

NAME: Airachnid (Prime)				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
18/38	Strength	x1	10	8
16	Dexterity	x3	10	18
19	Constitution	x2	10	18
10/14	Body	x2	10	0
18	Intelligence	x1	10	8
12	Ego	x2	10	4
18/38	Presence	x1	10	8
10	Comeliness	x1/2	10	0
8	Physical Defex	x1	4	4
8	Energy Defens	x1	4	4
4	Speed	x10	2.6	14
9	Recovery	x2	8	2
38	Endurance	x1/2	38	0
29/33	Stun	x1	29	0
Characteristics Cost:				88
STR Roll: 17-	Run		6"	
DEX Roll: 12-	Swim		2"	
INT Roll: 13-	Jump		8"	
EGO Roll: 11-				
PER Roll: 13-				
Experience: 34				
DISADVANTAGES BASE: 200+PTS				
Accidental Chg, "To robot form if Stunned", very common, occur 11-				20
Distinctive, "Giant robot", easily concealable, major Hunted, "Anti-Decepticon forces", as powerful, harsh, appear 11-				10
Physical Lim, "No hands in vehicle mode", infrequently, slightly				5
Psych Lim, "Loves hunting rare creatures", common, moderate				10
Psych Lim, "Power hungry", common, strong				15
Psych Lim, "Sadistic", common, strong				15
Psych Lim, "Violent", common, strong				15
Rep, "Evil alien robot", occur 8-, extreme reputation				10
Rivalry, "Other spark hunters", professional				5
Unluck, 3D6				15
Watched, "Decepticon leaders", more powerful, non-combat influence, harsh, appear 14-				15
Disadvantages Total :				150
Experience Spent +				34
Total Points =				384

TRANSFORMERS

HERO 4TH EDITION

PTS	POWERS	END
3	1" Change Environment, Desc: Headlights, OIF (-1/2)	0
10	EC (10), "Transformer Powers"	0
9a)	8/8 Armor, OIF(-1/2)	0
20b)	4 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	0
6c)	Shape Shift, "Helicopter", Concentrate(-1/4), Cannot change form if takes over half Body (-1/4), IIF(-1/4), 0 END Persistent(+1)	0
4	4 Extra Limbs, Only in robot mode(-1/4)	0
19	Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to aging	0
56	MP (70), Only in appropriate form(-1/4)	0
6u	18" Flight, x32 Non-Combat, 1/2 END (+1/4)	2
2u	18" Running, 1/2 END (+1/4)	2
6u	9" Tunneling, 8 DEF Increased Def	2
60	MP (105), "Weapons", Gestures(-1/4), OIF (-1/2)	0
4u	14D6 EB, "Nova Stinger Bow", stun only, No Knockback(-1/4), OAF (-1/2), 0 END(+1/2)	0
6u	5D6 Entangle, "Webs", entangle not damaged, 0 END(+1/2)	0
6u	4 1/2D6 HKA, "Claws", 0 END(+1/2)	0
6u	4 1/2D6 RKA, "Electro-Stingers", 0 END(+1/2)	0
3	Radio XMIT/REC, OIF (-1/2)	0
10	+20 PRE, Only vs. Insecticons(-1)	0
9	38 STR, 1/2 END(+1/4) ==Skills==	0
3	Acrobatics 12-	
3	Breakfall 12-	
3	Combat Piloting 12-	
32	4 Levels, all combat	
0	PS: Spark Hunter 8-	
3	Systems Operation 13-	
1	TF, Large Spaceships	
6	WF, Common Melee, Small Arms, Heavy Weapons	

296 : Powers Total
88 + Characteristic Total
384 = 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: 16 SPD: 4 ECV: 4
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 16/ 8 ED/rED 16/ 8
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	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
Last updated October 3rd, 2016 by Mathew R. Ignash.
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Name: Airachnid
Species: Cybertronian
Alternate Mode: Helicopter
Gender: Female
Height: 16 feet
Team: Decepticons

