

<b>NAME:</b> Battle Pod - Officer				
<b>PLAYER:</b>				
<b>VALUE</b>	<b>CHAR</b>	<b>COST</b>	<b>BASE</b>	<b>PTS</b>
55	Strength	x1	55	0
19	Body	x1	19	0
9	Size	x5	0	45
9	Defense	x3	2	21
21	Dexterity	x3	10	33
8	Speed	x10	3.1	49
<b>Characteristics Cost:</b>				148
<b>STR Roll:</b> 20-	Run			6"
<b>DEX Roll:</b> 13-	Swim			2"
<b>INT Roll:</b> 11-	Jump			11"
<b>EGO Roll:</b> 11-				
<b>PER Roll:</b> 11-				
<b>Experience:</b> 0				
<b>DISADVANTAGES BASE: 385+PTS</b>				
Distinctive,"Alien mecha", 20				
not concealable,major				
Rep,"Evil Zentraedi war 10				
machine",occur 11-				
<b>Disadvantages Total :</b> 30				
<b>Experience Spent +</b> 0				
<b>Total Points =</b> 415				

<h1>ROBOTECH</h1>		
<h2>HERO 4TH EDITION</h2>		
<b>PTS</b>	<b>POWERS</b>	<b>END</b>
4	2 Extra Limbs,"Legs", Limited Manipulation (-1/4)	
19	Life Support,doesn't breathe,safe in vacuum/pressure,safe in radiation,safe in heat/cold	
84	MP (84),"Propulsion systems"	
6u	22" Flight,"Jets",x16 Non-Combat	
8u	36" Running,"Legs",x4 Non-Combat,No turn mode(+1/4)	
3u	22" Swimming,"Jets",x8 Non-Combat	
70	MP (140),"Weapons Systems",OIF(-1),bulky	
3u	3D6+1 RKA,"Auto Cannons",vs physical defense,0 END(+1/2)	0
5u	3 1/2D6 RKA,"Small Partical Beam Cannons",0 END(+1/2), [x5 Increased Max Range(+1/4),Not Underwater(-1/4)	0
4u	3 1/2D6 RKA,"Impact Cannons",vs physical defense,0 END(+1/2)	0
7u	4 1/2D6 RKA,"Large Partical Beam Cannon", 0 END(+1/2),x5 Increased Max Range (+1/4),[x5 Increased Max Range(+1/4),Not Underwater(-1/4)	0
54	PKG,"Sensors",OIF(-1), bulky	
(5)	360 Degree Sensing, Radio Group	
(2)	Discriminatory,Radar	
(5)	-0 Images, "Loudspeaker",Hearing, Only to amplify sounds(-1),0 END(+1/2)	0
(7)	Radar Sense	
(2)	Radio XMIT/REC	
(18)	18 Rng Levels: Weapons Multipower,tight group	
(13)	+18 Telescopic Sense, Radio Group	
(2)	UV Vision	
267	<b>Powers Total</b>	
148	<b>+ Characteristic Total</b>	
415	<b>= Total Cost</b>	

Base OCV: 7		Base DCV: 7				
Adjustment +		Adjustment +				
Final OCV =		Final DCV =				
<b>Maneuver</b>	<b>Phase</b>	<b>OCV</b>	<b>DCV</b>	<b>Effect</b>		
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			
<b>Rang</b>	<4	<8	<16	<32	<64	<128
<b>RMod</b>	-0	-2	-4	-6	-8	-10
DEX:	21	SPD:	8	ECV:	3	
Phases -	2	3	-	5	6	-
PD/rPD	2/	0	ED/rED	2/	0	
END:	20	STUN:	20	BODY:	19	
<b>3D6</b>	<b>Loc</b>	<b>StunX</b>	<b>NStun</b>	<b>BodyX</b>	<b>CV</b>	<b>Armor</b>
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	
<b>NOTES</b>						
Last updated October 9th, 2016 by Mathew R. Ignash.						
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Robotech (550) p88						
Name: Battle Pod - Officer						
Team: Zentraedi Legion						
Height: 54 feet						
Weight 26.2 tons						
						