

<b>NAME:</b> Dirge (G1)				
<b>PLAYER:</b>				
<b>VALUE</b>	<b>CHAR</b>	<b>COST</b>	<b>BASE</b>	<b>PTS</b>
24/49	Strength	x1	10	14
18	Dexterity	x3	10	24
21	Constitution	x2	10	22
10/15	Body	x2	10	0
16	Intelligence	x1	10	6
8	Ego	x2	10	-4
15/25	Presence	x1	10	5
10	Comeliness	x1/2	10	0
11	Physical Defex	x1	5	6
10	Energy Defens	x1	4	6
4	Speed	x10	2.8	12
9	Recovery	x2	9	0
42	Endurance	x1/2	42	0
33/38	Stun	x1	33	0
<b>Characteristics Cost:</b>				<b>91</b>

<b>STR Roll:</b> 19-	Run	6"
<b>DEX Roll:</b> 13-	Swim	2"
<b>INT Roll:</b> 12-	Jump	10"
<b>EGO Roll:</b> 11-		
<b>PER Roll:</b> 12-		

**Experience:** 14

<b>DISADVANTAGES</b>	<b>BASE:</b> 200+ <b>PTS</b>
Accidental Chg, "To robot form if Stunned", very common, occur 11-	20
Distinctive, "Giant robot", easily concealable, major	10
Hunted, "Anti-Decepticon forces", as powerful, harsh, appear 11-	15
Physical Lim, "No hands in vehicle mode", infrequently, slightly	5
Physical Lim, "Becomes disoriented if he uses his full speed", infrequently, greatly	10
Psych Lim, "Arrogant", common, strong	15
Psych Lim, "Cruel", common, strong	15
Psych Lim, "Creepy", common, strong	15
Rep, "Evil alien robot", occur 8-, extreme reputation	10
Rivalry, "Other Decepticons jets", professional	5
Unluck, 1D6	5
Vuln, "Fear attacks", uncommon, x2 effect	10
Watched, "Decepticon leaders", more powerful, non-combat influence, harsh, appear 14-	15
<b>Disadvantages Total : 150</b>	
<b>Experience Spent + 14</b>	
<b>Total Points = 364</b>	

# THE TRANSFORMERS

## HERO 4TH EDITION

<b>PTS</b>	<b>POWERS</b>	<b>END</b>
10	EC (10), "Transformer powers"	
15a)	11/11 Armor, OIF(-1/2)	
27b)	5 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 he takes over half BODY(-1/4), IIF(-1/4), 0 END Persistent(+1)	0
14	0" Flight, "Wings", x64 Non-Combat, Only in vehicle form(-1/4), OIF(-1/2)	0
19	Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to aging	
47	MP (47), "Movement"	
5u	19" Flight, 1/2 END (+1/4)	2
1u	15" Gliding	
3u	19" Running, 1/2 END (+1/4)	2
62	MP (125), "Weapons", OAF(-1)	
5u	6 1/2D6 RKA (Light), "Lasers", No Knockback (-1/4), 17-32 Charges (+1/4)	0
6u	5D6+1 RKA, "Air-To-Air Missiles", vs physical defense, 13-16 Charges (0), Explosion(+1/2)	0
6u	4D6 RKA, "Automatic Machine Guns", vs physical defense, x5 Autofire(+1/2), 33-64 Charges(+1/2)	0
6	+10 PRE, Only to frighten people(-1/2), Victim must be able to hear(-1/4)	0
3	Radio XMIT/REC, OIF(-1/2)	
12	49 STR, 1/2 END(+1/4) ==Skills==	0
3	Combat Piloting 13-	
18	6 Levels: Machine gun, lasers and punch, tight group	
3	Navigation 11-	
2	WF, Small Arms	
273	<b>: Powers Total</b>	
91	<b>+ Characteristic Total</b>	
364	<b>= Total Cost</b>	

Base OCV: 6      Base DCV: 6  
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: 18      SPD: 4      ECV: 3  
Phases - - 3 - - 6 - - 9 - - 12  
PD/rPD 22/ 11      ED/rED 21/ 11  
END: 42      STUN: 38      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: Dirge  
Species: Cybertronian  
Gender: Male  
Height: 18 feet  
Team: Decepticons

