

NAME: Depthcharge (ROTF)
PLAYER:

VALUE	CHAR	COST	BASE	PTS
22/97	Strength	x1	10	12
16	Dexterity	x3	10	18
22	Constitution	x2	10	24
10/25	Body	x2	10	0
16	Intelligence	x1	10	6
20	Ego	x2	10	20
31	Presence	x1	10	21
10	Comeliness	x1/2	10	0
11	Physical Defex	x1	4	7
11	Energy Defens	x1	4	7
4	Speed	x10	2.6	14
12	Recovery	x2	8	8
44	Endurance	x1/2	44	0
32/47	Stun	x1	32	0
Characteristics Cost:				137

STR Roll: 28-	Run	28"
DEX Roll: 12-	Swim	28"
INT Roll: 12-	Jump	19"
EGO Roll: 13-		
PER Roll: 12-		

Experience: 279

DISADVANTAGES BASE: 200+PTS
 DNPC, "Innocents in need of saving", incompetent, appear 11- 20
 Distinctive, "Giant robot", concealable, extreme 20
 Hunted, "Anti-Autobot forces", as powerful, harsh, appear 11- 15
 Physical Lim, "No hands in vehicle mode", infrequently, slightly 5
 Physical Lim, "Behemoth", all the time, greatly 20
 Psych Lim, "Protective of crew", common, moderate 10
 Psych Lim, "Code vs. killing", common, strong 15
 Psych Lim, "Never shies away from battle", common, strong 15
 Rep, "Heroic alien robot", occur 8- 5
 Rivalry, "Other Autobot giants", professional 5
 Unluck, 1D6 5
 Watched, "Autobot leaders", more powerful, non-combat influence, harsh, appear 14- 15

Disadvantages Total : 150
Experience Spent + 279
Total Points = 629

TRANSFORMERS

HERO 4TH EDITION

PTS	POWERS	END
20	EC (20), "Transformer powers"	
31a)	22/22 Armor, OIF(-1/2)	
87b)	15 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	
38c)	28" Running, 1/2 END (+1/4)	
11d)	Shape Shift, "Visby class Corvette", limited group of shapes, Concentrate (-1/4), Cannot change form if takes over half Body(-1/4), IIF (-1/4), 0 END Persistent(+1)	
24	Invisibility, Radar, Only in vehicle mode (-1/4), 0 END(+1/2)	
19	Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to aging	
103	MP (206), "Weapons", OAF(-1)	
10u	11D6 RKA, "Blaster", 13-16 Charges(0), x5 Increased Max Range (+1/4)	
10u	6D6 RKA, "Missiles", vs physical defense, x5 Increased Max Range (+1/4), 33-64 Charges (+1/2), Explosion(+1/2)	
15	Radar Sense	
3	Radio XMIT/REC, OIF (-1/2)	
24	97 STR, 1/2 END(+1/4)	1
16	28" Swimming, only on surface, 1/2 END(+1/4) ==Perks==	3
5	Intl Police Powers ==Skills==	
3	Concealment 12-	
48	6 Levels, all combat	
3	Navigation 11-	
3	Survival 11-	
3	Tactics 12-	
12	+8 Telescopic Sense, Sight Group	
4	WF, Small Arms, Heavy Weapons	

492 : **Powers Total**
 137 + **Characteristic Total**
 629 = **Total Cost**

Base OCV: 5 Base DCV: 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 33/ 22 ED/rED 33/ 22
 END: 44 STUN: 47 BODY: 25

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: Depthcharge
 Species: Cybertronian
 Gender: Male
 Height: 227 feet 9 inches
 Team: Autobots

