

RAPHAEL ORTIZ – COMMUNICATIONS ENGINEER

Pilots a Raidar X Destroid

Rank: Corporal (Vagabond Squadron)

Hit Points: 30

S.D.C.: 20

Alignment: Unprincipled

Attributes: I.Q. 20, M.E. 15, M.A. 21, P.S. 11, P.P. 20, P.E. 18, P.B. 13, Spd. 13.

Age: 25

Sex: Male

Height: 5' 11" (1.8 m)

Weight: 162 lbs. (73.5 kg)

Disposition: Daring, loquacious, sarcastic, freewheeling, and avaricious. Raphael usually has a joke or witty comment ready for the moment. He prefers to talk his way out of trouble if he can help it. Raphael is always on the lookout to make some easy money – he always has a side deal going on and has multiple connections with the black market. While he is always wheeling and dealing, he never lets his extra-financial activities to get in the way of his duty to the RDF or to his team.

Level of Experience: 2nd Level Communications Engineer

Skills:

Automobile	90%	Mecha Combat: Raidar X	
Basic Electronics	56%	Navigation	86%
Climbing	61% / 41%	Pilot Mecha: Raidar X	71%
Computer Operation	86%	Prowl	51%
Computer Programming	66%	Radio: Basic	91%
Dance	52%	Radio: Scramblers	66%
Hand to Hand Basic		Radio: Satellite Relay	66%
Language: English	76%	Read Sensory Equipment	61%
Language: Portuguese	71%	Surveillance Systems	61%
Language: Mexican Spanish	91%	Weapon Systems	81%
Language: Zentraedi	71%	Wilderness Survival	66%
Laser Communications	66%	W.P. Automatic Pistol	
Mathematics: Advanced	74%	W.P. Automatic Rifle	
Mathematics: Basic	90%		

Personal Profile: Raphael Franco Ortiz is originally from Mexico City (in the Mexico Quadrant of the North American sector). He had a relatively happy childhood but fell in with the wrong crowd in his teen years. He was running with a local gang and getting into trouble with the authorities. Luckily for Raphael, his father Favio stepped in and stopped Raphael from joining the gang on one fateful night. The gang were slaughtered by a rival gang in an ambush and Raphael was lucky to be alive. At that

point, he turned away from gangs and went legit (well, mostly legit – he still had his black market connections).

After his mother was killed during the Zentraedi global assault, Raphael enlisted in the Robotech Defense Force. His father survived the Zentraedi attack and runs his own bar in Mexico City. Raphael joined the RDF to make sure his love ones were safe from the Zentraedi. Little did he know that he would have a Zentraedi as a team member. To Raphael's surprise, Zaadu was an okay guy. A bit stiff, but okay. They both bonded over their love for spicy food – the hotter the better.

Combat Training: HTH Basic

Attacks per Melee: 2

Bonuses: +3 to Strike, +5 to parry/dodge, +2 to roll/pull with punch/fall/impact.

Other Combat Info: Punch 1D4.

Other Abilities: +6% I.Q. bonus, trust/intimidate 65%, +6% to save vs. coma/death, +2 to save vs poison, charm/impress 15%.

Mecha Combat: Raidar X

Attacks per Melee: 4

Bonuses: +4 to Strike, +7 to parry/dodge, +3 to roll/pull with punch/fall/impact (explosion).

Other Combat Info: Punch 1D4 M.D., body block/tackle 1D4 M.D., stomp 1D4 M.D.

Weapon Proficiencies

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

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

Experience Points: 2,359

Next Level Goal: 3,501

Lift: 330 lbs.

Carry: 110 lbs.

Throw (Max): 110 lbs., 3 ft. 8 in.

Run: 8.9 mph

Max Melee: 260 yards

Ft/Melee: 65 ft. **Ft/Attack:** 17 ft.

"HERMES"

Vehicle Type: Raidar X Destroid

Crew: One or two

M.D.C. by Location:

Radar/Sensor Unit — 50

*Main Body — 250

Searchlights (2) — 15 each

Reinforced Crew Compartment — 250

Upper Arm — 100 each

Legs — 200 each

Laser Forearms — 75 per each barrel

Note: No Head Unit

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

Speed: 80 mph (128.72 kph)

Height: 35.3 ft (10.75m)

Length: 16.7 ft (5.1m)

Width: 24.6 ft (7.5m)

Weight: 21.7 tons

Main Engine: MT 828 Fusion Reactor; Output = 2800 SHP

Weapon Systems

1) Pair of wide angle, rapid fire, double barrel Laser Cannons controlled by an advanced targeting/radar system. This elaborate targeting/radar system increases the Raidar X's accuracy.

Bonus of + 2 to strike only while the radar sensory unit mounted atop the mecha is functional. This bonus is in addition to any other bonuses the pilot might have.

Primary Purpose: Anti-Aircraft

Secondary Purpose: Assault

Mega-Damage: 2D10 short burst, 4D10 heavy burst, 6D10 maximum burst, per arm.

Range: 8 miles (12.7km)

Rate of Fire: 8 short, 4 heavy, or 4 maximum bursts blasts per melee, per pair of laser arms (total bursts per melee: 16 short or 8 heavy or 8 maximum bursts). This is the only mecha that has more energy/weapon attacks than its hand to hand capabilities.

Payload: Unlimited

2) Optional Hand to Hand Combat: Is extremely awkward because of the lack of hands and normal arms. However, the Raidar X can get by in a pinch.

Mega-Damage: Punch — 1D4

Body Block — 1D4

*Stomp — 1D4

*The Stomp with the foot is effective only against small objects of 12 ft (3.6 m) or smaller.

Note: The Raidar X can not jump, leap, kick or climb. Nor can it pick up or carry objects unless they are large and can be balanced or cradled by the laser barrel arms. Maximum carrying weight is 6 tons.

Number of Attacks is equal to the hand to hand skills of the pilot.

SPECIAL EQUIPMENT

1) Advanced Radar and Sensory Unit mounted on the top of the Raidar X mecha's main body housing. Radar Range: 200 miles and can track 77 targets simultaneously.

Other Sensors . . .

Heat: Can pickup and pinpoint heat emanations. Excellent for tracking and night fighting. Range: 600ft (180m).

Motion: Detects and registers movement within a 600ft (180m) area. Can pinpoint up to 100 targets.

Radiation: Detects and registers levels of radiation, pinpointing areas of specific concentration.

Range: 2700ft (822.96m).

Infrared and Ultraviolet optical/video scan system. Range: 2700ft

(822.96m).

Combat Computer: Calculates and transmits data onto a control panel monitor or head up display on the pilot's helmet.

2) On board computer system to record and analyze data.

3) Long range laser communications system. Range: 1200 miles; with satellite relay indefinitely.

4) Infrared and visible light searchlights. Range: 600ft (180m).

WEAPON COMBAT SUMMARY

Attacks Per Melee: *SPECIAL*; 16 short bursts, or 8 long burst attacks per melee with double barrel laser arms (8 or 4 blasts per each individual arm). OR hand to hand, close combat, equal to the pilot's total hand to hand skills.

Double Barrel Laser: 2D10, 4D10, or 6D10 M.D.; Range: 8 miles (12.7 km).

Alternative Modes of Attack

Auto Cannons: 2D10, 3D10, or 4D10 M.D. Range: 8 miles

Hand to Hand: Punch, body block or stomp.