

**NAME:** Autolauncher  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
26/36	Strength	x1	10	16
14	Dexterity	x3	10	12
24	Constitution	x2	10	28
10/12	Body	x2	10	0
16	Intelligence	x1	10	6
16	Ego	x2	10	12
14	Presence	x1	10	4
10	Comeliness	x1/2	10	0
14	Physical Defex	x1	5	9
14	Energy Defens	x1	5	9
4	Speed	x10	2.4	16
10	Recovery	x2	10	0
48	Endurance	x1/2	48	0
35/37	Stun	x1	35	0
<b>Characteristics Cost:</b>				<b>112</b>

<b>STR Roll:</b> 16-	Run	18"
<b>DEX Roll:</b> 12-	Swim	2"
<b>INT Roll:</b> 12-	Jump	7"
<b>EGO Roll:</b> 12-		
<b>PER Roll:</b> 12-		

**Experience:** 64

DISADVANTAGES	BASE:	200+PTS
Accidental Chg,"To vehicle form if Stunned",very common,occur 11-	20	
Distinctive,"Giant robot", easily concealable,minor	5	
Hunted,"Anti-Predacon forces",as powerful, harsh,appear 11-	15	
Psych Lim,"Compedative", common,total	20	
Psych Lim,"Violent", common,strong	15	
Psych Lim,"Overconfident", common,strong	15	
Rep,"Evil alien robot", occur 8-,extreme reputation	10	
Rivalry,"Other Predacon warriors",professional	5	
Unluck,4D6	20	
Vuln,"to high energon attacks in robot form.", uncommon,x2 stun	10	
Watched,"Predacon leaders",more powerful, non-combat influence, harsh,appear 14-	15	

**Disadvantages Total :** 150  
**Experience Spent +** 64  
**Total Points =** 414



**HERO 4TH EDITION**

PTS	POWERS	END
3	1" Change Environment (Light),"Headlights", OIF(-1/2)	0
10	EC (10),"Transformer powers"	
15a)	11/11 Armor,OIF(-1/2)	
7b)	2 LVLS Growth (stats already included), Always On(-1/2),0 END Persistent(+1)	0
18c)	16" Running,1/2 END (+1/4)	2
7d)	Shape Shift,"Truck", Incantation(-1/4),IIF (-1/4),0 END Persistent(+1)	0
1	Life Support - Requires half normal food.	
19	Life Support,doesn't breathe,safe in vacuum/pressure,safe in heat/cold,immune to aging	
127	MP (191),"Weapons", OIF(-1/2)	
5u	17D6 EB,"Blaster",OAF (-1/2),17-32 Charges (+1/4)	0
13u	5 1/2D6 RKA,"Disks", 17-32 Charges(+1/4), Explosion(+1/2), Trigger(+1/2), changeable trigger	
5u	4D6 RKA,"Spears",vs physical defense,OAF (-1/2),17-32 Charges (+1/4),Penetrating (+1/2)	0
3	Radio XMIT/REC,OIF (-1/2)	0
4	1 BODY Regen,recovery rate: per hour,Linked (-1/2),"Shape Shift"	
7	+2" Running,"Wheels", x8 Non-Combat,OIF (-1/2),Linked(-1/2), "Shape Shift"	0
9	36 STR,1/2 END(+1/4) ==Skills==	0
3	Combat Driving 12-	
3	12- Fast Draw	
30	6 Levels: Weapons Multipower,related group	
3	Navigation 11-	
0	PS: Construction Worker 8-	
3	Streetwise 12-	
3	Survival 11-	
4	WF,Small Arms,Heavy Weapons	

**302 : Powers Total**  
**112 + Characteristic Total**  
**414 = 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	

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

DEX: 14 SPD: 4 ECV: 5  
Phases - - 3 - - 6 - - 9 - - 12  
PD/rPD 25/ 11 ED/rED 25/ 11  
END: 48 STUN: 37 BODY: 12

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: Autolauncher  
Species: Cybertronian  
Gender: Male  
Height: 8 feet 6 inches  
Team: Predacons (Autorollers)

