

NAME: Swindle (G1)
PLAYER:

VALUE	CHAR	COST	BASE	PTS
20/40	Strength	x1	10	10
20	Dexterity	x3	10	30
21	Constitution	x2	10	22
10/14	Body	x2	10	0
18	Intelligence	x1	10	8
10	Ego	x2	10	0
16	Presence	x1	10	6
10	Comeliness	x1/2	10	0
10	Physical Defex	x1	4	6
10	Energy Defens	x1	4	6
4	Speed	x10	3.0	10
9	Recovery	x2	8	2
42	Endurance	x1/2	42	0
32/36	Stun	x1	31	1
Characteristics Cost:				101

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

Experience: 0

DISADVANTAGES	BASE:	200+PTS
Accidental Chg, "To robot form if Stunned", very common, occur 11-		20
Hunted, "Anti-Decepticon forces", as powerful, harsh, appear 11-		15
Distinctive, "Giant robot", easily concealable, major Physical Lim, "No hands in vehicle mode", infrequently, slightly		10
Psych Lim, "Obsessive", common, moderate		10
Psych Lim, "Loves new weapons", very common, moderate		15
Psych Lim, "Greedy", common, strong		15
Psych Lim, "Violent", common, strong		15
Rep, "Wheeler dealer", occur 11-		10
Rep, "Evil alien robot", occur 8-, extreme reputation		10
Rivalry, "Other marketeers", professional		5
Watched, "Decepticon leaders", more powerful, non-combat influence, harsh, appear 14-		15

Disadvantages Total : 145
Experience Spent + 0
Total Points = 345

THE TRANSFORMERS

HERO 4TH EDITION

PTS	POWERS	END
3	1" Change Environment (Light), "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
15c)	15" Running, 1/2 END (+1/4)	2
6d)	Shape Shift, "Truck", Concentrate(-1/4), Cannot change if takes more than half Body (-1/4), IIF(-1/4), 0 END Persistent(+1)	0
4	5 Flash Defense, Hearing Group, IIF(-1/4)	
22	Life Support, doesn't breathe, safe in vacuum/pressure, safe in radiation, safe in heat/cold, immune to aging	
75	MP (150), "Weapons", OAF(-1)	
7u	10D6 Drain, "Gyro-gun drains Dex", fade rate: per minute, 17-32 Charges(+1/4)	0
7u	5 1/2D6 RKA, "Scatter Blaster", vs physical defense, 17-32 Charges (+1/4), Area Effect (+1/2)	0
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	40 STR, 1/2 END(+1/4) ==Skills==	0
3	Combat Driving 13-	
3	Conversation 12-	
18	6 Levels: Punch, gyro gun and blaster, tight group	
3	Navigation 11-	
7	Persuasion 14-	
0	PS: Muntitions Expert 8-	
3	Systems Operation 13-	
4	WF, Small Arms, Heavy Weapons	

244 : **Powers Total**
101 + **Characteristic Total**
345 = **Total Cost**

Base OCV: 7 Base DCV: 7
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: 20 SPD: 4 ECV: 3
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 21/ 11 ED/rED 21/ 11
END: 42 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

Name: Swindle
Species: Cybertronian
Gender: Male
Height: 16 feet
Team: Combaticons

