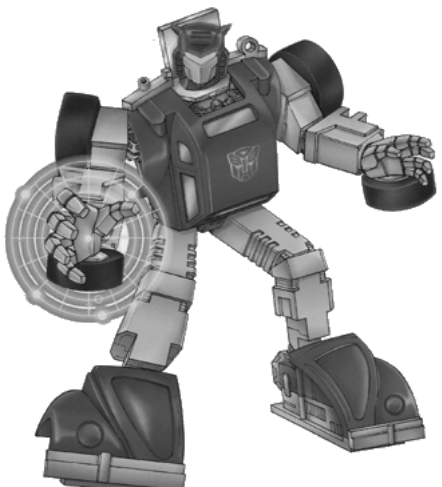


NAME: Glyph (Universe)				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
12/32	Strength	x1	10	2
20	Dexterity	x3	10	30
17	Constitution	x2	10	14
10/14	Body	x2	10	0
20	Intelligence	x1	10	10
13	Ego	x2	10	6
18	Presence	x1	10	8
10	Comeliness	x1/2	10	0
4	Physical Defex	x1	2	2
5	Energy Defens	x1	3	2
4	Speed	x10	3.0	10
9	Recovery	x2	5	8
36	Endurance	x1/2	34	1
26/30	Stun	x1	25	1
Characteristics Cost:				94
STR Roll: 15-	Run		15"	
DEX Roll: 13-	Swim		2"	
INT Roll: 13-	Jump		6"	
EGO Roll: 12-				
PER Roll: 13-				
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 fembot", 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, "Loves alien culture", very common, moderate				15
Psych Lim, "Manic about details", 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 communicators", professional				5
Watched, "Autobot leaders", more powerful, non-combat influence, harsh, appear 14-				15
Disadvantages Total :				150
Experience Spent +				0
Total Points =				250

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
13c)	2 1/2D6 RKA, "Laser Gun", OAF(-1), 13-16 Charges(0), No Knockback(-1/4)	0
10d)	13" Running, 1/2 END (+1/4)	1
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	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
8	32 STR, 1/2 END(+1/4) ==Skills==	0
3	Combat Driving 13-	0
3	Computer Programming 13-	0
3	Deduction 13-	0
3	Forensic Medicine 13-	0
2	2 Levels: Pistol, OAF (-1)	0
3	Navigation 11-	0
4	SC: Archaeometry 14-, (INT based)	0
3	Survival 11-	0
1	WF, Pistols	0
	==Talents==	0
26	14- Universal Translator	0

Base OCV: 7 Adjustment + Final OCV =	Base DCV: 7 Adjustment + Final DCV =																																																																																																					
<table border="1" style="width: 100%;"> <thead> <tr> <th>Maneuver</th> <th>Phase</th> <th>OCV</th> <th>DCV</th> <th>Effect</th> </tr> </thead> <tbody> <tr> <td>Block</td> <td>1/2</td> <td>+0</td> <td>+0</td> <td>stops attack</td> </tr> <tr> <td>Brace</td> <td>0</td> <td>+2</td> <td>1/2</td> <td>+2 vs RMod</td> </tr> <tr> <td>Disarm</td> <td>1/2</td> <td>-2</td> <td>+0</td> <td>STR vs STR</td> </tr> <tr> <td>Dodge</td> <td>1/2</td> <td>+0</td> <td>+3</td> <td>all attacks</td> </tr> <tr> <td>Grab</td> <td>1/2</td> <td>-1</td> <td>-2</td> <td>grab, do STR</td> </tr> <tr> <td>Haymaker</td> <td>1/2</td> <td>+0</td> <td>-5</td> <td>x1 1/2 STR</td> </tr> <tr> <td>Move By</td> <td>1/2</td> <td>-2</td> <td>-2</td> <td>STR/2 + v/5</td> </tr> <tr> <td>Move Through</td> <td>1/2</td> <td>-v/5</td> <td>-3</td> <td>STR + v/3</td> </tr> <tr> <td>Set</td> <td>1</td> <td>+1</td> <td>+0</td> <td></td> </tr> </tbody> </table>	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		<table border="1" style="width: 100%;"> <thead> <tr> <th>Rang</th> <th><4</th> <th><8</th> <th><16</th> <th><32</th> <th><64</th> <th><128</th> </tr> </thead> <tbody> <tr> <td>RMod</td> <td>-0</td> <td>-2</td> <td>-4</td> <td>-6</td> <td>-8</td> <td>-10</td> </tr> </tbody> </table>	Rang	<4	<8	<16	<32	<64	<128	RMod	-0	-2	-4	-6	-8	-10																																					
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																																																																																																
<table border="1" style="width: 100%;"> <thead> <tr> <th>DEX:</th> <th>20</th> <th>SPD:</th> <th>4</th> <th>ECV:</th> <th>4</th> </tr> </thead> <tbody> <tr> <td>Phases</td> <td>- - 3</td> <td>- - 6</td> <td>- - 9</td> <td>- - 12</td> <td></td> </tr> <tr> <td>PD/rPD</td> <td>11/</td> <td>7</td> <td>ED/rED</td> <td>12/</td> <td>7</td> </tr> <tr> <td>END:</td> <td>36</td> <td>STUN:</td> <td>30</td> <td>BODY:</td> <td>14</td> </tr> </tbody> </table>	DEX:	20	SPD:	4	ECV:	4	Phases	- - 3	- - 6	- - 9	- - 12		PD/rPD	11/	7	ED/rED	12/	7	END:	36	STUN:	30	BODY:	14	<table border="1" style="width: 100%;"> <thead> <tr> <th>3D6</th> <th>Loc</th> <th>StunX</th> <th>NStun</th> <th>BodyX</th> <th>CV</th> <th>Armor</th> </tr> </thead> <tbody> <tr> <td>3-5</td> <td>Head</td> <td>x5</td> <td>x2</td> <td>x2</td> <td>-8</td> <td></td> </tr> <tr> <td>6</td> <td>Hands</td> <td>x1</td> <td>x1/2</td> <td>x1/2</td> <td>-6</td> <td></td> </tr> <tr> <td>7-8</td> <td>Arms</td> <td>x2</td> <td>x1/2</td> <td>x1/2</td> <td>-5</td> <td></td> </tr> <tr> <td>9</td> <td>Shoulders</td> <td>x3</td> <td>x1</td> <td>x1</td> <td>-5</td> <td></td> </tr> <tr> <td>10-11</td> <td>Chest</td> <td>x3</td> <td>x1</td> <td>x1</td> <td>-3</td> <td></td> </tr> <tr> <td>12</td> <td>Stomach</td> <td>x4</td> <td>x1 1/2</td> <td>x1</td> <td>-7</td> <td></td> </tr> <tr> <td>13</td> <td>Vitals</td> <td>x4</td> <td>x1 1/2</td> <td>x2</td> <td>-8</td> <td></td> </tr> <tr> <td>14</td> <td>Thighs</td> <td>x2</td> <td>x1</td> <td>x1</td> <td>-4</td> <td></td> </tr> <tr> <td>15-16</td> <td>Legs</td> <td>x2</td> <td>x1/2</td> <td>x1/2</td> <td>-6</td> <td></td> </tr> <tr> <td>17-18</td> <td>Feet</td> <td>x1</td> <td>x1/2</td> <td>x1/2</td> <td>-8</td> <td></td> </tr> </tbody> </table>	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	
DEX:	20	SPD:	4	ECV:	4																																																																																																	
Phases	- - 3	- - 6	- - 9	- - 12																																																																																																		
PD/rPD	11/	7	ED/rED	12/	7																																																																																																	
END:	36	STUN:	30	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: Glyph Species: Cybertronian Gender: Female Height: 15 feet Team: Autobots																																																																																																						
																																																																																																						
<table border="1" style="width: 100%;"> <tr> <td>156</td> <td>: Powers Total</td> </tr> <tr> <td>94</td> <td>+ Characteristic Total</td> </tr> <tr> <td>250</td> <td>= Total Cost</td> </tr> </table>		156	: Powers Total	94	+ Characteristic Total	250	= Total Cost																																																																																															
156	: Powers Total																																																																																																					
94	+ Characteristic Total																																																																																																					
250	= Total Cost																																																																																																					