

TARGET: REY SKYWALKER

REY SKYWALKER

medium humanoid (human), chaotic good

Armor Class 15 (Force Precognition, leather armor)

Hit Points 73 (8d10 + 30)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	13 (+1)	15 (+2)	12 (+1)	11 (+0)

Skills Arcana (Technology) +8, Perception +7, Sleight of Hand +8, Survival +7

Senses passive Perception 11

Languages Common, Telepathy 60ft.

Challenge 8 (3,900 XP)

Legendary Resistance (3/Day). If Rey fails a saving throw, she can choose to succeed instead.

Force Guided Combat. Rey uses her Intelligence modifier to determine attack and damage bonuses from her weapon attacks.

Force Precognition. Rey adds her Intelligence modifier to her AC total.

Lightsaber Defense. When Rey takes the Dodge action on her turn, she can counterattack on any creature who misses on both rolls of their dice. If the attack was melee, she attacks with her lightsaber. If the attack was ranged, the attack is sent back against the attacker. Rey must be holding a lightsaber to use this trait.

Mechanical Aptitude. Rey can make an Intelligence (Arcana) check to identify alien technology and determine what it is, how it works, and how much it is worth, even if she has not seen or used it before.

Tool Aptitude. Rey can use any piece of technology or tool she comes across by making a Dexterity (Sleight of Hand) check, even if she is not proficient with that technology or tool.

Innate Spellcasting. Rey's innate spellcasting ability is Intelligence (spell save 13, +5 to hit with spell attacks). She can innately cast the following spells as if using 3rd level spell slots:

At-Will: *charm person, hold person, jump, telekinesis*

1/Day each: *catapult, cure wounds, dominate person, pass without trace, witch bolt*

ACTIONS

Multiattack. Rey makes two lightsaber attacks.

Lightsaber. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 11 (2d8 + 2) radiant damage.

Lightsaber Throw. *Ranged Weapon Attack:* +5 to hit, range 20/60ft., one target. Hit: 11 (2d8 + 2) radiant damage. The lightsaber returns to Rey's hand at the end of the attack.

REACTIONS

Riposte. Rey adds 3 to her AC against one melee attack that would hit her. To do so, Rey must see the attacker and be wielding a melee weapon. If this causes the attack to miss, Rey can immediately make a weapon attack against the attack creature.

CAPTURING REY

Rey isn't exactly hiding. The problem with capturing her is how powerful she is, with or without a lightsaber in her hands. It is highly suggested that Irkallan Care Facility Agents try a sneak attack. Failing that...

Initiative. Roll initiative as usual.

Movement. Rey isn't subtle. She'll move towards the closest enemy, then the closest enemy after that, then the closest enemy after that. She's too self-confident to be scared of anything less than a star destroyer, and even then she might try and fight.

Action. Unless Rey thinks she is fighting someone one-on-one, she uses Lightsaber Defense on each of her turns. She'll use jump to close the distance if she has to, but her preferred tactic is to move towards someone and use the offensive and defensive options Lightsaber Defense offers her.

If dealing with magicians or targets she can't destroy or get to, she'll find cover and hit them with catapult, telekinesis, or dominate person on that target and the move back into Lightsaber Defense.

Rey really doesn't believe she can lose, so she won't retreat and will fight until either her enemies are dead or she is unconscious.

Abandoned on the brutal desert world of Jakku as a child, Rey grew up scavenging the wreckage of star destroyers. She learned how space ships were put together, how they worked, what was valuable, and how to best maintain and fix mechanisms, hold a claim against interlopers, and steal the finds of other scavengers. It's given her a knack for keeping herself alive while also giving her a good working knowledge of how machines work.

Unknown to her at the time, some of her skill was the result of the Force - she was steeped in the power of the Force for a number of reasons, and when given the chance she took to Jedi teachings with the same aptitude, becoming an incredibly powerful Jedi in a very short amount of time.

After helping the Resistance crush the First Order and the Sith behind them, Rey returned to the desert world of Tatooine to live a quiet, peaceful life.

She is wanted by a host of enemies, ranging from people angry that she exists to local crime lords that really do not like the idea of more Jedi, and any Sith Lord would certainly want her removed from play before making their move.

TRANSPORTING REY

The following needs to be kept in mind when transporting Rey to an Irkallan Care Facility. Agents are advised to keep her unconscious as much as possible.

The Force. Rey can use telekinesis to remove any non-coded or locked restraints from binding her, and can use charm person or dominate person to get people that should know better to aid her escape. A blindfold and gag, in addition to any anti-Force processes, are advised.

Escape. Rey gets to roll once every hour of the journey to see if she escapes. She's not especially stealthy about it. If she can, she will use the Force to remove bindings or get her captors on her side; if she gains control of anyone, she will get them to let her go.

If Rey Gets Loose. Having been defeated once already, Rey will simply leave, using pass without trace and/or jump to muddy her trail, and using her Wisdom (Survival) skill to leave a false trail.

Once she gets loose, she'll take time to recover, build a new lightsaber, and look for her attackers. She will not let anyone that put her down once get away with it.

Designed to be used with Chains of the Irkalla, a supplement for Fifth Edition.

You can download a copy for free at

<https://www.deviantart.com/hunteroperawrites/art/Chains-of-the-Irkalla-Alpha-947801011>.

You can find other targets at

<https://www.deviantart.com/hunteroperawrites/gallery/86402401/chains-of-the-irkalla>.

CARING FOR REY - THE IRKALLAN TREATMENT

It's time to reduce Rey to an Irkallan Personal Resource.

Breaking Abilities. Rey's two chosen abilities are Dexterity and Intelligence. Intelligence is obvious, as it was her intelligence that developed in to a knack for machines and tools. She's also very comfortable in her own skin and knows how her body moves and works.

Breaking Skills. While breaking skills, roll a d4 when targeting her specific listed skills, where 1 is Arcana, 2 is Perception, 3 is Sleight of Hand, and 4 is Survival. If the skill being attacked is the one that shows up on the die, you have discovered one of her two chosen skills and can now go about destroying them.

Breaking Background. Rey's background is either Archaeologist, Folk Hero, or Outlander. Roll a d3 when attempting to break her background, where 1 is Archaeologist, 2 is Folk Hero, or 3 is Outlander. If you are breaking the same background that shows up on the die, you have discovered her background and can now go through the process of breaking her down.

Escape. If Rey gets out, she'll likely have access to her Force abilities (Innate Spellcasting). She will err on the side of stealth but, if discovered, will attempt to obliterate whoever she comes across and take their weapons.

With her mechanical and tool aptitude, she will turn Facility equipment against care workers and free other patients, bringing them to her cause. Worse, she'll be able to get a working map of the facility to make her escape easier, and will have no problem getting the portal room to do what she wants it to.

Rey will not leave any patients she finds behind, and will try and return anyone she rescues back to their native worlds.

