

The Sith

CHARACTER NAME

The Sith - CR 30

CLASS & LEVEL

NPC / Ally

RACE

Star Wars

BACKGROUND

Itamar's own

ALIGNMENT

Itamar (DM)

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

24

+7

DEXTERITY

26

+8

CONSTITUTION

28

+9

INTELLIGENCE

22

+6

WISDOM

22

+6

CHARISMA

30

+10

INSPIRATION

+6

PROFICIENCY BONUS

- ☐ +7 Strength
- ☒ +14 Dexterity
- ☒ +15 Constitution
- ☐ +6 Intelligence
- ☒ +12 Wisdom
- ☒ +16 Charisma

SAVING THROWS

- ☐ +8 Acrobatics (Dex)
- ☐ +6 Animal Handling (Wis)
- ☐ +6 Arcana (Int)
- ☐ +7 Athletics (Str)
- ☒ +16 Deception (Cha)
- ☐ +6 History (Int)
- ☒ +12 Insight (Wis)
- ☒ +16 Intimidation (Cha)
- ☐ +6 Investigation (Int)
- ☐ +6 Medicine (Wis)
- ☐ +6 Nature (Int)
- ☒ +12 Perception (Wis)
- ☐ +10 Performance (Cha)
- ☐ +10 Persuasion (Cha)
- ☐ +6 Religion (Int)
- ☐ +8 Sleight of Hand (Dex)
- ☐ +8 Stealth (Dex)
- ☐ +6 Survival (Wis)

SKILLS

27

ARMOR CLASS

+8

INITIATIVE

50 ft.

SPEED

Hit Point Maximum 3000

3000

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Dbl Saber x +9 2d8+11 +6c

Force Light DC 21 16d6

Choke / Pu DC 21 -

Dbl Saber x5 +9
2d8+11 +6d8

Force Lightning DC
26 16d6

Choke / Push DC 26

-

ATTACKS & SPELLCASTING

16

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS

LEGENDARY RESISTANCE 6/day - more than Kas.
4 EXTRA TURNS per round.
HE DEFLECTS BLASTER BOLTS back at the shooter - Boba Fett is nearly useless against him, and that is on purpose. The Sith is not a weapon problem.
FOUGHT TWICE: scene 11 (they CANNOT win - he escapes) and scene 16 (the real end).
SABER: +6d8 per hit + IGNORES ARMOUR. To-hit dialed 18->9 so he cannot one-shot the kids.

[ITAMAR'S LAW] This one IS the ceiling. Nothing may be stronger than Kas.



The Sith

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

8

2

5

9

SPELLS KNOWN