NAME: Tracks (G1) PLAYER:		
VALUECHARCOSTBASE22/42Strengthx11016Dexterityx31023Constitutionx21010/14Bodyx21012Intelligencex11012Egox21015Presencex11014Comelinessx1/21012Physical Defex1413Energy Defensx154Speedx102.610Recoveryx2946Endurancex1/24634/38Stunx133Characteristics Cost:	12 18 26 0 2 4 5 2 8 8 14 2 0 1	HERO 4TH HERO 4TH PTS POWER 3 1" Change En Desc: Headli (-1/2) 16 EC (16), "Tra powers" 20a) 12/12 Armor 11b) 8" Flight, "W Non-Combat, O Only in flyi form(-1/4)
STR Roll: 17- DEX Roll: 12- INT Roll: 11- EGO Roll: 11- PER Roll: 11- Flight	19" 2" 8" 8"	<pre>16c) 4 LVLS Growt already incl Always On(-1 Persistent(+ 16d) 17" Running, (+1/4)</pre>
Experience: 0 DISADVANTAGES BASE: 2004 Accidental Chg, "To robot form if Stunned", very common, occur 11- DNPC, "Innocents in need of saving", incompetent, appear 11- Distinctive, "Giant robot", easily concealable, major Hunted, "Anti-Autobot forces", as powerful, harsh, appear 11-	+ PTS 20 20 10 15	<pre>16e) Shape Shift, "Car/Flying limited grou shapes,Conce (-1/4),Canno if he takes Body(-1/4),0 Persistent(+ 19 Life Support breathe,safe vacuum/press in heat/cold aging 56 MP (112),"We</pre>
<pre>Physical Lim, "No hands in vehicle form", infrequently,slightly Psych Lim, "Overconfident", common,strong Psych Lim, "Code vs. killing",common,strong Psych Lim, "Vein",common, strong Rep, "Heroic alien robot", occur 8- Rivalry, "Other warriors", professional</pre>	5 15 15 5 5	OAF(-1) 5u 4" Darkness (Darkness)," Black Light Sight Group, Charges(+1 1 continuing,d minute 4u 6D6 RKA (Fir "Incendiary OAF(-1/2),13 Charges(0),x Increased Ma
Watched, "Autobot leaders", more powerful,non-combat influence,harsh,appear 14-	15	<pre>(+1/4) 3 Radio XMIT/R (-1/2) 6 +2" Running, x8 Non-Comba mode,OIF(-1/ (-1/2),"Shap 4 +6 Telescopi Sight Group, 10 42 STR,1/2 E ==Skills== 1 Acting 8- 3 Breakfall 12 3 Combat Drivi 3 Combat Drivi 3 Combat Pilot 18 6 Levels: Guu and dodge,ti 3 Navigation 1 0 PS: Warrior 2 WF,Small Arm</pre>
Disadvantages Total : Experience Spent + Total Points =	140 0 340	238 : Powers Tot 102 + Characteri 340 = Total Cost

FTRANS	Base OCV: 5 Base DCV: Adjustment + Adjustment + Final OCV = Final DCV =
ELRADERS	
ERO 4TH EDITION	ManeuverPhaseOCVDCVEffectBlock1/2+0+0stops attack
S POWERS END	Brace 0 +2 1/2 +2 vs RMod Disarm 1/2 -2 +0 STR vs STR
1" Change Environment, Desc: Headlights,OIF	Dodge 1/2 +0 +3 all attacks Grab 1/2 -1 -2 grab, do STR
	Grab 1/2 -1 -2 grab, do STR Haymaker 1/2 +0 -5 x1 1/2 STR
EC (16),"Transformer powers"	Move By 1/2 -2 -2 STR/2 + v/5 Move Through 1/2 -v/5 -3 STR + v/3
12/12 Armor	Set $1 + 1 + 0$
8" Flight,"Wings",x32 Non-Combat,OIF(-1/2),	Rang <4 <8 <16 <32 <64 <12
Only in flying car	RMod -0 -2 -4 -6 -8 -1
form(-1/4) 2 4 LVLS Growth (stats	DEX: 16 SPD: 4 ECV:
already included),	Phases - 3 - 6 - 9
Always On(-1/2),0 END Persistent(+1) 0	PD/rPD 24/ 12 ED/rED 25/ 1
17" Running,1/2 END	END: 46 STUN: 38 BODY: 1
(+1/4) 2 Shape Shift,	
"Car/Flying Car",	
limited group of shapes,Concentrate	3D6 Loc StunX NStun BodyX CV Arn
(-1/4),Cannot change	3-5 Head x5 x2 x2 -8
if he takes over half Body(-1/4),0 END	6 Hands x1 x1/2 x1/2 -6 7-8 Arms x2 x1/2 x1/2 -5
Persistent(+1) 0	9 Shoulders x3 x1 x1 -5
Life Support,doesn't breathe,safe in	10-11 Chest x3 x1 x1 -3 12 Stomach x4 x1 1/2 x1 -7
<pre>vacuum/pressure,safe in heat/cold,immune to</pre>	13 Vitals x4 x1 1/2 x2 -8 14 Thighs x2 x1 x1 -4
aging	$\begin{array}{cccccccccccccccccccccccccccccccccccc$
MP (112),"Weapons", OAF(-1)	17-18 Feet x1 x1/2 x1/2 -8
4" Darkness	NOTES
(Darkness),"Blinding Black Light Beam Gun",	Name: Tracks Species: Cybertronian
Sight Group, 33-64	Gender: Male
Charges(+1 1/4), continuing,duration: 1	Height: 16 feet Team: Autobots
minute 0 6D6 RKA (Fire),	
"Incendiary Missiles",	
OAF(-1/2), 13-16 Charges(0), x5	
Increased Max Range	
(+1/4) 0 Radio XMIT/REC,OIF	67
(-1/2)	
+2" Running,"Wheels", x8 Non-Combat,has turn	22
mode,OIF(-1/2),Linked	A A AN
<pre>(-1/2), "Shape Shift" 0 +6 Telescopic Sense,</pre>	
Sight Group,OAF(-1)	
42 STR,1/2 END(+1/4) 0 ==Skills==	
Acting 8- Breakfall 12-	
Combat Driving 12-	
Combat Piloting 12- 6 Levels: Gun, punch	
and dodge, tight group	
Navigation 11- PS: Warrior 8-	
WF, Small Arms	
	and the
: Powers Total	
+ Characteristic Total = Total Cost	

Dodge Grab Haymal Move B Move T Set	y	1/2 1/2 1/2 1/2 1/2 1/2	-1 +0 -2	-2 g -5 x -2 S	ll attack grab, do 1 1/2 S STR/2 + STR + v/	STR FR v/5
Rang RMoo				<32 -6		-
DEX Phas			PD:	4 5	ECV 9 -	• 4 - 12
PD/1 END	rPD 2 : 46	-	12 EI UN:	-	25 BODY	-
3D6	Loc	StunX	NStun	BodyX	c 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	s 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	
Spec Geno Heig	e: Tra cies: der: M ght: 2	Cyb Male 16 f	eet			
	ght: n: Aut					

Base DCV: 5

