

NAME: Tracks (G1)
PLAYER:

VALUE	CHAR	COST	BASE	PTS
22/42	Strength	x1	10	12
16	Dexterity	x3	10	18
23	Constitution	x2	10	26
10/14	Body	x2	10	0
12	Intelligence	x1	10	2
12	Ego	x2	10	4
15	Presence	x1	10	5
14	Comeliness	x1/2	10	2
12	Physical Defex	x1	4	8
13	Energy Defens	x1	5	8
4	Speed	x10	2.6	14
10	Recovery	x2	9	2
46	Endurance	x1/2	46	0
34/38	Stun	x1	33	1
Characteristics Cost:				102

STR Roll: 17-	Run	19"
DEX Roll: 12-	Swim	2"
INT Roll: 11-	Jump	8"
EGO Roll: 11-	Flight	8"
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 form", infrequently, slightly		5
Psych Lim, "Overconfident", common, strong		15
Psych Lim, "Code vs. killing", common, strong		15
Psych Lim, "Vein", common, strong		15
Rep, "Heroic alien robot", occur 8-		5
Rivalry, "Other warriors", professional		5
Watched, "Autobot leaders", more powerful, non-combat influence, harsh, appear 14-		15

Disadvantages Total : 140
Experience Spent + 0
Total Points = 340

THE TRANSFORMERS

HERO 4TH EDITION

PTS	POWERS	END
3	1" Change Environment, Desc: Headlights, OIF (-1/2)	0
16	EC (16), "Transformer powers"	
20a)	12/12 Armor	
11b)	8" Flight, "Wings", x32 Non-Combat, OIF(-1/2), Only in flying car form(-1/4)	2
16c)	4 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	0
16d)	17" Running, 1/2 END (+1/4)	2
16e)	Shape Shift, "Car/Flying Car", limited group of shapes, Concentrate (-1/4), Cannot change if he takes over half Body(-1/4), 0 END Persistent(+1)	0
19	Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to aging	
56	MP (112), "Weapons", OAF(-1)	
5u	4" Darkness (Darkness), "Blinding Black Light Beam Gun", Sight Group, 33-64 Charges(+1 1/4), continuing, duration: 1 minute	0
4u	6D6 RKA (Fire), "Incendiary Missiles", OAF(-1/2), 13-16 Charges(0), x5 Increased Max Range (+1/4)	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
4	+6 Telescopic Sense, Sight Group, OAF(-1)	
10	42 STR, 1/2 END(+1/4) ==Skills==	0
1	Acting 8-	
3	Breakfall 12-	
3	Combat Driving 12-	
3	Combat Piloting 12-	
18	6 Levels: Gun, punch and dodge, tight group	
3	Navigation 11-	
0	PS: Warrior 8-	
2	WF, Small Arms	

238 : Powers Total
102 + Characteristic Total
340 = 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:	16	SPD:	4	ECV:	4
Phases	- - 3	- - 6	- - 9	- - 12	
PD/rPD	24/	12	ED/rED	25/	12
END:	46	STUN:	38	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: Tracks
Species: Cybertronian
Gender: Male
Height: 16 feet
Team: Autobots

