NAME: Hardshell (Prime)
PLAYER:

TRANS FORMERS

HERO 4TH EDITION

Base OCV: 1	Base DCV: 1
Adjustment +	Adjustment +
Final OCV =	Final DCV =

VALUE	CHAR	COST	BASE	PTS
26/61	Strength	x1	10	16
2	Dexterity	x3	10	-24
25	Constitution	x2	10	30
10/17	Body	x2	10	0
8	Intelligence	x1	10	-2
20	Ego	x2	10	20
25	Presence	x1	10	15
8	Comeliness	x1/2	10	-1
15	Physical Defe	x1	5	10
15	Energy Defens	x1	5	10
4	Speed	x10	1.2	28
10	Recovery	x2	10	0
50	Endurance	x1/2	50	0
36/43	Stun	x1	36	0
	Characteristics Cost:			102

STR Roll: 21-	Run	19"
DEX Roll: 9-	Swim	2"
INT Roll: 11-	Jump	12"
EGO Roll: 13-	Flight	19"
PER Roll: 11-		

Experience: 164

DISADVANTAGES	BASE: 200+PTS
Accidental Chg,"To robot form if Stunned",very common,occur 11-	20
Distinctive,"Giant robot", not concealable,major	20
Hunted,"Anti-Decepticon forces",as powerful, harsh,appear 11-	15
Physical Lim,"No hands in vehicle mode", infrequently,slightly	5
Psych Lim,"Arrogant", common,strong	15
Psych Lim,"Violent", common,strong	15
Psych Lim,"Vengeful", common,strong	15
Rep,"Evil alien robot", occur 8-,extreme reputation	10
Rivalry,"Other demolitions experts",professional	5
Unluck,3D6	15
Watched,"Decepticon leaders",more powerful, non-combat influence, harsh,appear 14-	15

PTS	POWERS	END
10	+0 STR Clinging	
10	EC (10),"Transformer Powers"	
27a)	17/17 Armor,OIF(-1/2)	
35b)	19" Flight,x32 Non-Combat,Only In Hero ID(-1/4),Winged (-1/2),1/2 END(+1/4)	2
40c)	7 LVLS Growth (stats already included), Always On(-1/2),0 END Persistent(+1)	0
25d)	19" Running,1/2 END (+1/4)	2
6e)	Shape Shift, "Mechanical Insect", Concentrate(-1/4), Cannot change form if takes over half Body (-1/4),IIF(-1/4),0 END Persistent(+1)	0
5	2 Extra Limbs	
19	Life Support,doesn't breathe,safe in vacuum/pressure,safe in heat/cold,immune to aging	
115	MP (172),"Weapons", OIF(-1/2)	
11u	7 1/2D6 HKA, "Claw/Bite",0 END (+1/2)	0
8u	6D6+1 RKA,"Plague Missiles",OAF(-1/2),x5 Increased Max Range (+1/4),Explosion (+1/2),13-16 Charges (0)	0
11u	7 1/2D6 RKA, "Blasters",0 END(+1/2)	0
3	Radio XMIT/REC,OIF (-1/2)	
15	61 STR,1/2 END(+1/4)	1
	==Skills==	
3	Breakfall 9-	
3	Demolitions 11-	
48	6 Levels,all combat	
3	Navigation 11-	
0	PS: Demolitions Expert 8-	
3	Survival 11-	
3	Tactics 11-	
3	Tracking 11-	
6	WF,Common Melee,Small Arms,Heavy Weapons	

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:	2	SPD:	4	ECV:	7

Phases - - 3 - - 6 - - 9 - - 12

PD/rPD 32/ 17 ED/rED 32/ 17

END: 50 STUN: 43 BODY: 17

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: Hardshell
Species: Cybertronian
Gender: Male
Height: 33 feet
Team: Decepticons

Disadvantages Total :	150	412 : Powers Total
Experience Spent +	164	102 + Characteristic Total
Total Points =	514	514 = Total Cost