NAME: Destroid - Spartan PLAYER:		
VALUE         CHAR         COST         BASE           50/55         Strength         x1         50           22         Body         x1         18           8         Size         x5         0           12         Defense         x3         2           24         Dexterity         x3         10	<b>PTS</b> 0 4 40 30 42	L H
5 Speed x10 3.4 Characteristics Cost:	16	P
STR Roll: 20- DEX Roll: 14- INT Roll: 11- EGO Roll: 11- PER Roll: 11-	13" 2" 11"	
Experience: 0		19
DISADVANTAGES BASE: 405+ Distinctive, "Military	<b>PTS</b> 20	
mecha", not concealable, major Rep, "Heroic Robotech	10	64
Defense Force vehicle", occur 11-		(5
		(11
		(2 (2
		(5
		(5
		(2 (7
		(2)
		(13
		(2 19)
		2

Disadvantages Total : Experience Spent +

Total Points =

30 0 435

ROBOTECH	1	Base OCV: 8 Base DCV: 8 Adjustment + Adjustment + Final OCV = Final DCV =
<pre>PTS POWERS 7 1 LVLS Density Increase (stats already included), Always On(-1/2),0 END Persistent(+1) 3 4 Extra Limbs, "Arms &amp;</pre>	END	Maneuver         Phase         OCV         DCV         Effect           Block $1/2$ $+0$ 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 $+1$ $+0$ $-5$
Legs",Limited Manipulation(-1/2) 19 Life Support,doesn't breathe,safe in vacuum/pressure,safe in radiation,safe in		Rang<4<8<16<32<64<128RMod-0-2-4-6-8-10DEX:24SPD:5ECV:3
<pre>heat/cold 64 PKG,"Sensors and Special Equipment", OIF(-1),bulky 5) 360 Degree Sensing, Radio Group</pre>		Phases - 3 - 5 - 8 - 10 - 12 PD/rPD 3/ 0 ED/rED 3/ 0 END: 20 STUN: 20 BODY: 22
<ol> <li>4" Change Environment, "Searchlight",0 END (+1/2)</li> <li>Discriminatory,Radar</li> <li>+2 Enhanced PER, "External audio pick-up",Hearing</li> </ol>	0	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         -5         -9           9         Shoulders         x3         x1         x1         -5           10-11         Chest         x3         x1         x1         -3
<ul> <li>5) -0 Images, "Loudspeaker",Hearing, Only to amplify sounds(-1),0 END(+1/2)</li> <li>2) IR Vision</li> <li>7) Radar Sense</li> </ul>		$\begin{array}{cccccccccccccccccccccccccccccccccccc$
<pre>// Radai Sense 2) Radio XMIT/REC 3) 18 Rng Levels: Long Range Missiles 3) +18 Telescopic Sense, Radio Group 2) UV Vision 90 5D6+1 RKA,"Long Range Missiles",OIF(-1), bulky,33-64 Charges (+1/2),x20 Autofire (+1),x5^5 Increased Max Range(+1 1/4),Area Effect(+1),radius</pre>	1	<b>NOTES</b> Name: Spartan Height: 39.5 feet Weight: 47.2 tons Team: Robotech Defense Force
<pre>20 13" Running,No turn mode(+1/4)</pre>	-	

303 : Powers Total
132 + Characteristic Total

435 = Total Cost