NAME: Jackpot (G1)
PLAYER:

VALUE	CHAR	COST	BASE	PTS
24/44	Strength	x1	10	14
20	Dexterity	x3	10	30
23	Constitution	x2	10	26
10/14	Body	x2	10	0
18	Intelligence	x1	10	8
20	Ego	x2	10	20
19	Presence	x1	10	9
12	Comeliness	x1/2	10	1
13	Physical Def	x1	5	8
13	Energy Defens	x1	5	8
4	Speed	x10	3.0	10
10	Recovery	x2	10	0
46	Endurance	x1/2	46	0
34/38	Stun	x1	34	0
	Characteristics Cost:			134

STR Roll: 18-	Run		11"
DEX Roll: 13-	Swim		2"
INT Roll: 13-	Jump		9"
EGO Roll: 13-			
PER Roll: 13-			

Experience: 0

DISADVANTAGES	BASE: 200+PTS
DNPC,"Innocents in need of saving",incompetent, appear 11-	20
Distinctive,"Giant robot", not concealable,major	20
Hunted,"Anti-Autobot forces",as powerful, harsh,appear 11-	15
Psych Lim,"Generous",very common,moderate	15
Psych Lim,"Overconfident", common,strong	15
Psych Lim,"Code vs. killing",common,strong	15
Psych Lim,"Compulsive gambler",very common, strong	20
Rep,"Gambler",occur 8-	5
Rep,"Heroic alien robot", occur 8-	5
Rivalry,"Other Autobot rogues",professional	5
Watched,"Autobot leaders", more powerful,non-combat influence,harsh,appear 14-	15

THE TRANSFORMERS
HERO 4TH EDITION

PTS	POWERS	END
3	1" Change Environment, Desc: Headlights,OIF (-1/2)	0
7	EC (7),"Transformer powers"	
17a)	11/11 Armor,OIF(-1/2)	
22b)	4 LVLS Growth (stats already included), Always On(-1/2),0 END Persistent(+1)	0
8c)	11" Running,1/2 END (+1/4)	1
2	24/1 End Reserve, "Nucleon reserve",IIF (-1/4)	
3	5 Flash Defense,Sight Group,OIF(-1/2)	
19	Life Support,doesn't breathe,safe in vacuum/pressure,safe in heat/cold,immune to aging	
8	MP (10),"Nucleon Engine",IIF(-1/4)	
1u	2D6 Aid,"More alive!", use optional healing rules,Only on self (-1/2)	1
1u	+5" Running,"Faster !"	1
1u	+10 STR,"Stronger!"	1
3	Radio XMIT/REC,OIF (-1/2)	
11	44 STR,1/2 END(+1/4)	0
	==Perks==	
50	Followers: Sights (250pt)	
	==Skills==	
18	6 Levels: Sights, punch and dodge,tight group	
7	Gambling 13-	
3	Lockpicking 13-	
3	Security Systems 13-	
3	Stealth 13-	
5	Tactics 14-	
1	WF,Rifles	
	==Talents==	
20	4D6 Luck	

Base OCV: 7   Base DCV: 7
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: 20   SPD: 4   ECV: 7

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

PD/rPD 24/ 11 ED/rED 24/ 11

END: 46   STUN: 38   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
Name: Jackpot
Species: Cybertronian
Gender: Male
Height: 16 feet
Team: Autobots

Disadvantages Total :	150	216 : **Powers Total**
Experience Spent +	0	134 + **Characteristic Total**
Total Points =	350	350 = **Total Cost**