NAME: Mirage PLAYER:	
VALUE CHAR COST BASE 22/42 Strength x1 10 14 Dexterity x3 10 20 Constitution x2 10 10/14 Body x2 10 10/14 Body x2 10 18 Intelligence x1 10 10 Ego x2 10 18 Presence x1 10 12 Comeliness x1/2 10 9 Physical Defex1 4 9 Energy Defensx1 4 4 Speed x10 2.4 9 Recovery x2 8 40 Endurance x1/2 40 31/35 Stun x1 31 Characteristics Cost:	12 20 0 8 0 8 1 5 16 2 0 0
STR Roll: 17- DEX Roll: 12- INT Roll: 13- EGO Roll: 11- PER Roll: 13-	17" 2" 8"
Experience: 0	
DISADVANTAGES BASE: 200+ Accidental Chg,"to robot form if stunned",common, occur 11-	PTS 15
DNPC, "humans in need of saving", incompetent, appear 11-	20
Distinctive, "giant robot", easily concealable, major	10
Hunted, "by anti-Autobot forces", as powerful, harsh, appear 11- Physical Lim, "no hands in vehicle mode",	15 5
<pre>infrequently,slightly Psych Lim,"unsure about the Autobot cause", uncommon,strong</pre>	10
Psych Lim, "code vs. killing humans", common, strong	15
<pre>Psych Lim, "doesn't get on well with most other Autobots",common,strong Rep,"heroic alien robot",</pre>	15
occur 8- Rivalry, "with brash	5
Autobots", professional Unluck, 2D6	10
Watched, by Autobot leaders", more powerful, non-combat influence, mild, appear 11-	10
Disadvantages Total : Experience Spent + Total Points =	135 0 335

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	T			Adjι	Base istme nal (ent	+	Ad	Bas just inal	ment	+
		HERO 4TH EDITION		Maneuv Block	ver	Р	'hase 1/2	+0		stops atta	
	PT 3	5 POWERS EN 1" Change Environment,		Brace Disarm Dodge			0 1/2 1/2	+2 -2 +0	+0 5	+2 vs RM STR vs S' all attacks	ΓR
			0	Grab Haymak			1/2 1/2	-1 +0	-5 3	grab, do S x1 1/2 ST	'R
	10 17a)	EC (10),"Transformer powers" 9/9 Armor		Move B Move T Set			1/2 1/2 1	-2 -v/5 +1		STR/2 + v/3 STR + v/3	
	20b)	4 LVLS Growth (stats already included),		Rang	y <4		:8		<32	<64	<128
_	120)	101010000000000000000000000000000000000	0	RMoo			·2	-4	-6	-8	-10
	130)	-0 Images,Sight Group, x4 Increased Area,5-6 Charges(0),continuing,		DEX : Phas			3 -	PD: 6	4	ECV 9 -	· 3
		duration: 1 minute,No Range(-1/2)	0	PD/1 END		18	/ STU	9 ED		18, BODY	
	20d) 7e)	17" Running,1/2 END (+1/4) Shape Shift,"Car",	2			5.	010			DODI	
	70)	Concentrate(-1/4), Cannot change form if		3D6	Loc	Stu	nX	NStun	BodyX	cv	Armor
		take over half Body. $(-1/4), 0 \text{ END}$	~	3-5 6	Head Hands		x5 x1	x2 x1/2	x2 x1/2	-8 -6	
	19	Persistent(+1) Life Support,doesn't breathe,safe in	0	7-8 9 10-11	Arms Shoulde	ers	x2 x3 x3	x1/2 x1 x1	x1/2 x1 x1	-5 -5 -3	
		vacuum/pressure,safe in heat/cold,immune to		12 13	Stomack Vitals	h	x4 x4		x1 x1 x2	-7 -8	
	9	aging MP (15), "Movement",		14 15-16	0		x2 x2	x1 x1/2	x1 x1/2	-4 -6	
							x1	x1/2		-8	
		Only when in appropriate form. (-1/4),OIF(-1/2)		17-18	Teet			NOTE	x1/2	-0	
		appropriate form. (-1/4),OIF(-1/2) 5" Flight,"Jet Pack", x4 Non-Combat	1	17-18	Teet					-0	
		<pre>appropriate form. (-1/4),OIF(-1/2) 5" Flight,"Jet Pack", x4 Non-Combat +2" Running,"Wheels", x8 Non-Combat,has turn</pre>		17-18	Teet					-0	
	1u 1u	<pre>appropriate form. (-1/4),OIF(-1/2) 5" Flight,"Jet Pack", x4 Non-Combat +2" Running,"Wheels", x8 Non-Combat,has turn mode +12" Swimming,only on surface,1/2 END(+1/4)</pre>	1 0 1	17-18						-0	
	1u 1u 64	<pre>appropriate form. (-1/4),OIF(-1/2) 5" Flight,"Jet Pack", x4 Non-Combat +2" Running,"Wheels", x8 Non-Combat,has turn mode +12" Swimming,only on surface,1/2 END(+1/4) MP (96),"Weapons",OIF (-1/2)</pre>	0	1/-18	Teet					-0	
	1u 1u 64	<pre>appropriate form. (-1/4),OIF(-1/2) 5" Flight,"Jet Pack", x4 Non-Combat +2" Running,"Wheels", x8 Non-Combat,has turn mode +12" Swimming,only on surface,1/2 END(+1/4) MP (96),"Weapons",OIF (-1/2) 5D6 RKA,"Hunting Rifle",vs physical</pre>	0	1/-18	Teet					-0	
	1u 1u 64 4u	<pre>appropriate form. (-1/4),OIF(-1/2) 5" Flight,"Jet Pack", x4 Non-Combat +2" Running,"Wheels", x8 Non-Combat,has turn mode +12" Swimming,only on surface,1/2 END(+1/4) MP (96),"Weapons",OIF (-1/2) 5D6 RKA,"Hunting Rifle",vs physical defense,OAF(-1/2), 17-32 Charges(+1/4) 3 1/2D6 RKA,"Rocket</pre>	0	1/-18	Tett					-0	
	1u 1u 64 4u	<pre>appropriate form. (-1/4),OIF(-1/2) 5" Flight,"Jet Pack", x4 Non-Combat +2" Running,"Wheels", x8 Non-Combat,has turn mode +12" Swimming,only on surface,1/2 END(+1/4) MP (96),"Weapons",OIF (-1/2) 5D6 RKA,"Hunting Rifle",vs physical defense,OAF(-1/2), 17-32 Charges(+1/4) 3 1/2D6 RKA,"Rocket Launcher",vs physical defense,OAF(-1/2),</pre>	0	1/-18	Tett					-0	
	1u 1u 64 4u	<pre>appropriate form. (-1/4),OIF(-1/2) 5" Flight,"Jet Pack", x4 Non-Combat +2" Running,"Wheels", x8 Non-Combat,has turn mode +12" Swimming,only on surface,1/2 END(+1/4) MP (96),"Weapons",OIF (-1/2) 5D6 RKA,"Hunting Rifle",vs physical defense,OAF(-1/2), 17-32 Charges(+1/4) 3 1/2D6 RKA,"Rocket Launcher",vs physical defense,OAF(-1/2), 13-16 Charges(0),x5 Increased Max Range</pre>	0	1/-18							
	lu 1u 64 4u 5u	<pre>appropriate form. (-1/4),OIF(-1/2) 5" Flight,"Jet Pack", x4 Non-Combat +2" Running,"Wheels", x8 Non-Combat,has turn mode +12" Swimming,only on surface,1/2 END(+1/4) MP (96),"Weapons",OIF (-1/2) 5D6 RKA,"Hunting Rifle",vs physical defense,OAF(-1/2), 17-32 Charges(+1/4) 3 1/2D6 RKA,"Rocket Launcher",vs physical defense,OAF(-1/2), 13-16 Charges(0),x5 Increased Max Range (+1/4),Explosion(+1/2) 5" Stretching, "Grappling Hook",x32</pre>	0 1 0	1/-18							
	lu 1u 64 4u 5u	<pre>appropriate form. (-1/4),OIF(-1/2) 5" Flight,"Jet Pack", x4 Non-Combat +2" Running,"Wheels", x8 Non-Combat,has turn mode +12" Swimming,only on surface,1/2 END(+1/4) MP (96),"Weapons",OIF (-1/2) 5D6 RKA,"Hunting Rifle",vs physical defense,OAF(-1/2), 17-32 Charges(+1/4) 3 1/2D6 RKA,"Rocket Launcher",vs physical defense,OAF(-1/2), 13-16 Charges(0),x5 Increased Max Range (+1/4),Explosion(+1/2) 5" Stretching, "Grappling Hook",x32 Non-Combat,No fine control.(-1/4),0 END</pre>	0 1 0	1/-18							
	1u 64 4u 5u 4u	<pre>appropriate form. (-1/4),OIF(-1/2) 5" Flight,"Jet Pack", x4 Non-Combat +2" Running,"Wheels", x8 Non-Combat,has turn mode +12" Swimming,only on surface,1/2 END(+1/4) MP (96),"Weapons",OIF (-1/2) 5D6 RKA,"Hunting Rifle",vs physical defense,OAF(-1/2), 17-32 Charges(+1/4) 3 1/2D6 RKA,"Rocket Launcher",vs physical defense,OAF(-1/2), 13-16 Charges(0),x5 Increased Max Range (+1/4),Explosion(+1/2) 5" Stretching, "Grappling Hook",x32 Non-Combat,No fine control.(-1/4),0 END (+1/2) Radio XMIT/REC,OIF (-1/2)</pre>	0 1 0	1/-18							
	1u 64 4u 5u 4u 3 10 3	appropriate form. (-1/4),OIF(-1/2) 5" Flight,"Jet Pack", x4 Non-Combat +2" Running,"Wheels", x8 Non-Combat,has turn mode +12" Swimming,only on surface,1/2 END(+1/4) MP (96),"Weapons",OIF (-1/2) 5D6 RKA,"Hunting Rifle",vs physical defense,OAF(-1/2), 17-32 Charges(+1/4) 3 1/2D6 RKA,"Rocket Launcher",vs physical defense,OAF(-1/2), 13-16 Charges(0),x5 Increased Max Range (+1/4),Explosion(+1/2) 5" Stretching, "Grappling Hook",x32 Non-Combat,No fine control.(-1/4),0 END (+1/2) Radio XMIT/REC,OIF (-1/2) 42 STR,1/2 END(+1/4) Combat Driving 12-	0 1 0	1/-18							
	1u 1u 64 4u 5u 4u 3 10 3 3 3	appropriate form. (-1/4),OIF(-1/2) 5" Flight,"Jet Pack", x4 Non-Combat +2" Running,"Wheels", x8 Non-Combat,has turn mode +12" Swimming,only on surface,1/2 END(+1/4) MP (96),"Weapons",OIF (-1/2) 5D6 RKA,"Hunting Rifle",vs physical defense,OAF(-1/2), 17-32 Charges(+1/4) 3 1/2D6 RKA,"Rocket Launcher",vs physical defense,OAF(-1/2), 13-16 Charges(0),x5 Increased Max Range (+1/4),Explosion(+1/2) 5" Stretching, "Grappling Hook",x32 Non-Combat,No fine control.(-1/4),0 END (+1/2) Radio XMIT/REC,OIF (-1/2) 42 STR,1/2 END(+1/4) Combat Driving 12- Disguise 11- High Society 13-	0 1 0 0								Contraction of the second seco
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	<pre>lu lu lu 64 4u 5u 4u 3 10 3 18 246 89</pre>	appropriate form. (-1/4),OIF(-1/2) 5" Flight,"Jet Pack", x4 Non-Combat +2" Running,"Wheels", x8 Non-Combat,has turn mode +12" Swimming,only on surface,1/2 END(+1/4) MP (96),"Weapons",OIF (-1/2) 5D6 RKA,"Hunting Rifle",vs physical defense,OAF(-1/2), 17-32 Charges(+1/4) 3 1/2D6 RKA,"Rocket Launcher",vs physical defense,OAF(-1/2), 13-16 Charges(0),x5 Increased Max Range (+1/4),Explosion(+1/2) 5" Stretching, "Grappling Hook",x32 Non-Combat,No fine control.(-1/4),0 END (+1/2) Radio XMIT/REC,OIF (-1/2) 42 STR,1/2 END(+1/4) Combat Driving 12- Disguise 11- High Society 13- 6 Levels: with rifle, punch and dodge.,tight	0 1 0 0								

	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 attacksGrab $1/2$ -1 -2 grab, do STR
)	Haymaker 1/2 +0 -5 x1 1/2 STR
	Move Through $1/2 - v/5 - 3 \text{ STR} + v/3$
ł	Set 1 +1 +0
)	Rang <4 <8 <16 <32 <64 <128 RMod -0 -2 -4 -6 -8 -10
	DEX: 14 SPD: 4 ECV: 3
	Phases - 3 - 6 - 9 - 12
)	PD/rPD 18/ 9 ED/rED 18/ 9
2	END: 40 STUN: 35 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
	$\begin{array}{cccccccccccccccccccccccccccccccccccc$
	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
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DISADVANTAGES PTS	PTS POWERS	END	PTS POWERS	S END
	3 Stealth 12- 3 Tracking 13- 2 WF,Small Arms			