

NAME: Hailstorm
PLAYER:

VALUE	CHAR	COST	BASE	PTS
24/49	Strength	x1	10	14
10	Dexterity	x3	10	0
22	Constitution	x2	10	24
10/15	Body	x2	10	0
18	Intelligence	x1	10	8
4	Ego	x2	10	-12
19	Presence	x1	10	9
10	Comeliness	x1/2	10	0
12	Physical Defex	x1	5	7
11	Energy Defens	x1	4	7
4	Speed	x10	2.0	20
9	Recovery	x2	9	0
44	Endurance	x1/2	44	0
33/38	Stun	x1	33	0
Characteristics Cost:				77

STR Roll: 19-	Run	15"
DEX Roll: 11-	Swim	2"
INT Roll: 13-	Jump	10"
EGO Roll: 10-		
PER Roll: 13-		

Experience: 60

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
Physical Lim, "No hands in vehicle mode", infrequently, slightly		5
Psych Lim, "Trigger happy", common, strong		15
Psych Lim, "Loved inventing new weapons", common, moderate		10
Psych Lim, "Always runs from a fight", very common, strong		20
Rep, "Evil alien robot", occur 8-, extreme reputation		10
Rivalry, "Other Decepticon warriors", professional		5
Unluck, 5D6		25
Watched, "Decepticon leaders", more powerful, non-combat influence, harsh, appear 14-		15

Disadvantages Total : 150
Experience Spent + 60
Total Points = 310

TRANSFORMERS

HERO 4TH EDITION

PTS	POWERS	END
10	EC (10), "Transformer powers"	
17a)	12/12 Armor, OIF(-1/2)	
27b)	5 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	0
76c)	7 1/2D6 RKA, "Missiles", OAF(-1), 7-8 Charges(-1/2), Explosion(+1/2), x5 Increased Max Range (+1/4)	0
15d)	15" Running, 1/2 END (+1/4)	2
6e)	Shape Shift, "Tank", Concentrate(-1/4), Cannot change if takes more than half Body (-1/4), IIF(-1/4), 0 END Persistent(+1)	0
22	Life Support, doesn't breathe, safe in vacuum/pressure, safe in radiation, safe in heat/cold, immune to aging	
5	Radio XMIT/REC	
3	+0" Running, x4 Non-Combat, has turn mode, Linked(-1/2), "Shape Shift"	0
12	49 STR, 1/2 END(+1/4) ==Skills==	0
3	Combat Driving 11-	
18	6 Levels: Punch, move through, move by, tight group	
3	Navigation 11-	
3	SC: Metallurgy 13-, (INT based)	
3	SC: Inorganic Chemistry 13-, (INT based)	
3	Systems Operation 13-	
4	WF, Small Arms, Heavy Weapons	
3	Weaponsmith 11-	

233 : **Powers Total**
77 + **Characteristic Total**
310 = **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:	10	SPD:	4	ECV:	1
Phases	- - 3	- - 6	- - 9	- - 12	
PD/rPD	24/ 12	ED/rED	23/ 12		
END:	44	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: Hailstorm
Species: Cybertronian
Gender: Male
Height: 20 feet
Team: Decepticons

