

NAME: Thrust (G1)
PLAYER:

| VALUE | CHAR | COST | BASE | PTS |
|------------------------------|----------------|------|------|-----|
| 26/51 | Strength | x1 | 10 | 16 |
| 14 | Dexterity | x3 | 10 | 12 |
| 21 | Constitution | x2 | 10 | 22 |
| 10/15 | Body | x2 | 10 | 0 |
| 16 | Intelligence | x1 | 10 | 6 |
| 8 | Ego | x2 | 10 | -4 |
| 15 | Presence | x1 | 10 | 5 |
| 10 | Comeliness | x1/2 | 10 | 0 |
| 11 | Physical Defex | x1 | 5 | 6 |
| 10 | Energy Defens | x1 | 4 | 6 |
| 4 | Speed | x10 | 2.4 | 16 |
| 9 | Recovery | x2 | 9 | 0 |
| 42 | Endurance | x1/2 | 42 | 0 |
| 35/40 | Stun | x1 | 34 | 1 |
| Characteristics Cost: | | | | 86 |

| | | |
|----------------------|------|-----|
| STR Roll: 19- | Run | 6" |
| DEX Roll: 12- | Swim | 2" |
| INT Roll: 12- | Jump | 10" |
| EGO Roll: 11- | | |
| PER Roll: 12- | | |

Experience: 0

| DISADVANTAGES | BASE: | 200+PTS |
|---|-------|---------|
| Accidental Chg, "To robot form if Stunned", very common, occur 11- | | 20 |
| Distinctive, "Always loud", easily concealable, minor | | 5 |
| Distinctive, "Giant robot", easily concealable, major | | 10 |
| Hunted, "Anti-Decepticon forces", as powerful, harsh, appear 11- | | 15 |
| Physical Lim, "Gets disoriented if uses his full speed", infrequently, slightly | | 5 |
| Physical Lim, "No hands in vehicle mode", infrequently, slightly | | 5 |
| Psych Lim, "Braggart", very common, moderate | | 15 |
| Psych Lim, "Bully", common, strong | | 15 |
| Psych Lim, "Coward", common, strong | | 15 |
| Rep, "Evil alien robot", occur 8-, extreme reputation | | 10 |
| Rivalry, "Other Decepticons jets", professional | | 5 |
| Unluck, 3D6 | | 15 |
| Watched, "Decepticon leaders", more powerful, non-combat influence, harsh, appear 14- | | 15 |

Disadvantages Total : 150
Experience Spent + 0
Total Points = 350

THE TRANSFORMERS

HERO 4TH EDITION

| PTS | POWERS | END |
|------|---|-----|
| 10 | EC (10), "Transformer powers" | |
| 15a) | 11/11 Armor, OIF(-1/2) | |
| 27b) | 5 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1) | 0 |
| 6c) | Shape Shift, "Jet", Concentrate(-1/4), Cannot change form if he takes over half BODY(-1/4), IIF(-1/4), 0 END Persistent(+1) | 0 |
| 14 | 0" Flight, "Wings", x64 Non-Combat, Only in vehicle form(-1/4), OIF(-1/2) | 0 |
| 2 | 0" Flight, x4 Non-Combat, 2 Charges (-3/4), continuing, duration: 1 minute, Only in vehicle form (-1/4) | 0 |
| 19 | Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to aging | |
| 40 | MP (40), "Movement" | |
| 4u | 16" Flight, 1/2 END (+1/4) | 2 |
| 1u | 15" Gliding | |
| 4u | 21" Running, 1/2 END (+1/4) | 2 |
| 62 | MP (125), "Weapons", OAF(-1) | |
| 6u | 4D6 RKA, "Cluster Bombs", 13-16 Charges (0), x25 Increased Max Range(+1/2), Explosion (+1/2) | 0 |
| 5u | 6 1/2D6 RKA (Light), "Lasers", No Knockback (-1/4), 17-32 Charges (+1/4) | 0 |
| 6u | 4 1/2D6 RKA, "Compressed Air Rifles", 33-64 Charges (+1/2), x5 Increased Max Range(+1/4) | 0 |
| 3 | Radio XMIT/REC, OIF (-1/2) | |
| 13 | 51 STR, 1/2 END(+1/4) ==Skills== | 0 |
| 3 | Combat Piloting 12- | |
| 1 | Interrogation 8- | |
| 18 | 6 Levels: Rifles, lasers and punch, tight group | |
| 3 | Navigation 11- | |
| 0 | PS: Warrior 8- | |
| 2 | WF, Small Arms | |

264 : **Powers Total**
86 + **Characteristic Total**
350 = **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 |

DEX: 14 SPD: 4 ECV: 3
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 22/ 11 ED/rED 21/ 11
END: 42 STUN: 40 BODY: 15

| 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: Thrust
Species: Cybertronian
Gender: Male
Height: 18 feet
Team: Decepticons

