

**NAME:** Bruticus  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
30/75	Strength	x1	10	20
16	Dexterity	x3	10	18
24	Constitution	x2	10	28
10/19	Body	x2	10	0
6	Intelligence	x1	10	-4
20	Ego	x2	10	20
23	Presence	x1	10	13
10	Comeliness	x1/2	10	0
15	Physical Defex	x1	6	9
14	Energy Defens	x1	5	9
4	Speed	x10	2.6	14
12	Recovery	x2	11	2
50	Endurance	x1/2	48	1
38/47	Stun	x1	37	1
<b>Characteristics Cost:</b>				<b>131</b>

<b>STR Roll:</b> 24-	Run	6"
<b>DEX Roll:</b> 12-	Swim	2"
<b>INT Roll:</b> 10-	Jump	15"
<b>EGO Roll:</b> 13-		
<b>PER Roll:</b> 10-		

**Experience:** 0

DISADVANTAGES	BASE:	600+PTS
Accidental Chg, "being stunned activates Multiform", common, occur 11-		15
Distinctive, "loud", easily concealable, minor		5
Distinctive, "colossal robot", easily concealable, major		10
Hunted, "by anti-Decepticon forces", as powerful, harsh, appear 11-		15
Physical Lim, "lack of fine manipulation", infrequently, greatly		10
Psych Lim, "violent", common, strong		15
Psych Lim, "follows orders", common, strong		15
Psych Lim, "slow to come to a decision", common, strong		15
Rep, "evil alien robot", occur 11-, extreme reputation		15
Rivalry, "with other Decepticon gestalts", professional		5
Watched, "by Decepticon leaders", more powerful, non-combat influence, mild, appear 11-		10
<b>Disadvantages Total :</b>		<b>130</b>
<b>Experience Spent +</b>		<b>0</b>
<b>Total Points =</b>		<b>730</b>

# THE TRANSFORMERS

## HERO 4TH EDITION

PTS	POWERS	END
3	1" Change Environment, Desc: Headlights, OIF (-1/2)	0
15	EC (15), "Transformer powers"	
39a)	18/18 Armor	
50b)	9 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	0
5	5 Flash Defense, Hearing Group	
7	HR Radio, OIF(-1/2)	
22	Life Support, doesn't breathe, safe in vacuum/pressure, safe in radiation, safe in heat/cold, immune to aging	
70	350 Multiform, "Onslaught", second form	
17	250 Multiform, "Blast Off", Linked(-1/2), "to Onslaught Multiform"	
17	250 Multiform, "Brawl", Linked(-1/2), "to Onslaught Multiform"	
17	250 Multiform, "Swindle", Linked(-1/2), "to Onslaught Multiform"	
17	250 Multiform, "Vortex", Linked(-1/2), "to Onslaught Multiform"	
28	MP (28), "Movement"	
3u	8" Flight, x8 Non-Combat	2
3u	16" Running, 1/2 END (+1/4)	2
90	MP (180), "Weapons", OAF(-1)	
8u	6D6 RKA (Sonics), "Blast Off - Duel Sonic Cannons", use D6-1, 17-32 Charges (+1/4), Area Effect (+1/2)	0
8u	6D6 RKA, "Blast Off - Ionic Blaster", 17-32 Charges(+1/4), +1 Increased Stun Mult (+1/2)	0
6u	6D6 RKA, "Blast Off - X-Ray Laser", No Knockback(-1/4), x5 Increased Max Range (+1/4), 17-32 Charges (+1/4)	0
6u	6D6 RKA (Electricity), "Brawl - Electron Gun", 33-64 Charges (+1/2)	0
6u	4D6+1 RKA, "Brawl -	
<b>584 : Powers Total</b>		
<b>131 + Characteristic Total</b>		
<b>715 = Total Cost</b>		

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	

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

DEX: 16      SPD: 4      ECV: 7  
Phases - - 3 - - 6 - - 9 - - 12  
PD/rPD 33/ 18      ED/rED 32/ 18  
END: 50      STUN: 47      BODY: 19

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**

DISADVANTAGES	PTS	PTS	POWERS	END	PTS	POWERS	END
			Explosive Shells",vs physical defense, Explosion(+1/2),x5 Increased Max Range (+1/4),17-32 Charges (+1/4)	0			
		6u	6 1/2D6 Flash,"Brawl - Sonic Cannons",Hearing Group,Area Effect (+1/2),17-32 Charges (+1/4)	0			
		8u	6D6 RKA (Sonics), "Brawl - Sonic Cannons",Area Effect (+1/2),17-32 Charges (+1/4)	0			
		9u	6D6 RKA,"Onslaught - Photon Missile Launcher",13-16 Charges(0),x25 Increased Max Range (+1/2),Explosion(+1/2)	0			
		9u	6D6 RKA (Sonics), "Onslaught - Sonic Stun Rifle",+1 Increased Stun Mult (+1/2),17-32 Charges (+1/4),x5 Increased Max Range(+1/4)	0			
		7u	5 1/2D6 RKA,"Swindle - Scatter Blaster",17-32 Charges(+1/4),Area Effect(+1/2)	0			
		7u	10D6 Drain,"Swindle - gyro-gun - drains Dex",fade rate: per minute,17-32 Charges (+1/4)	0			
		2u	2D6 HKA,"Vortex - Blades",vs physical defense,0 END(+1/2)	0			
		19	75 STR,1/2 END(+1/4)	1			
		15	+10 Telescopic Sense, Sight Group				
		48	6 Levels,all combat				
		3	Navigation 11-				
		10	10 Rng Levels: with X-Ray laser,OIF(-1/2)				
		4	WF,Small Arms,Heavy Weapons				