

NAME: Hun-Grrr (G1)
PLAYER:

VALUE	CHAR	COST	BASE	PTS
30/55	Strength	x1	10	20
10	Dexterity	x3	10	0
25	Constitution	x2	10	30
10/15	Body	x2	10	0
16	Intelligence	x1	10	6
20	Ego	x2	10	20
23	Presence	x1	10	13
10	Comeliness	x1/2	10	0
16	Physical Defex	x1	6	10
15	Energy Defens	x1	5	10
4	Speed	x10	2.0	20
11	Recovery	x2	11	0
50	Endurance	x1/2	50	0
38/43	Stun	x1	38	0
Characteristics Cost:				129

STR Roll: 20-	Run	14"
DEX Roll: 11-	Swim	2"
INT Roll: 12-	Jump	11"
EGO Roll: 13-		
PER Roll: 12-		

Experience: 124

DISADVANTAGES	BASE:	200+PTS
Accidental Chg, "To robot form if Stunned", very common, occur 11-	20	
Distinctive, "Giant Robot", not concealable, major	20	
Enraged, "In combat", very common, occur 11-, recover 14-	10	
Hunted, "Anti-Decepticon forces", as powerful, harsh, appear 11-	15	
Psych Lim, "Talks with his mouth full", common, moderate	10	
Psych Lim, "Overconfident", common, strong	15	
Psych Lim, "Violent", common, strong	15	
Psych Lim, "Bully", common, strong	15	
Rep, "Evil alien robot", occur 8-, extreme reputation	10	
Rivalry, "Other Decepticon team leaders", professional	5	
Watched, "Decepticon leaders", more powerful, non-combat influence, harsh, appear 14-	15	
Disadvantages Total :		150
Experience Spent +		124
Total Points =		474

THE TRANSFORMERS

HERO 4TH EDITION

PTS	POWERS	END
15	15/15 Armor, "Shield", OAF(-1), 12- Activation(-3/4), Only in robot mode(-1/4)	
10	EC (10), "TF Powers"	
17a)	15/15 Armor, OAF(-1)	
27b)	5 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	0
13c)	14" Running, 1/2 END (+1/4)	1
6d)	Shape Shift, "Two-Headed Creature", Concentrate(-1/4), Cannot change form if takes over half Body (-1/4), IIF(-1/4), 0 END Persistent(+1)	0
4	5 Flash Defense, Hearing Group, IIF (-1/4)	
5	Lack Of Weakness	
19	Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to aging	
114	MP (200), "Weapons", Only in appropriate form(-1/4), OIF(-1/2)	
7u	6 1/2D6 HKA, "Shield Bash", vs physical defense, OAF(-1/2), 0 END(+1/2)	0
9u	6 1/2D6 HKA, "Bite/Claw", 0 END (+1/2)	0
9u	6 1/2D6 RKA (Sonics), OAF(-1/2), +1 Increased Stun Mult(+1/2), x5 Increased Max Range (+1/4), 17-32 Charges (+1/4)	0
4u	7D6 RKA, "Crude Missiles", Must have junk to digest(-1/4), Incantation(-1/4)	10
3	Radio XMIT/REC, OIF (-1/2)	
14	55 STR, 1/2 END(+1/4)	0
3	+0" Running, "Four Legs", x4 Non-Combat, Linked(-1/2), "Shape Shift"	0
==Skills==		
3	Breakfall 11-	
48	6 Levels, all combat	
3	Navigation 11-	
3	Survival 11-	
3	Tactics 12-	
6	WF, Common Melee, Small Arms, Heavy Weapons	
345	: Powers Total	
129	+ Characteristic Total	
474	= 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: 7
 Phases - - 3 - - 6 - - 9 - - 12
 PD/rPD 46/ 30 ED/rED 45/ 30
 END: 50 STUN: 43 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: Hun-Grrr
 Species: Cybertronian
 Gender: Male
 Height: 18 feet
 Team: Terrorcons (leader)

