NAME: Tracer (G1)
PLAYER:

VALUE	CHAR	COST	BASE	PTS
13/18	Strength	x1	10	3
16	Dexterity	x3	10	18
15	Constitution	x2	10	10
10/11	Body	x2	10	0
13	Intelligence	x1	10	3
18	Ego	x2	10	16
13	Presence	x1	10	3
10	Comeliness	x1/2	10	0
7	Physical Def	x1	3	4
7	Energy Defens	x1	3	4
4	Speed	x10	2.6	14
8	Recovery	x2	6	4
32	Endurance	x1/2	30	1
26/27	Stun	x1	25	1
	Characteristics Cost:			81

STR Roll: 13- | Run | 7"
DEX Roll: 12- | Swim | 2"
INT Roll: 12- | Jump | 4"
EGO Roll: 13- | Flight | 8"
PER Roll: 12- |

Experience: 0

DISADVANTAGES **BASE:** 100**+PTS**

Accidental Chg,"To human form if Stunned",very common,occur 11-	20
Distinctive, "Bio-engineered Nebulan", easily concealable,minor	5
Hunted,"Anti-Autobot forces",as powerful, harsh,appear 11-	15
Normal Stats	20
Physical Lim,"No hands in gun form",infrequently, slightly	5
Psych Lim,"Anarchist", common,strong	15
Psych Lim,"Rebelous", common,strong	15
Psych Lim,"Looking for redemption",common,strong	15
Rep,"Heroic Nebulan",occur 11-	10
Rivalry,"Holepunch", professional	5
Watched,"Autobot leaders", more powerful,non-combat influence,harsh,appear 14-	15

THE TRANS FORMERS
HERO 4TH EDITION

PTS	POWERS	END
	==Skills==	
12	6 Levels: Ion Blaster	
5	4 Levels: Laser Scope, OIF(-1/2)	
2	PS: Musician 11-	
3	Streetwise 12-	
	==Talents==	
5	1D6 Luck	
	==Equipment==	
7	EC (10), "Targetmaster",OIF (-1/2)	
7a)	7/7 Armor	
7b)	8" Flight,x4 Non-Combat	2
71c)	6D6 RKA (Radiation), "Ion Blaster",Only in gun form(-1/4),33-64 Charges(+1/2)	0
5d)	Shape Shift, Concentrate(-1/4), Cannot change form if takes over half Body (-1/4),0 END Persistent(+1)	0
7	1 LVLS Growth (stats already included), Always On(-1/2),0 END Persistent(+1)	0
11	Life Support,doesn't breathe,safe in vacuum/pressure,safe in heat/cold,OIF(-1/2)	
3	Radio XMIT/REC,OIF (-1/2)	
13	1D6 RKA (Radiation), Only in gun form (-1/4),Only when Holepunch helps power him(-1/2),0 END(+1/2)	0
1	+1" Running,OIF(-1/2)	0

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: 6

Phases	-	-	3	-	-	6	-	-	9	-	-	12

PD/rPD 14/ 7 ED/rED 14/ 7

END: 32   STUN: 27   BODY: 11

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: Tracer
Species: Nebulan (cyborg)
Gender: Male
Height: 7 feet
Team: Autobots

Disadvantages Total :	140
Experience Spent +	0
Total Points =	240

159 : Powers Total	
81 + Characteristic Total	
240 = Total Cost	