

<b>NAME:</b> Starscream (Prime)				
<b>PLAYER:</b>				
<b>VALUE</b>	<b>CHAR</b>	<b>COST</b>	<b>BASE</b>	<b>PTS</b>
26/56	Strength	x1	10	16
20	Dexterity	x3	10	30
21	Constitution	x2	10	22
10/16	Body	x2	10	0
14	Intelligence	x1	10	4
6	Ego	x2	10	-8
24	Presence	x1	10	14
10	Comeliness	x1/2	10	0
11	Physical Defex	x1	5	6
10	Energy Defens	x1	4	6
4	Speed	x10	3.0	10
9	Recovery	x2	9	0
42	Endurance	x1/2	42	0
34/40	Stun	x1	34	0
<b>Characteristics Cost:</b>				100
<b>STR Roll:</b> 20-	Run			6"
<b>DEX Roll:</b> 13-	Swim			2"
<b>INT Roll:</b> 12-	Jump			11"
<b>EGO Roll:</b> 10-				
<b>PER Roll:</b> 12-				
<b>Experience:</b> 67				
<b>DISADVANTAGES BASE: 200+PTS</b>				
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, "Greedy", common, strong				15
Psych Lim, "Arrogant", common, strong				15
Psych Lim, "Violent", common, strong				15
Psych Lim, "Vengeful", common, strong				15
Rep, "Evil alien robot", occur 8-, extreme reputation				10
Rivalry, "Other Decepticon commanders", professional				5
Unluck, 2D6				10
Watched, "Decepticon leaders", more powerful, non-combat influence, harsh, appear 14-				15
<b>Disadvantages Total :</b>				150
<b>Experience Spent +</b>				67
<b>Total Points =</b>				417

# TRANSFORMERS

## HERO 4TH EDITION

<b>PTS</b>	<b>POWERS</b>	<b>END</b>
10	EC (10), "Transformer powers"	
17a)	12/12 Armor, OIF(-1/2)	
33b)	6 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	0
6c)	Shape Shift, "Jet", 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	
50	MP (62), Only in appropriate form(-1/4)	
5u	21" Flight, x32 Non-Combat	4
1u	15" Gliding	
3u	21" Running, 1/2 END (+1/4)	2
98	MP (172), OIF(-1/2), Gestures(-1/4)	
8u	23D6 EB, "Null-Ray Blaster", stun only, No Knockback(-1/4), 0 END (+1/2)	0
10u	7 1/2D6 RKA, "Missile Cannons", 13-16 Charges(0), Explosion (+1/2)	0
3	Radio XMIT/REC, OIF (-1/2)	0
14	56 STR, 1/2 END(+1/4) ==Skills==	0
3	Breakfall 13-	
3	Combat Piloting 13-	
3	Deduction 12-	
12	4 Levels: Punch, Null Rays and Dodge, tight group	
3	SC: Chemistry 12-, (INT based)	
3	SC: Metallurgy 12-, (INT based)	
3	SC: Robotics 12-, (INT based)	
3	Systems Operation 12-	
3	Tactics 12-	
4	WF, Small Arms, Heavy Weapons	
317	<b>: Powers Total</b>	
100	<b>+ Characteristic Total</b>	
417	<b>= Total Cost</b>	

Base OCV: 7		Base DCV: 7				
Adjustment +		Adjustment +				
Final OCV =		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:	2	
Phases	- - 3	- - 6	- - 9	- - 12		
PD/rPD	23/ 12	ED/rED	22/ 12			
END:	42	STUN:	40	BODY:	16	
<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: Starscream						
Species: Cybertronian						
Gender: Male						
Height: 24 feet						
Team: Decepticons						
						