

NAME: Backstop (Cybertron)				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
26/46	Strength	x1	10	16
12	Dexterity	x3	10	6
22	Constitution	x2	10	24
10/14	Body	x2	10	0
13	Intelligence	x1	10	3
18	Ego	x2	10	16
14	Presence	x1	10	4
10	Comeliness	x1/2	10	0
12	Physical Defex	x1	5	7
11	Energy Defens	x1	4	7
4	Speed	x10	2.2	18
10	Recovery	x2	9	2
46	Endurance	x1/2	44	1
35/39	Stun	x1	34	1
Characteristics Cost:				105
STR Roll: 18-	Run		16"	
DEX Roll: 11-	Swim		2"	
INT Roll: 12-	Jump		9"	
EGO Roll: 13-				
PER Roll: 12-				
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", not concealable, major Hunted, "Anti-Autobot forces", as powerful, harsh, appear 11- 20				
Physical Lim, "No hands in beast mode", infrequently, slightly 5				
Psych Lim, "Protective of others", common, strong 15				
Psych Lim, "Prefers non-violent solutions", common, strong 15				
Psych Lim, "Code vs. killing", 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				

TRANSFORMERS CYBERTRON

HERO 4TH EDITION

PTS	POWERS	END
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
78c)	5 1/2D6 HKA, "Horn/Claw", OIF(-1/2), 0 END(+1/2)	0
18d)	16" Running, 1/2 END (+1/4)	2
6e)	Shape Shift, "Rhino", 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)	
3	+0" Running, x4 Non-Combat, Linked (-1/2), "Shape Shift"	0
11	46 STR, 1/2 END(+1/4) ==Skills==	0
3	AK: Animatros History 12-, (INT based)	
3	Breakfall 11-	
3	Combat Driving 11-	
3	Conversation 12-	
30	6 Levels: All hand-to-hand combat, related group	
3	Navigation 11-	
5	Survival 12-	
2	WF, Common Melee ==Talents==	
10	2D6 Luck	

Base OCV: 4		Base DCV: 4				
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:	12	SPD:	4	ECV:	6	
Phases	- - 3	- - 6	- - 9	- - 12		
PD/rPD	23/ 11	ED/rED	22/ 11			
END:	46	STUN:	39	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: Backstop						
Species: Cybertronian						
Gender: Male						
Height: 16 feet						
Team: Autobots						



245 : Powers Total
105 + Characteristic Total
350 = Total Cost