NAME: RoboCop PLAYER:	
VALUE         CHAR         COST         BASE           30/35         Strength         x1         10           14         Dexterity         x3         10           28         Constitution         x2         10           10         Body         x2         10           13         Intelligence         x1         10           13         Ego         x2         10           19         Presence         x1         10           8         Comeliness         x1/2         10           9/10         Physical Defex1         6           9/10         Energy Defensx1         6           4         Speed         x10         2.4           12         Recovery         x2         12           56         Endurance         x1/2         56           39         Stun         x1         39           Characteristics         Cost:         Cost:	20 12 36 9 -1 3 16 0 0
STR Roll:16-RunDEX Roll:12-SwimINT Roll:12-JumpEGO Roll:12-PER Roll:12-	4" 2" 7"
Experience: 0	
<b>DISADVANTAGES BASE:</b> 100+ Distinctive, "Cyborg cop",	- <b>PTS</b> 15
concealable,major DNPC,"Partner - Ann Lewis",normal,useful skills,appear 8-	5
Hunted, Various criminal forces",less powerful, non-combat influence,	20
harsh,appear 14- Physical Lim,"Heavy and slow",infrequently, slightly	5
Physical Lim, "Only heals BOD in the lab",	15

slightly	
Physical Lim, "Only heals	15
BOD in the lab", frequently,greatly	
Physical Lim,"Powerful magnetics freeze his	15
body", infrequently, fully	
Psych Lim, "Protects the	20
innocent", common, total	0.0
Psych Lim, "Upholds the	20
law", common, total	1.0
Public ID, "Robocop"	10
Rep,"Detroit's finest",	15
occur 14-	1.0
Watched, "Omni Consumer	10
Products", more powerful,	
non-combat influence,	
mild,appear 11-	

ow", infrequently, ightly sical Lim, "Only heals D in the lab", equently, greatly sical Lim, "Powerful gnetics freeze his dy", infrequently, fully ch Lim, "Protects the nocent", common, total ch Lim, "Upholds the w", common, total lic ID, "Robocop" , "Detroit's finest", cur 14- ched, "Omni Consumer oducts", more powerful, n-combat influence, ld, appear 11-	15 20 20 10 15 10	<pre>==Equipment== 22 1D6 RKA,"Automatic Pistol",vs physical defense,OAF(-1),x5 Autofire(+1/2),126-250 Charges(+1), Penetrating(+1/2)</pre>
Disadvantages Total : Experience Spent + Total Points =	$150\\0\\250$	<pre>143 : Powers Total 107 + Characteristic Total 250 = Total Cost</pre>

Simple provide the second stateBase OCV: 5 Adjustment + Final OCUBase DCV: 5 Adjustment + Final OCUPTS 34 9/9 Armor, XI Hardened (+1/4)Final OCUProvide the second state already included), Always On(-1/2), 0 END persistent(+1)END Second (+1/2)5 Radio XMIT/REC 4 4'' RunningAlways On(-1/2), 0 END persistent(+1)END Second (+1/2)15 +10 Telescopic Sense, s=08(1118== 5 Computer Programming 13 1 Criminology 8- 3 Deduction 12- 12 6 Levels: RKA 3 Lightning Calculator 2 Local Police Powers 3 PS: Policeman 12-, (INT based)INSE Medy XC 4 armor 35 Head XS X1 2012 -6 78 Arms X1 X12 X12 -6 78 Arms X12 X12 -7 13 Vials M MIL 22 -8 13 Security Systems 12- 13 Tratice 12- 22 WF Small Arms 22 Arms X12 X12 -6 78 Arms X1 X12 X12 -6 78 Arms X12 X12 -8 12 Somath M M X12 X12 -8 12 Notes X1 X12 X12 -8 12 Notes X1 X1 X12 X12 -8 12 Notes X1 X12 X12 -8 13 Number Arms X12 X12 -8 13 Arms X12 X12 -8 14 This X2 X12 X12 -8 13 Number Arms X12 X12 -8 14 This X2 X12 X12 -8 13 Number Arms X12 X12 -8 13 Number Arms X12 X12 -8 14 This X2 X12 X12 -8 13 Number Arms X12 X12 -8 14 This X2 X12 X12 -8 13 Number Arms X12 X12 -8 13 Number Arms X12 X12 -8 14 This X2 X12 X12 -8 15 Arms X12 X12 -8 15 Arms X12 X1		-
$\begin{array}{ c c c c c c } \hline TS & POWERS \\ 34 & 9/9 & Armor x1 Hardened \\ (+1/4) & $	<b>HERO</b>	Adjustment + Adjustment +
<pre>Sight Group ==Perks== 3 Absolute Time Sense ==Skills== Computer Programming 13- Criminology 8- 3 Deduction 12- DEdideic Memory 12 6 Levels: RKA 3 Lightning Calculator Local Police Powers 9 FS: Policeman 12-, (INT based) 9 6 Rng Levels: RKA 3 Security Systems 12- 3 Tactics 12- 2 UF RKA, "Automatic Pistol", vs physical defense, OAF(-1), x5 Autofire(+1/2), 126-250 Charges(+1), Penetrating(+1/2) 0</pre>	PTSPOWERSEND349/9 Armor,x1 Hardened (+1/4)(+1/4)71 LVLS Density Increase (stats already included), Always On(-1/2),0 END Persistent(+1)05IR Vision 5 Radio XMIT/REC -4 4" Running1	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 $1/2$ $-1$ $-2$ grab, do STR         Move By $1/2$ $-2$ $-2$ STR/2 $+/5$ Move By $1/2$ $-2$ $-2$ STR/2 $+/5$ Move Through $1/2$ $-1/5$ $-3$ STR + $\nu/3$ Set       1 $+1$ $+0$ $-4$ $-6$ $-8$ $-10$
<pre>10 Eidetic Memory 12 6 Levels: RKA 3 Lightning Calculator 2 Local Police Powers 3 PS: Policeman 12-,(INT based) 9 6 Rng Levels: RKA 3 Security Systems 12- 3 Tactics 12- 2 WF, Small Arms =Equipment== 22 1D6 RKA, "Automatic Pistol", vs physical defense,OAF(-1), x5 Autofire(+1/2),126-250 Charges(+1), Penetrating(+1/2) 0</pre> 10 Eude Law Source Sou	<pre>15 +10 Telescopic Sense, Sight Group ==Perks== 3 Absolute Time Sense ==Skills== 5 Computer Programming 13- 1 Criminology 8- 3 Deduction 12- 10 Eidetic Memory 12 6 Levels: RKA 3 Lightning Calculator 2 Local Police Powers 3 PS: Policeman 12-,(INT based) 9 6 Rng Levels: RKA 3 Security Systems 12- 3 Tactics 12- 2 WF,Small Arms ==Equipment== 22 1D6 RKA,"Automatic Pistol",vs physical defense,OAF(-1),x5 Autofire(+1/2),126-250 Charges(+1),</pre>	Phases - 3 - 6 - 9 - 12 PD/rPD 19/ 9 ED/rED 19/ 9
Pistol", vs physical defense, OAF(-1), x5 Autofire(+1/2), 126-250 Charges(+1), Penetrating(+1/2) 0 View of the second sec		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 $x4$ $x11/2$ $x1$ $-7$ 13       Vitals $x4$ $x11/2$ $x2$ $-8$ 14       Thighs $x2$ $x1/2$ $x1/2$ $-6$
		NOTES