NAME: Destroid - Raider X PLAYER:

COST BASE PTS VALUE CHAR 50 Strength x150 0 21 Body x118 3 x5 40 8 Size 0 x32 11 Defense 27 20 Dexterity x310 30 x10 3.0 30 6 Speed Characteristics Cost: 130

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

Experience: 0

DISADVANTAGES **BASE:** 299+**PTS** Distinctive, "Military mecha", not concealable, major Rep, "Heroic Robotech Defense Force vehicle", occur 11-

HERO 4TH EDITION

PTS POWERS 11 4" Change Environment, "Searchlight",OIF(-1), bulky,0 END(+1/2) 3 4 Extra Limbs, "Arms &

Legs", Limited Manipulation(-1/2)

19 Life Support, doesn't breathe, safe in vacuum/pressure,safe in radiation, safe in heat/cold

82 PKG, "Sensors and Special Equipment", OIF(-1), bulky

10 (12) 360 Degree Sensing, with all senses

(2) +0 Detect, "Radiation", make into sense

(2) Discriminatory, Detect

(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

(2) 2 Levels: Laser Cannons

(7) Radar Sense

(2) Radio XMIT/REC

(2) Range, Detect

(18) 24 Rng Levels: Laser Cannons

(4) +6 Telescopic Sense, Unusual Sense Group

(18) +24 Telescopic Sense, Radio Group

(2) UV Vision

44 3D6 RKA, "Laser Cannons", No Knockback (-1/4),OIF(-1),bulky,0 END(+1/2),x25 Increased Max Range (+1/2), [x5 Increased Max Range(+1/4), Not under water(-1/4)

40 21" Running, No turn mode(+1/4)

Base OCV: 7 Adjustment + Adjustment + Final OCV =

Base DCV: 7 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 -4 -6 -8 -10 RMod

DEX: 20 SPD: 6 ECV: 3 Phases - 2 - 4 - 6 - 8 - 10 - 12 PD/rPD 2/ 0 ED/rED END: 20 STUN: 20 BODY: 21

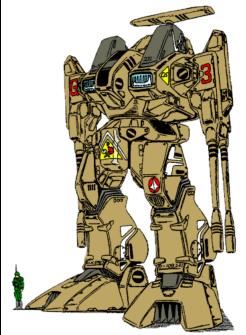
	3D6	Loc	StunX	NStun	BodyX	CV	Armor
	3-5	Head	x5	x2	x2	-8	
	6	Hands	x1	x1/2	x1/2	-6	
	7-8	Arms	x2	x1/2	x1/2	-5	
	9	Shoulder	s x3	x1	x1	-5	
	10-11	Chest	x3	x1	x1	-3	
	12	Stomach	x4	x1 1/2	x1	-7	
)	13	Vitals	x4	x1 1/2	x2	-8	
	14	Thighs	x2	x1	x1	-4	
	15-16	Legs	x2	x1/2	x1/2	-6	
	17-18	Feet	x1	x1/2	x1/2	-8	

NOTES

Last updated October 8th, 2016 by Mathew R. Ignash.

Robotech (550) p63 Name: Raider X Height: 35.3 feet Weight: 21.7 tons

Team: Robotech Defense Force



Disadvantages Total: 30 Experience Spent + 0 329 Total Points =

199 : Powers Total

130 + Characteristic Total

329 = Total Cost