NAME: Lightspeed (G1)
PLAYER:

THE TRANSFORMERS
HERO 4TH EDITION

Base OCV: 5	Base DCV: 5
Adjustment +	Adjustment +
Final OCV =	Final DCV =

VALUE	CHAR	COST	BASE	PTS
22/42	Strength	x1	10	12
16	Dexterity	x3	10	18
21	Constitution	x2	10	22
10/14	Body	x2	10	0
16	Intelligence	x1	10	6
18	Ego	x2	10	16
16	Presence	x1	10	6
12	Comeliness	x1/2	10	1
10	Physical Def	x1	4	6
10	Energy Defens	x1	4	6
4	Speed	x10	2.6	14
9	Recovery	x2	8	2
44	Endurance	x1/2	42	1
34/38	Stun	x1	32	2
	Characteristics Cost:			112

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	

STR Roll: 17-	Run	15"
DEX Roll: 12-	Swim	2"
INT Roll: 12-	Jump	8"
EGO Roll: 13-		
PER Roll: 12-		

Experience: 0

PTS	POWERS	END
3	1" Change Environment, Desc: Headlights, OIF (-1/2)	0
10	EC (10), "Transformer powers"	
13a)	10/10 Armor, OIF(-1/2)	
20b)	4 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	0
15c)	15" Running, 1/2 END (+1/4)	2
6d)	Shape Shift, "Cybertonian Jet Car", Concentrate(-1/4), Cannot change form if he 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	Lightning Calculator	
53	MP (106), "Weapons", OAF(-1)	
5u	5 1/2D6 RKA (Radiation), "Proton Rifle", vs physical defense, No Knockback (-1/4), 17-32 Charges (+1/4)	0
5u	3D6+1 RKA, "Plasma Blasters", x5 Autofire (+1/2), 33-64 Charges (+1/2)	0
3	Radio XMIT/REC, OIF (-1/2)	
12	+0" Running, "Wheels", x32 Non-Combat, has turn mode, OIF(-1/2), Only in car form (-1/4), 1/2 END(+1/4)	0
10	42 STR, 1/2 END(+1/4)	0
	==Skills==	
3	Combat Driving 12-	
10	Eidetic Memory	
3	2 Levels: Magnetic scope on proton rifle, Only against metal targets(-1/2)	
18	6 Levels: Rifle, punch and move by, tight group	
3	Navigation 11-	
0	PS: Messenger 8-	
3	Speed Reading	
3	Stealth 12-	
1	TF, Small Spaceships	
2	WF, Small Arms	
	==Talents==	
5	1D6 Luck	

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

DEX: 16   SPD: 4   ECV: 6

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

PD/rPD 20/ 10 ED/rED 20/ 10

END: 44   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: Lightspeed
Species: Cybertronian
Gender: Male
Height: 16 feet
Team: Technobots

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	10
Hunted, "Anti-Autobot forces", as powerful, harsh, appear 11-	15
Physical Lim, "No hands in vehicle mode", infrequently, slightly	5
Physical Lim, "Requires special fuel additives", infrequently, slightly	5
Psych Lim, "Gives advice constantly", common, moderate	10
Psych Lim, "Longs to see space, hates the land", very common, moderate	15
Psych Lim, "Code vs. killing", common, strong	15
Rep, "Heroic alien robot", occur 8-	5
Rivalry, "Strafe", professional	5
Watched, "Autobot leaders", more powerful, non-combat influence, harsh, appear 14-	15

Disadvantages Total :	140
Experience Spent +	0
Total Points =	340

228	**: Powers Total**
112	**+ Characteristic Total**
340	**= Total Cost**