**NAME:** Thunderblast (Mini-Con) PLAYER:

9/10 Recovery 46 Endurance 33/36 Stun	x1 y x3 zion x2 x2 ence x1 x2 x1 ss x1/2 Defex1 efensx1 x10 x2 ex1/2	10 10 10 10 10 10 10 10 10 2 10 5 5 2.6 10 2 46 35	11 18 26 0 10 12 5 0 8 8 4 0 0			
Characteristics Cost: 102						
STR Roll: 15- DEX Roll: 12- INT Roll: 13- EGO Roll: 12-	Run Swim Jump		16" 2" 6"			

## Experience: 61

PER Roll: 13-

DISADVANTAGES BASE: 100 Accidental Chg, "To robot form if Stunned", very	<b>+PTS</b> 20
common,occur 11- Distinctive, "Mini-Con",	5
easily concealable, minor DNPC, "Innocents in need of saving", incompetent, appear 11-	20
Hunted, "Anti-Mini-Con forces", as powerful,	15
harsh,appear 11- Physical Lim, "No hands in vehicle mode",	5
<pre>infrequently,slightly Psych Lim,"Never quits", common,strong</pre>	15
Psych Lim, "Protective of others", common, strong	15
Psych Lim, "Code vs.	15
killing",common,strong Psych Lim, "Aggressive", common,strong	15
Rep, "Heroic alien robot", occur 8-	5
Rivalry, "Other Mini-Con	5
teams",professional Watched,"Mini-Con leaders",more powerful, non-combat influence, harsh,appear 14-	15

Disadvantages Total : Experience Spent + 150 61 Total Points = 311



HE	RO 4TH EDITION	N
<b>PT</b> :		END
J	Desc: Headlights, OIF (-1/2)	0
10	EC (10), "Transformer powers"	Ü
1a) 3b)	9/9 Armor, OIF( $-1/2$ )	
, 5.0 ,	4D6 RKA, "Missiles", OIF(-1/2),17-32 Charges(+1/4),	
	Gestures(-1/4), Explosion(+1/2),x5	
	Increased Max Range (+1/4)	0
.3c)	14" Running,1/2 END (+1/4)	1
6d)	Shape Shift, "Truck", Concentrate(-1/4),	
	Cannot change form if takes over half Body.	
	(-1/4), IIF(-1/4), 0 END Persistent(+1)	0
7	already included),	
	Always $On(-1/2), 0$ END Persistent(+1)	0
19	breathe, safe in	
	<pre>vacuum/pressure,safe in heat/cold,immune to</pre>	
3		•
6	<pre>(-1/2) +2" Running,"Wheels", x8 Non-Combat,has turn</pre>	
	mode,OIF(-1/2),Linked (-1/2),"Shape Shift"	0
12	+1.0 SPD, Usable By Others(+1/4)	U
6	+5 STR, Usable By Others(+1/4)	1
8 5	31 STR,1/2 END(+1/4) +4 Telescopic Sense,	Ō
	Sight Group, OIF(-1/2), Usable By Others(+1/4)	
3	==Skills== Combat Driving 12- 4 Levels: Missiles,	
15	4 Levels: Missiles, move through and	
	<pre>punch,tight group, Usable By Others(+1/4) Navigation 11-</pre>	
3 2 7	PS: Soldier 11-	
7	6 Rng Levels: Missiles,OIF(-1/2),	
3	Usable By Others(+1/4) Tactics 13-	
4	WF,Small Arms,Heavy	

209 : Powers Total 102 + Characteristic Total 311 = Total Cost

Weapons

Base OCV: 5 Base DCV: 5 Adjustment + Adjustment + Final OCV = Final DCV = 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: 16 SPD: 3/4 ECV: 5 Phases - - 3 - - 6 - - 9 - - 12 PD/rPD 22/ 9 ED/rED 22/ 9 END: 46 STUN: 36 BODY: 11

	3D6	Loc	StunX	NStun	BodyX	cv	Armor
0	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	
0	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: Thunderblast Species: Cybertronian/Mini-Con

Gender: Male 0 Height: 8 feet Team: Autobots

