

NAME: Scrapper (G1)
PLAYER:

| VALUE | CHAR | COST | BASE | PTS |
|------------------------------|----------------|------|------|------------|
| 26/46 | Strength | x1 | 10 | 16 |
| 18 | Dexterity | x3 | 10 | 24 |
| 22 | Constitution | x2 | 10 | 24 |
| 10/14 | Body | x2 | 10 | 0 |
| 16 | Intelligence | x1 | 10 | 6 |
| 10 | Ego | x2 | 10 | 0 |
| 14 | Presence | x1 | 10 | 4 |
| 10 | Comeliness | x1/2 | 10 | 0 |
| 12 | Physical Defex | 1 | 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 |
| 35/39 | Stun | x1 | 34 | 1 |
| Characteristics Cost: | | | | 101 |

| | | |
|----------------------|------|----|
| STR Roll: 18- | Run | 8" |
| DEX Roll: 13- | Swim | 2" |
| INT Roll: 12- | Jump | 9" |
| EGO Roll: 11- | | |
| PER Roll: 12- | | |

Experience: 0

| DISADVANTAGES | BASE: | 200+PTS |
|--|-------|---------|
| Accidental Chg, "To robot form if Stunned", very common, occur 11- | | 10 |
| Distinctive, "Giant robot", easily concealable, major Hunted, "Anti-Decepticon forces", as powerful, harsh, appear 11- | | 15 |
| Physical Lim, "No hands in vehicle mode", infrequently, slightly | | 5 |
| Psych Lim, "Overconfident", common, strong | | 15 |
| Psych Lim, "Likes to make enemies into sculpture", very common, moderate | | 15 |
| Psych Lim, "Violent", common, strong | | 15 |
| Psych Lim, "Loves his work", very common, moderate | | 15 |
| Rep, "Evil alien robot", occur 8-, extreme reputation | | 10 |
| Rivalry, "Other Decepticon team leaders", professional | | 5 |
| Watched, "Decepticon leaders", more powerful, non-combat influence, harsh, appear 14- | | 15 |

Disadvantages Total : 140
Experience Spent + 0
Total Points = 340

THE TRANSFORMERS

HERO 4TH EDITION

| PTS | POWERS | END |
|------|--|-----|
| 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 |
| 6c) | Shape Shift, "Scoop Loader", Concentrate (-1/4), Cannot change form if he 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 | |
| 24 | MP (24), "Movement" 1u 7" Flight, x8 Non-Combat, OIF(-1/2) (+1/4) | 1 |
| 2u | 14" Running, 1/2 END (+1/4) | 1 |
| 63 | MP (94), "Weapons", OIF (-1/2) | |
| 6u | 4D6 HKA, "Loader Blade", vs physical defense, 0 END(+1/2) | 0 |
| 4u | 5D6 RKA (Light), "Laser", No Knockback (-1/4), 17-32 Charges (+1/4), OAF(-1/2) | 0 |
| 3 | Radio XMIT/REC, OIF (-1/2) | |
| 6 | +2" Running, "Wheels", x8 Non-Combat, has turn mode, Linked(-1/2), "Shape Shift", OIF (-1/2) | 0 |
| 11 | 46 STR, 1/2 END(+1/4) ==Skills== | 0 |
| 3 | Combat Driving 13- | |
| 3 | Combat Piloting 13- | |
| 3 | Inventor 12- | |
| 18 | 6 Levels: Laser, shovel and move through, tight group | |
| 5 | Mechanics 12- | |
| 0 | PS: Architect 8-, (INT based) | |
| 3 | Tactics 12- | |
| 3 | Systems Operation 12- | |
| 1 | WF, Pistols | |
| | ==Talents== | |
| 10 | 2D6 Luck | |

239 : Powers Total
101 + Characteristic Total
340 = 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: 3
 Phases - - 3 - - 6 - - 9 - - 12
 PD/rPD 23/ 11 ED/rED 22/ 11
 END: 44 STUN: 39 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: Scrapper
 Species: Cybertronian
 Gender: Male
 Height: 16 feet
 Team: Constructicons (leader)

