


|  |             |             |             |            |
|--|-------------|-------------|-------------|------------|
| <b>NAME:</b> Invid Shock Trooper         |             |             |             |            |
| <b>PLAYER:</b> (II p81)                  |             |             |             |            |
| <b>VALUE</b>                             | <b>CHAR</b> | <b>COST</b> | <b>BASE</b> | <b>PTS</b> |
| 30/40                                    | Strength    | x1          | 30          | 0          |
| 19                                       | Body        | x1          | 14          | 5          |
| 4  | Size        | x5          | 0           | 20         |
| 9  | Defense     | x3          | 2           | 21         |
| 6  | Dexterity   | x3          | 10          | -12        |
| 3  | Speed       | x10         | 1.6         | 14         |
| <b>Characteristics Cost:</b>             |             |             |             | <b>48</b>  |
| <b>STR Roll:</b> 17-                     | Run         |             |             | 6"         |
| <b>DEX Roll:</b> 10-                     | Swim        |             |             | 2"         |
| <b>INT Roll:</b> 11-                     | Jump        |             |             | 8"         |
| <b>EGO Roll:</b> 11-                     |             |             |             |            |
| <b>PER Roll:</b> 15-                     |             |             |             |            |
| <b>Experience:</b> 0                     |             |             |             |            |
| <b>DISADVANTAGES BASE: 158+PTS</b>       |             |             |             |            |
| Distinctive, "Alien mecha", 20           |             |             |             |            |
| not concealable, major                   |             |             |             |            |
| Rep, "Evil Invid war machine", occur 11- |             |             |             |            |
| <b>Disadvantages Total :</b> 30          |             |             |             |            |
| <b>Experience Spent +</b> 0              |             |             |             |            |
| <b>Total Points =</b> 188                |             |             |             |            |

|                           |  |            |
|---------------------------|--|------------|
| <h1>ROBOTTECH</h1>        |  |            |
| <h2>HERO 4TH EDITION</h2> |  |            |
| <b>PTS</b>                | <b>POWERS</b>  | <b>END</b> |
| 13                        | 2 LVLS Density Increase (stats already included), Always On(-1/2), 0 END Persistent(+1)      | 0          |
| 4                         | 0 Extra Limbs, "Arms and legs", Limited manipulation(-1/4)                                   |            |
| 19                        | Life Support, doesn't breathe, safe in vacuum/pressure, safe in radiation, safe in heat/cold |            |
| 38                        | MP (38), "Propulsion Systems"  |            |
| 4u                        | 9" Flight, x32 Non-Combat  |            |
| 2u                        | 13" Running, x8 Non-Combat   |            |
| 43                        | MP (87), "Weapons Systems", OIF(-1), bulky   |            |
| 3u                        | 3D6 HKA, vs physical defense, 0 END(+1/2)  | 0          |
| 4u                        | 3D6+1 RKA, "Plasma Cannons", 0 END(+1/2), x5 Increased Max Range(+1/4)                       | 0          |
| 10                        | PKG, "Sensors", OIF(-1), bulky   |            |
| (6)                       | +4 Enhanced PER, with all senses   |            |
| (2)                       | 3 Levels: Plasma Cannons, Only vs. targets with protoculture engines (-1/2)                  |            |
| (2)                       | UV Vision  |            |
| 140                       | <b>: Powers Total</b>  |            |
| 48                        | <b>+ Characteristic Total</b>  |            |
| 188                       | <b>= Total Cost</b>  |            |

|   |              |              |               |               |           |              |
|---|--------------|--------------|---------------|---------------|-----------|--------------|
| Base OCV: 2   |              | Base DCV: 2  |               |               |           |              |
| 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          |
| <b>DEX:</b>   | 6            | <b>SPD:</b>  | 3             | <b>ECV:</b>   | 3         |              |
| <b>Phases</b>   | - - - 4      | - - - 8      | - - - 12      |               |           |              |
| <b>PD/rPD</b>   | 4/           | 0            | <b>ED/rED</b> | 4/            | 0         |              |
| <b>END:</b>   | 20           | <b>STUN:</b> | 20            | <b>BODY:</b>  | 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>  |              |              |               |               |           |              |
|  |              |              |               |               |           |              |