

NAME: Sonar (BW)
PLAYER:

VALUE	CHAR	COST	BASE	PTS
20	Strength	x1	10	10
14	Dexterity	x3	10	12
21	Constitution	x2	10	22
10	Body	x2	10	0
13	Intelligence	x1	10	3
14	Ego	x2	10	8
8	Presence	x1	10	-2
8	Comeliness	x1/2	10	-1
10	Physical Defex	x1	4	6
10	Energy Defens	x1	4	6
4	Speed	x10	2.4	16
9	Recovery	x2	8	2
46	Endurance	x1/2	42	2
33	Stun	x1	31	2
Characteristics Cost:				86

STR Roll: 13-	Run	13"
DEX Roll: 12-	Swim	2"
INT Roll: 12-	Jump	4"
EGO Roll: 12-	Flight	7"
PER Roll: 16-		

Experience: 0

DISADVANTAGES	BASE:	100+PTS
Accidental Chg, "To beast form if Stunned", very common, occur 11-		20
Distinctive, "Talking bat-bot", not concealable, minor		15
Enraged, "In combat", very common, occur 11-, recover 14-		10
Hunted, "Anti-Maximal forces", as powerful, harsh, appear 11-		15
Psych Lim, "Likes to frighten people", common, moderate		10
Psych Lim, "Violent", common, strong		15
Psych Lim, "Overconfident", common, strong		15
Psych Lim, "Code vs. killing", common, strong		15
Rep, "Heroic alien robot", occur 8-		5
Rivalry, "Other flyers", professional		5
Unluck, 2D6		10
Watched, "Maximal leaders", more powerful, non-combat influence, harsh, appear 14-		15
Disadvantages Total :		150
Experience Spent +		0
Total Points =		250



HERO 4TH EDITION

PTS	POWERS	END
10	Sonar, Restrainable (-1/2)	
10	EC (10), "Transformer powers"	
7a)	7/7 Armor, OIF(-1/2)	
9b)	7" Flight, x8 Non-Combat, Restrainable(-1/2)	1
10c)	13" Running, 1/2 END (+1/4)	1
7d)	Shape Shift, "Bat", Incantation(-1/4), IIF (-1/4), 0 END Persistent(+1)	0
12	+4 Enhanced PER, with all senses	
2	0" Flight, x4 Non-Combat, Restrainable(-1/2), Linked(-1/2), "Shape Shift"	0
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	
29	MP (50), "Weapons", Restrainable(-1/2), No Knockback(-1/4)	
3u	2 1/2D6 HKA (Fire), "Cyber-Blades", 1/2 END(+1/4)	2
2u	2 1/2D6 RKA, "Sonic Scream", Incantation (-1/4), 17-32 Charges (+1/4)	0
3	Radio XMIT/REC, OIF (-1/2)	
4	1 BODY Regen, recovery rate: per hour, Linked (-1/2), "Shape Shift"	
5	20 STR, 1/2 END(+1/4) ==Skills==	0
3	Acrobatics 12-	
18	6 Levels: Scream, blades and dodge, tight group	
3	Navigation 11-	
0	PS: Aerial Reconnaissance 8-	
3	Stealth 12-	
3	Survival 11-	
1	WF, Swords	
Disadvantages Total :		164
Experience Spent +		86
Total Points =		250
Powers Total		164
+ Characteristic Total		86
= Total Cost		250

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: 14 SPD: 4 ECV: 5
 Phases - - 3 - - 6 - - 9 - - 12
 PD/rPD 17/ 7 ED/rED 17/ 7
 END: 46 STUN: 33 BODY: 10

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: Sonar
 Species: Cybertronian
 Gender: Female
 Team: Maximals

