

**Synthoid** (Zeta class SPB for Brian Wong's Watch Tower) (7/98)

Val	Char	Cost	
		100	+ Disadvantages
25	<b>Strength</b>	15	20 DF: Big and green
18	<b>Dexterity</b>	24	15 Secret ID (where do they come from?)
35	<b>Constitution</b>	50	10 Vuln.: 1.5x STUN Sonics
18	<b>Body</b>	16	20 Psych.: Follows all orders given by the
10	<b>Intelligence</b>	0	"Other" (freq., total)
5	<b>Ego</b>	-10	10 DF: Synthetic being
20	<b>Presence</b>	10	15 Phys.: Can be shut down by remote
10	<b>Comliness</b>	0	control (Inf., Total)
11	<b>Physical Defense</b>	6	30 Vuln.: 1.5x STUN, 2x BODY Electricity
11	<b>Energy Defense</b>	4	10 Susc.: 2d6 STR Drain from particle beam attacks
5	<b>Speed</b>	22	15 Phys.: Dissolve into foul smelling mass of goo when Body is -10
17	<b>Recovery</b>	10	or Stun is -30 (unc., total).
70	<b>Endurance</b>	0	161 experience spent
60	<b>Stun</b>	11	406 disadvantage total
Characteristic Total		158	
Power Total		212	
Total Cost		370	

OCV 0 6	INT Roll	11	Movement Summary	
DCV 0 6	DEX Roll	13	Leap	30/480
ECV 0 2	EGO Roll	10	Run	8/16
	PER Roll	11		

Total Active Cost 246

Cost	Powers	Active	End
17	Growth +2, 0 END, P, AO, hard to dispel +2	25	0
52	Superleap +20", 16x NCM, no range mod.	52	4
10	Damage Resistance +10 rPD, +10 rED	15	
10	Damage Reduction 1/4 PD	10	
10	Damage Reduction 1/4 ED	10	
21	<b>Inhuman Mind:</b> Mental Defense +22	21	
9	Telescopic Sight +6	9	
5	IR Sight	5	
9	LS: Immune to Disease, Heat/Cold, Radiation	9	
4	<b>Hold Breath:</b> LS: Self-Contained, Costs END, 3x END	10	3
4	Running +2"	4	1/5"
5	Radio Listen and Transmit	5	
<b>Skills/Talents/Perks</b>			
15	+3levels HTH	30	
12	+6 OCV w/Superleap	12	
9	Resistance +3	9	
10	Eidetic Memory	10	
10	Cramming x2	10	

Some of the Synthoids have glowing eyes and add **Optic Blast:** EB, 7d6, Beam