

NAME: Ironhide (Prime)
PLAYER:

VALUE	CHAR	COST	BASE	PTS
28/58	Strength	x1	10	18
12	Dexterity	x3	10	6
25	Constitution	x2	10	30
10/16	Body	x2	10	0
10	Intelligence	x1	10	0
16	Ego	x2	10	12
21	Presence	x1	10	11
10	Comeliness	x1/2	10	0
16	Physical Defex	x1	6	10
15	Energy Defens	x1	5	10
4	Speed	x10	2.2	18
11	Recovery	x2	11	0
50	Endurance	x1/2	50	0
37/43	Stun	x1	37	0
Characteristics Cost:				115

STR Roll: 21-	Run	18"
DEX Roll: 11-	Swim	2"
INT Roll: 11-	Jump	12"
EGO Roll: 12-		
PER Roll: 11-		

Experience: 59

DISADVANTAGES	BASE:	200+PTS
Accidental Chg, "Robot form if Stunned", very common, occur 11-	20	
DNPC, "Innocents in need of saving", incompetent, appear 11-	20	
Distinctive, "Not stealthy", concealable, minor	10	
Distinctive, "Giant robot", easily concealable, major	10	
Hunted, "Anti-Autobot forces", as powerful, harsh, appear 11-	15	
Physical Lim, "No hands in vehicle mode", infrequently, slightly	5	
Psych Lim, "Loves to fight", common, moderate	10	
Psych Lim, "Protective of friends", common, moderate	10	
Psych Lim, "Code vs. killing", common, strong	15	
Rep, "Heroic alien robot", occur 8-	5	
Rivalry, "Other heavy munitions", professional	5	
Unluck, 2D6	10	
Watched, "Autobot leaders", more powerful, non-combat influence, harsh, appear 14-	15	

Disadvantages Total : 150
Experience Spent + 59
Total Points = 409

TRANSFORMERS

HERO 4TH EDITION

PTS	POWERS	END
3	1" Change Environment, Desc: Headlights, OIF (-1/2)	0
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)	0

18c) 16" Running, 1/2 END (+1/4)

6d) Shape Shift, "Truck", Concentrate(-1/4), Cannot change form if takes over half Body (-1/4), IIF(-1/4), 0 END Persistent(+1)

19	Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to aging	
77	MP (135), OIF(-1/2), Gestures(-1/4)	
7u	6D6 HKA, "Pile Drivers", 0 END(+1/2)	0
7u	6D6 RKA, "Blasters", 0 END(+1/2)	0
3	Radio XMIT/REC, OIF (-1/2)	
6	+2" Running, "Wheels", x8 Non-Combat, has turn mode, OIF(-1/2), Linked (-1/2), "Shape Shift"	
14	58 STR, 1/2 END(+1/4) ==Skills==	0
3	Breakfall 11-	
3	Combat Driving 11-	
3	Demolitions 11-	
48	6 Levels, all combat	
3	Navigation 11-	
0	PS: Heavy Munitions 8-	
6	WF, Common Melee, Small Arms, Heavy Weapons	

294 : **Powers Total**
115 + **Characteristic Total**
409 = **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: 5

Phases - - 3 - - 6 - - 9 - - 12

PD/rPD 32/ 16 ED/rED 31/ 16

END: 50 STUN: 43 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 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: Ironhide
Species: Cybertronian
Gender: Male
Height: 25 feet
Team: Autobots

