

NAME: Evac (Cybertron)
PLAYER:

| VALUE | CHAR | COST | BASE | PTS |
|------------------------------|----------------|------|------|------------|
| 24/54 | Strength | x1 | 10 | 14 |
| 16 | Dexterity | x3 | 10 | 18 |
| 23 | Constitution | x2 | 10 | 26 |
| 10/16 | Body | x2 | 10 | 0 |
| 16 | Intelligence | x1 | 10 | 6 |
| 18 | Ego | x2 | 10 | 16 |
| 24 | Presence | x1 | 10 | 14 |
| 10 | Comeliness | x1/2 | 10 | 0 |
| 13 | Physical Defex | x1 | 5 | 8 |
| 13 | Energy Defens | x1 | 5 | 8 |
| 4 | Speed | x10 | 2.6 | 14 |
| 10 | Recovery | x2 | 10 | 0 |
| 46 | Endurance | x1/2 | 46 | 0 |
| 34/40 | Stun | x1 | 34 | 0 |
| Characteristics Cost: | | | | 124 |

| | | |
|----------------------|--------|-----|
| STR Roll: 20- | Run | 20" |
| DEX Roll: 12- | Swim | 2" |
| INT Roll: 12- | Jump | 11" |
| EGO Roll: 13- | Flight | 20" |
| PER Roll: 12- | | |

Experience: 61

| 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 mode", infrequently, slightly | | 5 |
| Psych Lim, "Competative", common, moderate | | 10 |
| Psych Lim, "Protective of friends", common, strong | | 15 |
| Psych Lim, "Overconfident", common, strong | | 15 |
| Psych Lim, "Code vs. killing", common, strong | | 15 |
| Rep, "Heroic alien robot", occur 8- | | 5 |
| Rivalry, "Other Autobot leaders", professional | | 5 |
| Watched, "Autobot leaders", more powerful, non-combat influence, harsh, appear 14- | | 15 |

Disadvantages Total : 150
Experience Spent + 61
Total Points = 411

TRANSFORMERS CYBERTRON

HERO 4TH EDITION

| PTS | POWERS | END |
|------|--|-----|
| 3 | 1" Change Environment, Desc: Headlights, OIF (-1/2) | 0 |
| 10 | EC (10), "Transformer powers" | |
| 21a) | 14/14 Armor, OIF(-1/2) | |
| 25b) | 20" Flight, x32 Non-Combat, OIF(-1/2), Only in vehicle mode (-1/4), Only in air (-1/4) | |
| 33c) | 6 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1) | |
| 22d) | 20" Running, Only in robot mode(-1/4), 1/2 END(+1/4) | 2 |
| 6e) | Shape Shift, "Helicopter", Concentrate(-1/4), Cannot change form if takes over half Body (-1/4), IIF(-1/4), 0 END Persistent(+1) | |
| 19 | Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to aging | |
| 56 | MP (112), "Weapons", OAF(-1) | |
| 3u | 6D6 RKA (Light), "Laser", OAF(-1), 17-32 Charges(+1/4), No Knockback(-1/4) | 0 |
| 5u | 4D6 RKA, "Missiles", 13-16 Charges(0), Explosion(+1/2), x5 Increased Max Range (+1/4) | 0 |
| 3 | Radio XMIT/REC, OIF (-1/2) | 0 |
| 13 | 54 STR, 1/2 END(+1/4) ==Skills== | 0 |
| 3 | Acrobatics 12- | |
| 3 | Combat Piloting 12- | |
| 48 | 6 Levels, all combat | |
| 3 | Mechanics 11- | |
| 3 | Navigation 11- | |
| 0 | PS: Rescue Worker 8-, (INT based) | |
| 3 | Survival 11- | |
| 3 | Systems Operation 12- | |
| 2 | WF, Small Arms | |

287 : Powers Total
124 + Characteristic Total
411 = 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 |

4 DEX: 16 SPD: 4 ECV: 6
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 27/ 14 ED/rED 27/ 14
0 END: 46 STUN: 40 BODY: 16

| 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 | |
| 0 | 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: Evac
Species: Cybertronian
Gender: Male
Height: 24 feet
Team: Autobots

