

NAME: IG-100 Magnaguard				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
13	Strength	x1	10	3
13	Dexterity	x3	10	9
20	Constitution	x2	10	20
10	Body	x2	10	0
14	Intelligence	x1	10	4
18	Presence	x1	10	8
10	Comeliness	x1/2	10	0
8	Physical Defexl	x1	3	5
9	Energy Defensx1	4	4	6
4	Speed	x10	2.3	17
7	Recovery	x2	7	0
40	Endurance	x1/2	40	0
31	Stun	x1	27	4
Characteristics Cost:				76

STR Roll: 12-	Run	6"
DEX Roll: 12-	Jump	5"
INT Roll: 12-		
EGO Roll: 11-		
PER Roll: 12-		

Experience: 0

DISADVANTAGES	BASE: 100+PTS
Distinctive, "Battle droid", not concealable, major	20
Hunted, "Jedi", more powerful, harsh, appear	11-20
Normal Stats	20
Physical Lim, "Does not heal unless repaired", infrequently, greatly	10
Psych Lim, "Targets Jedi over all other opponents", common, moderate	10
Psych Lim, "Overconfident", common, strong	15
Psych Lim, "Follows orders", common, total	20
Rep, "Anti-Republic robot", occur	14-15
Unluck, 1D6	5
Watched, "General Grevous", more powerful, non-combat influence, harsh, appear	14-15

Disadvantages Total : 150
Experience Spent + 0
Total Points = 250

STAR WARS

HERO 4TH EDITION

PTS	POWERS	END
27	9/9 Armor	
7	+0 STR Clinging, "Magnets in feet", Only to metal surfaces (-1/2)	
10	+5 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)	
6	13 STR, 0 END(+1/2)	0
3	+2" Superleap, 0 END(+1/2)	0
-2	0" Swimming	0
5	UV Vision	
==Perks==		
2	Local Police Powers	
==Skills==		
3	Climbing 12-	
1	Combat Driving 8-	
3	Computer Programming 12-	
3	Contortionist 12-	
2	KS: Jedi fighting techniques 11-	
2	KS: Seperatist Army 11-	
4	Lang: Binary, native accent	
8	Language - 2 of choice, native accent	
4	Martial Block	
4	Martial Disarm	
3	Navigation 11-	
2	PS: Bodyguard 11-	
3	Systems Operation 12-	
3	Tactics 12-	
3	Tracking 12-	
4	TF, Ground Vehicles, Air Vehicles	
6	WF, Common Melee, Small Arms, Heavy Weapons	
==Equipment==		
3	Radio XMIT/REC, OIF (-1/2)	
27	3D6 RKA, "Electrostaff", No Range(-1/2), OAF(-1), 0 END(+1/2)	0

174 : **Powers Total**
76 + **Characteristic Total**
250 = **Total Cost**

Base OCV: 4 Base DCV: 4
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	
Martial Block	1/2	+2	+2	
Martial Disarm	1/2	-1	+1	23 STR

Rang <4 <8 <16 <32 <64 <128
RMod -0 -2 -4 -6 -8 -10

DEX: 13 SPD: 4 ECV: 3
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 17/ 9 ED/rED 18/ 9
END: 40 STUN: 31 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.

Name: IG-100 Magnaguard
Gender: None
Team: Trade Federation

