

NAME: Huffer (G1)
PLAYER:

VALUE	CHAR	COST	BASE	PTS
24/44	Strength	x1	10	14
18	Dexterity	x3	10	24
22	Constitution	x2	10	24
10/14	Body	x2	10	0
15	Intelligence	x1	10	5
15	Ego	x2	10	10
16	Presence	x1	10	6
10	Comeliness	x1/2	10	0
12	Physical Defex	x1	5	7
11	Energy Defens	x1	4	7
4	Speed	x10	2.8	12
9	Recovery	x2	9	0
44	Endurance	x1/2	44	0
33/37	Stun	x1	33	0
Characteristics Cost:				109

STR Roll: 18-	Run	17"
DEX Roll: 13-	Swim	2"
INT Roll: 12-	Jump	9"
EGO Roll: 12-		
PER Roll: 12-		

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, "Constantly depressed", very common, moderate	15	
Psych Lim, "Dislikes combat", common, moderate	10	
Psych Lim, "Constaltly complains", very common, moderate	15	
Psych Lim, "Code vs. killing", common, strong	15	
Rep, "Heroic alien robot", occur 8-	5	
Rivalry, "Other Autobot engineers", professional	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
3	Detect material properties, descrimatory, OIF (-1/2), Extra Time (-1/2), Costs END(-1/2)	1
10	EC (10), "Transformer powers"	
15a)	11/11 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 Pistol", OAF(-1), 13-16 Charges(0), No Knockback(-1/4)	0
15d)	15" 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	
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
11	44 STR, 1/2 END(+1/4) ==Skills==	0
3	Combat Driving 13-	
4	2 Levels: Pistol	
3	Mechanics 11-	
3	Navigation 11-	
1	PS: Construction Engineer 8-, (INT based)	
2	SC: Geometry 11-	
1	WF, Pistols	

141 : **Powers Total**
109 + **Characteristic Total**
250 = **Total Cost**

Base OCV: 6 Base DCV: 6
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: 18 SPD: 4 ECV: 5
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 23/ 11 ED/rED 22/ 11
END: 44 STUN: 37 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: Huffer
Species: Cybertronian
Gender: Male
Height: 16 feet
Team: Autobots

