NAME: Brawl (G1) PLAYER: VALUE CHAR COST BASE PTS 24/44 Strength 10 14 x114 Dexterity x310 12 24 Constitution x2 10 10/14 Body 0 x210 4 Intelligence x1 10 -6 18 Ego x210 16 14 Presence x110 10 Comeliness x1/210 14 Physical Defex1 5 9 14 Energy Defensx1 9 5 x102.4 16 4 Speed 11 Recovery x210 2 50 Endurance x1/248 35/39 Stun x134 1 Characteristics Cost: 106

STR Roll: 18-DEX Roll: 12-INT Roll: 10-EGO Roll: 13-PER Roll: 10-

## Experience: 0

DISADVANTAGES BASE: 200+PTS Accidental Chg, "To robot 20 form if Stunned", very common, occur 11-Distinctive, "Always loud", 15 not concealable, minor Distinctive, "Giant robot", 10 easily concealable, major Hunted, "Anti-Decepticon 15 forces", as powerful, harsh,appear 11-Physical Lim, "No hands in 5 vehicle mode", infrequently, slightly Psych Lim, "Always angry", 15 common, strong Psych Lim, "Trigger happy", 15 common, strong Psych Lim, "Blustery", 15 common, strong Rep, "Evil alien robot", 10 occur 8-,extreme reputation Rivalry, "Other ground assault", professional 5 Unluck, 1D6 15 Watched, "Decepticon leaders", more powerful, non-combat influence, harsh, appear 14-

Disadvantages Total: 145
Experience Spent + 0
Total Points = 345



## **HERO 4TH EDITION**

PTS POWERS END

10 EC (10), "Transformer
Powers"

19a) 13/13 Armor, OIF(-1/2)

20b) 4 LVLS Growth (stats
already included),
Always On(-1/2), 0 END
Persistent(+1) 0

13c) 14" Running, 1/2 END
(+1/4) 1

6d) Shape Shift, "Tank",
Concentrate(-1/4),
Cannot change if takes
more than half Body
(-1/4), IIF(-1/4), 0 END
Persistent(+1)
4 5 Flash Defense,
Hearing Group, IIF

(-1/4)
22 Life Support,doesn't
breathe,safe in
vacuum/pressure,safe
in radiation,safe in
heat/cold,immune to
aging

67 MP (135), "Weapons", OAF(-1)

6u 6 1/2D6 Flash, "Sonic Cannons", Hearing Group, Area Effect (+1/2),17-32 Charges (+1/4)

6u 4D6+1 RKA, "Explosive Shells", Explosion (+1/2),17-32 Charges (+1/4),x5 Increased Max Range(+1/4)

6u 6D6 RKA (Electricity),
 "Electron Gun",33-64
 Charges(+1/2)

6u 6D6 RKA, "Sonic Cannons", Area Effect (+1/2),13-16 Charges (0)

3 Radio XMIT/REC,OIF
 (-1/2)

11 44 STR,1/2 END(+1/4)
6 +6 Telescopic Sense,
 Sight Group,OIF(-1/2)
 ==Skills==

3 Combat Driving 12-

18 6 Levels: Multipower, tight group

3 Navigation 11-

0 PS: Ground Assault 8-

6 6 Rng Levels: Shells, OIF(-1/2)

4 WF, Small Arms, Heavy Weapons

Base OCV: 5 Base DCV: 5
Adjustment + Adjustment +
Final OCV = Final DCV =

Phase OCV DCV Effect Maneuver Block 1/2 +0+0 stops attack 0 1/2 +2 vs RMod Brace +2 Disarm +0 STR vs STR 1/2 -2 Dodge 1/2 all attacks +0+3 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/3Set 1 +1+0

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

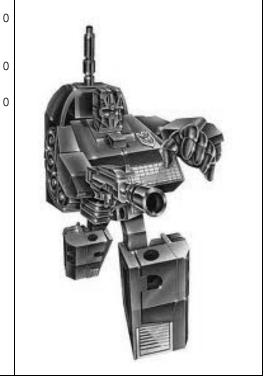
DEX: 14 SPD: 4 ECV: 6
Phases - 3 - 6 - 9 - 12
PD/rPD 27/ 13 ED/rED 27/ 13
END: 50 STUN: 39 BODY: 14

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	Shoulder	s 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: Brawl Species: Cybertronian

Gender: Male
Height: 16 feet
Team: Combaticons



239 : Powers Total

106 + Characteristic Total

345 = Total Cost