

## Luke Skywalker

Medium Human (old) scout 1/Jedi 7/Jedi

Knight 4/Jedi Master 2

Force 10, Strong in the Force

Init +15; Senses Perception +14

Languages Basic, Jawa Trade Language



**Force Points:** Once per round, you may spend a Force Point to add 1d8 to the result of an attack roll, skill check, or ability check. You may also spend a Force Point to return a Force Power to your active suite of Force Powers.

**Defenses** Ref 30 (flat-footed 27), Fort 29, Will 29; Block, Deflect, Evasion

**HP** 134; second wind +33/67; Threshold 29, Immune fear effects, +5 to Fortitude Defense against extreme heat and cold effects

**Attack:** Melee lightsaber +17 (2d8+11)

### Special Talents

**Block/Riposte:** If successful, may immediately make a free lightsaber attack against the opponent you blocked. Requires ignited lightsaber.

**Deflect/Redirect Shot:** Same as Block, except for Ranged attacks. If successful, may immediately make a ranged attack at -5 to redirect shot into an opponent for ranged damage.

**Equilibrium:** Spend a Force Point to remove all debilitating conditions as a Swift Action.

**Evasion:** Take half damage from area attacks that hit, no damage from area attacks that miss.

**Manifest Guardian Spirit:** Spend a Force Point as a Swift Action to have your guardian spirit appear within 6 squares and provide a +1 bonus to attack, +2 to Use the Force checks, and +2 to Will defense as long as you remain within 12 squares.

### Force Powers (may be used once per encounter)

**Mind Trick:** (p98) Alter a target's perceptions or plant a suggestion. Make a UTF check against the Target's Will Defense. See page for examples of effects, but its essentially the AD&D spell Suggestion.

**Move Object:** (p 98) Telekinesis. Make a UTF check. DC 10 = Move one medium object (2d6 if hurled). DC 20 = Large (4d6), DC 25 = Huge (6d6), DC 30 = (Gargantuan (8d6).

**Rebuke:** (p100) You absorb or deflect one Force power used against you. Make a Use the Force check, DC equal to the result of the power used against you. If the result is equal or greater, it is negated. If you exceed the check by more than 5, you may choose to use the power against its creator.

**Surge:** (p100) The Force enables you to jump great heights and distances as well as move quickly. UTF check. DC 10 = +10 bonus on Jump checks and speed increases by 2 squares until the start of your next turn. DC 15 = +20/4 squares. DC 20 = +30/6 squares.

**Force Slam (2):** You slam opponents with the force in a 6-square cone in front of you. Make a Use the Force check and compare the result to each target's fortitude defense. If the result is equal to or greater, they take 4d6 damage and are knocked prone. If it is less than, they take half damage and are not knocked prone. May spend a Force Point to instead impact a 4-square radius around you.

**Mentor:** Spend a Force Point upon activating a Force Power to add that power to the Force suite of an ally within 12 squares until the end of their next turn.

Star Wars RPG Saga Edition Character Sheet

Personal Data	Character Name	<b>Luke Skywalker</b>	Species	<b>Human</b>	Gender	Male
	Class	<b>scout 1/Jedi 7/Jedi Knight 4/Jedi Master 2</b>			Level	<b>14</b>
	XP	<b>0</b>	Next	<b>105000</b>	Destiny	<b>0</b>
			Force Points	<b>10</b>		
					Age	60
					Height	5'11"
					Weight	185.0kg
					Eyes	
					Hair	
					Skin	

ABILITY SCORES	SCORE	ABILITY	MOD	DEFENSES	<b>FORTITUDE (Constitution)</b>					DAMAGE THRESHOLD	HIT POINTS	CONDITION				
	14	STR	+2		29	Level or Armor	Class	Ability (CON)	Misc				Fortitude Defense	<b>134</b> SR(0)	NORMAL -1 -2 -5 -10 1/2 Speed HELPLESS <small>Penalty to All Defenses, Attacks, Skills and Ability Checks</small>	
	16	DEX	+3		10	14	3	2	0	Misc Bonus	<b>29</b>					
	14	CON	+2		<b>REFLEX (Dexterity)</b>					DARK SIDE POINTS			<b>0</b>			
	14	INT	+2		27	Level or Armor	Class	Ability (DEX)	Misc		10			14		3
	14	WIS	+2		<b>WILL (Wisdom)</b>					1 2 3 4 5 6 7 8 9 10 11 12						
15	CHA	+2	29	Level or Armor	Class	Ability (WIS)	Misc	10	14	3	2	0	13 14			

SPEED	<b>6</b>	INITIATIVE	<b>+15</b>	PERCEPTION	<b>+14</b>	BASE ATTACK BONUS	<b>+13</b>	Melee (+STR)	<b>+15</b>	GRAPPLE	<b>+16</b>
								Ranged (+DEX)	<b>+16</b>		

Double Attack (lightsabers), Melee Defense, Equilibrium, Manifest Guardian Spirit, Redirect Shot, Riposte, serenity, build lightsaber

ATTACKS

WEAPON	<b>lightsaber</b>	ATK	<b>+17</b>	DAMAGE	<b>2d8+11</b>	1 2 3 4 5 6 7 8 9 10
CRIT	20	TYPE	Energy and Slashing	NOTES	Ignore DR	11 12 13 14 15 16 17 18 19 20
						21 22 23 24 25 26 27 28 29 32
						31 32 33 34 35 36 37 38 39 10
						41 42 43 44 45 46 47 48 49 50
lightsaber +17 (2d8+13) with both hands						
lightsaber +12/+12 (2d8+13) with Double Attack						

WEAPON		ATK		DAMAGE		1 2 3 4 5 6 7 8 9 10
CRIT		TYPE		NOTES		11 12 13 14 15 16 17 18 19 20
						21 22 23 24 25 26 27 28 29 32
						31 32 33 34 35 36 37 38 39 10
						41 42 43 44 45 46 47 48 49 50

WEAPON		ATK		DAMAGE		1 2 3 4 5 6 7 8 9 10
CRIT		TYPE		NOTES		11 12 13 14 15 16 17 18 19 20
						21 22 23 24 25 26 27 28 29 32
						31 32 33 34 35 36 37 38 39 10
						41 42 43 44 45 46 47 48 49 50

WEAPON		ATK		DAMAGE		1 2 3 4 5 6 7 8 9 10
CRIT		TYPE		NOTES		11 12 13 14 15 16 17 18 19 20
						21 22 23 24 25 26 27 28 29 32
						31 32 33 34 35 36 37 38 39 10
						41 42 43 44 45 46 47 48 49 50



