

**NAME:** Landfill (Generation 1)  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
26/46	Strength	x1	10	16
14	Dexterity	x3	10	12
23	Constitution	x2	10	26
10/14	Body	x2	10	0
12	Intelligence	x1	10	2
16	Ego	x2	10	12
14	Presence	x1	10	4
8	Comeliness	x1/2	10	-1
13	Physical Defex	x1	5	8
13	Energy Defens	x1	5	8
4	Speed	x10	2.4	16
10	Recovery	x2	10	0
46	Endurance	x1/2	46	0
35/39	Stun	x1	35	0
<b>Characteristics Cost:</b>				103

<b>STR Roll:</b> 18-	Run	12"
<b>DEX Roll:</b> 12-	Swim	2"
<b>INT Roll:</b> 11-	Jump	9"
<b>EGO Roll:</b> 12-		
<b>PER Roll:</b> 11-		

**Experience:** 26

DISADVANTAGES	BASE:	100+PTS
Accidental Chg, "To robot form if Stunned", very common, occur 11-		20
DNPC, "Innocents in need of saving", incompetent, appear 11-		20
Distinctive, "Smelly", easily concealable, minor		5
Distinctive, "Giant robot", easily concealable, major		10
Hunted, "Anti-Autobot forces", as powerful, harsh, appear 11-		15
Physical Lim, "No hands in vechle mode", infrequently, slightly		5
Psych Lim, "Constantly cheerful", very common, moderate		15
Psych Lim, "Wants to prove himself", common, strong		15
Psych Lim, "Code vs. killing", common, strong		15
Rivalry, "Other Autobot warriors", professional		5
Rep, "Heroic alien robot", occur 8-		5
Unluck, 1D6		5
Watched, "Autobot leaders", more powerful, non-combat influence, harsh, appear 14-		15

**Disadvantages Total :** 150  
**Experience Spent +** 26  
**Total Points =** 276

# THE TRANSFORMERS

## HERO 4TH EDITION

PTS	POWERS	END
3	1" Change Environment, Desc: Headlights, OIF (-1/2)	0
10	EC (10), "Transformer powers"	
17a)	12/12 Armor, OIF(-1/2)	
20b)	4 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	0
10c)	12" Running, 1/2 END (+1/4)	1
7d)	Shape Shift, "Truck", Concentrate(-1/4), Cannot change form if 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	
3	Radio XMIT/REC, OIF (-1/2)	
4	+0" Running, "Wheels", x8 Non-Combat, has turn mode, OIF(-1/2), Linked (-1/2), "Shape Shift" ==Perks==	0
55	Followers: Flintlock and Silencer (250pt), 2 # of Followers ==Skills==	
3	Combat Driving 12-	
18	6 Levels: Punch, Flintlock and Silencer, tight group	
3	Navigation 11-	
0	PS: Materials Transport 8-	
1	WF, Pistols	

173 : **Powers Total**  
103 + **Characteristic Total**  
276 = **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: 5  
Phases - - 3 - - 6 - - 9 - - 12  
PD/rPD 25/ 12 ED/rED 25/ 12  
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: Landfill  
Species: Cybertronian  
Gender: Male  
Team: Autobots

