NAME: Veritech - VAF-6C Alpha
PLAYER: (II p46)

VALUE	CHAR	COST	BASE	PTS
45	Strength	x1	45	0
20	Body	x1	17	3
7	Size	x5	0	35
10	Defense	x3	2	24
24	Dexterity	x3	10	42
5	Speed	x10	3.4	16
	Characteristics Cost:			120

STR Roll: 18-
DEX Roll: 14-
INT Roll: 11-
EGO Roll: 11-
PER Roll: 15-

Run	6"
Swim	2"
Jump	9"

Experience: 0

DISADVANTAGES **BASE:** 446**+PTS**

Distinctive,"Military mecha",not concealable, major	20
Rep,"Heroic Robotech Expeditionary Force vehicle",occur 11-	10

Disadvantages Total :	30
Experience Spent +	0
Total Points =	476

STAR HERO™

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)	
157	MP (315),"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 1/4),continuing, duration: 1 turn	0
15u	4 1/2D6 RKA,"Short Range Missiles",33-64 Charges(+1/2),x80 Autofire(+1 1/2),x25 Increased Max Range (+1/2),Area Effect (+1),radius	0
4u	4D6+1 RKA,"GU-XX Gun Pod",OAF(-1/2),33-64 Charges(+3/4),4 Clips	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	
(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	
356	**: Powers Total**	
120	**+ Characteristic Total**	
476	**= 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: 20

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
		40	Shape Shift, "Jet/Guardian/Battloid", limited group of shapes,0 END Persistent(+1)	0			