

**NAME:** Invid Stage 2  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
4	Strength	x1	10	-6
6	Dexterity	x3	10	-12
10	Constitution	x2	10	0
5	Body	x2	10	-10
5	Intelligence	x1	10	-5
10	Ego	x2	10	0
5	Presence	x1	10	-5
4	Comeliness	x1/2	10	-3
4	Physical Defex	x1	1	3
5	Energy Defens	x1	2	3
1	Speed	x10	1.6	-6
6	Recovery	x2	3	6
28	Endurance	x1/2	20	4
16	Stun	x1	12	4
<b>Characteristics Cost:</b>				<b>-27</b>

<b>STR Roll:</b> 10-	Run	6"
<b>DEX Roll:</b> 10-	Swim	2"
<b>INT Roll:</b> 10-	Jump	1"
<b>EGO Roll:</b> 11-		
<b>PER Roll:</b> 10-		

**Experience:** 0

DISADVANTAGES	BASE:	10+PTS
Distinctive, "Slug-like alien", not concealable, major		20
Hunted, "Enemies of the Invid", less powerful, harsh, appear 8-		5
Physical Lim, "Color blind", infrequently, slightly		5
Psych Lim, "Loyal to the Invid hive", very common, total		25
Rep, "Evil alien", occur 14-, extreme reputation		20
Watched, "Invid leaders", more powerful, non-combat influence, harsh, appear 14-		15

**Disadvantages Total :** 90  
**Experience Spent +** 0  
**Total Points =** 100

# ROBOTECH

## HERO 4TH EDITION

PTS	POWERS	END
5	+0 Detect, "Protoculture", make into sense	
10	Radio XMIT/REC, Based On ECV(+1)	
5	Range, Detect	
13	+2.0 SPD, Only when piloting mecha(-1/2) ==Perks==	
78	Vehicle: Shock Trooper Armor (158pt) ==Skills==	
0	Lang: Invid, native	
3	Stealth 10-	
3	Tracking 10-	
2	TF, Other Air Vehicles, Small Spaceships	

**119 : Powers Total**  
**-27 + Characteristic Total**  
**92 = Total Cost**

Base OCV: 2      Base DCV: 2  
 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: 6      SPD: 1      ECV: 3  
 Phases - - - - - 7 - - - - -  
 PD/rPD 4/ 0      ED/rED 5/ 0  
 END: 28      STUN: 16      BODY: 5

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**  
 Last Updated October 2nd, 2016  
 by Mathew R. Ignash.

Name: Invid Stage 2 (Invid Invasion p81)  
 Species: Invid

