

NAME: Breakdown (Prime)				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
28/58	Strength	x1	10	18
10	Dexterity	x3	10	0
24	Constitution	x2	10	28
10/16	Body	x2	10	0
8	Intelligence	x1	10	-2
14	Ego	x2	10	8
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	2.0	20
11	Recovery	x2	11	0
48	Endurance	x1/2	48	0
36/42	Stun	x1	36	0
Characteristics Cost:				94
STR Roll: 21-	Run		18"	
DEX Roll: 11-	Swim		2"	
INT Roll: 11-	Jump		12"	
EGO Roll: 12-				
PER Roll: 11-				
Experience: 99				
DISADVANTAGES BASE: 200+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, "Eager to please superiors", very common, moderate				15
Psych Lim, "Paranoid", 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 demolitions experts", professional				5
Unluck, 2D6				10
Watched, "Decepticon leaders", more powerful, non-combat influence, harsh, appear 14-				15
Disadvantages Total :				150
Experience Spent +				99
Total Points =				449

TRANSFORMERS

HERO 4TH EDITION

PTS	POWERS	END
3	1" Change Environment, Desc: Headlights, OIF (-1/2)	0
10	EC (10), "Transformer Powers"	0
23a)	15/15 Armor, OIF(-1/2)	0
33b)	6 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	0
18c)	16" Running, 1/2 END (+1/4)	0
6d)	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	0
77	MP (135), "Weapons", OIF(-1/2), Gestures (-1/4)	0
7u	6D6 HKA, "Hammers", 0 END(+1/2)	0
7u	5D6 RKA, "Missile Launcher", Explosion (+1/2), x5 Increased Max Range(+1/4), 13-16 Charges(0)	0
7u	6D6 RKA, "Blasters", 0 END(+1/2)	0
3	Radio XMIT/REC, OIF (-1/2)	0
6	+2" Running, "Wheels", x8 Non-Combat, has turn mode, Linked(-1/2), "Shape Shift", OIF (-1/2)	0
14	58 STR, 1/2 END(+1/4) ==Perks==	0
50	Vehicle: Apex Hunter Armor (250pt) ==Skills==	0
3	Breakfall 11-	
3	Combat Driving 11-	
3	Demolitions 11-	
48	6 Levels, all combat	
3	Navigation 11-	
2	PS: Artist 11-	
0	PS: Demolitions Expert 8-	
3	Systems Operation 11-	
1	TF, Tracked Vehicles	
6	WF, Common Melee, Small Arms, Heavy Weapons	

355 : Powers Total
94 + Characteristic Total
449 = 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: 10	SPD: 4	ECV: 5
Phases - - 3 - - 6 - - 9 - - 12		
PD/rPD 30/ 15	ED/rED 29/ 15	
END: 48	STUN: 42	BODY: 16

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: Breakdown
Species: Cybertronian
Gender: Male
Height: 26 feet
Team: Decepticons

