

**NAME:** Rollbar (G1)  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
20/40	Strength	x1	10	10
18	Dexterity	x3	10	24
22	Constitution	x2	10	24
10/14	Body	x2	10	0
13	Intelligence	x1	10	3
20	Ego	x2	10	20
16	Presence	x1	10	6
10	Comeliness	x1/2	10	0
11	Physical Defex	x1	4	7
11	Energy Defens	x1	4	7
4	Speed	x10	2.8	12
8	Recovery	x2	8	0
44	Endurance	x1/2	44	0
31/35	Stun	x1	31	0
<b>Characteristics Cost:</b>				<b>113</b>

<b>STR Roll:</b> 17-	Run	16"
<b>DEX Roll:</b> 13-	Swim	2"
<b>INT Roll:</b> 12-	Jump	8"
<b>EGO Roll:</b> 13-		
<b>PER Roll:</b> 12-		

**Experience:** 29

**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, "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, "Loves competition", common, moderate 10

Psych Lim, "Overconfident", common, strong 15

Psych Lim, "Always uses corny sayings", very common, moderate 15

Psych Lim, "Code vs. killing", common, strong 15

Rep, "Heroic alien robot", occur 8- 5

Rivalry, "Other Autobot trackers", professional 5

Watched, "Autobot leaders", more powerful, non-combat influence, harsh, appear 14- 15

**Disadvantages Total :** 150  
**Experience Spent +** 29  
**Total Points =** 279

# THE TRANSFORMERS

## HERO 4TH EDITION

PTS	POWERS	END
3	1" Change Environment, Desc: Headlights, OIF (-1/2)	0
3	+0 Detect, make into sense, Desc: Chemicals, OIF(-1/2)	0
3	Discriminatory, OIF (-1/2)	0
10	Eidetic Memory	0
10	EC (10), "Transformer powers"	0
15a)	11/11 Armor, OIF(-1/2)	0
20b)	4 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	0
11c)	2 1/2D6 RKA, "Laser Gun", OAF(-1), 7-8 Charges(-1/2), No Knockback(-1/4)	0
13d)	14" Running, 1/2 END (+1/4)	1
6e)	Shape Shift, "Jeep", 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	0
3	Radio XMIT/REC, OIF (-1/2)	0
6	+2" Running, "Wheels", x8 Non-Combat, has turn mode, OIF(-1/2), Linked (-1/2), "Shape Shift"	0
10	40 STR, 1/2 END(+1/4) ==Skills==	0
3	Acrobatics 13-	
3	Breakfall 13-	
3	Combat Driving 13-	
18	6 Levels: Laser, punch and dodge, tight group	
3	Navigation 11-	
0	PS: Tracker 8-	
3	Tracking 12-	
1	WF, Pistols	

166 : **Powers Total**  
 113 + **Characteristic Total**  
 279 = **Total Cost**

Base OCV: 6      Base DCV: 6  
 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	

<b>Rang</b>	<4	<8	<16	<32	<64	<128
<b>RMod</b>	-0	-2	-4	-6	-8	-10

DEX: 18      SPD: 4      ECV: 7  
 Phases - - 3 - - 6 - - 9 - - 12  
 PD/rPD 22/ 11      ED/rED 22/ 11  
 END: 44      STUN: 35      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: Rollbar  
 Species: Cybertronian  
 Gender: Male  
 Height: 16 feet  
 Team: Throttlebots

