NAME: Optimus Prime (Prime)
PLAYER:

TRANSFORMERS
HERO 4TH EDITION

Base OCV: 5   Base DCV: 5
Adjustment +   Adjustment +
Final OCV =   Final DCV =

VALUE	CHAR	COST	BASE	PTS
30/70	Strength	x1	10	20
16	Dexterity	x3	10	18
25	Constitution	x2	10	30
10/18	Body	x2	10	0
16	Intelligence	x1	10	6
20	Ego	x2	10	20
28	Presence	x1	10	18
10	Comeliness	x1/2	10	0
16	Physical Def	x1	6	10
15	Energy Defens	x1	5	10
4	Speed	x10	2.6	14
11	Recovery	x2	11	0
50	Endurance	x1/2	50	0
38/46	Stun	x1	38	0
	Characteristics Cost:			146

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	

STR Roll: 23-	Run	23"
DEX Roll: 12-	Swim	2"
INT Roll: 12-	Jump	14"
EGO Roll: 13-	Flight	21"
PER Roll: 12-		

Experience: 290

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

DEX: 16   SPD: 4   ECV: 7
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 34/ 18 ED/rED 33/ 18
END: 50   STUN: 46   BODY: 18

POWERS

PTS	POWERS	END
3	1" Change Environment, Desc: Headlights,OIF (-1/2)	0
10	EC (10),"Transformer Powers"	
29a)	18/18 Armor,OIF(-1/2)	
42b)	21" Flight,x32 Non-Combat,Only in robot mode(-1/4)	4
47c)	8 LVLS Growth (stats already included), Always On(-1/2),0 END Persistent(+1)	0
30d)	21" Running,1/2 END (+1/4)	2
6e)	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	
10	5 OCV Missile Deflection,deflect all attacks,OIF(-1/2),No Range(-1/2)	
111	MP (195),"Weapons", OIF(-1/2),Gestures (-1/4)	
11u	17D6 EB,"Thunder Lance",Double Knockback(+3/4),0 END (+1/2)	0
8u	6D6+1 HKA,"Dragon Hunting Sword",OAF (-1/2),x1 Armor Piercing(+1/2),0 END (+1/2)	0
11u	8 1/2D6 HKA,"Battle Swords",0 END(+1/2)	0
11u	6D6+1 RKA,"Weaponizer Cannons",vs physical defense,x5 Autofire (+1/2),0 END(+1/2)	0
11u	7D6+1 RKA,"Eaglefire Missiles",13-16 Charges(0),Explosion (+1/2),x5 Increased Max Range(+1/4)	0
11u	8 1/2D6 RKA,"Battle Cannons",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
17	70 STR,1/2 END(+1/4)	1
5	+4 Telescopic Sense, Sight Group,IIF(-1/4)	
	==Skills==	

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: Optimus Prime/Orion Pax
Species: Cybertronian
Gender: Male
Height: 37 feet
Team: Autobots (leader)

DISADVANTAGES	BASE: 200+PTS
Accidental Chg,"Robot form if Stunned",very common, occur 11-	20
DNPC,"June Darby",normal, useful skills,appear 11-	10
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 mode", infrequently,slightly	5
Psych Lim,"Protective of friends",common,moderate	10
Psych Lim,"Always tries non-violence first", common,strong	15
Psych Lim,"Code vs. killing",common,strong	15
Rep,"Heroic alien robot", occur 8-,extreme reputation	10
Rivalry,"Other commanders",professional	5
Watched,"Autobot troops", more powerful,non-combat influence,harsh,appear 14-	15

Disadvantages Total :	150
Experience Spent +	290
Total Points =	640

494 :	**Powers Total**
146 +	**Characteristic Total**
640 =	**Total Cost**

DISADVANTAGES	PTS	PTS	POWERS	END	PTS	POWERS	END
		3	Acrobatics 12-				
		3	Breakfall 12-				
		3	Bureaucratics 15-				
		3	Climbing 12-				
		3	Combat Driving 12-				
		3	Computer Programming 12-				
		3	Cryptography 12-				
		2	KS: Cybertronian Lore 11-				
		48	6 Levels,all combat				
		3	Navigation 11-				
		1	PS: Archivist 8-				
		0	PS: Commander 8-				
		3	Security Systems 12-				
		3	Systems Operation 12-				
		3	Tactics 12-				
		6	WF,Common Melee,Small Arms,Heavy Weapons				
		3	Weaponsmith 11-				