

NAME: Cliffjumper (Prime)
PLAYER:

VALUE	CHAR	COST	BASE	PTS
26/51	Strength	x1	10	16
10	Dexterity	x3	10	0
21	Constitution	x2	10	22
10/15	Body	x2	10	0
10	Intelligence	x1	10	0
16	Ego	x2	10	12
13	Presence	x1	10	3
10	Comeliness	x1/2	10	0
11	Physical Defex	x1	5	6
10	Energy Defens	x1	4	6
4	Speed	x10	2.0	20
9	Recovery	x2	9	0
42	Endurance	x1/2	42	0
35/40	Stun	x1	34	1
Characteristics Cost:				86

STR Roll: 19-	Run	19"
DEX Roll: 11-	Swim	2"
INT Roll: 11-	Jump	10"
EGO Roll: 12-		
PER Roll: 11-		

Experience: 0

DISADVANTAGES	BASE:	200+PTS
Accidental Chg, "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 Hunted, "Anti-Autobot forces", as powerful, harsh, appear 11-	10	
Physical Lim, "No hands in vehicle mode", infrequently, slightly	5	
Psych Lim, "Protective of friends", common, moderate	10	
Psych Lim, "Takes risks", common, moderate	10	
Psych Lim, "Loudmouth", common, moderate	10	
Psych Lim, "Code vs. killing", common, strong	15	
Rep, "Heroic alien robot", occur 8-	5	
Rivalry, "Other commandos", professional	5	
Unluck, 2D6	10	
Watched, "Autobot leaders", more powerful, non-combat influence, harsh, appear 14-	15	

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

TRANSFORMERS

HERO 4TH EDITION

PTS	POWERS	END
3	1" Change Environment, Desc: Headlights, OIF (-1/2)	0
10	EC (10), "Transformer Powers"	
15a)	11/11 Armor, OIF (-1/2)	
27b)	5 LVLS Growth (stats already included), Always On (-1/2), 0 END Persistent(+1)	0
20c)	17" Running, 1/2 END (+1/4)	2
6d)	Shape Shift, "Sports Car", 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	
73	MP (127), "Weapons", OIF (-1/2), Gestures (-1/4)	
12u	6D6 HKA, "Maces", 0 END (+1/2)	0
12u	6D6 RKA, "Blasters", 0 END (+1/2)	0
3	Radio XMIT/REC, OIF (-1/2)	
6	+2" Running, "Wheels", x8 Non-Combat, has turn mode, OIF (-1/2), Linked (-1/2), "Shape Shift"	0
13	51 STR, 1/2 END (+1/4) ==Skills==	0
3	Acrobatics 11-	
3	Combat Driving 11-	
32	4 Levels, all combat	
3	Navigation 11-	
0	PS: Commando 8-	
4	WF, Common Melee, Small Arms	

264 : **Powers Total**
86 + **Characteristic Total**
350 = **Total Cost**

Base OCV: 3 Base DCV: 3
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: 10 SPD: 4 ECV: 5
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 22/ 11 ED/rED 21/ 11
END: 42 STUN: 40 BODY: 15

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: 19 feet
Team: Autobots, Team Prime

