

NAME: Red Alert (G1)
PLAYER:

VALUE	CHAR	COST	BASE	PTS
20/40	Strength	x1	10	10
14	Dexterity	x3	10	12
20	Constitution	x2	10	20
10/14	Body	x2	10	0
14	Intelligence	x1	10	4
14	Ego	x2	10	8
14	Presence	x1	10	4
10	Comeliness	x1/2	10	0
9	Physical Defex	x1	4	5
9	Energy Defens	x1	4	5
4	Speed	x10	2.4	16
9	Recovery	x2	8	2
44	Endurance	x1/2	40	2
32/36	Stun	x1	30	2
Characteristics Cost:				90

STR Roll: 17-	Run	15"
DEX Roll: 12-	Swim	2"
INT Roll: 12-	Jump	8"
EGO Roll: 12-		
PER Roll: 20-		

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, "Paranoid", very common, strong		20
Psych Lim, "Code vs. killing", common, strong		15
Psych Lim, "Overly cautious", common, strong		15
Rep, "Heroic alien robot", occur 8-		5
Rivalry, "With brash Autobots", professional		5
Unluck, 2D6		10
Watched, "Autobot leaders", more powerful, non-combat influence, mild, appear 11-		10

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"	
17a)	9/9 Armor	
20b)	4 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	0
10c)	13" Running, 1/2 END (+1/4)	1
7d)	Shape Shift, "Car", Concentrate(-1/4), Cannot change form if takes over half Body (-1/4), 0 END Persistent(+1)	0
33	15- Danger Sense, able to sense, general area	
24	+8 Enhanced PER, with all senses	
19	Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to aging	
7	+2" Running, "Wheels", x8 Non-Combat, has turn mode, OIF(-1/2), Only when in appropriate form(-1/4)	0
60	MP (120), "Weapons", OAF(-1)	
5u	5D6 RKA (Radiation), "Particle Beam Rifle", 33-64 Charges(+1/2)	0
6u	4D6 RKA, "Rocket Launcher", vs physical defense, 13-16 Charges (0), Explosion(+1/2), x25 Increased Max Range(+1/2)	0
3	Radio XMIT/REC, OIF (-1/2)	0
10	40 STR, 1/2 END(+1/4) ==Perks, Skills & Talents==	0
3	Combat Driving 12-	
12	6 Levels: Rifle	
3	PS: Security 12-, (INT based)	
3	Security Systems 12-	
3	Systems Operation 12-	
2	WF, Small Arms	

260 : **Powers Total**
 90 + **Characteristic Total**
 350 = **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: 14 SPD: 4 ECV: 5
 Phases - - 3 - - 6 - - 9 - - 12
 PD/rPD 18/ 9 ED/rED 18/ 9
 END: 44 STUN: 36 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