NAME: Stampy PLAYER:

VALUE	CHAR	COST	BASE	PTS
18/23	Strength	x1	10	8
16	Dexterity	$r \times 3$	10	18
19	Constitut	cion x2	10	18
10/11	Body	x2	10	0
14	Intellige	ence x1	10	
8	Ego	x2	10	-4
15	Presence	x1	10	5
10	Comelines	ss x1/2	2 10	0
8	Physical	Defex1	4	4
8	Energy De	efensx1	4	4
4	Speed	x10		14
9	Recovery	x2	8	2
38	Endurance	$\times 1/2$	38	0
30/31	Stun	x1	29	1
Cl	naracteris	stics Co	st:	74
CTD D	oll: 14-	Run	•	15"
	oll: 12-	Swim		2"
	oll: 12-	Jump		5"
-111 100	±	o amp		J

PER Roll: 12-Experience: 0

EGO Roll: 11-

DISADVANTAGES BASE: 100- Accidental Chg, "To beast form if Stunned", very	+PTS 20
common,occur 11- Distinctive,"Talking rabbit-bot",easily	5
concealable, minor Hunted, "Anti-Maximal forces", as powerful,	15
harsh,appear 11- Psych Lim, "Impulsive", common,strong	15
Psych Lim, "Always cheerful", very common, moderate	15
Psych Lim, "Rebelous", common, strong	15
Psych Lim, "Code vs.	15
killing",common,strong Rep,"Cowardly alien robot",occur 8-	5
Rivalry, "Other Maximal	5
warriors", professional Vuln, "Presense attacks",	15
<pre>very common,x1 1/2 effect Vuln,"High energon attacks in robot form",uncommon, x2 stun</pre>	10
Watched, "Maximal leaders", more powerful, non-combat influence, harsh, appear 14-	15

Disadvantages Total: 150 Experience Spent + 0 250 Total Points =



HERO 4TH EDITION

PTS **POWERS** END 10 EC (10), "Transformer powers"
7/7 Armor,OIF(-1/2) 7a) 15b) 15" Running, 1/2 END (+1/4)20c) Shape Shift, "Rabbit/Weapon" limited group of shapes, Incantation (-1/4), IIF(-1/4), 0 END Persistent(+1) 5 +4 Enhanced PER Hearing, OIF(-1/2)7 1 LVLS Growth (stats already included),

7 HR Radio, OIF(-1/2)1 Life Support, only needs half food intake

Persistent(+1)

Always On(-1/2), 0 END

19 Life Support, doesn't breathe, safe in vacuum/pressure,safe in heat/cold, immune to aging

33 MP (67), "Weapons", Only in appropriate form (-1/4), No Knockback (-1/4),Restrainable (-1/2)

3u 3D6 HKA, "Claws or Bite", vs physical defense, 0^{-} END(+1/2)

3u 3D6 RKA, "Laser", 33-64 Charges(+1/2)

3u 2D6 HKA,Penetrating
 (+1/2),0 END(+1/2)
4 1 BODY Regen,recovery

rate: per hour, Linked (-1/2), "Shape Shift"

+0" Running,x4 Non-Combat, Linked (-1/2), "Shape Shift" 6 23 STR, 1/2 END(+1/4)

==Skills== 3 Acrobatics 12-

4 Fast Strike

6 2 Levels: Weapons Multipower, tight group

4 Martial Dodge 4 Martial Escape

3 Stealth 12-

3 Survival 11-

3 Tracking 12-

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	
Fast Strike	1/2	+2	+0	6 1/2D6
Martial Dodge	1/2	+0	+5	
Martial Escape	1/2	+0	+0	38 STR

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

DEX: 16 SPD: ECV: 3 Phases - - 3 - - 6 - - 9 - - 12 PD/rPD 15/ 7 ED/rED 15/ 7 END: 38 STUN: 31 BODY: 11

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

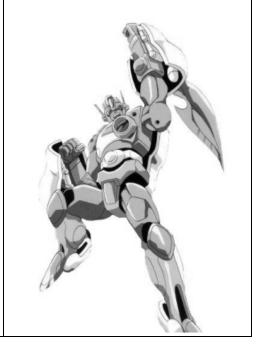
Name: Stampy 0 Species: Cybertronian Gender: Male

Height: 8 feet 6 inches

Team: Maximals

0

0



176 : Powers Total 74 + Characteristic Total

250 = Total Cost