

**NAME:** Skyquake (Prime)  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
28/63	Strength	x1	10	18
12	Dexterity	x3	10	6
25	Constitution	x2	10	30
10/17	Body	x2	10	0
14	Intelligence	x1	10	4
20	Ego	x2	10	20
25	Presence	x1	10	15
10	Comeliness	x1/2	10	0
16	Physical Defex	x1	6	10
15	Energy Defens	x1	5	10
4	Speed	x10	2.2	18
11	Recovery	x2	11	0
50	Endurance	x1/2	50	0
37/44	Stun	x1	37	0
<b>Characteristics Cost:</b>				<b>131</b>

<b>STR Roll:</b> 22-	Run	6"
<b>DEX Roll:</b> 11-	Swim	2"
<b>INT Roll:</b> 12-	Jump	13"
<b>EGO Roll:</b> 13-		
<b>PER Roll:</b> 12-		

**Experience:** 148

DISADVANTAGES	BASE:	200+PTS
Accidental Chg, "To robot form if Stunned", very common, occur 11-		10
Distinctive, "Giant robot", easily concealable, major Hunted, "Anti-Decepticon forces", as powerful, harsh, appear 11-		15
Physical Lim, "No hands in vehicle mode", infrequently, slightly		5
Psych Lim, "Follows a code of ethics", common, strong		15
Psych Lim, "Arrogant", common, strong		15
Psych Lim, "Violent", common, strong		15
Psych Lim, "Vengeful", common, strong		15
Rep, "Evil alien robot", occur 8-, extreme reputation		10
Rivalry, "Other demolitions experts", professional		5
Unluck, 2D6		10
Watched, "Decepticon leaders", more powerful, non-combat influence, harsh, appear 14-		15

**Disadvantages Total :** 150  
**Experience Spent +** 148  
**Total Points =** 498

# TRANSFORMERS

## HERO 4TH EDITION

PTS	POWERS	END
10	EC (10), "Transformer Powers"	
27a)	17/17 Armor, OIF(-1/2)	
40b)	7 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	0
6c)	Shape Shift, "Jet", 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	
41	MP (62), Only in appropriate form (-1/4), Gestures(-1/4)	
4u	21" Flight, x32 Non-Combat	4
1u	15" Gliding	
3u	21" Running, 1/2 END (+1/4)	2
4	Mind Link, "Dreadwing", any distance, subject needs mind link, Only to tell general well being(-1/2)	
90	MP (180), "Weapons", OAF(-1)	
9u	8D6 HKA, "Cyber Sword", 0 END(+1/2)	0
8u	6 1/2D6 RKA, "Grenade Launcher", Explosion (+1/2), 17-32 Charges (+1/4)	0
8u	6 1/2D6 RKA, "Missiles", x5 Increased Max Range (+1/4), Explosion (+1/2), 13-16 Charges (0)	0
9u	8D6 RKA, "Tornado Cannon", 0 END(+1/2)	0
3	Radio XMIT/REC, OIF (-1/2)	
16	63 STR, 1/2 END(+1/4)	1
==Skills==		
3	Breakfall 11-	
3	Combat Piloting 11-	
3	Demolitions 11-	
48	6 Levels, all combat	
0	PS: Demolitions Expert 8-	
3	Systems Operation 12-	
3	Tactics 12-	
6	WF, Common Melee, Small Arms, Heavy Weapons	

**367 : Powers Total**  
**131 + Characteristic Total**  
**498 = Total Cost**

Base OCV: 4      Base DCV: 4  
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	

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

DEX: 12      SPD: 4      ECV: 7  
Phases - - 3 - - 6 - - 9 - - 12  
PD/rPD 33/ 17      ED/rED 32/ 17  
END: 50      STUN: 44      BODY: 17

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: Dreadwing  
Species: Cybertronian  
Gender: Male  
Height: 33 feet  
Team: Decepticons

