

**NAME:** Computron (G1)  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
28/73	Strength	x1	10	18
18	Dexterity	x3	10	24
23	Constitution	x2	10	26
10/19	Body	x2	10	0
20	Intelligence	x1	10	10
20	Ego	x2	10	20
25	Presence	x1	10	15
10	Comeliness	x1/2	10	0
14	Physical Defex	x1	6	8
13	Energy Defens	x1	5	8
4	Speed	x10	2.8	12
11	Recovery	x2	11	0
46	Endurance	x1/2	46	0
36/45	Stun	x1	36	0
<b>Characteristics Cost:</b>				<b>141</b>

<b>STR Roll:</b> 24-	Run	6"
<b>DEX Roll:</b> 13-	Swim	2"
<b>INT Roll:</b> 13-	Jump	15"
<b>EGO Roll:</b> 13-		
<b>PER Roll:</b> 13-		

**Experience:** 425

DISADVANTAGES	BASE:	200+PTS
Accidental Chg, "Being stunned activates Multiform", very common, occur 11-		20
DNPC, "Innocents in need of saving", incompetent, appear 11-		20
Distinctive, "Giant robot", not concealable, major		20
Hunted, "Anti-Autobot forces", as powerful, harsh, appear 11-		15
Psych Lim, "Takes his time to come to decisions", common, strong		15
Psych Lim, "Perfection freak", common, moderate		10
Psych Lim, "Code vs. killing", uncommon, total		15
Rep, "Heroic alien robot", occur 8-		5
Rivalry, "Other Autobot combiners", professional		5
Unluck, 2D6		10
Watched, "Autobot leaders", more powerful, non-combat influence, harsh, appear 14-		15

**Disadvantages Total :** 150  
**Experience Spent +** 425  
**Total Points =** 775

# THE TRANSFORMERS

## HERO 4TH EDITION

PTS	POWERS	END
3	1" Change Environment, Desc: Headlights, OIF (-1/2)	0
15	EC (15), "Transformer powers"	
24a)	17/17 Armor, OIF(-1/2)	
50b)	9 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	0
5	5 Flash Defense, Hearing Group	
3	IR Vision, OIF(-1/2)	
19	Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to aging	
84	419 Multiform, "Scattershot", second form	
23	340 Multiform, "Afterburner", Linked (-1/2), "Scattershot Multiform"	
23	340 Multiform, "Lightspeed", Linked (-1/2), "Scattershot Multiform"	
23	340 Multiform, "Nosecone", Linked (-1/2), "Scattershot Multiform"	
23	350 Multiform, "Strafe", Linked(-1/2), "Scattershot Multiform"	
33	MP (33), "Movement"	
3u	9" Flight, x8 Non-Combat	2
3u	18" Running, 1/2 END (+1/4)	2
87	MP (131), "Weapons", OIF(-1/2)	
7u	5D6 RKA (Sonics), "Semi-Automatic Sonic Blaster - Afterburner", vs physical defense, 33-64 Charges(+1/2)	0
7u	5D6 RKA, "Missile Launcher - Afterburner", vs physical defense, Explosion(+1/2), 13-16 Charges(0)	0
7u	3 1/2D6 RKA, "Plasma Pulse Cannon - Afterburner", x5 Autofire(+1/2), 33-64 Charges(+1/2)	0
6u	5 1/2D6 RKA (Radiation), "Proton Rifle - Lightspeed", No Knockback(-1/4), 17-32	
634	<b>: Powers Total</b>	
141	<b>+ Characteristic Total</b>	
775	<b>= Total Cost</b>	

Base OCV: 6      Base DCV: 6  
 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	

<b>Rang</b>	<4	<8	<16	<32	<64	<128
<b>RMod</b>	-0	-2	-4	-6	-8	-10

DEX: 18      SPD: 4      ECV: 7  
 Phases - - 3 - - 6 - - 9 - - 12  
 PD/rPD 31/ 17      ED/rED 30/ 17  
 END: 46      STUN: 45      BODY: 19

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: Computron  
 Species: Cybertronian combined form  
 Gender: Male  
 Height: 50 feet  
 Team: Technobots



DISADVANTAGES	PTS	PTS	POWERS	END	PTS	POWERS	END
			Charges(+1/4)	0			
		7u	3D6+1 RKA (Fire), "Plasma Blasters - Lightspeed",x5 Autofire(+1/2),33-64 Charges(+1/2)	0			
		7u	5 1/2D6 RKA (Light), "X-Ray Laser Pistol - Nosecone",No Knockback(-1/4),33-64 Charges(+1/2)	0			
		2u	2D6 HKA,"Drill - Nosecone",vs physical defense	3			
		9u	5D6 RKA,"Missile Launcher - Nosecone", vs physical defense, 17-32 Charges(+1/4), Explosion(+1/2)	0			
		7u	10D6 EB,"Sonic Weapon - Scattershot",vs physical defense,NND (+1),Defense: Flash Defense	10			
		4u	2D6 RKA,"Automatic Acid Pellet Gun - Scattershot",vs physical defense,OAF (-1/2),65-125 Charges (+3/4),Penetrating (+1/2),x10 Autofire (+3/4)	0			
		7u	6 1/2D6 RKA (Electricity), "Megavolt Pulse Cannon - Scattershot"	10			
		7u	4D6+1 RKA,"Missiles - Scattershot",vs physical defense,13-16 Charges(0),Explosion (+1/2)	0			
		3u	2D6+1 RKA,"Flame Projector - Scattershot",13-16 Charges(0),Area Effect(+1/2)	0			
		6u	5D6 RKA (Fire),"Heat Ray - Strafe",17-32 Charges(+1/4)	0			
		6u	3D6 RKA (Light),"Twin Automatic Light Pulse Blasters - Strafe", 33-64 Charges(+1/2),x5 Autofire(+1/2)	0			
		10	Radar Sense,OIF(-1/2)				
		3	Radio XMIT/REC,OIF (-1/2)				
		18	73 STR,1/2 END(+1/4)	1			
			==Skills==				
		3	Climbing 13-				
		3	Combat Driving 13-				
		3	Combat Piloting 13-				
		48	6 Levels,all combat				
		3	Navigation 11-				
		2	PS: Miner 11-				
		5	3 Rng Levels: Megavolt Pulse Cannon				
		3	Tactics 13-				
		4	WF,Small Arms,Heavy Weapons				
			==Talents==				
		10	Eidetic Memory				
		3	13- Fast Draw				
		3	Lightning Calculator				