

**NAME:** Fizzle (G1)  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
22/42	Strength	x1	10	12
16	Dexterity	x3	10	18
17	Constitution	x2	10	14
10/14	Body	x2	10	0
14	Intelligence	x1	10	4
12	Ego	x2	10	4
16	Presence	x1	10	6
10	Comeliness	x1/2	10	0
6	Physical Defex	x1	4	2
5	Energy Defens	x1	3	2
4	Speed	x10	2.6	14
9	Recovery	x2	7	4
34	Endurance	x1/2	34	0
31/35	Stun	x1	30	1
<b>Characteristics Cost:</b>				<b>81</b>

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

**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, "Overconfident", common, strong	15	
Rep, "Heroic alien robot", occur 8-	5	
Rivalry, "Other Autobot strategists", professional	5	
Unluck, 2D6	10	
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
3	1" Change Environment, Desc: Headlights, OIF (-1/2)	0
10	EC (10), "Transformer powers"	0
7a)	7/7 Armor, OIF(-1/2)	0
20b)	4 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	0
18c)	2 1/2D6 RKA, "Laser Gun", OAF(-1), 17-32 Charges(+1/4), No Knockback(-1/4)	0
16d)	1D6 RKA (Fire), "Flame Exhaust", Only in vehicle form(-1/4), Penetrating(+1/2), 0 END(+1/2)	0
18e)	16" Running, 1/2 END (+1/4)	2
6f)	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	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	AK: Geography 12-, (INT based)	0
3	Combat Driving 12-	0
18	6 Levels: Laser, sparks and punch, tight group	0
3	Navigation 11-	0
5	Tactics 13-	0
1	WF, Pistols	0

169 : **Powers Total**  
81 + **Characteristic Total**  
250 = **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:	16	SPD:	4	ECV:	4
Phases	- - 3 - - 6 - - 9 - - 12				
PD/rPD	13/	7	ED/rED	12/	7
END:	34	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: Fizzle  
Species: Cybertronian  
Gender: Male  
Height: 16 feet  
Team: Autobots (Sparkabots)

