

**NAME:** Khyron  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
20/55	Strength	x1	10	10
18	Dexterity	x3	10	24
13/20	Constitution	x2	10	6
10/17	Body	x2	10	0
13	Intelligence	x1	10	3
8	Ego	x2	10	-4
7/14	Presence	x1	10	-3
12	Comeliness	x1/2	10	1
5/12	Physical Defex	x1	4	1
4/12	Energy Defens	x1	4	1
3	Speed	x10	2.8	2
8/9	Recovery	x2	8	2
26/40	Endurance	x1/2	40	0
28/38	Stun	x1	30	1
<b>Characteristics Cost:</b>				<b>44</b>

<b>STR Roll:</b> 20-	Run	28"
<b>DEX Roll:</b> 13-	Swim	2"
<b>INT Roll:</b> 12-	Jump	11"
<b>EGO Roll:</b> 11-		
<b>PER Roll:</b> 12-		

**Experience:** 0

DISADVANTAGES	BASE:	100+PTS
Distinctive, "Giant alien soldier", not concealable, major		20
Hunted, "Enemies of the Robotech Masters", as powerful, harsh, appear 14-		20
Normal Stats		20
Psych Lim, "Dedicated to war", very common, moderate		15
Psych Lim, "Cocky", common, strong		15
Psych Lim, "Violent", common, strong		15
Rep, "Powerful alien warrior", occur 11-, extreme reputation		15
Rivalry, "Other Zentraedi officers", professional		5
Unluck, 2D6		10
Watched, "Zentraedi leaders", more powerful, non-combat influence, harsh, appear 14-		15

**Disadvantages Total :** 150  
**Experience Spent +** 0  
**Total Points =** 250

# ROBOTECH

## HERO 4TH EDITION

**PTS**      **POWERS**      **END**

23 7 LVLS Growth (stats already included), Can only be turned on or off in the lab(-1/4), Extra Time(-1 3/4), time: 1 day, only to start power, 0 END Persistent(+1) 0

3 3 Lack Of Weakness

1 Life Support, immune to aging, Double normal lifespan(-1)

101 PKG, "Giant Powers", Linked(-1/2), "Growth" (14) 7/7 Armor

(9) +7 CON

(5) +7 ED

(5) +7 PD

(5) +7 PRE

(48) +24" Running, 0 END (+1/2) 0

(15) 0 END on Growth STR -4 4" Running 1

7 +1.0 SPD, Only when piloting his mecha (-1/2)

==Skills==

3 Computer Programming 12-

2 KS: Zentraedi military codes and tactics 11-

0 Lang: Zentraedi, native

10 2 Levels: OCV, related group

4 Martial Block

4 Martial Dodge

3 PS: Radio Operator 12-

5 Systems Operation 13-

1 TF, Small Spaceships

4 WF, Small Arms, Heavy Weapons

==Equipment==

10 5/5 Armor, "Armored suit", OIF(-1/2)

3 5 Flash Defense, "Tinted Visor", Sight Group, OIF(-1/2)

13 Life Support, doesn't breathe, safe in vacuum/pressure, safe in radiation, safe in heat/cold, OIF(-1/2)

13 2D6 RKA, "Laser Pistol", OAF(-1), No Knockback(-1/4), 13-16 Charges(0) 0

206 : **Powers Total**  
44 + **Characteristic Total**  
250 = **Total Cost**

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
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	
Martial Block	1/2	+2	+2	
Martial Dodge	1/2	+0	+5	

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

DEX: 18      SPD: 3      ECV: 3  
Phases - - - 4 - - - 8 - - - 12  
PD/rPD 24/ 12      ED/rED 24/ 12  
END: 40      STUN: 38      BODY: 17

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

Last updated October 8th, 2016 by Mathew R. Ignash.

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Zentraedi (552) p46  
Species: Zentraedi  
Gender: Male  
Height: 37 feet  
Weight: 10 tons

