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|--|----------------|-------------|-------------|------------|
| NAME: Huffer (G1) | | | | |
| PLAYER: | | | | |
| VALUE | CHAR | COST | BASE | PTS |
| 24/44 | Strength | x1 | 10 | 14 |
| 18 | Dexterity | x3 | 10 | 24 |
| 22 | Constitution | x2 | 10 | 24 |
| 10/14 | Body | x2 | 10 | 0 |
| 15 | Intelligence | x1 | 10 | 5 |
| 15 | Ego | x2 | 10 | 10 |
| 16 | Presence | x1 | 10 | 6 |
| 10 | Comeliness | x1/2 | 10 | 0 |
| 12 | Physical Defex | x1 | 5 | 7 |
| 11 | Energy Defens | x1 | 4 | 7 |
| 4 | Speed | x10 | 2.8 | 12 |
| 9 | Recovery | x2 | 9 | 0 |
| 44 | Endurance | x1/2 | 44 | 0 |
| 33/37 | Stun | x1 | 33 | 0 |
| Characteristics Cost: | | | | 109 |
| STR Roll: 18- | Run | | 17" | |
| DEX Roll: 13- | Swim | | 2" | |
| INT Roll: 12- | Jump | | 9" | |
| EGO Roll: 12- | | | | |
| PER Roll: 12- | | | | |
| Experience: 0 | | | | |
| DISADVANTAGES BASE: 100+PTS | | | | |
| Accidental Chg, "To robot form if Stunned", very common, occur 11- | | | 20 | |
| DNPC, "Innocents in need of saving", incompetent, appear 11- | | | 20 | |
| Distinctive, "Giant robot", easily concealable, major | | | 10 | |
| Hunted, "Anti-Autobot forces", as powerful, harsh, appear 11- | | | 15 | |
| Physical Lim, "No hands in vehicle mode", infrequently, slightly | | | 5 | |
| Psych Lim, "Constantly depressed", very common, moderate | | | 15 | |
| Psych Lim, "Dislikes combat", common, moderate | | | 10 | |
| Psych Lim, "Constaltly complains", very common, moderate | | | 15 | |
| Psych Lim, "Code vs. killing", common, strong | | | 15 | |
| Rep, "Heroic alien robot", occur 8- | | | 5 | |
| Rivalry, "Other Autobot engineers", professional | | | 5 | |
| Watched, "Autobot leaders", more powerful, non-combat influence, harsh, appear 14- | | | 15 | |
| Disadvantages Total : | | | | 150 |
| Experience Spent + | | | | 0 |
| Total Points = | | | | 250 |

TRANSFORMERS

HERO 4TH EDITION

| PTS | POWERS | END |
|------|---|-----|
| 3 | 1" Change Environment, Desc: Headlights, OIF (-1/2) | 0 |
| 3 | Detect material properties, descrimatory, OIF (-1/2), Extra Time (-1/2), Costs END(-1/2) | 1 |
| 10 | EC (10), "Transformer powers" | |
| 15a) | 11/11 Armor, OIF(-1/2) | |
| 20b) | 4 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1) | 0 |
| 13c) | 2 1/2D6 RKA, "Laser Pistol", OAF(-1), 13-16 Charges(0), No Knockback(-1/4) | 0 |
| 15d) | 15" Running, 1/2 END (+1/4) | 2 |
| 6e) | Shape Shift, "Truck", Concentrate(-1/4), Cannot change form if 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 | |
| 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" | 0 |
| 11 | 44 STR, 1/2 END(+1/4) ==Skills== | 0 |
| 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 + | Final OCV = | Adjustment + | 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: 18 | SPD: 4 | ECV: 5 |
| Phases - - 3 - - 6 - - 9 - - 12 | | |
| PD/rPD 23/ 11 | ED/rED 22/ 11 | |
| END: 44 | STUN: 37 | 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: Huffer
Species: Cybertronian
Gender: Male
Height: 16 feet
Team: Autobots



141 : Powers Total
109 + Characteristic Total
250 = Total Cost