

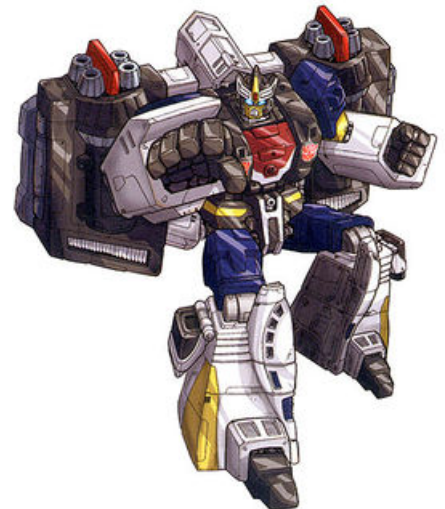
<b>NAME:</b> King Atlas				
<b>PLAYER:</b>				
<b>VALUE</b>	<b>CHAR</b>	<b>COST</b>	<b>BASE</b>	<b>PTS</b>
28/68	Strength	x1	10	18
18	Dexterity	x3	10	24
25	Constitution	x2	10	30
10/18	Body	x2	10	0
20	Intelligence	x1	10	10
20	Ego	x2	10	20
28	Presence	x1	10	18
10	Comeliness	x1/2	10	0
16	Physical Defex	x1	6	10
15	Energy Defens	x1	5	10
4	Speed	x10	2.8	12
11	Recovery	x2	11	0
50	Endurance	x1/2	50	0
37/45	Stun	x1	37	0
<b>Characteristics Cost:</b>				152
<b>STR Roll:</b> 23-	Run		6"	
<b>DEX Roll:</b> 13-	Swim		2"	
<b>INT Roll:</b> 13-	Jump		14"	
<b>EGO Roll:</b> 13-				
<b>PER Roll:</b> 13-				
<b>Experience:</b> 202				
<b>DISADVANTAGES BASE: 200+PTS</b>				
Accidental Chg,"Changes to 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				10
Hunted,"Anti-Autobot forces",as powerful, harsh,appear 11-				15
Physical Lim,"No hands in vehicle form", infrequently,slightly				5
Psych Lim,"Likes to give speeches",common,moderate				10
Psych Lim,"Code vs. killing",uncommon,total				15
Psych Lim,"Protective of innocents",common,strong				15
Psych Lim,"Never gives up",common,total				20
Rep,"Heroic alien robot", occur 8-				5
Rivalry,"Other Autobot leaders",professional				5
Watched,"Autobot troops", more powerful,non-combat influence,harsh,appear 14-				15
<b>Disadvantages Total :</b>				155
<b>Experience Spent +</b>				202
<b>Total Points =</b>				557

# TRANSFORMERS

## HERO 4TH EDITION

<b>PTS</b>	<b>POWERS</b>	<b>END</b>
10	EC (10),"Transformer powers"	
29a)	18/18 Armor,OIF(-1/2)	
47b)	8 LVLS Growth (stats already included), Always On(-1/2),0 END Persistent(+1)	
9c)	-0 Images,Radar,x64 Increased Area,IIF (-1/4),No Range(-1/2), Extra Time(-1/2),0 END(+1/2)	
6d)	Shape Shift,"Jet", Concentrate(-1/4), Cannot change form if he takes over half BODY.(-1/4),IIF(-1/4), 0 END Persistent(+1)	
14	0" Flight,"Wings",x64 Non-Combat,Only in jet form.(-1/4),OIF(-1/2)	
19	Life Support,doesn't breathe,safe in vacuum/pressure,safe in heat/cold,immune to aging	
57	MP (57),"Movement"	
6u	23" Flight,1/2 END (+1/4)	
1u	15" Gliding	
3u	23" Running,Only in robot mode(-1/4),1/2 END(+1/4)	
81	MP (162),"Weapons", OAF(-1)	
8u	8 1/2D6 RKA,"Partical Beams",17-32 Charges (+1/4)	
8u	5D6+1 RKA,"Missiles", vs physical defense, 17-32 Charges(+1/4),x5 Increased Max Range (+1/4),Explosion(+1/2)	
7u	6D6 RKA,"Long Range Lasers",No Knockback (-1/4),x5 Increased Max Range(+1/4),33-64 Charges(+1/2)	
3	Radio XMIT/REC,OIF (-1/2)	
12	6 Rng Levels: Weapons Multipower,tight group	
17	68 STR,1/2 END(+1/4)	
9	+6 Telescopic Sense, Sight Group ==Skills==	
7	Combat Piloting 15-	
3	Flying Tackle	
18	6 Levels: Laser, punch and beams,tight group	
4	Martial Dodge	
3	Navigation 11-	
3	Oratory 15-	
3	Persuasion 15-	
3	Stealth 13-	
405	<b>: Powers Total</b>	
152	<b>+ Characteristic Total</b>	
557	<b>= Total Cost</b>	

Base OCV: 6		Base DCV: 6				
Adjustment +	Final OCV =	Adjustment +	Final DCV =			
<b>Maneuver</b>	<b>Phase</b>	<b>OCV</b>	<b>DCV</b>	<b>Effect</b>		
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			
Flying Tackle	1/2	+0	-1	13 1/2D6 + v/5		
Martial Dodge	1/2	+0	+5			
Takeaway	1/2	+0	+0	78 STR		
<b>Rang</b>	<4	<8	<16	<32	<64	<128
<b>RMod</b>	-0	-2	-4	-6	-8	-10
DEX:	18	SPD:	4	ECV:	7	
Phases	- - 3	- - 6	- - 9	- - 12		
PD/rPD	34/ 18	ED/rED	33/ 18			
END:	50	STUN:	45	BODY:	18	
<b>3D6</b>	<b>Loc</b>	<b>StunX</b>	<b>NStun</b>	<b>BodyX</b>	<b>CV</b>	<b>Armor</b>
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	x1/2	x1	-7	
13	Vitals	x4	x1/2	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	
<b>NOTES</b>						
Name: King Atlas						
Species: Cybertronian						
Gender: Male						
Height: 40 feet						
Team: Autobots						



DISADVANTAGES	PTS	PTS	POWERS	END	PTS	POWERS	END
		3 Systems Operation 13- 3 Tactics 13- 5 Takeaway 4 WF, Small Arms, Heavy Weapons					