

<b>NAME:</b> Overhaul				
<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
23	Constitution	x2	10	26
10/14	Body	x2	10	0
10	Intelligence	x1	10	0
18	Ego	x2	10	16
14	Presence	x1	10	4
10	Comeliness	x1/2	10	0
12	Physical Defex	x1	4	8
13	Energy Defens	x1	5	8
4	Speed	x10	2.4	16
10	Recovery	x2	9	2
46	Endurance	x1/2	46	0
34/38	Stun	x1	33	1
<b>Characteristics Cost:</b>				105
<b>STR Roll:</b> 17-	Run		18"	
<b>DEX Roll:</b> 12-	Swim		2"	
<b>INT Roll:</b> 11-	Jump		8"	
<b>EGO Roll:</b> 13-				
<b>PER Roll:</b> 11-				
<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, "Over confident", common, strong				15
Psych Lim, "Complainer", common, moderate				10
Psych Lim, "Loves combat", common, strong				15
Psych Lim, "Code vs. killing", common, strong				15
Rep, "Heroic alien robot", occur 8-				5
Rivalry, "With other Autobot warriors", professional, PC rival				10
Watched, "By Autobot leaders", more powerful, non-combat influence, mild, appear 11-				10
<b>Disadvantages Total :</b>				145
<b>Experience Spent +</b>				0
<b>Total Points =</b>				345

# TRANSFORMERS CYBERTRON

## HERO 4TH EDITION

<b>PTS</b>	<b>POWERS</b>	<b>END</b>
4	0/5 Armor, Only against fire(-1)	
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)	
15c)	15" Running, 1/2 END (+1/4)	
7d)	Shape Shift, "Truck", 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	
65	MP (131), "Weapons", OAF(-1)	
3u	3D6+1 HKA, "Claws", 0 END(+1/2)	
5u	5D6 RKA, "Laser", 33-64 Charges(+1/2), No Knockback(-1/4)	
5u	5D6 RKA, "Archer Shot/Tornado Torpedo", Incantation(-1/4), Only in robot mode(-1/4), Explosion(+1/2), 17-32 Charges(+1/4)	
3	Radio XMIT/REC, OIF (-1/2)	
6	+3" Running, "Wheels", x4 Non-Combat, has turn mode, OIF(-1/2), Linked (-1/2), "to Shape Shift", 1/2 END(+1/4)	
10	42 STR, 1/2 END(+1/4)	
	==Perks, Skills & Talents==	
3	Combat Driving 12-	
18	6 Levels: with laser, claws and punch, tight group	
10	2D6 Luck	
3	Navigation 11-	
3	Survival 11-	
2	WF, Small Arms	
240	<b>: Powers Total</b>	
105	<b>+ Characteristic Total</b>	
345	<b>= Total Cost</b>	

Base OCV: 5		Base DCV: 5				
Adjustment +		Adjustment +				
Final OCV =		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:	6	
Phases	- - 3	- - 6	- - 9	- - 12		
PD/rPD	24/	12	ED/rED	30/	17	
END:	46	STUN:	38	BODY:	14	
<b>3D6</b>	<b>Loc</b>	<b>StunX</b>	<b>NStun</b>	<b>BodyX</b>	<b>CV</b>	<b>Armor</b>
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	
<b>NOTES</b>						