

<b>NAME:</b> Mirage				
<b>PLAYER:</b>				
<b>VALUE</b>	<b>CHAR</b>	<b>COST</b>	<b>BASE</b>	<b>PTS</b>
22/42	Strength	x1	10	12
14	Dexterity	x3	10	12
20	Constitution	x2	10	20
10/14	Body	x2	10	0
18	Intelligence	x1	10	8
10	Ego	x2	10	0
18	Presence	x1	10	8
12	Comeliness	x1/2	10	1
9	Physical Defex	x1	4	5
9	Energy Defens	x1	4	5
4	Speed	x10	2.4	16
9	Recovery	x2	8	2
40	Endurance	x1/2	40	0
31/35	Stun	x1	31	0
<b>Characteristics Cost:</b>				89
<b>STR Roll:</b> 17-	Run		17"	
<b>DEX Roll:</b> 12-	Swim		2"	
<b>INT Roll:</b> 13-	Jump		8"	
<b>EGO Roll:</b> 11-				
<b>PER Roll:</b> 13-				
<b>Experience:</b> 0				
<b>DISADVANTAGES BASE: 200+PTS</b>				
Accidental Chg,"to robot form if stunned",common, occur 11-				15
DNPC,"humans in need of saving",incompetent, appear 11-				20
Distinctive,"giant robot", easily concealable,major				10
Hunted,"by anti-Autobot forces",as powerful, harsh,appear 11-				15
Physical Lim,"no hands in vehicle mode", infrequently,slightly				5
Psych Lim,"unsure about the Autobot cause", uncommon,strong				10
Psych Lim,"code vs. killing humans",common, strong				15
Psych Lim,"doesn't get on well with most other Autobots",common,strong				15
Rep,"heroic alien robot", occur 8-				5
Rivalry,"with brash Autobots",professional				5
Unluck,2D6				10
Watched,"by Autobot leaders",more powerful, non-combat influence, mild,appear 11-				10
<b>Disadvantages Total :</b>				135
<b>Experience Spent +</b>				0
<b>Total Points =</b>				335

# THE TRANSFORMERS

## HERO 4TH EDITION

<b>PTS</b>	<b>POWERS</b>	<b>END</b>
3	1" Change Environment, Desc: Headlights,OIF (-1/2)	0
10	EC (10),"Transformer powers"	0
17a)	9/9 Armor	2
20b)	4 LVLS Growth (stats already included), Always On(-1/2),0 END Persistent(+1)	0
13c)	-0 Images,Sight Group, x4 Increased Area,5-6 Charges(0),continuing, duration: 1 minute,No Range(-1/2)	0
20d)	17" Running,1/2 END (+1/4)	2
7e)	Shape Shift,"Car", Concentrate(-1/4), Cannot change form if take over half Body. (-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
9	MP (15),"Movement", Only when in appropriate form. (-1/4),OIF(-1/2)	0
1u	5" Flight,"Jet Pack", x4 Non-Combat	1
1u	+2" Running,"Wheels", x8 Non-Combat,has turn mode	0
1u	+12" Swimming,only on surface,1/2 END(+1/4)	1
64	MP (96),"Weapons",OIF (-1/2)	0
4u	5D6 RKA,"Hunting Rifle",vs physical defense,OAF(-1/2), 17-32 Charges(+1/4)	0
5u	3 1/2D6 RKA,"Rocket Launcher",vs physical defense,OAF(-1/2), 13-16 Charges(0),x5 Increased Max Range (+1/4),Explosion(+1/2)	0
4u	5" Stretching, "Grappling Hook",x32 Non-Combat,No fine control.(-1/4),0 END (+1/2)	0
3	Radio XMIT/REC,OIF (-1/2)	0
10	42 STR,1/2 END(+1/4)	0
3	Combat Driving 12-	
3	Disguise 11-	
3	High Society 13-	
18	6 Levels: with rifle, punch and dodge.,tight group	
<b>246 : Powers Total</b>		
<b>89 + Characteristic Total</b>		
<b>335 = Total Cost</b>		

Base OCV: 5		Base DCV: 5				
Adjustment +	Final OCV =	Adjustment +	Final DCV =			
<b>Maneuver</b>	<b>Phase</b>	<b>OCV</b>	<b>DCV</b>	<b>Effect</b>		
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:	14	SPD:	4	ECV:	3	
Phases	- - 3	- - 6	- - 9	- - 12		
PD/rPD	18/	9	ED/rED	18/	9	
END:	40	STUN:	35	BODY:	14	
<b>NOTES</b>						

DISADVANTAGES	PTS	PTS	POWERS	END	PTS	POWERS	END
		3 Stealth 12- 3 Tracking 13- 2 WF, Small Arms					