

NAME: Backstreet (G1)
PLAYER:

VALUE	CHAR	COST	BASE	PTS
22/42	Strength	x1	10	12
14	Dexterity	x3	10	12
23	Constitution	x2	10	26
10/14	Body	x2	10	0
12	Intelligence	x1	10	2
12	Ego	x2	10	4
16	Presence	x1	10	6
10	Comeliness	x1/2	10	0
12	Physical Defex	x1	4	8
13	Energy Defens	x1	5	8
4	Speed	x10	2.4	16
10	Recovery	x2	9	2
52	Endurance	x1/2	46	3
36/40	Stun	x1	33	3
Characteristics Cost:				102

STR Roll: 17-	Run	18"
DEX Roll: 12-	Swim	2"
INT Roll: 11-	Jump	8"
EGO Roll: 11-		
PER Roll: 11-		

Experience: 0

DISADVANTAGES	BASE:	200+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, "Insists he is brave, but isn't", common, moderate	10	
Psych Lim, "Jumpy", very common, moderate	15	
Psych Lim, "Avoids combat", common, strong	15	
Psych Lim, "Code vs. killing", uncommon, total	15	
Rep, "Heroic alien robot", occur 8-	5	
Rivalry, "Other Autobot scouts", professional	5	
Watched, "Autobot leaders", more powerful, non-combat influence, harsh, appear 14-	15	

Disadvantages Total : 150
Experience Spent + 0
Total Points = 350

THE TRANSFORMERS

HERO 4TH EDITION

PTS	POWERS	END
3	1" Change Environment, Desc: Headlights, OIF (-1/2)	0
4	+0 Detect, "Radiation", make into sense, IIF (-1/4)	0
10	EC (10), "Transformer powers"	0
17a)	12/12 Armor, OIF (-1/2)	0
20b)	4 LVLS Growth (stats already included), Always On (-1/2), 0 END Persistent (+1)	0
18c)	16" Running, 1/2 END (+1/4)	2
6d)	Shape Shift, "Car", Concentrate (-1/4), Cannot change form if he takes over half BODY (-1/4), IIF (-1/4), 0 END Persistent (+1)	0
19	Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to aging	0
4	IR Vision, IIF (-1/4)	0
65	MP (130), "Weapons", OAF (-1)	0
6u	5 1/2D6 RKA (Fire), "Heat Rays", 0 END (+1/2)	0
6u	4D6+1 RKA, "Proton Missile Cannons", 33-64 Charges (+1/2), Explosion (+1/2)	0
1u	+10" Running, "Rocket Boosters", Only in vehicle mode (-1/4), 0 END (+1/2)	0
3	Radio XMIT/REC, OIF (-1/2)	0
6	+2" Running, "Wheels", x8 Non-Combat, has turn mode, OIF (-1/2), Linked (-1/2), "Shape Shift"	0
10	42 STR, 1/2 END (+1/4) ==Skills==	0
3	Combat Driving 12-	0
18	6 Levels: Heat beams, Move By and lasers, tight group	0
3	Navigation 11-	0
0	PS: Lookout 8-	0
3	Shadowing 11-	0
3	Stealth 12-	0
3	Streetwise 12-	0
2	WF, Small Arms	0
	==Talents==	0
5	13- Fast Draw	0
10	2D6 Luck	0

248 : **Powers Total**
102 + **Characteristic Total**
350 = **Total Cost**

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:	14	SPD:	4	ECV:	4
Phases - -	3	- -	6	- -	9
PD/rPD	24/ 12	ED/rED	25/ 12		
END:	52	STUN:	40	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: Backstreet
Species: Cybertronian
Gender: Male
Height: 16 feet
Team: Autobots

