NAME: Air Hammer
PLAYER:

VALUE	CHAR	COST	BASE	PTS
20	Strength	x1	10	10
15	Dexterity	x3	10	15
24	Constitution	x2	10	28
10	Body	x2	10	0
16	Intelligence	x1	10	6
18	Ego	x2	10	16
12	Presence	x1	10	2
10	Comeliness	x1/2	10	0
13	Physical Def	x1	4	9
14	Energy Defens	x1	5	9
4	Speed	x10	2.5	15
10	Recovery	x2	9	2
50	Endurance	x1/2	48	1
33	Stun	x1	32	1
	Characteristics Cost:			114

STR Roll: 13-
DEX Roll: 12-
INT Roll: 12-
EGO Roll: 13-
PER Roll: 20-

Run	6"
Swim	2"
Jump	4"

Experience: 0

DISADVANTAGES   BASE: 200+PTS

Accidental Chg,"Beast form if Stunned",very common, occur 11-	20
Distinctive,"Talking shark/hawk-bot",easily concealable,minor	5
Hunted,"Anti-Maximal forces",as powerful, harsh,appear 11-	15
Physical Lim,"Limited hands",frequently, slightly	10
Psych Lim,"Ruthless in combat",common,strong	15
Psych Lim,"Overconfident", common,strong	15
Psych Lim,"Impatient", common,strong	15
Psych Lim,"Code vs. killing",common,strong	15
Rep,"Heroic alien robot", occur 8-	5
Rivalry,"Other Maximal recon",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

BEAST WARS TRANSFORMERS
HERO 4TH EDITION

PTS	POWERS	END
7	360 Degree Sensing, Sight Group,Linked (-1/2),"Shape Shift"	
10	EC (10),"Transformer powers"	
11a)	9/9 Armor,OIF(-1/2)	
7b)	Shape Shift, "Shark/Hawk", Incantation(-1/4),IIF (-1/4),0 END Persistent(+1)	0
24	+8 Enhanced PER,with all senses	
10	0" Flight,x16 Non-Combat, Restrainable(-1/2)	0
40	MP (40),"Movement"	
4u	16" Flight,1/2 END (+1/4)	2
3u	16" Running,1/2 END (+1/4)	2
2u	22" Swimming,1/2 END (+1/4)	2
26	MP (45),"Weapons",No Knockback(-1/4), Restrainable(-1/2)	
2u	6D6 EB,"Blaster",17-32 Charges(+1/4),Only in robot mode.(-1/4),x5 Increased Max Range (+1/4)	0
2u	2D6 HKA,"Bite/Claw",vs physical defense,0 END(+1/2)	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	
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)	0
10	Tracking Scent	
	==Skills==	
3	Acrobatics 12-	
3	Combat Piloting 12-	
18	6 Levels: Bite/Claw, Blaster, Dodge,tight group	
3	Navigation 11-	
0	PS: Aerial Reconniassance 8-	
3	Stealth 12-	
3	Survival 11-	
	==Talents==	
3	Double Jointed	
5	1D6 Luck	

	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: 15	SPD: 4	ECV: 6

Phases	-	-	3	-	-	6	-	-	9	-	-	12

PD/rPD 22/ 9 ED/rED 23/ 9

END: 50 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: Air Hammer
Species: Cybertronian
Gender: Male
Height: 7 feet
Team: Maximals

Disadvantages Total :	145	231	**: Powers Total**
Experience Spent +	0	114	**+ Characteristic Total**
Total Points =	345	345	**= Total Cost**