

<b>NAME:</b> Ratchet (Prime)				
<b>PLAYER:</b>				
<b>VALUE</b>	<b>CHAR</b>	<b>COST</b>	<b>BASE</b>	<b>PTS</b>
22/52	Strength	x1	10	12
20	Dexterity	x3	10	30
24	Constitution	x2	10	28
10/16	Body	x2	10	0
18	Intelligence	x1	10	8
14	Ego	x2	10	8
22	Presence	x1	10	12
10	Comeliness	x1/2	10	0
12	Physical Defex	x1	4	8
13	Energy Defens	x1	5	8
4	Speed	x10	3.0	10
9	Recovery	x2	9	0
48	Endurance	x1/2	48	0
33/39	Stun	x1	33	0
<b>Characteristics Cost:</b>				124
<b>STR Roll:</b> 19-	Run	20"		
<b>DEX Roll:</b> 13-	Swim	2"		
<b>INT Roll:</b> 13-	Jump	10"		
<b>EGO Roll:</b> 12-				
<b>PER Roll:</b> 13-				
<b>Experience:</b> 79				
<b>DISADVANTAGES BASE: 200+PTS</b>				
Accidental Chg,"Robot form if Stunned",very common, occur 11-				
DNPC,"Agent Fowler", normal,useful skills, appear 11-				
DNPC,"Innocents in need of saving",incompetent, appear 11-				
Distinctive,"Giant robot", easily concealable,major				
Hunted,"Anti-Autobot forces",as powerful, harsh,appear 11-				
Physical Lim,"No hands in vehicle mode", infrequently,slightly				
Psych Lim,"Protective of friends",common,moderate				
Psych Lim,"Cranky",very common,moderate				
Psych Lim,"Code vs. killing",common,strong				
Rep,"Heroic alien robot", occur 8-				
Rivalry,"Other tech specialists",professional				
Unluck,1D6				
Watched,"Autobot leaders", more powerful,non-combat influence,harsh,appear 14-				
<b>Disadvantages Total :</b> 150				
<b>Experience Spent +</b> 79				
<b>Total Points =</b> 429				

# TRANSFORMERS

## HERO 4TH EDITION

<b>PTS</b>	<b>POWERS</b>	<b>END</b>
10	EC (10),"TF Powers"	
21a)	14/14 Armor,OIF(-1/2)	
33b)	6 LVLS Growth (stats already included), Always On(-1/2),0 END Persistent(+1)	0
23c)	18" Running,1/2 END (+1/4)	2
6d)	Shape Shift,"Ambulance", Concentrate(-1/4), Cannot change form if takes over half Body (-1/4),IIF(-1/4),0 END Persistent(+1)	0
19	LS, breath, vacuum, heat/cold, aging	
73	MP (127),OIF(-1/2), Gestures(-1/4)	
5u	4 1/2D6 HKA,"Dragon Grinder Drill",OAF (-1/2),x1 Armor Piercing(+1/2),1/2 END(+1/4)	6
7u	5 1/2D6 HKA,"Battle Blades",0 END(+1/2)	0
5u	4D6 RKA,"Welder",No Knockback(-1/4),No Range(-1/2), Penetrating(+1/2),0 END(+1/2)	0
7u	5 1/2D6 RKA,"Blasters",0 END(+1/2)	0
12	PKG,OIF(-1/2)	1
(3)	1" Change Environment, Desc: Headlights	0
(3)	Radio XMIT/REC	0
(6)	+2" Running,"Wheels", x8 Non-Combat,has turn mode,Linked(-1/2), "Shape Shift"	0
13	52 STR,1/2 END(+1/4)	0
<b>==Skills==</b>		
3	Breakfall 13-	
3	Combat Driving 13-	
3	Computer Programming 13-	
3	Electronics 11-	
32	4 Levels,all combat	
3	Mechanics 11-	
3	Navigation 11-	
3	Paramedic 13-	
0	PS: Tech Specialist 8-	
3	SC: Chemistry 13-, (INT based)	
3	SC: Physics 13-, (INT based)	
3	SC: Robotics 13-, (INT based)	
3	Systems Operation 13-	
6	WF,Common Melee,Small Arms,Heavy Weapons	
305	<b>: Powers Total</b>	
124	<b>+ Characteristic Total</b>	
429	<b>= Total Cost</b>	

Base OCV: 7		Base DCV: 7				
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:	20	SPD:	4	ECV:	5	
Phases	- - 3	- - 6	- - 9	- - 12		
PD/rPD	26/ 14	ED/rED	27/ 14			
END:	48	STUN:	39	BODY:	16	
<b>3D6 Loc StunX NStun BodyX CV 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: Ratchet						
Species: Cybertronian						
Gender: Male						
Height: 25 feet						
Team: Autobots						

