NAME: Cutthroat (G1) PLAYER: VALUE CHAR COST BASE PTS 26/46 Strength 10 16 x114 Dexterity 12 x310 24 Constitution x2 28 10 10/14 Body x210 0 8 Intelligence x1 10 -2 16 Ego x210 12 14 Presence x110 4 8 Comeliness x1/210 -1 14 Physical Defex1 9 5 14 Energy Defensx1 5 9 x102.4 16 4 Speed 10 Recovery x210 0 48 Endurance x1/248 0 35 35/39 Stun x1Λ

 STR Roll:
 18 Run
 16"

 DEX Roll:
 12 Swim
 2"

 INT Roll:
 11 Jump
 9"

 EGO Roll:
 12 Flight
 8"

 PER Roll:
 11

Characteristics Cost:

Experience: 0

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- 1	DISADVANTAGES BASE: 200+1 Accidental Chg, "To robot form if Stunned", very	PTS 20
	common,occur 11- Distinctive,"Giant robot",	20
	not concealable,major Enraged,"In combat",very common,occur 11-,recover 14-	10
	Hunted, "Anti-Decepticon forces", as powerful, harsh, appear 11-	15
	Psych Lim, "Overconfident",	15
	common,strong Psych Lim, "Violent", very	20
	common, strong Psych Lim, "Hyperactive, must always be moving",	15
	very common, moderate Rep, "Evil alien robot", occur 8-, extreme reputation	10
	Rivalry, "Other Decepticon warriors", professional	5
	Unluck,1D6 Watched,"Decepticon leaders",more powerful, non-combat influence, harsh,appear 14-	5 15



HERO 4TH EDITION

HERO 41H EDITION					
PTS	S POWERS	END			
10	EC (10), "Transformer				
	<pre>powers" 13/13 Armor,OIF(-1/2) 8" Flight,x8</pre>				
,	Non-Combat,1/2 END (+1/4)	1			
20c)	4 LVLS Growth (stats already included), Always On(-1/2),0 END				
104\	Persistent(+1)	0			
T&G)	16" Running,1/2 END (+1/4)	2			

7e) Shape Shift,

"Bird-Creature",

Concentrate(-1/4),

Cannot change if takes

over half Body(-1/4),0

END Persistent(+1)

19 Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to aging

73 MP (127), "Weapons", OIF(-1/2), No Knockback(-1/4)

2u 3D6 HKA, "Claws", Only
in creature form(-1/4)

6u 5 1/2D6 RKA
 (Magnetism),17-32
 Charges(+1/2),
 continuing,duration:
 extra phase,OAF(-1/2)

6u 5 1/2D6 RKA (Fire),
 Only in creature form
 (-1/4),Area Effect
 (+1/2)

3 Radio XMIT/REC,OIF (-1/2)

11 46 STR,1/2 END(+1/4) ==Skills==

3 Acrobatics 12-3 Climbing 12-

18 6 Levels: Gun, move by and claw, tight group

3 Navigation 11-3 Survival 11-

1 WF, Pistols

247 : Powers Total 103 + Characteristic Total Base OCV: 5
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
L	Set	1	+1	+0	

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

DEX: 14 SPD: 4 ECV: 5
Phases - 3 - 6 - 9 - 12
PD/rPD 27/ 13 ED/rED 27/ 13
END: 48 STUN: 39 BODY: 14

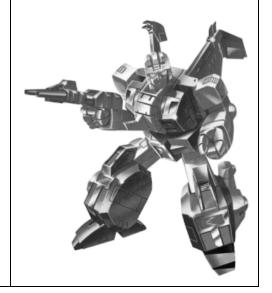
	3D6	Loc	StunX	NStun	BodyX	CV	Armor
	3-5	Head	x5	x2	x2	-8	
	6	Hands	x1	x1/2	x1/2	-6	
	7-8	Arms	x2	x1/2	x1/2	-5	
	9	Shoulder	s x3	x1	x1	-5	
	10-11	Chest	x3	x1	x1	-3	
	12	Stomach	x4	x1 1/2	x1	-7	
	13	Vitals	x4	x1 1/2	x2	-8	
:	14	Thighs	x2	x1	x1	-4	
	15-16	Legs	x2	x1/2	x1/2	-6	
	17-18	Feet	x1	x1/2	x1/2	-8	

NOTES

0 Name: Cutthroat Species: Cybertronian Gender: Male

Height: 16 feet
Team: Terrorcons

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Disadvantages Total : 150 Experience Spent + 0

Total Points = 350

350 = Total Cost