

NAME: Soundwave (G1)
PLAYER:

VALUE	CHAR	COST	BASE	PTS
26/51	Strength	x1	10	16
20	Dexterity	x3	10	30
21	Constitution	x2	10	22
10/15	Body	x2	10	0
18	Intelligence	x1	10	8
10	Ego	x2	10	0
21	Presence	x1	10	11
10	Comeliness	x1/2	10	0
11	Physical Defex	x1	5	6
10	Energy Defens	x1	4	6
4	Speed	x10	3.0	10
9	Recovery	x2	9	0
42	Endurance	x1/2	42	0
34/39	Stun	x1	34	0
Characteristics Cost:				109

STR Roll: 19-	Run	6"
DEX Roll: 13-	Swim	2"
INT Roll: 13-	Jump	10"
EGO Roll: 11-		
PER Roll: 17-		

Experience: 119

DISADVANTAGES	BASE:	200+PTS
Accidental Chg, "To robot form if Stunned", very common, occur 11-		20
Distinctive, "Monotone voice", easily concealable, minor		5
Distinctive, "Giant robot", easily concealable, major		10
Hunted, "Anti-Decepticon forces", as powerful, harsh, appear 11-		15
Physical Lim, "Cannot mode in cassette mode", infrequently, greatly		10
Psych Lim, "Cruel", common, strong		15
Psych Lim, "Vengeful", common, strong		15
Psych Lim, "Arrogant", very common, strong		20
Rep, "Evil alien robot", occur 8-, extreme reputation		10
Rivalry, "Other high ranking Decepticons", professional		5
Unluck, 2D6		10
Watched, "Decepticon leaders", more powerful, non-combat influence, harsh, appear 14-		15

Disadvantages Total : 150
Experience Spent + 118
Total Points = 468

THE TRANSFORMERS

HERO 4TH EDITION

PTS	POWERS	END
7	5/5 Armor, Linked (-1/2), "Growth", OIF (-1/2)	
10	Eidetic Memory	
10	EC (10), "Transformer powers"	
7a)	7/7 Armor, OIF (-1/2)	
13b)	-0 Images, Hearing Group, Only to reproduce things he has memorized (-1/2), 0 END (+1/2)	
6c)	Shape Shift, "Cassette Player", Concentrate (-1/4), Cannot change form if he takes over half BODY. (-1/4), IIF (-1/4), 0 END Persistent (+1)	
13d)	6D6 Telepathy, Reading only. (-1/2)	
12	+4 Enhanced PER, with all senses	
30	Enhanced Senses - Radar Sense, 360 degree, +10 telescopic. , OIF (-1/2)	
7	HR Radio, OIF (-1/2)	
19	Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to aging	
18	MP (22), "Movement", Only in robot form (-1/4)	
2u	6" Flight, x8 Non-Combat	1
2u	13" Running, 1/2 END (+1/4)	1
34	MP (60), "Size", Cannot change size if he takes over half BODY (-1/4), Always On (-1/2)	
3u	5 LVLS Growth (stats already included), 0 END Persistent (+1)	0
3u	3 LVLS Shrinking (0.25m, 200g, +6 DCV, +9 KB), 0 END Persistent (+1)	0
85	MP (149), "Weapons", OIF (-1/2), Only in robot form (-1/4)	
9u	23 1/2D6 EB (Electricity), 1/2 END (+1/4)	7
7u	5 1/2D6 RKA, "Concussion Rifle", vs physical defense, 33-64 Charges (+1/2), OAF (-1/2), x5 Increased Max Range (+1/4)	0
7u	5 1/2D6 RKA, "Missile Launcher", 13-16	
359 : Powers Total		
109 + Characteristic Total		
468 = Total Cost		

Base OCV: 7 Base DCV: 7
 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: 20 SPD: 4 ECV: 3
 Phases - - 3 - - 6 - - 9 - - 12
 PD/rPD 23/ 12 ED/rED 22/ 12
 END: 42 STUN: 39 BODY: 15

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: Soundwave
 Species: Cybertronian
 Gender: Male
 Height: 18 feet
 Team: Decepticons



DISADVANTAGES	PTS	PTS	POWERS	END	PTS	POWERS	END
			Charges(0),OAF(-1/2), Explosion(+1/2),x5 Increased Max Range (+1/4)	0			
		3	Radio XMIT/REC,OIF (-1/2)				
		13	51 STR,1/2 END(+1/4)	0			
			==SKills==				
		3	Electronics 11-				
		18	6 Levels: Rifle, Punch and Dodge,tight group				
		3	Computer Programming 13-				
		3	Mechanics 11-				
		3	Stealth 13-				
		3	Systems Operation 13-				
		3	Tactics 13-				
		3	WF,Swords,Small Arms				