NAME: Hubcap (G1)
PLAYER:

THE TRANSFORMERS
HERO 4TH EDITION

VALUE	CHAR	COST	BASE	PTS
16/36	Strength	x1	10	6
18	Dexterity	x3	10	24
18	Constitution	x2	10	16
10/14	Body	x2	10	0
18	Intelligence	x1	10	8
16	Ego	x2	10	12
16	Presence	x1	10	6
10	Comeliness	x1/2	10	0
6	Physical Def	x1	3	3
7	Energy Defens	x1	4	3
4	Speed	x10	2.8	12
9	Recovery	x2	7	4
36	Endurance	x1/2	36	0
28/32	Stun	x1	27	1
	Characteristics Cost:			95

STR Roll: 16-	Run	17"
DEX Roll: 13-	Swim	2"
INT Roll: 13-	Jump	7"
EGO Roll: 12-		
PER Roll: 13-		

Experience: 0

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,"Talkative",very common,moderate	15
Psych Lim,"Code vs. killing",common,strong	15
Psych Lim,"Avoids combat", very common,strong	20
Rep,"Heroic alien robot", occur 8-	5
Rivalry,"Other Autobot communicators", professional	5
Unluck,1D6	5
Watched,"Autobot leaders", more powerful,non-combat influence,harsh,appear 14-	15

PTS	POWERS	END
3	1" Change Environment, Desc: Headlights,OIF (-1/2)	0
10	EC (10),"Transformer powers"	
7a)	7/7 Armor,OIF(-1/2)	
20b)	4 LVLS Growth (stats already included), Always On(-1/2),0 END Persistent(+1)	0
18c)	2 1/2D6 RKA,"Laser Gun",OAF(-1),17-32 Charges(+1/4),No Knockback(-1/4)	0
15d)	15" Running,1/2 END (+1/4)	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)	0
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"(-1/2),OIF (-1/2)	0
9	36 STR,1/2 END(+1/4)	0
	==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   SPD: 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	Shoulders	x3	x1	x1	-5	
10-11	Chest	x3	x1	x1	-3	
12	Stomach	x4	x1 1/2	x1/2	-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
Species: Cybertronian
Gender: Male
Height: 16 feet
Team: Autobots

Disadvantages Total :	150
Experience Spent +	0
Total Points =	250

155	: Powers Total
95 +	Characteristic Total
250 =	Total Cost