

NAME: Arcee (Prime)				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
18/38	Strength	x1	10	8
16	Dexterity	x3	10	18
20	Constitution	x2	10	20
10/14	Body	x2	10	0
14	Intelligence	x1	10	4
18	Ego	x2	10	16
18	Presence	x1	10	8
12	Comeliness	x1/2	10	1
9	Physical Defex	x1	4	5
9	Energy Defens	x1	4	5
4	Speed	x10	2.6	14
9	Recovery	x2	8	2
42	Endurance	x1/2	40	1
30/34	Stun	x1	29	1
Characteristics Cost:				103

STR Roll: 17-	Run	14"
DEX Roll: 12-	Swim	2"
INT Roll: 12-	Jump	8"
EGO Roll: 13-		
PER Roll: 12-		

Experience: 0

DISADVANTAGES	BASE: 200+PTS
Accidental Chg, "Robot form if Stunned", very common, occur 11-	20
DNPC, "Jack Darby", normal, useful skills, appear 11-	10
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 vechile mode", infrequently, slightly	5
Psych Lim, "Protective of friends", common, strong	15
Psych Lim, "Code vs. killing", common, strong	15
Psych Lim, "Vengeful", common, strong	15
Rep, "Heroic alien robot", occur 8-	5
Rivalry, "Other stealth fighters", professional	5
Watched, "Autobot leaders", more powerful, non-combat influence, harsh, appear 14-	15
Disadvantages Total : 150	
Experience Spent + 0	
Total Points = 350	

TRANSFORMERS

HERO 4TH EDITION

PTS	POWERS	END
3	1" Change Environment, Desc: Headlights, OIF (-1/2)	0
10	EC (10), "Transformer Powers"	0
11a)	9/9 Armor, OIF(-1/2)	0
24b)	4 LVLS Growth (stats already included), Only in robot mode(-1/4), 0 END Persistent(+1)	0
10c)	12" Running, 1/2 END (+1/4)	1
6d)	Shape Shift, "Motorcycle", Concentrate(-1/4), Cannot change form if takes over half Body (-1/4), IIF(-1/4), 0 END Persistent(+1)	0
5	-0 Images, "Sadie", No Range(-1/2), Only to create her driver(-1), IIF(-1/4), 0 END(+1/2)	0
19	Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to aging	0
51	MP (90), "Weapons", OIF (-1/2), Gestures(-1/4)	0
5u	4D6 HKA, "Swords", vs physical defense, 0 END(+1/2)	0
5u	4D6 RKA, "Blasters", 0 END(+1/2)	0
3	Radio XMIT/REC, OIF (-1/2)	0
6	+2" Running, "Wheels", x8 Non-Combat, has turn mode, OIF(-1/2), Linked (-1/2), "Shape Shift"	0
9	38 STR, 1/2 END(+1/4) ==Skills==	0
3	Acrobatics 12-	
3	Breakfall 12-	
3	Combat Driving 12-	
48	6 Levels, all combat	
3	Navigation 11-	
0	PS: Stealth Fighter 8-	
5	Stealth 13-	
4	WF, Common Melee, Small Arms	
	==Talents==	
3	Ambidexterity	
3	12- Fast Draw	
5	1D6 Luck	
247	: Powers Total	
103	+ 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: 16	SPD: 4	ECV: 6
Phases - - 3 - - 6 - - 9 - - 12		
PD/rPD 18/ 9	ED/rED 18/ 9	
END: 42	STUN: 34	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: Arcee
Species: Cybertronian
Gender: Female
Height: 16 feet
Team: Autobots

