

<b>NAME:</b> Firetrap				
<b>PLAYER:</b>				
<b>VALUE</b>	<b>CHAR</b>	<b>COST</b>	<b>BASE</b>	<b>PTS</b>
24/49	Strength	x1	10	14
16	Dexterity	x3	10	18
22	Constitution	x2	10	24
10/15	Body	x2	10	0
8	Intelligence	x1	10	-2
16	Ego	x2	10	12
14	Presence	x1	10	4
10	Comeliness	x1/2	10	0
12	Physical Defexl	x1	5	7
11	Energy Defensx1	x1	4	7
4	Speed	x10	2.6	14
9	Recovery	x2	9	0
44	Endurance	x1/2	44	0
33/38	Stun	x1	33	0
<b>Characteristics Cost:</b>				98
<b>STR Roll:</b> 19-	Run		17"	
<b>DEX Roll:</b> 12-	Swim		2"	
<b>INT Roll:</b> 11-	Jump		10"	
<b>EGO Roll:</b> 12-				
<b>PER Roll:</b> 11-				
<b>Experience:</b> 0				
<b>DISADVANTAGES BASE: 200+PTS</b>				
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, "Overconfident", common, strong				15
Psych Lim, "Code vs. killing", common, strong				15
Psych Lim, "Trigger happy", very common, moderate				15
Rep, "Heroic alien robot", occur 8-				5
Rivalry, "Other Autobot warriors", professional				5
Unluck, 2D6				10
Watched, "Autobot leaders", more powerful, non-combat influence, harsh, appear 14-				15
<b>Disadvantages Total :</b>				150
<b>Experience Spent +</b>				0
<b>Total Points =</b>				350

# TRANSFORMERS

## HERO 4TH EDITION

<b>PTS</b>	<b>POWERS</b>	<b>END</b>
3	1" Change Environment, Desc: Headlights, OIF (-1/2)	0
10	EC (10), "Transformer powers"	
19a)	13/13 Armor, OIF(-1/2)	
27b)	5 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	0
15c)	15" Running, 1/2 END (+1/4)	2
6d)	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	
86	MP (172), "Variable ammo rifles", OAF(-1)	
8u	19 1/2D6 EB, vs physical defense, 13-16 Charges(0), Double Knockback(+3/4)	0
8u	23D6 EB, 13-16 Charges (0), Explosion(+1/2)	0
8u	7 1/2D6 RKA, vs physical defense, 13-16 Charges(0), x1 Armor Piercing(+1/2)	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
12	49 STR, 1/2 END(+1/4) ==Skills==	0
1	Breakfall 8-	
3	Combat Driving 12-	
1	Demolitions 8-	
12	4 Levels: Variable ammo rifles, tight group	
3	Navigation 11-	
2	WF, Small Arms	
252	<b>Powers Total</b>	
98	<b>+ Characteristic Total</b>	
350	<b>= Total Cost</b>	

Base OCV: 5		Base DCV: 5				
Adjustment +	Final OCV =	Adjustment +	Final DCV =			
<b>Maneuver</b>	<b>Phase</b>	<b>OCV</b>	<b>DCV</b>	<b>Effect</b>		
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			
<b>Rang</b>	<4	<8	<16	<32	<64	<128
<b>RMod</b>	-0	-2	-4	-6	-8	-10
DEX:	16	SPD:	4	ECV:	5	
Phases	- - 3	- - 6	- - 9	- - 12		
PD/rPD	25/ 13	ED/rED	24/ 13			
END:	44	STUN:	38	BODY:	15	
<b>3D6</b>	<b>Loc</b>	<b>StunX</b>	<b>NStun</b>	<b>BodyX</b>	<b>CV</b>	<b>Armor</b>
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	
<b>NOTES</b>						
Name: Firetrap						
Species: Cybertronian						
Gender: Male						
Height: 20 feet						
Team: Autobots						

