

NAME: Tap-Out (Universe)
PLAYER:

VALUE	CHAR	COST	BASE	PTS
24/44	Strength	x1	10	14
18	Dexterity	x3	10	24
24	Constitution	x2	10	28
10/14	Body	x2	10	0
12	Intelligence	x1	10	2
20	Ego	x2	10	20
10	Presence	x1	10	0
10	Comeliness	x1/2	10	0
14	Physical Defex	x1	5	9
14	Energy Defens	x1	5	9
4	Speed	x10	2.8	12
11	Recovery	x2	10	2
52	Endurance	x1/2	48	2
36/40	Stun	x1	34	2
Characteristics Cost:				124

STR Roll: 18-	Run	20"
DEX Roll: 13-	Swim	2"
INT Roll: 11-	Jump	9"
EGO Roll: 13-		
PER Roll: 11-		

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, "Code vs. killing", common, strong		15
Psych Lim, "Never quits", uncommon, total		15
Psych Lim, "Combative", common, moderate		10
Psych Lim, "Protective of all innocents", common, strong		15
Rep, "Heroic alien robot", occur 8-		5
Rivalry, "Other Autobot warriors", professional		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"	
19a)	13/13 Armor, OIF(-1/2)	
20b)	4 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	0
20c)	2 1/2D6 RKA, "Blaster", OAF(-1), 17-32 Charges (+1/4)	0
23d)	18" Running, 1/2 END (+1/4)	2
6e)	Shape Shift, "Car", Concentrate(-1/4), Cannot change form if takes over half Body (-1/4), IIF(-1/4), 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)	
6	+2" Running, "Wheels", x8 Non-Combat, has turn mode, OIF(-1/2), Linked (-1/2), "Shape Shift"	0
11	44 STR, 1/2 END(+1/4)	0
==Perks==		
3	Federal Police Powers	
==Skills==		
3	Acrobatics 13-	
3	Breakfall 13-	
3	Combat Driving 13-	
4	Fast Strike	
48	6 Levels, all combat	
4	Martial Disarm	
4	Martial Dodge	
3	Navigation 11-	
1	WF, Pistols	
==Talents==		
10	2D6 Luck	

226 : Powers Total
124 + Characteristic Total
350 = Total Cost

Base OCV: 6 Base DCV: 6
 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	
Fast Strike	1/2	+2	+0	10 1/2D6
Martial Disarm	1/2	-1	+1	54 STR
Martial Dodge	1/2	+0	+5	

Rang <4	<8	<16	<32	<64	<128
RMod -0	-2	-4	-6	-8	-10

DEX: 18 SPD: 4 ECV: 7
 Phases - - 3 - - 6 - - 9 - - 12
 PD/rPD 27/ 13 ED/rED 27/ 13
 END: 52 STUN: 40 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	x1/2	x1	-7	
13	Vitals	x4	x1/2	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: Tap-Out
 Species: Cybertronian
 Gender: Male
 Height: 16 feet
 Team: Autobot Elite Guard

