

# ETHAN ST. JOHN – VERITECH FIGHTER PILOT

**Pilots a VF-1A**

**Rank:** Corporal (Vagabond Squadron)

**Hit Points:** 21

**S.D.C.:** 39

**Alignment:** Scrupulous

**Attributes:** I.Q. 12, M.E. 12, M.A. 19, P.S. 13, P.P. 19, P.E. 15, P.B. 19, Spd. 15.

**Age:** 24

**Sex:** Male

**Height:** 6' 1" (1.85 m)

**Weight:** 178 lbs. (80.7 kg)

**Disposition:** Adventurous, daring, high-spirited, open, and idealistic. As a dedicated follower of fashion, Ethan does his best to keep up with the latest styles and trends. He doesn't like the Zentraedi and is suspicious of them in general (even his allies). He's lost too many family members to Zentraedi attacks to readily forget. **[GM Note:** As the campaign progresses, he will grow beyond his prejudice towards Zentraedi, even becoming good friends with his micronized Zentraedi comrade, Zaadu.]

**Level of Experience:** 2nd Level Veritech Fighter Pilot

## **Skills:**

Aircraft Mechanics	55%	Pilot: Veritech Fighter	73%
Basic Electronics	45%	Prowl	45%
Boxing		Radio: Basic	55%
First Aid	56%	Radio: Scramblers	45%
Hand to Hand Martial Arts		Read Sensory Instruments	60%
Language: English	85%	Veritech Mechanics	40%
Language: Zentraedi	70%	Weapon Systems	85%
Mathematics: Basic	84%	W.P. Automatic Pistol	
Mecha Combat: Veritech Fighter		W.P. Energy Pistol	
Navigation	80%	W.P. Knife	
Pilot: Airplane	84%	W.P. Sword	
Pilot: Jet	84%		

**Personal Profile:** Ethan St. John was born in the Great Falls Complex (in what was Montana) in the North American sector. His parents were successful cattle ranchers. His father, Travis, was very conservative in his views and politics while his mother, Cassandra, was a gentle soul who loved everyone and was very liberal in her views. The first victims of the Zentraedi attack was on the start of the First Robotech War on Macross Island when two sons of the St. John family were killed in the initial assault (they were working as civilian contractors on the island). Ethan then lost his father in the Zentraedi global assault. His mother was exceptionally lucky to survive the attack. She is well living on her (rebuilt) ranch near New Great Falls (built on the ruins of the old town).

**Combat Skills:** HTH Martial Arts

**Attacks per Melee:** 3

**Bonuses:** +6 to Strike, +8 to parry/dodge, +4 to roll/pull with punch/fall/impact.

**Other Combat Info:** Knockout on a natural 20, punch 1D4, knife hand 1D6.

**Mecha Combat:** Veritech Fighter

**Attacks per Melee:** 5

**Bonuses:** +7 to Strike, +10 to parry, +10 / +12 / +14 to dodge, +7 to roll/pull with punch/fall/impact.

**Other Combat Info:** Punch 1D6 M.D. (*Battloid mode*), punch 1D4 M.D. (*Guardian mode*), body flip/throw 1D4 M.D., kick 1D6 M.D., stomp 1D4 M.D.\*\*

\*\* Effective only against small objects (12 ft. or smaller).

**Weapon Proficiencies:**

**W.P. Automatic Pistol:** +3 to Strike (aimed), +1 to strike (burst), +0 to strike (wild).

**W.P. Energy Pistol:** +3 to Strike (aimed), +1 to strike (burst), +0 to strike (wild).

**W.P. Knife:** +1 to Strike, +1 to parry, +1 to throw.

**W.P. Sword:** +1 to Strike, +1 to parry.

**Other Abilities:** Trust/intimidate 55% and charm/impress 45%.

**Experience Points:** 2,613

**Next Level Goal:** 3,701

**Lift:** 260 lbs.

**Carry:** 130 lbs.

**Throw (Max):** 130 lbs., 4 ft. 4 in.

**Run:** 10 mph

**Max Melee:** 300 yards

**Ft/Melee:** 75 ft.

**Ft/Attack:** 25 ft.

## "**ARCHANGEL**"

**Vehicle Type:** Veritech VF-1A

**Crew:** One. Note: A passenger can also fit in the cockpit, but must sit in the pilot's lap.

**M.D.C. by Location:**

Head Laser Mounts — 24 each

Reinforced Pilot Compartment — 200

Head — 75

Retractable Utility Arms — 3 each

Arms — 75 each

Wings — 100 each

Hands — 30 each

Tail — 50 each

Legs/Engine Thrusters — 150

GU-11 Gun Pod — 100

\*Main Body — 250 (Current M.D.C. — 236)

\* Depleting M.D.C. of main body shuts the unit completely down.

**Speed:** 2676mph (Mach 4) with a 60 mile ceiling in Jet Fighter mode. 670mph/Mach 1 (1078kmph) maximum, and as slow as a complete hover in Guardian mode. 60mph (96.5kmph) maximum in battloid mode running; flying in space — 120mph.

**Height:** 42.6ft (13m) in Battloid mode.

22.3ft (6.79m) in Guardian mode.

16ft (4.87m) in Jet Fighter mode.

**Width:** 16ft (4.87m) at shoulders in Battloid mode.

25.3ft (7.7m) wing span in Jet and Guardian modes.

**Weight:** 18.5 tons

**Main Engine:** FF-2001 fusion turbine in each leg.

**Range:** Effectively unlimited. The reactor style power source provides enough energy to operate for about five years of continual use. Average life span of power system is 12 years before requiring replenishment of protoclature.

### **Weapon Systems**

**1) Jet Fighter High Powered Lasers:** A pair of lasers are built into the nose of the Veritech Fighter for aerial dog fighters and assault. They can only be fired when in Jet fighter mode and are limited to a straight ahead line of fire.

Primary Purpose: Assault

Secondary Purpose: Anti-Missile

Range: 4000ft (1200m)

Mega-Damage: 6D6 M.D. per twin blast. Can only fire short bursts.

Payload: Unlimited

**2) Laser(s):** Mounted on the head when in Battloid mode, but located on the underbelly when in Guardian and Jet Fighter mode. 360 degree rotation. All models have two attacks per melee or one extended blast.

Primary Purpose: Assault/Defense Weapon.

Secondary Purpose: Tool for cutting.

Range: 2000ft (609m)

Mega-Damage: VF-1A: 1D4 M.D. One, long, extended blast lasts on full melee and does double damage; counts as two attacks that melee and can not be used against fast moving/dodging opponents.

Payload: Unlimited

**3) Heavy Missiles:** These include proton torpedoes, plasma missiles and reflex missiles. THREE of these large missiles can be mounted on each wing for a total of six. Torpedoes can be all the same or a combination. These are always guided missiles of long range capacity.

Primary Purpose: Assault/defense.

Mega-Damage: Varies with individual missile type. See missile descriptions elsewhere.

Payload: 3 on each wing for a total of 6.

Rate of Fire: Any number up to full payload.

**4) Light or Medium Short Range Missiles** may be substituted for the long range missiles, but can not be mixed with the long range types. This means the Veritech Fighter can either carry 6 long range missiles or 12 short range missile, not both (no medium range missiles). Warheads vary. See missile descriptions elsewhere for mega-damage, warheads and range.

Rate of Fire: 1, 2, 3, 4, 6, or all.

Total number of missiles: 6 on each wing for a total of 12.

**5) GU-11,** 55mm, three barrel gun pod. A standard issue armament for ALL Veritechs!

Primary Purpose: Assault/defense

Mega-Damage: Does 3D6 short burst, 6D6 long burst or 1D6 x 10 damage for full melee burst.

Range: 4000ft (1200m).

Payload: 200 rounds per clip equals 20 short bursts or 10 long bursts or 5 full melee bursts or any combination thereof. Additional ammo clips can be engaged, but requires ½ a melee, meaning that the player loses half his attacks that melee.

**6) Optional Hand to Hand:** Punch does 1D6 mega-damage (M.D.) in Battloid mode, 1D4 M.D. in Guardian mode, kick does 1D6 M.D. Stomp does 1D4 M.D., but is limited to targets no more than 12 feet tall. Body flip does 1D4 M.D.

### **WEAPON COMBAT SUMMARY**

**Attacks Per Melee:** Equal to the combined hand to hand skills of the pilot. Usually 4 attacks at first level.

High Powered Lasers: Available only in Jet Mode; 3D6 M.D., Range: 4000ft (1200m).

Lasers Mounted on Head: 1D4 or 2D4 or 4D4 M.D.; Range: 2000ft (609m).

Short or Long Range Missiles: M.D. and Range vary.

GU-11 Gun Pod: 3D6, 6D6 or 106x10 M.D.; Range: 4000ft (1200m).

Alternate Mode of Attack: Hand to hand punch, kick, stomp or body block.

**Note:** The Veritech Fighter in Battloid Mode is more agile than its human pilot and can execute any hand to hand combat move, such as jump kick, leap attack, rolls, etc. that the pilot can.

# MISSILE LOG

**Vehicle Type:** Veritech VF-1A

**Pilot:** Corporal Ethan St. John

MISSILE TYPE	TOTAL NO.	SHORT RANGE MISSILES																							
High Explosive (L)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
High Explosive (M)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Fragmentation (L)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Armour Piercing (M)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Plasma/Napalm (M)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Tear Gas		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Knock-Out Gas		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Smoke		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Fire Retardant		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Additional Load		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Notes																									

MISSILE TYPE	TOTAL NO.	MEDIUM RANGE MISSILES																							
High Explosive (L)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
High Explosive (M)	3	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Heavy Explosive (H)	3	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Fragmentation (M)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Armour Piercing (M)	2	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Plasma/Heat (H)	2	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Multi-Warhead		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Smoke	2	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Additional Load		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Notes																									

MISSILE TYPE	TOTAL NO.	LONG RANGE MISSILES																							
High Explosive (M)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
High Explosive (H)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Fragmentation (H)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Armour Piercing (M)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Plasma/Heat (M)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Plasma/Heat (H)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Proton Torpedo (H)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Reflex (M)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Reflex (H)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Reflex/Multi-Warhead		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Additional Load		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Notes																									

## OTHER:

**High Explosive (M) MRM:** 2D4x10 M.D., 1200 mph speed, 40 mile range, 20 ft. blast radius, 10 M.D.C.

**High Explosive (H) MRM:** 2D6x10 M.D., 1200 mph speed, 40 mile range, 30 ft. blast radius, 10 M.D.C.

**Armour Piercing (M) MRM:** 2D4x10 M.D., 1600 mph speed, 60 mile range, 20 ft. blast radius, 10 M.D.C.

**Plasma/Heat (H) MRM:** 2D6x10 M.D., 1400 mph speed, 40 mile range, 20 ft. blast radius, 10 M.D.C.