

**NAME:** B-1 Battle Droid  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
13	Strength	x1	10	3
9	Dexterity	x3	10	-3
10	Constitution	x2	10	0
10	Body	x2	10	0
9	Intelligence	x1	10	-1
13	Presence	x1	10	3
10	Comeliness	x1/2	10	0
8	Physical Defex	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
27	Stun	x1	22	5
<b>Characteristics Cost:</b>				<b>39</b>

<b>STR Roll:</b> 12-	Run	6"
<b>DEX Roll:</b> 11-	Jump	3"
<b>INT Roll:</b> 11-		
<b>EGO Roll:</b> 11-		
<b>PER Roll:</b> 11-		

**Experience:** 0

DISADVANTAGES	BASE:	75+PTS
Distinctive, "Battle droid", not concealable, major		20
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, 2D6		10

**Disadvantages Total :** 75  
**Experience Spent +** 0  
**Total Points =** 150

# STAR WARS

## HERO 4TH EDITION

PTS	POWERS	END
12	4/4 Armor	
6	+3 Enhanced PER, Sight	
22	Life Support, doesn't breathe, safe in vacuum/pressure, safe in radiation, immune to disease, immune to aging	
6	6" RUN, 0 END(+1/2)	0
6	13 STR, 0 END(+1/2)	0
-2	0" Swimming ==Perks==	0
2	Local Police Powers ==Skills==	
1	Combat Driving 8-	
3	Computer Programming 11-	
3	Contortionist 11-	
2	KS: Separatist Army 11-	
1	Lang: Binary, fluent w/accent, Can only understand, not speak (-1)	
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)	
28	3D6 RKA, "Blaster Carbine", OAF(-1), 17-32 Charges(+1/4)	0

**111 : Powers Total**  
**39 + Characteristic Total**  
**150 = 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** 12/ 4      **ED/rED** 12/ 4  
**END:** 20      **STUN:** 27      **BODY:** 10

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**

Last updated October 7th, 2016 by Mathew R. Ignash.  
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**Name:** B-1 Battle Droid  
**Gender:** None  
**Team:** Trade Federation

