

NAME: Afterburner (G1)
PLAYER:

VALUE	CHAR	COST	BASE	PTS
24/44	Strength	x1	10	14
14	Dexterity	x3	10	12
21	Constitution	x2	10	22
10/14	Body	x2	10	0
12	Intelligence	x1	10	2
18	Ego	x2	10	16
14	Presence	x1	10	4
10	Comeliness	x1/2	10	0
11	Physical Defex	x1	5	6
10	Energy Defens	x1	4	6
4	Speed	x10	2.4	16
10	Recovery	x2	9	2
44	Endurance	x1/2	42	1
34/38	Stun	x1	33	1
Characteristics Cost:				102

STR Roll: 18-	Run	18"
DEX Roll: 12-	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 Hunted, "Anti-Autobot forces", as powerful, harsh, appear 11-		10
Physical Lim, "No hands in vehicle form", infrequently, slightly		5
Psych Lim, "Rebels against authority constantly", very common, moderate		15
Psych Lim, "Code vs. killing", uncommon, total		15
Psych Lim, "Hot headed and impatient", common, strong		15
Rep, "Heroic alien robot", occur 8-		5
Rivalry, "Nosecone", 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, "Headlights", OIF(-1/2)	0
10	EC (10), "Transformer powers"	0
13a)	10/10 Armor, OIF(-1/2)	0
20b)	4 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	0
18c)	16" Running, 1/2 END (+1/4)	0
6d)	Shape Shift, "Cybertronian Motorcycle", Concentrate(-1/4), Cannot change form if he takes over half Body(-1/4), IIF(-1/4), 0 END Persistent(+1)	0
2	IR Vision, OAF(-1)	0
19	Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to aging	0
56	MP (112), "Weapons", OAF(-1)	0
5u	5D6 RKA (Sonics), "Semi-Automatic Sonic Blaster", vs physical defense, 33-64 Charges (+1/2)	0
5u	5D6 RKA, "Missile Launcher", vs physical defense, 13-16 Charges (0), Explosion(+1/2)	0
5u	3 1/2D6 RKA, "Plasma Pulse Cannon", x5 Autofire(+1/2), 33-64 Charges(+1/2)	0
16	PKG, "Vehicle form", OIF(-1/2), Linked (-1/2), "Shape Shift" (5) +0 STR Clinging (6) +2" Running, "Wheels", x8 Non-Combat, has turn mode (5) +6" Running, "Solid Rocket Booster Packs", has turn mode, 5-6 Charges(0), continuing, duration: 1 minute	0
3	Radio XMIT/REC, OIF(-1/2)	0
11	44 STR, 1/2 END(+1/4) ==Skills==	0
5	Combat Driving 13-	0
18	6 Levels: Weapons Multipower, tight group	0
3	Navigation 11-	0
3	WF, Vehicle, Small Arms ==Talents==	0
7	14- Fast Draw	0
10	2D6 Luck	0
238	: Powers Total	340
102	+ Characteristic Total	340
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: 14 SPD: 4 ECV: 6
 Phases - - 3 - - 6 - - 9 - - 12
 PD/rPD 21/ 10 ED/rED 20/ 10
 END: 44 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: Afterburner
 Species: Cybertronian
 Gender: Male
 Height: 16 feet
 Team: Autobots (Technobots)

