

**NAME:** Bumblebee (Prime)  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
22/47	Strength	x1	10	12
12	Dexterity	x3	10	6
22	Constitution	x2	10	24
10/15	Body	x2	10	0
16	Intelligence	x1	10	6
20	Ego	x2	10	20
19	Presence	x1	10	9
10	Comeliness	x1/2	10	0
11	Physical Defex	x1	4	7
11	Energy Defens	x1	4	7
4	Speed	x10	2.2	18
9	Recovery	x2	8	2
44	Endurance	x1/2	44	0
32/37	Stun	x1	32	0
<b>Characteristics Cost:</b>				<b>111</b>

<b>STR Roll:</b> 18-	Run	21"
<b>DEX Roll:</b> 11-	Swim	2"
<b>INT Roll:</b> 12-	Jump	9"
<b>EGO Roll:</b> 13-		
<b>PER Roll:</b> 12-		

**Experience:** 92

DISADVANTAGES	BASE:	200+PTS
Accidental Chg, "Robot form if Stunned", very common, occur 11-	20	
DNPC, "Raphael", normal, useful skills, appear 11-	10	
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	
Physical Lim, "Cannot speak", infrequently, greatly	10	
Psych Lim, "Protective of friends", common, moderate	10	
Psych Lim, "Takes risks", common, moderate	10	
Psych Lim, "Code vs. killing", common, strong	15	
Rep, "Heroic alien robot", occur 8-	5	
Rivalry, "Other intelligence specialists", professional	5	
Watched, "Autobot leaders", more powerful, non-combat influence, harsh, appear 14-	15	

**Disadvantages Total :** 150  
**Experience Spent +** 92  
**Total Points =** 442

# TRANSFORMERS

## HERO 4TH EDITION

PTS	POWERS	END
3	1" Change Environment, Desc: Headlights, OIF (-1/2)	0
10	EC (10), "Transformer Powers"	
17a)	12/12 Armor, OIF(-1/2)	
27b)	5 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	0
25c)	19" Running, 1/2 END (+1/4)	2
6d)	Shape Shift, "Sports Car", Concentrate (-1/4), Cannot change form if 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	
73	MP (127), "Weapons", OIF(-1/2), Gestures (-1/4)	
5u	11D6 EB, "Eagleshot Bow", OAF(-1/2), x5 Increased Max Range (+1/4), No Range Mod (+1/2), 0 END(+1/2)	0
7u	5 1/2D6 HKA, "Combat Blades", 0 END(+1/2)	0
7u	5 1/2D6 RKA, "Blasters", 0 END(+1/2)	0
7u	4D6 RKA, "Weaponizer Cannons", 0 END(+1/2), x5 Autofire(+1/2)	0
3	Radio XMIT/REC, OIF (-1/2)	
6	+2" Running, "Wheels", x8 Non-Combat, has turn mode, OIF(-1/2), Linked (-1/2), "Shape Shift"	0
12	47 STR, 1/2 END(+1/4) ==Perks==	0
50	Vehicle: Battle Suit (250pt) ==Skills==	
3	Acrobatics 11-	
3	Breakfall 11-	
3	Combat Driving 11-	
32	4 Levels, all combat	
3	Navigation 11-	
0	PS: Intelligence Specialist 8-	
3	Stealth 11-	
1	TF, Tracked Vehicles	
6	WF, Common Melee, Small Arms, Heavy Weapons	

**331 : Powers Total**  
**111 + Characteristic Total**  
**442 = Total Cost**

Base OCV: 4      Base DCV: 4  
 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: 12      SPD: 4      ECV: 7  
 Phases - - 3 - - 6 - - 9 - - 12  
 PD/rPD 23/ 12      ED/rED 23/ 12  
 END: 44      STUN: 37      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: Bumblebee  
 Species: Cybertronian  
 Gender: Male  
 Height: 19 feet  
 Team: Autobots, Team Prime

