

NAME: Bumblebee (G1)
PLAYER:

VALUE	CHAR	COST	BASE	PTS
14/34	Strength	x1	10	4
14	Dexterity	x3	10	12
22	Constitution	x2	10	24
10/14	Body	x2	10	0
15	Intelligence	x1	10	5
19	Ego	x2	10	18
17	Presence	x1	10	7
10	Comeliness	x1/2	10	0
10	Physical Defex	x1	3	7
11	Energy Defens	x1	4	7
4	Speed	x10	2.4	16
8	Recovery	x2	7	2
44	Endurance	x1/2	44	0
28/32	Stun	x1	28	0
Characteristics Cost:				102

STR Roll: 16-	Run	14"
DEX Roll: 12-	Swim	2"
INT Roll: 12-	Jump	7"
EGO Roll: 13-		
PER Roll: 12-		

Experience: 0

DISADVANTAGES	BASE:	100+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, "Eager", common, moderate	10	
Psych Lim, "Cares about other's welfare before his own", common, strong	15	
Psych Lim, "Idolizes most Autobot warriors", very common, moderate	15	
Psych Lim, "Code vs. killing", common, strong	15	
Rep, "Heroic alien robot", occur 8-	5	
Rivalry, "Other espionage specialists", professional	5	
Watched, "Autobot leaders", more powerful, non-combat influence, harsh, appear 14-	15	

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

THE 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)	
20b)	4 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	0
12c)	2 1/2D6 RKA, "Laser Gun", OAF(-1), 9-12 Charges(-1/4), No Knockback(-1/4)	0
13d)	14" Running, 1/2 END (+1/4)	1
6e)	Shape Shift, "Car", Concentrate(-1/4), Cannot change form if takes over half Body (-1/4), IIF(-1/4), 0 END Persistent(+1)	0
8	+8 Telescopic Sense, Sight Group, OIF(-1/2)	
19	Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to aging	
1	Life Support: Reduced need for fuel	
9	MP (15), "Movement", Only in appropriate form(-1/4), OIF(-1/2)	
1u	+2" Running, "Wheels", x8 Non-Combat, has turn mode	0
1u	14" Swimming, has turn mode, 1/2 END(+1/4)	1
3	Radio XMIT/REC, OIF (-1/2)	
8	34 STR, 1/2 END(+1/4) ==Skills==	0
3	Combat Driving 12-	
4	2 Levels: Laser	
3	Lockpicking 12-	
3	Navigation 11-	
0	PS: Espionage 8-	
3	Stealth 12-	
1	TF, Small Spaceships	
2	WF, Small Arms	

148 : **Powers Total**
102 + **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
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:	14	SPD:	4	ECV:	6
Phases	- - 3	- - 6	- - 9	- - 12	
PD/rPD	21/ 11	ED/rED	22/ 11		
END:	44	STUN:	32	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: Bumblebee
Species: Cybertronian
Gender: Male
Height: 15 feet
Team: Autobots

