

NAME: Dinobot (BW)
PLAYER:

VALUE	CHAR	COST	BASE	PTS
26/31	Strength	x1	10	16
12	Dexterity	x3	10	6
20	Constitution	x2	10	20
10/11	Body	x2	10	0
10	Intelligence	x1	10	0
17	Ego	x2	10	14
13	Presence	x1	10	3
8	Comeliness	x1/2	10	-1
10	Physical Defex	x1	5	5
9	Energy Defens	x1	4	5
4	Speed	x10	2.2	18
10	Recovery	x2	9	2
42	Endurance	x1/2	40	1
34/35	Stun	x1	33	1
Characteristics Cost:				90

STR Roll: 15-	Run	15"
DEX Roll: 11-	Swim	2"
INT Roll: 11-	Jump	6"
EGO Roll: 12-		
PER Roll: 11-		

Experience: 0

DISADVANTAGES	BASE:	100+PTS
Accidental Chg, "To beast form if Stunned", very common, occur 11-		20
Distinctive, "Talking dinosaur-bot", not concealable, minor		15
Hunted, "Anti-Maximal forces", as powerful, harsh, appear 11-		15
Psych Lim, "Competative", common, strong		15
Psych Lim, "Walking attitude with teeth", very common, moderate		15
Psych Lim, "Always looking to prove his abilities", common, strong		15
Psych Lim, "Code of honor", common, strong		15
Rep, "Heroic alien robot", occur 8-		5
Rep, "Traitor", occur 8-		5
Rivalry, "Other warriors", professional		5
Vuln, "High energon attacks in robot form", uncommon, x2 stun		10
Watched, "Maximal leaders", more powerful, non-combat influence, harsh, appear 14-		15
Disadvantages Total :		150
Experience Spent +		0
Total Points =		250



HERO 4TH EDITION

PTS	POWERS	END
3	Discriminatory, Smell, Linked(-1/2), "Shape Shift"	
10	EC (10), "TF Powers"	
7a)	7/7 Armor, OIF(-1/2)	
15b)	15" Running, 1/2 END (+1/4)	2
7c)	Shape Shift, "Dinosaur", Incantation(-1/4), IIF (-1/4), 0 END Persistent(+1)	0
7	1 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	0
1	Life Support, only needs half food intake	
19	Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to aging	
4	4 OCV Missile Deflection, deflect arrows, OAF(-1), Linked (-1/2), "Shape Shift"	
31	MP (55), "Weapons", Only in appropriate form (-1/4), OIF(-1/2)	
1u	25" Gliding	
2u	2D6+1 HKA, "Claw/Bite", vs physical defense, No Knockback(-1/4), 0 END (+1/2)	
2u	2D6+1 HKA, "Sword", vs physical defense, OAF (-1/2), 0 END(+1/2)	
2u	3 1/2D6 RKA, "Eye Beams", Concentrate (-1/4)	5
3	Radio XMIT/REC, OIF (-1/2)	
4	1 BODY Regen, recovery rate: per hour, Linked (-1/2), "Shape Shift"	
8	31 STR, 1/2 END(+1/4) ==Skills==	0
3	Acrobatics 11-	
10	6 Levels: Weapons Multipower, tight group, Only in appropriate form (-1/4), OIF(-1/2)	
0	PS: Front Line Combatant 8-	
3	Stealth 11-	
3	Survival 11-	
3	Tactics 11-	
3	Tracking 11-	
4	WF, Common Melee, Small Arms	
	==Talents==	
5	1D6 Luck	
160	: Powers Total	
90	+ Characteristic Total	
250	= 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	

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

DEX:	12	SPD:	4	ECV:	6
Phases - -	3	- -	6	- -	9
PD/rPD	17/	7	ED/rED	16/	7
END:	42	STUN:	35	BODY:	11

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: Dinobot
 Species: Cybertronian
 Gender: Male
 Height: 9 feet 6 inches
 Team: Maximals/Predacons

