

NAME: Bigmos
PLAYER:

VALUE	CHAR	COST	BASE	PTS
18/38	Strength	x1	10	8
16	Dexterity	x3	10	18
23	Constitution	x2	10	26
10/12	Body	x2	10	0
18	Intelligence	x1	10	8
18	Ego	x2	10	16
20	Presence	x1	10	10
8	Comeliness	x1/2	10	-1
12/14	Physical Defex	x1	4	8
13/15	Energy Defens	x1	5	8
4	Speed	x10	2.6	14
9	Recovery	x2	9	0
46	Endurance	x1/2	46	0
31/33	Stun	x1	31	0
Characteristics Cost:				115

STR Roll: 17-	Run	17"
DEX Roll: 12-	Swim	2"
INT Roll: 13-	Jump	8"
EGO Roll: 13-	Flight	9"
PER Roll: 13-		

Experience: 33

DISADVANTAGES	BASE:	200+PTS
Accidental Chg,"To beast form if Stunned",very common,occur 11-		20
Distinctive,"Talking bug-bot",easily concealable,minor		5
Hunted,"Anti-Maximal forces",as powerful, harsh,appear 11-		15
Psych Lim,"Protective of troops",common,strong		15
Psych Lim,"Impulsive", common,strong		15
Psych Lim,"Always cheerful",very common, moderate		15
Psych Lim,"Rebelous", common,strong		15
Psych Lim,"Code vs. killing",common,strong		15
Rep,"Cowardly alien robot",occur 8-		5
Rivalry,"Other Maximal warriors",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

Disadvantages Total : 150
Experience Spent + 33
Total Points = 383



HERO 4TH EDITION

PTS	POWERS	END
13	2 LVLS Density Increase (stats already included), Always On(-1/2),0 END Persistent(+1)	0
15	EC (15),"Transformer powers"	0
10a)	10/10 Armor,OIF(-1/2)	
9b)	9" Flight,x4 Non-Combat, Restrainable(-1/2),Not in Antlion mode(-1/4)	2
10c)	2 LVLS Growth (stats already included), Always On(-1/2),0 END Persistent(+1)	0
15d)	17" Running,1/2 END (+1/4)	2
17e)	Shape Shift, "Mosquito/Antlion", limited group of shapes,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	
90	MP (135),"Weapons", Restrainable(-1/2)	
7u	18D6 EB,Incantation (-1/4),33-64 Charges (+1/2)	0
9u	6D6 HKA,"Claws or teeth",vs physical defense,0 END(+1/2)	0
7u	6D6 RKA,"Missile", 13-16 Charges(0), Incantation(-1/4), Explosion(+1/2)	0
3	Radio XMIT/REC,OIF (-1/2)	
4	1BODY Regen,recovery rate: per hour,Linked (-1/2),"to Shape Shift."	
3	+0" Running,x4 Non-Combat,Linked (-1/2),"to Shape Shift."	0
9	38 STR,1/2 END(+1/4) ==Skills==	0
18	6 Levels: Weapons Multipower,tight group	
3	Stealth 12-	
3	Survival 11-	
3	Tactics 13-	

268 : Powers Total
115 + Characteristic Total
383 = 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: 16 SPD: 4 ECV: 6
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 24/ 10 ED/rED 25/ 10
END: 46 STUN: 33 BODY: 12

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: Bigmos
Species: Maximal
Height: 8 feet 11 inches
Weight: 1.1 tons
Team: Insectrons (leader)

