

NAME: Bluestreak (G1)
PLAYER:

| VALUE | CHAR | COST | BASE | PTS |
|------------------------------|----------------|------|------|-----|
| 22/42 | Strength | x1 | 10 | 12 |
| 14 | Dexterity | x3 | 10 | 12 |
| 24 | Constitution | x2 | 10 | 28 |
| 10/14 | Body | x2 | 10 | 0 |
| 12 | Intelligence | x1 | 10 | 2 |
| 4 | Ego | x2 | 10 | -12 |
| 14 | Presence | x1 | 10 | 4 |
| 10 | Comeliness | x1/2 | 10 | 0 |
| 13 | Physical Defex | x1 | 4 | 9 |
| 14 | Energy Defens | x1 | 5 | 9 |
| 4 | Speed | x10 | 2.4 | 16 |
| 9 | Recovery | x2 | 9 | 0 |
| 50 | Endurance | x1/2 | 48 | 1 |
| 34/38 | Stun | x1 | 33 | 1 |
| Characteristics Cost: | | | | 82 |

| | | |
|----------------------|------|-----|
| STR Roll: 17- | Run | 19" |
| DEX Roll: 12- | Swim | 2" |
| INT Roll: 11- | Jump | 8" |
| EGO Roll: 10- | | |
| 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, "Talkative", very common, moderate | 15 | |
| Psych Lim, "Hates combat", common, moderate | 10 | |
| Psych Lim, "Curious", common, strong | 15 | |
| Psych Lim, "Code vs. killing", common, strong | 15 | |
| Rep, "Heroic alien robot", occur 8- | 5 | |
| Rivalry, "Other Autobot gunners", 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 |
| 10 | EC (10), "Transformer powers" | |
| 19a) | 13/13 Armor, OIF(-1/2) | |
| 20b) | 4 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1) | 0 |
| 20c) | 17" Running, 1/2 END (+1/4) | 2 |
| 6d) | Shape Shift, "Car", Concentrate(-1/4), Cannot change form if 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 | |
| 96 | MP (192), "Weapons", OAF(-1) | |
| 9u | 7D6+1 RKA, "Lightning Beam", 17-32 Charges (+1/4), x25 Increased Max Range(+1/2) | 0 |
| 8u | 7D6 RKA, "Bombs", Explosion(+1/2), 9-12 Charges(-1/4), x5 Increased Max Range (+1/4) | 0 |
| 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 |
| 10 | 42 STR, 1/2 END(+1/4) | 0 |
| 7 | +10 Telescopic Sense, Sight Group, OAF(-1) ==Skills== | |
| 3 | Combat Driving 12- | |
| 12 | 6 Levels: Gun | |
| 3 | Navigation 11- | |
| 10 | 10 Rng Levels: Gun and missiles, tight group, OAF(-1) | |
| 4 | WF, Small Arms, Heavy Weapons | |

268 : **Powers Total**
82 + **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: 1
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 26/ 13 ED/rED 27/ 13
END: 50 STUN: 38 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: Bluestreak
Species: Cybertronian
Gender: Male
Height: 16 feet
Team: Autobots

