

NAME: Brawn (ROTF)
PLAYER:

VALUE	CHAR	COST	BASE	PTS
30/55	Strength	x1	10	20
10	Dexterity	x3	10	0
25	Constitution	x2	10	30
10/15	Body	x2	10	0
12	Intelligence	x1	10	2
16	Ego	x2	10	12
11	Presence	x1	10	1
10	Comeliness	x1/2	10	0
16	Physical Defex	x1	6	10
15	Energy Defens	x1	5	10
4	Speed	x10	2.0	20
12	Recovery	x2	11	2
52	Endurance	x1/2	50	1
40/45	Stun	x1	38	2
Characteristics Cost:				110

STR Roll: 20-	Run	19"
DEX Roll: 11-	Swim	2"
INT Roll: 11-	Jump	11"
EGO Roll: 12-		
PER Roll: 11-		

Experience: 0

DISADVANTAGES	BASE:	200+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	10	
Hunted, "Anti-Autobot forces", as powerful, harsh, appear 11-	15	
Physical Lim, "No hands in vehicle mode", infrequently, slightly	5	
Psych Lim, "Loves the challenge of Earth", common, moderate	10	
Psych Lim, "Overconfident", common, strong	15	
Psych Lim, "Code vs. killing", common, strong	15	
Psych Lim, "Loves to prove his strength", common, strong	15	
Rep, "Heroic alien robot", occur 8-	5	
Rivalry, "Other Autobot demolitions", professional	5	
Watched, "Autobot leaders", more powerful, non-combat influence, harsh, appear 14-	15	

Disadvantages Total : 150
Experience Spent + 0
Total Points = 350

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)	
27b)	5 LVLS Growth (stats already included), Always On (-1/2), 0 END Persistent(+1)	0
58c)	5 1/2D6 RKA, "Guns", OAF(-1), 33-64 Charges (+1/2)	0
20d)	17" Running, 1/2 END (+1/4)	2
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	
11	+2" Running, "Wheels", x8 Non-Combat, has turn mode	0
3	Radio XMIT/REC, OIF (-1/2)	
14	55 STR, 1/2 END (+1/4) ==Skills==	0
5	Combat Driving 12-	
18	6 Levels: Guns, Punch and Haymaker, tight group	
3	Navigation 11-	
0	PS: Demolitions 8-	
3	Survival 11-	
3	Tracking 11-	
4	WF, Small Arms, Heavy Weapons	
	==Talents==	
5	12- Combat Sense	
5	12- Fast Draw	

240 : **Powers Total**
110 + **Characteristic Total**
350 = **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: 10 SPD: 4 ECV: 5
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 31/ 15 ED/rED 30/ 15
END: 52 STUN: 45 BODY: 15

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: 20 feet
Team: Autobots

