

NAME: Skids (ROTF)
PLAYER:

VALUE	CHAR	COST	BASE	PTS
18/33	Strength	x1	10	8
6	Dexterity	x3	10	-12
19	Constitution	x2	10	18
10/13	Body	x2	10	0
12	Intelligence	x1	10	2
16	Ego	x2	10	12
7	Presence	x1	10	-3
8	Comeliness	x1/2	10	-1
8	Physical Defex	x1	4	4
8	Energy Defens	x1	4	4
4	Speed	x10	1.6	24
9	Recovery	x2	8	2
46	Endurance	x1/2	38	4
34/37	Stun	x1	29	5
Characteristics Cost:				67

STR Roll: 16-	Run	18"
DEX Roll: 10-	Swim	2"
INT Roll: 11-	Jump	7"
EGO Roll: 12-		
PER Roll: 11-		

Experience: 0

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 Hunted, "Anti-Autobot forces", as powerful, harsh, appear 11-	10	
Physical Lim, "No hands in vehicle mode", infrequently, slightly	5	
Psych Lim, "Talks and acts like a teenage punk", very common, moderate	15	
Psych Lim, "Curious", common, strong	15	
Psych Lim, "Code vs. killing", common, strong	15	
Rep, "Heroic alien robot", occur 8-	5	
Rivalry, "Mudflap", professional	5	
Unluck, 2D6	10	
Watched, "Autobot leaders", more powerful, non-combat influence, harsh, appear 14-	15	

Disadvantages Total : 150
Experience Spent + 0
Total Points = 250

TRANSFORMERS

HERO 4TH EDITION

PTS	POWERS	END
3	1" Change Environment, Desc: Headlights, OIF (-1/2)	0
10	EC (10), "Transformer powers"	0
7a)	7/7 Armor, OIF(-1/2)	0
13b)	3 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	0
32c)	4D6 RKA, "Blaster", OAF (-1), 17-32 Charges (+1/4)	0
18d)	16" Running, 1/2 END (+1/4)	2
6e)	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	0
6	+2" Running, "Wheels", x8 Non-Combat, has turn mode, OIF(-1/2), Linked (-1/2), "Shape Shift"	0
3	Radio XMIT/REC, OIF (-1/2)	0
8	33 STR, 1/2 END(+1/4)	0
10	2" Stretching, Only with right arm(-1/2), 0 END(+1/2)	0
	==Skills==	
3	Breakfall 10-	
3	Combat Driving 10-	
3	KS: Human Culture 11-, (INT based)	
12	4 Levels: Blaster, punch and dodge, tight group	
3	Navigation 11-	
3	Survival 11-	
1	WF, Pistols	
	==Talents==	
20	4D6 Luck	

183 : **Powers Total**
67 + **Characteristic Total**
250 = **Total Cost**

Base OCV: 2 Base DCV: 2
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:	6	SPD:	4	ECV:	5
Phases - -	3	- -	6	- -	9
PD/rPD	15/	7	ED/rED	15/	7
END:	46	STUN:	37	BODY:	13

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: Skids
Species: Cybertronian
Gender: Male
Height: 12 feet
Team: Autobots

