

NAME: Brawl (G1)
PLAYER:

VALUE	CHAR	COST	BASE	PTS
24/44	Strength	x1	10	14
14	Dexterity	x3	10	12
24	Constitution	x2	10	28
10/14	Body	x2	10	0
4	Intelligence	x1	10	-6
18	Ego	x2	10	16
14	Presence	x1	10	4
10	Comeliness	x1/2	10	0
14	Physical Defex	x1	5	9
14	Energy Defens	x1	5	9
4	Speed	x10	2.4	16
11	Recovery	x2	10	2
50	Endurance	x1/2	48	1
35/39	Stun	x1	34	1
Characteristics Cost:				106

STR Roll: 18-	Run	14"
DEX Roll: 12-	Swim	2"
INT Roll: 10-	Jump	9"
EGO Roll: 13-		
PER Roll: 10-		

Experience: 0

DISADVANTAGES	BASE:	200+PTS
Accidental Chg, "To robot form if Stunned", very common, occur 11-		20
Distinctive, "Always loud", not concealable, minor		15
Distinctive, "Giant robot", easily concealable, major		10
Hunted, "Anti-Decepticon forces", as powerful, harsh, appear 11-		15
Physical Lim, "No hands in vehicle mode", infrequently, slightly		5
Psych Lim, "Always angry", common, strong		15
Psych Lim, "Trigger happy", common, strong		15
Psych Lim, "Blustery", common, strong		15
Rep, "Evil alien robot", occur 8-, extreme reputation		10
Rivalry, "Other ground assault", professional		5
Unluck, 1D6		5
Watched, "Decepticon leaders", more powerful, non-combat influence, harsh, appear 14-		15

Disadvantages Total : 145
Experience Spent + 0
Total Points = 345

THE TRANSFORMERS

HERO 4TH EDITION

PTS	POWERS	END
10	EC (10), "Transformer Powers"	
19a)	13/13 Armor, OIF(-1/2)	
20b)	4 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, "Tank", Concentrate(-1/4), Cannot change if takes more than half Body (-1/4), IIF(-1/4), 0 END Persistent(+1)	0
4	5 Flash Defense, Hearing Group, IIF(-1/4)	
22	Life Support, doesn't breathe, safe in vacuum/pressure, safe in radiation, safe in heat/cold, immune to aging	
67	MP (135), "Weapons", OAF(-1)	
6u	6 1/2D6 Flash, "Sonic Cannons", Hearing Group, Area Effect (+1/2), 17-32 Charges (+1/4)	0
6u	4D6+1 RKA, "Explosive Shells", Explosion (+1/2), 17-32 Charges (+1/4), x5 Increased Max Range(+1/4)	0
6u	6D6 RKA (Electricity), "Electron Gun", 33-64 Charges(+1/2)	0
6u	6D6 RKA, "Sonic Cannons", Area Effect (+1/2), 13-16 Charges (0)	0
3	Radio XMIT/REC, OIF(-1/2)	0
11	44 STR, 1/2 END(+1/4)	0
6	+6 Telescopic Sense, Sight Group, OIF(-1/2) ==Skills==	
3	Combat Driving 12-	
18	6 Levels: Multipower, tight group	
3	Navigation 11-	
0	PS: Ground Assault 8-	
6	6 Rng Levels: Shells, OIF(-1/2)	
4	WF, Small Arms, Heavy Weapons	

239 : **Powers Total**
106 + **Characteristic Total**
345 = **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 27/ 13	ED/rED 27/ 13	
END: 50	STUN: 39	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: Brawl
Species: Cybertronian
Gender: Male
Height: 16 feet
Team: Combaticons

