NAME: Eagle Eye (G1)
PLAYER:

TRANS FORMERS
HERO 4TH EDITION

Base OCV: 7	Base DCV: 7
Adjustment +	Adjustment +
Final OCV =	Final DCV =

VALUE	CHAR	COST	BASE	PTS
22/27	Strength	x1	10	12
20	Dexterity	x3	10	30
23	Constitution	x2	10	26
10/11	Body	x2	10	0
20	Intelligence	x1	10	10
16	Ego	x2	10	12
17	Presence	x1	10	7
10	Comeliness	x1/2	10	0
12	Physical Defe	x1	4	8
13	Energy Defens	x1	5	8
4	Speed	x10	3.0	10
9	Recovery	x2	9	0
46	Endurance	x1/2	46	0
34/35	Stun	x1	33	1
	Characteristics Cost:			124

STR Roll: 14-	Run	6"
DEX Roll: 13-	Swim	2"
INT Roll: 13-	Jump	5"
EGO Roll: 12-		
PER Roll: 13-		

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	10
Hunted,"Anti-Autobot forces",as powerful, harsh,appear 11-	15
Physical Lim,"No hands in vehicle form", infrequently,slightly	5
Psych Lim,"Poor leader, lets his team do what they want",very common, moderate	15
Psych Lim,"Code vs. killing",common,strong	15
Psych Lim,"Overconfident", common,strong	15
Rep,"Heroic alien robot", occur 8-	5
Rivalry,"Other Autobot jets",professional	5
Watched,"Autobot leaders", more powerful,non-combat influence,harsh,appear 14-	15

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: 20	SPD: 4	ECV: 5

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

PD/rPD 21/ 9 ED/rED 22/ 9

END: 46 STUN: 35 BODY: 11

PTS	**POWERS**	**END**
10	EC (10),"Transformer powers"	
11a)	9/9 Armor,OIF(-1/2)	
38b)	3 1/2D6 RKA,"Long Range Laser Rifle",No Knockback(-1/4),OAF(-1),17-32 Charges(+1/4),x25 Increased Max Range(+1/2)	0
6c)	Shape Shift,"Jet", Concentrate(-1/4), Cannot change form if he takes over half BODY(-1/4),IIF(-1/4),0 END Persistent(+1)	0
20	0" Flight,x64 Non-Combat,Only in jet form(-1/4)	0
7	1 LVLS Growth (stats already included), Always On(-1/2),0 END Persistent(+1)	0
1	Life Support - Requires half normal fuel.	
19	Life Support,doesn't breathe,safe in vacuum/pressure,safe in heat/cold,immune to aging	
32	MP (40),"Movement", Only in appropriate form(-1/4)	
3u	16" Flight,1/2 END (+1/4)	2
1u	15" Gliding	
2u	16" Running,1/2 END (+1/4)	2
3	Radio XMIT/REC,OIF (-1/2)	
7	27 STR,1/2 END(+1/4)	0
18	+12 Telescopic Sense, Sight Group	
	==Skills==	
3	Combat Piloting 13-	
18	6 Levels: Punch, laser and dodge,tight group	
3	Navigation 11-	
0	PS: Air Defense 8-	
12	8 Rng Levels: Laser	
1	Tactics 8-	
1	WF,Rifles	

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: Eagle Eye
Species: Cybertronian
Gender: Male
Team: Autobot Micromaster Air Patrol (leader)

Disadvantages Total :	140
Experience Spent +	0
Total Points =	340

216 : Powers Total
124 + Characteristic Total
340 = Total Cost