NAME: Windcharger (G1) PLAYER: VALUE CHAR COST BASE PTS 18/38 Strength 10 8 x112 Dexterity x310 6 19 Constitution x2 10 10/14 Body x210 0 12 Intelligence x1 10 2 18 Ego x210 16 14 Presence x110 4 10 Comeliness x1/210 8 Physical Defex1 4 4 8 Energy Defensx1 4 4 x102.2 4 Speed 18 9 Recovery x28 2. 40 Endurance x1/238 30/34 Stun x129 1 Characteristics Cost: 84

STR Roll: 17DEX Roll: 11Swim
INT Roll: 11EGO Roll: 13PER Roll: 11-

Experience: 0

DISADVANTAGES BASE: 100+PTS Accidental Chg, "To robot 2.0 form if Stunned", very common, occur 11-DNPC, "Innocents in need of 20 saving",incompetent,
appear 11-Distinctive, "Giant robot", 10 easily concealable, major Hunted, "Anti-Autobot 15 forces", as powerful, harsh, appear 11-Physical Lim, "No hands in 5 vehicle mode", infrequently, slightly Psych Lim, "Short attention span", very common, moderate Psych Lim, "Implusive", 15 common, strong Psych Lim, "Code vs. 15 killing",common,strong
Rep,"Heroic alien robot", 5 occur 8-Rivalry, "Other Autobot 5 warriors", professional Unluck, 2D6 10 Watched, "Autobot leaders", more powerful, non-combat influence, harsh, appear

> Disadvantages Total: 150 Experience Spent + 0 Total Points = 250

THE TRANS
FOR 115 RS

HERO 4TH EDITION

PTS POWERS END
3 1" Change Environment,
Desc: Headlights,OIF
(-1/2)
10 EC (10), "Transformer
powers"

9a) 8/8 Armor,OIF(-1/2)
20b) 4 LVLS Growth (stats
 already included),
 Always On(-1/2),0 END
 Persistent(+1)

13c) 2 1/2D6 RKA, "Laser Gun", OAF(-1), 13-16 Charges(0), No Knockback(-1/4) 18d) 16" Running, 1/2 END

(+1/4)

6e) Shape Shift, "Car",
Concentrate(-1/4),
Cannot change form if
takes over half Body
(-1/4), IIF(-1/4), 0 END
Persistent(+1)

26f) 44 STR TK, "Magnetism",
 affects all parts,
 Concentrate(-1/2),
 constant
 concentration, Only vs.
 ferros objects(-1/2),
 OIF(-1/2), 1/2 END
 (+1/4)

19 Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to aging

9 MP (15), "Movement", Only when in car form (-1/4), OIF(-1/2)

1u +2" Running,"Wheels",
 x8 Non-Combat,has turn
 mode

1u +12" Swimming,
 "Hydrofoils",has turn
 mode,only on surface,
 1/2 END(+1/4)

3 Radio XMIT/REC,OIF
 (-1/2)

9 38 STR,1/2 END(+1/4) ==Skills==

3 Combat Driving 11-

12 4 Levels: Pistol, punch and magnetism, tight group

3 Navigation 11-0 PS: Warrior 8-

1 WF, Pistols

Base OCV: 4 Base DCV: 4
Adjustment + Adjustment +
Final OCV = Final DCV =

Phase OCV DCV Effect Maneuver Block 1/2 +0 +0 stops attack 0 Brace +21/2 +2 vs RMod +0 STR vs STR Disarm 1/2 -2 Dodge 1/2 all attacks +0+3 Grab 1/2 -1 -2 grab, do STR 0 Haymaker 1/2 +0-5 x1 1/2 STR Move By 1/2 -2 STR/2 + v/5Move Through 1/2 -3 STR + v/3 -v/5 Set 1 +1+0

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

DEX: 12 SPD: 4 ECV: 6
Phases - 3 - 6 - 9 - 12
PD/rPD 16/ 8 ED/rED 16/ 8
END: 40 STUN: 34 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	Shoulder	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	
1	17-18	Feet	x1	x1/2	x1/2	-8	

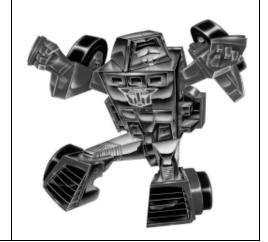
NOTES

Name: Windcharger Species: Cybertronian

Gender: Male Height: 16 feet Team: Autobots

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0



166 : Powers Total

84 + Characteristic Total

250 = Total Cost