PLAYER: COST BASE PTS VALUE CHAR 24/44 Strength x110 14 18 Dexterity 24 x310 22 Constitution x2 10 10/14 Body 10 x20 15 Intelligence x1 10 5 15 Ego x210 10 16 Presence x110 6 10 Comeliness x1/210 12 Physical Defex1 7 7 11 Energy Defensx1 x10 4 Speed 2.8 12 9 9 Recovery x20 x1/20 44 Endurance 33 33/37 Stun x1Λ Characteristics Cost: 109 17" STR Roll: 18-DEX Roll: 13-INT Roll: 12-2 " Swim 9"

Jump

PER Roll: 12-Experience: 0

EGO Roll: 12-

NAME: Huffer (G1)

· L	
DISADVANTAGES BASE: Accidental Chg, "To robot form if Stunned", very	
common,occur 11- DNPC, "Innocents in need saving",incompetent, appear 11-	of 20
Distinctive, "Giant robo	
easily concealable, major Hunted, "Anti-Autobot forces", as powerful,	or 15
harsh,appear 11- Physical Lim, "No hands : vehicle mode",	in 5
infrequently, slightly Psych Lim, "Constantly depressed", very common moderate	15 ,
Psych Lim, "Dislikes	10
combat",common,moderate Psych Lim, "Constaltly complains",very common moderate	15
Psych Lim, "Code vs.	15
killing",common,strong Rep,"Heroic alien robot	
occur 8- Rivalry, "Other Autobot	5
engineers",professional Watched,"Autobot leaders more powerful,non-combon influence,harsh,appear 14-	s", 15



	HERO 4TH EDITION	
PTS		END
	1" Change Environment, Desc: Headlights,OIF (-1/2)	0
3	Detect material properties, descriminatory,OIF (-1/2),Extra Time	
10	(-1/2),Costs END(-1/2) EC (10), "Transformer powers"	1
	11/11 Armor,OIF(-1/2) 4 LVLS Growth (stats already included),	
13c)	Always On(-1/2),0 END Persistent(+1) 2 1/2D6 RKA,"Laser Pistol",OAF(-1),13-16 Charges(0),No	0
15d)	Knockback(-1/4) 15" Running,1/2 END	0
6e)	<pre>(+1/4) Shape Shift, "Truck", Concentrate(-1/4),</pre>	2
19	Cannot change form if takes over half Body (-1/4), IIF(-1/4), 0 END Persistent(+1) Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to	0

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

6 +2" Running, "Wheels", x8 Non-Combat, has turn mode, OIF(-1/2), Linked

(-1/2), "Shape Shift" 11 44 STR, 1/2 END(+1/4) ==Skills==

3 Combat Driving 13-4 2 Levels: Pistol

3 Mechanics 11-

3 Navigation 11-

1 PS: Construction

Engineer 8-,(INT based)

2 SC: Geometry 11-

1 WF, Pistols

Base OCV: 6 Base DCV: 6 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
ID	Disarm	1/2	-2	+0	STR vs STR
	Dodge	1/2	+0	+3	all attacks
	Grab	1/2	-1	-2	grab, do STR
0	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	
1	Rang <4	<8	<16	<32	<64 <128

RMod	-0	-2	-4	-6	-8	-10
DEX:	18	SP	D:	4	ECV	: 5
Phase						
PD/rP	D 2	3/ 1	1 ED	/rEI	22	/ 11
END:						

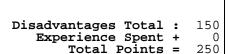
J							
	3D6	Loc	StunX	NStun	BodyX	CV	Armor
2	3-5	Head	x5	x2	x2	-8	
	6	Hands	x1	x1/2	x1/2	-6	
	7-8	Arms	x2	x1/2	x1/2	-5	
	9	Shoulder	s x3	x1	x1	-5	
	10-11	Chest	x3	x1	x1	-3	
	12	Stomach	x4	x1 1/2	x1	-7	
С	13	Vitals	x4	x1 1/2	x2	-8	
	14	Thighs	x2	x1	x1	-4	
	15-16	Legs	x2	x1/2	x1/2	-6	
	17-18	Feet	x1	x1/2	x1/2	-8	

NOTES

Name: Huffer

Species: Cybertronian

Gender: Male Height: 16 feet Team: Autobots



141 : Powers Total 109 + Characteristic Total

250 = Total Cost

