

NAME: Jazz (G1)
PLAYER:

VALUE	CHAR	COST	BASE	PTS
20/40	Strength	x1	10	10
20	Dexterity	x3	10	30
22	Constitution	x2	10	24
10/14	Body	x2	10	0
18	Intelligence	x1	10	8
18	Ego	x2	10	16
20	Presence	x1	10	10
10	Comeliness	x1/2	10	0
11	Physical Defex	x1	4	7
11	Energy Defens	x1	4	7
4	Speed	x10	3.0	10
8	Recovery	x2	8	0
44	Endurance	x1/2	44	0
32/36	Stun	x1	31	1
Characteristics Cost:				123

STR Roll: 17-	Run	17"
DEX Roll: 13-	Swim	2"
INT Roll: 13-	Jump	8"
EGO Roll: 13-		
PER Roll: 13-		

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 form", infrequently, slightly	5	
Psych Lim, "Must do everything with style", common, moderate	10	
Psych Lim, "Loves Earth culture", very common, moderate	15	
Psych Lim, "Code vs. killing", common, strong	15	
Psych Lim, "Easily distracted", common, strong	15	
Rep, "Heroic alien robot", occur 8-	5	
Rivalry, "With more serious Autobots", professional	5	
Watched, "Autobot leaders", more powerful, non-combat influence, harsh, appear 14-	15	

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

TRANSFORMERS

HERO 4TH EDITION

PTS	POWERS	END
3	1" Change Environment, Desc: Headlights, OIF (-1/2)	0
10	EC (10), "Transformer powers"	
15a)	11/11 Armor, OIF(-1/2)	
20b)	4 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	0
20c)	17" Running, 1/2 END (+1/4)	2
6d)	Shape Shift, "Car", Concentrate(-1/4), Cannot change if he takes over half Body (-1/4), IIF(-1/4), 0 END Persistent(+1)	0
2	3 Flash Defense, Sight Group, OIF(-1/2)	
2	3 Flash Defense, Hearing Group, OIF (-1/2)	
19	Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to aging	
9	MP (15), "Movement", Only when in appropriate form (-1/4), OIF(-1/2)	
1u	15" Gliding, "Wings"	
1u	+2" Running, "Wheels", x8 Non-Combat, has turn mode	0
1u	+12" Swimming, "Hydrofoils", has turn mode, only on surface, 1/2 END(+1/4)	1
52	MP (105), "Weapons", OAF(-1)	
4u	6D6 Flash, "Dazzling Sound & Light Show", Sight, Hearing Group, Concentrate(-1/4), No Range(-1/2), Explosion (+1/2)	10
4u	6D6 Flash, "Photon Rifle", Sight Group, Looses a charge when other Photon Rifle slot is used(-1/4), 17-32 Charges(+1/4), x5 Increased Max Range (+1/4)	0
4u	21/21 Force Wall, "Capture Net", opaque, Gestures(-1/4), 3 Charges(0), continuing, duration: 1 hour	0
4u	4 1/2D6 RKA (Light), "Photon Rifle", Looses a charge when other Photon Rifle slot is	0
227	: Powers Total	
123	+ Characteristic Total	
350	= Total Cost	

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: 6
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 22/ 11 ED/rED 22/ 11
END: 44 STUN: 36 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: Jazz
Species: Cybertronian
Gender: Male
Height: 16 feet
Team: Autobots



DISADVANTAGES	PTS	PTS	POWERS	END	PTS	POWERS	END
			used. (-1/4), 17-32				
			Charges(+1/4), x5				
			Increased Max Range				
			(+1/4)	0			
		3u	4 1/2D6 RKA (Fire),				
			"Flame Thrower", No				
			Knockback(-1/4), 5-6				
			Charges(-3/4), Area				
			Effect(+1/2)	0			
		2u	7" Stretching,				
			"Grapling Hook and				
			Line", x32 Non-Combat,				
			Only to make grabs				
			(-1/2)	3			
		3	Radio XMIT/REC, OIF				
			(-1/2)				
		10	40 STR, 1/2 END(+1/4)	0			
		1	+2 Telescopic Sense,				
			Sight Group, OAF(-1)				
			==Skills==				
		2	AK: Earth Culture 11-				
		3	Combat Driving 13-				
		18	6 Levels: Rifle,				
			blasters and punch,				
			tight group				
		3	Navigation 11-				
		0	PS: Special Operations				
			8-				
		3	Streetwise 13-				
		2	WF, Small Arms				