

NAME: Grapple (G1)
PLAYER:

VALUE	CHAR	COST	BASE	PTS
26/51	Strength	x1	10	16
18	Dexterity	x3	10	24
19	Constitution	x2	10	18
10/15	Body	x2	10	0
15	Intelligence	x1	10	5
14	Ego	x2	10	8
19	Presence	x1	10	9
10	Comeliness	x1/2	10	0
9	Physical Defex	x1	5	4
8	Energy Defens	x1	4	4
4	Speed	x10	2.8	12
9	Recovery	x2	9	0
40	Endurance	x1/2	38	1
34/39	Stun	x1	33	1
Characteristics Cost:				102

STR Roll: 19-	Run	16"
DEX Roll: 13-	Swim	2"
INT Roll: 12-	Jump	10"
EGO Roll: 12-		
PER Roll: 12-		

Experience: 0

DISADVANTAGES	BASE:	200+PTS
Accidental Chg, "To robot form if Stunned", very common, occur 11-	20	
DNPC, "Innocents in need of saving", incompetent, appear 11-	20	
Distinctive, "Giant robot", easily concealable, major Hunted, "Anti-Autobot forces", as powerful, harsh, appear 11-	10	
Psych Lim, "Suffers from depression", common, strong	15	
Psych Lim, "Proud", common, strong	15	
Psych Lim, "Manic about details", very common, moderate	15	
Psych Lim, "Code vs. killing", common, strong	15	
Rep, "Heroic alien robot", occur 8-	5	
Rivalry, "Other Autobot designers", professional	5	
Watched, "Autobot leaders", more powerful, non-combat influence, harsh, appear 14-	15	

Disadvantages Total : 150
Experience Spent + 0
Total Points = 350

THE TRANSFORMERS

HERO 4TH EDITION

PTS **POWERS** **END**

- 3 1" Change Environment, Desc: Headlights, OIF (-1/2) 0
- 10 EC (10), "Transformer powers" 0
- 11a) 9/9 Armor, OIF(-1/2) 0
- 27b) 5 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1) 0
- 13c) 14" Running, 1/2 END (+1/4) 1
- 6d) Shape Shift, "Truck", Concentrate(-1/4), Cannot change form if takes over half Body (-1/4), IIF(-1/4), 0 END Persistent(+1) 0
- 8e) 3" Stretching, Only with crane arm(-1/4), Only in vehicle mode (-1/4), 0 END(+1/2) 0
- 19 Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to aging 0
- 9 x1000 Micro Vision 0
- 60 MP (120), "Weapons", OAF(-1) 0
- 5u 7D6 RKA, "Arc Welder Rifle", 13-16 Charges (0) 0
- 6u 4D6 RKA, "Rockets", Explosion(+1/2), 13-16 Charges(0), x25 Increased Max Range (+1/2) 0
- 3 Radio XMIT/REC, OIF (-1/2) 0
- 8 +2" Running, "Wheels", x8 Non-Combat, has turn mode, Linked(-1/2), "Shape Shift" 0
- 13 51 STR, 1/2 END(+1/4) ==Skills== 0
- 3 Combat Driving 13- 0
- 5 Electronics 12- 0
- 12 4 Levels: Rifle, punch and move through, tight group 0
- 5 Mechanics 12- 0
- 3 Navigation 11- 0
- 4 PS: Architect 13-, (INT based) 0
- 3 Systems Operation 12- 0
- 2 WF, Small Arms 0
- ==Talents== 0
- 10 2D6 Luck 0

248 : **Powers Total**
102 + **Characteristic Total**
350 = **Total Cost**

Base OCV: 6 Base DCV: 6
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: 18 SPD: 4 ECV: 5
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 18/ 9 ED/rED 17/ 9
END: 40 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: Grapple
Species: Cybertronian
Gender: Female
Height: 20 feet
Team: Autobots

