

**NAME:** Hot Spot (G1)  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
28/53	Strength	x1	10	18
14	Dexterity	x3	10	12
24	Constitution	x2	10	28
10/15	Body	x2	10	0
14	Intelligence	x1	10	4
18	Ego	x2	10	16
19	Presence	x1	10	9
10	Comeliness	x1/2	10	0
15	Physical Defex	x1	6	9
14	Energy Defens	x1	5	9
4	Speed	x10	2.4	16
11	Recovery	x2	11	0
48	Endurance	x1/2	48	0
36/41	Stun	x1	36	0
<b>Characteristics Cost:</b>				121

<b>STR Roll:</b> 20-	Run	17"
<b>DEX Roll:</b> 12-	Swim	2"
<b>INT Roll:</b> 12-	Jump	11"
<b>EGO Roll:</b> 13-		
<b>PER Roll:</b> 12-		

**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 Hunted, "Anti-Autobot forces", as powerful, harsh, appear 11- 10

Physical Lim, "No hands in vehicle mode", infrequently, slightly 5

Psych Lim, "Gives speeches constantly", common, moderate 10

Psych Lim, "Overconfident", common, strong 15

Psych Lim, "Code vs. killing", common, strong 15

Psych Lim, "Hyperactive", common, strong 15

Rep, "Heroic alien robot", occur 8- 5

Rivalry, "Other Autobot commanders", professional 5

Watched, "Autobot leaders", more powerful, non-combat influence, harsh, appear 14- 15

**Disadvantages Total :** 150  
**Experience Spent +** 0  
**Total Points =** 350

# THE TRANSFORMERS

## HERO 4TH EDITION

PTS	POWERS	END
3	1" Change Environment, Desc: Headlights, OIF (-1/2)	0
17	EC (17), "Transformer powers"	
7a)	0/23 Armor (Fire), "Fire resistant plating", Only vs. heat/fire(-1), OIF (-1/2)	
17b)	14/14 Armor, OIF(-1/2)	
6c)	3D6 EB (Water), "Water Cannon", OAF(-1), Does no Body(-3/4), Area Effect(+1/2), Double Knockback(+3/4)	3
22d)	5 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	0
54e)	6D6 RKA (Fire), "Fireball Cannons", OAF(-1), 33-64 Charges (+1/2), 14- Activation (-1/2), Side Effects (-1/2), Explosion(+1/2)	0
17f)	15" Running, 1/2 END (+1/4)	2
13g)	Shape Shift, "Fire Truck/Repair base", limited group of shapes, Concentrate (-1/4), Cannot change form if takes over half Body(-1/4), IIF (-1/4), 0 END Persistent(+1)	0
19	Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to aging	
3	Radio XMIT/REC, OIF (-1/2)	
6	+2" Running, "Wheels", x8 Non-Combat, has turn mode, OIF(-1/2), Linked (-1/2), "Shape Shift"	0
13	53 STR, 1/2 END(+1/4) ==Skills==	0
3	Combat Driving 12-	
18	6 Levels: Rifle, punch and move through, tight group	
3	Mechanics 11-	
3	Navigation 11-	
0	PS: Fire Fighter 8-	
3	Tactics 12-	
2	WF, Small Arms	

229 : Powers Total  
 121 + Characteristic Total  
 350 = 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	

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

DEX: 14      SPD: 4      ECV: 6  
 Phases - - 3 - - 6 - - 9 - - 12  
 PD/rPD 29/ 14      ED/rED 51/ 37  
 END: 48      STUN: 41      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: Hot Spot  
 Species: Cybertronian  
 Gender: Male  
 Height: 20 feet  
 Team: Protectobots

