival 11-	

254 : **Powers Total**
 96 + **Characteristic Total**
 350 = **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

DEX: 14 SPD: 4 ECV: 6
 Phases - - 3 - - 6 - - 9 - - 12
 PD/rPD 21/ 10 ED/rED 20/ 10
 END: 46 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	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: Cindersaur
 Species: Cybertronian mutate
 Gender: Male
 Height: 16 feet
 Team: Decepticon Syndicate

