**NAME:** Destroid - Gladiator
**PLAYER:**

| VALUE | CHAR | COST | BASE | PTS |
|---|---|---|---|---|
| 50 | Strength | x1 | 50 | 0 |
| 22 | Body | x1 | 18 | 4 |
| 8 | Size | x5 | 0 | 40 |
| 12 | Defense | x3 | 2 | 30 |
| 21 | Dexterity | x3 | 10 | 33 |
| 9 | Speed | x10 | 3.1 | 59 |
| | **Characteristics Cost:** | | | 166 |

| | | |
|---|---|---|
| **STR Roll:** 19- | Run | 17" |
| **DEX Roll:** 13- | Swim | 2" |
| **INT Roll:** 11- | Jump | 10" |
| **EGO Roll:** 11- | | |
| **PER Roll:** 11- | | |

**Experience:** 0

**DISADVANTAGES    BASE: 373+PTS**
Distinctive,"Military               20
 mecha",not concealable,
 major
Rep,"Heroic Robotech            10
 Defense Force vehicle",
 occur 11-

# ROBOTECH
## HERO 4TH EDITION

| PTS | POWERS | END |
|---|---|---|
| 5 | 2 Extra Limbs,"Arms & Legs" | |
| 19 | Life Support,doesn't breathe,safe in vacuum/pressure,safe in radiation,safe in heat/cold | |
| 113 | MP (227),"Weapons", OIF(-1),bulky | |
| 1u | 4 1/2D6 EB,"Flame Thrower",33-64 Charges(+1/2) | 0 |
| 2u | 2D6+1 HKA,"Club",vs physical defense,0 END(+1/2) | 0 |
| 4u | 3D6+1 RKA,"Laser",No Knockback(-1/4),0 END (+1/2),[x5 Increased Max Range(+1/4),Not underwater(-1/4) | 0 |
| 4u | 4D6 RKA,"Twin Barrel Laser Turret",No Knockback(-1/4),0 END (+1/2),[x5 Increased Max Range(+1/4),Not underwater(-1/4) | 0 |
| 3u | 3D6+1 RKA,"Auto Cannon",vs physical defense,17-32 Charges (+1/4),x5 Increased Max Range(+1/4) | 0 |
| 5u | 3D6+1 RKA,"Grenade Launcher",Explosion (+1/2),33-64 Charges (+1/2),x5 Increased Max Range(+1/4) | 0 |
| 11u | 4 1/2D6 RKA,"Short Range Missiles",17-32 Charges(+1/4),x5 Autofire(+1/2),x25 Increased Max Range (+1/2),Area Effect (+1),radius | 0 |
| 40 | PKG,"Sensors",OIF(-1), bulky | |
| (5) | 360 Degree Sensing, Radio Group | |
| (2) | Discriminatory,Radar | |
| (2) | +2 Enhanced PER, "External audio pick-up",Hearing | |
| (5) | -0 Images, "Loudspeaker",Hearing, Only to amplify sounds(-1),0 END(+1/2) | 0 |
| (2) | IR Vision | |
| (7) | Radar Sense | |
| (2) | Radio XMIT/REC | |
| (13) | +18 Telescopic Sense, Radio Group | |
| (2) | UV Vision | |
| 30 | 17" Running,No turn mode(+1/4) | |

| | Base OCV: 7 | Base DCV: 7 |
|---|---|---|
| | 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: 21    SPD: 9    ECV: 3

Phases - 2 3 4 - 6 7 8 - 10 11 12

PD/rPD   2/ 0  ED/rED   2/ 0

END: 20   STUN: 20   BODY: 22

| 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 9th, 2016 by Mathew R. Ignash.
-
Robotech (550) p58
Name: Gladiator
Team: Robotech Defense Force
Height: 37 feet
Weight: 27.4 tons



| | | |
|---|---|---|
| **Disadvantages Total :** | 30 | |
| **Experience Spent +** | 0 | |
| **Total Points =** | 403 | |

| 237 | : Powers Total |
|---|---|
| 166 | + Characteristic Total |
| 403 | = Total Cost |