

NAME: Strafe (G1)
PLAYER:

VALUE	CHAR	COST	BASE	PTS
20/40	Strength	x1	10	10
18	Dexterity	x3	10	24
22	Constitution	x2	10	24
10/14	Body	x2	10	0
12	Intelligence	x1	10	2
16	Ego	x2	10	12
14	Presence	x1	10	4
12	Comeliness	x1/2	10	1
11	Physical Defex	x1	4	7
11	Energy Defens	x1	4	7
4	Speed	x10	2.8	12
9	Recovery	x2	8	2
46	Endurance	x1/2	44	1
32/36	Stun	x1	31	1
Characteristics Cost:				107

STR Roll: 17-	Run	6"
DEX Roll: 13-	Swim	2"
INT Roll: 11-	Jump	8"
EGO Roll: 12-		
PER Roll: 11-		

Experience: 0

DISADVANTAGES	BASE:	200+PTS
Accidental Chg, "To robot form when 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, "Persistent, never gives up", common, total	20	
Psych Lim, "Hair trigger", very common, moderate	15	
Psych Lim, "Code vs. killing", common, strong	15	
Rep, "Heroic alien robot", occur 8-	5	
Rivalry, "Lightspeed", professional	5	
Unluck, 1D6	5	
Watched, "Autobot 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"	
15a)	11/11 Armor, OIF(-1/2)	
20b)	4 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	0
6c)	Shape Shift, "Cybertronian Jet", Concentrate(-1/4), Cannot change form if he takes over half Body(-1/4), IIF(-1/4), 0 END Persistent(+1)	0
13	0" Flight, x32 Non-Combat, Linked (-1/2), "Shape Shift"	0
19	Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to aging	
40	MP (40), "Movement"	
4u	16" Flight, 1/2 END (+1/4)	2
1u	15" Gliding	
3u	16" Running, 1/2 END (+1/4)	2
47	MP (94), "Weapons", OAF(-1)	
4u	5D6 RKA, "Heat Ray", 17-32 Charges(+1/4)	0
4u	3D6 RKA, "Twin Automatic Light Pulse Blasters", x5 Autofire (+1/2), 33-64 Charges (+1/2)	
3	Radio XMIT/REC, OIF(-1/2)	
10	40 STR, 1/2 END(+1/4)	0
4	+6 Telescopic Sense, "Scope", Sight Group, OAF(-1) ==Skills==	
3	Combat Piloting 13-	
30	6 Levels: Ranged Attacks, related group	
0	PS: Aerial Gunner 8-	
3	Navigation 11-	
4	WF, Small Arms, Heavy Weapons	

243 : Powers Total
107 + Characteristic Total
350 = Total Cost

Base OCV: 6 Base DCV: 6
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: 18 SPD: 4 ECV: 5
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 22/ 11 ED/rED 22/ 11
END: 46 STUN: 36 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: Strafe
Species: Cybertronian
Gender: Male
Height: 16 feet
Team: Technobots

