

NAME: Hound (G1)
PLAYER:

| VALUE | CHAR | COST | BASE | PTS |
|------------------------------|----------------|------|------|------------|
| 20/40 | Strength | x1 | 10 | 10 |
| 18 | Dexterity | x3 | 10 | 24 |
| 22 | Constitution | x2 | 10 | 24 |
| 10/14 | Body | x2 | 10 | 0 |
| 16 | Intelligence | x1 | 10 | 6 |
| 20 | Ego | x2 | 10 | 20 |
| 16 | Presence | x1 | 10 | 6 |
| 10 | Comeliness | x1/2 | 10 | 0 |
| 11 | Physical Defex | x1 | 4 | 7 |
| 11 | Energy Defens | x1 | 4 | 7 |
| 4 | Speed | x10 | 2.8 | 12 |
| 9 | Recovery | x2 | 8 | 2 |
| 46 | Endurance | x1/2 | 44 | 1 |
| 32/36 | Stun | x1 | 31 | 1 |
| Characteristics Cost: | | | | 120 |

| | | |
|----------------------|------|-----|
| STR Roll: 17- | Run | 15" |
| DEX Roll: 13- | Swim | 2" |
| INT Roll: 12- | Jump | 8" |
| EGO Roll: 13- | | |
| 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 |
| Physical Lim, "No hands in vehicle mode", infrequently, slightly | | 5 |
| Psych Lim, "Wishes he was human", uncommon, moderate | | 5 |
| Psych Lim, "Loves to visit Earth's wonders", common, moderate | | 10 |
| Psych Lim, "Reckless", common, strong | | 15 |
| Psych Lim, "Code vs. killing", common, strong | | 15 |
| Rep, "Heroic alien robot", occur 8- | | 5 |
| Rivalry, "Other Autobot scouts", professional | | 5 |
| Watched, "Autobot leaders", more powerful, non-combat influence, harsh, appear 14- | | 15 |
| Disadvantages Total : | | 140 |
| Experience Spent + | | 0 |
| Total Points = | | 340 |

THE TRANSFORMERS

HERO 4TH EDITION

| PTS | POWERS | END |
|-------------|--|-----|
| 3 | 1" Change Environment, Desc: Headlights, OIF (-1/2) | 0 |
| 10 | EC (10), "TF Powers" | |
| 15a) | 11/11 Armor, OIF (-1/2) | |
| 20b) | 4 LVLS Growth (stats already included), Always On (-1/2), 0 END Persistent (+1) | 0 |
| 21c) | -2 Images, "Hologram gun", Hearing, Sight Group, x16 Increased Area, Not in areas with powerful magnetic fields (-1/4), OAF (-1), 1/2 END (+1/4) | 3 |
| 20d) | 3 1/2D6 RKA, "Laser", OAF (-1), No Knockback (-1/4), 13-16 Charges (0) | 0 |
| 22e) | 3 1/2D6 RKA, "Missiles", vs physical defense, 3 Charges (-1/4), OAF (-1), Explosion (+1/2) | 0 |
| 15f) | 15" Running, 1/2 END (+1/4) | 2 |
| 6g) | Shape Shift, "Jeep", Concentrate (-1/4), Cannot change form if takes over half Body (-1/4), IIF (-1/4), 0 END Persistent (+1) | 0 |
| 10 | Eidetic Memory | |
| 4 | +2 Enhanced PER, Sight | |
| 2 | IR Vision, OAF (-1) | |
| 19 | Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to aging | |
| 7 | MP (15), OIF (-1/2), Linked (-1/2), "Shape Shift" | |
| 1u | +2" Running, "Wheels", x8 Non-Combat, has turn mode | 0 |
| 1u | +12" Swimming, "Hydrofoils", has turn mode, only on surface, 1/2 END (+1/4) | 1 |
| 3 | Radio XMIT/REC, OIF (-1/2) | |
| 10 | 40 STR, 1/2 END (+1/4) | 0 |
| ==Skills== | | |
| 3 | Combat Driving 13- | |
| 12 | 4 Levels: Laser, punch and dodge, tight group | |
| 3 | Navigation 11- | |
| 3 | Stealth 13- | |
| 3 | Tracking 12- | |
| 2 | WF, Small Arms | |
| ==Talents== | | |
| 5 | 1D6 Luck | |
| 220 | : Powers Total | |
| 120 | + Characteristic Total | |
| 340 | = 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: 7
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 22/ 11 ED/rED 22/ 11
END: 46 STUN: 36 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

Name: Hound
Species: Cybertronian
Gender: Male
Height: 16 feet
Team: Autobots

