



Round 4: Obi-Wan backs up and assumes a defensive pose, realizing that Darth Maul's expertise is even greater than he feared. Perhaps sensing weakness in his opponent, Maul advances, continuing his assault.

❖ Obi-Wan elects to use the Total Defense option and gives up his attacks for the round to gain a +6 dodge bonus to his Defense for one round. This raises his Defense to 28.

Darth Maul takes the full attack action. Thanks to Obi-Wan's decision to use Total Defense, all five attacks miss.

Round 5: Kenobi resumes his attack, though his pair of strikes glance harmlessly off Maul's saber. For his part, the Sith Lord never hesitates, slashing at Kenobi again and again.

❖ Obi-Wan takes the full attack action, though he chooses to fight defensively. This grants him a +3 dodge bonus to Defense at the cost of a -4 penalty to hit. Both attacks miss.

Darth Maul takes the full attack action. All five attacks miss.

Round 6: Realizing that he can't hope to win as long as Maul wields his twinbladed lightsaber, Obi-Wan instead slashes through the center of the Sith Lord's weapon hilt and then kicks him in the chest, knocking him down.

❖ Obi-Wan spends a Force point. Rolling 2d6, he determines that he will have a +8 Force bonus to all his actions for one round. He elects to take the full attack action. He attacks Maul once, attacks Maul's light-saber once, and also kicks Maul. Since he is attacking with two weapons this round, he suffers a -4 penalty to his lightsaber attacks and a -8 penalty to his unarmed (kick) attack. He further chooses to make the kick a Knockdown attack.

The lightsaber attack against Maul hits, inflicting 11 points of damage, and the attack against Maul's lightsaber also hits, inflicting 12 points of damage. This is enough to break the lightsaber, which (in this case) effectively turns it into a normal, single-bladed weapon.



▲ Darth Maul advances for the day's second kill.

Obi-Wan Kenobi vs Darth Maul



Obi-Wan Kenobi Jedi Guardian 6

Strength	15 (+2)	Intelligence	13 (+1)
Dexterity	16 (+3)	Wisdom	12 (+1)
Constitution	14 (+2)	Charisma	13 (+1)

Defense: 20 (22 in melee when wielding lightsaber)

Vitality Points: 52 (currently 38)

Wound Points: 14

Force Points: 3

Attacks: Lightsaber +9/+4 (crit 19+)
or Unarmed +8/+3 (crit 20)

Damage: Lightsaber 3d6
or Unarmed 1d3+2

Darth Maul Jedi Guardian 12

Strength	17 (+3)	Intelligence	14 (+2)
Dexterity	19 (+4)	Wisdom	11 (+0)
Constitution	16 (+3)	Charisma	12 (+1)

Defense: 24 (26 in melee when wielding lightsaber)
Vitality Points: 120 (currently 63)

Wound Points: 16

Force Points: 0

Attacks: Double-bladed lightsaber +13/+9/+8/+4/+3 (crit 19+)
or Lightsaber +11/+6/+1 (crit 19+)
or Unarmed +15/+10/+5 (crit 20)

Damage: Lightsaber 4d6
or Unarmed 1d6+3

For complete game statistics, pick up the Star Wars Roleplaying Game.