

Darth Vader SWRPG combat stat block

by Snurf

This is a narrow view of the character, only concerned with fighting him on ground. He should get a different stat block when piloting a starship to represent his skills there, and yet another if he's being dealt with in an official, non-combat capacity, perhaps as part of a very high ranking Imperial campaign or a bounty hunting one.

Darth Vader [Nemesis]

Brawn 7
Agility 2
Intellect 4
Cunning 5
Willpower 6
Presence 4

Soak : 10

Wound Threshold : 30

Strain Threshold : 30

Melee/Ranged defense : 3 / 3

Skills

General skills : Discipline 5, Resilience 5, Vigilance 5, Athletics 4, Perception 4, Cool 3

Combat skills : Lightsaber 5, Brawl 3, Melee 2

Talents

Adversary 5 - upgrade difficulty of all combat checks made against Vader five times

Advanced Nemesis - Vader gets a second turn at the end of each round

Chosen One + Force Rating 6 - Add two dark side force points to every force power check

Durable 5 - Suffered Critical Injuries are rolled at -50

Falling Avalanche - Once per round suffer 2 strain to add additional damage equal to Brawn to one hit of a successful Lightsaber combat check

I Have You Now - Vader increases the result of his critical hits by +20 for each subsequent activation, instead of the normal +10

Improved Center of Being 2 - Maneuver to increase crit rating of all weapons against self by 2 until beginning of next turn, 1 strain to do it as an incidental

Improved Hard Headed 2 - When staggered or disoriented, may perform Hard Headed action to make a 3p Discipline check to stop being staggered or disoriented. If incapacitated due to strain, on next turn, make a 3p Discipline check to decrease strain to one below threshold

Improved Parry 8 - Suffer 3 strain to reduce Brawl, Melee or Lightsaber hit by 10 damage. May spend despair / three threats on parried enemy combat check to inflict base weapon damage

Improved Reflect 8 - Suffer 3 strain to reduce ranged (light), ranged (heavy) or gunnery hit by 10 damage. May spend despair / three threats on reflected enemy combat check to deal the same damage as initial attack to one target within Medium range.

Improved Saber Throw - Make Lightsaber combat check as ranged attack against one target within medium or long range, adding force dice. Must spend 1 force point and succeed on check to hit target, must spend one additional force point to have weapon return to hand after the attack if the target was at medium range, two if they were at long range

Improved Sunder - Each advantage spent to activate the Sunder weapon quality damages an item two steps rather than one

Mind Over Matter - May flip a destiny point to recover strain equal to Willpower rating

Resist Disarm - 2 strain, negate weapon disarm or destruction

Resolve 3 - When involuntarily suffering strain, suffer 3 less, to a minimum 1

Sarlacc Sweep - May increase the difficulty of a Lightsaber combat check by one. May then spend 2 advantages to hit another target that is also at Engaged range. Must target the opponent that is hardest to hit, and may be repeated for every two advantages, as long as there are valid targets

Second Wind 5 - May recover 5 strain as an incidental

Sum Djem - May spend triumph or 2 advantages on successful Lightsaber combat check to disarm opponent. Weapon lands anywhere within Short range of the engagement

Terrifying - 3 red 2 purple fear check when encountered

Unstoppable - If a Critical Injury roll is 1 or reduced to 1, do not suffer the Critical Injury

Abilities

Dark Side Force User

Force Power: Bind (all upgrades)

Force Power : Foresee (all upgrades)

Force Power: Move (all upgrades)

Force Power: Protect (all upgrades) - don't use Unleash !

Equipment

Vader's lightsaber - Lightsaber, Damage 10, Critical 1, Range [Engaged], Breach 1, Sunder, Vicious 4, Superior

Darth Vader's suit - 2 soak, 2 defense