NAME: Veritech - Logan
PLAYER: (SC p57)

VALUE	CHAR	COST	BASE	PTS
35/40	Strength	x1	35	0
20	Body	x1	15	5
5	Size	x5	0	25
5	Defense	x3	2	24
10	Dexterity	x3	10	42
24	Speed	x10	3.4	16
5	**Characteristics Cost:**			112

STR Roll: 17-	Run	6"
DEX Roll: 14-	Swim	2"
INT Roll: 11-	Jump	8"
EGO Roll: 11-		
PER Roll: 15-		

Experience: 0

DISADVANTAGES **BASE:** 353**+PTS**
Distinctive,"Military   20
mecha",not concealable,
major
Rep,"Heroic Southern Cross 10
vehicle",occur 11-

ROBOTECH
HERO 4TH EDITION

PTS	POWERS	END
15	50% Damage Reduction (ED),"Laser Resistant Armor",resistant,Only vs. lasers(-1)	
7	1 LVLS Density Increase (stats already included), Always On(-1/2),0 END Persistent(+1)	0
3	0 Extra Limbs,Linked (-1/2),"Shape Shift"	
19	Life Support,doesn't breathe,safe in vacuum/pressure,safe in radiation,safe in heat/cold	
51	MP (77),"Propulsion Systems",Only in a specific mode(-1/2)	
4u	22" Flight,"Guardian", x32 Non-Combat	
5u	26" Flight,"Jet",x64 Non-Combat	
1u	11" Running, "Guardian",No Turn Mode(+1/4)	
61	MP (122),"Weapons", OIF(-1),bulky	
1u	6D6 Drain,"Self Destruct",Only on self(-1),1 Charges(-1 1/4),continuing, duration: 1 turn	0
4u	4D6+1 RKA,"E-20 Gun Pod",OAF(-1/2),0 END (+1/2)	0
4u	4D6+1 RKA, "High-Powered Lasers", No Knockback(-1/4),0 END(+1/2)	0
6u	4 1/2D6 RKA, "Tri-Cannon",0 END (+1/2),x5 Increased Max Range(+1/4)	0
70	PKG,"Sensors",OIF(-1), bulky	
(12)	360 Degree Sensing, with all senses	
(2)	Defense Maneuver	
(2)	+2 DEX,Only to grant initiative(-1)	
(2)	Discriminatory,Radar	
(6)	+4 Enhanced PER,"Sound amplification and telescopic vision", with all senses	
(5)	-0 Images, "Loudspeaker",Hearing, Only to amplify sounds(-1),0 END(+1/2)	0
(8)	2 Levels,all combat	
(2)	Radio XMIT/REC	
(7)	Radar Sense	
(6)	23 STR TK,"Ejection seat",affects all	

Base OCV: 8	Base DCV: 8
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:	24	SPD:	5	ECV:	3

Phases	-	-	3	-	5	-	-	8	-	10	-	12

PD/rPD   3/ 0 ED/rED   3/ 0

END: 20 STUN: 20 BODY: 20

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	

NOTES

Disadvantages Total :	30	271 : **Powers Total**
Experience Spent +	0	112 + **Characteristic Total**
Total Points =	383	383 = **Total Cost**

DISADVANTAGES	PTS	PTS	POWERS	END	PTS	POWERS	END
			parts,1 Charges(-1 1/4),recoverable,No Range(-1/2),Only to throw target straight up(-2)	0			
		(18)	+24 Telescopic Sense, Radio Group				
		20	Shape Shift, "Jet/Guardian",0 END Persistent(+1)	0			