

NAME: Vehicon Jet (Prime)				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
22/47	Strength	x1	10	12
8	Dexterity	x3	10	-6
20	Constitution	x2	10	20
10/15	Body	x2	10	0
10	Intelligence	x1	10	0
14	Ego	x2	10	8
11	Presence	x1	10	1
10	Comeliness	x1/2	10	0
9	Physical Defex	x1	4	5
9	Energy Defens	x1	4	5
4	Speed	x10	1.8	22
9	Recovery	x2	8	2
40	Endurance	x1/2	40	0
31/36	Stun	x1	31	0
Characteristics Cost:				69

STR Roll: 18-	Run	6"
DEX Roll: 11-	Swim	2"
INT Roll: 11-	Jump	9"
EGO Roll: 12-		
PER Roll: 11-		

Experience: 67

DISADVANTAGES	BASE: 100+PTS
Accidental Chg, "To robot form if Stunned", very common, occur 11-	20
Distinctive, "Giant robot", easily concealable, major	10
Hunted, "Anti-Decepticon forces", as powerful, harsh, appear 11-	15
Physical Lim, "No hands in vehicle mode", infrequently, slightly	5
Psych Lim, "Coward", very common, moderate	15
Psych Lim, "Violent", common, strong	15
Psych Lim, "Follows orders without question", very common, strong	20
Rep, "Evil alien robot", occur 8-, extreme reputation	10
Rivalry, "Other assault infantry", professional	5
Unluck, 4D6	20
Watched, "Decepticon leaders", more powerful, non-combat influence, harsh, appear 14-	15

Disadvantages Total : 150
Experience Spent + 67
Total Points = 317

TRANSFORMERS

HERO 4TH EDITION

PTS	POWERS	END
3	1" Change Environment, Desc: Headlights, OIF (-1/2)	0
10	EC (10), "Transformer Powers"	0
13a)	10/10 Armor, OIF(-1/2)	0
27b)	5 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	0
6c)	Shape Shift, "Jet 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
39	MP (49), Only in appropriate form(-1/4)	0
18u	17" Flight, x32 Non-Combat, 1/2 END (+1/4)	2
1u	15" Gliding	2
2u	17" Running, 1/2 END (+1/4)	2
64	MP (112), "Weapons", Gestures(-1/4), OIF (-1/2)	0
6u	4D6 RKA, "Missiles", x5 Increased Max Range (+1/4), Explosion (+1/2), 13-16 Charges (0)	0
6u	5D6 RKA, "Blaster", 0 END(+1/2)	0
3	Radio XMIT/REC, OIF (-1/2)	0
12	47 STR, 1/2 END(+1/4) ==Skills==	0
3	Breakfall 11-	
3	Combat Piloting 11-	
6	2 Levels: Blaster Cannon, punch and move by, tight group	
0	PS: Assault Infantry 8-	
3	Systems Operation 11-	
2	TF, Tracked Vehicles, Large Spaceships	
2	WF, Small Arms	

Base OCV: 3 Base DCV: 3
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: 8 SPD: 4 ECV: 5
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 19/ 10 ED/rED 19/ 10
END: 40 STUN: 36 BODY: 15

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: Vehicon
Species: Cybertronian
Gender: Male
Height: 19 feet
Team: Decepticons



248 : Powers Total
69 + Characteristic Total
317 = Total Cost