

NAME: Windcharger (G1)
PLAYER:

VALUE	CHAR	COST	BASE	PTS
18/38	Strength	x1	10	8
12	Dexterity	x3	10	6
19	Constitution	x2	10	18
10/14	Body	x2	10	0
12	Intelligence	x1	10	2
18	Ego	x2	10	16
14	Presence	x1	10	4
10	Comeliness	x1/2	10	0
8	Physical Defex	x1	4	4
8	Energy Defens	x1	4	4
4	Speed	x10	2.2	18
9	Recovery	x2	8	2
40	Endurance	x1/2	38	1
30/34	Stun	x1	29	1
Characteristics Cost:				84

STR Roll: 17-	Run	16"
DEX Roll: 11-	Swim	2"
INT Roll: 11-	Jump	8"
EGO Roll: 13-		
PER Roll: 11-		

Experience: 0

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, "Short attention span", very common, moderate	15	
Psych Lim, "Implusive", common, strong	15	
Psych Lim, "Code vs. killing", common, strong	15	
Rep, "Heroic alien robot", occur 8-	5	
Rivalry, "Other Autobot warriors", professional	5	
Unluck, 2D6	10	
Watched, "Autobot leaders", more powerful, non-combat influence, harsh, appear 14-	15	

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

THE TRANSFORMERS

HERO 4TH EDITION

PTS	POWERS	END
3	1" Change Environment, Desc: Headlights, OIF (-1/2)	0
10	EC (10), "Transformer powers"	0
9a)	8/8 Armor, OIF(-1/2)	0
20b)	4 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	0
13c)	2 1/2D6 RKA, "Laser Gun", OAF(-1), 13-16 Charges(0), No Knockback(-1/4)	0
18d)	16" Running, 1/2 END (+1/4)	2
6e)	Shape Shift, "Car", Concentrate(-1/4), Cannot change form if takes over half Body (-1/4), IIF(-1/4), 0 END Persistent(+1)	0
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)	4
19	Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to aging	0
9	MP (15), "Movement", Only when in car form (-1/4), OIF(-1/2)	0
1u	+2" Running, "Wheels", x8 Non-Combat, has turn mode	0
1u	+12" Swimming, "Hydrofoils", has turn mode, only on surface, 1/2 END(+1/4)	1
3	Radio XMIT/REC, OIF (-1/2)	0
9	38 STR, 1/2 END(+1/4) ==Skills==	0
3	Combat Driving 11-	
12	4 Levels: Pistol, punch and magnetism, tight group	
3	Navigation 11-	
0	PS: Warrior 8-	
1	WF, Pistols	

166 : Powers Total
84 + Characteristic Total
250 = Total Cost

Base OCV: 4 Base DCV: 4
 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:	12	SPD:	4	ECV:	6
Phases - -	3	- -	6	- -	9
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	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: Windcharger
 Species: Cybertronian
 Gender: Male
 Height: 16 feet
 Team: Autobots

