

NAME: RoboCop
PLAYER:

VALUE	CHAR	COST	BASE	PTS
30/35	Strength	x1	10	20
14	Dexterity	x3	10	12
28	Constitution	x2	10	36
10	Body	x2	10	0
13	Intelligence	x1	10	3
13	Ego	x2	10	6
19	Presence	x1	10	9
8	Comeliness	x1/2	10	-1
9/10	Physical Defexl		6	3
9/10	Energy Defensxl		6	3
4	Speed	x10	2.4	16
12	Recovery	x2	12	0
56	Endurance	x1/2	56	0
39	Stun	x1	39	0
Characteristics Cost:				107

STR Roll: 16-	Run	4"
DEX Roll: 12-	Swim	2"
INT Roll: 12-	Jump	7"
EGO Roll: 12-		
PER Roll: 12-		

Experience: 0

DISADVANTAGES	BASE:	100+PTS
Distinctive, "Cyborg cop", concealable, major		15
DNPC, "Partner - Ann Lewis", normal, useful skills, appear 8-		5
Hunted, "Various criminal forces", less powerful, non-combat influence, harsh, appear 14-		20
Physical Lim, "Heavy and slow", infrequently, slightly		5
Physical Lim, "Only heals BOD in the lab", frequently, greatly		15
Physical Lim, "Powerful magnetics freeze his body", infrequently, fully		15
Psych Lim, "Protects the innocent", common, total		20
Psych Lim, "Upholds the law", common, total		20
Public ID, "Robocop"		10
Rep, "Detroit's finest", occur 14-		15
Watched, "Omni Consumer Products", more powerful, non-combat influence, mild, appear 11-		10

Disadvantages Total : 150
Experience Spent + 0
Total Points = 250



PTS	POWERS	END
34	9/9 Armor, x1 Hardened (+1/4)	
7	1 LVLS Density Increase (stats already included), Always On(-1/2), 0 END Persistent(+1)	
5	IR Vision	
5	Radio XMIT/REC	
-4	4" Running	1
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), Penetrating(+1/2)	0

143 : **Powers Total**
107 + **Characteristic Total**
250 = **Total Cost**

Base OCV: 5 Base DCV: 5
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: 14 SPD: 4 ECV: 4
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 19/ 9 ED/rED 19/ 9
END: 56 STUN: 39 BODY: 10

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	

