

**NAME:** Fallback (RTS)  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
22/47	Strength	x1	10	12
6	Dexterity	x3	10	-12
22	Constitution	x2	10	24
10/15	Body	x2	10	0
8	Intelligence	x1	10	-2
18	Ego	x2	10	16
13	Presence	x1	10	3
10	Comeliness	x1/2	10	0
11	Physical Defex	x1	4	7
11	Energy Defens	x1	4	7
4	Speed	x10	1.6	24
8	Recovery	x2	8	0
44	Endurance	x1/2	44	0
32/37	Stun	x1	32	0
<b>Characteristics Cost:</b>				<b>79</b>

<b>STR Roll:</b> 18-	Run	17"
<b>DEX Roll:</b> 10-	Swim	2"
<b>INT Roll:</b> 11-	Jump	9"
<b>EGO Roll:</b> 13-		
<b>PER Roll:</b> 11-		

**Experience:** 39

DISADVANTAGES	BASE:	100+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 mode", infrequently, slightly		5
Psych Lim, "Loves the challenge of Earth", common, moderate		10
Psych Lim, "Overconfident", common, strong		15
Psych Lim, "Code vs. killing", common, strong		15
Psych Lim, "Doesn't follow 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

**Disadvantages Total :** 150  
**Experience Spent +** 39  
**Total Points =** 289

# 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)	
27b)	5 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	
58c)	5 1/2D6 RKA, "Guns", OAF(-1), 33-64 Charges (+1/2)	
15d)	15" Running, 1/2 END (+1/4)	
6e)	Shape Shift, "Truck", 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	
6	+2" Running, "Wheels", x8 Non-Combat, has turn mode, OIF(-1/2), Linked (-1/2), "Shape Shift"	
3	Radio XMIT/REC, OIF (-1/2)	
12	47 STR, 1/2 END(+1/4) ==Skills==	0
3	Combat Driving 10-	
18	6 Levels: Guns, punch and haymaker, tight group	
3	Navigation 11-	
3	Survival 11-	
3	Tracking 11-	
4	WF, Small Arms, Heavy Weapons	

Base OCV: 2      Base DCV: 2  
 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	

<b>Rang</b>	<4	<8	<16	<32	<64	<128
<b>RMod</b>	-0	-2	-4	-6	-8	-10

DEX: 6      SPD: 4      ECV: 6  
 Phases - - 3 - - 6 - - 9 - - 12  
 PD/rPD 23/ 12 ED/rED 23/ 12  
 END: 44      STUN: 37      BODY: 15

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: Fallback  
 Species: Cybertronian  
 Gender: Male  
 Height: 20 feet  
 Team: Autobots



210 : Powers Total  
 79 + Characteristic Total  
 289 = Total Cost