

Luke Skywalker

CHARACTER NAME

Jedi Master - Level 20

CLASS & LEVEL

NPC / Ally

RACE

Star Wars

BACKGROUND

Itamar's own

ALIGNMENT

Itamar (DM)

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

18

+4

DEXTERITY

22

+6

CONSTITUTION

20

+5

INTELLIGENCE

16

+3

WISDOM

26

+8

CHARISMA

20

+5

INSPIRATION

+6

PROFICIENCY BONUS

- ☐ +4 Strength
- ☐ +6 Dexterity
- ☐ +5 Constitution
- ☐ +3 Intelligence
- ☒ +14 Wisdom
- ☒ +11 Charisma

SAVING THROWS

- ☒ +12 Acrobatics (Dex)
- ☐ +8 Animal Handling (Wis)
- ☐ +3 Arcana (Int)
- ☒ +10 Athletics (Str)
- ☐ +5 Deception (Cha)
- ☐ +3 History (Int)
- ☒ +14 Insight (Wis)
- ☐ +5 Intimidation (Cha)
- ☐ +3 Investigation (Int)
- ☐ +8 Medicine (Wis)
- ☐ +3 Nature (Int)
- ☒ +14 Perception (Wis)
- ☐ +5 Performance (Cha)
- ☐ +5 Persuasion (Cha)
- ☐ +3 Religion (Int)
- ☐ +6 Sleight of Hand (Dex)
- ☐ +6 Stealth (Dex)
- ☐ +8 Survival (Wis)

SKILLS

22

ARMOR CLASS

+6

INITIATIVE

30 ft.

SPEED

Hit Point Maximum 380

380

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

Green Saber +14 2d8+8 +6d8

Deflect back reaction 1/round

Force Push DC 20 2d6

Green Saber x3 +14

2d8+8 +6d8

Deflect back reaction 1/round

Force Push DC 20 2d6

ATTACKS & SPELLCASTING

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

THE TOUGHEST ALLY, DELIBERATELY NOT THE BIGGEST HITTER.

AC 22 / HP 380 - above Boba (340) and Phantom (320). He SOAKS.

There are now FOUR level-20 NPCs beside THREE kids. If Luke also out-damaged them, the grown-ups would win the boss fights while the children watched.

1/fight: he gives up his own turn to hand a KID a full extra turn.

He is the only ally who can do what the Sith does - they are both Jedi.

SABER: +6d8 per hit + IGNORES ARMOUR (to-hit unchanged - he is an ally).

[ITAMAR'S LAW] AC 22 / HP 380 - both under Kas (24 / 2000). Legal.

18

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS



Luke Skywalker

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

5

8

9

SPELLS KNOWN