

NAME: Brawn (G1)				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
28/48	Strength	x1	10	18
8	Dexterity	x3	10	-6
24	Constitution	x2	10	28
10/14	Body	x2	10	0
6	Intelligence	x1	10	-4
20	Ego	x2	10	20
14	Presence	x1	10	4
10	Comeliness	x1/2	10	0
15	Physical Defex	x1	6	9
14	Energy Defens	x1	5	9
4	Speed	x10	1.8	22
11	Recovery	x2	11	0
48	Endurance	x1/2	48	0
36/40	Stun	x1	36	0
Characteristics Cost:				100
STR Roll: 19-	Run		13"	
DEX Roll: 11-	Swim		2"	
INT Roll: 10-	Jump		10"	
EGO Roll: 13-				
PER Roll: 10-				
Experience: 31				
DISADVANTAGES BASE: 100+PTS				
Accidental Chg, "To robot form if Stunned", very common, occur 11-				20
DNPC, "Innocents in need of saving", incompetent, appear 11-				20
Distinctive, "Giant robot", easily concealable, major				10
Hunted, "Anti-Autobot forces", as powerful, harsh, appear 11-				15
Psych Lim, "Overconfident", common, strong				15
Psych Lim, "Likes to show off", common, strong				15
Psych Lim, "Code vs. killing", common, strong				15
Rep, "Heroic alien robot", occur 8-				5
Rep, "Tough guy", occur 8-				5
Rivalry, "Other Autobot warriors", professional				5
Vuln, "Electromagnetic attacks", uncommon, x2 stun				10
Watched, "Autobot leaders", more powerful, non-combat influence, harsh, appear 14-				15
Disadvantages Total :				150
Experience Spent +				31
Total Points =				281

TRANSFORMERS

HERO 4TH EDITION

PTS	POWERS	END
3	1" Change Environment, Desc: Headlights, OIF (-1/2)	0
10	EC (10), "Transformer powers"	
23a)	15/15 Armor, OIF (-1/2)	
20b)	4 LVLS Growth (stats already included), Always On (-1/2), 0 END Persistent(+1)	0
13c)	2 1/2D6 RKA, "Laser Gun", OAF(-1), 13-16 Charges(0), No Knockback(-1/4)	0
10d)	13" Running, 1/2 END (+1/4)	1
6e)	Shape Shift, "Truck", 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	
9	MP (15), "Movement", Only when in appropriate form (-1/4), OIF(-1/2)	
1u	+2" Running, "Wheels", x8 Non-Combat, has turn mode	0
1u	+12" Swimming, "Hydrofoils", has turn mode, only on surface, 1/2 END(+1/4)	1
1u	3" Tunneling, "Drill"	1
3	Radio XMIT/REC, OIF (-1/2)	
2	1 pip RKA, "Welding Tool", No Range(-1/2), No Knockback(-1/4), OAF(-1), Only in robot form(-1/4), Penetrating(+1/2)	1
7	+10 STR, doesn't add to figured	1
12	48 STR, 1/2 END(+1/4)	0
==Skills==		
3	Combat Driving 11-	
3	Demolitions 11-	
30	6 Levels: All hand-to-hand combat, related group	
3	Navigation 11-	
2	WF, Small Arms	

181 : Powers Total
100 + Characteristic Total
281 = Total Cost

Base OCV: 3		Base DCV: 3				
Adjustment +	Final OCV =	Adjustment +	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:	8	SPD:	4	ECV:	7	
Phases	- - 3	- - 6	- - 9	- - 12		
PD/rPD	30/	15	ED/rED	29/	15	
END:	48	STUN:	40	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: Brawn						
Species: Cybertronian						
Gender: Male						
Height: 16 feet						
Team: Autobots						

