

**NAME:** Sizzle (G1)  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
18/38	Strength	x1	10	8
10	Dexterity	x3	10	0
22	Constitution	x2	10	24
10/14	Body	x2	10	0
14	Intelligence	x1	10	4
14	Ego	x2	10	8
14	Presence	x1	10	4
10	Comeliness	x1/2	10	0
11	Physical Defex	x1	4	7
11	Energy Defens	x1	4	7
4	Speed	x10	2.0	20
9	Recovery	x2	8	2
44	Endurance	x1/2	44	0
30/34	Stun	x1	30	0
<b>Characteristics Cost:</b>				84

<b>STR Roll:</b> 17-	Run	18"
<b>DEX Roll:</b> 11-	Swim	2"
<b>INT Roll:</b> 12-	Jump	8"
<b>EGO Roll:</b> 12-		
<b>PER Roll:</b> 12-		

**Experience:** 63

DISADVANTAGES	BASE:	100+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
Psych Lim, "Code vs. killing", common, strong		15
Psych Lim, "Hyperactive", very common, strong		20
Psych Lim, "Violent", common, strong		15
Rep, "Heroic alien robot", occur 8-		5
Rivalry, "Other Autobot warriors", professional		5
Unluck, 1D6		5
Watched, "Autobot leaders", more powerful, non-combat influence, harsh, appear 14-		15

**Disadvantages Total :** 150  
**Experience Spent +** 63  
**Total Points =** 313

# THE TRANSFORMERS

## HERO 4TH EDITION

PTS	POWERS	END
3	1" Change Environment, Desc: Headlights, OIF (-1/2)	0
10	EC (10), "Transformer powers"	
15a)	11/11 Armor, OIF(-1/2)	
20b)	4 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	0
18c)	16" Running, 1/2 END (+1/4)	2
6d)	Shape Shift, "Car", Concentrate(-1/4), Cannot change form if 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	
87	MP (131), OIF(-1/2)	
6u	15D6 EB (Fire), "Flame Thrower", No Range (-1/2), Area Effect (+1/2), 1/2 END(+1/4)	6
3u	2 1/2D6 RKA, "Laser Gun", 17-32 Charges (+1/4), No Knockback (-1/4)	0
3	Radio XMIT/REC, OIF (-1/2)	
6	+2" Running, "Wheels", x8 Non-Combat, has turn mode, OIF(-1/2), Linked (-1/2), "Shape Shift"	0
9	38 STR, 1/2 END(+1/4) ==Skills==	0
3	Combat Driving 11-	
18	6 Levels: Pistol, move by and punch, tight group	
3	Navigation 11-	
0	PS: Interceptor 8-	

229 : **Powers Total**  
84 + **Characteristic Total**  
313 = **Total Cost**

Base OCV: 3      Base DCV: 3  
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	

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

<b>DEX:</b> 10	<b>SPD:</b> 4	<b>ECV:</b> 5
<b>Phases</b> - - 3 - - 6 - - 9 - - 12		
<b>PD/rPD</b> 22/ 11	<b>ED/rED</b> 22/ 11	
<b>END:</b> 44	<b>STUN:</b> 34	<b>BODY:</b> 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: Sizzle  
Species: Cybertronian  
Gender: Male  
Height: 16 feet  
Team: Autobots

