

NAME: Longrack (Cybertron)
PLAYER:

VALUE	CHAR	COST	BASE	PTS
26/46	Strength	x1	10	16
16	Dexterity	x3	10	18
23	Constitution	x2	10	26
10/14	Body	x2	10	0
20	Intelligence	x1	10	10
14	Ego	x2	10	8
20	Presence	x1	10	10
10	Comeliness	x1/2	10	0
13	Physical Defex	1	5	8
13	Energy Defens	x1	5	8
4	Speed	x10	2.6	14
10	Recovery	x2	10	0
46	Endurance	x1/2	46	0
35/39	Stun	x1	35	0
Characteristics Cost:				118

STR Roll: 18-	Run	16"
DEX Roll: 12-	Swim	2"
INT Roll: 13-	Jump	9"
EGO Roll: 12-		
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, "Overconfident", common, strong		15
Psych Lim, "Code vs. killing", uncommon, total		15
Psych Lim, "Protective of friends", very common, moderate		15
Rep, "Heroic alien robot", occur 8-		5
Rivalry, "Other warrior Autobots", professional		5
Unluck, 2D6		10
Watched, "Autobot leaders", more powerful, non-combat influence, harsh, appear 14-		15

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

TRANSFORMERS CYBERTRON HERO 4TH EDITION

PTS	POWERS	END
10	EC (10), "Transformer powers"	
19a)	13/13 Armor, OIF(-1/2)	
20b)	4 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	
18c)	16" Running, 1/2 END (+1/4)	
6d)	Shape Shift, "Backhoe", Concentrate(-1/4), Cannot change form if he takes over half Body(-1/4), IIF(-1/4), 0 END Persistent(+1)	
19	Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to aging	
58	MP (87), OIF(-1/2)	
5u	3 1/2D6 HKA, "Shovel", vs physical defense, 0 END(+1/2)	
5u	4 1/2D6 RKA (Light), "Laser", No Knockback (-1/4), 17-32 Charges (+1/4)	
20	Armor Piercing on Shovel, Incantation (-1/4), OAF(-1)	
3	Radio XMIT/REC, OIF(-1/2)	
2	+0" Running, "Wheels", x4 Non-Combat, has turn mode, OIF(-1/2), Linked (-1/2), "Shape Shift"	
11	46 STR, 1/2 END(+1/4)	
7	2" Stretching, No Range(-1/2), Only with right arm(-1/2), 0 END (+1/2)	
	==Skills==	
3	Combat Driving 12-	
12	4 Levels: Laser, punch and shovel, tight group	
3	Mechanics 11-	
3	Navigation 11-	
0	PS: Construction Worker 8-, (INT based)	
3	Survival 11-	
3	Tactics 13-	
2	WF, Small Arms	

232 : Powers Total
118 + Characteristic Total
350 = Total Cost

Base OCV: 5 Base DCV: 5
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: 16 SPD: 4 ECV: 5
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 26/ 13 ED/rED 26/ 13
END: 46 STUN: 39 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: Longrack
Species: Cybertronian
Gender: Male
Height: 16 feet
Team: Autobots

