

NAME: Veritech - Alpha (Blue)
PLAYER: (ShCr p105)

VALUE	CHAR	COST	BASE	PTS
45	Strength	x1	45	0
21	Body	x1	17	4
7	Size	x5	0	35
11	Defense	x3	2	27
24	Dexterity	x3	10	42
5	Speed	x10	3.4	16
Characteristics Cost:				124

STR Roll: 18-	Run	6"
DEX Roll: 14-	Swim	2"
INT Roll: 11-	Jump	9"
EGO Roll: 11-		
PER Roll: 15-		

Experience: 0

DISADVANTAGES BASE: 426+**PTS**
 Distinctive, "Military mecha", not concealable, major
 Rep, "Heroic Robotech Expeditionary Force vehicle", occur 11-

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Disadvantages Total : 30
Experience Spent + 0
Total Points = 456

ROBOTECH

HERO 4TH EDITION

PTS	POWERS	END
4	0 Extra Limbs, Not in jet mode(-1/4)	
19	Life Support, doesn't breathe, safe in vacuum/pressure, safe in radiation, safe in heat/cold	
48	MP (72), "Propulsion Systems", Only in a specific form(-1/2)	
3u	20" Flight, "Battloid", x8 Non-Combat	
4u	22" Flight, "Guardian", x16 Non-Combat	
5u	26" Flight, "Jet", x32 Non-Combat	
3u	27" Running, "Battloid", No Turn Mode(+1/4)	
127	MP (255), "Weapons", OIF(-1), bulky	
4u	10" Darkness, Sight Group, 4 Charges(-1/4), continuing, duration: 1 minute, No Range(-1/2)	0
1u	6D6 Drain, "Self Destruct", Only on self(-1), 1 Charges(-1/4), continuing, duration: 1 turn	0
4u	3D6+1 RKA, "EU-13 Gun Pod", OAF(-1/2), 65-125 Charges(+1), 4 Clips	0
3u	3D6 RKA, "Nose Lasers", No Knockback(-1/4), 0 END(+1/2)	0
6u	3 1/2D6 RKA, "MMDS-8 Missile Delivery System", Area Effect (+1), radius, 7-8 Charges(-1/2), x5 Autofire(+1/2)	0
12u	4D6 RKA, "MM-60 Missile Delivery System", 33-64 Charges(+1/2), x80 Autofire(+1 1/2), Area Effect(+1), radius, x5 Increased Max Range (+1/4)	0
49	PKG, "Sensors and Special Equipment", OIF(-1), bulky	
(12)	360 Degree Sensing, with all senses	
(2)	Discriminatory, Radar	
(6)	+4 Enhanced PER, "Sound amplification and telescopic vision", with all senses	
(5)	-0 Images, "Loudspeaker", Hearing, Only to amplify sounds(-1), 0 END(+1/2)	0
(2)	Radio XMIT/REC	
(7)	Radar Sense	
332	: Powers Total	
124	+ Characteristic Total	
456	= Total Cost	

Base OCV: 8 Base DCV: 8
 Adjustment + Adjustment +
 Final OCV = Final DCV =

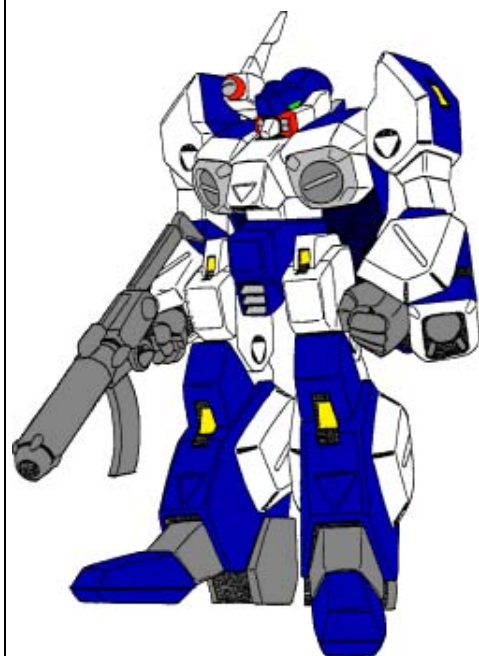
Maneuver	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	stops attack
Brace	0	+2	1/2	+2 vs RMod
Disarm	1/2	-2	+0	STR vs STR
Dodge	1/2	+0	+3	all attacks
Grab	1/2	-1	-2	grab, do STR
Haymaker	1/2	+0	-5	x1 1/2 STR
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	

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

DEX: 24 SPD: 5 ECV: 3
 Phases - - 3 - 5 - - 8 - 10 - 12
 PD/rPD 2/ 0 ED/rED 2/ 0
 END: 20 STUN: 20 BODY: 21

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
		(6)	23 STR TK,"Ejection Seat",affects all parts,1 Charges(-1 1/4),recoverable,Only to throw target straight up(-2),No Range(-1/2)	0			
		(9)	+12 Telescopic Sense, Radio Group				
		40	Shape Shift, "Jet/Guardian/Battloid",limited group of shapes,0 END Persistent(+1)	0			