

<b>NAME:</b> Knock Out (Prime)				
<b>PLAYER:</b>				
<b>VALUE</b>	<b>CHAR</b>	<b>COST</b>	<b>BASE</b>	<b>PTS</b>
22/47	Strength	x1	10	12
10	Dexterity	x3	10	0
20	Constitution	x2	10	20
10/15	Body	x2	10	0
16	Intelligence	x1	10	6
8	Ego	x2	10	-4
19	Presence	x1	10	9
12	Comeliness	x1/2	10	1
9	Physical Defex	x1	4	5
9	Energy Defens	x1	4	5
4	Speed	x10	2.0	20
9	Recovery	x2	8	2
40	Endurance	x1/2	40	0
31/36	Stun	x1	31	0
<b>Characteristics Cost:</b>				76
<b>STR Roll:</b> 18-	Run		21"	
<b>DEX Roll:</b> 11-	Swim		2"	
<b>INT Roll:</b> 12-	Jump		9"	
<b>EGO Roll:</b> 11-				
<b>PER Roll:</b> 12-				
<b>Experience:</b> 42				
<b>DISADVANTAGES BASE: 200+PTS</b>				
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, "Sadist", common, strong				15
Psych Lim, "Vain", very common, strong				20
Psych Lim, "Greedy", common, strong				15
Psych Lim, "Vengeful", common, strong				15
Rep, "Evil alien robot", occur 8-, extreme reputation				10
Rivalry, "Other weapons specialists", professional				5
Unluck, 1D6				5
Watched, "Decepticon leaders", more powerful, non-combat influence, harsh, appear 14-				15
<b>Disadvantages Total :</b>				150
<b>Experience Spent +</b>				42
<b>Total Points =</b>				392

# TRANSFORMERS

## HERO 4TH EDITION

<b>PTS</b>	<b>POWERS</b>	<b>END</b>
3	1" Change Environment, Desc: Headlights, OIF (-1/2)	0
10	EC (10), "Transformers Powers"	0
13a)	10/10 Armor, OIF(-1/2)	0
27b)	5 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	0
25c)	19" Running, 1/2 END (+1/4)	2
6d)	Shape Shift, "Car", 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	0
64	MP (112), "Weapons", OIF(-1/2), Gestures (-1/4)	0
4u	15D6 EB, "Energon Prod", stun only, No Knockback(-1/4), OAF (-1/2), 0 END(+1/2)	0
5u	3 1/2D6 HKA, "Shockblade", OAF (-1/2), +1 Increased Stun Mult(+1/2), 0 END (+1/2)	0
6u	5D6 HKA, "Saw", 0 END (+1/2)	0
6u	5D6 RKA, "Blaster", 33-64 Charges(+1/2)	0
6u	3 1/2D6 HKA, "Drill", x1 Armor Piercing(+1/2), 0 END(+1/2)	0
3	Radio XMIT/REC, OIF (-1/2)	0
6	+2" Running, "Wheels", x8 Non-Combat, has turn mode, Linked(-1/2), "Shape Shift", OIF (-1/2)	0
12	47 STR, 1/2 END(+1/4) ==Perks==	0
50	Vehicle: Energon Driller (250pt) ==Skills==	0
3	Breakfall 11-	
3	Combat Driving 11-	
18	6 Levels: Weapons Multipower, tight group	
3	Mechanics 11-	
5	Navigation 12-	
3	Paramedic 12-	
0	PS: Weapons Specialist 8-	
2	SC: Robotics 11-	
3	Systems Operation 12-	
316	<b>: Powers Total</b>	
76	<b>+ Characteristic Total</b>	
392	<b>= Total Cost</b>	

Base OCV: 3		Base DCV: 3				
Adjustment +	Final OCV =	Adjustment +	Final DCV =			
<b>Maneuver</b>	<b>Phase</b>	<b>OCV</b>	<b>DCV</b>	<b>Effect</b>		
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:	10	SPD:	4	ECV:	3	
Phases	- - 3	- - 6	- - 9	- - 12		
PD/rPD	19/ 10	ED/rED	19/ 10			
END:	40	STUN:	36	BODY:	15	
<b>3D6</b>	<b>Loc</b>	<b>StunX</b>	<b>NStun</b>	<b>BodyX</b>	<b>CV</b>	<b>Armor</b>
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	
<b>NOTES</b>						
Name: Knock Out						
Species: Cybertronian						
Gender: Male						
Height: 20 feet						
Team: Decepticons						



DISADVANTAGES	PTS	PTS	POWERS	END	PTS	POWERS	END
		6 WF, Common Melee, Small Arms, Heavy Weapons 5 Weaponsmith 12-					