

**NAME:** Bonecrusher (G1)  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
19/39	Strength	x1	10	9
12	Dexterity	x3	10	6
23	Constitution	x2	10	26
10/14	Body	x2	10	0
6	Intelligence	x1	10	-4
16	Ego	x2	10	12
12	Presence	x1	10	2
10	Comeliness	x1/2	10	0
12	Physical Defex	x1	4	8
13	Energy Defens	x1	5	8
4	Speed	x10	2.2	18
9	Recovery	x2	9	0
46	Endurance	x1/2	46	0
32/36	Stun	x1	32	0
<b>Characteristics Cost:</b>				<b>85</b>

<b>STR Roll:</b> 17-	Run	12"
<b>DEX Roll:</b> 11-	Swim	2"
<b>INT Roll:</b> 10-	Jump	8"
<b>EGO Roll:</b> 12-		
<b>PER Roll:</b> 10-		

**Experience:** 55

DISADVANTAGES	BASE:	100+PTS
Accidental Chg, "To robot form if Stunned", very common, occur 11-		20
Distinctive, "Giant robot", easily concealable, major Hunted, "Anti-Decepticon forces", as powerful, harsh, appear 11-	10	15
Physical Lim, "No hands in vehicle mode", infrequently, slightly	5	
Psych Lim, "Likes to blow things up", common, strong	15	
Psych Lim, "Perfectionist", common, strong	15	
Psych Lim, "Violent", common, strong	15	
Rep, "Evil alien robot", occur 8-, extreme reputation	10	
Rivalry, "Other Decepticon combiner teams", professional	5	
Unluck, 5D6	25	
Watched, "Decepticon leaders", more powerful, non-combat influence, harsh, appear 14-	15	

**Disadvantages Total :** 150  
**Experience Spent +** 55  
**Total Points =** 305

# THE TRANSFORMERS

## HERO 4TH EDITION

PTS	POWERS	END
10	EC (10), "Transformer powers"	
17a)	12/12 Armor, OIF(-1/2)	
20b)	4 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	0
10c)	12" Running, 1/2 END (+1/4)	1
6d)	Shape Shift, "Construction Vehicle", Concentrate (-1/4), Cannot change form if he 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	
64	MP (112), "Weapons", Only in appropriate form(-1/4), OIF(-1/2)	
5u	4D6 HKA, "Bulldozer Blade", vs physical defense, 0 END(+1/2)	0
4u	5D6 RKA (Light), "Laser", No Knockback (-1/4), 33-64 Charges (+1/2), OAF(-1/2)	0
5u	5D6 RKA, "Bomb Launcher", OAF(-1/2), 13-16 Charges(0), Explosion(+1/2)	0
3	Radio XMIT/REC, OIF(-1/2)	
2	+0" Running, "Treds", x4 Non-Combat, has turn mode, OIF(-1/2), Linked (-1/2), "Shape Shift"	0
10	39 STR, 1/2 END(+1/4) ==Skills==	0
3	Combat Driving 11-	
3	Demolitions 11-	
12	4 Levels: Laser, bulldozer and move through, tight group	
0	PS: Construction Worker 8-	
2	WF, Small Arms	
	==Talents==	
25	14- Find Weakness, Desc: Bomb Launcher	

**220 : Powers Total**  
**85 + Characteristic Total**  
**305 = 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	

<b>Rang</b>	<4	<8	<16	<32	<64	<128
<b>RMod</b>	-0	-2	-4	-6	-8	-10

DEX: 12      SPD: 4      ECV: 5  
 Phases - - 3 - - 6 - - 9 - - 12  
 PD/rPD 24/ 12      ED/rED 25/ 12  
 END: 46      STUN: 36      BODY: 14

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: 16 feet  
 Team: Decepticons

