NAME: Tankor (Cybertron)
PLAYER:

VALUE	CHAR	COST	BASE	PTS
19/29	Strength	x1	10	9
14	Dexterity	x3	10	12
21	Constitution	x2	10	22
10/11	Body	x2	10	0
10	Intelligence	x1	10	0
18	Ego	x2	10	16
9	Presence	x1	10	-1
10	Comeliness	x1/2	10	0
10/11	Physical Def	x1	5	6
10	Energy Defens	x1	4	6
3/4	Speed	x10	2.4	6
8/9	Recovery	x2	9	0
42	Endurance	x1/2	42	0
31/34	Stun	x1	33	0
	Characteristics Cost:			76

STR Roll: 15-
DEX Roll: 12-
INT Roll: 11-
EGO Roll: 13-
PER Roll: 11-

Run	13"
Swim	2"
Jump	6"

Experience: 45

DISADVANTAGES   BASE: 100+PTS

Accidental Chg,"To robot form if Stunned",very common,occur 11-	20
Distinctive,"Mini-Con", easily concealable,minor	5
DNPC,"Innocents in need of saving",incompetent, appear 11-	20
Hunted,"Anti-Mini-Con forces",as powerful, harsh,appear 11-	15
Physical Lim,"No hands in vehicle mode", infrequently,slightly	5
Psych Lim,"Never quits", common,strong	15
Psych Lim,"Protective of others",common,strong	15
Psych Lim,"Code vs. killing",common,strong	15
Psych Lim,"Aggressive", common,strong	15
Rep,"Heroic alien robot", occur 8-	5
Rivalry,"Other Mini-Con teams",professional	5
Watched,"Autobot leaders", more powerful,non-combat influence,harsh,appear 14-	15

Disadvantages Total : 150
Experience Spent + 45
Total Points = 295

TRANSFORMERS CYBERTRON
HERO 4TH EDITION

PTS	POWERS	END
3	1" Change Environment, Desc: Headlights,OIF (-1/2)	0
10	EC (10),"Transformer powers"	
7a)	7/7 Armor,OIF(-1/2)	
71b)	5D6 RKA,"Missiles", OAF(-1),33-64 Charges (+1/2),Gestures(-1/4), Explosion(+1/2),x5 Increased Max Range (+1/4)	0
10c)	13" Running,1/2 END (+1/4)	1
6d)	Shape Shift,"Tank", Concentrate(-1/4), Cannot change form if takes over half Body (-1/4),IIF(-1/4),0 END Persistent(+1)	0
7	1 LVLS Growth (stats already included), Always On(-1/2),0 END Persistent(+1)	0
19	Life Support,doesn't breathe,safe in vacuum/pressure,safe in heat/cold,immune to aging	
3	Radio XMIT/REC,OIF (-1/2)	
2	+0" Running,"Treads", x4 Non-Combat,has turn mode,OIF(-1/2),Linked (-1/2),"Shape Shift"	0
12	+1.0 SPD,Usable By Others(+1/4)	
6	+5 STR,Usable By Others(+1/4)	1
7	29 STR,1/2 END(+1/4)	0
5	+4 Telescopic Sense, Sight Group,OIF(-1/2), Usable By Others(+1/4)	
	==Skills==	
3	Combat Driving 12-	
3	Interrogation 11-	
22	6 Levels: Missiles, move through and punch,tight group, Usable By Others(+1/4)	
3	Navigation 11-	
2	PS: Soldier 11-	
5	4 Rng Levels: Missiles,OIF(-1/2), Usable By Others(+1/4)	
3	Streetwise 11-	
3	Survival 11-	
3	Systems Operation 11-	
4	WF,Small Arms,Heavy Weapons	

219 : Powers Total
76 + Characteristic Total
295 = 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: 3/4   ECV: 6

Phases - - 3 - - 6 - - 9 - - 12

PD/rPD 18/ 7 ED/rED 17/ 7

END: 42   STUN: 34   BODY: 11

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: Tankor
Species: Cybertronian Mini-Con
Gender: Male
Height: 8 feet
Team: Autobots