NAME: Khyron PLAYER:

VALUE	CHAR	COST	BASE	PTS	
20/55	Strength	x1	10	10	
18	Dexterity	x3	10	24	
13/20	Constitutio	n x2	10	6	
10/17	Body	x2	10	0	
13	Intelligenc	e x1	10	3	
8	Ego	x2	10	-4	
7/14	Presence	x1	10	-3	
12	Comeliness	x1/2	2 10	1	
5/12	Physical De		4	1	
4/12	Energy Defe	nsx1	4	1	
3		x10	2.8	2	
	Recovery	x2	8	2	
26/40	Endurance	x1/2	2 40	0	
,	Stun	x1	30	1	
Characteristics Cost:					

Run 28" Swim 2" Jump 11"

Experience:

1		
	DISADVANTAGES BASE: 100+B Distinctive, "Giant alien soldier", not concealable,	20
	major Hunted, "Enemies of the Robotech Masters", as	20
	powerful, harsh, appear 14- Normal Stats Psych Lim, "Dedicated to	20 15
	war", very common, moderate Psych Lim, "Cocky", common,	15
	strong Psych Lim, "Violent", common, strong	15
	Rep, "Powerful alien warrior", occur 11-,	15
	extreme reputation Rivalry, "Other Zentraedi officers", professional	5
	Unluck, 2D6 Watched, "Zentraedi leaders", more powerful,	10 15
	non-combat influence, harsh,appear 14-	

HERO 4TH EDITION

PTS	POWERS	END
	7 LVLS Growth (stats already included),Can	
	only be turned on or	
C	off in the $lab(-1/4)$,	
	Extra Time $(-1 3/4)$,	
	cime: 1 day,only to	
	Persistent(+1)	0
	B Lack Of Weakness	Ü
	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)

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

7 + 1.0 SPD, Only whenpiloting 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), 13-16Charges (0)

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	

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

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

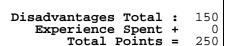
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0							
	3D6	Loc	StunX	NStun	BodyX	CV	Armor
1	3-5	Head	x5	x2	x2	-8	
	6	Hands	x1	x1/2	x1/2	-6	
	7-8	Arms	x2	x1/2	x1/2	-5	
	9	Shoulders	x3	x1	x1	-5	
	10-11	Chest	x3	x1	x1	-3	
	12	Stomach	x4	x1 1/2	x1	-7	
	13	Vitals	x4	x1 1/2	x2	-8	
	14	Thighs	x2	x1	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.

Zentraedi (552) p46 Species: Zentraedi Gender: Male

Height: 37 feet Weight: 10 tons



206 : Powers Total

44 + Characteristic Total

250 = Total Cost

