

NAME: Grimlock (G1)
PLAYER:

| VALUE | CHAR | COST | BASE | PTS |
|------------------------------|----------------|------|------|------------|
| 30/60 | Strength | x1 | 10 | 20 |
| 20 | Dexterity | x3 | 10 | 30 |
| 25 | Constitution | x2 | 10 | 30 |
| 10/16 | Body | x2 | 10 | 0 |
| 13 | Intelligence | x1 | 10 | 3 |
| 20 | Ego | x2 | 10 | 20 |
| 24 | Presence | x1 | 10 | 14 |
| 8 | Comeliness | x1/2 | 10 | -1 |
| 16 | Physical Defex | x1 | 6 | 10 |
| 15 | Energy Defens | x1 | 5 | 10 |
| 4 | Speed | x10 | 3.0 | 10 |
| 11 | Recovery | x2 | 11 | 0 |
| 50 | Endurance | x1/2 | 50 | 0 |
| 38/44 | Stun | x1 | 38 | 0 |
| Characteristics Cost: | | | | 146 |

| | | |
|----------------------|------|-----|
| STR Roll: 21- | Run | 15" |
| DEX Roll: 13- | Swim | 2" |
| INT Roll: 12- | Jump | 12" |
| EGO Roll: 13- | | |
| PER Roll: 12- | | |

Experience: 126

| DISADVANTAGES | BASE: | 200+PTS |
|--|-------|---------|
| Accidental Chg, "To robot form when Stunned", very common, occur 11- | | 20 |
| DNPC, "Innocents in need of saving", incompetent, appear 11- | | 20 |
| Distinctive, "Primitive speech", easily concealable, minor | | 5 |
| Distinctive, "Giant robot", not concealable, major | | 20 |
| Hunted, "Anti-Autobot forces", as powerful, harsh, appear 11- | | 15 |
| Psych Lim, "Arrogant", common, strong | | 15 |
| Psych Lim, "Gruff", common, strong | | 15 |
| Psych Lim, "Code vs. killing", common, strong | | 15 |
| Rep, "Heroic alien robot", occur 8- | | 5 |
| Rivalry, "Other Autobot officers", professional | | 5 |
| Watched, "Autobot leaders", more powerful, non-combat influence, harsh, appear 14- | | 15 |

Disadvantages Total : 150
Experience Spent + 126
Total Points = 476

THE TRANSFORMERS

HERO 4TH EDITION

PTS **POWERS** **END**

10 EC (10), "Transformer powers"
 25a) 16/16 Armor, OIF(-1/2)
 33b) 6 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)
 6c) Shape Shift, "Dinosaur", Concentrate(-1/4), Cannot change form if he takes over half BODY(-1/4), IIF(-1/4), 0 END Persistent(+1)
 15d) 15" Running, 1/2 END (+1/4)
 19 Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to aging
 98 MP (172), "Weapons", Only works in appropriate form (-1/4), OIF(-1/2)
 6u 17D6 EB, "Flame Breath", beam attack, No Range(-1/2), Incantation(-1/4), Area Effect(+1), line, 13-16 Charges(0)
 7u 4D6 HKA, "Bite/Claws", vs physical defense, x1 Armor Piercing(+1/2), 0 END(+1/2)
 5u 4D6 HKA, "Sword", vs physical defense, OAF(-1/2), 0 END(+1/2), x1 Armor Piercing(+1/2)
 8u 7 1/2D6 RKA, "Rocket Launcher", vs physical defense, OAF(-1/2), Explosion(+1/2), 13-16 Charges(0)
 8u 7 1/2D6 RKA, "Rocket Pod", vs physical defense, 13-16 Charges(0), OAF(-1/2), Explosion(+1/2)
 3 Radio XMIT/REC, OIF(-1/2)
 15 60 STR, 1/2 END(+1/4)
 ==Skills==
 3 Breakfall 13-
 4 Fast Strike
 48 6 Levels, all combat
 3 Flying Tackle
 3 Martial Grab
 3 Survival 11-
 3 Tactics 12-
 3 Tracking 12-
 2 WF, Swords, Rocket Launchers

330 : Powers Total
146 + Characteristic Total
476 = Total Cost

Base OCV: 7 Base DCV: 7
 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 | |
| Fast Strike | 1/2 | +2 | +0 | 14D6 |
| Flying Tackle | 1/2 | +0 | -1 | 12D6 + v/5 |
| Martial Grab | 1/2 | -1 | -1 | 70 STR |

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

DEX: 20 SPD: 4 ECV: 7
 Phases - - 3 - - 6 - - 9 - - 12
 PD/rPD 32/ 16 ED/rED 31/ 16
 END: 50 STUN: 44 BODY: 16

| 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 | x1/2 | x1 | -7 | |
| 13 | Vitals | x4 | x1/2 | 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: Grimlock
 Species: Cybertronian
 Gender: Male
 Height: 24 feet
 Team: Dinobots (leader)

