

NAME: Arcee (Prime)				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
18/38	Strength	x1	10	8
16	Dexterity	x3	10	18
20	Constitution	x2	10	20
10/14	Body	x2	10	0
14	Intelligence	x1	10	4
18	Ego	x2	10	16
18	Presence	x1	10	8
12	Comeliness	x1/2	10	1
9	Physical Defex	x1	4	5
9	Energy Defens	x1	4	5
4	Speed	x10	2.6	14
9	Recovery	x2	8	2
42	Endurance	x1/2	40	1
30/34	Stun	x1	29	1
Characteristics Cost:				103
STR Roll: 17-	Run		14"	
DEX Roll: 12-	Swim		2"	
INT Roll: 12-	Jump		8"	
EGO Roll: 13-				
PER Roll: 12-				
Experience: 0				
DISADVANTAGES BASE: 200+PTS				
Accidental Chg,"Robot form if Stunned",very common, occur 11-				
DNPC,"Jack Darby",normal, useful skills,appear 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-				
Physical Lim,"No hands in vehcle mode", infrequently,slightly				
Psych Lim,"Protective of friends",common,strong				
Psych Lim,"Code vs. killing",common,strong				
Psych Lim,"Vengeful", common,strong				
Rep,"Heroic alien robot", occur 8-				
Rivalry,"Other stealth fighters",professional				
Watched,"Autobot leaders", more powerful,non-combat influence,harsh,appear 14-				
Disadvantages Total : 150				
Experience Spent + 0				
Total Points = 350				

TRANSFORMERS

HERO 4TH EDITION

PTS	POWERS	END
3	1" Change Environment, Desc: Headlights,OIF (-1/2)	0
10	EC (10),"Transformer Powers"	
11a)	9/9 Armor,OIF(-1/2)	
24b)	4 LVLS Growth (stats already included),Only in robot mode(-1/4),0 END Persistent(+1)	0
10c)	12" Running,1/2 END (+1/4)	1
6d)	Shape Shift,"Motorcycle", Concentrate(-1/4), Cannot change form if takes over half Body (-1/4),IIF(-1/4),0 END Persistent(+1)	0
5	-0 Images,"Sadie",No Range(-1/2),Only to create her driver(-1), IIF(-1/4),0 END(+1/2)	0
19	Life Support,doesn't breathe,safe in vacuum/pressure,safe in heat/cold,immune to aging	
51	MP (90),"Weapons",OIF (-1/2),Gestures(-1/4)	
5u	4D6 HKA,"Swords",vs physical defense,0 END(+1/2)	
5u	4D6 RKA,"Blasters",0 END(+1/2)	
3	Radio XMIT/REC,OIF (-1/2)	
6	+2" Running,"Wheels", x8 Non-Combat,has turn mode,OIF(-1/2),Linked (-1/2),"Shape Shift"	0
9	38 STR,1/2 END(+1/4) ==Skills==	0
3	Acrobatics 12-	
3	Breakfall 12-	
3	Combat Driving 12-	
48	6 Levels,all combat	
3	Navigation 11-	
0	PS: Stealth Fighter 8-	
5	Stealth 13-	
4	WF,Common Melee,Small Arms	
	==Talents==	
3	Ambidexterity	
3	12- Fast Draw	
5	1D6 Luck	
247	: Powers Total	
103	+ Characteristic Total	
350	= Total Cost	

Base OCV: 5		Base DCV: 5				
Adjustment +	Final OCV =	Adjustment +	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	18/	9	ED/rED	18/	9	
END:	42	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: Arcee						
Species: Cybertronian						
Gender: Female						
Height: 16 feet						
Team: Autobots						
						