NAME: Battle Pod - Tactical PLAYER:

VALUE	CHAR	COST	BASE	PTS		
55	Strength	x1	55	0		
	Body	x1	19	0		
9	Size	x5	0	45		
7	Defense	x3	2	15		
21	Dexterity	x3	10	33		
	Speed	x10	3.1	39		
Characteristics Cost: 132						

STR Roll: 20- DEX Roll: 13- INT Roll: 11-	Swim 2"
EGO Roll: 11- PER Roll: 11-	o amp

Experience:

DISADVANTAGES **BASE:** 323+**PTS** Distinctive, "Alien mecha", 20 not concealable, major Rep, "Evil Zentraedi war machine", occur 11-

HERO 4TH EDITION

PTS POWERS

- 3 2 Extra Limbs, "Legs", Limited Manipulation (-1/2)
- 19 Life Support, doesn't breathe, safe in vacuum/pressure,safe in radiation, safe in heat/cold
- 71 MP (71), "Propulsion systems"
- 5u 28" Flight, "Jets", x16 Non-Combat, Only in space(-1/2)
- 7u 30" Running, "Legs", x4 Non-Combat, No turn mode(+1/4)
- 3u 14" Swimming, "Jets", x16 Non-Combat
- 48 MP (96), "Weapons Systems", OIF(-1), bulky
- 3u 2 1/2D6 RKA, "Auto Cannons", vs physical defense, 0 END(+1/2)
- 3u 3D6 RKA, "Top Mountd Laser Guns", No Knockback(-1/4), 0 END (+1/2), [x5] Increased Max Range(+1/4), Not Underwater (-1/4)
- 5u 3 1/2D6 RKA, "Partical Beam Cannons", 0 END (+1/2),[x5 Increased Max Range(+1/4), NotUnderwater (-1/4)
- 54 PKG, "Sensors", OIF(-1), bulky
- (5) 360 Degree Sensing, Radio Group
- (2) Discriminatory, Radar
- (5) 0 Images, "Loudspeaker", Hearing, Only to amplify sounds(-1), 0 END(+1/2)(7) Radar Sense
- (2) Radio XMIT/REC
- (18) 18 Rng Levels: Weapons Multipower, tight group
- (13) +18 Telescopic Sense, Radio Group
- (2) UV Vision

Base OCV: 7 Adjustment + Final OCV =

END

0

Base DCV: 7 Adjustment + 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 -0 -2 -6 -8 -10 -4 RMod

DEX: 21 SPD: 7 ECV: 3 Phases - 2 - 4 - 6 7 - 9 - 11 12 PD/rPD 2/ 0 ED/rED 2./ END: 20 STUN: 20 BODY: 19

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	Shoulder	s 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	
	3-5 6 7-8 9 10-11 12 13 14 15-16	3-5 Head 6 Hands 7-8 Arms 9 Shoulder 10-11 Chest 12 Stomach 13 Vitals 14 Thighs 15-16 Legs	3-5 Head x5 6 Hands x1 7-8 Arms x2 9 Shoulders x3 10-11 Chest x3 12 Stomach x4 13 Vitals x4 14 Thighs x2 15-16 Legs x2	3-5 Head x5 x2 6 Hands x1 x1/2 7-8 Arms x2 x1/2 9 Shoulders x3 x1 10-11 Chest x3 x1 12 Stomach x4 x1 1/2 13 Vitals x4 x1 1/2 14 Thighs x2 x1 15-16 Legs x2 x1/2	3-5 Head x5 x2 x2 6 Hands x1 x1/2 x1/2 7-8 Arms x2 x1/2 x1/2 9 Shoulders x3 x1 x1 10-11 Chest x3 x1 x1 12 Stomach x4 x1 1/2 x1 13 Vitals x4 x1 1/2 x2 14 Thighs x2 x1 x1 15-16 Legs x2 x1/2 x1/2	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

NOTES

Last updated October 9th, 2016 0 by Mathew R. Ignash.

Robotech (550) p88 Name: Battle Pod Team: Zentraedi Legion

Height: 50 feet Weight: 37 tons



Disadvantages Total: 30 Experience Spent + 0

353 Total Points =

221 : Powers Total

132 + Characteristic Total

353 = Total Cost