NAME: Bonecrusher (BW)
PLAYER:

VALUE	CHAR	COST	BASE	PTS
28/43	Strength	x1	10	18
12	Dexterity	x3	10	6
19	Constitution	x2	10	18
10/13	Body	x2	10	0
9	Intelligence	x1	10	-1
18	Ego	x2	10	16
17	Presence	x1	10	7
10	Comeliness	x1/2	10	0
10	Physical Def	x1	6	4
8	Energy Defens	x1	4	4
4	Speed	x10	2.2	18
10	Recovery	x2	10	0
38	Endurance	x1/2	38	0
34/37	Stun	x1	34	0
	Characteristics Cost:			90

STR Roll: 18-
DEX Roll: 11-
INT Roll: 11-
EGO Roll: 13-
PER Roll: 11-

Run	16"
Swim	2"
Jump	9"

Experience: 15

DISADVANTAGES **BASE: 100+PTS**

Accidental Chg,"To beast form if Stunned",very common,occur 11-	20
Distinctive,"Talking bison-bot",easily concealable,minor	5
Hunted,"Anti-Maximal forces",as powerful, harsh,appear 11-	15
Physical Lim,"No hands in beast mode",infrequently, slightly	5
Psych Lim,"Impulsive", common,strong	15
Psych Lim,"Looks for a fight, loves action", common,moderate	10
Psych Lim,"Overconfident", common,strong	15
Psych Lim,"Code vs. killing",common,strong	15
Rep,"Heroic alien robot", occur 8-	5
Rivalry,"Scuba",romantic	5
Unluck,3D6	15
Vuln,"High energon attacks in robot form",uncommon, x2 stun	10
Watched,"Maximal leaders", more powerful,non-combat influence,harsh,appear 14-	15

HERO 4TH EDITION

PTS	POWERS	END
10	EC (10),"Transformer powers"	
7a)	7/7 Armor,OIF(-1/2)	
13b)	3 LVLS Growth (stats already included), Always On(-1/2),0 END Persistent(+1)	0
23c)	2D6 HKA,"Horns",vs physical defense, Restrainable(-1/2),0 END(+1/2)	0
38d)	4 1/2D6 RKA, "Missiles",5-6 Charges(-3/4),Only in robot form(-1/4), Restrainable(-1/2), Explosion(+1/2)	0
18e)	16" Running,1/2 END (+1/4)	2
7f)	Shape Shift,"Bison", Incantation(-1/4),IIF (-1/4),0 END Persistent(+1)	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"	
3	+0" Running,x4 Non-Combat,Linked (-1/2),"Shape Shift"	0
11	43 STR,1/2 END(+1/4)	0
	==Skills==	
3	Breakfall 11-	
12	4 Levels: Horns, punch and haymaker,tight group	
3	Survival 11-	

Disadvantages Total :	150
Experience Spent +	15
Total Points =	265

175	**: Powers Total**
90	**+ Characteristic Total**
265	**= 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: 6

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

PD/rPD 17/ 7 ED/rED 15/ 7

END: 38   STUN: 37   BODY: 13

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: Bonecrusher
Species: Cybertronian
Gender: Male
Height: 11 feet 6 inches
Team: Maximals