

NAME: Breakdown (Generation 1)
PLAYER:

VALUE	CHAR	COST	BASE	PTS
22/42	Strength	x1	10	12
12	Dexterity	x3	10	6
20	Constitution	x2	10	20
10/14	Body	x2	10	0
14	Intelligence	x1	10	4
16	Ego	x2	10	12
16	Presence	x1	10	6
10	Comeliness	x1/2	10	0
9	Physical Defex	x1	4	5
9	Energy Defens	x1	4	5
4	Speed	x10	2.2	18
9	Recovery	x2	8	2
40	Endurance	x1/2	40	0
31/35	Stun	x1	31	0
Characteristics Cost:				90

STR Roll: 17-	Run	18"
DEX Roll: 11-	Swim	2"
INT Roll: 12-	Jump	13"
EGO Roll: 12-		
PER Roll: 12-		

Experience: 0

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
Physical Lim, "Requires double normal maintenance", infrequently, slightly		5
Psych Lim, "Constantly negative", common, strong		15
Psych Lim, "Paranoid", very common, moderate		15
Psych Lim, "Self-conscious", common, strong		15
Rep, "Evil alien robot", occur 8-, extreme reputation		10
Rivalry, "Other Decepticon scouts", professional		5
Unluck, 4D6		20
Watched, "Decepticon leaders", more powerful, non-combat influence, harsh, appear 14-		15

Disadvantages Total : 150
Experience Spent + 0
Total Points = 350

THE TRANSFORMERS

HERO 4TH EDITION

PTS	POWERS	END
3	2/2 Armor, Only to protect from damage in move throughs (-3/4)	
3	1" Change Environment, Desc: Headlights, OIF (-1/2)	0
10	EC (10), "Transformer powers"	
11a)	9/9 Armor, OIF (-1/2)	
20b)	4 LVLS Growth (stats already included), Always On (-1/2), 0 END Persistent (+1)	0
23c)	18" Running, 1/2 END (+1/4)	2
7d)	Shape Shift, "Car", Concentrate (-1/4), Cannot change form if takes over half Body (-1/4), 0 END Persistent (+1)	
19	Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to aging	
90	MP (135), "Weapons", OIF (-1/2)	
6u	4 1/2D6 RKA, "Cuncussion Cannon Gun", 17-32 Charges (+1/4), OAF (-1/2), Penetrating (+1/2)	0
6u	5D6 RKA, "Plasma Energy Blaster", OAF (-1/2), Explosion (+1/2), 17-32 Charges (+1/4)	0
6u	3D6 RKA, "Rumbling Vibration", vs physical defense, No Range (-1/2), Penetrating (+1/2), Area Effect (+1), radius, Personal Immunity (+1/4), 1/2 END (+1/4)	6
9	PKG, "Car Mode", OIF (-1/2), Linked (-1/2), "Shape Shift"	
(5)	+0 STR Clinging	
(4)	+0" Running, "Wheels", x8 Non-Combat, has turn mode	0
3	Radio XMIT/REC, OIF (-1/2)	
10	42 STR, 1/2 END (+1/4)	0
5	13" Superleap ==Skills==	5
3	Combat Driving 11-	
18	6 Levels: Multipower, tight group	
3	Navigation 11-	
0	PS: Scout 8-	
3	Stealth 11-	
2	WF, Small Arms	

260 : Powers Total
90 + Characteristic Total
350 = 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:	5
Phases	- - 3	- - 6	- - 9	- - 12	
PD/rPD	20/ 11	ED/rED	20/ 11		
END:	40	STUN:	35	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: Breakdown
Species: Cybertronian
Gender: Male
Height: 16 feet
Team: Stunticon

