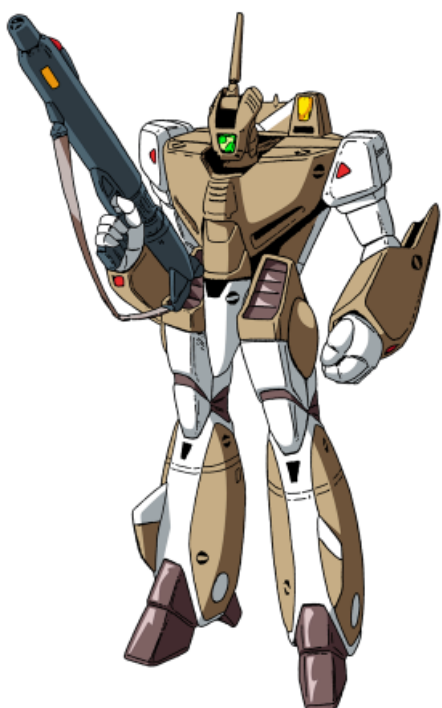


NAME: Veritech - VF-1A				
PLAYER: (RO p47)				
VALUE	CHAR	COST	BASE	PTS
50	Strength	x1	50	0
21	Body	x1	18	3
8	Size	x5	0	40
11	Defense	x3	2	27
24	Dexterity	x3	10	42
5	Speed	x10	3.4	16
Characteristics Cost:				128
STR Roll: 19-	Run			6"
DEX Roll: 14-	Swim			2"
INT Roll: 11-	Jump			10"
EGO Roll: 11-				
PER Roll: 15-				
Experience: 0				
DISADVANTAGES BASE: 502+PTS				
Distinctive, "Military mecha", not concealable, major				20
Rep, "Heroic Robotech Defense Force vehicle", occur 11-				10
Disadvantages Total : 30				
Experience Spent + 0				
Total Points = 532				

<h1>ROBOTECH</h1>		
<h2>HERO 4TH EDITION</h2>		
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	
46	MP (69), "Propulsion Systems", Only in a specific form(-1/2)	
3u	16" Flight, "Battloid", x4 Non-Combat	
4u	22" Flight, "Guardian", x16 Non-Combat	
5u	22" Flight, "Jet", x64 Non-Combat	
2u	16" Running, "Battloid", No Turn Mode(+1/4)	
160	MP (320), "Weapons", OIF(-1), bulky	
1u	6D6 Drain, "Self Destruct", Only on self(-1), 1 Charges(-1/4), continuing, duration: 1 turn	
4u	3 1/2D6 RKA, "Head Laser", No Knockback (-1/4), 0 END(+1/2)	0
4u	4D6 RKA, "GU-11 Gun Pod", vs physical defense, OAF(-1/2), 17-32 Charges(+1/2), 4 Clips, x5 Increased Max Range(+1/4)	0
4u	4D6+1 RKA, "High Powered Lasers", No Knockback(-1/4), Not in Battloid mode(-1/4), 0 END(+1/2), x5 Increased Max Range(+1/4)	0
12u	5D6+1 RKA, "Long Range Missiles", 5-6 Charges (-3/4), x10 Autofire (+3/4), x5^5 Increased Max Range(+1 1/4), Area Effect(+1), radius	0
96	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	
(32)	32 Rng Levels: Weapons Multipower, tight group	
404 : Powers Total		
128 + Characteristic Total		
532 = 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			
		(24)	+32 Telescopic Sense, Radio Group				
		40	Shape Shift, "Jet/Guardian/Battloid",limited group of shapes,0 END Persistent(+1)	0			