NAME: Fallback (Prime) PLAYER:

VALUE	CHAR	COST	BASE	PTS		
22/52	Strength	x1	10	12		
18	Dexterity	$r \times 3$	10	24		
23	Constitut	cion x2	10	26		
10/16	Body	x2	10	0		
18	Intellige	ence x1	10	8		
10	Ego	x2		0		
	Presence	x1	10	10		
	Comelines			0		
	Physical			8		
	Energy De			8		
4	Speed	x10	2.8	12		
	Recovery			0		
46	Endurance	x1/2	2 46	0		
33/39	Stun	x1	33	0		
Characteristics Cost: 108						
CTD D	<b>oll:</b> 19-	Run	•	18"		
DEX R		Swim		2"		

Jump

10"

## Evnerience: 34

DEX Roll: 13-INT Roll: 13-

EGO Roll: 11-PER Roll: 13-

Experience: 34	
DISADVANTAGES BASE: 200+: Accidental Chg, "Robot form if Stunned", very common, occur 11-	
DNPC, "Innocents in need of saving", incompetent, appear 11-	20
Distinctive, "Not stealthy", concealable, minor	10
Distinctive, "Giant robot",	10
easily concealable, major Hunted, "Anti-Autobot forces", as powerful, harsh, appear 11-	15
Physical Lim, "No hands in vehicle mode",	5
infrequently, slightly Psych Lim, "Loves new	10
worlds",common,moderate Psych Lim,"Protective of	10
friends",common,moderate Psych Lim, "Code vs.	15
killing",common,strong Rep,"Heroic alien robot",	5
occur 8- Rivalry,"Other tech	5
specialists",professional Unluck,2D6 Watched,"Autobot leaders", more powerful,non-combat influence,harsh,appear 14-	10 15

## **HERO 4TH EDITION**

п	ERO 41H EDITION	•
PTS		END
	<pre>1" Change Environment, Desc: Headlights,OIF (-1/2) EC (10),"Transformer</pre>	0
5a) 3b)	<pre>powers" 16/16 Armor,OIF(-1/2) 6 LVLS Growth (stats already included),</pre>	
.8c)	Always On(-1/2),0 END Persistent(+1) 16" Running,1/2 END	0
6d)		2
19	breathe, safe in vacuum/pressure, safe in heat/cold, immune to	0
90	aging MP (157),OIF(-1/2), Gestures(-1/4)	
9u	7D6 HKA, "Hammers", 0 END(+1/2)	0
9u	7D6 RKA, "Quagma Wave Blasters", 0 END(+1/2)	0
3		
6	+2" Running "Wheels"	

6 +2" Running, "Wheels", x8 Non-Combat, has turn mode, OIF(-1/2), Linked

(-1/2), "Shape Shift"
13 52 STR, 1/2 END(+1/4) ==Skills==

3 Combat Driving 13-3 Computer Programming 13-

10 2 Levels: Blasters, hammers and Block, related group

3 Navigation 11-0 PS: Tech Specialist 8-

3 SC: Ecology 13-,(INT based)

3 Survival 11-

3 Systems Operation 13-

4 WF, Common Melee, Small Arms

Base OCV: 6 Base DCV: 6 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	

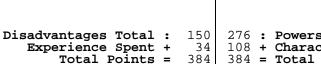
Rang RMod	<4 -0	<8 -2	<16 -4	<32 -6	<64 -8	<128 -10
DEX:	18	SE	D:	4	ECV	: 3
Phase	s -	- 3	6	;	. 9 -	- 12
PD/rF	D 2	8/ 1	.6 ED	/rED	29	/ 16
END:	46	STU	IN:	39	BODY	: 16

	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	Shoulder	s 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

O Gender: Male O Height: 24 feet Team: Autobots



276 : Powers Total 108 + Characteristic Total 384 = Total Cost

