

**NAME:** Bombshock (G1)  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
30/35	Strength	x1	10	20
18	Dexterity	x3	10	24
22	Constitution	x2	10	24
10/11	Body	x2	10	0
14	Intelligence	x1	10	4
18	Ego	x2	10	16
15	Presence	x1	10	5
10	Comeliness	x1/2	10	0
13	Physical Defex	x1	6	7
11	Energy Defens	x1	4	7
4	Speed	x10	2.8	12
11	Recovery	x2	10	2
46	Endurance	x1/2	44	1
38/39	Stun	x1	36	2
<b>Characteristics Cost:</b>				<b>124</b>

<b>STR Roll:</b> 16-	Run	18"
<b>DEX Roll:</b> 13-	Swim	2"
<b>INT Roll:</b> 12-	Jump	7"
<b>EGO Roll:</b> 13-		
<b>PER Roll:</b> 12-		

**Experience:** 0

DISADVANTAGES	BASE:	200+PTS
Accidental Chg, "To robot form if Stunned", very common, occur 11-		20
Hunted, "Anti-Decepticon forces", as powerful, harsh, appear 11-		15
Distinctive, "Giant robot", easily concealable, major Physical Lim, "No hands in vehicle mode", infrequently, slightly		10
Psych Lim, "Arrogant", common, strong		15
Psych Lim, "Must be leader", common, strong		15
Psych Lim, "Brutal", very common, strong		20
Rep, "Evil alien robot", occur 8-, extreme reputation		10
Rivalry, "Other Decepticon patrol leaders", professional		5
Unluck, 1D6		5
Watched, "Decepticon leaders", more powerful, non-combat influence, harsh, appear 14-		15

**Disadvantages Total :** 135  
**Experience Spent +** 0  
**Total Points =** 335

# THE TRANSFORMERS

## HERO 4TH EDITION

PTS	POWERS	END
10	EC (10), "Transformer powers"	
9a)	8/8 Armor, OIF(-1/2)	
18b)	16" Running, 1/2 END (+1/4)	2
6c)	Shape Shift, "Tank", Concentrate(-1/4), Cannot change if takes more than half Body (-1/4), IIF(-1/4), 0 END Persistent(+1)	
7	1 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	
1	Life Support - Requires half normal food	
19	Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to aging	
48	MP (96), OAF(-1)	
4u	3 1/2D6 RKA (Light), "Laser Pistol", No Knockback(-1/4), 17-32 Charges(+1/4), x5 Increased Max Range (+1/4)	0
5u	3 1/2D6 RKA, "Concussion Bombs", vs physical defense, Explosion(+1/2), 17-32 Charges(+1/4)	0
3	Radio XMIT/REC, OIF(-1/2)	
4	+2" Running, "Tracks", x4 Non-Combat, has turn mode, Linked(-1/2), "Shape Shift", OIF(-1/2)	0
9	35 STR, 1/2 END(+1/4)	0
3	+4 Telescopic Sense, Sight Group, OAF(-1) ==Skills==	
3	Combat Driving 13-	
48	6 Levels, all combat	
3	Demolitions 11-	
3	Interrogation 12-	
3	Navigation 11-	
0	PS: Front Line Assault 8-	
3	Tactics 12-	
2	WF, Small Arms	

**211 : Powers Total**  
**124 + Characteristic Total**  
**335 = Total Cost**

Base OCV: 6      Base DCV: 6  
 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

0	DEX: 18	SPD: 4	ECV: 6
	Phases - - 3 - - 6 - - 9 - - 12		
0	PD/rPD 21/ 8	ED/rED 19/ 8	
	END: 46	STUN: 39	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: Bombshock  
 Species: Cybertronian  
 Gender: Male  
 Height: 7 feet  
 Team: Decepticons

