NAME: Hubcap (G1) PLAYER:

18 18	CHAR Strength Dexterity Constitut	x1 x3 tion x2	10 10 10	6 24 16	
16 16 10 6 7 4 9 36	Intellige Ego Presence Comelines Physical Energy De Speed Recovery Endurance	x2 x1 ss x1/2 Defex1 efensx1 x10 x2 e x1/2	10 10 10 10 2 10 3 4 2.8 7 2.8	8 12 6 0 3 12 4	2
28/32 <b>Cl</b>	Stun naracteris	x1 stics Co	27 ost:	1 95	
STR R	<b>oll:</b> 16-	Run		17"	1

Swim

Jump

2 "

1

## PER Roll: 13-Experience: 0

DEX Roll: 13-INT Roll: 13-

**EGO Roll:** 12-

Experience: 0	
DISADVANTAGES BASE: 100+1 Accidental Chg, "To robot form if Stunned", very	20
common,occur 11- 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, "Talkative", very common, moderate	15
Psych Lim, "Code vs.	15
killing",common,strong Psych Lim, "Avoids combat",	20
very common, strong Rep, "Heroic alien robot",	5
occur 8- Rivalry, "Other Autobot communicators",	5
professional Unluck,1D6 Watched,"Autobot leaders", more powerful,non-combat influence,harsh,appear 14-	5 15



## **HERO 4TH EDITION**

	NO TITI EDITIO	•
PTS		END
	<pre>1" Change Environment, Desc: Headlights,OIF (-1/2) EC (10),"Transformer</pre>	0
7a)	powers" 7/7 Armor,OIF(-1/2) 4 LVLS Growth (stats	
.8c)	already included), Always On(-1/2),0 END Persistent(+1) 2 1/2D6 RKA, "Laser Gun", OAF(-1),17-32	0
.5d)	Charges(+1/4),No Knockback(-1/4) 15" Running,1/2 END	0
6e)	(+1/4) Shape Shift, "Car",	2

- 6e) Shape Shift, "Car",
   Concentrate(-1/4),
   Cannot change form if
   takes over half Body
   (-1/4), IIF(-1/4), 0 END
   Persistent(+1)
  7 HR Radio,OIF(-1/2)
- 19 Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to aging
- 5 Radio XMIT/REC
  6 +2" Running,"Wheels",
   x8 Non-Combat,has turn
   mode,Linked(-1/2),
   "Shape Shift",OIF
- (-1/2) 9 36 STR,1/2 END(+1/4) ==Skills==
- 3 Combat Driving 13-3 Conversation 12-
- 3 Cryptography 13-
- 8 4 Levels: Gun 3 Navigation 11-
- 3 Persuasion 12-
- 0 PS: Communications 8-
- 2 WF,Small Arms ==Talents==
- 5 Eidetic Memory,Only to record sounds(-1/2), OIF(-1/2)

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	< 4	<8	<16	<32	<64	<	128
RMod	- 0	-2	-4	-6	-8		-10
DEX:	18	SF	D:	4	ECV	:	5

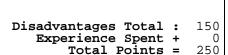
Phases - - 3 - - 6 - - 9 - - 12 PD/rPD 13/ 7 ED/rED 14/ 7 END: 36 STUN: 32 BODY: 14

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	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: Hubcap 0 Species: Cybertronian

0 Gender: Male
 Height: 16 feet
 Team: Autobots



155 : Powers Total

95 + Characteristic Total

250 = Total Cost

