NAME: Crosshairs (G1)
PLAYER:

THE TRANSFORMERS
HERO 4TH EDITION

Base OCV: 6	Base DCV: 6
Adjustment +	Adjustment +
Final OCV =	Final DCV =

VALUE	CHAR	COST	BASE	PTS
22/42	Strength	x1	10	12
18	Dexterity	x3	10	24
23	Constitution	x2	10	26
10/14	Body	x2	10	0
16	Intelligence	x1	10	6
16	Ego	x2	10	12
16	Presence	x1	10	6
10	Comeliness	x1/2	10	0
12	Physical Defe	x1	4	8
13	Energy Defens	x1	5	8
4	Speed	x10	2.8	12
10	Recovery	x2	9	2
46	Endurance	x1/2	46	0
34/38	Stun	x1	33	1
	Characteristics Cost:			117

STR Roll: 17-	Run	27"
DEX Roll: 13-	Swim	2"
INT Roll: 12-	Jump	8"
EGO Roll: 12-		
PER Roll: 12-		

Experience: 0

DISADVANTAGES   BASE: 200+PTS

Accidental Chg,"To robot form if Stunned",common, occur 11-	15
DNPC,"Innocents in need of saving",incompetent, appear 11-	20
Distinctive,"Giant robot", easily concealable,major	10
Hunted,"Anti-Autobot forces",as powerful, harsh,appear 11-	15
Physical Lim,"No hands in vehicle mode", infrequently,slightly	5
Psych Lim,"Cautious", common,strong	15
Psych Lim,"Code vs. killing",common,strong	15
Psych Lim,"Plays by the rules",common,strong	15
Rep,"Heroic alien robot", occur 8-	5
Rivalry,"Other Autobot warriors",professional	5
Watched,"Autobot leaders", more powerful,non-combat influence,harsh,appear 14-	15

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
13c)	14" Running,1/2 END (+1/4)	1
6d)	Shape Shift,"Car", Concentrate(-1/4), Cannot change form if takes over half Body (-1/4),IIF(-1/4),0 END Persistent(+1)	0
19	Life Support,doesn't breathe,safe in vacuum/pressure,safe in heat/cold,immune to aging	
3	Radio XMIT/REC,OIF (-1/2)	
23	+13" Running,"Wheels", x4 Non-Combat,has turn mode,OIF(-1/2),Only when in appropriate form(-1/4),0 END(+1/2)	0
10	42 STR,1/2 END(+1/4)	0
	==Perks==	
50	Followers: Pinpointer (250pt)	
	==Skills==	
3	Combat Driving 13-	
18	6 Levels: Pinpointer, punch and dodge,tight group	
3	Navigation 11-	
2	WF,Small Arms	
3	Weaponsmith 11-	
	==Talents==	
5	14- Fast Draw	
10	2D6 Luck	

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:	18	SPD:	4	ECV:	5

Phases - - 3 - - 6 - - 9 - - 12

PD/rPD 24/ 12 ED/rED 25/ 12

END: 46 STUN: 38 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: Crosshairs
Species: Cybertronian
Gender: Male
Height: 16 feet
Team: Autobots

Disadvantages Total :	135	218 : **Powers Total**
Experience Spent +	0	117 + **Characteristic Total**
Total Points =	335	335 = **Total Cost**