NAME: Oil Pan

PLAYER:

18 19 10/14 16 10 16 10 8 8 4	Strength Dexterity Constitut Body Intellige Ego Presence Comelines Physical Energy De	x1 x3 zion x2 x2 ence x1 x2 x1 ss x1/2 Defex1 efensx1 x10 x2	10 10 10 10 10 10 10 4 4 2.8 8	8 24 18 0 6 0 6 0 4 4
38 29/33		e x1/2 x1	2 38 29	0 0 84
DEX RO	oll: 17- oll: 13- oll: 12- oll: 11-	Run Swim Jump		20" 2" 8"

PER Roll: 12-Experience: 0

Experience. 0	
DISADVANTAGES BASE: 100+ Accidental Chg, "To robot form if Stunned", very	PTS 20
common,occur 11- Hunted, "Anti-Decepticon forces",as powerful, harsh,appear 11-	15
Distinctive, "Giant robot",	10
easily concealable, major Physical Lim, "No hands in vehicle mode",	5
<pre>infrequently,slightly Psych Lim,"Violent", common,strong</pre>	15
Psych Lim, "Gloats", very	15
common, moderate Psych Lim, "Always runs from a fair fight",	15
common,strong Psych Lim, "Competative",	20
very common, strong Rep, "Evil alien robot", occur 8-, extreme	10
reputation Rivalry,"Other Decepticon	5
warriors",professional Unluck,1D6	5
Watched, "Decepticon leaders", more powerful, non-combat influence, harsh, appear 14-	15

HERO 4TH EDITION

PTS	FOWERS FOWERS FOR THE STATE OF	END
	Desc: Headlights,OIF (-1/2)	0
10	EC (10), "Transformer powers"	
11a)	9/9 Armor,OIF(-1/2)	
20b)	4 LVLS Growth (stats	
	already included),	
	Always $On(-1/2), 0$ END Persistent(+1)	0
30c)	4 1/2D6 RKA, "Blaster",	O
	OAF(-1)	7
23d)	18" Running,1/2 END (+1/4)	2
6e)		4
00,	Concentrate(-1/4),	
	Cannot change form if	
	takes over half Body (-1/4),IIF(-1/4),0 END	
	Persistent(+1)	Ο
19	Life Support, doesn't	O
	breathe, safe in	
	vacuum/pressure,safe	
	in heat/cold, immune to aging	
3		
J	(-1/2)	
6	+2" Running, "Wheels",	
	x8 Non-Combat, has turn	
	<pre>mode,Linked(-1/2), "Shape Shift",OIF</pre>	
	(-1/2)	0
9	38 STR,1/2 END(+1/4)	0
_	==Skills==	

5 Combat Driving 14-

8 4 Levels: Gun

3 Navigation 11-3 Stealth 13-3 Shadowing 11-3 Streetwise 12-1 WF, Pistols

Base OCV: 6 Base DCV: 6 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 - 0	<8 -2	<16 -4	-6	2 < 64 - 8	<128 -10
DEX:	18	SI	D:	4	ECV	/: 3
Phase	s -	- 3		6 -	- 9	12

PD/rPD 17/ 9 ED/rED 17/ 9 END: 38 STUN: 33 BODY: 14

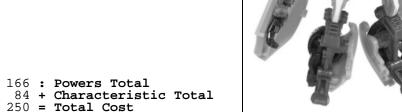
3D6	Loc	StunX	NStun	BodyX	CV	Armor
3-5	Head	x5	x2	x2	-8	
6	Hands	x1	x1/2	x1/2	-6	
7-8	Arms	x2	x1/2	x1/2	-5	
9	Shoulder	s x3	x1	x1	-5	
10-11	Chest	x3	x1	x1	-3	
12	Stomach	x4	x1 1/2	x1	-7	
13	Vitals	x4	x1 1/2	x2	-8	
14	Thighs	x2	x1	x1	-4	
15-16	Legs	x2	x1/2	x1/2	-6	
17-18	Feet	x1	x1/2	x1/2	-8	

NOTES

Name: Oil Pan

Species: Cybertronian

Gender: Male Height: 16 feet Team: Deceptions



Disadvantages Total : Experience Spent + 150 0 250

Total Points =