

**NAME:** Blot (G1)  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
22/42	Strength	x1	10	12
10	Dexterity	x3	10	0
25	Constitution	x2	10	30
10/14	Body	x2	10	0
4	Intelligence	x1	10	-6
20	Ego	x2	10	20
12	Presence	x1	10	2
8	Comeliness	x1/2	10	-1
14	Physical Defex	x1	4	10
15	Energy Defens	x1	5	10
4	Speed	x10	2.0	20
10	Recovery	x2	9	2
54	Endurance	x1/2	50	2
36/40	Stun	x1	34	2
<b>Characteristics Cost:</b>				<b>103</b>

<b>STR Roll:</b> 17-	Run	12"
<b>DEX Roll:</b> 11-	Swim	2"
<b>INT Roll:</b> 10-	Jump	8"
<b>EGO Roll:</b> 13-		
<b>PER Roll:</b> 10-		

**Experience:** 0

DISADVANTAGES	BASE:	200+PTS
Accidental Chg, "To robot form if Stunned", very common, occur 11-		20
Distinctive, "Giant robot", not concealable, major		20
Distinctive, "High smelling", not concealable, minor		15
Hunted, "Anti-Decepticon forces", as powerful, harsh, appear 11-		15
Psych Lim, "Low down", common, moderate		10
Psych Lim, "Violent", common, strong		15
Psych Lim, "Follows orders, no imagination", common, strong		15
Rep, "Evil alien robot", occur 8-, extreme reputation		10
Rivalry, "Other Decepticon warriors", professional		5
Vuln, "Heat/fire", common, x1 1/2 stun		10
Watched, "Decepticon leaders", more powerful, non-combat influence, harsh, appear 14-		15

**Disadvantages Total :** 150  
**Experience Spent +** 0  
**Total Points =** 350

# TRANSFORMERS

## HERO 4TH EDITION

PTS	POWERS	END
10	EC (10), "Transformer powers"	
21a)	14/14 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
6d)	Shape Shift, "Orge", Concentrate(-1/4), Cannot change 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	
75	MP (112), "Weapons", OIF(-1/2)	
6u	5D6 HKA, "Claws", only in ogre form(-1/4), 0 END(+1/2)	0
5u	5D6 RKA, "Acid-Gun", 17-32 Charges(+1/2), continuing, duration: extra phase, OAF(-1/2)	0
6u	5D6 RKA (Fire), Only in ogre form(-1/4), 13-16 Charges(0), Area Effect(+1/2)	0
3	Radio XMIT/REC, OIF(-1/2)	
10	42 STR, 1/2 END(+1/4)	
5	1" Stretching, Linked(-1/2), "Shape Shift", 0 END(+1/2)	0
	==Skills==	
3	Acrobatics 11-	
3	Climbing 11-	
30	6 Levels: Hand-to-hand combat, related group	
3	Survival 11-	
2	WF, Small Arms	
	==Talents==	
10	2D6 Luck	

247 : **Powers Total**  
103 + **Characteristic Total**  
350 = **Total Cost**

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	

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

DEX: 10      SPD: 4      ECV: 7  
Phases - - 3 - - 6 - - 9 - - 12  
PD/rPD 28/ 14      ED/rED 29/ 14  
END: 54      STUN: 40      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: Blot  
Species: Cybertronian  
Gender: Male  
Height: 16 feet  
Team: Terrorcons

