

NAME: Holepunch (G1)
PLAYER:

VALUE	CHAR	COST	BASE	PTS
13/18	Strength	x1	10	3
16	Dexterity	x3	10	18
15	Constitution	x2	10	10
10/11	Body	x2	10	0
13	Intelligence	x1	10	3
15	Ego	x2	10	10
10/11	Presence	x1	10	0
10	Comeliness	x1/2	10	0
8	Physical Defex	x1	3	5
8	Energy Defens	x1	3	5
4	Speed	x10	2.6	14
9	Recovery	x2	6	6
34	Endurance	x1/2	30	2
27/28	Stun	x1	25	2
Characteristics Cost:				78

STR Roll: 13-	Run	7"
DEX Roll: 12-	Swim	2"
INT Roll: 12-	Jump	4"
EGO Roll: 12-	Flight	8"
PER Roll: 12-		

Experience: 0

DISADVANTAGES	BASE:	100+PTS
Accidental Chg, "To human form if Stunned", very common, occur 11-		20
Distinctive, "Bio-engineered Nebulan", concealable, minor		10
Hunted, "Anti-Autobot forces", as powerful, harsh, appear 11-		15
Normal Stats		20
Physical Lim, "No hands in gun form", infrequently, slightly		5
Psych Lim, "Bossy", common, strong		15
Psych Lim, "Does things by the book", common, strong		15
Psych Lim, "Code vs. killing", common, strong		15
Rep, "Heroic Nebulan", occur 11-		10
Rivalry, "Tracer", 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
==Skills==		
3	Bureaucratcs 11-	
12	6 Levels: Duel Compression Cannon	
3	PS: Office Manager 12-	
2	WF, Small Arms	
==Equipment==		
7	EC (10), "Targetmaster", OIF (-1/2)	
7a)	7/7 Armor	
7b)	8" Flight, x4 Non-Combat	2
84c)	6D6 RKA, "Duel Compression Cannon", vs physical defense, Only in gun form(-1/4), 33-64 Charges(+1/2), x5 Increased Max Range (+1/4)	0
4d)	Shape Shift, Concentrate(-1/4), Cannot change form if takes over half Body (-1/2), 0 END Persistent(+1)	
7	1 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	0
11	Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, OIF(-1/2)	
1	+1 PRE, OIF(-1/2)	
3	Radio XMIT/REC, OIF(-1/2)	
4	4 Rng Levels: Cannon, OIF(-1/2)	
12	1D6 RKA, Only in gun form(-1/4), OIF(-1/2), Only if Tracer helps power him(-1/2), x5 Increased Max Range (+1/4), 0 END(+1/2)	0
1	+1" Running, OIF(-1/2)	0
4	+4 Telescopic Sense, Sight Group, OIF(-1/2)	

172 : **Powers Total**
 78 + **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 15/ 7 ED/rED 15/ 7
 END: 34 STUN: 28 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: Holepunch
 Species: Nebulan (cyborg)
 Gender: Male
 Height: 7 feet
 Team: Autobots

