



DARTH VADER

Medium sentient mechanoid humanoid (16d6)

Dark Lord of the Sith

STR 20 (5d6) **AGI** 10 (4d6) **END** 21 (6d6)
INT 10 (4d6) **LOG** 10 (4d6) **WIL** 21 (6d6) **CHA** 20 (5d6) **LUC** 20 (5d6) **REP** 60 (10d6)
PSI 60 (10d6)

HEALTH 72

MELEE DEFENSE 39; **RANGED DEFENSE** 35; **MENTAL DEFENSE** 39

SOAK 10 (armoured suit); **VULN** 1d6 (electricity); **2d6** (ion)

INITIATIVE 9d6

PERCEPTION 4d6; *sense psionics*

SPEED 9; **CLIMB** 5; **JUMP** 20'/20'

CARRY 410lb (max lift 1,000lb)

ACTIONS 2

NATURAL DAMAGE 1d6+5

Brawling 5d6 (1d6+5 damage)

Legendary lightsaber 16d6 (3d6+6 heat damage; throwable)

Psychic Choke 15d6 (3d6 blunt damage; range 30')

Skills *telepathy* 15 (5d6), *telekinesis* 21 (6d6), *piloting* 21 (6d6), *engineering* 10 (4d6), *astrogation* 10 (4d6), *perception* 0d6, *concentration* 15 (5d6), *hardy* 21 (6d6), *intimidation* 15 (5d6), *intuition* 10 (4d6), *reactions* 15 (5d6), *swords* 21 (6d6)

Gear legendary lightsaber, armoured suit

Mechanoid. Darth Vader has had so many cybernetic upgrades that he is classified as mechanoid. Mechanoid creatures are immune to mental attacks, and vulnerable (1d6) to electricity damage and (2d6) to ion damage. Ion damage is specially designed to attack electronics and mechanoids (included, above).

Missile deflection. Darth Vader is able to deflect incoming ranged attacks with his lightsaber. This allows him to use his lightsaber for DEFENSE against ranged attacks as well as from melee attacks (included, above).

Throw sword. Darth Vader can throw a laser sword as a ranged weapon with a range increment of 10'. The sword returns to Darth Vader's hand.

Sense psionics. Darth Vader can sense the presence of psionics within 30' of him.

Foresight. Darth Vader always gain access to the ambush turn.

Recover. Darth Vader can meditate for five minutes to recover full HEALTH once per day.

Refocus. Once per day Darth Vader can focus and recover HEALTH equal to Darth Vader's PSI attribute check. This takes two actions.

Summon. Darth Vader can telekinetically call a small or smaller object within 10' to his hand by using two actions. If the object is held by someone else, it will require an opposed PSI vs. STR check.

Improved Telekinesis. Darth Vader can freely telekinetically move and manipulate single objects of small medium or smaller within 30' of him. He may only manipulate one such object at a time, or a number of small items equal to his PSI dice pool (15).

Psychic choke. Darth Vader can squeeze the breath from a victim within 30' with a PSI (15d6) vs. DEFENSE check, causing 3d6 blunt damage.

Psychic push. Once per round Darth Vader can, as an action, make a PSI vs. DEFENSE attack to push a single creature of size medium or smaller a distance in feet equal to his PSI check.

Telepathic message. Darth Vader has the ability to freely send short telepathic messages to other intelligent creatures with whom he has spent time.

Psychic suggestion. Darth Vader can momentarily influence the thoughts and actions of another creature within 30' by making a PSI vs. MENTAL DEFENSE check.

Destiny. Darth Vader may meditate for 5 minutes once per day to replenish his LUCK pool.

