

**NAME:** Noctorro  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
26	Strength	x1	10	16
14	Dexterity	x3	10	12
22	Constitution	x2	10	24
10	Body	x2	10	0
16	Intelligence	x1	10	6
16	Ego	x2	10	12
8	Presence	x1	10	-2
10	Comeliness	x1/2	10	0
12	Physical Defex	x1	5	7
11	Energy Defens	x1	4	7
4	Speed	x10	2.4	16
10	Recovery	x2	9	2
46	Endurance	x1/2	44	1
36	Stun	x1	34	2
<b>Characteristics Cost:</b>				<b>103</b>

<b>STR Roll:</b> 14-	Run	13"
<b>DEX Roll:</b> 12-	Swim	2"
<b>INT Roll:</b> 12-	Jump	5"
<b>EGO Roll:</b> 12-	Flight	7"
<b>PER Roll:</b> 12-		

**Experience:** 0

DISADVANTAGES	BASE:	100+PTS
Accidental Chg, "To beast form if Stunned", very common, occur 11-		20
Distinctive, "Talking bull-bat-bot", not concealable, minor		15
Hunted, "Anti-Maximal forces", as powerful, harsh, appear 11-		15
Physical Lim, "Colorblind", infrequently, slightly		5
Psych Lim, "Violent", common, strong		15
Psych Lim, "Overconfident", common, strong		15
Psych Lim, "Protective of friends", common, strong		15
Psych Lim, "Code vs. killing", common, strong		15
Rep, "Heroic alien robot", occur 8-		5
Rivalry, "Other Maximal warriors", professional		5
Vuln, "High energon attacks in robot form", uncommon, x2 stun		10
Watched, "Maximal leaders", more powerful, non-combat influence, harsh, appear 14-		15

**Disadvantages Total :** 150  
**Experience Spent +** 0  
**Total Points =** 250



**HERO 4TH EDITION**

PTS	POWERS	END
10	EC (10), "Transformer powers"	
7a)	7/7 Armor, OIF(-1/2)	
17b)	7" Flight, x16 Non-Combat, Restrainable(-1/2), 1/2 END(+1/4)	1
23c)	2D6 HKA, "Claw/Horn", vs physical defense, Restrainable(-1/2), 0 END(+1/2)	1
10d)	13" Running, 1/2 END (+1/4)	1
7e)	Shape Shift, "Bull/Bat", Incantation(-1/4), IIF (-1/4), 0 END Persistent(+1)	0
1	Life Support, only needs half food intake.	
19	Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to aging	
3	Radio XMIT/REC, OIF (-1/2)	
10	Radar Sense (Sonics), Restrainable(-1/2)	
4	1 BODY Regen, recovery rate: per hour, Linked (-1/2), "Shape Shift"	0
6	26 STR, 1/2 END(+1/4)	
3	Ultra Hearing ==Skills==	
3	Acrobatics 12-	
18	6 Levels: Claw/Horn, dodge and move-through, tight group	
3	Navigation 11-	
3	Survival 11-	

147 : **Powers Total**  
103 + **Characteristic Total**  
250 = **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	

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

DEX: 14      SPD: 4      ECV: 5  
Phases - - 3 - - 6 - - 9 - - 12  
PD/rPD 19/ 7      ED/rED 18/ 7  
END: 46      STUN: 36      BODY: 10

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: Noctorro  
Species: Cybertronian  
Gender: Male  
Height: 6 feet  
Team: Maximals

