

NAME: Bantor
PLAYER:

VALUE	CHAR	COST	BASE	PTS
22	Strength	x1	10	12
16	Dexterity	x3	10	18
22	Constitution	x2	10	24
10	Body	x2	10	0
18	Intelligence	x1	10	8
18	Ego	x2	10	16
10	Presence	x1	10	0
10	Comeliness	x1/2	10	0
11	Physical Defex	x1	4	7
11	Energy Defens	x1	4	7
4	Speed	x10	2.6	14
9	Recovery	x2	8	2
48	Endurance	x1/2	44	2
35	Stun	x1	32	3
Characteristics Cost:				113

STR Roll: 13-	Run	13"
DEX Roll: 12-	Swim	2"
INT Roll: 13-	Jump	4"
EGO Roll: 13-		
PER Roll: 13-		

Experience: 0

DISADVANTAGES	BASE:	100+PTS
Accidental Chg, "To beast form if stunned", very common, occur 11-		20
Distinctive, "Talking cat/baboon-bot", easily concealable, minor		5
Hunted, "Anti-Maximal forces", as powerful, harsh, appear 11-		15
Physical Lim, "No hands in beast mode", infrequently, slightly		5
Psych Lim, "Prefers to work alone", common, moderate		10
Psych Lim, "Looks for a fight, loves action", common, moderate		10
Psych Lim, "Overconfident", common, strong		15
Psych Lim, "Violent", common, strong		15
Psych Lim, "Code vs. killing", common, strong		15
Rep, "Heroic alien robot", occur 8-		5
Rivalry, "Other Maximal warriors", professional		5
Unluck, 1D6		5
Vuln, "High energon attacks in robot form", uncommon, x2 stun		10
Watched, "Maximal leaders", more powerful, non-combat influence, harsh, appear 14-		15

Disadvantages Total : 150
Experience Spent + 0
Total Points = 250



HERO 4TH EDITION

PTS	POWERS	END
10	EC (10), "Transformer powers"	
7a)	7/7 Armor, OIF(-1/2)	
10b)	13" Running, 1/2 END (+1/4)	1
7c)	Shape Shift, "Cat/Baboon", Incantation(-1/4), IIF(-1/4), 0 END Persistent(+1)	0
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	
25	MP (37), "Weapons", Restrainable(-1/2)	
3u	10D6 HA, "Punch/Head-Butt", 1/2 END(+1/4)	2
2u	1D6 HKA, "Claws/Bite/Cyber-Hook", vs physical defense, No Knockback(-1/4), 0 END(+1/2), Penetrating (+1/2)	0
1u	2D6 RKA, "Blaster", OAF(-1), 17-32 Charges (+1/4), Only in robot form(-1/4)	0
3	Radio XMIT/REC, OIF(-1/2)	
4	1 BODY Regen, recovery rate: per hour, Linked(-1/2), "Shape Shift"	
3	+0" Running, x4 Non-Combat, Linked(-1/2), "Shape Shift"	0
5	22 STR, 1/2 END(+1/4) ==Skills==	0
3	Acrobatics 12-	
3	Demolitions 11-	
18	6 Levels: Weapons Multipower, tight group	
3	Navigation 11-	
3	Survival 11-	
3	Stealth 12-	
3	Tracking 13-	
1	WF, Pistols	

137 : **Powers Total**
113 + **Characteristic Total**
250 = **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: 6
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 18/ 7 ED/rED 18/ 7
END: 48 STUN: 35 BODY: 10

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: Bantor
Species: Cybertronian
Gender: Male
Height: 6 feet
Team: Maximals

