NAME: B-1 Battle Droid AAT
PLAYER:

VALUE	CHAR	COST	BASE	PTS
13/48	Strength	x1	10	3
9	Dexterity	x3	10	-3
10	Constitution	x2	10	0
10/17	Body	x2	10	0
9	Intelligence	x1	10	-1
20	Presence	x1	10	10
10	Comeliness	x1/2	10	0
8	Physical Def	x1	3	5
8	Energy Defens	x1	2	6
4	Speed	x10	1.9	21
5	Recovery	x2	5	0
20	Endurance	x1/2	20	0
28/35	Stun	x1	22	6
	Characteristics Cost:			47

STR Roll: 19-	Run	13"
DEX Roll: 11-	Jump	10"
INT Roll: 11-		
EGO Roll: 11-		
PER Roll: 11-		

Experience: 0

DISADVANTAGES   BASE: 375+PTS

Distinctive,"Battle droid",not concealable, major	20
Physical Lim,"Large size", frequently,slightly	10
Physical Lim,"Does not heal unless repaired", infrequently,greatly	10
Psych Lim,"Follows orders",common,total	20
Rep,"Anti-Republic robot", occur 14-	15
Unluck,1D6	5

Disadvantages Total :		80
Experience Spent +		0
Total Points =		455

PTS	POWERS	END
19	EC (19),"Tank powers"	
20a)	13/13 Armor	
34b)	7 LVLS Growth (stats already included), Always On(-1/2),0 END Persistent(+1)	0
32c)	3D6 RKA,"Anti-Personel Blasters",OIF(-1/2),0 END(+1/2)	0
100d)	5D6 RKA,"Energized Shell Launchers",OIF (-1/2),Explosion (+1/2),33-64 Charges (+1/2),x5 Increased Max Range(+1/4)	0
58e)	6D6 RKA,"Heavy Laser Cannon",OAF(-1),17-32 Charges(+1/4),x5 Increased Max Range (+1/4)	0
6	+3 Enhanced PER,Sight	
22	Life Support,doesn't breathe,safe in vacuum/pressure,safe in radiation,immune to disease,immune to aging	
34	13" RUN,0 END(+1/2)	
3	+0" Running,x4 Non-Combat,has turn mode,Linked(-1/2),"to Shape Shift"	0
20	Shape Shift,0 END Persistent(+1)	0
24	48 STR,0 END(+1/2)	0
-2	0" Swimming	0
	==Perks, Skills & Talents==	
1	Combat Driving 8-	
3	Computer Programming 11-	
3	Contortionist 11-	
2	KS: Seperatist Army 11-	
1	Lang: Binary,fluent w/accent,Can only understand, not speak (-1)	
2	Local Police Powers	
3	Navigation 11-	
3	Systems Operation 11-	
1	Tactics 8-	
3	Tracking 11-	
4	TF,Ground Vehicles,Air Vehicles	
4	WF,Small Arms,Heavy Weapons	
	==Equipment==	
3	Radio XMIT/REC,OIF (-1/2)	
12	+12 Telescopic Sense, Sight Group,OIF(-1/2)	

408	**: Powers Total**	
47	**+ Characteristic Total**	
455	**= Total Cost**	

	Base OCV: 3	Base DCV: 3
	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:	9	SPD:	4	ECV:	3

Phases	-	-	3	-	-	6	-	-	9	-	-	12

PD/rPD 21/ 13 ED/rED 21/ 13
END: 20 STUN: 35 BODY: 17

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