

NAME: Brawn (G1)
PLAYER:

VALUE	CHAR	COST	BASE	PTS
28/48	Strength	x1	10	18
8	Dexterity	x3	10	-6
24	Constitution	x2	10	28
10/14	Body	x2	10	0
6	Intelligence	x1	10	-4
20	Ego	x2	10	20
14	Presence	x1	10	4
10	Comeliness	x1/2	10	0
15	Physical Defex	x1	6	9
14	Energy Defens	x1	5	9
4	Speed	x10	1.8	22
11	Recovery	x2	11	0
48	Endurance	x1/2	48	0
36/40	Stun	x1	36	0
Characteristics Cost:				100

STR Roll: 19-	Run	13"
DEX Roll: 11-	Swim	2"
INT Roll: 10-	Jump	10"
EGO Roll: 13-		
PER Roll: 10-		

Experience: 31

DISADVANTAGES	BASE:	100+PTS
Accidental Chg, "To 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
Psych Lim, "Overconfident", common, strong		15
Psych Lim, "Likes to show off", common, strong		15
Psych Lim, "Code vs. killing", common, strong		15
Rep, "Heroic alien robot", occur 8-		5
Rep, "Tough guy", occur 8-		5
Rivalry, "Other Autobot warriors", professional		5
Vuln, "Electromagnetic attacks", uncommon, x2 stun		10
Watched, "Autobot leaders", more powerful, non-combat influence, harsh, appear 14-		15

Disadvantages Total : 150
Experience Spent + 31
Total Points = 281

THE TRANSFORMERS

HERO 4TH EDITION

PTS	POWERS	END
3	1" Change Environment, Desc: Headlights, OIF (-1/2)	0
10	EC (10), "Transformer powers"	
23a)	15/15 Armor, OIF (-1/2)	
20b)	4 LVLS Growth (stats already included), Always On (-1/2), 0 END Persistent(+1)	0
13c)	2 1/2D6 RKA, "Laser Gun", OAF(-1), 13-16 Charges(0), No Knockback(-1/4)	0
10d)	13" Running, 1/2 END (+1/4)	1
6e)	Shape Shift, "Truck", Concentrate(-1/4), Cannot change form if takes over half Body (-1/4), IIF(-1/4), 0 END Persistent(+1)	0
19	Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to aging	
9	MP (15), "Movement", Only when in appropriate form (-1/4), OIF(-1/2)	
1u	+2" Running, "Wheels", x8 Non-Combat, has turn mode	0
1u	+12" Swimming, "Hydrofoils", has turn mode, only on surface, 1/2 END(+1/4)	1
1u	3" Tunneling, "Drill"	1
3	Radio XMIT/REC, OIF (-1/2)	
2	1 pip RKA, "Welding Tool", No Range(-1/2), No Knockback(-1/4), OAF(-1), Only in robot form(-1/4), Penetrating(+1/2)	1
7	+10 STR, doesn't add to figured	1
12	48 STR, 1/2 END(+1/4)	0
==Skills==		
3	Combat Driving 11-	
3	Demolitions 11-	
30	6 Levels: All hand-to-hand combat, related group	
3	Navigation 11-	
2	WF, Small Arms	

181 : **Powers Total**
100 + **Characteristic Total**
281 = **Total Cost**

Base OCV: 3 Base DCV: 3
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: 8 SPD: 4 ECV: 7
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 30/ 15 ED/rED 29/ 15
END: 48 STUN: 40 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: Brawn
Species: Cybertronian
Gender: Male
Height: 16 feet
Team: Autobots

