

**NAME:** Vehicon Car (Prime)  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
22/47	Strength	x1	10	12
8	Dexterity	x3	10	-6
20	Constitution	x2	10	20
10/15	Body	x2	10	0
10	Intelligence	x1	10	0
14	Ego	x2	10	8
11	Presence	x1	10	1
10	Comeliness	x1/2	10	0
9	Physical Defex	x1	4	5
9	Energy Defens	x1	4	5
4	Speed	x10	1.8	22
9	Recovery	x2	8	2
40	Endurance	x1/2	40	0
31/36	Stun	x1	31	0
<b>Characteristics Cost:</b>				69

<b>STR Roll:</b> 18-	Run	19"
<b>DEX Roll:</b> 11-	Swim	2"
<b>INT Roll:</b> 11-	Jump	9"
<b>EGO Roll:</b> 12-		
<b>PER Roll:</b> 11-		

**Experience:** 15

DISADVANTAGES	BASE:	100+PTS
Accidental Chg, "To robot form if Stunned", very common, occur 11-		20
Distinctive, "Giant robot", easily concealable, major Hunted, "Anti-Decepticon forces", as powerful, harsh, appear 11-	10	15
Physical Lim, "No hands in vehicle mode", infrequently, slightly	5	15
Psych Lim, "Coward", very common, moderate	15	15
Psych Lim, "Violent", common, strong	15	20
Psych Lim, "Follows orders without question", very common, strong	20	10
Rep, "Evil alien robot", occur 8-, extreme reputation	10	5
Rivalry, "Other assault infantry", professional	5	20
Unluck, 4D6	20	15
Watched, "Decepticon leaders", more powerful, non-combat influence, harsh, appear 14-	15	

**Disadvantages Total :** 150  
**Experience Spent +** 15  
**Total Points =** 265

# TRANSFORMERS

## HERO 4TH EDITION

PTS	POWERS	END
3	1" Change Environment, Desc: Headlights, OIF (-1/2)	0
10	EC (10), "Transformer Powers"	
13a)	10/10 Armor, OIF(-1/2)	
27b)	5 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	0
58c)	5D6 RKA, "Blaster Cannon", OIF(-1/2), Gestures(-1/4), 0 END (+1/2)	0
20d)	17" Running, 1/2 END (+1/4)	2
6e)	Shape Shift, "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	
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	47 STR, 1/2 END(+1/4) ==Skills==	0
3	Breakfall 11-	
3	Combat Driving 11-	
6	2 Levels: Blaster Cannon, punch and move by, tight group	
0	PS: Assault Infantry 8-	
3	Systems Operation 11-	
2	WF, Small Arms	
2	TF, Tracked Vehicles, Large Spaceships	

196 : **Powers Total**  
69 + **Characteristic Total**  
265 = **Total Cost**

Base OCV: 3      Base DCV: 3  
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:** 8    **SPD:** 4    **ECV:** 5  
**Phases** - - 3 - - 6 - - 9 - - 12  
**PD/rPD** 19/ 10    **ED/rED** 19/ 10  
**END:** 40    **STUN:** 36    **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: Vehicon  
Species: Cybertronian  
Gender: Male  
Height: 19 feet  
Team: Decepticons

