

<b>NAME:</b> Shockwave (Prime) <b>PLAYER:</b>				
<b>VALUE</b>	<b>CHAR</b>	<b>COST</b>	<b>BASE</b>	<b>PTS</b>
28/63	Strength	x1	10	18
20	Dexterity	x3	10	30
23	Constitution	x2	10	26
10/17	Body	x2	10	0
20	Intelligence	x1	10	10
18	Ego	x2	10	16
23	Presence	x1	10	13
10	Comeliness	x1/2	10	0
14	Physical Defex	x1	6	8
13	Energy Defens	x1	5	8
4	Speed	x10	3.0	10
11	Recovery	x2	11	0
46	Endurance	x1/2	46	0
36/43	Stun	x1	36	0
<b>Characteristics Cost:</b>				139
<b>STR Roll:</b> 22-	Run			16"
<b>DEX Roll:</b> 13-	Swim			2"
<b>INT Roll:</b> 13-	Jump			13"
<b>EGO Roll:</b> 13-				
<b>PER Roll:</b> 13-				
<b>Experience:</b> 132				
<b>DISADVANTAGES BASE: 200+PTS</b>				
Accidental Chg, "To robot form if Stunned", very common, occur 11-				20
Distinctive, "Giant robot/alien ship", not concealable, major				20
Hunted, "Anti-Decepticon forces", as powerful, harsh, appear 11-				15
Physical Lim, "No hands in vehicle mode", infrequently, slightly				5
Psych Lim, "Arrogant", common, strong				15
Psych Lim, "Desires absolute power", common, strong				15
Psych Lim, "Vengeful", common, strong				15
Psych Lim, "Violent", common, strong				15
Rep, "Evil alien robot", occur 8-, extreme reputation				10
Rivalry, "Other tech specialists", professional				5
Watched, "Decepticon forces", more powerful, non-combat influence, harsh, appear 14-				15
<b>Disadvantages Total :</b>				150
<b>Experience Spent +</b>				132
<b>Total Points =</b>				482

# TRANSFORMERS

## HERO 4TH EDITION

<b>PTS</b>	<b>POWERS</b>	<b>END</b>
10	EC (10), "Transformer Powers"	
23a)	15/15 Armor, OIF(-1/2)	
40b)	7 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	0
18c)	16" Running, 1/2 END (+1/4)	2
6d)	Shape Shift, "Cybertronian tank", Concentrate(-1/4), 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	
111	MP (195), "Weapons", OIF(-1/2), Gestures (-1/4)	
11u	8 1/2D6 HKA, "Sword", 0 END(+1/2)	0
11u	8 1/2D6 RKA, "Hyperflux Cannon", 0 END(+1/2)	0
3	Radio XMIT/REC, OIF(-1/2)	
2	+0" Running, x4 Non-Combat, OIF(-1/2), Linked(-1/2), "Shape Shift"	
16	63 STR, 1/2 END(+1/4) ==Skills==	1
3	Breakfall 13-	
3	Combat Driving 13-	
3	Combat Piloting 13-	
3	Deduction 13-	
3	Interrogation 14-	
2	KS: Cybertronian Lore 11-	
32	4 Levels, all combat	
0	PS: Tech Specialist 8-	
3	SC: Genetics 13-, (INT based)	
3	SC: Metallurgy 13-, (INT based)	
3	SC: Robotics 13-, (INT based)	
3	Systems Operation 13-	
3	Tactics 13-	
6	WF, Common Melee, Small Arms, Heavy Weapons	
3	Weaponsmith 11-	
343	<b>Powers Total</b>	
139	<b>+ Characteristic Total</b>	
482	<b>= Total Cost</b>	

Base OCV: 7		Base DCV: 7				
Adjustment +	Final OCV =	Adjustment +	Final DCV =			
<b>Maneuver</b>	<b>Phase</b>	<b>OCV</b>	<b>DCV</b>	<b>Effect</b>		
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:	20	SPD:	4	ECV:	6	
Phases	- - 3	- - 6	- - 9	- - 12		
PD/rPD	29/ 15	ED/rED	28/ 15			
END:	46	STUN:	43	BODY:	17	
<b>3D6</b>	<b>Loc</b>	<b>StunX</b>	<b>NStun</b>	<b>BodyX</b>	<b>CV</b>	<b>Armor</b>
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	
<b>NOTES</b>						
Name: Shockwave						
Species: Cybertronian						
Gender: Male						
Height: 34 feet						
Team: Decepticons						
						