NAME: Ironhide (G2)
PLAYER:

VALUE	CHAR	COST	BASE	PTS
26/46	Strength	x1	10	16
14	Dexterity	x3	10	12
22	Constitution	x2	10	24
10/14	Body	x2	10	0
12	Intelligence	x1	10	2
18	Ego	x2	10	16
18	Presence	x1	10	8
10	Comeliness	x1/2	10	0
12	Physical Def	x1	5	7
11	Energy Defens	x1	4	7
4	Speed	x10	2.4	16
9	Recovery	x2	9	0
44	Endurance	x1/2	44	0
34/38	Stun	x1	34	0
	Characteristics Cost:			108

STR Roll: 18- | Run | 21"
DEX Roll: 12- | Swim | 2"
INT Roll: 11- | Jump | 9"
EGO Roll: 13-
PER Roll: 11-

Experience: 42

DISADVANTAGES   BASE: 200+PTS
Accidental Chg,"To robot   20
 form if Stunned",very
 common,occur 11-
DNPC,"Innocents in need of 20
 saving",incompetent,
 appear 11-
Distinctive,"Giant robot", 10
 easily concealable,major
Hunted,"Anti-Autobot   15
 forces",as powerful,
 harsh,appear 11-
Physical Lim,"No hands in   5
 vehicle form",
 infrequently,slightly
Psych Lim,"Stubborn",   15
 common,strong
Psych Lim,"Protective of   15
 all life",common,strong
Psych Lim,"Code vs.   15
 killing",common,strong
Rep,"Heroic alien robot",   5
 occur 8-
Rivalry,"Other Autobot   5
 warriors",professional
Unluck,2D6   10
Watched,"Autobot leaders", 15
 more powerful,non-combat
 influence,harsh,appear
 14-

TRANSFORMERS

HERO 4TH EDITION

PTS	POWERS	END
3	1" Change Environment, Desc: Headlights,OIF (-1/2)	0
10	EC (10),"Transformer powers"	
15a)	11/11 Armor,OIF(-1/2)	
20b)	4 LVLS Growth (stats already included), Always On(-1/2),0 END Persistent(+1)	0
25c)	19" Running,1/2 END (+1/4)	2
6d)	Shape Shift,"Truck", Concentrate(-1/4), Cannot change if he 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	
71	MP (106),"Weapons", OIF(-1/2)	
6u	10 1/2D6 Entangle (Cold),13-16 Charges (0),Gestures(-1/4)	0
5u	5 1/2D6 RKA,"Laser",No Knockback(-1/4),OAF (-1/2),17-32 Charges (+1/4)	0
6u	7D6 RKA (Fire),"Molten Metal Launcher", Gestures(-1/4),9-12 Charges(0),continuing, duration: extra phase	0
6	+2" Running,"Wheels", x8 Non-Combat,has turn mode,OIF(-1/2),Linked (-1/2),"Shape Shift"	0
3	Radio XMIT/REC,OIF (-1/2)	
11	46 STR,1/2 END(+1/4)	0
24	VPP (15),restricted type of powers,no skill roll required, "Variable Sensors" ==Skills==	
3	Combat Driving 12-	
30	6 Levels: Weapons Multipower, Punch and Move By,related group	
3	Navigation 11-	
3	PS: Engineer 12-	
5	Security Systems 12-	
3	Survival 11-	
5	Tactics 12-	
2	WF,Small Arms	

	Base OCV: 5	Base DCV: 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
Set	1	+1	+0	

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

DEX: 14   SPD: 4   ECV: 6

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

PD/rPD 23/ 11 ED/rED 22/ 11

END: 44   STUN: 38   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

Disadvantages Total :	150	284 : **Powers Total**
Experience Spent +	42	108 + **Characteristic Total**
Total Points =	392	392 = **Total Cost**