

NAME: Tomahawk
PLAYER:

VALUE	CHAR	COST	BASE	PTS
24/64	Strength	x1	10	14
18	Dexterity	x3	10	24
23	Constitution	x2	10	26
10/18	Body	x2	10	0
16	Intelligence	x1	10	6
16	Ego	x2	10	12
20	Presence	x1	10	10
10	Comeliness	x1/2	10	0
13	Physical Defex	x1	5	8
13	Energy Defens	x1	5	8
4	Speed	x10	2.8	12
10	Recovery	x2	10	0
46	Endurance	x1/2	46	0
34/42	Stun	x1	34	0
Characteristics Cost:				120

STR Roll: 22-	Run	6"
DEX Roll: 13-	Swim	2"
INT Roll: 12-	Jump	13"
EGO Roll: 12-		
PER Roll: 12-		

Experience: 134

DISADVANTAGES	BASE:	200+PTS
Accidental Chg, "To robot form when Stunned", very common, occur 11-		20
DNPC, "Innocents in need of saving", incompetent, appear 11-		20
Distinctive, "Giant robot", easily concealable, major Hunted, "Anti-Autobot forces", as powerful, harsh, appear 11-		10
Physical Lim, "No hands in vehicle mode", infrequently, slightly		5
Psych Lim, "Overconfident", common, strong		15
Psych Lim, "Code vs. killing", uncommon, total		15
Psych Lim, "Persistent, never gives up", common, total		20
Rep, "Heroic alien robot", occur 8-		5
Rivalry, "Other Autobot flyers", professional		5
Unluck, 1D6		5
Watched, "Autobot leaders", more powerful, non-combat influence, harsh, appear 14-		15

Disadvantages Total : 150
Experience Spent + 134
Total Points = 484

TRANSFORMERS

HERO 4TH EDITION

PTS	POWERS	END
10	EC (10), "Transformer powers"	
19a)	13/13 Armor, OIF(-1/2)	
47b)	8 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	0
6c)	Shape Shift, "Helicopter", Concentrate(-1/4), Cannot change form if he takes over half BODY.(-1/4), IIF(-1/4), 0 END Persistent(+1)	0
8	10 Levels: Missiles, Only vs. targets with powerful heat signatures(-1/2), OAF(-1)	
19	Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to aging	
58	MP (72), "Movement", Only works in appropriate form(-1/4)	
3u	19" Flight, "Rotor", x32 Non-Combat, Only in the air(-1/4), OAF(-1), 1/2 END(+1/4)	2
2u	19" Running, 1/2 END(+1/4)	2
105	MP (210), "Weapons", OAF(-1)	
9u	8D6 HKA, "Blades", 0 END(+1/2)	0
10u	8D6 RKA, "Machine gun", vs physical defense, 33-64 Charges(+1/2), x5 Increased Max Range(+1/4)	0
10u	8D6 RKA, "Missiles", vs physical defense, 13-16 Charges(0), x5 Increased Max Range(+1/4), Explosion(+1/2)	0
16	64 STR, 1/2 END(+1/4)	1
6	+4 Telescopic Sense, Sight Group	
==Skills==		
3	Acrobatics 13-	
3	Combat Piloting 13-	
18	6 Levels: Gun, blades and dodge, tight group	
3	Navigation 11-	
3	Tactics 12-	
3	Tracking 12-	
3	WF, Swords, Small Arms	

364 : Powers Total
120 + Characteristic Total
484 = 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: 5
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 26/ 13 ED/rED 26/ 13
END: 46 STUN: 42 BODY: 18

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
2 Name: Tomahawk
2 Species: Cybertronian
Gender: Male
Height: 40 feet
0 Team: Autobots

