

NAME: Ramulus PLAYER:				
VALUE	CHAR	COST	BASE	PTS
24/29	Strength	x1	10	14
16	Dexterity	x3	10	18
23	Constitution	x2	10	26
10/11	Body	x2	10	0
16	Intelligence	x1	10	6
16	Ego	x2	10	12
11	Presence	x1	10	1
10	Comeliness	x1/2	10	0
13	Physical Defex	x1	5	8
13	Energy Defens	x1	5	8
4	Speed	x10	2.6	14
10	Recovery	x2	10	0
46	Endurance	x1/2	46	0
34/35	Stun	x1	34	0
Characteristics Cost:				107
STR Roll: 15-	Run			13"
DEX Roll: 12-	Swim			2"
INT Roll: 12-	Jump			6"
EGO Roll: 12-				
PER Roll: 12-				
Experience: 16				
DISADVANTAGES BASE: 100+PTS				
Accidental Chg, "To beast form if Stunned", very common, occur 11-				20
Distinctive, "Talking ram-bot", not concealable, minor				15
Hunted, "Anti-Maximal forces", as powerful, harsh, appear 11-				15
Psych Lim, "Doesn't trust anyone", common, moderate				10
Psych Lim, "Craves adventure", very common, moderate				15
Psych Lim, "Impulsive", common, strong				15
Psych Lim, "Hates to stay in one place too long", common, moderate				10
Psych Lim, "Code vs. killing", common, strong				15
Rep, "Heroic alien robot", occur 8-				5
Rivalry, "Other Maximal warriors", professional				5
Unluck, 2D6				10
Watched, "Maximal leaders", more powerful, non-combat influence, harsh, appear 14-				15
Disadvantages Total :				150
Experience Spent +				16
Total Points =				266



HERO 4TH EDITION

PTS	POWERS	END
10	EC (10), "Transformer powers"	
11a)	9/9 Armor, OIF(-1/2)	
10b)	13" Running, 1/2 END (+1/4)	
7c)	Shape Shift, "Ram", Incantation(-1/4), IIF(-1/4), 0 END Persistent(+1)	
7	1 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	
39	MP (69), "Weapons", OIF(-1/2), Only in appropriate form(-1/4)	
3u	11D6 EB, "Slagmaker Cannon", OAF(-1/2), 17-32 Charges(+1/4)	
2u	2D6 HKA, "Claws", vs physical defense, 0 END(+1/2)	
2u	2D6 HKA, "Horns", vs physical defense, 0 END(+1/2)	
3u	3 1/2D6 RKA, "Ion Pulse", Concentrate(-1/4), 1/2 END(+1/4)	
1	Life Support, only needs half food intake.	
19	Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to aging	
3	Radio XMIT/REC, OIF(-1/2)	
4	1 BODY Regen, recovery rate: per hour, Linked(-1/2), "Shape Shift"	
3	+0" Running, "Four Legs", x4 Non-Combat, Linked(-1/2), "Shape Shift"	
7	29 STR, 1/2 END(+1/4) ==Skills==	
3	Climbing 12-	
12	6 Levels: Weapons Multipower, tight group, OIF(-1/2)	
3	Navigation 11-	
3	Stealth 12-	
5	Survival 12-	
2	WF, Small Arms	

159 : Powers Total
107 + Characteristic Total
266 = Total Cost

Base OCV: 5 Base DCV: 5
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
1 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: 16 SPD: 4 ECV: 5
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 22/ 9 ED/rED 22/ 9
END: 46 STUN: 35 BODY: 11

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: Ramulus
Species: Cybertronian
Gender: Male
Height: 7 feet
Team: Maximals/Wreckers

