

NAME: Dreadwing (Prime)
PLAYER:

VALUE	CHAR	COST	BASE	PTS
26/61	Strength	x1	10	16
10	Dexterity	x3	10	0
22	Constitution	x2	10	24
10/17	Body	x2	10	0
16	Intelligence	x1	10	6
14	Ego	x2	10	8
25	Presence	x1	10	15
10	Comeliness	x1/2	10	0
12	Physical Defex	x1	5	7
11	Energy Defens	x1	4	7
4	Speed	x10	2.0	20
9	Recovery	x2	9	0
44	Endurance	x1/2	44	0
34/41	Stun	x1	34	0
Characteristics Cost:				103

STR Roll: 21-	Run	6"
DEX Roll: 11-	Swim	2"
INT Roll: 12-	Jump	12"
EGO Roll: 12-		
PER Roll: 12-		

Experience: 108

DISADVANTAGES	BASE:	200+PTS
Accidental Chg, "To robot form if Stunned", very common, occur 11-		10
Distinctive, "Giant robot", easily concealable, major		15
Hunted, "Anti-Decepticon forces", as powerful, harsh, appear 11-		5
Physical Lim, "No hands in vehicle mode", infrequently, slightly		15
Psych Lim, "Follows a code of ethics", common, strong		15
Psych Lim, "Arrogant", common, strong		15
Psych Lim, "Violent", common, strong		15
Psych Lim, "Vengeful", common, strong		10
Rep, "Evil alien robot", occur 8-, extreme reputation		5
Rivalry, "Other demolitions experts", professional		10
Unluck, 2D6		15
Watched, "Decepticon leaders", more powerful, non-combat influence, harsh, appear 14-		

Disadvantages Total : 150
Experience Spent + 108
Total Points = 458

TRANSFORMERS

HERO 4TH EDITION

PTS	POWERS	END
10	EC (10), "Transformer powers"	
21a)	14/14 Armor, OIF(-1/2)	
40b)	7 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	0
6c)	Shape Shift, "Jet", 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	
4	Mind Link, "Skyquake", any dimension, subject needs mind link, Only to tell general well being(-1/2)	
41	MP (62), Only in appropriate form (-1/4), Gestures(-1/4)	
4u	21" Flight, x32 Non-Combat	4
1u	15" Gliding	
3u	21" Running, 1/2 END (+1/4)	2
86	MP (172), OAF(-1)	
8u	15D6 EB, "Explosive charges", 17-32 Charges(+1/4), Explosion(+1/2), Trigger(+1/2), changeable trigger	0
8u	7 1/2D6 HKA, "Cyber Sword", 0 END(+1/2)	0
8u	7 1/2D6 RKA, "Cannon", 0 END(+1/2)	0
3	Radio XMIT/REC, OIF (-1/2)	
15	61 STR, 1/2 END(+1/4)	1
5	+4 Telescopic Sense, Sight Group, IIF(-1/4) ==Skills==	
3	Breakfall 11-	
3	Combat Piloting 11-	
3	Deduction 12-	
3	Demolitions 11-	
48	6 Levels, all combat	
0	PS: Demolitions Expert 8-	
3	Systems Operation 12-	
3	Tactics 12-	
1	TF, Small Spaceships	
6	WF, Common Melee, Small Arms, Heavy Weapons	

355 : Powers Total
103 + Characteristic Total
458 = Total Cost

Base OCV: 3 Base DCV: 3
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: 10 SPD: 4 ECV: 5
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 26/ 14 ED/rED 25/ 14
END: 44 STUN: 41 BODY: 17

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: Dreadwing
Species: Cybertronian
Gender: Male
Height: 33 feet
Team: Decepticons

