

NAME: Boomer (G1)
PLAYER:

VALUE	CHAR	COST	BASE	PTS
13/18	Strength	x1	10	3
12	Dexterity	x3	10	6
15	Constitution	x2	10	10
10/11	Body	x2	10	0
13	Intelligence	x1	10	3
18	Ego	x2	10	16
18	Presence	x1	10	8
10	Comeliness	x1/2	10	0
8	Physical Defex	x1	3	5
8	Energy Defens	x1	3	5
4	Speed	x10	2.2	18
9	Recovery	x2	6	6
32	Endurance	x1/2	30	1
27/28	Stun	x1	25	2
Characteristics Cost:				83

STR Roll: 13-	Run	7"
DEX Roll: 11-	Swim	2"
INT Roll: 12-	Jump	4"
EGO Roll: 13-	Flight	8"
PER Roll: 12-		

Experience: 0

DISADVANTAGES	BASE:	100+PTS
Accidental Chg, "To Nebulan form if Stunned", very common, occur 11-	20	
DNPC, "Innocents in need of saving", incompetent, appear 8-	15	
Distinctive, "Bio-engineered Nebulan", easily concealable, minor	5	
Hunted, "Anti-Autobot forces", as powerful, harsh, appear 11-	15	
Physical Lim, "No hands in gun form", infrequently, slightly	5	
Psych Lim, "Never has an unkind word for anyone", common, moderate	10	
Psych Lim, "Code vs. killing", common, strong	15	
Psych Lim, "Overconfident", common, strong	15	
Psych Lim, "Loud and talkative", very common, moderate	15	
Rep, "Heroic Nebulan", occur 8-	5	
Rivalry, "Other Targetmasters", professional	5	
Unluck, 1D6	5	
Watched, "Autobot leaders", more powerful, non-combat influence, harsh, appear 14-	15	

Disadvantages Total : 145
Experience Spent + 0
Total Points = 245

THE TRANSFORMERS

HERO 4TH EDITION

PTS	POWERS	END
7	EC (10), "Targetmaster", OIF (-1/2)	
9a)	8/8 Armor	
7b)	8" Flight, x4 Non-Combat	2
8c)	2D6 RKA (Light), "Laser Gun", No Knockback (-1/4), 13-16 Charges (0), Only in humanoid form (-1/4), OAF (-1/2)	
66d)	6 1/2D6 RKA (Sonics), "Sonic Pulse Cannon", Only in gun form (-1/4), 17-32 Charges (+1/4)	0
5e)	Shape Shift, Concentrate (-1/4), Cannot change form if takes over half Body (-1/4), 0 END Persistent (+1)	
3	5 Flash Defense, Hearing Group, OIF (-1/2)	
7	1 LVLS Growth (stats already included), Always On (-1/2), 0 END Persistent (+1)	
11	Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, OIF (-1/2)	
3	Radio XMIT/REC, OIF (-1/2)	
8	1D6 RKA (Sonics), Only when powered up by another Targetmaster (-1/2), Only in gun form (-1/4), OIF (-1/2), 17-32 Charges (+1/4)	0
1	+1" Running, OIF (-1/2) ==Skills==	0
3	Bureaucratics 13-	
18	6 Levels: Sonic Pulse Cannon, Laser Gun and dodge, tight group	
5	Persuasion 14-	
1	WF, Pistols	

162 : **Powers Total**
83 + **Characteristic Total**
245 = **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:	6
Phases	- - 3 - - 6 - - 9 - - 12				
PD/rPD	16/	8	ED/rED	16/	8
END:	32	STUN:	28	BODY:	11

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: Boomer
Species: Nebulan
Gender: Male
Height: 6 feet
Team: Autobots

