



BABY YODA (“THE CHILD”)

Baby Yoda is a prized infant of a rare and mysterious humanoid species. He is known to possess unpredictable and not yet fully understood mystical abilities remotely akin to psionics, and he is revered for his kind and playful nature.

BABY YODA FAMILIAR

At the DM’s discretion, a warlock with the Pact of the Chain feature can choose Baby Yoda as their familiar, in addition to the forms listed in the *Player’s Handbook*.

BABY YODA

Tiny humanoid (Yoda’s species), chaotic good

Armor Class 14

Hit Points 10 (3d4 + 3)

Speed 5 ft. (fly 30 ft. in carrier)

STR	DEX	CON	INT	WIS	CHA
5 (-3)	12 (+1)	13 (+1)	10 (+0)	17 (+3)	16 (+3)

Skills Sleight of Hand +3, Stealth +3

Damage Resistances force

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 13

Languages understands Common, but speak, he cannot

Challenge 1/4 (50 XP)

Innate Spellcasting (The Force). Baby Yoda’s innate spellcasting ability is Wisdom. He can innately cast the following spells, requiring no verbal or material components:

At will: *friends*, *mage hand* (the hand is invisible)

1/day: *cure wounds*

Force Barrier. While Baby Yoda is wearing no armor and wielding no shield, his AC includes his Wisdom modifier.

Magic Resistance. Baby Yoda has advantage on saving throws against spells and other magical effects.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage. If this damage reduces a Tiny beast to 0 hit points, Baby Yoda swallows it whole.

Telekinesis (1/Day). Baby Yoda attempts to manipulate a creature or object by thought. Choose one of the following options:

Creature. Baby Yoda chooses one Huge or smaller creature he can see within 60 feet of him and attempts to telekinetically immobilize it. Baby Yoda makes a Wisdom check contested by the creature’s Strength check. If Baby Yoda wins the contest, the target is suspended 5 feet in the air and restrained until the end of Baby Yoda’s next turn or until Baby Yoda loses his concentration (as if concentrating on a spell). For the next minute, Baby Yoda can use his action on each of his turns to attempt to maintain his telekinetic grip on the creature by repeating the contest. If the creature succeeds on the contest or when the effect otherwise ends, Baby Yoda falls unconscious for 1 hour.

Object. Baby Yoda chooses one object that he can see within 60 feet of him that isn’t being worn or carried and weighs no more than 500 pounds. He moves the object up to 30 feet in any direction, but not more than 60 feet away from himself. Baby Yoda can maintain his telekinetic grip on the object for 1 minute or until he loses his concentration (as if concentrating on a spell). For the duration, Baby Yoda can use his action on each of his turns to move the object again.