

NAME: Cliffjumper (G1)				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
18/38	Strength	x1	10	8
10	Dexterity	x3	10	0
19	Constitution	x2	10	18
10/14	Body	x2	10	0
8	Intelligence	x1	10	-2
20	Ego	x2	10	20
14	Presence	x1	10	4
10	Comeliness	x1/2	10	0
8	Physical Defex	x1	4	4
8	Energy Defens	x1	4	4
4	Speed	x10	2.0	20
9	Recovery	x2	8	2
38	Endurance	x1/2	38	0
29/33	Stun	x1	29	0
Characteristics Cost:				78
STR Roll: 17-	Run		19"	
DEX Roll: 11-	Swim		2"	
INT Roll: 11-	Jump		8"	
EGO Roll: 13-				
PER Roll: 11-				
Experience: 0				
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	
Physical Lim, "No hands in vehicle mode", infrequently, slightly			5	
Psych Lim, "Impulsive", very common, strong			20	
Psych Lim, "Enjoys fighting", common, strong			15	
Psych Lim, "Code vs. killing", common, strong			15	
Rep, "Heroic alien robot", occur 8-			5	
Rivalry, "Other Autobot warriors", professional			5	
Unluck, 1D6			5	
Watched, "Autobot leaders", more powerful, non-combat influence, harsh, appear 14-			15	
Disadvantages Total :				150
Experience Spent +				0
Total Points =				250

TRANSFORMERS

HERO 4TH EDITION

PTS	POWERS	END
3	1" Change Environment, Desc: Headlights, OIF (-1/2)	0
2	+0 Detect, "Depth", OIF (-1/2)	
10	EC (10), "Transformer powers"	
9a)	8/8 Armor, OIF(-1/2)	
20b)	4 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	0
35c)	5 1/2D6 RKA, "Glass Gas Gun", vs physical defense, OAF(-1), 17-32 Charges(+1/4), Only affects metal targets (-1/2), No Knockback (-1/4)	0
20d)	17" Running, 1/2 END (+1/4)	2
6e)	Shape Shift, "Car", Concentrate(-1/4), Cannot change if he 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	
3	Radio XMIT/REC, OIF (-1/2)	
6	+2" Running, "Wheels", x8 Non-Combat, has turn mode, Linked(-1/2), "Shape Shift", OIF (-1/2)	0
9	38 STR, 1/2 END(+1/4) ==Skills==	0
3	Breakfall 11-	
3	Combat Driving 11-	
18	6 Levels: Pistol, punch and dodge, tight group	
3	Navigation 11-	
0	PS: Warrior 8-	
3	WF, Rocket Launchers, Small Arms	

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:	7	
Phases	- - 3	- - 6	- - 9	- - 12		
PD/rPD	16/	8	ED/rED	16/	8	
END:	38	STUN:	33	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: Cliffjumper						
Species: Cybertronian						
Gender: Male						
Height: 16 feet						
Team: Autobots						



172 : Powers Total
78 + Characteristic Total
250 = Total Cost