

NAME: Quickmix (G1)
PLAYER:

VALUE	CHAR	COST	BASE	PTS
22/42	Strength	x1	10	12
12	Dexterity	x3	10	6
22	Constitution	x2	10	24
10/14	Body	x2	10	0
14	Intelligence	x1	10	4
18	Ego	x2	10	16
16	Presence	x1	10	6
10	Comeliness	x1/2	10	0
11	Physical Defex	x1	4	7
11	Energy Defens	x1	4	7
4	Speed	x10	2.2	18
9	Recovery	x2	8	2
44	Endurance	x1/2	44	0
33/37	Stun	x1	32	1
Characteristics Cost:				103

STR Roll: 17-	Run	20"
DEX Roll: 11-	Swim	2"
INT Roll: 12-	Jump	8"
EGO Roll: 13-		
PER Roll: 12-		

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, "Short tempered", very common, moderate	15	
Psych Lim, "Code vs. killing", common, strong	15	
Psych Lim, "Absent minded", very common, strong	20	
Rep, "Heroic alien robot", occur 8-	5	
Rivalry, "Other Autobot scientists", professional	5	
Unluck, 1D6	5	
Watched, "Autobot leaders", more powerful, non-combat influence, harsh, appear 14-	15	

Disadvantages Total : 150
Experience Spent + 0
Total Points = 350

THE TRANSFORMERS

HERO 4TH EDITION

PTS	POWERS	END
3	1" Change Environment, Desc: Headlights, OIF (-1/2)	0
10	EC (10), "Transformer powers"	
15a)	11/11 Armor, OIF (-1/2)	
20b)	4 LVLS Growth (stats already included), Always On (-1/2), 0 END Persistent(+1)	0
23c)	18" Running, 1/2 END (+1/4)	2
6d)	Shape Shift, "Cement truck", Concentrate (-1/4), Cannot change form if takes over half Body (-1/4), IIF (-1/4), 0 END Persistent(+1)	0
4	5 Flash Defense, Hearing Group, IIF (-1/4)	
19	Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to aging	
3	Radio XMIT/REC, OIF (-1/2)	
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)	0
27	VPP (16), no skill roll required, "Advanced sensor system", Only to make enhanced senses (-1/2)	
55	Followers: Ricochet and Boomer (250pt), 2 # of Followers	
	==Perks==	
	3 Combat Driving 11-	
	3 Demolitions 11-	
	7 Inventor 14-	
18	6 Levels: Ricochet, Boomer and punch, tight group	
	3 Navigation 11-	
	0 PS: Chemist 8-	
	2 SC: Biochemistry 12-, (INT based)	
	2 SC: Chemistry 12-, (INT based)	
	2 SC: Metallurgy 12-, (INT based)	
	2 SC: Organic Chemistry 12-, (INT based)	
	3 Scientist	
	1 WF, Pistols	

247 : Powers Total
103 + Characteristic Total
350 = Total Cost

Base OCV: 4 Base DCV: 4
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: 12 SPD: 4 ECV: 6
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 22/ 11 ED/rED 22/ 11
END: 44 STUN: 37 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: Quickmix
Species: Cybertronian
Gender: Male
Height: 16 feet
Team: Autobots

