

NAME: Kup (Prime) PLAYER:				
VALUE	CHAR	COST	BASE	PTS
22/52	Strength	x1	10	12
14	Dexterity	x3	10	12
24	Constitution	x2	10	28
10/16	Body	x2	10	0
16	Intelligence	x1	10	6
20	Ego	x2	10	20
18	Presence	x1	10	8
10	Comeliness	x1/2	10	0
13	Physical Defex	x1	4	9
14	Energy Defens	x1	5	9
4	Speed	x10	2.4	16
9	Recovery	x2	9	0
48	Endurance	x1/2	48	0
33/39	Stun	x1	33	0
Characteristics Cost:				120
STR Roll: 19-	Run		18"	
DEX Roll: 12-	Swim		2"	
INT Roll: 12-	Jump		10"	
EGO Roll: 13-				
PER Roll: 12-				
Experience: 72				
DISADVANTAGES BASE: 200+PTS				
Accidental Chg, "Robot form if Stunned", very common, occur 11- 20				
DNPC, "Innocents in need of saving", incompetent, appear 11- 20				
Distinctive, "Not stealthy", concealable, minor 10				
Distinctive, "Giant robot", easily concealable, major 10				
Hunted, "Anti-Autobot forces", as powerful, harsh, appear 11- 15				
Physical Lim, "No hands in vehicle mode", infrequently, slightly 5				
Psych Lim, "Overconfident", common, strong 15				
Psych Lim, "Protective of friends", common, moderate 10				
Psych Lim, "Code vs. killing", common, strong 15				
Rep, "Heroic alien robot", occur 8- 5				
Rivalry, "Other drill sergeants", professional 5				
Unluck, 1D6 5				
Watched, "Autobot leaders", more powerful, non-combat influence, harsh, appear 14- 15				
Disadvantages Total : 150				
Experience Spent + 72				
Total Points = 422				

TRANSFORMERS

HERO 4TH EDITION

PTS	POWERS	END
3	1" Change Environment, Desc: Headlights, OIF (-1/2)	0
10	EC (10), "Transformer Powers"	
23a)	15/15 Armor, OIF(-1/2)	
33b)	6 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	0
18c)	16" Running, 1/2 END (+1/4)	2
6d)	Shape Shift, "Truck", Concentrate(-1/4), Cannot change form 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	
86	MP (150), "Weapons", OIF(-1/2), Gestures (-1/4)	
9u	6 1/2D6 HKA, "Pile Drivers", 0 END(+1/2)	0
9u	6 1/2D6 RKA, "Blasters", 0 END(+1/2)	0
3	Radio XMIT/REC, OIF (-1/2)	
6	+2" Running, "Wheels", x8 Non-Combat, has turn mode, OIF(-1/2), Linked (-1/2), "Shape Shift"	0
13	52 STR, 1/2 END(+1/4) ==Skills==	0
3	Breakfall 12-	
3	Combat Driving 12-	
48	6 Levels, all combat	
3	Navigation 11-	
0	PS: Drill Sergeant 8-	
3	Tactics 12-	
4	WF, Common Melee, Small Arms	
302	Powers Total	
120	+ Characteristic Total	
422	= Total Cost	

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:	7
Phases - -	3	- -	6	- -	9
PD/rPD	28/ 15	ED/rED	29/ 15		
END:	48	STUN:	39	BODY:	16

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: Kup
Species: Cybertronian
Gender: Male
Height: 25 feet
Team: Autobots

