

**NAME:** Runamuck (G1)  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
22/42	Strength	x1	10	12
10	Dexterity	x3	10	0
22	Constitution	x2	10	24
10/14	Body	x2	10	0
12	Intelligence	x1	10	2
10	Ego	x2	10	0
16	Presence	x1	10	6
10	Comeliness	x1/2	10	0
11	Physical Defex	x1	4	7
11	Energy Defens	x1	4	7
4	Speed	x10	2.0	20
8	Recovery	x2	8	0
44	Endurance	x1/2	44	0
32/36	Stun	x1	32	0
<b>Characteristics Cost:</b>				78

<b>STR Roll:</b> 17-	Run	20"
<b>DEX Roll:</b> 11-	Swim	2"
<b>INT Roll:</b> 11-	Jump	8"
<b>EGO Roll:</b> 11-		
<b>PER Roll:</b> 11-		

**Experience:** 47

DISADVANTAGES	BASE:	100+PTS
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
Psych Lim, "Facinated by Earth's junkyards", uncommon, moderate		5
Psych Lim, "Curious", common, strong		15
Psych Lim, "Afraid of heights", common, strong		15
Psych Lim, "Laughing madmech", very common, strong		20
Rep, "Evil alien robot", occur 8-, extreme reputation		10
Rivalry, "Other Decepticon warriors", professional		5
Watched, "Decepticon leaders", more powerful, non-combat influence, harsh, appear 14-		15

**Disadvantages Total :** 135  
**Experience Spent +** 47  
**Total Points =** 282

# THE TRANSFORMERS

## HERO 4TH EDITION

PTS	POWERS	END
3	1" Change Environment, Desc: Headlights, OIF (-1/2)	0
10	EC (10), "Transformer powers"	
15a)	11/11 Armor, OIF(-1/2)	
20b)	4 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	0
58c)	5 1/2D6 RKA (Fire), "Friction Rifle", OAF (-1), 33-64 Charges (+1/2)	0
23d)	18" Running, 1/2 END (+1/4)	2
7e)	Shape Shift, "Car", Cannot change form if takes over half Body (-1/4), IIF(-1/4), 0 END Persistent(+1)	0
19	Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to aging	
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"	0
10	42 STR, 1/2 END(+1/4) ==Skills==	0
5	Combat Driving 12-	
18	6 Levels: Gun, Move By and Punch, tight group	
3	Navigation 11-	
0	PS: Shock Trooper 8-	
1	WF, Rifles	
	==Talents==	
3	11- Fast Draw	

204 : **Powers Total**  
 78 + **Characteristic Total**  
 282 = **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: 3  
 Phases - - 3 - - 6 - - 9 - - 12  
 PD/rPD 22/ 11      ED/rED 22/ 11  
 END: 44      STUN: 36      BODY: 14

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: Runamuck  
 Species: Cybertronian  
 Gender: Male  
 Height: 16 feet  
 Team: Decepticons

