

NAME: Wheeljack (Prime)
PLAYER:

VALUE	CHAR	COST	BASE	PTS
26/51	Strength	x1	10	16
18	Dexterity	x3	10	24
22	Constitution	x2	10	24
10/15	Body	x2	10	0
12	Intelligence	x1	10	2
18	Ego	x2	10	16
17	Presence	x1	10	7
10	Comeliness	x1/2	10	0
12	Physical Defex	x1	5	7
11	Energy Defens	x1	4	7
4	Speed	x10	2.8	12
9	Recovery	x2	9	0
44	Endurance	x1/2	44	0
34/39	Stun	x1	34	0
Characteristics Cost:				115

STR Roll: 19-	Run	19"
DEX Roll: 13-	Swim	2"
INT Roll: 11-	Jump	10"
EGO Roll: 13-		
PER Roll: 11-		

Experience: 156

DISADVANTAGES	BASE:	200+PTS
Accidental Chg,"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,"Protective of friends",common,strong	15	
Psych Lim,"Takes risks", common,strong	15	
Psych Lim,"Has a problem with authority",common, strong	15	
Rep,"Heroic alien robot", occur 8-	5	
Rivalry,"Other commandos", professional	5	
Unluck,2D6	10	
Watched,"Autobot leaders", more powerful,non-combat influence,harsh,appear 14-	15	
Disadvantages Total :		150
Experience Spent +		156
Total Points =		506

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)	
27b)	5 LVLS Growth (stats already included), Always On(-1/2),0 END Persistent(+1)	0
20c)	17" Running,1/2 END (+1/4)	2
6d)	Shape Shift,"Sports 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	
22	6 OCV Missile Deflection,deflect all attacks,reflect at any target,OAF(-1),Weapons Multipower must be in Swords slot(-1/4)	
86	MP (150),"Weapons", OIF(-1/2),Gestures (-1/4)	
7u	15D6 EB,"Explosives", OAF(-1/2),Trigger (+1/2),changeable trigger,Explosion (+1/2),13-16 Charges (0)	0
7u	6 1/2D6 HKA,"Swords", OAF(-1/2),0 END(+1/2)	0
9u	6 1/2D6 RKA,"Gravimetric Blasters",0 END(+1/2)	0
4u	6 1/2D6 RKA,"Falcon Spear",OAF(-1/2),1 Charges(-1 1/4), recoverable,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
13	51 STR,1/2 END(+1/4) ==Perks==	0
50	Vehicle: The Jackhammer (250pt) ==Skills==	
3	Acrobatics 13-	
3	Climbing 13-	
3	Combat Driving 13-	
3	Demolitions 11-	
48	6 Levels,all combat	
391	: Powers Total	
115	+ Characteristic Total	
506	= 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	

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

DEX: 18 SPD: 4 ECV: 6
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 24/ 12 ED/rED 23/ 12
END: 44 STUN: 39 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: Wheeljack
Species: Cybertronian
Gender: Male
Height: 19 feet
Team: Autobots, Wreckers



DISADVANTAGES	PTS	PTS	POWERS	END	PTS	POWERS	END
			3 Mechanics 11- 3 Navigation 11- 0 PS: Commando 8- 3 Stealth 13- 3 Survival 11- 3 Systems Operation 11- 1 TF, Small Spaceships 6 WF, Common Melee, Small Arms, Heavy Weapons				