

NAME: Polar Claw
PLAYER:

VALUE	CHAR	COST	BASE	PTS
28/38	Strength	x1	10	18
14	Dexterity	x3	10	12
21	Constitution	x2	10	22
10/12	Body	x2	10	0
14	Intelligence	x1	10	4
18	Ego	x2	10	16
18	Presence	x1	10	8
10	Comeliness	x1/2	10	0
12	Physical Defex	x1	6	6
10	Energy Defens	x1	4	6
4	Speed	x10	2.4	16
12	Recovery	x2	10	4
44	Endurance	x1/2	42	1
37/39	Stun	x1	35	2
Characteristics Cost:				115

STR Roll: 17-	Run	13"
DEX Roll: 12-	Swim	2"
INT Roll: 12-	Jump	8"
EGO Roll: 13-		
PER Roll: 12-		

Experience: 0

DISADVANTAGES	BASE:	200+PTS
Accidental Chg, "To beast form if Stunned", very common, occur 11-		5
Distinctive, "Robot", easily concealable, minor		10
Enraged, "In battle", very common, occur 8-, recover 11-		15
Hunted, "Anti-Maximal forces", as powerful, harsh, appear 11-		5
Physical Lim, "No hands in beast mode", infrequently, slightly		10
Psych Lim, "Ruthless in combat", common, moderate		15
Psych Lim, "Violent", common, strong		15
Psych Lim, "Overconfident", common, strong		15
Psych Lim, "code vs. killing", common, strong		5
Rep, "Heroic alien robot", occur 8-		5
Rivalry, "Other Maximal warriors", professional		10
Vuln, "High energon attacks in robot form", uncommon, x2 stun		15
Watched, "Maximal leaders", more powerful, non-combat influence, harsh, appear 14-		

Disadvantages Total : 145
Experience Spent + 0
Total Points = 345



HERO 4TH EDITION

PTS	POWERS	END
60	150 Duplication, "Bat Drone", second form	
10	EC (10), "Transformer powers"	
9a)	8/8 Armor, OIF(-1/2)	
33b)	2 1/2D6 HKA, "Claws or Bite", vs physical defense, Restrainable (-1/2), 0 END(+1/2)	
10c)	13" Running, 1/2 END (+1/4)	
8d)	Shape Shift, "Bear", Incantation(-1/4), 0 END Persistent(+1)	
13	2 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	
1	Life Support, only needs half food intake.	
19	Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to aging	
3	Radio XMIT/REC, OIF (-1/2)	
4	1 BODY Regen, recovery rate: per hour, Linked (-1/2), "Shape Shift" +0" Running, x4 Non-Combat, Linked (-1/2), "Shape Shift"	
9	38 STR, 1/2 END(+1/4)	
3	+0" Swimming, x4 Non-Combat, Linked (-1/2), "Shape Shift" ==Skills==	
3	Climbing 12-	
18	6 Levels: Blaster, claw/bite and move through, tight group	
3	Navigation 11-	
3	Survival 11-	
3	Tactics 12-	
3	Tracking 12-	
2	WF, Small Arms	
	==Talents==	
10	2D6 Luck	

230 : **Powers Total**
115 + **Characteristic Total**
345 = **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

1	DEX:	14	SPD:	4	ECV:	6
	Phases	-	3	-	6	-
0	PD/rPD	20/	8	ED/rED	18/	8
0	END:	44	STUN:	39	BODY:	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

Name: Polar Claw
Species: Cybertronian
Gender: Male
Height: 10 feet 2 inches
Team: Maximals

