

NAME: Sunstreaker (G1)
PLAYER:

VALUE	CHAR	COST	BASE	PTS
20/40	Strength	x1	10	10
12	Dexterity	x3	10	6
23	Constitution	x2	10	26
10/14	Body	x2	10	0
12	Intelligence	x1	10	2
18	Ego	x2	10	16
14	Presence	x1	10	4
14	Comeliness	x1/2	10	2
12	Physical Defex	x1	4	8
13	Energy Defens	x1	5	8
4	Speed	x10	2.2	18
9	Recovery	x2	9	0
48	Endurance	x1/2	46	1
33/37	Stun	x1	32	1
Characteristics Cost:				102

STR Roll: 17-	Run	17"
DEX Roll: 11-	Swim	2"
INT Roll: 11-	Jump	8"
EGO Roll: 13-		
PER Roll: 11-		

Experience: 0

DISADVANTAGES	BASE:	200+PTS
Accidental Chg, "To robot form if Stunned", very common, occur 11-	20	
DNPC, "Innocents in need of saving", incompetent, appear 11-	20	
Distinctive, "Giant robot", easily concealable, major Hunted, "Anti-Autobot forces", as powerful, harsh, appear 11-	10	
Physical Lim, "No hands in vehicle form", infrequently, slightly	5	
Psych Lim, "Must do everything with style", common, moderate	10	
Psych Lim, "Code vs. killing", common, strong	15	
Psych Lim, "Big ego", common, strong	15	
Rep, "Heroic alien robot", occur 8-	5	
Rivalry, "Other Autobot warriors", professional	5	
Unluck, 3D6	15	
Watched, "Autobot leaders", more powerful, non-combat influence, harsh, appear 14-	15	

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

THE TRANSFORMERS

HERO 4TH EDITION

PTS	POWERS	END
3	1" Change Environment, Desc: Headlights, OIF (-1/2)	0
10	EC (10), "Transformer Powers"	
17a)	12/12 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
6d)	Shape Shift, "Car", Concentrate (-1/4), Cannot change if he takes over half Body (-1/4), IIF (-1/4), 0 END Persistent(+1)	0
3	Enhanced Senses - Night Vision, OIF (-1/2)	
19	Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to aging	
9	MP (15), "Movement", Only when in appropriate form (-1/4), OIF (-1/2)	
1u	+3" Running, "Wheels", x4 Non-Combat, has turn mode, 1/2 END (+1/4)	0
1u	+12" Swimming, "Hydrofoils", has turn mode, only on surface, 1/2 END (+1/4)	
74	MP (149), "Weapons", OAF (-1)	
6u	5 1/2D6 RKA (Electricity), "Electron Pulse Gun", 33-64 Charges (+1/2)	0
7u	5 1/2D6 RKA, "Ground to air missiles", x5 Increased Max Range (+1/4), 13-16 Charges (0), Explosion (+1/2)	0
3	Radio XMIT/REC, OIF (-1/2)	
10	40 STR, 1/2 END (+1/4)	0
10	+10 Telescopic Sense, Sight Group, OIF (-1/2) ==Skills==	
3	Breakfall 11-	
3	Combat Driving 11-	
3	11- Fast Draw	
18	6 Levels: Gun, dodge and punch, tight group	
0	PS: Warrior 8-	
2	WF, Small Arms	

248 : Powers Total
102 + Characteristic Total
350 = Total Cost

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	-10

DEX: 12 SPD: 4 ECV: 6
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 24/ 12 ED/rED 25/ 12
END: 48 STUN: 37 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: Sunstreaker
Species: Cybertronian
Gender: Male
Height: 16 feet
Team: Autobots

