

NAME: Chase				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
18/38	Strength	x1	10	8
16	Dexterity	x3	10	18
19	Constitution	x2	10	18
10/14	Body	x2	10	0
12	Intelligence	x1	10	2
18	Ego	x2	10	16
16	Presence	x1	10	6
10	Comeliness	x1/2	10	0
8	Physical Defex	x1	4	4
8	Energy Defens	x1	4	4
4	Speed	x10	2.6	14
9	Recovery	x2	8	2
42	Endurance	x1/2	38	2
31/35	Stun	x1	29	2
Characteristics Cost:				96
STR Roll: 17-	Run		18"	
DEX Roll: 12-	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, "Talkative", very common, moderate				15
Psych Lim, "Code vs. killing", common, strong				15
Psych Lim, "Impatient", very common, strong				20
Rep, "Heroic alien robot", occur 8-				5
Rivalry, "Other Autobot scouts", professional				5
Unluck, 1D6				5
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
1	240 Degree Perception on Sight, OIF(-1/2)	
3	1" Change Environment, Desc: Headlights, OIF(-1/2)	0
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)	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
19	Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to aging	
10	Radar Sense, OIF(-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)	0
4	+4 Telescopic Sense, Radio Group, OIF(-1/2)	
4	+4 Telescopic Sense, Sight Group, OIF(-1/2)	
	==Skills==	
3	Combat Driving 12-	
4	4 Levels: Pistol, OAF(-1)	
3	4 Rng Levels: Pistol, OAF(-1)	
3	Stealth 12-	
5	Tracking 12-	
1	WF, Pistols	

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:	16	SPD:	4	ECV:	6	
Phases	- - 3	- - 6	- - 9	- - 12		
PD/rPD	16/	8	ED/rED	16/	8	
END:	42	STUN:	35	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: Chase						
Species: Cybertronian						
Gender: Male						
Height: 16 feet						
Team: Throttlebots						
154 : Powers Total 96 + Characteristic Total 250 = Total Cost						