

NAME: Powerhug PLAYER:				
VALUE	CHAR	COST	BASE	PTS
28/38	Strength	x1	10	18
10	Dexterity	x3	10	0
25	Constitution	x2	10	30
10/12	Body	x2	10	0
14	Intelligence	x1	10	4
16	Ego	x2	10	12
18	Presence	x1	10	8
8	Comeliness	x1/2	10	-1
16	Physical Defex	x1	6	10
15	Energy Defens	x1	5	10
4	Speed	x10	2.0	20
12	Recovery	x2	11	2
50	Endurance	x1/2	50	0
37/39	Stun	x1	37	0
Characteristics Cost:				113
STR Roll: 17-	Run			17"
DEX Roll: 11-	Swim			2"
INT Roll: 12-	Jump			8"
EGO Roll: 12-				
PER Roll: 12-				
Experience: 0				
DISADVANTAGES BASE: 200+PTS				
Accidental Chg, "To beast form if Stunned", very common, occur 11-				20
Distinctive, "Talking blue bug-bot", not concealable, minor				15
Hunted, "Anti-Maximal forces", as powerful, harsh, appear 11-				15
Psych Lim, "Protective of his students", uncommon, moderate				5
Psych Lim, "Impulsive", common, strong				15
Psych Lim, "Always cheerful", very common, moderate				15
Psych Lim, "Rebelous", common, strong				15
Psych Lim, "Code vs. killing", common, strong				15
Rep, "Heroic alien robot", occur 8-				5
Rivalry, "Other Maximal instructors", professional				5
Vuln, "High energon attacks in robot form", uncommon, x2 stun				10
Watched, "Maximal leaders", more powerful, non-combat influence, harsh, appear 14-				15
Disadvantages Total :				150
Experience Spent +				0
Total Points =				350



HERO 4TH EDITION

PTS	POWERS	END
10	EC (10), "Transformer powers"	
17a)	12/12 Armor, OIF(-1/2)	
53b)	4D6 HKA, "Claw/Bite", vs physical defense, restrainable(-1/2), 0 END(+1/2)	
20c)	17" Running, 1/2 END (+1/4)	
8d)	Shape Shift, "Pill Bug", 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"	
7	+0" Running, x8 Non-Combat, Linked (-1/2), "Shape Shift"	0
9	38 STR, 1/2 END(+1/4) ==Skills==	0
3	Acrobatics 11-	
3	Breakfall 11-	
4	Crush	
40	8 Levels: All hand-to-hand attacks, related group	
3	Martial Throw	
4	Shove	
3	Survival 11-	
3	Takedown	
	==Talents==	
10	2D6 Luck	

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			
Crush	1/2	+0	+0	11 1/2D6		
Martial Throw	1/2	+0	+1	7 1/2D6 + v/5		
Shove	1/2	+0	+0	53 STR		
Takedown	1/2	+1	+1	7 1/2D6		
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 28/ 12		ED/rED 27/ 12		
END: 50		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: Powerhug						
Species: Cybertronian						
Gender: Male						
Height: 10 feet 6 inches						
Team: Insectrons						

237 : Powers Total
113 + Characteristic Total
350 = Total Cost