

NAME: Double Clutch (G2)				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
26/46	Strength	x1	10	16
14	Dexterity	x3	10	12
23	Constitution	x2	10	26
10/14	Body	x2	10	0
10	Intelligence	x1	10	0
14	Ego	x2	10	8
14	Presence	x1	10	4
10	Comeliness	x1/2	10	0
13	Physical Defex	x1	5	8
13	Energy Defens	x1	5	8
4	Speed	x10	2.4	16
11	Recovery	x2	10	2
48	Endurance	x1/2	46	1
37/41	Stun	x1	35	2
Characteristics Cost:				103
STR Roll: 18-	Run		20"	
DEX Roll: 12-	Swim		2"	
INT Roll: 11-	Jump		9"	
EGO Roll: 12-				
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, "Impatient", common, strong				15
Psych Lim, "Playful", very common, moderate				15
Psych Lim, "Code vs. killing", common, strong				15
Rep, "Heroic alien robot", occur 8-				5
Rivalry, "Other Autobot trackers", professional				5
Unluck, 3D6				15
Watched, "Autobot leaders", more powerful, non-combat influence, mild, appear 11-				10
Disadvantages Total :				150
Experience Spent +				0
Total Points =				350

TRANSFORMERS GENERATION 2 HERO 4th EDITION

PTS	POWERS	END
10	4D6 Absorption, "Energy Absorption Panel - Absorbs lasers to END.", 14- Activation (-1/2), OIF(-1/2)	
3	1" Change Environment, Desc: Headlights, OIF (-1/2)	
10	EC (10), "Transformer powers"	
26a)	12/12 Armor	
20b)	4 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	
28c)	Invisibility, "Electron Disruptor", Radar, Sight Group, IIF(-1/4), 0 END (+1/2)	
37d)	5D6 RKA, "Laser", OAF (-1), 17-32 Charges (+1/4), No Knockback (-1/4)	
28e)	20" Running, 1/2 END (+1/4)	
7f)	Shape Shift, "Car", Concentrate(-1/4), Cannot change form if takes over half Body (-1/4), 0 END Persistent(+1)	
19	Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to aging	
16	7 OCV Missile Deflection, "Laser Deflection Shield", deflect all attacks, OIF(-1/2)	
9	MP (15), "Movement", Only when in appropriate form (-1/4), OIF(-1/2)	
1u	5" Flight, "Jet Pack", x4 Non-Combat	1
1u	+2" Running, "Wheels", x8 Non-Combat, has turn mode	0
3	Radio XMIT/REC, OIF (-1/2)	
11	46 STR, 1/2 END(+1/4) ==Skills==	0
3	Combat Driving 12-	
8	4 Levels: Pistol	
3	Navigation 11-	
3	Tactics 11-	
1	WF, Pistols	

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:	14	SPD:	4	ECV:	5	
Phases	- - 3	- - 6	- - 9	- - 12		
PD/rPD	25/ 12	ED/rED	25/ 12			
END:	48	STUN:	41	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						