

NAME: Prowl (Prime)				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
24/49	Strength	x1	10	14
20	Dexterity	x3	10	30
22	Constitution	x2	10	24
10/15	Body	x2	10	0
18	Intelligence	x1	10	8
20	Ego	x2	10	20
21	Presence	x1	10	11
10	Comeliness	x1/2	10	0
11	Physical Defex	x1	5	6
10	Energy Defens	x1	4	6
4	Speed	x10	3.0	10
9	Recovery	x2	9	0
44	Endurance	x1/2	44	0
33/38	Stun	x1	33	0
Characteristics Cost:				129
STR Roll: 19-	Run		21"	
DEX Roll: 13-	Swim		2"	
INT Roll: 13-	Jump		10"	
EGO Roll: 13-				
PER Roll: 13-				
Experience: 42				
DISADVANTAGES BASE: 200+PTS				
Accidental Chg,"Robot form			20	
if Stunned",very common, occur 11-				
DNPC,"Innocents in need of			20	
saving",incompetent, appear 11-				
Distinctive,"Giant robot",			10	
easily concealable,major				
Hunted,"Anti-Autobot			15	
forces",as powerful, harsh,appear 11-				
Physical Lim,"No hands in			5	
vehicle mode", infrequently,slightly				
Psych Lim,"Protective of			15	
friends",common,strong				
Psych Lim,"Code vs.			15	
killing",common,strong				
Psych Lim,"Devoted to			15	
justice",very common, moderate				
Rep,"Heroic alien robot",			5	
occur 8-				
Rivalry,"Other tech			5	
specialists",professional				
Unluck,2D6			10	
Watched,"Autobot leaders",			15	
more powerful,non-combat influence,harsh,appear 14-				
Disadvantages Total :				150
Experience Spent +				42
Total Points =				392

TRANSFORMERS

HERO 4TH EDITION

PTS	POWERS	END
3	1" Change Environment, Desc: Headlights,OIF (-1/2)	0
10	EC (10),"Transformer Powers"	
17a)	12/12 Armor,OIF(-1/2)	
27b)	5 LVLS Growth (stats already included), Always On(-1/2),0 END Persistent(+1)	0
25c)	19" Running,1/2 END (+1/4)	0
6d)	Shape Shift,"Sports 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	
73	MP (127),"Weapons", OIF(-1/2),Gestures (-1/4)	
6u	5 1/2D6 HKA,"Justice Hammer",OAF(-1/2),0 END(+1/2)	0
7u	4 1/2D6 RKA,"Firelance Missiles",Explosion (+1/2),13-16 Charges (0),x5 Increased Max Range(+1/4)	0
7u	5 1/2D6 RKA,"Blaster", 0 END(+1/2)	0
3	Radio XMIT/REC,OIF (-1/2)	
6	+2" Running,"Wheels", x8 Non-Combat,has turn mode,OIF(-1/2),Linked (-1/2),"Shape Shift"	0
12	49 STR,1/2 END(+1/4) ==Skills==	0
3	Acrobatics 13-	
3	Combat Driving 13-	
20	4 Levels: Hammer, Blaster and Dodge, related group	
3	Navigation 11-	
0	PS: Tech Specialist 8-	
3	Tactics 13-	
3	Tracking 13-	
3	Systems Operation 13-	
4	WF,Common Melee,Small Arms	

263 : Powers Total
129 + Characteristic Total
392 = Total Cost

Base OCV: 7 Base DCV: 7
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: 20 SPD: 4 ECV: 7
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 23/ 12 ED/rED 22/ 12
END: 44 STUN: 38 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: Prowl
Species: Cybertronian
Gender: Male
Height: 19 feet
Team: Autobots

