NAME: High Beam
PLAYER:

VALUE	CHAR	COST	BASE	PTS
24/44	Strength	x1	10	14
14	Dexterity	x3	10	12
21	Constitution	x2	10	22
10/14	Body	x2	10	0
14	Intelligence	x1	10	4
18	Ego	x2	10	16
16	Presence	x1	10	6
10	Comeliness	x1/2	10	0
11	Physical Def	x1	5	6
10	Energy Defens	x1	4	6
4	Speed	x10	2.4	16
10	Recovery	x2	9	2
44	Endurance	x1/2	42	1
35/39	Stun	x1	33	2
	Characteristics Cost:			107

STR Roll: 18-   Run   20"
DEX Roll: 12-   Swim   2"
INT Roll: 12-   Jump   9"
EGO Roll: 13-
PER Roll: 18-

Experience: 0

DISADVANTAGES   BASE: 200+PTS
Accidental Chg,"To robot   15
 form if stunned",common,
 occur 11-
DNPC,"Innocents in need of   20
 saving",incompetent,
 appear 11-
Distinctive,"Giant robot",   10
 easily concealable,major
Hunted,"By anti-Autobot   15
 forces",as powerful,
 harsh,appear 11-
Physical Lim,"No hands in   5
 vehicle mode",
 infrequently,slightly
Psych Lim,"Obsessive",   15
 common,strong
Psych Lim,"Serious",   15
 common,strong
Psych Lim,"Code vs.   15
 killing",common,strong
Rep,"Heroic alien robot",   5
 occur 8-
Rivalry,"With other   10
 Autobot trackers",
 professional,PC rival
Watched,"By Autobot   10
 leaders",more powerful,
 non-combat influence,
 mild,appear 11-

THE TRANSFORMERS
HERO 4TH EDITION

PTS	POWERS	END
3	1" Change Environment, Desc: Headlights,OIF (-1/2)	0
10	EC (10),"Transformer powers"	
20a)	10/10 Armor	
20b)	4 LVLS Growth (stats already included), Always On(-1/2),0 END Persistent(+1)	0
29c)	5D6 RKA,"Laser Rifle", OAF(-1),13-16 Charges (0),No Knockback(-1/4)	0
28d)	20" Running,1/2 END (+1/4)	2
7e)	Shape Shift,"Car", Concentrate(-1/4), Cannot change form if takes over half Body (-1/4),0 END Persistent(+1)	0
18	+6 Enhanced PER,with all senses	
19	Life Support,doesn't breathe,safe in vacuum/pressure,safe in heat/cold,immune to aging	
5	1D6 Luck	
9	MP (15),"Movement", Only when in appropriate form. (-1/4),OIF(-1/2)	
1u	5" Flight,"Jet Pack", x4 Non-Combat	1
1u	+2" Running,"Wheels", x8 Non-Combat,has turn mode	0
3	Radio XMIT/REC,OIF (-1/2)	
11	44 STR,1/2 END(+1/4)	0
	==Perks, Skills & Talents==	
3	Combat Driving 12-	
30	6 Levels: with gun, punch and dodge, related group	
3	Navigation 11-	
7	Tracking 14-	
1	WF,Rifles	

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

DEX: 14   SPD: 4   ECV: 6

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

PD/rPD 21/ 10 ED/rED 20/ 10

END: 44   STUN: 39   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

Disabilities Total :   135
Experience Spent +   0
Total Points =   335

228 : **Powers Total**
107 + **Characteristic Total**
335 = **Total Cost**