

NAME: Sixshot (G1)
PLAYER:

VALUE	CHAR	COST	BASE	PTS
30/65	Strength	x1	10	20
16	Dexterity	x3	10	18
24	Constitution	x2	10	28
10/17	Body	x2	10	0
18	Intelligence	x1	10	8
16	Ego	x2	10	12
21	Presence	x1	10	11
10	Comeliness	x1/2	10	0
15	Physical Defex	x1	6	9
14	Energy Defens	x1	5	9
4	Speed	x10	2.6	14
11	Recovery	x2	11	0
48	Endurance	x1/2	48	0
37/44	Stun	x1	37	0
Characteristics Cost:				129

STR Roll: 22-	Run	6"
DEX Roll: 12-	Swim	2"
INT Roll: 13-	Jump	13"
EGO Roll: 12-		
PER Roll: 13-		

Experience: 197

DISADVANTAGES	BASE:	200+PTS
Accidental Chg, "To robot form if Stunned", very common, occur 11-		20
Distinctive, "Giant robot", easily concealable, major		10
Hunted, "Anti-Decepticon forces", as powerful, harsh, appear 11-		15
Physical Lim, "No hands in alternate modes", infrequently, slightly		5
Physical Lim, "Requires double normal maintenance", infrequently, slightly		5
Physical Lim, "Becomes disoriented if he uses his full speed", infrequently, greatly		10
Psych Lim, "Tristed code of ethics", common, moderate		10
Psych Lim, "Arrogant", very common, moderate		15
Psych Lim, "Violent", common, strong		15
Rep, "Evil alien robot", occur 8-, extreme reputation		10
Rivalry, "Other Decepticon warriors", professional		5
Unluck, 3D6		15
Watched, "Decepticon leaders", more powerful, non-combat influence, harsh, appear 14-		15
Disadvantages Total :		150
Experience Spent +		197
Total Points =		547

THE TRANSFORMERS

HERO 4TH EDITION

PTS	POWERS	END
5	4/4 Armor, "Tank", Only protects from Move Through damage(-1/2), Linked(-1/2), "Shape Shift", OIF(-1/2)	
3	1" Change Environment, Desc: Headlights, OIF(-1/2)	0
13	EC (13), "Transformer powers"	
23a)	16/16 Armor, OIF(-1/2)	
38b)	7 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	0
48c)	4D6+1 HKA, "Wolf - Claws and Teeth", Restrainable(-1/2), Only in wolf mode (-1/4), 0 END(+1/2)	0
18d)	Shape Shift, "Jet, Tank, Car, Gun or Wolf", limited group of shapes, Cannot change form if he takes over half BODY(-1/4), IIF(-1/4), 0 END Persistent(+1)	0
5	5 Flash Defense, Hearing Group	
17	0" Flight, "Wings", x125 Non-Combat, Only in jet form(-1/4), OIF(-1/2)	0
5	IR Vision	
19	Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to aging	
34	MP (43), "Movement", Only in appropriate form(-1/4)	
3u	17" Flight, 1/2 END (+1/4)	2
1u	15" Gliding	
2u	17" Running, 1/2 END (+1/4)	2
2u	17" Running, "Wheels", x8 Non-Combat, has turn mode, OIF(-1/2), 1/2 END(+1/4)	2
90	MP (180), "Weapons", OAF(-1)	
6u	8D6 RKA (Sonics), "Hypersonic Concussion Blasters", 33-64 Charges(+1/2), OAF(-1)	0
6u	8D6 RKA (Light), "Lasers", No Knockback (-1/4), Only when in tank or gun mode (-1/4), OIF(-1/2), 17-32 Charges(+1/4), x5 Increased Max Range (+1/4)	0
418 : Powers Total		
129 + Characteristic Total		
547 = 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 35/ 20 ED/rED 34/ 20
 END: 48 STUN: 44 BODY: 17

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: Sixshot
 Species: Cybertronian
 Gender: Male
 Height: 30 feet
 Team: Decepticons



DISADVANTAGES	PTS	PTS	POWERS	END	PTS	POWERS	END
		3	Radio XMIT/REC,OIF (-1/2)				
		16	65 STR,1/2	END(+1/4)	1		
			==Skills==				
		3	Combat Driving	12-			
		3	Combat Piloting	12-			
		3	12- Fast Draw				
		48	6 Levels,all combat				
		3	Navigation	11-			
		1	WF,Rifles				