NAME: Quickstrike (BW) PLAYER: COST BASE PTS VALUE CHAR 20 Strength 10 10 x1 16 Dexterity x310 18 21 Constitution x2 10 22 10 Body 0 x210 14 Intelligence x1 10 4 20 Ego x210 20 12 Presence x110 2. 10 Comeliness x1/210 10 Physical Defex1 4 6 10 Energy Defensx1 4 x10 2.6 4 Speed 14 9 Recovery x28 2. 42 Endurance x1/242 32 Stun x131 Characteristics Cost: 105 11" STR Roll: 13-Run DEX Roll: 12-INT Roll: 12-Swim 2 " 4 " Jump **EGO Roll:** 13-

PER Roll: 12-Experience: 0

DISADVANTAGES BASE: 100+PTS Accidental Chg, "To beast 20 form if Stunned", very common, occur 11-Distinctive, "Talking 5 scorpion/cobra", easily concealable, minor Distinctive, "Western 5 accent", easily concealable, minor Enraged,"If made to look
 like a fool",uncommon, 5 occur 8-, recover 11-Hunted, "Anti-Predacon 15 forces", as powerful, harsh, appear 11-Psych Lim, "Arrogant", 15 common, strong Psych Lim, "Violent", 15 common, strong Psych Lim, "Overconfident", 15 common, strong Rep, "Evil alien robot", 10 occur 8-,extreme reputation Rivalry, "Other Predacon 5 warriors",professional Unluck, 1D6 Vuln, "To positive PRE 10 attacks by females", uncommon,x2 effect Vuln, "To high energon 10 attacks in robot form", uncommon, x2 stun Watched, "Predacon leaders", more powerful, 15 non-combat influence, harsh, appear 14-



HERO 4TH EDITION

HERO TITI EDITION	
S POWERS	END
EC (10), "Transformer	
powers"	
"Scorpion/Cobra",	
Incantation(-1/4), IIF	
(-1/4), 0 END	
Persistent(+1)	0
Life Support -	
Requires half normal	
food.	
Life Support, doesn't	
breathe, safe in	
vacuum/pressure,safe	
in heat/cold, immune to)
aging	
	EC (10), "Transformer powers" 7/7 Armor,OIF(-1/2) Shape Shift, "Scorpion/Cobra", Incantation(-1/4), IIF (-1/4), 0 END Persistent(+1) Life Support - Requires half normal food. Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to

36 MP (45), "Weapons", Only
 in appropriate form
 (-1/4)
3u 2D6 HKA, "Claws or

Bite", vs physical defense, 0 END(+1/2) 2u 3D6 RKA, "Blaster", OAF (-1), 13-16 Charges(0)

3 Radio XMIT/REC,OIF (-1/2)

4 1 BODY Regen,recovery
rate: per hour,Linked
(-1/2),"Shape Shift"

15 11" Running, 1/2 END (+1/4)

5 20 STR,1/2 END(+1/4) ==Skills==

1 Acting 8-

3 12- Fast Draw

18 6 Levels: Claw/bite, blaster and punch, tight group

3 Navigation 11-

3 Survival 11-==Talents==

5 1D6 Luck

Base OCV: 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: 16 SPD: 4 ECV: 7
Phases - 3 - 6 - 9 - 12
PD/rPD 17/ 7 ED/rED 17/ 7
END: 42 STUN: 32 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	x 1/2	x1/2	-5	
)	9	Shoulder	s 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: Quickstrike Species: Cybertronian

Gender: Male Height: 6 feet Team: Predacons

0



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

145 : Powers Total

105 + Characteristic Total

250 = Total Cost