

NAME: Misfire
PLAYER:

VALUE	CHAR	COST	BASE	PTS
24/49	Strength	x1	10	14
4	Dexterity	x3	10	-18
22	Constitution	x2	10	24
10/15	Body	x2	10	0
16	Intelligence	x1	10	6
8	Ego	x2	10	-4
17	Presence	x1	10	7
10	Comeliness	x1/2	10	0
14	Physical Defex	x1	5	9
13	Energy Defens	x1	4	9
4	Speed	x10	1.4	26
9	Recovery	x2	9	0
44	Endurance	x1/2	44	0
34/39	Stun	x1	33	1
Characteristics Cost:				74

STR Roll: 19-	Run	6"
DEX Roll: 10-	Swim	2"
INT Roll: 12-	Jump	10"
EGO Roll: 11-		
PER Roll: 12-		

Experience: 0

DISADVANTAGES	BASE:	200+PTS
Accidental Chg, "To robot form if Stunned", very common, occur 11-		10
Distinctive, "Giant robot", easily concealable, major		10
Enraged, "When made to look like a fool", uncommon, occur 11-, recover 8-		10
Hunted, "Anti-Decepticon forces", as powerful, harsh, appear 11-		15
Physical Lim, "No hands in vehicle mode", infrequently, slightly		5
Physical Lim, "Becomes disoriented if he uses his full speed", infrequently, greatly		10
Psych Lim, "Triggerhappy", common, strong		15
Psych Lim, "Never gives up", common, total		20
Psych Lim, "Arrogant", common, strong		15
Rep, "Evil alien robot", occur 8-, extreme reputation		10
Rivalry, "Other Decepticon warriors", professional		5
Watched, "Decepticon leaders", more powerful, non-combat influence, harsh, appear 14-		15

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

THE TRANSFORMERS

HERO 4TH EDITION

PTS	POWERS	END
10	EC (10), "Transformer powers"	
21a)	14/14 Armor, OIF(-1/2)	
27b)	5 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	
26c)	3 1/2D6 RKA, "Backup Lasers", OIF(-1/2), No Knockback(-1/4)	
6d)	Shape Shift, "Jet", Concentrate(-1/4), Cannot change form if he takes over half BODY(-1/4), IIF(-1/4), 0 END Persistent(+1)	
14	0" Flight, "Wings", x64 Non-Combat, Only in vehicle form(-1/4), OIF(-1/2)	
19	Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to aging	
45	MP (45), "Movement"	
4u	18" Flight, 1/2 END (+1/4)	
1u	15" Gliding	
3u	18" Running, 1/2 END (+1/4)	
3	Radio XMIT/REC, OIF(-1/2)	
10	Radar Sense, OIF(-1/2)	
8	+8 Telescopic Sense, Radio Group, OIF(-1/2)	
12	49 STR, 1/2 END(+1/4) ==Perks==	
50	Followers: Aimless (250pt) ==Skills==	
3	Combat Piloting 10-	
6	2 Levels: Aimless, punch and backup lasers, tight group	
3	Navigation 11-	
0	PS: Warrior 8-	
2	WF, Small Arms ==Talents==	
3	10- Fast Draw	

276 : **Powers Total**
74 + **Characteristic Total**
350 = **Total Cost**

Base OCV: 1 Base DCV: 1
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: 4 SPD: 4 ECV: 3
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 28/ 14 ED/rED 27/ 14
END: 44 STUN: 39 BODY: 15

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: Misfire
Species: Cybertronian
Gender: Male
Height: 20 feet
Team: Decepticons

