

NAME: Bumper (Generation 1)
PLAYER:

VALUE	CHAR	COST	BASE	PTS
16/36	Strength	x1	10	6
16	Dexterity	x3	10	18
22	Constitution	x2	10	24
8/12	Body	x2	10	-4
18	Intelligence	x1	10	8
16	Ego	x2	10	12
18	Presence	x1	10	8
10	Comeliness	x1/2	10	0
10	Physical Defex	x1	3	7
11	Energy Defens	x1	4	7
4	Speed	x10	2.6	14
9	Recovery	x2	7	4
46	Endurance	x1/2	44	1
28/32	Stun	x1	27	1
Characteristics Cost:				106

STR Roll: 16-	Run	17"
DEX Roll: 12-	Swim	2"
INT Roll: 13-	Jump	7"
EGO Roll: 12-		
PER Roll: 13-		

Experience: 0

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	10	
Hunted, "Anti-Autobot forces", as powerful, harsh, appear 11-	15	
Physical Lim, "No hands in vehicle mode", infrequently, slightly	5	
Psych Lim, "Secretive", common, moderate	10	
Psych Lim, "Low self esteem", very common, moderate	15	
Psych Lim, "Code vs. killing", common, strong	15	
Psych Lim, "Cold and calculating", uncommon, strong	10	
Rep, "Heroic alien robot", occur 8-	5	
Rivalry, "Other Autobot strategists", professional	5	
Unluck, 1D6	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)	
4b)	10/10 Force Field, Concentrate(-1/2), constant concentration, OIF (-1/2), x2 Increased End Cost(-1/2)	
20c)	4 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	0
13d)	2 1/2D6 RKA, "Laser Pistol", OAF(-1), 13-16 Charges(0), No Knockback(-1/4)	0
15e)	15" Running, 1/2 END (+1/4)	2
6f)	Shape Shift, "Car", 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	
3	Radio XMIT/REC, OIF (-1/2)	
6	+2" Running, "Wheels", x8 Non-Combat, has turn mode, OIF(-1/2), Linked (-1/2), "Shape Shift"	0
9	36 STR, 1/2 END(+1/4) ==Skills==	0
3	Combat Driving 12-	
8	4 Levels: Laser Pistol	
3	Navigation 11-	
0	PS: Military Strategist 8-	
3	Systems Operation 13-	
3	Tactics 13-	
1	WF, Pistols	

144 : **Powers Total**
106 + **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:	16	SPD:	4	ECV:	5
Phases	- - 3 - - 6 - - 9 - - 12				
PD/rPD	31/ 21	ED/rED	32/ 21		
END:	46	STUN:	32	BODY	8/12

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

Last updated October 2nd, 2016 by Mathew R. Ignash

Name: Bumper
Species: Cybertronian
Gender: Male
Height: 16 feet
Team: Autobots

