

Darth Vader

CHARACTER NAME

Darth Vader - CR 16

CLASS & LEVEL

NPC / Ally

RACE

Based on: Iron Golem

BACKGROUND

Itamar's own

ALIGNMENT

Itamar (DM)

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

24

+7

DEXTERITY

12

+1

CONSTITUTION

22

+6

INTELLIGENCE

16

+3

WISDOM

16

+3

CHARISMA

20

+5

INSPIRATION

+6

PROFICIENCY BONUS

- ☒ +13 Strength
- ☐ +1 Dexterity
- ☒ +12 Constitution
- ☐ +3 Intelligence
- ☐ +3 Wisdom
- ☐ +5 Charisma

SAVING THROWS

- ☐ +1 Acrobatics (Dex)
- ☐ +3 Animal Handling (Wis)
- ☐ +3 Arcana (Int)
- ☒ +13 Athletics (Str)
- ☐ +5 Deception (Cha)
- ☐ +3 History (Int)
- ☐ +3 Insight (Wis)
- ☒ +11 Intimidation (Cha)
- ☐ +3 Investigation (Int)
- ☐ +3 Medicine (Wis)
- ☐ +3 Nature (Int)
- ☒ +9 Perception (Wis)
- ☐ +5 Performance (Cha)
- ☐ +5 Persuasion (Cha)
- ☐ +3 Religion (Int)
- ☐ +1 Sleight of Hand (Dex)
- ☐ +1 Stealth (Dex)
- ☐ +3 Survival (Wis)

SKILLS

20

ARMOR CLASS

+1

INITIATIVE

30 ft.

SPEED

Hit Point Maximum 350

350

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Red Saber +6 2d10+7 +6c

Force Choke DC 18 3d6/round

Deflect bolt 15+ returns to s

Red Saber x3 +6
2d10+7 +6d8

Force Choke DC 18
3d6/round

Deflect bolt 15+
returns to shooter

ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS

HE NEVER RUNS. He walks. Describe the step and the breath every single round.

ARMOUR (Iron Golem): immune to NON-MAGICAL weapons. Without a lightsaber the kids cannot hurt him AT ALL - which is exactly why Yoda slides them the sabers first. LEGENDARY ACTIONS: extra strike / step (always closing) / choke.

SABER: +6d8 per hit + IGNORES ARMOUR. To-hit dialed 12->6 so he cannot one-shot the kids.

[ITAMAR'S LAW] AC 20 / HP 350 - both under Kas (24 / 2000). Legal.



Darth Vader

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

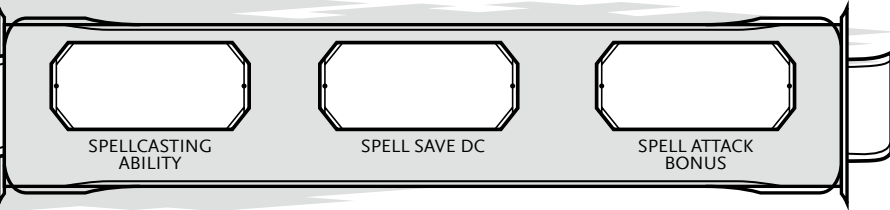
NAME

SYMBOL

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

[illegible]

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☐ _____
☐ _____

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