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BALLISTIC APPROACH

For many, rushing an opponent with guns blazing is a last resort. For Berserkers of the Ballistic Approach, this isn't a last resort; it's the primary plan. Leading with a blaster and pure, unbridled rage, the berserker never lets an empty gun diminish their fury.

FIRESTORM

When you choose this approach at 3rd level, you've learned to use ranged weapons with untold fury. While wielding a blaster with which you are proficient, you gain the following benefits:

- When making a ranged weapon attack while within 30 feet of your target, you use your choice of Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.
- When you use a blaster as an improvised weapon, you are considered proficient with it.

EXPLOSIVE

Also at 3rd level, while raging, you gain the following benefits:

- When you roll a 1 or 2 on a damage die for an attack made with a blaster weapon, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.
- You add your rage damage to damage rolls from ranged weapon attacks while within 30 feet of your target. You may only apply your rage damage to one target when you use the *burst* feature.

RAMPAGE

At 6th level, while raging, when you deal damage with a blaster with which you are proficient while within 30 feet of your target, you can use a bonus action to move up to half your speed towards your target. You must end this movement closer to your target than you started. If you end this movement within 5 feet of your target, you can make one melee weapon attack with your blaster as a part of this bonus action.

DOWN, NOT OUT

Starting at 10th level, when you are hit with an attack by a creature within 30 feet of you, you can use your reaction to make a single attack against that creature with a blaster with which you are proficient.

BRAWN

At 14th level, when you use the *burst* feature of a blaster with which you are proficient, you can apply your rage damage bonus to every target that takes damage. Additionally, when a creature fails the saving throw, it is knocked prone.



BLOODSTORM APPROACH

For some Bloodstorm Approach is said to have originated from the ancient wookiee Hroufrasnooohn clan (which loosely translates to Bloodstorm in Galactic Basic), whose warriors performed gravity-defying feats with their flying vibroaxes through a combination of unorthodox techniques and a mystical belief in their own abilities. A berserker who follows this approach can hurl their devastating weapons at enemies with such power and skill that it completely blurs the line between melee and ranged combat.

FURIOUS THROW

When you choose this approach at 3rd level, your throwing techniques have become a perfect extension of your melee prowess. You may count your thrown weapon attacks as if they were melee weapon attacks for the purposes of your class abilities and feats, such as your Berserker Rage and Reckless Attack abilities.

RETURNING ATTACKS

Also at 3rd level, any weapon you throw can ricochet back to you at your command. When you make a thrown weapon attack, you may have the weapon fly back to your hand immediately after the attack.

THROW ANYTHING

At 6th level, your strength and mastery of throwing techniques has allowed you to throw vibroaxes as easily as others hurl vibrodaggers. When you are wielding a melee weapon that you have proficiency with, it gains the Thrown property (range 20/60).

FLING PEOPLE

Starting at 10th level, you learn to throw creatures as easily as you throw your weapons. When you successfully grapple a creature, you may immediately throw the creature:

THROW FRIEND

If the creature is a willing ally and volunteers to be grappled, you throw the target into any unoccupied space within 60 feet. That creature may immediately use its reaction to make one melee weapon attack, adding your Strength modifier to the attack's damage roll.

THROW FOE

If the creature is an opponent, you throw the target into any unoccupied space within 30 feet, where it takes damage equal to your Strength modifier and falls prone.

RAGING WHIRLWIND

At 14th level, you can send your weapon spinning into a gravity-defying whirlwind of pain. Once per rage as an action, you may throw a weapon with the Thrown property to a point you choose within 60 feet. The weapon fills the air as a cyclone in a 10 foot radius sphere centered on that point. A creature takes damage equal to the thrown weapon's damage + your Strength modifier + your Rage Damage when it enters the whirlwind's area for the first time on a turn or starts its turn there. This effect ends when you command the weapon to return to you as a free action or your rage ends.



CYCLONE APPROACH

The Cyclone Approach empowers the berserker's ability to fight with weapons in each hand. Followers of this approach learn to move quickly to avoid attacks and can become a whirlwind of fury and steel, cleaving through hordes of enemies.

FIGHTING STYLE

When you choose this approach at 3rd level, you learn the Two-Weapon Fighting Fighting Style option, detailed in Chapter 6. You can't take a Fighting Style option more than once, even if you later get to choose again.

DOUBLE SWING

Also at 3rd level, once on each of your turns when you miss with an attack while raging, you can immediately make a melee attack with the weapon in your other hand. You do not add your ability modifier to the damage of this attack.

TWISTING WINDS

At 6th level, your unpredictable movement makes you harder to hit and pin down. When you make a saving throw or ability checks to avoid being knocked prone, pushed, grappled, or restrained, it gains a bonus equal to your Strength modifier.

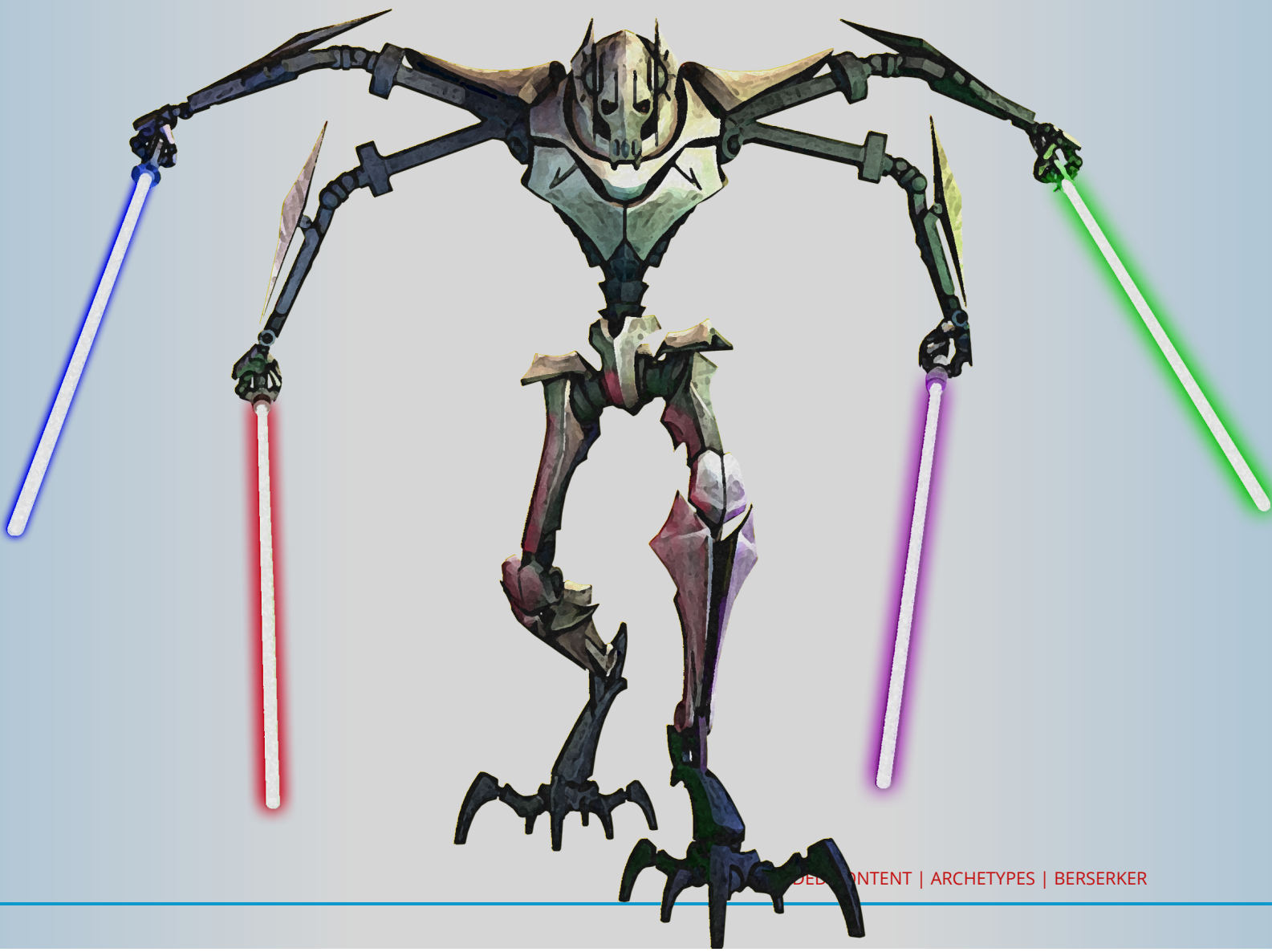
MIGHTY LEAP

Starting at 10th level, the distance you can jump is doubled, and you do not provoke attacks of opportunity if you leave a hostile creature's reach while jumping.

TORNADO

At 14th level, you can become a tornado of attacks. When you take the Attack action on your turn, you can forgo one of your regular attacks to make a melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each target. If you are wielding a separate melee weapon in each hand, each successful hit against a target deals damage equal to the damage dice of both weapons + your ability modifier + any other modifiers.

You can use this feature a number of times equal to your Strength modifier (a minimum of once). You regain all expended uses when you finish a short or long rest.



FRENZIED APPROACH

For some berserkers, rage is a means to an end—that end being violence. The Frenzied Approach is that of untrammelled fury, slick with blood. As you enter the berserker's rage, you thrill in the chaos of battle, heedless of your own health or well-being.

FRENZY

When you choose this approach at 3rd level, you can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one level of exhaustion (as described in appendix A).

When you finish a long rest, you reduce your exhaustion level by 2 rather than 1.

Additionally, any effect that removes exhaustion reduces your exhaustion by 1 additional level.

MINDLESS RAGE

At 6th level, you can't be charmed or frightened while raging. If you are charmed or frightened when you enter your rage, the effect is suspended for the duration of the rage.

INTIMIDATING PRESENCE

Starting at 10th level, you can use your action to frighten someone with your menacing presence. When you do so, choose one creature that you can see within 30 feet of you. If the creature can see or hear you, it must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier) or be frightened of you until the end of your next turn. On subsequent turns, you can use your action to extend the duration of this effect on the frightened creature until the end of your next turn. This effect ends if the creature ends its turn out of line of sight or more than 60 feet away from you.

If the creature succeeds on its saving throw, you can't use this feature on that creature again for 24 hours.

RETALIATION

At 14th level, when you take damage from a creature that is within 5 feet of you, you can use your reaction to make a melee weapon attack against that creature.



PRECISION APPROACH

Some berserkers have learned to channel their rage into a method of increasing their focus and precision to supernatural levels. Those berserkers who choose the Precision Approach hone their rage to a fine point, becoming agile warriors who ruthlessly dispatch their foes.

CAREFUL STEPS

When you choose this approach at 3rd level, you gain skills that represent your precise movement. You gain proficiency your choice of Acrobatics or Stealth.

FOCUSED RAGE

Also at 3rd level, you hone your rage to a razor sharp focus. When you make a melee weapon attack using Dexterity, you add your rage damage to the damage roll. Additionally, you can use your Reckless Attack feature to give you advantage on melee weapon attacks using Dexterity during your turn.

EXACT AWARENESS

At 6th level, you gain proficiency in Dexterity saving throws.

BATTLE ANTICIPATION

Starting at 10th level, while raging, when you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage against effects that you can see, such as traps and powers, you instead take no damage if you succeed on a saving throw, and only half damage if you fail.

Additionally, while raging, melee weapon attacks using Dexterity score a critical hit on a roll of 19 or 20.

CALM WITHIN THE STORM

At 14th level, the precision with which you act during your rage causes you to become a storm of reactive lethality. When you use your Reckless Attack feature, you can make a number of opportunity attacks equal to your proficiency bonus without using your reaction, and when a creature within 5 feet of you misses you with an attack, you can use your reaction to make a melee weapon attack using Dexterity against that creature.



WAY OF CONFLUENCE

The Force binds us, creating an intangible bridge connecting all living things. Those consulars who follow the Way of Confluence master this power, manipulating those connections to both sustain and torment.

MANIPULATE LIFE FORCE

Starting when you choose this tradition at 3rd level, when you reduce a hostile creature to 0 hit points with a force power, or restore hit points to a creature with 0 hit points with a force power, you gain temporary hit points equal to half your consular level (rounded down) + your Wisdom or Charisma modifier (your choice, minimum of one).

EMPOWERED CONNECTION

At 6th level, while you have temporary hit points, you can add half your Wisdom or Charisma modifier (your choice, rounded up, minimum of one) to any damage or healing you do with force powers that doesn't already include that modifier.

LIFE ETERNAL

Beginning at 10th level, you can use your powerful connection to the Force to keep fighting when others would fall. When you are reduced to 0 hit points but not killed outright, you can spend 5 force points to drop to 1 hit point instead.

INTERCONNECTEDNESS

At 14th level, when you cast a 5th level or lower force power that deals damage or restores hit points and targets only one creature, the power can instead target two creatures within range and within 5 feet of each other.

You can use this feature a number of times equal to your Wisdom or Charisma modifier (your choice, a minimum of once). You regain all expended uses when you finish a long rest.

DYNAMIC ATTACHMENT

Starting at 18th level, while you have temporary hit points, you have resistance against the damage of force powers, and your force powers ignore resistances.



WAY OF ENDURANCE

The Force manifests in myriad ways; while some use the Force to manipulate the world around them, others use it to enhance themselves. Those consulars who follow the Way of Endurance channel the Force to allow them to overcome and reflect the most grievous of injuries.

UPHELD BY THE FORCE

Starting when you choose this tradition at 3rd level, the Force flowing through your body strengthens you, granting the following benefits:

- Your hit point maximum increases by 3, and it increases by 1 again whenever you gain a level in this class.
- Your base AC becomes 13 + your Constitution modifier.
- When you make a melee weapon attack as a part of a force power you cast, you can use Wisdom or Charisma (your choice) instead of Strength for the attack and damage rolls.

Additionally, as an action, you can gain resistance to kinetic and energy damage for 1 minute. This effect lasts until you end it as a bonus action, you are incapacitated, or you don armor other than a shield. You can use this feature twice. You regain all expended uses of it when you finish a short or long rest.

RETALIATION STRIKE

At 6th level, you learn to turn an opponent's aggression back on them. When you deal damage with a force power or a melee weapon attack, if you took damage since the start of your last turn, you deal an extra 1d6 damage. The damage is the same type as the power or weapon's damage.

This die increases when you reach certain levels in this class: to 1d8 at 10th level, to 1d10 at 14th level, and to 1d12 at 18th level.

BOUNDLESS VITALITY

Beginning at 10th level, when you take damage, you can use your reaction and expend a force point to regain health equal to 1d8 + your Wisdom or Charisma modifier (your choice, minimum of one) as long as the damage would not reduce your hit points to 0.

This die increases when you reach certain levels in this class: to 1d10 at 14th level, and to 1d12 at 18th level.

UNRELENTING RESILIENCE

At 14th level, when you use your Boundless Vitality feature while concentrating on a force power, you can add the result of the roll to the Constitution saving throw made to maintain concentration.

Additionally, when you are reduced to 0 hit points but not killed outright while Upheld by the Force is active, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

THE FORCE UNLEASHED

Starting at 18th level, as an action, you can choose a point within 60 feet. Each creature of your choice within 30 feet of that point must make a Constitution saving throw against your universal force save DC. On a failed save, a creature takes 5d10 force damage and suffers 1 level of exhaustion. On a successful save, a creature takes half damage does not suffer exhaustion.

For each creature that fails this saving throw, a friendly creature within 30 feet of them can regain hit points equal to the amount of damage dealt. A friendly creature can only gain this benefit once per turn.

You can use this feature a number of times equal to your Wisdom or Charisma modifier (your choice, a minimum of once). You regain all expended uses when you finish a long rest.



WAY OF MANIPULATION

The power of the Force is both vast and diverse, with uses varying drastically based on their wielder. Those consulars who follow the Way of Manipulation learn to control their weapons with the Force, maneuvering them across the battlefield.

SABER STORM

When you choose this tradition at 3rd level, you learn to deftly control your weapons utilizing the Force. As an action, you can initiate your Saber Storm. When you do so, select a melee weapon you wield, or one melee weapon within 5 feet that is not worn or carried by a conscious creature, and use the Force to cause it to levitate, acting as an extension of your will for 1 minute. When you activate this feature, you can cause the weapon to move up to 10 feet and make a melee force attack against a creature within 5 feet of it. On a hit, the target takes 1d8 + your forcecasting ability modifier damage. The type is of the normal damage dealt by the weapon. The weapon then returns to your side.

Your weapon moves with you, and while Saber Storm is active and you have a weapon animated, on each of your turns you can use an action to move a weapon up to 10 feet and repeat the attack against a creature within 5 feet of it. The weapon then returns to your side. Your Saber Storm ends early if you are incapacitated. At any time, you can end this feature and return the animated weapon to your hand.

Additionally, while your Saber Storm is active, and at least one animated weapon is within 5 feet of you, you gain the following benefits:

- You gain a bonus to your AC equal to your Wisdom or Charisma modifier (your choice, minimum of +1).
- You gain a bonus to any Constitution saving throw you make to maintain your concentration on a power. The bonus equals your Wisdom or Charisma modifier (your choice, minimum of +1).

This feature can animate more than one weapon when you reach higher levels: two weapons at 5th level, three weapons at 11th level, and four weapons at 17th level. When you use your action to attack with your weapons, you can direct them at the same target or at different ones. Make a separate attack roll for each weapon.

At 5th level, the distance your weapon can travel increases to 20 feet. This distance increases to 30 feet at 11th level, and 40 feet at 17th level.

You can use this feature twice. You regain all expended uses of it when you finish a short or long rest.

DECEPTIVE STRIKE

At 6th level, when you cast a force power with a range of touch while Saber Storm is active, your animated weapon can move up to its range and deliver the power as if it had cast it.

GUARDING WEAPON

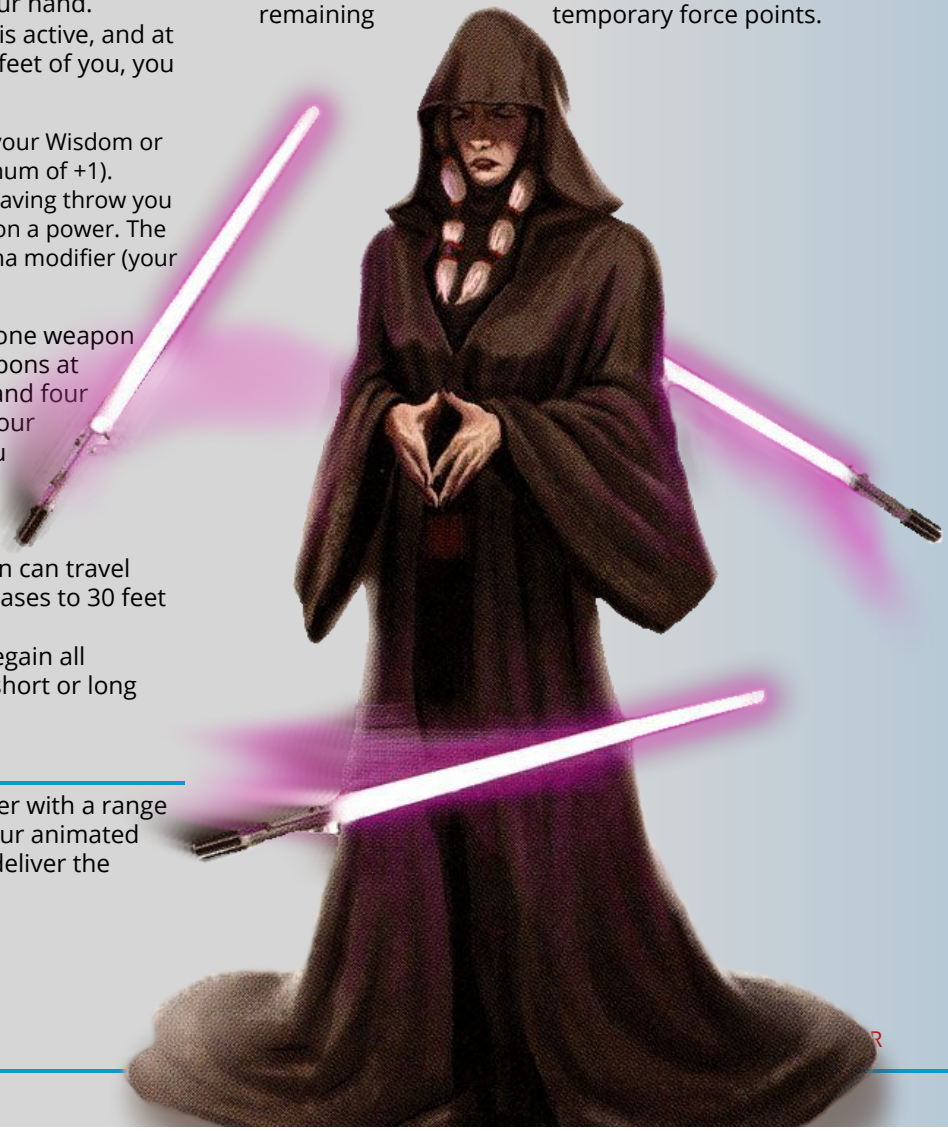
Beginning at 10th level, you can direct your animated weapons to absorb damage while your Saber Storm is active. When you take damage, you can use your reaction to expend one force slot to have your animated weapon intercept it, and reduce that damage to you by an amount equal to five times the force slot's level.

ISOLATE

At 14th level, when you deal damage to a creature while Saber Storm is active, and that creature fails a Constitution saving throw to maintain concentration on a force power, you can steal and redirect the power. Until the end of your next turn, either you or the creature who failed the Constitution saving throw gain the effects of the power (your choice).

SAPPING STORM

Starting at 18th level, when you reduce a hostile creature to 0 hit points while Saber Storm is active, you gain temporary force points equal to your Wisdom or Charisma modifier (your choice, minimum of one). These temporary force points can not exceed your Wisdom or Charisma modifier (your choice), and when you would spend a force point while you have temporary force points, the temporary force points are spent first. When Saber Storm ends, you lose any remaining temporary force points.



WAY OF NEGATION

Some force users seek mastery over the fundamentals of energy manipulation, known as tutaminis. Those consulars who follow the Way of Negation harness this power to limit the havoc that other force-wielders might wreak.

FORCE DEFLECTION

At 3rd level, when you fail a saving throw, you can use your reaction to gain a +4 bonus to that saving throw.

You can use this feature a number of times equal to your Wisdom or Charisma modifier (your choice, a minimum of once). You regain all expended uses when you finish a short or long rest.

POWER SURGE

Starting at 6th level, you learn to simultaneously limit a creature's force powers and store that power within yourself to later strengthen your damaging force powers.

You can store a maximum number of power surges equal to your Wisdom or Charisma modifier (your choice, minimum of one). Whenever you successfully end a force power with a power such as *force suppression* or *sever force*, or use your Force Shield or Force Deflection features to successfully avoid an attack or succeed on a saving throw, you gain one power surge, as you redirect the flow of the Force into yourself.

Once per turn, when you deal damage to a creature or object with a force power, you can spend one power surge to deal extra damage to that target. The extra damage is of the same type as the power's damage, and it equals half your consular level (rounded down).

Whenever you finish a long rest, your number of power surges resets to one. If you end a short rest with no power surges, you gain one power surge.

ENDURING FOCUS

At 10th level, you can casually deflect attacks while channeling your power. While you are concentrating on a Force power, you have a +2 bonus to your AC and all saving throws.

Additionally, you can extend your Force Deflection to a creature within 5 feet of you when they fail a saving throw.

CONFLUX

At 14th level, when you use your Force Deflection feature, you can cause a ripple in the Force to expand from you. Up to three creatures of your choice that you can see within 60 feet of you each take force damage equal to half your consular level.

TUTAMINIS MASTERY

At 18th level, when you use a Force-Empowered Casting option, you can spend a power surge to use it without spending additional force points.



WAY OF THE SEER

The Force guides us in innumerable ways, often manifesting as visions. Those consulars who follow the Way of Seer attempt to harness these visions in an attempt to work towards the best possible future, as they see it.

FORCE VISIONS

When you choose this tradition at 3rd level, glimpses of the future begin to press in on your awareness. When you finish a long rest, roll two d20s and record the numbers rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with one of these foretelling rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn. Each foretelling roll can be used only once. When you finish a long rest, you lose any unused foretelling rolls.

POWERFUL MIND

At 6th level, you can use your force abilities to read a creature's thoughts. You can then use your access to the creature's mind to command it.

As an action, choose one creature that you can see within 60 feet of you. That creature must make a Wisdom saving throw against your universal force save DC. If the creature succeeds on the saving throw, you can't use this feature on it again until you finish a long rest. If the creature fails its save, you can read its surface thoughts (those foremost in its mind, reflecting its current emotions and what it is actively thinking about.) when it is within 60 feet of you. This effect lasts for 1 minute. During that time, you can use your action to end this effect and use the *coerce mind* force power on the creature without expending force points. The target automatically fails its saving throw against the power.

You can use this feature a number of times equal to your Wisdom or Charisma modifier (your choice, a minimum of once). You regain any expended uses when you finish a long rest.



VISIONS OF THE PAST

Beginning at 10th level, you can call up visions of the past that relate to an object you hold or your immediate surroundings. You spend at least 1 minute in meditation, then receive dreamlike, shadowy glimpses of recent events. You can meditate in this way for a number of minutes equal to your Wisdom score and must maintain concentration during that time, as if you were casting a force power. Once you've used this feature, you can't use it again until you finish a short or long rest.

Object Reading. Holding an object as you meditate, you can see visions of the object's previous owner. After meditating for 1 minute, you learn how the owner acquired and lost the object, as well as the most recent significant event involving the object and that owner. If the object was owned by another creature in the recent past (within a number of days equal to your Wisdom score), you can spend 1 additional minute for each owner to learn the same information about that creature.

Area Reading. As you meditate, you see visions of recent events in your immediate vicinity (a room, street, tunnel, clearing, or the like, up to a 50-foot cube), going back a number of days equal to your Wisdom score. For each minute you meditate, you learn about one significant event, beginning with the most recent. Significant events typically involve powerful emotions, such as battles and betrayals, marriages and murders, births and funerals. However, they might also include more mundane events that are nevertheless important in your current situation.

SHIELDED THOUGHTS

At 14th level, your thoughts can't be read by telepathy or other means unless you allow it. You also have resistance to psychic damage, and whenever a creature deals psychic damage to you, that creature takes the same amount of damage that you do.

CLARITY OF VISION

Starting at 18th level, the visions in your dreams intensify and paint a more accurate picture in your mind of what is to come. You roll three d20s for your Force Visions feature, rather than two.

WAY OF TELEKINETICS

The consular knows how to manipulate the essence of the surrounding elements with the power of the Force. Those consulars who follow the Way of Telekinetics create torrential gusts of telekinetic energy, forming a potent combination that can pummel even the toughest adversaries into submission.

STAGGERING STRATAGEM

When you choose this tradition at 3rd level, your potency with the telekinetic power of the Force heightens. Once per turn, when you deal force damage to a Large or smaller creature, you can choose to either push it up to 10 feet away from you or pull it up to 10 feet closer to you.

MIGHTY BLAST

At 6th level, your force powers batter and blast your enemies with the strength of a hurricane. When you cast a force power of 1st level or higher that deals force damage, one creature of your choice damaged by that power must make a Strength saving throw against your universal force save DC or be knocked prone.

This feature can affect additional creatures when you reach higher levels: two creatures at 11th level and three creatures at 17th level.

SIZE MATTERS NOT

Beginning at 10th level, you can manipulate creatures of Huge size or smaller with your force powers and Way of Telekinetics features.

Additionally, when you use your action to cast a force power, you can use a bonus action to leap up to 10 feet without provoking opportunity attacks.

REPULSING WAVE

At 14th level, when you are dealt damage by a creature within 5 feet of you, you can use your reaction to deal force damage to the creature equal to your consular level + your Wisdom or Charisma modifier (your choice, minimum of +1). If the attacker is Huge or smaller, it must also make a Strength saving throw against your universal force save DC. On a failed save, the attacker is pushed in a straight line up to 20 feet away from you.

You can use this feature a number of times equal to your Wisdom or Charisma modifier (your choice, a minimum of once). You regain all expended uses when you finish a short or long rest.

MY ALLY IS THE FORCE

Starting at 18th level, you can manipulate creatures of Gargantuan size or smaller with your force powers and Way of Telekinetics features.

Additionally, whenever a force power you cast pushes or pulls a creature, you can increase the distance of that push or pull by an additional 20 feet.



ARTIFICER ENGINEERING

Those engineers who choose the Artificer Engineering discipline focus on building and modifying lightsabers, while tapping into the latent presence of the Force in these lightsaber crystals.

BONUS PROFICIENCIES

When you choose this discipline at 3rd level you gain proficiency in artificer's tools, and with the lightsaber simple lightweapon. additionally, when you engage in crafting with artificer's tools, the rate at which you craft doubles.

MODIFIED LIGHTSABER

Also at 3rd level, you learn to modify an unenhanced lightsaber utilizing your artificer knowledge. Over the course of a long rest, you can expend materials equal to half the cost of the lightsaber in order to modify it. You must have the lightsaber, materials, and artificer's tools in order to perform this modification.

Your modified lightsaber requires attunement, can only be used by you, and counts as a tech focus for your tech powers while you are attuned to it. Your modified lightsaber has 4 modification slots, and it gains more at higher levels, as shown in the Modification Slots column of the engineer class table. For each modification installed, your tech point maximum is reduced by 1. Over the course of a long rest, you can replace or remove a number of modifications up to your Intelligence modifier (minimum of one).

Some modification effects require saving throws. When you use such an effect from this class, the DC equals your tech save DC.

At 9th level, you can maintain two different modified lightsabers. The total modification slots are split across the two items.

FORCE RESONANCE

Lastly at 3rd level, once per round, when you hit a creature with your modified lightsaber, you can expend one use of your Potent Aptitude to deal an extra 2d6 damage to that target. The damage is the same type as your modified lightsaber's damage.

The damage increases when you reach certain levels in this class, increasing to 3d6 at 5th level, 5d6 at 10th level, and 8d6 at 15th level.

KYBER KNOWLEDGE

Beginning at 6th level, you're study of kyber crystals has awakened a latent force sensitivity. Choose two force powers of 1st level. The chose powers count as tech powers for you, but are not included in the number in the Powers Known column of the engineer class table.

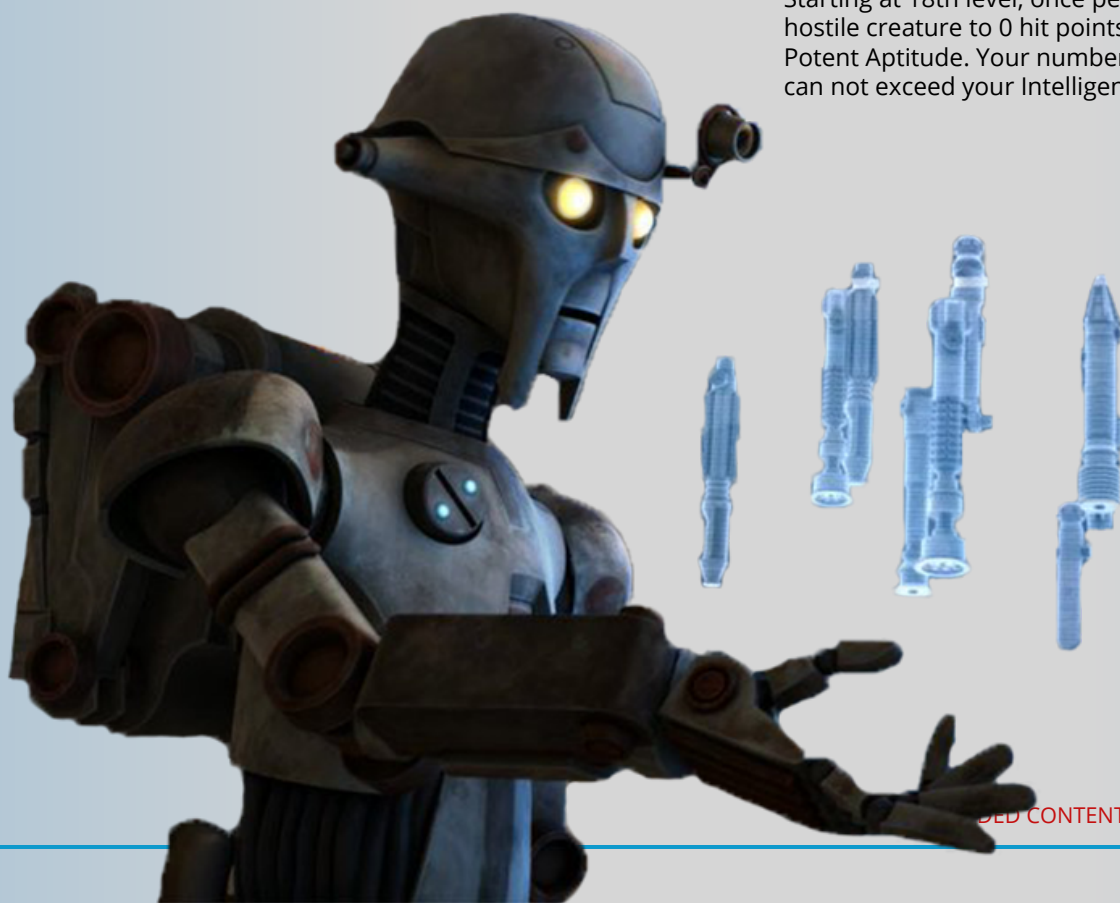
At 10th level, you learn two additional force powers of 1st or 2nd level. At 14th level, you learn two force powers of 1st-3rd level, and at 18th level, you learn two force powers of 1st-4th level. Whenever you gain a level in this class, you can choose one of the force powers you know and replace it with another force power of the same level.

DISRUPTIVE RESONANCE

At 14th level, when you hit a creature that is concentrating on a power with your modified lightsaber, the creature has disadvantage on the Constitution saving throw to maintain concentration. Additionally, on a failed save, the creature immediately takes psychic damage equal to your engineer level + your Intelligence modifier.

RESONATING RECOVERY

Starting at 18th level, once per turn, when you reduce a hostile creature to 0 hit points, you regain a use of your Potent Aptitude. Your number of Potent Aptitude uses can not exceed your Intelligence modifier.



ARTIFICER MODIFICATIONS

If a modification has prerequisites, you must meet them to install it. You can install the modification at the same time that you meet its prerequisites.

ADDITIONAL BEAM PORT

You install a second beam port into your modified lightsaber. Your modified lightsaber gains the double (1d8) property. You can only benefit from this property while wielding your modified lightsaber with two hands.

ADEGAN CRYSTAL

Prerequisite: 5th level

You gain a +1 bonus to damage rolls made with this weapon. This bonus increases to +2 at 11th level and +3 at 17th level.

ADVANCED BLASTSABER

Prerequisite: 15th level

Prerequisite: Prototype Blastsaber

You further fine tune your blastsaber. As an action, you can disable a single electronic device not being worn or held by another creature within 5 feet of you. The device is then disabled until it is rebooted.

Additionally, when you activate this conversion to alter the properties of your lightweapon, you create a projected barrier of ion energy in a 10-foot-radius sphere around you until the start of your next turn. Hostile creatures treat this area as difficult terrain. When a hostile creature enters the shielded area or starts its turn there, that creature takes 3d4 ion damage. Any electronics not being worn or held within the barrier's radius are disabled until rebooted.

ADVANCED BRIGHTSABER

Prerequisite: 15th level

Prerequisite: Prototype Brightsaber

You further fine tune your brightsaber. While activated, your modified lightsaber's bright light now automatically dispels illusions and can detect invisibility, as with truesight.

Additionally, when you activate this conversion to alter the properties of your lightweapon and use a bonus action to attempt to blind your target, it makes the saving throw with disadvantage.

ADVANCED DISRUPTORSABER

Prerequisite: 15th level

Prerequisite: Prototype Disruptorsaber

You further fine tune your disruptorsaber. While activated, your modified lightsaber lightly obscures the area within 5 feet of it.

Additionally, when you activate this conversion to alter the properties of your lightweapon and use a bonus action to attempt to knock your target prone, the next saving throw you make before the end of your next turn has advantage.

BARRIER

Prerequisite: 5th level

On your turn, when you make an attack roll with your modified lightsaber, you can choose to forgo your proficiency bonus. If you do, you can use your reaction to erect a temporary barrier that lasts until the start of your next turn. While the barrier is activated, you have a bonus to AC against the first attack roll made against you equal to your proficiency bonus.

BEAM GEM LENS

Prerequisite: 5th level

You gain a +1 bonus to attack rolls made with this weapon. This bonus increases to +2 at 11th level and +3 at 17th level.

BIOMETRIC SAFETY MEASURES

A security system is installed into the hilt of your lightweapon. When a creature other than you attempts to activate your lightweapon, the activation fails. Additionally, the creature attempting to activate must make on a Constitution saving throw or take lightning damage equal to engineer level, and become shocked until the start of its next turn. On a successful save the creature takes half damage and is not shocked. Regardless of success or failure, the creature drops your modified lightsaber.

BLASTSABER CONVERSION

Incompatible with other conversions

You heavily modify your lightweapon to allow you to make a ranged weapon attack. With this modification, you can make a ranged weapon attack with a range of 30/60. On a hit, it deals 1d6 energy damage.

Additionally, when you make your first attack on your turn, you can alter the properties of your modified lightsaber. Until the start of your next turn, the damage type of your modified lightsaber is changed to ion.

You can use this trait a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you complete a short or long rest.

BRIGHTSABER CONVERSION

Incompatible with other conversions

You modify your lightweapon, giving it a brighter glow. While activated, your modified lightsaber sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

Additionally, when you make your first attack on your turn, you can alter the properties of your modified lightsaber. Until the start of your next turn, the damage type of your modified lightsaber is changed to fire.

You can use this trait a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you complete a short or long rest.

BURN THROUGH

When you score a critical hit with your modified lightsaber, you have advantage on the next attack roll you make against that creature.

COMFORTABLE HANDLE

You make minor modifications to the ergonomics of your modified saber's hilt. Your modified lightsaber gains the finesse property.

CROSSGUARD

You add an energy guard at the base of your modified lightsaber's blade. While wielding your modified lightsaber, you gain a +1 bonus to your armor class against melee weapon attacks.

DISRUPTORSABER CONVERSION

Incompatible with other conversions

You modify your lightweapon, causing it to emanate a sickly green light. Your modified lightsaber loses the luminous property.

Additionally, when you make your first attack on your turn, you can alter the properties of your modified lightsaber. Until the start of your next turn, the damage type of your modified lightsaber is changed to acid.

You can use this trait a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you complete a short or long rest.

EXTENDED BEAM

You install a series of beam focusing amplifiers into your modified lightsaber. Your modified lightsaber gains the reach property.

GREATSABER ARRAY

You augment the configuration of your modified lightsaber. Your modified lightsaber gains the two-handed property, and its damage die increases to 1d12.

INTENSE BEAM

Prerequisite: 11th level

Prerequisite: Burn Through

Your modified lightsaber now scores a critical hit on a roll of 19 or 20.

MAGNETIC-LOCK GRIP

You insert a series of magnetically charged grips into your modified lightsaber's hilt. While wielding your modified lightsaber, you have advantage on ability checks and saving throws made to disarm or avoid being disarmed.

PROTOTYPE BLASTSABER

Prerequisite: 7th level

Prerequisite: Blastsaber Conversion

You fine tune your blastsaber. When you activate this conversion to alter the properties of your lightweapon, you can use your bonus action to cause your modified lightsaber to let loose a burst of energy. Creatures other than yourself within 5 feet of the target creature must succeed on a Dexterity saving throw. On a failed save, they take ion damage equal to your Intelligence modifier.

PROTOTYPE BRIGHTSABER

Prerequisite: 7th level

Prerequisite: Brightsaber Conversion

You fine tune your brightsaber. When you activate this conversion to alter the properties of your lightweapon, you can use your bonus action to attempt to blind the target of the attack. The creature must succeed on a Constitution saving throw or be blinded.

PROTOTYPE DISRUPTORSABER

Prerequisite: 7th level

Prerequisite: Disruptorsaber Conversion

You fine tune your disruptorsaber. When you activate this conversion to alter the properties of your lightweapon, you can use your bonus action to attempt to knock the target of your attack prone. The creature must make a Strength saving throw or be knocked prone.

RETURNING WEAPON

You install a retractable chain in the hilt of your modified lightsaber. Your modified lightsaber gains the thrown property with a range of 20/60, and when you throw the weapon, it immediately returns to your hand.

AUDIOTECH ENGINEERING

Those engineers who choose the Audiotech Engineering focus on using a specially modified instrument to use music to assist their allies and disrupt their enemies.

BONUS PROFICIENCIES

When you choose this discipline at 3rd level, you gain proficiency in three musical instruments of your choice, as well as the Performance skill. Additionally, you can use Intelligence instead of Charisma when you make a Performance check while wielding your modified instrument.

MODIFIED INSTRUMENT

Also at 3rd level, you learn to modify an instrument utilizing your audiotech knowledge. Over the course of a long rest, you can expend 500 cr worth of materials to modify a single instrument. You must have the instrument, materials, and tinker's tools in order to perform this modification.

Your modified instrument requires attunement, can only be used by you, and counts as a tech focus for your tech powers while you are attuned to it. Your modified instrument has 4 modification slots, and it gains more at higher levels, as shown in the Modification Slots column of the engineer class table. For each modification installed, your tech point maximum is reduced by 1. Over the course of a long rest, you can replace or remove a number of modifications up to your Intelligence modifier (minimum of one).

Some modification effects require saving throws. When you use such an effect from this class, the DC equals your tech save DC.

POTENT AMPLITUDE

Lastly at 3rd level, as an action while wielding your modified instrument, you can begin performing an enhanced song, which lasts for 1 minute. While playing a song, you gain access to a new use for your Potent Aptitude, as determined by the song, listed below. You can end your song at any time, no action required.

Whenever you take damage while playing your song, you must make a Constitution saving throw to continue playing. The DC equals 10 or half the damage you take, whichever number is higher. If you take damage from multiple sources, you must make a separate saving throw for each source of damage.

When you cast a damage dealing tech power while playing your song that requires an attack roll or saving throw, you can cause that power to instead deal sonic damage. If you do so, instead of an attack roll or saving throw, the power instead requires a Constitution saving throw.

Your song ends early if you are incapacitated or die, or if you are no longer holding your modified instrument.

You can initiate playing an enhanced song twice. You regain all expended songs when you finish a short or long rest.

SONG OF BATTLE

When an ally within 60 feet of you that can hear you deals damage to a creature, you can use your reaction to expend one use of your Potent Aptitude, adding the result of the die to the damage dealt.

SONG OF SUPPORT

When an ally within 60 feet of you that can hear you makes a saving throw against a harmful effect, you can use your reaction to expend one use of your Potent Aptitude, adding the result of the die to their saving throw.

SONG OF DISRUPTION

When an enemy within 60 feet of you that can hear you makes a saving throw, you can use your reaction to expend one use of your Potent Aptitude, subtracting the result of the die from their saving throw.

CONCUSSIVE BLAST

Beginning at 6th level, you add your Intelligence modifier (a minimum of +1) to any damage you deal with tech powers and class features that deal sonic damage.

SMOOTH RHYTHM

At 14th level, whenever you use your Potent Aptitude while your playing an enhanced song, you can roll a d6 and use it instead of expending a Potent Aptitude Dice.

LEGENDARY CODA

Starting at 18th level, you've gained mastery over your modified instrument. As an action, you can end your enhanced song in a triumphant blast of power with an effect determined by the song you are playing.

Once you've used this feature, you must complete a long rest before you can use it again.

BATTLE CRESCENDO

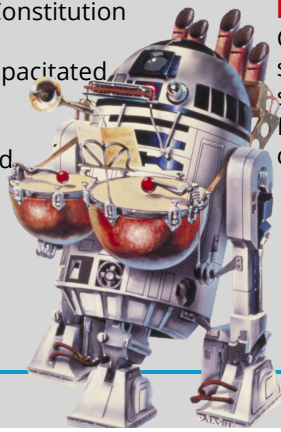
Choose up to 10 creatures of your choice that you can see and that can hear your song. Each must make a Constitution saving throw. On a failed save, a target takes 14d6 sonic damage and is stunned. On a success, it takes half damage and isn't stunned. If a creature is killed by this power, its head explodes.

SUPPORT CRESCENDO

Choose up to 10 creatures of your choice that you can see and that can hear your song. Once in the next minute, each creature can, as a free action in response to taking damage, choose to halve that damage. Additionally, if the damage would reduce them to 0 hit points, they are instead reduced to 1.

DISRUPTION CRESCENDO

Choose up to 10 creatures of your choice that you can see and that can hear your song. Each creature must succeed on a Constitution saving throw or be paralyzed for 1d4+1 turns. If a creature affected by this feature is damaged in any way, the effect ends for that creature.



AUDIOTECH MODIFICATIONS

If a modification has prerequisites, you must meet them to install it. You can install the modification at the same time that you meet its prerequisites.

ADVANCED BATTLE ENHANCEMENT

Prerequisite: 15th level

Prerequisite: Prototype Battle Enhancement

While playing your Song of Battle, your tech powers and class features ignore resistance to sonic damage, and immunity to sonic damage is instead treated as resistance from any creature within range of your song that can hear you.

Additionally, when you use your Battle Song Enhancement feature, you create a fourth burst.

ADVANCED DISRUPTION ENHANCEMENT

Prerequisite: 15th level

Prerequisite: Prototype Disruption Enhancement

While playing your Song of Disruption, any hostile creature within range of your song that can hear you must make a Constitution saving throw at the end of each of its turns to maintain concentration on the power.

ADVANCED SUPPORT ENHANCEMENT

Prerequisite: 15th level

Prerequisite: Prototype Support Enhancement

While playing your Song of Support, allies add your Intelligence modifier to their death saving throws (minimum of +1). If this amount would increase the roll of the d20 to 20 or greater, the creature regains 1 hit point.

BATTLE SONG ENHANCEMENT

Prerequisite: 5th level

While playing your Song of Battle, as an action, you can send forth bursts of directed sonic energy, make two ranged power attacks. These attacks can target the same creature different ones. Make separate attack rolls for each burst. The attack has a range equal to the radius of your song, and deals 1d8 sonic damage on a hit.

DISRUPTION SONG ENHANCEMENT

Prerequisite: 5th level

While playing your Song of Disruption, as an action, you can choose a number of creatures concentrating on a power equal to your Intelligence modifier (a minimum of one) within range of your song that can hear you, and force them to make a Concentration saving throw. If you cause at least one creature to lose concentration on a power using this feature, you can use your reaction to make all creatures that lost concentration take damage equal to your Intelligence modifier.

ENTHRALLING PERFORMANCE

Prerequisite: 13th level

Prerequisite: Hypnotic Melody

For the duration of an enhanced song you play, whenever any creature that can hear your song tries to attack you for the first time on a turn, the attacker must make a Charisma saving throw. On a failed save, it can't attack you on this turn, and it must choose a new target for its attack or the attack is wasted. On a successful save, it can attack you on this turn, but it has disadvantage on any saving throw it makes against your powers or features on your next turn.

Once you've used this feature, you must complete a long rest before you can use it again.

FINDING MY WAY

Prerequisite: Rush

While you are playing an enhanced song, when a creature makes a melee attack roll against you, you can use your reaction to move 5 feet without provoking opportunity attacks, imposing disadvantage on the roll.

You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you complete a short or long rest.

HYPNOTIC MELODY

As an action while wielding your modified instrument, you can begin to play a song woven with subtle hypnotic influence. Choose a number of creature up to your Intelligence modifier. If those creatures listen to this song for a full minute, they must succeed on a Wisdom saving throw or become charmed by you for 1 minute. Creatures that succeed the saving throw are not aware that you attempted to influence them, nor are creatures that failed their saving throw once the power ends.

Once you've used this feature, you can't use it again until you finish a short or long rest.

INAUDIBLE CASTING

Prerequisite: 7th level

Prerequisite: Simple Melodies

When you cast a tech power or make use of a feature that requires playing your modified instrument, you can choose to do so quietly. Creatures have disadvantage on Intelligence (Investigation) and Wisdom (Perception) checks that rely on sound to determine you cast a tech power.

LONG RANGE NOISE

Prerequisite: 13th level

The radius of your songs increases to 120 feet. Additionally, any tech power you cast with your modified instrument that deals sonic damage and has a range of 10 feet or greater gains a range of 120 feet.

MAGNIFYING DEVICE

Prerequisite: 5th level

You gain a +1 bonus to tech attack rolls. This bonus increases to +2 at 11th level and +3 at 17th level.

OVERWHELMING SOUNDWAVES

Prerequisite: 15th level

While playing, creatures of your choice treat a 15-foot-radius sphere around you as difficult terrain. Additionally, as an action, you can cause each affected creature to make a Constitution saving throw, taking 3d8 sonic damage on a failed save.

PROTOTYPE BATTLE ENHANCEMENT

Prerequisite: 9th level

Prerequisite: Battle Song Enhancement

While playing your Song of Battle, when you cast a tech power or use a class feature that affects other creatures within the radius of your song, you can choose a number of them equal to 1 + the power's level. The chosen creatures automatically succeed on their saving throws against the power, and they take no damage if they would normally take half damage on a successful save.

Additionally, when you use your Battle Song Enhancement feature, you create a third burst.

PROTOTYPE DISRUPTION ENHANCEMENT

Prerequisite: 9th level

Prerequisite: Disruption Song Enhancement

While playing your Song of Disruption, when a creature you can see that can hear you attempts to cast a power, you can use your reaction to cast the *tech override* power at 3rd level. When you cast this power using this feature, the power works against both tech and force powers, and when you make the techcasting ability check as a part of this casting, you add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Once you've used this feature, you must complete a short or long rest before you can use it again.

PROTOTYPE SUPPORT ENHANCEMENT

Prerequisite: 9th level

Prerequisite: Support Song Enhancement

While playing your Song of Support, when you use your Song of Support's Potent Amplitude feature, the target instead takes no damage if they succeed on the saving throw, and only half damage if they fail.

RESTFUL MELODY

Over the course of a short rest, you can play a rejuvenating song to assist in the recovery of your allies. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest, each of those creatures regains an extra 1d6 hit points.

The extra hit points increase when you reach certain levels in this class: to 1d8 at 9th level, to 1d10 at 13th level, and to 1d12 at 17th level.

RUSH

While you are playing an enhanced song, your speed increases by 10 feet, and opportunity attacks made against you have disadvantage.

SHARP NOISE

As an action while wielding your modified instrument, choose a creature you can see. If it can hear you, it must succeed on a Constitution saving throw or take 1d4 sonic damage and have disadvantage on its next attack roll before the end of its next turn.

This feature's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

SHOCK MOUNT

Prerequisite: 5th level

You gain a +1 bonus to your tech save DC. This bonus increases to +2 at 11th level and +3 at 17th level.

SIMPLE MELODIES

When you are holding your modified instrument, and not actively playing a song, any tech power that you could cast that could have its damage type altered by your Potent Amplitude feature can be cast as if used with Potent Amplitude.

You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you complete a short or long rest.

SONAR PULSE

As an action while wielding your modified instrument, you can release a wave of sound that provides feedback on your surroundings. For the next minute, you have advantage on Wisdom (Perception) and Intelligence (Investigation) checks to search for hidden doors, traps, or invisible creatures.

Once you've used this feature, you can't use it again until you finish a short or long rest.

SONG FLOW

Prerequisite: 11th level

While playing an enhanced song, you can use your bonus action to change from one song to another.

SUPPORT SONG ENHANCEMENT

Prerequisite: 5th level

While playing your Song of Support, when you cast a tech power that restores hit points or grants temporary hit points, the amount restored or granted is increased by an amount equal to your Intelligence modifier (minimum of +1).

WEAPON INTEGRATION

You can integrate a single weapon that weighs no more than 8 lb. into your instrument. While integrated, that weapon gains the hidden property.

BIOCHEM ENGINEERING

Those engineers who choose the Biochem Engineering discipline focus on utilizing their vast knowledge of medicine and chemistry to supply allies with potent healing and enemies with debilitating poisons and acids.

BONUS PROFICIENCIES

When you choose this discipline at 3rd level you gain proficiency in the Medicine skill, biochemist's kits, and poisoner's kits. Additionally, when you engage in crafting with biochemist's kits and poisoner's kits, the rate at which you craft doubles.

MODIFIED BIOCHEMIST'S PACK

Also at 3rd level, you learn to modify and combine your biochemist's kit and poisoner's kit, creating a mobile laboratory using your chemistry expertise. Over the course of a long rest, you can expend 500 cr worth of materials to create your modified biochemist's pack. You must have a biochemist's kit, a poisoner's kit, and materials in order to perform this modification.

Your biochemist's pack requires attunement, can only be used by you, and counts as a tech focus for your tech powers while you are attuned to it. Your modified biochemist's pack has 4 modification slots, and it gains more at higher levels, as shown in the Modification Slots column of the engineer class table. For each modification installed, your tech point maximum is reduced by 1. Over the course of a long rest, you can replace or remove a number of modifications up to your Intelligence modifier (minimum of one).

Some modification effects require saving throws. When you use such an effect from this class, the DC equals your tech save DC.

Your modified biochemist's pack comes equipped with a chemical distribution system, complete with three chemical mixtures: corrosive, invigorating, and noxious. As an action, you can activate your distributor and target a creature within 30 feet, with an effect determined by the mixture.

CORROSIVE MIXTURE

Your distributor emits a burst of acid. The target must make a Dexterity saving throw. On a failed save, a creature takes 1d6 + your Intelligence modifier acid damage. This mixture's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

INVIGORATING MIXTURE

Your distributor emits a bolt of kolto. The target gains 1d6 + your Intelligence modifier temporary hit points, which last until the end of your next turn. The temporary hit points granted by this mixture increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

NOXIOUS MIXTURE

Your distributor emits a cloud of poison. The target must make a Constitution saving throw. On a failed save, a creature takes 1d6 + your Intelligence modifier poison damage. This mixture's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

BIOCHEMIST'S TOUCH

Lastly at 3rd level, whenever you grant temporary hit points, or deal acid or poison damage using a tech power or class feature, you may expend one use of your Potent Aptitude to increase the potency. When you do so, the amount of temporary hit points you grant or damage you deal is increased by the amount rolled on the die. The damage is the same type as the original damage.

POTENT MIXTURES

Beginning at 6th level, when you cast a tech power of 1st-level or higher that grants temporary hit points, or deals acid or poison damage, you add your Intelligence modifier (a minimum of +1) to the roll.

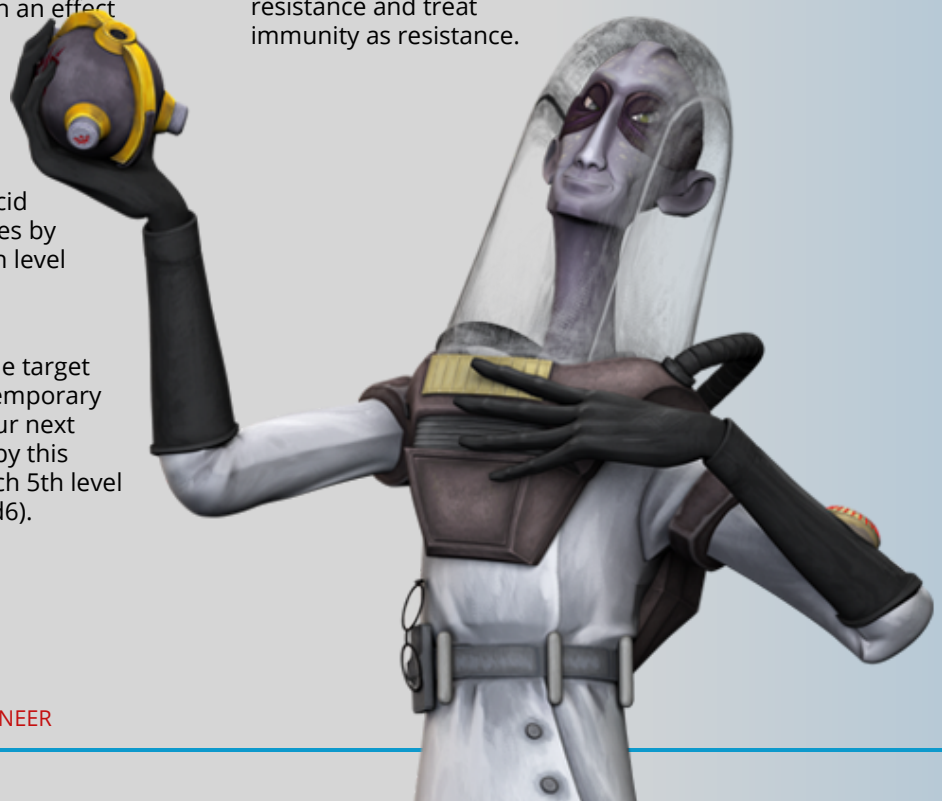
EPICENTER

At 14th level, as a reaction when you take damage from a creature within 15 feet of you that you can see, you can use one of your mixtures. The effects of the mixture release in a 15-foot-radius sphere centered on you, and if the mixture requires a saving throw, you automatically succeed on it. Additionally, the affected area is difficult terrain to creatures other than you until the end of your next turn.

Once you've used this feature, you must complete a short or long rest before you can use it again.

MASTERFUL MIXTURES

Starting at 18th level, when you deal acid or poison damage using a tech power or class feature, you ignore resistance and treat immunity as resistance.



BIOCHEM MODIFICATIONS

If a modification has prerequisites, you must meet them to install it. You can install the modification at the same time that you meet its prerequisites.

BIOCHEMIST'S AMPLIFIER

Prerequisite: 5th level

You gain a +1 bonus to tech attack rolls. This bonus increases to +2 at 11th level and +3 at 17th level.

BIOCHEMIST'S INHIBITOR

Prerequisite: 5th level

You gain a +1 bonus to your tech save DC. This bonus increases to +2 at 11th level and +3 at 17th level.

CHEMICAL COUNTERAGENTS

You may choose one type of damage that benefits from your Biochemist's Touch and Potent Mixtures features. While wearing your modified biochemist's pack you have resistance to that type of damage.

You can select this modification multiple times. Each time you do so, you must choose a different damage type.

COUNTERTOXIN

When you or an ally within 30 feet of you is suffering from the poisoned condition, you may use your reaction on your turn to end the poisoned condition on that creature. The creature also gains immunity to the poisoned condition for one minute.

You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you complete a short or long rest.

DETACHABLE DISTRIBUTION SYSTEM

You upgrade your distributor with a secondary, detachable distributor. As a bonus action, you can throw your detachable distributor at a point within range. Your detachable distributor has a range equal to 30 feet + your Strength modifier x 5. Your detachable distributor works for 1 minute before coming inert. Once it does so, you can't use it again until you recover it as an action.

Additionally, while your detachable distributor is within 100 feet of you, when you use your action to activate your distributor, you can choose to affect each creature within 5 feet of your detachable distributor. You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you complete a short or long rest.

DRONE DISTRIBUTION SYSTEM

You upgrade your distributor, interfacing it with the target of your *tracker droid interface* power. When you use your action to activate your distributor, while your tracker droid is within 100 feet of you, you can choose to have your tracker droid deliver the mixture. Your tracker droid must use its reaction to deliver the mixture.

You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you complete a short or long rest.

EXPANDED CHEMICALS: COMBUSTIBLES

Prerequisite: 5th level

You add additional chemicals to your modified biochemist's pack. When you deal fire damage with a tech power or class feature, you can use your Biochemist's Touch and Potent Mixture features.

Additionally, when a creature fails their Dexterity saving throw against your Corrosive Mixtures feature, you can choose to instead deal fire damage. If you do so, each creature within 5 feet of the target takes fire damage equal to your Intelligence modifier. You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you complete a short or long rest.

EXPANDED CHEMICALS: CRYOGENICS

Prerequisite: 5th level

You add additional chemicals to your modified biochemist's pack. When you deal cold damage with a tech power or class feature, you can use your Biochemist's Touch and Potent Mixture features.

Additionally, when a creature fails their Constitution saving throw against your Noxious Mixtures feature, you can choose to instead deal cold damage. If you do so, its speed is reduced by 10 feet until the start of your next turn. You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you complete a short or long rest.

EXPANDED CHEMICALS: RESTORATIVE

Prerequisite: 5th level

You add additional chemicals to your modified biochemist's pack. When you restore hit points with a tech power or class feature, you can use your Biochemist's Touch and Potent Mixture features.

Additionally, when you use your Invigorating Mixture to grant temporary hit points to a creature, you can choose to restore that many hit points to the same creature. You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you complete a short or long rest.

EXPANDED MIXTURES: ADHESIVE

You've created a new mixture from your chemicals that you can use when you activate your distributor. When you do so, the target creature must make a Strength saving throw. If the creature is Large or larger, it has advantage on the saving throw. On a failed save, a creature's speed is reduced to 0 until the start of your next turn. As an action on their turn, an affected creature can repeat this saving throw, ending the effect on a success.

EXPANDED MIXTURES: BLINDING

You've created a new mixture from your chemicals that you can use when you activate your distributor. When you do so, the target creature must make a Constitution saving throw. On a failed save, a creature is blinded until the start of your next turn.

EXPANDED MIXTURES: HALLUCINOGENIC

You've created a new mixture from your chemicals that you can use when you activate your distributor. When you do so, the target creature must make an Intelligence saving throw. On a failed save, the target loses the ability to distinguish friend from foe, regarding all creatures it can see as enemies until the end of your next turn. Each time the target takes damage, it can repeat the saving throw, ending the effect on itself on a success.

Whenever the affected creature chooses another creature as a target, it must choose the target at random from among the creatures it can see within range of the attack, power, or other ability it's using. If an enemy provokes an opportunity attack from the affected creature, the creature must make that attack if it is able to.

This feature has no effect on droids or constructs.

EXPLOSIVE DISTRIBUTION SYSTEM

You upgrade your distributor, granting it the ability to create a volley. When you use your action to activate your distributor, you can choose to affect each creature in a 10-foot-radius sphere centered on a point you can see within 30 feet.

You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you complete a short or long rest.

INJECTION APPARATUS

You install a wrist mounted injection apparatus into your modified biochemist's pack. It is a simple vibroweapon with the finesse and light properties, and deals 1d4 kinetic damage on a hit. Your injection apparatus does not fill the hand slot, but you can't use it while the hand is full.

When you hit with the weapon, you can activate your distributor to deploy one of your mixtures. If you do so, the target has disadvantage on the saving throw against your mixture.

INOCULATION

You gain immunity to the poisoned and diseased conditions.

INTEGRATED EVA FUNCTIONALITY

You make several additions to your modified biochemist's pack, you are protected from hazardous conditions, as if wearing an EVA suit, for as long as you are wearing your modified biochemist's pack.

KOLTO AEROSOL

Prerequisite: 9th level

You add a special dispersal system to your modified biochemist's pack. This system slowly disperses small amounts of kolto in the air. If creatures spend the entirety of a long rest within 30 feet of you, they regain all expended Hit Dice, instead of only half. Additionally, they are cured of any poisons or diseases that are suffering from.

LONG-RANGE DISTRIBUTION SYSTEM

You upgrade your distributor, improving the range. When you use your action to activate your distributor, you can choose to increase the range to 60 feet.

You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you complete a short or long rest.

LUMINOUS GEL

You've added a light-emitting gel to your modified biochemist's pack. As an action, you can coat an item, object, or location up to 5-foot-square with this gel. When you do so, the gel sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The gel lasts for 1 hour before losing its potency. You can end this effect as a bonus action.

OIL SPILL

As an action, you can cast the *oil slick* tech power without expending tech points. Casting the power in this way does not require concentration, and the oil will remain in place for the full duration of the power.

Once you've used this feature, you must complete a short or long rest before you can use it again.

PERSISTENT CHEMICALS

Prerequisite: 7th level

Whenever you use your Biochemist's Touch feature, you may select one creature that was damaged. At the start of each of that creature's turns, it must make a Constitution saving throw. On a failed save, it takes damage of the triggering type equal to your Intelligence modifier and has disadvantage on attack rolls until the start of its next turn. On a success, this feature ends, and the creature becomes immune to it for one day.

Once you've used this feature, you must complete a short or long rest before you can use it again.

PIERCING GEL

Prerequisite: 11th level

Prerequisite: Luminous Gel

Your luminous gel now automatically dispels illusions and can detect invisibility, as with truesight.

SELF-INJECTION MODULE

You install a special kolto injector into your modified biochemist's pack that can inject you with kolto in response to pain. When you take damage, you can use your reaction and expend a Hit Die to regain health as long as the damage would not reduce your hit points to 0.

SMART DISPERSAL SYSTEM

When you activate your distributor, you can choose a number of creature equal to your Intelligence modifier. Those creature automatically succeed on their saving throws against your mixtures.

SPRAY DISTRIBUTION SYSTEM

You upgrade your distributor, granting it the ability to spray in a cone. When you use your action to activate your distributor, you can choose to affect each creature in a 15-foot cone.

You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you complete a short or long rest.

CYBERTECH ENGINEERING

Those engineers who choose the Cybertech Engineering discipline focus on the ability to craft reusable consumables and items that augment and complement their techcasting abilities.

BONUS PROFICIENCIES

When you choose this discipline at 3rd level, you gain proficiency in cybertech's tools. Additionally, when you engage in crafting with cybertech's tools, the rate at which you craft doubles.

CYBERTECH CONTRAPTIONS

Also at 3rd level, you learn modify gadgets and wristpads utilizing your cybertech knowledge. Over the course of a long rest, you can expend 500 cr worth of materials to modify your wristpad. You must have a wristpad, materials, and cybertech's tools in order to perform this modification.

Your wristpad requires attunement, can only be used by you, and counts as a tech focus for your tech powers while you are attuned to it. Your modified wristpad has 4 modification slots, and it gains more at higher levels, as shown in the Modification Slots column of the engineer class table. For each modification installed, your tech point maximum is reduced by 1. Over the course of a long rest, you can replace or remove a number of modifications up to your Intelligence modifier (minimum of one).

Some modification effects require saving throws. When you use such an effect from this class, the DC equals your tech save DC.

POTENT TECHCASTING

Lastly at 3rd level, when you miss with a tech attack roll, or a creature succeeds on a saving throw against a tech power you cast, you can expend one use of your Potent Aptitude to overwhelm them. Roll the die, and either add it to the attack roll or subtract it from their saving throw.

ADAPTABLE APPLICATIONS

Beginning at 6th level, when you cast a tech power of 1st level or higher, you can choose to deal additional damage or provide additional healing with that power. The additional damage or healing equals half your engineer level (rounded down).

You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you complete a long rest.

COMBAT CONTRIVANCES

At 14th level, when you use your action to cast a 1st-level or higher tech power, you can use your bonus action to gain temporary hit points equal to the level of the tech power + your Intelligence modifier.

PERFECTED PURPOSING

Starting at 18th level, when you cast a tech power, you can choose to deal maximum damage or provide maximum healing with that power.

Once you've used this feature, you must complete a short or long rest before you can use it again.



CYBERTECH MODIFICATIONS

If a modification has prerequisites, you must meet them to install it. You can install the modification at the same time that you meet its prerequisites.

ADVANCED BIOTIC AMPLIFIER

Prerequisite: 15th level

Prerequisite: Prototype Biotic Amplifier

You further fine tune your biotic amplifier. While wielding this amplifier, when a creature gains temporary hit points from your biotic amplifier, it instead gains four times as many. This amount can't exceed the number of hit points regained.

ADVANCED CORROSIVE AMPLIFIER

Prerequisite: 15th level

Prerequisite: Prototype Corrosive Amplifier

You further fine tune your Corrosive Amplifier. When you activate this amplifier, the next attack roll made by that creature before the end of its next turn has disadvantage.

ADVANCED CRYO AMPLIFIER

Prerequisite: 15th level

Prerequisite: Prototype Cryo Amplifier

You further fine tune your Cryo Amplifier. When you activate this amplifier, the creature is restrained until the end of your next turn.

ADVANCED EXPLOSIVE AMPLIFIER

Prerequisite: 15th level

Prerequisite: Prototype Explosive Amplifier

You further fine tune your Explosive Amplifier. When a creature takes fire damage while ignited, the creature has disadvantage on the next Dexterity saving throw it makes before the start of your next turn.

ARAKYD VECTOR

Prerequisite: 5th level

You gain a +1 bonus to tech attack rolls. This bonus increases to +2 at 11th level and +3 at 17th level.

AUGMENTED EXPLOSIVE

You can augment a single grenade, mine, or thermal detonator to regain its charge. An augmented explosive can only be used by you, and it uses your tech save DC instead of its own. Once you've activated an explosive, it can't be activated again until you finish a short or long rest.

You can select this modification multiple times. Each time you do so, you can maintain an additional augmented explosive, to a maximum equal to your Intelligence modifier.

BELASCO DYNAMICS

Prerequisite: 5th level

You gain a +1 bonus to your tech save DC. This bonus increases to +2 at 11th level and +3 at 17th level.

BIOTIC AMPLIFIER

You integrate a biotic amplifier in your wristpad that increases the potency of your healing tech powers. While wielding this amplifier, when a creature regains hit points from a tech power you cast, you can grant them temporary hit points equal to the amount of tech points spent. This amount can't exceed the number of hit points restored.

You can use this amplifier a number of times equal to your Intelligence modifier. You regain all expended uses when you complete a short or long rest.

CLIMBING GLOVES

You craft a set of gloves with a powerful assisted grip. While wearing these gloves, you have a climbing speed of 20 feet, and you have advantage on Strength saving throws and Strength (Athletics) checks that involve climbing.

CORROSIVE AMPLIFIER

You integrate a booster in your wristpad that enhances your tech powers that deal acid damage. While wielding this amplifier, when a creature takes acid damage from a tech power you cast, you can choose to deal additional acid damage equal to your Intelligence modifier.

You can use this amplifier a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you complete a short or long rest.

CRYO AMPLIFIER

You integrate a booster in your wristpad that enhances your tech powers that deal cold damage. While wielding this amplifier, when a creature takes cold damage from a tech power you cast, you can choose to deal additional cold damage equal to your Intelligence modifier.

You can use this amplifier a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you complete a short or long rest.

DARKVISION GOGGLES

You craft a pair of sight-enhancing goggles. While wearing these goggles, you have darkvision to a range of 60 feet. If you already have darkvision, this modification increases its range by 30 feet.

EXPLOSIVE AMPLIFIER

You integrate a booster in your wristpad that enhances your tech powers that deal fire damage. While wielding this amplifier, when a creature takes fire damage from a tech power you cast, you can choose to deal additional fire damage equal to your Intelligence modifier.

You can use this amplifier a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you complete a short or long rest.

IMAGING AMPLIFIER

You craft a booster for your illusionary tech powers. While wielding this amplifier, when a creature attempts an Intelligence (Investigation) check against a tech power you cast to discern the illusion for what it is, it has disadvantage on the roll.

Additionally, when you cast the *mirror image* tech power, you create a fourth duplicate. While you have four duplicates, you must roll a 5 or higher on the d20 roll to change an attack's target to a duplicate.

JET BOOTS

Prerequisite: 7th level

You fine tune your augmented boots to give you temporary, limited flight. Activating or deactivating the boots requires a bonus action and, while active, you have a flying speed of 30 feet.

The rocket boots last for 1 minute before deactivating. Once the boots have been activated, they can't be activated again until you finish a short or long rest.

MECHANICAL ARM

You create a mechanical arm which mounts to your shoulder, which you can use independently. You can only gain the benefit of items held by two of your arms at any given time.

You can choose this modification twice.

PROTOTYPE BIOTIC AMPLIFIER

Prerequisite: 7th level

Prerequisite: Biotic Amplifier

You fine tune your biotic amplifier. While wielding this amplifier, when a creature gains temporary hit points from your biotic amplifier, it instead gains twice as many. This amount can't exceed the number of hit points regained.

PROTOTYPE CORROSIVE AMPLIFIER

Prerequisite: 7th level

Prerequisite: Corrosive Amplifier

You fine tune your Corrosive Amplifier. When you activate this amplifier, the next attack roll made against that creature before the end of its next turn has advantage.

PROTOTYPE CRYO AMPLIFIER

Prerequisite: 7th level

Prerequisite: Cryo Amplifier

You fine tune your Cryo Amplifier. When you activate this amplifier, the creature's speed is reduced by 10 feet until the end of your next turn. If the tech power already reduces the creature's speed, that amount is instead increased by 5 feet.

PROTOTYPE EXPLOSIVE AMPLIFIER

Prerequisite: 7th level

Prerequisite: Explosive Amplifier

You fine tune your Explosive Amplifier. When you activate this amplifier, the creature is also ignited for 1 minute. At the start of each of its turns, the creature takes additional fire damage equal to your Intelligence modifier and then makes a Dexterity saving throw against your tech save DC, ending this effect on a success.

If the target or a creature within 5 feet of it uses an action to put out the flames, or if some other effect douses the flames, the effect ends.

POWERED GRAPPLING HOOK

Prerequisite: 9th level

Prerequisite: Wrist-Mounted Grappling Hook

While your wrist-mounted grappling hook is deployed, when you cast a tech power with a range of touch, your hook can deliver the power as if it had cast it.

SENTRY TURRET

You learn how to craft small sentry turrets shaped like globes that can adhere to any surface. As an action or bonus action (your choice), you can throw a sentry to a point you can see within range (30 feet + your Strength modifier x 5). At the end of each of your turns, a deployed sentry automatically targets a hostile creature within 10 feet of it. If multiple targets are available, one is chosen at random. The target must make a Dexterity saving throw. On a failed save, it takes 1d4 energy damage and its speed is reduced by 5 until the end of your next turn.

The sentries have 1 hit point, an armor class of 10, and can be repaired over the course of a long rest. Each sentry lasts for 1 minute before deactivating. You can maintain a number of sentries equal to your Intelligence modifier. Once a sentry has been activated, it can't be activated again until you finish a short or long rest.

TRUESIGHT GOGGLES

Prerequisite: 11th level

Prerequisite: Darkvision Goggles

You modify your goggles with a toggle allowing you to briefly gain enhanced sight. As a bonus action, you can activate the truesight feature of your goggles. When toggled on, for the next minute your goggles now automatically dispel illusions and can detect invisibility, as with truesight.

Once you've used this feature, you must complete a short or long rest before you can use it again.

WRIST-MOUNTED GRAPPLING HOOK

You craft a wrist-mounted grappling hook weapon attached to a tightly coiled cord. With this contraption, you can make a ranged weapon attack with a range of 30/60. On a hit, it deals 1d4 kinetic damage. This attack can target a surface, object, or creature.

A creature struck by this attack is impaled by the hook. As an action, a creature can attempt to remove the hook. Removing the hook requires a Strength check. While the hook is stuck in the target, you are connected to the target by a 60 foot cable.

While the hook is deployed, you can use your bonus action to activate the reel, pulling yourself to the location if the target is your size or larger. A creature or object smaller than you is pulled to you. Alternatively, you can opt to release the cable (no action required).

Once you've used this feature, you can't use it again until you recover and reinsert the hook as an action.

EXPERIMENTAL ENGINEERING

Those engineers who choose the Experimental Engineering discipline create and use untested combinations, resulting in powerful—and often unpredictable—effects.

BONUS PROFICIENCIES

When you choose this discipline at 3rd level, you gain proficiency in a set of tools of your choice. Additionally, when you engage in crafting with tinker's tools, the rate at which you craft doubles.

MODIFIED TINKERCANNON

Also at 3rd level, you learn to enhance your tinker's tools with unproven science, modifying them into a backpack with a cannon. Over the course of a long rest, you can expend 500 cr worth of materials to modify your tinker's tools. You must have materials and tinker's tools in order to perform this modification.

Whenever you cast a tech power of 1st level or higher while wielding your tinker's tools, you risk unexpected complications. Your GM can have you roll a d20. If you roll a 1, roll on the Experimental Engineering Surge table to create a random effect.

Additionally, your tinker's tools come equipped with 4 overrides, and they gain more at higher levels, as shown in the Modification Slots column of the engineer class table. Each time you trigger an Experimental Engineering Surge, you can use an override to reroll the percentile dice. You must use the new result, you can only do this once per surge, and your maximum tech points is reduced by 1 until you complete a long rest. You regain all expended overrides when you complete a long rest.

UNSTABLE VOLLEY

Lastly at 3rd level, as a bonus action you can expend one use of your Potent Aptitude to launch a volley of unstable energy at a surface located within 30 feet of you that you can see. This energy adheres to the surface for 1 minute, after which it erupts. As a part of this bonus action, or as a bonus action on each of your turns, you can cause the energy to erupt early. Each creature within 5 feet of it must make a Dexterity saving throw against your tech save DC. A creature takes 1d6 lightning damage on a failed save, or half as much on a successful one.

This damage increases when you reach certain levels in this class, increasing to 2d6 at 5th level, 3d6 at 10th level, and 4d6 at 15th level.

CREATIVE DESTRUCTION

Beginning at 6th level, you can add your Intelligence modifier (a minimum of +1) to any damage you deal with tech powers and class features. If the tech power or class feature would damage multiple creatures, you can only deal this additional damage to one of them.

If you choose to deal this additional damage, your GM can have you roll on the Experimental Engineering Surge table.

EXPERIMENTAL OVERRIDES

At 14th level, you gain a modicum of control over your surges. Whenever you roll on the Experimental Engineering Surge table and use one of your overrides, you can choose either total.

ENGINEERING BOMBARDMENT

Starting at 18th level, the harmful energies of your tech powers and class features intensify. When you roll damage for a tech power or class feature and roll the highest number possible on any of the dice, you can roll it again and use both results. You can only use this ability once per tech power or class feature.



EXPERIMENTAL ENGINEERING SURGE

d100 Result

- 01- Roll on this table at the start of each of your turns for 1
- 02 minute, ignoring this result on subsequent rolls.
- 03- For the next minute, you can see any invisible creature
- 04 if you have line of sight to it.
- 05- A DRK-1 tracker droid appears with 5 feet of you, then
- 06 disappears 1 minute later.
- 07- You cast *explosion* at 3rd-level centered on yourself
- 08 without expending tech points.
- 09- You cast *homing rockets* at 5th-level without
- 10 expending tech points.
- 11- Roll a d10. Your height changes by a number of inches
- 12 equal to the roll: if odd, you shrink; if even, you grow.
- 13- You fall asleep standing for 1 minute or until you take
- 14 damage.
- 15- For the next minute, you regain 5 hit points at the start
- 16 of each of your turns
- 17- You grow a long beard made of feathers that remains
- 18 until you sneeze.
- 19- You cast *oil slick* centered on yourself without
- 20 expending tech points.
- 21- Creatures have disadvantage on the first saving throw
- 22 they make against you in the next minute.
- 23- Your skin turns a vibrant shade of blue. Any effect that
- 24 ends a curse ends this.
- 25- You grow an extra eye, granting advantage on Wisdom
- 26 (Perception) checks that rely on sight for 1 minute.
- 27- For the next minute, all your tech powers with a casting
- 28 time of 1 action have a casting time of 1 bonus action.
- 29- You teleport up to 60 feet to an unoccupied space of
- 30 your choice that you can see.
- 31- You take 2d10 lightning damage and are shocked for 1
- 32 minute.
- 33- Maximize the damage of the next damaging tech
- 34 power you cast within the next minute.
- 35- Roll a d10. Your age changes by a number of years
- 36 equal to the roll: if odd, younger; if even, older.
- 37- You start running uncontrollably for 1 minute, moving
- 38 your entire speed each turn.
- 39- You regain 2d10 hit points.
- 40
- 41- Each creature within 30 feet of you is subjected to the
- 42 *gleaming outline* tech power for 1 minute.
- 43- For the next minute, you can teleport up to 20 feet as a
- 44 bonus action on each of your turns.
- 45- You are blinded and deafened for 1 minute.
- 46
- 47- You have disadvantage on the first ability check, attack
- 48 roll, or saving throw you make each turn for 1 minute.
- 49- You can't speak for the next minute. Whenever you try,
- 50 pink bubbles float out of your mouth.

d100 Result

- 51- A shimmering energy barrier grants you a +2 bonus to
- 52 AC for 1 minute.
- 53- You are immune to being intoxicated by alcohol for the
- 54 next 5d6 days.
- 55- Your hair falls out but grows back within 24 hours. If
- 56 you don't have hair, you instead grow it for 24 hours.
- 57- For 1 minute, any flammable object not worn or
- 58 carried you touch bursts into flame.
- 59- You regain tech points equal to your Intelligence
- 60 modifier (minimum of one).
- 61- For the next minute, you shout whenever you speak.
- 62
- 63- You cast *smoke cloud* centered on yourself without
- 64 expending tech points.
- 65- Up to three creatures you choose within 30 feet of you
- 66 take 4d10 lightning damage.
- 67- You are frightened by the nearest creature until the
- 68 end of your next turn.
- 69- Each creature within 30 feet of you becomes invisible
- 70 for 1 minute, or until it attacks or casts a power.
- 71- You gain resistance to all damage for the next minute.
- 72
- 73- A random creature within 60 feet of you becomes
- 74 poisoned for 1d4 hours.
- 75- You emit bright light in a 30-foot radius for 1 minute.
- 76
- 77- Each creature within 30 feet of you except you gains
- 78 the benefits of *mirror image* for 1 minute.
- 79- Illusory butterflies and flower petals flutter in the air
- 80 within 10 feet of you for the next minute.
- 81- You can take one additional action immediately.
- 82
- 83- Each creature within 30 feet of you takes 1d10 necrotic
- 84 damage and you gain hit points equal to the damage.
- 85- You cast *mirror image* without expending tech points.
- 86
- 87- You are frozen in carbonite and paralyzed for 1 minute
- 88 or until you take damage.
- 89- You turn invisible and can't make sound for 1 minute,
- 90 or until you attack or cast a power.
- 91- If you die within the next minute, you immediately
- 92 come back to life as if by the *defibrillate* power.
- 93- Your size increases by one size category for the next
- 94 minute.
- 95- You and all creatures within 30 feet of you gain
- 96 vulnerability to energy damage for the next minute.
- 97- You are surrounded by faint, ethereal music for the
- 98 next minute.
- 99- You regain half your expended tech points.
- 100

ADEPT SPECIALIST

Those fighters who choose to become Adept Specialists tap into a latent Force-sensitivity to augment their martial prowess, blending the two to accelerate their bodies and blows. An adept speeds across the battlefield, attacking opponents in a flurry of blows before dashing off again.

FORCECASTING

When you choose this specialty at 3rd level, you have learned powers, fragments of knowledge that imbue you with an abiding force ability. See chapter 10 for the general rules of forcecasting and chapter 11 for the force powers list.

FORCE POWERS KNOWN

You learn 4 force powers of your choice, and you learn more at higher levels, as shown in the Force Powers Known column of the Adept Specialist Forcecasting table. You may not learn a force power of a level higher than your Max Power Level, and you may learn a force power at the same time you learn its prerequisite.

FORCE POINTS

You have a number of force points equal to your fighter level, as shown in the Force Points column of the Adept Specialist Forcecasting table, + your Wisdom or Charisma modifier (your choice). You use these force points to cast force powers. You regain all expended force points when you finish a long rest.

MAX POWER LEVEL

Many force powers can be overpowered, consuming more force points to create a greater effect. You can overpower these abilities to a maximum level, which increases at higher levels, as shown in the Max Power Level column of the Adept Specialist Forcecasting table.

You may only cast force powers at 4th-level once. You regain the ability to do so after a long rest.

FORCECASTING ABILITY

Your forcecasting ability varies based on the alignment of the powers you cast. You use your Wisdom for light side powers, Charisma for dark side powers, and Wisdom or Charisma for universal powers (your choice). You use this ability score modifier whenever a power refers to your forcecasting ability. In addition, you use this ability score modifier when setting the saving throw DC for a force power you cast and when making an attack roll with one.

Force save DC = 8 + your proficiency bonus + your forcecasting ability modifier

Force attack modifier = your proficiency bonus + your forcecasting ability modifier

GROWING MOMENTUM

Also at 3rd level, you can cast the *burst of speed* force power targeting yourself at 1st-level without expending force points. At 10th level, when you do so, your speed increases by an additional 10 feet. At 18th level, when you do so, your speed increases by an additional 10 feet.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain any expended uses when you finish a long rest.



WHIRLING WEAPONS

Beginning at 7th level, your constant blur of motion and attacks becomes an unending barrage as you build momentum. Once on your turn when you miss with a weapon attack you can make another weapon attack, no action required.



ADEPT SPECIALIST FORCECASTING

Level	Force Powers Known	Force Points	Max Power Level
3rd	4	3	1st
4th	5	4	1st
5th	6	5	1st
6th	7	6	1st
7th	8	7	2nd
8th	9	8	2nd
9th	10	9	2nd
10th	11	10	2nd
11th	12	11	2nd
12th	13	12	2nd
13th	14	13	3rd
14th	15	14	3rd
15th	16	15	3rd
16th	17	16	3rd
17th	18	17	3rd
18th	18	18	3rd
19th	19	19	4th
20th	19	20	4th

FOCUSED BREATHING

At 10th level, you learn to recover some of your expended power quickly. When you use your Second Wind you also regain a number of force points equal to your Wisdom modifier (a minimum of one).

UNSTOPPABLE FORCE

Starting at 15th level, you learn to completely ignore many of the most devastating impediments of combat. You can expend a use of Indomitable to gain the effect of the *freedom of movement* force power until the end of your next turn.

INSTANT ACCELERATION

At 18th level you reach the pinnacle of your training, moving faster than eyes or most sensors can track. When you use Action Surge feature, you can teleport up to 30 feet to an unoccupied space you can see. You can teleport before or after the additional action.

DEMOLITIONS SPECIALIST

Those fighters who choose to become Demolitions Specialists are experts in using explosives in combat. They have an explosive for every situation, whether it be breaching a fortified bunker, taking down a walker, or simply demonstrating that in combat, standing too close to your squadmates can be fatal.

BONUS PROFICIENCIES

When you choose this specialty at 3rd level, you gain proficiency in demolitions kit. Additionally, when you would install a breaching charge, you can do so in half the time.

EXPLOSIVE CHARGE

Also at 3rd level, you learn to create a number of small explosives known as charges. Over the course of a short or long rest, you can create a number of charges equal to your Intelligence modifier. You must have a demolitions kit in order to create these charges. Your charges can only be used by you, and they lose their potency at the end of your next short or long rest.

Once per turn, when you would make a ranged weapon attack, you can instead throw one of your charges. Your charges have a range equal to 30 feet + your Strength modifier x 5. You can throw a charge at a point you can see within range. Each creature within 5 feet must make a Dexterity saving throw (DC = 8 + your proficiency bonus + your Intelligence modifier + any bonuses to ranged weapon attack rolls). A creature takes 2d4 + your Intelligence modifier kinetic damage on a failed save, or half as much on a successful one.

The damage of your charges increases to 3d4 at 7th level and 4d4 at 15th level.

CAUSE AND EFFECT

Beginning at 7th level, you learn to throw grenades as a bonus action. Additionally, when a creature fails a saving throw against a charge or grenade, you can expend a superiority die to apply one of your maneuvers. You can only use this feature once per grenade.

VOLATILE REFLEXES

At 10th level, when a creature within 5 feet of you makes a melee attack against you, you can use your reaction and throw a charge behind the target. If the target fails its saving throw against the charge, you impose disadvantage on the attack roll made against you.

BACKUP PLANS

Starting at 15th level, when you roll initiative and have no charges remaining, you can create 2 charges. Additionally, whenever you create a charge, you can change the damage type to acid, energy, fire, ion, lightning, or sonic.

BOMBARD

At 18th level, when a creature fails its saving throw against a charge or grenade thrown by you, it has disadvantage on the next Dexterity saving throw it makes before the end of your next turn.



ENHANCEMENT SPECIALIST

Those fighters who choose to become Enhancement Specialists learn to apply their technological prowess to their blasters. With their deep understanding of both their weapon and how to manipulate its ammunition on the fly, they can often turn the tides of a battle with a single shot.



STUDIED SHOOTER

When you choose this specialty at 3rd level, you learn specialized theory typical for practitioners of the enhancement trade. You gain proficiency in your choice of the Lore or Technology skills. Additionally, you learn your choice of the *encrypted message* or *minor image* tech power. Intelligence is your techcasting ability for these powers.

SPECIAL AMMUNITION

Also at 3rd level, you learn ammunition enhancements that are fueled by amplified shots to unleash special enhanced effects.

AMMUNITION ENHANCEMENTS

You know two ammunition enhancements of your choice, which are detailed under "Ammunition Enhancements" below, and you earn more at higher levels. Many ammunition enhancements boost an attack in some way. Once per turn when you fire a shot from a blaster as part of the Attack action, you can apply one of your Ammunition Enhancement options to that shot.

You gain an additional Ammunition Enhancement option of your choice when you reach certain levels in this class: 7th, 10th, 15th, and 18th level. Each option also improves when you become an 18th-level fighter.

Each time you learn new ammunition enhancements, you can also replace one ammunition enhancement you know with a different one.

AMPLIFIED SHOTS

You have two amplified shots, which you use to activate your ammunition enhancements. An amplified shot is expended when you use it. When you fire an amplified shot, your weapon is treated as enhanced for overcoming resistance and immunity to unenhanced attacks and damage. You decide to use the option when the shot hits a creature, unless the option doesn't involve an attack roll. You regain all of your amplified shots when you finish a short or long rest.

SAVING THROWS

Some of your ammunition enhancements require your target to make a saving throw to resist the maneuver's effects. The saving throw DC is calculated as follows:

Ammunition save DC = 8 + your proficiency bonus + your Dexterity modifier

AMMUNITION ENHANCEMENTS

The ammunition enhancements are presented in alphabetical order.

CARBONITE SHOT

When this shot strikes its target, shards of carbonite wrap around the target. The creature hit by the shot takes an extra 2d6 cold damage, its speed is reduced by 10 feet, and it takes 2d6 kinetic damage the first time on each turn it moves 1 foot or more without teleporting. The target or any creature that can reach it can use its action to remove the carbonite with a successful Strength (Athletics) check against your Special Ammunition save DC. Otherwise, the carbonite lasts for 1 minute or until you use this option again.

The cold damage and kinetic damage both increase to 4d6 when you reach 18th level in this class.

COERCING SHOT

You enhance your shot with chemicals that confuse the target. The creature hit by the shot takes an extra 2d6 poison damage, and choose one of your allies within 30 feet of the target. The target must succeed on a Wisdom saving throw, or it is charmed by the chosen ally until the start of your next turn. This effect ends early if the chosen ally attacks the charmed target, deals damage to it, or forces it to make a saving throw.

The poison damage increases to 4d6 when you reach 18th level in this class.

EXPLOSIVE SHOT

You fire a shot set to explode on impact. The shot detonates after your attack. Immediately after the shot hits the creature, the target and all other creatures within 10 feet of it take 2d6 fire damage each.

The fire damage increases to 4d6 when you reach 18th level in this class.

HALLUCINOGEN SHOT

You enhance your shot with hallucinogenic chemicals. The creature hit by the shot takes an extra 2d6 psychic damage, and it must succeed on a Wisdom saving throw or be unable to see anything farther than 5 feet away until the start of your next turn.

The psychic damage increases to 4d6 when you reach 18th level in this class.

PIERCING SHOT

You enhance your shot with armor-piercing properties. When you use this option, you don't make an attack roll for the attack. Instead, the shot shoots forward in a line, which is 1 foot wide and 30 feet long, before disappearing. The shot passes through objects, ignoring cover. Each creature in that line must make a Dexterity saving throw. On a failed save, a creature takes damage as if it were hit by the shot, plus an extra 1d6 damage of the weapon's type. On a successful save, a target takes half as much damage.

The extra damage increases to 2d6 when you reach 18th level in this class.

QUELL SHOT

You fire a shot enhanced with a debilitating poison. The creature hit by the shot takes an extra 2d6 poison damage. The target must also succeed on a Constitution saving throw, or the damage dealt by its weapon attacks is halved until the start of your next turn.

The poison damage increases to 4d6 when you reach 18th level in this class.

SEEKING SHOT

You apply a tracing signal to your shot. When you use this option, you don't make an attack roll for the attack. Instead, choose one creature you have seen in the past minute. The shot flies toward that creature, moving around corners if necessary and ignoring three-quarters cover and half cover. If the target is within the weapon's range and there is a path large enough for the shot to travel to the target, the target must make a Dexterity saving throw. Otherwise, the shot disappears after traveling as far as it can. On a failed save, the target takes damage as if it were hit by the shot, plus an extra 1d6 kinetic damage, and you learn the target's current location. On a successful save, the target takes half as much damage, and you don't learn its location.

The kinetic damage increases to 2d6 when you reach 18th level in this class.

ENHANCED SHOT

Beginning at 7th level, you gain the ability to enhance your shots. Whenever you fire an unenhanced shot from a blaster, you can make it enhanced for the purpose of overcoming resistance and immunity to unenhanced attacks and damage.

REDIRECTED SHOT

At 10th level, you learn how to direct an errant shot toward a new target. When you make an attack roll with an enhanced shot and miss, you can use a bonus action to reroll the attack roll against a different target within 60 feet of the original target.

EVER-READY SHOT

Starting at 15th level, your enhanced ammunition is available whenever battle starts. If you roll initiative and have no uses of Special Ammunition remaining, you regain one use of it.

AMMUNITION UPGRADES

At 18th level, your ammunition enhancements improve.

HEAVY WEAPONS SPECIALIST

Some manned instruments of war require their user to have superior physical prowess to overcome their weight and encumbrance. Those fighters who choose to become Heavy Weapons Specialists use their powerful bodies, and powerful armaments, to overwhelm their foes.

ROCK STEADY

When you choose this specialty at 3rd level, you have learned to use the heft of your weapon to root yourself in place. At the end of each of your turns, if you move less than half your speed while wielding a weapon with the heavy or strength properties, you have advantage on saving throws to avoid being restrained, moved, or knocked prone. This advantage lasts until the end of your next turn.

MY LITTLE FRIEND SAYS HELLO THERE

Also at 3rd level, you know how to use the sheer size of your weapon to strike fear in those around you. You can add your Strength modifier to any Charisma (Intimidation) check you make while wielding a weapon with the heavy or strength properties that doesn't already include that modifier.

Additionally, if your size is Small, you no longer have disadvantage on attack rolls with heavy weapons due to being Small.

MAXIMUM OUTPUT

Beginning at 7th level, when you take the Attack action while wielding a weapon with the heavy or strength properties, you can forgo one or more attacks. If you do so, you deal additional damage the first time you hit with an attack roll before the end of your next turn. For each attack you forgo in this fashion, you deal extra damage equal to 1d12 + half your fighter level (rounded down). If you miss with the first attack roll you make before the end of your next turn, you instead deal normal weapon damage.

STRAIGHT THROUGH

At 10th level, when you score a critical hit on your turn while wielding a weapon with the heavy or strength properties, you can make one weapon attack against a creature within 5 feet of the target using your reaction.

OVERWHELM

Starting at 15th level, when you use your Second Wind while wielding a weapon with the heavy or strength properties, if you hit with the first attack roll you make before the end of your next turn, you treat the hit as a critical hit. If you miss with the first attack roll you make before the end of your next turn, you instead treat the miss as a hit.

PURE PERFORMANCE

At 18th level, attack rolls you make while wielding a weapon with the heavy or strength properties can't suffer from disadvantage.



MOUNTED SPECIALIST

Those fighters who choose to become Mounted Specialists excel at mounted combat. Mounted Specialists are most dangerous from the seat of a speeder or saddle of a varactyl, though they can hold their own from the ground. Their versatility often has them leading the charge or protecting the team.

BONUS PROFICIENCIES

When you choose this specialty at 3rd level, you gain proficiency in Animal Handling or Piloting.

BORN TO THE SADDLE

Also at 3rd level, your mastery as a rider becomes apparent. You have advantage on saving throws made to avoid falling off your mount. If you fall off your mount and descend no more than 10 feet, you can land on your feet if you're not incapacitated.

Finally, mounting or dismounting a creature or vehicle costs you only 5 feet of movement, rather than half your speed.

UNWAVERING MARK

Lastly at 3rd level, you can menace your foes, foiling their attacks and punishing them for harming others. When you hit a creature with a melee weapon attack, you can mark the creature until the end of your next turn. This effect ends early if you are incapacitated or you die, or if someone else marks the creature. While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you.

In addition, if a creature marked by you deals damage to anyone other than you, you can make a special melee weapon attack against the marked creature as a bonus action on your next turn. You have advantage on the attack roll, and if it hits, the attack's weapon deals extra damage to the target equal to half your fighter level.

Regardless of the number of creatures you mark, you can make this special attack a number of times equal to your Strength modifier (minimum of once), and you regain all expended uses when you finish a long rest.

WARDING MANEUVER

Beginning at 7th level, you learn to fend off strikes directed at you, your mount, or other creatures nearby. If you or a creature you can see within 5 feet of you is hit by an attack, you can roll 1d8 as a reaction if you're wielding a melee weapon or a shield. Roll the die, and add the number rolled to the target's AC against that attack. If the attack still hits, the target has resistance against the attack's damage.

You can use this feature a number of times equal to your Constitution modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.

HOLD THE LINE

At 10th level, you become a master of locking down your enemies. Creatures provoke an opportunity attack from you when they move 5 feet or more while within your reach, and if you hit a creature with an opportunity attack, the target's speed is reduced to 0 until the end of the current turn.

FEROCIOUS CHARGER

Starting at 15th level, you can run down your foes, whether you're mounted or not. If you move at least 10 feet in a straight line right before attacking a creature and you hit it with the attack, that target must succeed on a Strength saving throw (DC = 8 + your proficiency bonus + your Strength modifier) or be knocked prone. You can use this feature only once on each of your turns.

VIGILANT DEFENDER

At 18th level, you respond to danger with extraordinary vigilance. In combat, you get a special reaction that you can take once on every creature's turn, except your turn.

You can use this special reaction only to make an opportunity attack, and you can't use it on the same turn that you take your normal reaction.



FORM IV: ATARU

Form IV, also known as Aggression Form, is a kinetically active form that relies on speed, acrobatics, and power. Those guardians who focus on Ataru Form utilize high energy tactics to confuse and distract their opponents, quickly moving about the battlefield.

FIGHTING STYLE

When you choose this form as your focus at 3rd level, you adopt a style of fighting as your specialty. Choose one from the Great Weapon Fighting, Two-Weapon Fighting, or Versatile Fighting Fighting Style options, detailed in Chapter 6. You can't take a Fighting Style option more than once, even if you later get to choose again.

THE WAY OF THE HAWK-BAT

Also at 3rd level, as a bonus action, you can take an aggressive stance, leaping around the battlefield for 1 minute. As a part of this bonus action, and as a bonus action on each of your turns, you can cast the *force jump* power at 1st-level without expending force points. Additionally, when you cast *force jump*, you have advantage on the first attack roll you make against each creature within 5 feet of where you land.

This effect ends early if you are incapacitated or die. Once you've used this feature, you can't use it again until you finish a long rest.

CHANNEL THE FORCE

Lastly at 3rd level, you gain the following Channel the Force option.

RETREATING LEAP

When a creature makes a melee attack roll against you, you can expend a use of your Channel the Force and your reaction to jump 10 feet in a direction of your choice, imposing disadvantage on the roll. This movement does not provoke opportunity attacks. You can wait until after the attack roll is made, but before the DM determines whether the attack hits.

HAWK-BAT SWOOP

At 7th level, you gain the ability to move along vertical surfaces without falling during the move. If you end your turn in the air, you fall immediately to the ground.

Additionally, you no longer take damage when falling from a distance no greater than your walking speed.

WHIRLWIND ATTACK

At 15th level, you can use your action to make melee attacks against any number of creatures within 5 feet of you, with a separate attack roll for each target.



MASTER OF AGGRESSION

At 20th level, your presence on the field of battle is as a graceful blur of deadly blades and daring acrobatics. Your Dexterity and Wisdom or Charisma scores (your choice) increase by 2. Your maximum for those scores increases by 2. Additionally, you can use your action to gain the following benefits for 1 minute:

- You have resistance to kinetic and energy damage from unenhanced weapons.
- When an ally within 30 feet of you takes the Attack action, they can make one additional attack as a part of that same action.
- When you hit a creature with a weapon attack, you can move up to 10 feet. This movement does not provoke opportunity attacks.

This effect ends early if you are incapacitated or die. Once you've used this feature, you can't use it again until you finish a long rest.

FORM V: DJEM SO

Form V, also known as Perseverance Form, utilizes a force-enhanced strength to overwhelm opponents. Those guardians who focus on Djem So Form actively attempt to force an opening rather than waiting for the opportunity to present itself.

BONUS PROFICIENCIES

You gain proficiency in heavy armor.

FIGHTING STYLE

When you choose this form as your focus at 3rd level, you adopt a style of fighting as your specialty. Choose one from the Great Weapon Fighting, Sentinel, or Versatile Fighting Fighting Style options, detailed in Chapter 6. You can't take a Fighting Style option more than once, even if you later get to choose again.

THE WAY OF THE KRAYT DRAGON

Also at 3rd level, as a bonus action, you can take a threatening stance for one minute. While in this stance, the first time you hit with a melee weapon attack using Strength each turn, you can attempt to damage another creature within 5 feet of the original target and within your reach. If the original attack roll would hit the second creature, it takes damage equal to your Strength modifier. The damage is of the same type dealt by the original attack.

This effect ends early if you are incapacitated or die. Once you've used this feature, you can't use it again until you finish a long rest.

CHANNEL THE FORCE

Lastly at 3rd level, you gain the following Channel the Force option.

FALLING AVALANCHE

On your turn, you can expend a use of your Channel the Force (no action required) and reduce your speed by half to gain advantage on the next ability check or attack roll you make using Strength before the end of your next turn. You can not use this feature if you have moved more than half your speed this turn.

VIGOR

Beginning at 7th level, if your total for a Strength check or saving throw is less than your Guardian level, you can use that value in place of the total.

BRUTAL STRIKES

Starting at 15th level, the Force flowing through you grants you incredible strength. When you roll a 1 or 2 on a Force-Empowered Strikes or Improved Force-Empowered Strikes damage die, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

Additionally, when you spend force points to use your Force-Empowered Strikes feature, you gain temporary hit points equal to twice the number of points spent.

MASTER OF PERSEVERANCE

At 20th level, your might overwhelms even the most implacable of foes. Your Strength and Constitution scores increase by 2. Your maximum for these scores increases by 2. Additionally, you can use your action to gain the following benefits for 1 minute:

- You have resistance to kinetic and energy damage from unenhanced weapons.
- Once per turn, when you hit with a melee weapon attack using Strength, you can use your Force-Empowered Strikes feature at 1st-level without expending force points. You gain temporary hit points equal to the extra damage dealt.
- When a creature within 5 feet of you makes an attack roll against you, you can use your reaction to make a single weapon attack with advantage against that creature. If the attack hits, impose disadvantage on the triggering attack roll.

This effect ends early if you are incapacitated or die. Once you've used this feature, you can't use it again until you finish a long rest.



FORM VI: NIMAN

Form VI, also known as Moderation Form, strikes a balance between bladework and force powers. Those guardians who focus on Niman Form weave Force manipulation with their melee weapon strikes, pushing their opponents off-balance to create an opening.

FIGHTING STYLE

When you choose this form as your focus at 3rd level, you adopt a style of fighting as your specialty. Choose one from the Equilibrium, Two-Weapon Fighting, or Versatile Fighting Fighting Style options, detailed in Chapter 6. You can't take a Fighting Style option more than once, even if you later get to choose again.

THE WAY OF THE RANCOR

Also at 3rd level, as a bonus action, you can enter a balanced stance for one minute. As a part of this bonus action, and as a bonus action on each of your turns, when you use your action to cast a force power, you can make one melee weapon attack.

This effect ends early if you are incapacitated or die. Once you've used this feature, you can't use it again until you finish a long rest.

CHANNEL THE FORCE

Lastly at 3rd level, you gain the following Channel the Force option.

TELEKINETIC SLASH

When you deal damage with an at-will force power, you can expend a use of your Channel the Force and expend force points to deal additional damage to the target. The extra damage is 2d8 for a 1st-level force slot, plus 1d8 for each slot level higher than 1st, to a maximum of 5d8. The damage is the same type as the power's damage.

ENLIGHTENMENT

Starting at 7th level, you can add half your Wisdom or Charisma modifier (your choice, minimum of one) to any saving throw you make that doesn't already include that modifier.

REDIRECT

Starting at 15th level, when you would be affected by a force power that requires a Dexterity saving throw or attack roll and would effect only you, you may redirect that power to another target within 30 feet. If the power required an attack roll, make an appropriate attack roll against the new target. If it required a Dexterity saving throw, the new target must make a Dexterity saving throw against your force save DC.

Once you've used this feature, you must complete a short or long rest before you can use it again.

MASTER OF MODERATION

At 20th level, the Force flows in perfect concert with your weapon attacks. Your Dexterity and Wisdom or Charisma scores (your choice) increase by 2. Your maximum for these scores increases by 2. Additionally, you can use your action to gain the following benefits for 1 minute:

- You have resistance to kinetic and energy damage from unenhanced weapons.
- You have advantage on saving throws against force powers. Additionally, you have resistance against the damage of force powers.
- When you use your action to cast an at-will force power that targets only one creature, you can target an additional creature within 5 feet of the original target and within the power's range.

This effect ends early if you are incapacitated or die. Once you've used this feature, you can't use it again until you finish a long rest.



FORM VII: JUYO

Form VII, also known as Ferocity Form, revels in the satisfaction of battle and victory. Those guardians who focus on Juyo Form channel their emotions into their fighting, making heavy, sweeping strikes.

BONUS PROFICIENCIES

You gain proficiency in heavy armor.

FIGHTING STYLE

When you choose this form as your focus at 3rd level, you adopt a style of fighting as your specialty. Choose one from the Great Weapon Fighting, Two-Weapon Fighting, or Versatile Fighting Fighting Style options, detailed in Chapter 6. You can't take a Fighting Style option more than once, even if you later get to choose again.

THE WAY OF THE VORNSKR

Also at 3rd level, as a bonus action, you can take a savage stance, designating one creature you can see within 10 feet of you as your prey for 1 minute. You have advantage on attack rolls against the creature. If the target drops to 0 hit points, you can use a bonus action on a subsequent turn to mark a new creature.

This effect ends early if you are incapacitated or die. Once you've used this feature, you can't use it again until you complete a long rest.

CHANNEL THE FORCE

Lastly at 3rd level, you gain the following Channel the Force option.

SNAP AGGRESSION

If you are surprised at the start of combat and aren't incapacitated, you can expend a use of your Channel the Force to act normally on your first turn.

RELENTLESS

At 7th level, you have advantage on initiative rolls and gain a 10 foot bonus to your speed on your first turn of combat.

DEVASTATING CRITICAL

Starting at 15th level, when you score a critical hit with a melee weapon attack, you gain a bonus to that weapon's damage roll equal to your guardian level.

MASTER OF FEROCITY

At 20th level, you are a paragon of extraordinary martial prowess. Your Strength and Dexterity scores increase by 2. Your maximum for those scores increases by 2. Additionally, you can use your action to gain the following benefits for 1 minute:

- You have resistance to all damage.
- When you take the Attack action on your turn, you can make one additional attack as part of that action.
- Your melee weapon attacks score a critical hit on a roll of 19 or 20 on the d20.

This effect ends early if you are incapacitated or die. Once you've used this feature, you can't use it again until you complete a long rest.



FORM VIII: SOKAN

Form VIII, also known as Persistence Form, uses determined movements followed by swift strokes to keep their opponents' footing unsteady. Those guardians who focus on Persistence Form make use of the terrain, trying to maneuver their opponents into vulnerable areas before dispatching them.

BONUS PROFICIENCIES

You gain proficiency in heavy armor.

FIGHTING STYLE

When you choose this form as your focus at 3rd level, you adopt a style of fighting as your specialty. Choose one from the Defense, Equilibrium, or Shielding Fighting Style options, detailed in Chapter 6. You can't take a Fighting Style option more than once, even if you later get to choose again.

THE WAY OF THE VARACTYL

Also at 3rd level, as a bonus action, you can enter an unyielding stance for one minute. While in this stance, you have advantage on ability checks and saving throws to shove or to avoid being moved, and you ignore difficult terrain. Additionally, once per turn, when you hit with a melee weapon attack, you can attempt to shove the target up to 10 feet away from you (no action required).

This effect ends early if you are incapacitated or die. Once you've used this feature, you can't use it again until you complete a long rest.

CHANNEL THE FORCE

Lastly at 3rd level, you gain the following Channel the Force option.

HIGH GROUND DEFENSE

When an opponent within 5 feet of you makes a melee attack against you, you can use your reaction and expend a use of your Channel the Force to move to another space within 5 feet of that opponent without provoking opportunity attacks, imposing disadvantage on the roll. If the attack misses, you can attempt to shove the creature up to 10 feet away from you as a part of that same reaction.

UNWAVERING SELF

Beginning at 7th level, if you fail a Strength, Dexterity, or Constitution saving throw, you can reroll the die. You must use the new roll.

Once you've used this feature, you must complete a long rest before you can use it again. At 15th level you can use this feature twice between long rests.

UNHINDERED CHARGE

Starting at 15th level, when you move at least 10 feet before making a melee weapon attack, you deal additional damage equal to your Strength modifier.

MASTER OF PERSISTENCE

At 20th level, you are an unrelenting force on the field of battle. Your Strength and Wisdom or Charisma scores (your choice) increase by 2. Your maximum for these scores increases by 2. Additionally, you can use your action to gain the following benefits for 1 minute:

- You have resistance to kinetic and energy damage from unenhanced weapons.
- You ignore effects that would reduce your speed.
- Once per turn, when you push a creature, you can move up to 10 feet as a part of this push without provoking opportunity attacks. If you end this movement within 5 feet of that creature, you can make one melee weapon attack (no action required).

This effect ends early if you are incapacitated or die. Once you've used this feature, you can't use it again until you complete a long rest.



FORM IX: TRÀKATA

Form IX, also known as Deception Form, capitalizes on a lightweapon's ability to quickly be toggled on and off. Those guardians who focus on Tràkata Form perform dazzling tricks with their lightweapon, confusing their opponents before dispatching them.

FIGHTING STYLE

When you choose this form as your focus at 3rd level, you adopt a style of fighting as your specialty. Choose one from the Dueling, Two-Weapon Fighting, or Versatile Fighting Fighting Style options, detailed in Chapter 6. You can't take a Fighting Style option more than once, even if you later get to choose again.

THE WAY OF THE MONKEY-LIZARD

Also at 3rd level, as a bonus action, you can enter a confusing stance for one minute. As a part of this bonus action, and as a bonus action on each of your turns, when you take the Dodge action, you can make one melee weapon attack against a creature within range. Additionally, when you make this melee weapon attack, you can flourish your weapon to attempt to distract your target. Make a Dexterity (Sleight of Hand) check contested by a Wisdom (Perception) check of the target of your attack. On a success, you make this attack roll with advantage.

This effect ends early if you are incapacitated or die. Once you use this feature, you can't use it again until you finish a long rest.

CHANNEL THE FORCE

Lastly at 3rd level, you gain the following Channel the Force option.

UNBALANCING BLOCK

When you are hit with a melee weapon attack, and you are wielding a lightweapon with which you are proficient, you can use your reaction and expend a use of your Channel the Force to add your Wisdom or Charisma modifier (your choice, minimum of +1) to your AC for that attack, potentially causing the attack to miss you.

DUPLICITOUS FORCE

Beginning at 7th level, when you make a Dexterity (Sleight of Hand) check, you gain a bonus to that check equal to your Wisdom or Charisma modifier (your choice, minimum of one).

PASS THE BLADE

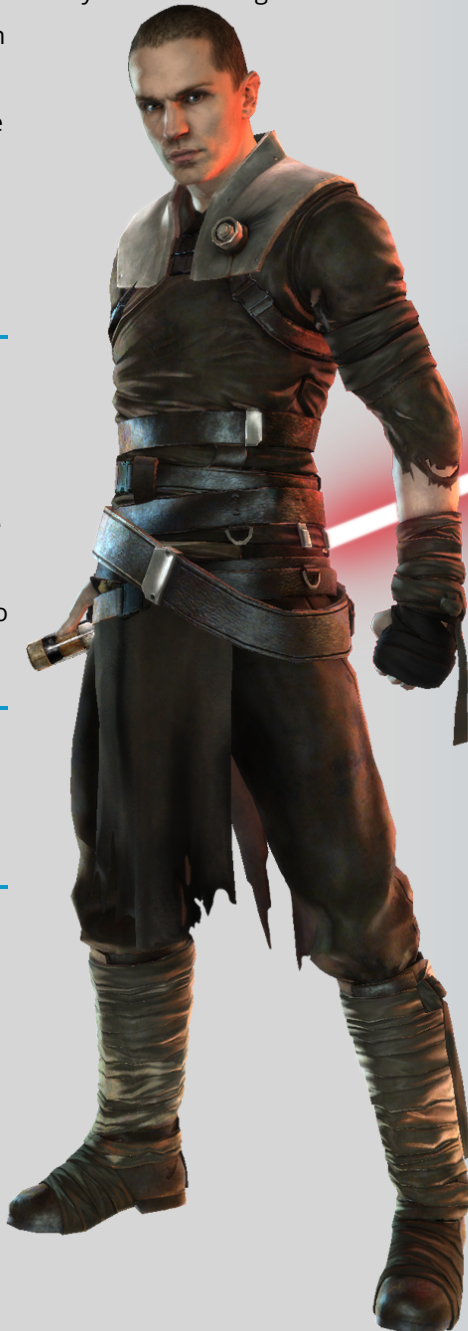
Starting at 15th level, when a creature misses you with an attack, you gain temporary hit points equal to your Wisdom or Charisma modifier (your choice, minimum of one), and you add your Wisdom or Charisma modifier (your choice, minimum of one) to the first melee weapon attack and damage rolls you make against that creature before the end of your next turn.

MASTER OF DECEPTION

At 20th level, your skill with a lightweapon is both mesmerizing and confounding. Your Dexterity and Wisdom or Charisma scores (your choice) increase by 2. Your maximum for these scores increases by 2. Additionally, you can use your action to gain the following benefits for 1 minute:

- You have resistance to kinetic and energy damage from unenhanced weapons.
- Your attack rolls can't suffer from disadvantage.
- Whenever a creature misses you with a melee attack, it takes 5 energy damage.
- Whenever a creature hits you with a melee attack, it takes damage equal to half of the damage you take from the attack.

This effect ends early if you are incapacitated or die. Once you use this feature, you can't use it again until you finish a long rest.



FORM X: JAR'KAI

Form X, also known as Domination Form, utilizes two weapons to overwhelm their foes. Those guardians who focus on Jar'Kai Form know that two weapons offer greater versatility than one, and capitalize on the twin angles from which they attack to subdue their enemies.

FIGHTING STYLE

When you choose this form as your focus at 3rd level, you adopt a style of fighting as your specialty. Choose one from the Equilibrium, Sentinel, or Two-Weapon Fighting Fighting Style options, detailed in Chapter 6. You can't take a Fighting Style option more than once, even if you later get to choose again.

THE WAY OF THE ACKLAY

Also at 3rd level, as a bonus action, you can enter a destructive stance for one minute. While in this stance, you can add half your Strength or Dexterity modifier (your choice, minimum of one) to any melee weapon damage roll you make that doesn't already include that modifier. Additionally, when you hit a creature with a melee weapon attack, you can move up to 5 feet without provoking opportunity attacks.

This effect ends early if you are incapacitated or die. Once you use this feature, you can't use it again until you finish a long rest.

CHANNEL THE FORCE

Lastly at 3rd level, you gain the following Channel the Force option.

TWIN STRIKE

Once per turn, when you miss with a melee weapon attack, you can expend a use of your Channel the Force to immediately make another melee weapon attack against the same target (no action required).

EYE OF THE STORM

Beginning at 7th level, when you score a critical hit with a melee weapon attack, you regain a use of your Channel the Force, to a maximum of your Wisdom or Charisma modifier (your choice, minimum of one).

RIISING WHIRLWIND

Starting at 15th level, as an action, you can rush forward up to 30 feet to an unoccupied space you can see without provoking opportunity attacks. Each creature within 5 feet of your path must make a Dexterity saving throw. A creature takes normal weapon damage on a failed save, or half as much on a successful one. If you are wielding two melee weapons, or a weapon with the *double* property, a creature makes this save with disadvantage, and takes additional damage equal to your Strength or Dexterity modifier (your choice, minimum of one) on a failed save.

Once you've used this feature, you must complete a short or long rest before you can use it again.

MASTER OF DOMINATION

At 20th level, you are a whirlwind of strikes, eviscerating all who step within your reach. Your Strength and Dexterity scores increase by 2. Your maximum for these scores increases by 2. Additionally, you can use your action to gain the following benefits for 1 minute:

- You have resistance to kinetic and energy damage from unenhanced weapons.
- When you hit a creature with a melee weapon attack, you have advantage on the next melee weapon attack roll you make against that creature, and that creature provokes an opportunity attack from you even if they take the Disengage action before leaving your reach until the end of your next turn.
- Creatures provoke an opportunity attack from you when they enter your reach.

This effect ends early if you are incapacitated or die. Once you use this feature, you can't use it again until you finish a long rest.



AING-TII ORDER

Monks of the Aing-Tii Order blend an attunement to the Force with their supreme focus to become a blur of motion in the heat of battle.

FORCECASTING

When you choose this Order at 3rd level, you have learned powers, fragments of knowledge that imbue you with an abiding force ability. See chapter 10 for the general rules of forcecasting and chapter 11 for the force powers list.

FORCE POWERS KNOWN

You learn 4 force powers of your choice, and you learn more at higher levels, as shown in the Force Powers Known column of the Aing-Tii Order Forcecasting table. You may not learn a force power of a level higher than your Max Power Level, and you may learn a force power at the same time you learn its prerequisite.

FORCE POINTS

You have a number of force points equal to your monk level, as shown in the Force Points column of the Aing-Tii Order Forcecasting table, + your Wisdom or Charisma modifier (your choice). You use these force points to cast force powers. You regain all expended force points when you finish a long rest.

MAX POWER LEVEL

Many force powers can be overpowered, consuming more force points to create a greater effect. You can overpower these abilities to a maximum level, which increases at higher levels, as shown in the Max Power Level column of the Aing-Tii Order Forcecasting table.

You may only cast force powers at 4th-level once. You regain the ability to do so after a long rest.

FORCECASTING ABILITY

Your forcecasting ability varies based on the alignment of the powers you cast. You use your Wisdom for light side powers, Charisma for dark side powers, and Wisdom or Charisma for universal powers (your choice). You use this ability score modifier whenever a power refers to your forcecasting ability. In addition, you use this ability score modifier when setting the saving throw DC for a force power you cast and when making an attack roll with one.

Force save DC = 8 + your proficiency bonus + your forcecasting ability modifier

Force attack modifier = your proficiency bonus + your forcecasting ability modifier

FLOW-WALKING

Also at 3rd level, you can cast the *phaseshield* force power without expending force points. When you reach 11th level, the damage bonus of the special attack made during *phaseshield* increases to 2d8, and at 17th level it increases to 3d8.

AING-TII ORDER FORCECASTING

Level	Force Powers Known	Force Points	Max Power Level
3rd	4	3	1st
4th	5	4	1st
5th	6	5	1st
6th	7	6	1st
7th	8	7	2nd
8th	9	8	2nd
9th	10	9	2nd
10th	11	10	2nd
11th	12	11	2nd
12th	13	12	2nd
13th	14	13	3rd
14th	15	14	3rd
15th	16	15	3rd
16th	17	16	3rd
17th	18	17	3rd
18th	18	18	3rd
19th	19	19	4th
20th	19	20	4th

You can use this feature a number of times equal to your Wisdom or Charisma modifier (your choice, a minimum of once). You regain any expended uses when you finish a long rest.

FOCUSED FLURRY

At 6th level, when you use your action to cast an at-will force power, you can use your Martial Arts and Focus features.

PRISMATIC STEP

At 11th level, when you take the Attack action, you can teleport up to 10 feet before each attack to an unoccupied space you can see.

If you attack at least two different creatures with the action, you can make one additional attack against a third creature (no action required).

IRIDESCENT STRIKES

Starting at 17th level, when you use your action to cast a force power, you can spend 2 focus points to teleport to a space within 5 feet of a creature affected by the power and make two unarmed attacks against that creature as a bonus action.

JAL SHEY ORDER

Monks of the Jal Shey order, driven by the pursuit of knowledge, maintain one of the most well-respected and heavily guarded repositories of history and knowledge across the galaxy: the Archives of the Jal Shey. Here, young folk of all species seeking the clarity of truth and the strength of knowledge pledge to learn the arts of seeking enlightenment by understanding the world around them, and mastering the techniques to defend it. To become a Jal Shey monk is to give one's self to the quest for unveiling the deepest mysteries of the galaxy, to bring light to the secrets of the dark, and guard the most powerful and dangerous of truths.

MYSTICAL ERUDITION

Beginning when you choose this order at 3rd level, you've undergone extensive training in lore from the Jal Shey's collected knowledge. You learn one language of your choice, and you gain proficiency in your choice of Lore, Medicine, Nature, or Technology.

You learn an additional language and an additional skill proficiency from the above list at 11th and 17th level.

EXTRACT ASPECTS

Also at 3rd level, you can strike multiple pressure points to extract crucial details about your foe. Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can learn certain information about its capabilities. The GM tells you if the creature has two of the following characteristics of your choice:

- Condition immunities
- Damage vulnerabilities
- Damage resistances
- Damage immunities

EXTORT TRUTH

At 6th level, you can hit a series of hidden nerves on a creature with precision, temporarily causing them to be unable to mask their true thoughts and intent. When you hit a creature with a melee weapon attack, you can have the attack deal no damage and spend 1 focus point to force them to make a Charisma saving throw against your focus save DC. On a failed save, the creature is unable to speak a deliberate lie for 1 minute and all Charisma checks directed at the creature are made with advantage for the duration.

On a success or failure, a creature is aware that you attempted to influence them. They can choose to avoid answering questions to which they would normally respond with a lie.

PRETERNATURAL COUNTER

Also at 6th level, your quick mind and study of your foe allows you to use their failure to your advantage. When a creature within 5 feet of you misses you with a melee attack, you can use your reaction to make an unarmed strike against that creature.

MIND OF MERCURY

Starting at 11th level, you've honed your awareness and reflexes through mental aptitude and pattern recognition. Once per turn, if you've already used your reaction, you can spend 1 focus point to take an additional reaction. You can only take one reaction per turn.

DEBILITATING BARRAGE

At 17th level, you've gained the knowledge to temporarily inhibit a creature's fortitude by striking a series of pressure points. Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can spend 3 focus points to cause the creature to become vulnerable to a damage type of your choice. This effect lasts for 1 minute or until they take damage of the chosen type.



MATUKAI ORDER

Monks of the Matukai Order center their philosophy around a balance and harmony between the spiritual Force and the physical body, using exercise as a form of meditation. They channel the Force through their bodies, turning themselves into exceptional warriors.

FORCE-ENHANCED STRIKES

Beginning when you choose this order at 3rd level, you learn to channel the Force into your unarmed strikes and monk weapons, further enhancing your melee strikes. When you hit a creature with an unarmed strike or monk weapon, you can spend 1 focus point to deal it an additional 1d6 force damage.

The force damage increases to 2d6 when you reach 11th level in this class.

INSTINCTIVE LEAP

At 6th level, when a hostile creature moves to within 5 feet of you, you can use your reaction to disengage and leap up to half your speed. If you end this movement in the air, you immediately fall to the ground.

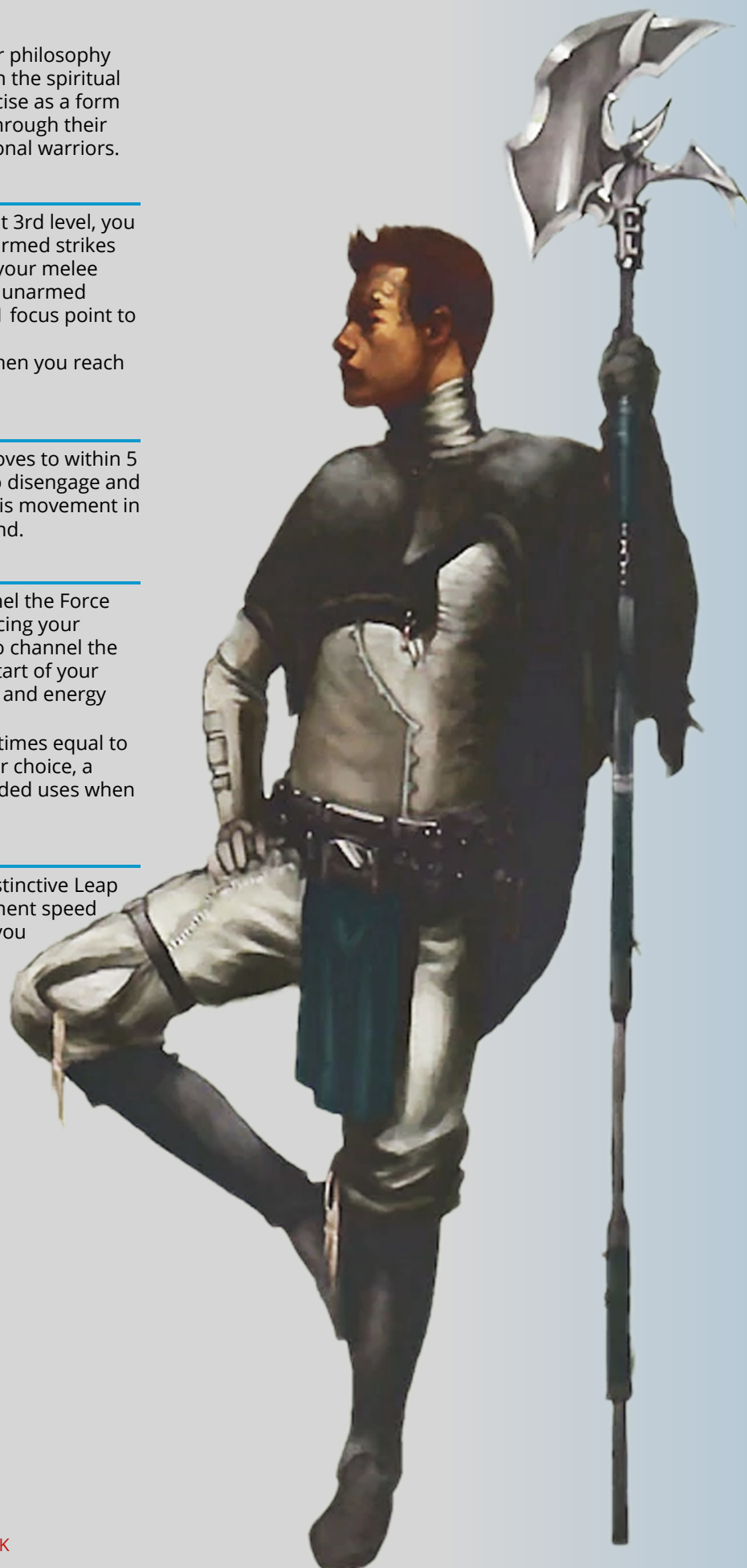
ABSORB DAMAGE

Starting at 11th level, you learn to channel the Force into your skin and bones, greatly enhancing your durability. You can use a bonus action to channel the Force throughout your body. Until the start of your next turn, you have resistance to kinetic and energy damage.

You can use this feature a number of times equal to your Wisdom or Charisma modifier (your choice, a minimum of once). You regain all expended uses when you finish a long rest.

CONTROL THE FIELD

At 17th level, whenever you use your Instinctive Leap feature, you can leap your entire movement speed instead of only half. Additionally, when you land, you can make an unarmed strike with advantage against a creature within 5 feet of you as part of the same reaction. On a hit, this attack deals an additional 2d6 force damage.



WHILLS ORDER

Monks of the Whills Order hold the secrets of the Force sacred, and dedicate their lives to defending ancient knowledge of the Force and its artifacts. They master the use of ranged weapons, often crafting their own weapons in respectful admiration of the Jedi tradition of crafting lightweapons.

FLURRY OF LIGHT

At 3rd level, you gain proficiency in blaster pistole, blaster rifle, ion blaster, ion rifle, and the lightbow, which are your Whills weapons and are monk weapons for you. When you are wielding a Whills weapon, you gain the following benefits:

- Your Whills weapons count as melee weapons for you, and when you make a melee weapon attack with them, you deal kinetic damage equal to your Martial Arts Damage Die.
- When you take the Attack action on your turn and attack with a Whills weapon, you can make one additional attack with that weapon as a bonus action, or you can spend 1 focus point to make two attacks with that weapon as a bonus action. You roll a d4 in place of the normal damage of your Whills weapon when attacking as a bonus action. This die changes as you gain monk levels, as shown in the Martial Arts column of the Monk table.
- When you would make a ranged weapon attack with a Whills weapon, you can instead reload the weapon.

THE FORCE IS WITH YOU

At 6th level, as you channel the Force through you, you gain the following benefits:

- You can use your Stunning Strike feature when you hit with a ranged weapon attack while you are wielding a Whills weapon.
- You can spend 1 focus point to ignore half cover with your Whills weapons. At 11th level, you can spend 2 focus points to ignore three quarters cover. At 17th level, you can spend 3 focus points to ignore total cover, as long as your target is not hidden from you.
- When you hit a creature with a Whills weapon, that creature has disadvantage on opportunity attacks against you until the start of your next turn.

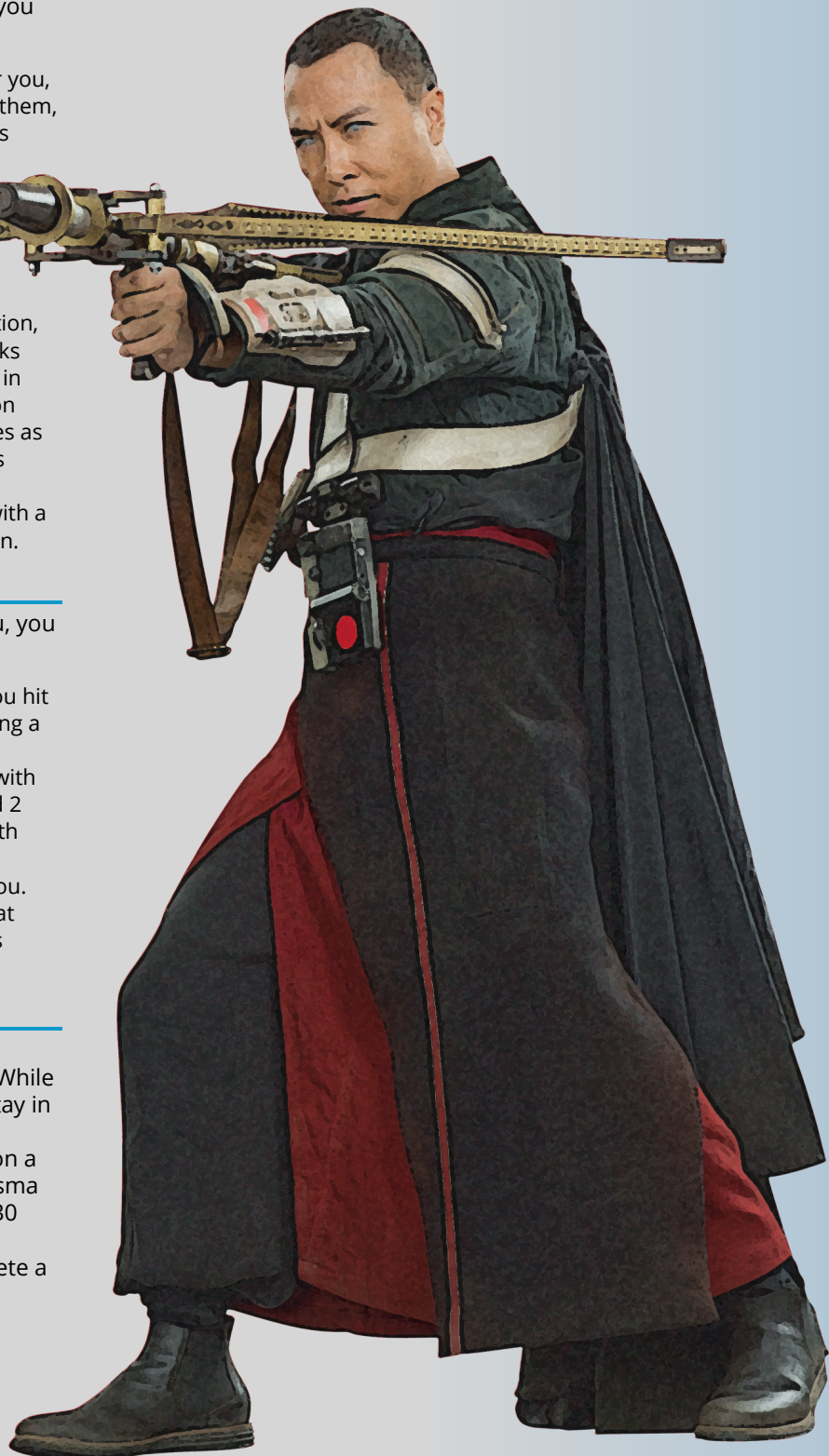
ONE WITH THE FORCE

At 11th level, you learn how to enter a trance, preparing to unleash yourself upon your enemy. While in this trance, you can still talk and move. If you stay in the trance for at least one minute, when you roll initiative, you can make a ranged weapon attack on a number of creatures up to your Wisdom or Charisma modifier (your choice, a minimum of one) within 30 feet of you when you were in this trance.

Once you've used this feature, you must complete a short or long rest before you can use it again.

GUIDED STRIKES

At 17th level, your first ranged weapon attack and your first melee weapon attack each turn deal additional damage equal to your Wisdom or Charisma modifier (your choice, a minimum of +1).



ACQUISITIONS PRACTICE

Many operatives are hired for the procurement of valuable artifacts, but only the true masters of the art can slip through the tightest security and make off with untold riches, whether they do it for a profit, or for sport. Those operatives who choose the Acquisitions Practice apply a mixture of stealth and impressive acrobatics to surpass any kind of defenses they are met with.

FAST HANDS

Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

AERIAL AGILITY

At 3rd level, you gain the ability to move in flying leaps with incredible speed, precision, and power. Climbing no longer costs you extra movement.

When you move, instead of using your walking speed, you may take two short movements by flying. Each movement is at half your speed, and you must end each one on a solid object, a surface, or on the ground. If you do not, you fall and your movement ends. If you Dash, your bonus movement is applied to your normal speed, not this movement.

You also gain proficiency in the Acrobatics skill.

SUPREME SNEAK

Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

GRACEFUL DESCENT

Also at 9th level, as long as you aren't incapacitated, you no longer take damage from falling less than 100 feet, and have resistance to falling damage.

FAUX CREDENTIALS

By 13th level, you ignore all class, species, and level requirements on the use of enhanced items.

IMPROVED AERIAL AGILITY

Starting at 13th level, your Aerial Agility feature improves and you gain the following benefits:

- When you move, you can instead take 3 short movements by flying.
- Whenever you end your flying movement and you are within 5 feet of a climbable surface, you can grab onto that surface as though you were climbing upon it.

THIEF'S REFLEXES

When you reach 17th level, you can take two turns during the first round of any combat. You take your first turn at your normal initiative and your second turn at your initiative minus 10. You can't use this feature when you are surprised.

Additionally, you learn to utilize the momentum of your fall to make deadly vertical strikes. Whenever you fall at least 50 feet and land within 5 feet of an enemy creature you can use your reaction to make one weapon attack against that creature. If the attack is a Sneak Attack, you can add 3d6 extra weapon damage to the damage roll and the creature must make a Dexterity saving throw or be knocked prone.



BEGUILER PRACTICE

Those operatives who choose the Beguiler Practice augment their natural wiles and charm with subtle utilization of the Force. They tap into these powers to cloud the minds of their foes, distracting and diverting before abruptly dispatching them.

FORCECASTING

When you choose this practice at 3rd level, you have derived powers from your emotional connection to the Force. See chapter 10 for the general rules of forecasting and chapter 11 for the force powers list.

FORCE POWERS KNOWN

You learn 4 force powers of your choice, and you learn more at higher levels, as shown in the Force Powers Known column of the Beguiler Practice Forecasting table. You may not learn a force power of a level higher than your Max Power Level, and you may learn a force power at the same time you learn its prerequisite.

FORCE POINTS

You have a number of force points equal to your operative level, as shown in the Force Points column of the Beguiler Practice Forecasting table, + your Wisdom or Charisma modifier (your choice). You use these force points to cast force powers. You regain all expended force points when you finish a long rest.

MAX POWER LEVEL

Many force powers can be overpowered, consuming more force points to create a greater effect. You can overpower these abilities to a maximum level, which increases at higher levels, as shown in the Max Power Level column of the Beguiler Practice Forecasting table.

You may only cast force powers at 4th-level once. You regain the ability to do so after a long rest.

FORCECASTING ABILITY

Your forecasting ability varies based on the alignment of the powers you cast. You use your Wisdom for light side powers, Charisma for dark side powers, and Wisdom or Charisma for universal powers (your choice). You use this ability score modifier whenever a power refers to your forecasting ability. In addition, you use this ability score modifier when setting the saving throw DC for a force power you cast and when making an attack roll with one.

Force save DC = 8 + your proficiency bonus + your forecasting ability modifier

Force attack modifier = your proficiency bonus + your forecasting ability modifier



FASCINATING DISPLAY

Also at 3rd level, you can spend 1 minute attempting to distract and enthrall those around you. Choose a number of humanoid within 60 feet of you who watched your display for the duration, up to a number equal to your Charisma modifier (minimum of one). Each target must succeed on a Wisdom saving throw ($DC = 8 + \text{your proficiency bonus} + \text{your Charisma modifier}$) or be charmed by you. While charmed in this way, the target idolizes you, speaking glowingly of you to anyone who talks to it. Additionally, it hinders anyone who opposes you, although it avoids violence unless it was already inclined to fight on your behalf. This effect ends on a target after 1 hour, if it takes any damage, if you attack it, or if it witnesses you attacking or damaging any of its allies.

If a target succeeds on this saving throw, the target has no hint you tried to charm it.

Once you've used this feature, you must complete a long rest before you can use it again.

MESMERIZING PRESENCE

Beginning at 9th level, you have advantage on attack rolls against creatures charmed by you.

ENTHRALLING VIGOR

Starting at 13th level, whenever a creature fails a Wisdom or Charisma saving throw against a force power or class feature you use, you can gain temporary hit points equal to half your operative level (rounded down) + your Charisma modifier (minimum of one).

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a short or long rest.

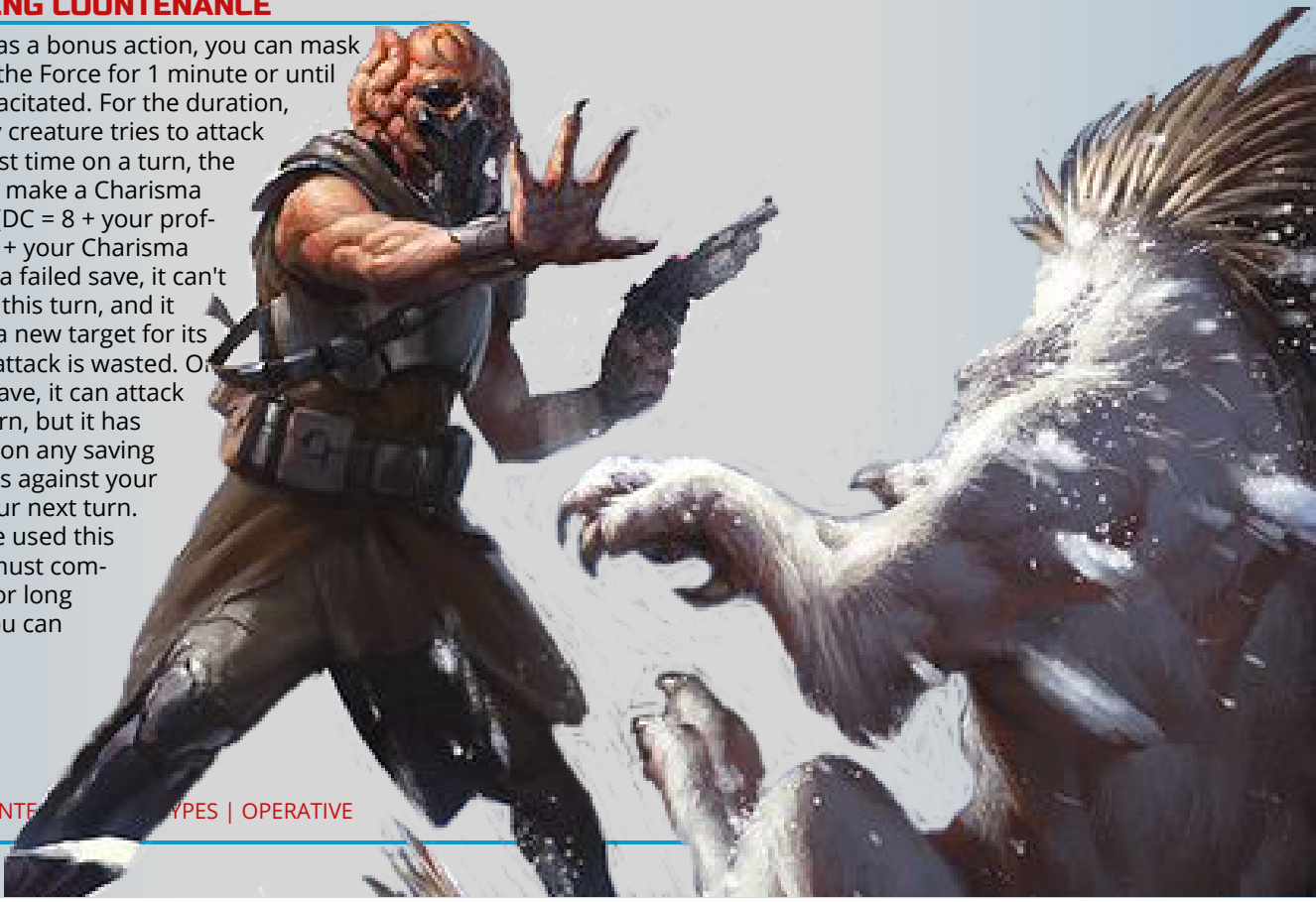
DISTRACTING COUNTENANCE

At 17th level, as a bonus action, you can mask yourself with the Force for 1 minute or until you are incapacitated. For the duration, whenever any creature tries to attack you for the first time on a turn, the attacker must make a Charisma saving throw ($DC = 8 + \text{your proficiency bonus} + \text{your Charisma modifier}$). On a failed save, it can't attack you on this turn, and it must choose a new target for its attack or the attack is wasted. On a successful save, it can attack you on this turn, but it has disadvantage on any saving throw it makes against your powers on your next turn.

Once you've used this feature, you must complete a short or long rest before you can use it again.

BEGUILER PRACTICE FORCECASTING

Level	Force Powers Known	Force Points	Max Power Level
3rd	4	3	1st
4th	5	4	1st
5th	6	5	1st
6th	7	6	1st
7th	8	7	2nd
8th	9	8	2nd
9th	10	9	2nd
10th	11	10	2nd
11th	12	11	2nd
12th	13	12	2nd
13th	14	13	3rd
14th	15	14	3rd
15th	16	15	3rd
16th	17	16	3rd
17th	18	17	3rd
18th	18	18	3rd
19th	19	19	4th
20th	19	20	4th



DISABLING PRACTICE

Those operatives who choose the Disabling Practice utilize a variety of pushes, pulls, weight shifts, and joint locks to immobilize their opponent. They use these techniques to manipulate their opponent, moving them across the battlefield before incapacitating them.

CLINCH STRIKE

When you choose this practice at 3rd level, you learn how to discourage, debilitate, and harm your enemies. You gain the following benefits while you aren't wearing medium or heavy armor or a medium or heavy shield:

- Your unarmed strikes use a d4 for damage.
- You can deal Sneak Attack damage when making an unarmed strike. Additionally, you don't need advantage on your unarmed attack roll to use your Sneak Attack if the target of your Sneak Attack is a creature grappled by you. All the other rules for the Sneak Attack class feature still apply to you.
- You can use the bonus action granted by your Cunning Action to make an unarmed strike against a creature you are grappling.

SKILLED GRAPPLER

Also at 3rd level, you learn a number of grappling techniques to subdue your opponents. When you hit a creature grappled by you with an unarmed strike and deal Sneak Attack damage, you may choose to forgo two of your Sneak Attack dice to make the attack a grappling technique.

Some of your grappling techniques require your target to make a saving throw to resist the grappling technique's effects. The saving throw DC is calculated as follows:

Grapple Technique save DC = 8 + your proficiency bonus + your Strength modifier.

CONSTRICT

You attempt to choke the target into unconsciousness. The target must make a Constitution saving throw or be restrained until the end of your following turn.

If you maintain this technique for 1 minute, the target falls unconscious for 1 hour. Droids and constructs can not be knocked unconscious in this way.

DISARM

You attempt to disarm a weapon or other object the target is holding. The target must make a Strength saving throw. On a failed save, it releases the object. If you have a free hand, you can catch the object. Otherwise, it lands at your feet.

HIP TOSS

You attempt to throw your target to the ground. The target must make a Dexterity saving throw. On a failed save, the target is pushed back 5 feet, knocked prone, and stunned until the start of your next turn. This ends the grapple.

HUMAN SHIELD

Beginning at 9th level you learn to manipulate the body of a grappled target to make attacks against you more difficult to land. Moving a grappled creature the same size as you or smaller no longer halves your speed, and when a creature grappled by you would grant you half cover, you instead have three-quarters cover. Additionally, when you are hit by an attack while grappling a creature, you can use your reaction to force that attack to instead hit the grappled creature.

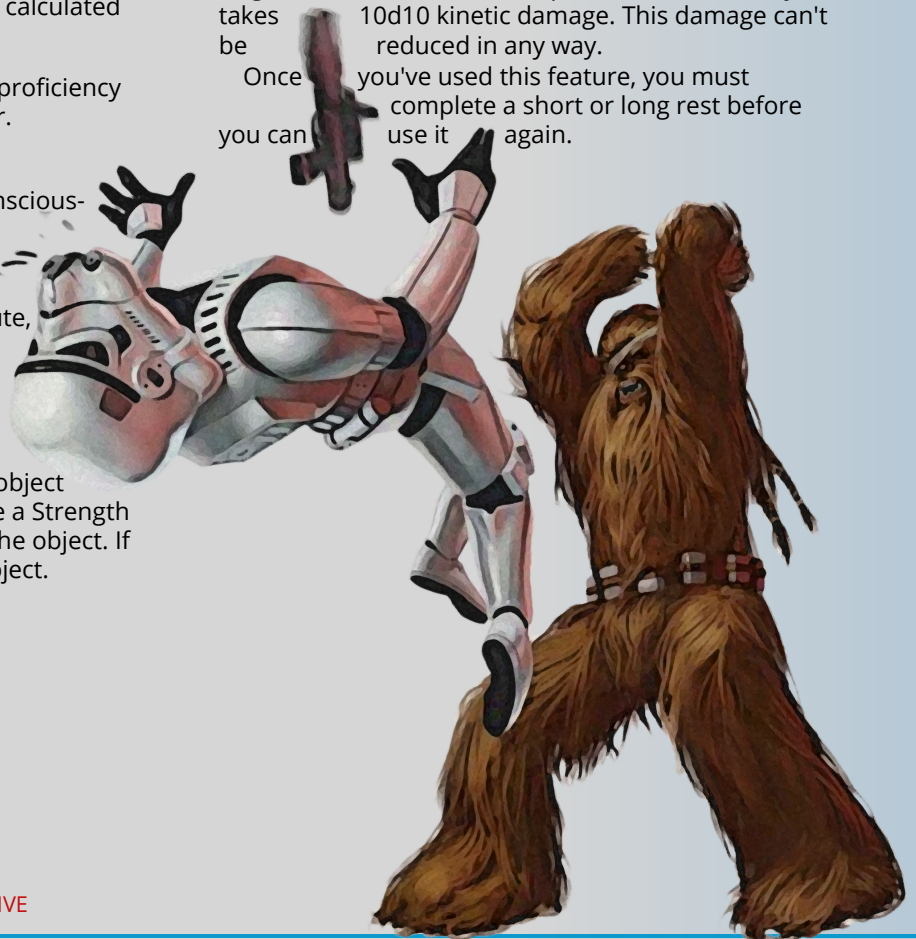
KISS THE WALL

Starting at 13th level, you can use your surroundings to further punish the target of your grapple. When you roll a 1 or 2 on a Sneak Attack damage die for an unarmed attack you make against a creature grappled by you, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

NECK SNAP

At 17th level, you learn how to immediately remove your grappled opponent from the fight. As an action, you can force a creature grappled by you to make a Constitution saving throw. On a failed save, if the creature has 100 hit points or fewer, it dies. If the target has more than 100 hit points, it immediately takes 10d10 kinetic damage. This damage can't be reduced in any way.

Once you've used this feature, you must complete a short or long rest before you can use it again.



RUFFIAN PRACTICE

Those operatives who choose the Ruffian Practice use rough-and-tumble tactics to handle any fight, big or small. They incite chaos and make devious moves that keep their enemies reeling.

FANCY FOOTWORK

When you choose this practice at 3rd level, you learn how to land a strike and then slip away without reprisal. During your turn, if you make a melee attack against a creature, that creature can't make opportunity attacks against you for the rest of your turn.

RAKISH AUDACITY

Also at 3rd level, your unmistakable confidence propels you into battle. You can add your Charisma modifier to your initiative rolls.

In addition, you don't need advantage on your attack roll to use your Sneak Attack if no creature other than your target is within 5 feet of you, as long as the target of the attack is within 5 feet of you. All the other rules for the Sneak Attack class feature still apply to you.

PANACHE

Beginning at 9th level, your charm becomes extraordinarily beguiling. As an action, you can make a Charisma (Persuasion) check contested by a creature's Wisdom (Insight) check. The creature must be able to hear you, and the two of you must share a language.

If you succeed on the check and the creature is hostile to you, it has disadvantage on attack rolls against targets other than you and can't make opportunity attacks against targets other than you. This effect lasts for 1 minute, until one of your companions attacks the target or affects it with a power, or until you and the target are more than 60 feet apart.

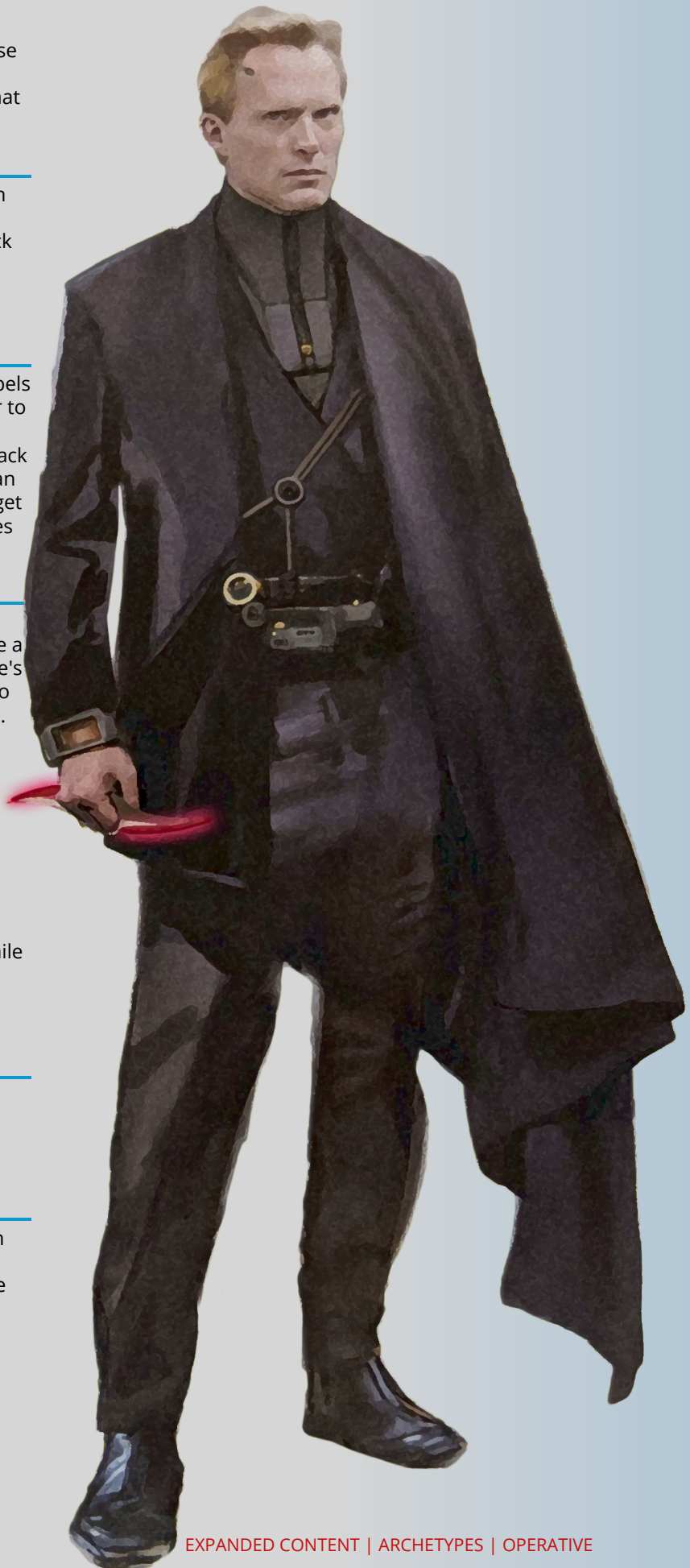
If you succeed on the check and the creature isn't hostile to you, it is charmed by you for 1 minute. While charmed, it regards you as a friendly acquaintance. This effect ends immediately if you or your companions do anything harmful to it.

ELEGANT MANEUVER

Starting at 13th level, you can use a bonus action on your turn to gain advantage on the next Dexterity (Acrobatics) or Strength (Athletics) check you make during the same turn.

MASTER DUELIST

At 17th level, your mastery of the blade lets you turn failure into success in combat. If you miss with an attack roll, you can roll it again with advantage. Once you do so, you can't use this feature again until you finish a short or long rest.



SAWBONES PRACTICE

Those operatives who choose the Sawbones Practice have studied the humanoid body on a more intimate level than other operatives. While others may know where best to stab in order to kill, you also know how to repair the wounds you inflict, as well as how to make them even deeper. You delve into the secrets of the body, learning as much medical knowledge as you can get your hands on, regardless of how dirty the work becomes.

GENERAL PRACTICE

When you choose this practice at 3rd level, you gain proficiency in Medicine, and you can use your Intelligence modifier instead of your Wisdom modifier for checks made with it.

Additionally, you can expend one use of a medkit to help revitalize your wounded allies during a short rest. If you or any friendly creatures within 30 feet of you regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points.

The extra hit points increase when you reach certain levels in this class: to 1d8 at 9th level, to 1d10 at 13th level, and to 1d12 at 17th level.

DEBILITATING STRIKE

Also at 3rd level, you learn to apply your anatomical knowledge in direct combat, in order to hinder your targets. When you deal Sneak Attack damage to a creature, you may choose to forgo two of your Sneak Attack Dice in order to hinder the creature, provided they have the appropriate physiology.

Your debilitating strikes require your target to make a saving throw to resist the debilitating strike's effects. The saving throw DC is calculated as follows:

Debilitating Strike save DC = 8 + your proficiency bonus + your Intelligence modifier.

BLEEDING WOUND

You attempt to create a lingering wound in the target for one minute. The target must make a Constitution saving throw. On a failed save, at the start of each of the target's turns, it loses 1d6 hit points and repeats this saving throw, ending the effect on a success. This damage can't be reduced in any way.

CRIPPLING PAIN

You attempt to cause cause distracting pain in the target. The target must make a Constitution saving throw. On a failed save, it has disadvantage on attack rolls until the end of your next turn.

HAMPERING SHOT

You attempt to hamper the target's movement. The target must make a Constitution saving throw. On a failed save, its movement speed is reduced by half and it makes Dexterity saving throws with disadvantage until the end of its next turn.

SWIFT SURGERY

Beginning at 9th level, you know how to quickly patch up wounds, given the right tools. You are able to use a medkit or administer a medpac as a bonus action, and when you use a medkit to stabilize a dying creature, that creature also regains a number of hitpoints equal to your Intelligence modifier.

DOSAGE CONTROL

Starting at 13th level, your knowledge of medicine allows you to partition and ration healing supplies very effectively, without impacting its potency. Over the course of 1 hour, which can be done during a rest, you can carefully measure and mark out dosages of a medpac within reach. The medpac can now be used twice before it is consumed.

At your DM's discretion, you may be able to use this feature on other pacs, stims, or adrenals, most likely involving an ability check to succeed.

SELF-SUSTAIN

At 17th level, you have advantage on death saving throws.

Additionally, when you are stabilized, you regain 1 hit point. Once you've used this feature, you can't use it again until you finish a short or long rest.



CHEF PURSUIT

Without it empires fall, armies dissolve into nothingness, and species are forgotten with the passage of time. A favored tool of assassins, crime lords, and moguls: food. Those scholars who choose the Chef Pursuit know the importance and power that food carries.

CULINARY KNOWLEDGE

When you choose this pursuit at 3rd level, you gain proficiency with chef's kits and your choice of Nature or Survival skills.

EMERGENCY SUPPLEMENTS

Also at 3rd level, you are prepared to assist allies with specially prepared, instantly effective supplements. When an ally is the target of your Critical Analysis feature and within 5 feet of you, you may expend a superiority die and give that ally the benefits of any maneuver exclusive to the Chef Pursuit, regardless of whether or not you've chosen it.

Once you've used this feature, you must complete a short or long rest before you can use it again.

ADDITIONAL MANEUVERS

Lastly at 3rd level, you gain access to new maneuvers which reflect the progress of your studies into the culinary arts. Whenever you learn a new maneuver, you can choose from any of the following as well. The maneuvers are listed in alphabetical order.

You may only perform one maneuver that is used during a long or short rest at a time.

ALLERGENS

As a bonus action while preparing or touching food, you may expend a superiority die and add to it an irritating allergen. At the start of each of its turns, a creature that consumes this food must make a Constitution saving throw. On a failed save, it subtracts half the result of your superiority die (rounded down, minimum of one) from the first ability check, attack roll, or saving throws it makes before the start of its next turn. The effect of this maneuver ends when the creature completes its next long rest or 24 hours have passed. This maneuver has no effect on droids or constructs.

BRAIN FOOD

At the end of a short or long rest you may expend a superiority die and choose a number of friendly creatures up to your Intelligence modifier (minimum of one), if they ate food you prepared. Each creature gains a number of temporary force or tech points (their choice) equal to the number you roll on the superiority die. When an affected creature casts a force or tech power, the temporary force or tech points are spent first. An affected target can only benefit from one source of temporary force or tech points at a time, and they last until they're depleted or until the affected target completes their next short or long rest. This maneuver has no effect on droids or constructs.

DEBILITANTS

As a bonus action when preparing or touching food, you may expend a superiority die and add to it a subtle poison. Any creature that consumes this food must make a Constitution saving throw. On a failed save, their hit point maximum is reduced by an amount equal to twice the number rolled on your superiority die + your Intelligence modifier. The effect of this maneuver ends when the creature completes its next long rest or 24 hours have passed. This maneuver has no effect on droids or constructs.

ENERGIZERS

At the end of a short or long rest you may expend a superiority die and choose a number of friendly creatures up to your Intelligence modifier (minimum of one), if they ate food you prepared. Each creature has their walking speed increased by 10 until the end of their next short or long rest. This maneuver has no effect on droids or constructs.

ENHANCERS

At the end of a short or long rest you may expend a superiority die and choose a number of friendly creatures up to your Intelligence modifier (minimum of one), if they ate food you prepared. Once before the end of their next short or long rest, affected targets may add the result of the superiority die to a damage roll that would affect only one target. This maneuver has no effect on droids or constructs.

HEALTH FOOD

At the end of a short or long rest you may expend a superiority die and choose a number of friendly creatures up to your Intelligence modifier (minimum of one), if they ate food you prepared. Each creature gains a number of temporary hit points equal to twice the number you roll on the superiority die. This maneuver has no effect on droids or constructs.

MUSCLE RELAXANTS

As a bonus action while preparing or touching food, you may expend a superiority die and add to it a fast acting muscle relaxant. At the start of each of its turns, a creature that consumes this food must make a Constitution saving throw. On a failed save, it subtracts the result of your superiority die from the first damage roll it makes before the start of its next turn. The effect of this maneuver ends when the creature completes its next long rest or 24 hours have passed. This maneuver has no effect on droids or constructs.

SUPPLEMENTS

At the end of a short or long rest you may expend a superiority die and choose a number of friendly creatures up to your Intelligence modifier (minimum of one), if they ate food you prepared. Once before the end of their next short or long rest, affected targets may add the result of the superiority die to one ability check, attack roll, or saving throw. The creature can wait until after it rolls the d20 before deciding to use this feature, but must decide before the DM says whether the roll succeeds or fails. This maneuver has no effect on droids or constructs.

VITAMINS

At the end of a short or long rest you may expend a superiority die and choose a number of friendly creatures up to your Intelligence modifier (minimum of one), if they ate food you prepared. Each creature gains proficiency in Constitution saving throws until the end of their next short or long rest. If a creature was already proficient in Constitution saving throws, they instead become proficient in a saving throw of your choice. This maneuver has no effect on droids or constructs.

BALANCED DIET

Beginning at 6th level, your cooking is so nutritionally balanced that it allows allies to stave off the effects of continued rigorous activity. Creatures of your choice who eat food prepared by you have advantage on Constitution saving throws to avoid Exhaustion, as described in chapter 8, until the end of their next long rest.

COMFORT FOOD

Starting at 9th level, if you or any friendly creatures who have consumed food you prepared during a short rest regain hit points by spending hit dice at the end of the short rest, each of those creatures regains an extra 1d8 hit points.

The extra hit points increase when you reach certain levels in this class: to 1d10 at 11th level, and to 1d12 at 15th level.

HEROES' FEAST

Once you've reached 17th level, you have developed a signature feast that is the purest distillation of your knowledge and talent as a chef.

Over the course of a long rest, you can expend rare culinary supplies worth 1,000 cr to create your feast, which can feed a number of creatures equal to twice your Intelligence modifier. Any creature partaking in the feast gains the following benefits:

- It is cured of all poisons and disease, and becomes immune to poison and disease.
- It makes Wisdom saving throws to avoid being frightened with advantage.
- Its hit point maximum and current hit points increase by 2d10.

These benefits last until the end of the creature's next long rest or 24 hours have passed.

This feature has no effect on droids or constructs.



DISCOVERIES (CHEF)

When you select this pursuit, you gain access to new discoveries which reflect the progress of your studies into the culinary arts. Whenever you learn a new discovery, you can choose from any of the following as well. The discoveries are listed in alphabetical order.

ALTERNATIVE FUEL

Prerequisite: Chef Pursuit

Any of your chef features, maneuvers, or discoveries can now effect droids and constructs.

BANQUET

Prerequisite: 17th level, Chef Pursuit

Prerequisite: Full Course discovery

Over the course of a long or short rest, you may utilize an additional maneuver from this archetype (total of four).

FILLING MEAL

Prerequisite: 7th level, Chef Pursuit

Over the course of a long or short rest, you may utilize up to two different maneuvers from this archetype, rather than one.

FULL COURSE

Prerequisite: 12th level, Chef Pursuit

Prerequisite: Filling Meal discovery

Over the course of a long or short rest, you may utilize an additional maneuver from this archetype (total of three).

ON THE ROCKS

Prerequisite: Chef Pursuit

Any food you prepare over a short or long rest carries with it an additional cooling effect. Creatures that consume it are considered adapted to hot climates, as described in chapter 5 of the *Dungeon Master's Guide*, until the end of the creature's next long rest or 24 hours have passed. Additionally, the first time a creature who eats your food takes fire damage before the end of their next short or long rest, they are considered resistant to the damage.

SECRET INGREDIENT

Prerequisite: Chef Pursuit

If you or any friendly creature that has consumed food made by you during their last short or long rest gains temporary hit points, the number of temporary hit points they gain increases by an amount equal to your Intelligence modifier.

SPICE OF LIFE

Prerequisite: Chef Pursuit

Any food you prepare over a short or long rest carries with it an additional warming effect. Creatures that consume it are considered adapted to cold climates, as described in chapter 5 of the *Dungeon Master's Guide*, until the end of the creature's next long rest or 24 hours have passed. Additionally, the first time a creature who eats your food takes cold damage before the end of their next short or long rest, they are considered resistant to the damage.

EXPLORER PURSUIT

The explorer strives to navigate past the known to discover new planets, forgotten ruins, or forbidden locations. Those scholars who choose the Explorer Pursuit spend their time studying maps, landmarks, architecture blue prints, or even history books, using them to effectively lead the way for their companions.

FOCUSED NAVIGATOR

Beginning at 3rd level when you select this pursuit, you gain proficiency in two of the Perception, Piloting, Survival, and Acrobatics skills.

SURVEYED AREA

At 3rd level, you can now use your Critical Analysis feature on a 15-foot cube area within 60 feet of you that you can see. You can treat any creatures inside this cube as if they are the target of your Critical Analysis feature, and when a creature ends your Critical Analysis feature on themselves, it does not end this effect for other creatures in your Surveyed Area.

ADDITIONAL MANEUVERS

When you select this pursuit, you gain access to new maneuvers which reflect your studies in maps and hidden routes. Whenever you learn a new maneuver, you can choose from any of the following as well. The maneuvers are listed in alphabetical order.

EFFECTIVE FLANKING

Whenever you use your Critical Analysis ability, you can expend a superiority die to make all creatures of your choice affected by Critical Analysis to make a Wisdom saving throw. If at least one creature fails the save, roll a superiority die.

On a failed save, the number rolled is added to both the attack and damage roll for the first attack against the creature before the start of your next turn.

ENCOURAGING PACE

You can use a bonus action to expend a superiority die. When you do so, a number of friendly creatures equal to your Intelligence modifier can immediately use their reaction to move a number of feet equal to 5 times the number rolled on the superiority die.

NO ESCAPE

Whenever you or a creature you can see makes an opportunity attack, you can expend a superiority die. If the attack hits, roll the superiority die and add the result to the damage roll. Additionally, the affected creature's movement speed becomes 0 until the start of its next turn.



PRECISE MOVEMENTS

When you or a friendly creature you can see that can see or hear you moves, you can expend a superiority die to give them verbal guidance and encouragement. Roll a superiority die. The creature's speed increases by 5 times the number rolled, and they can move through the space of hostile creatures as if it were difficult terrain.

SNARE TRAPS

You can use an action and expend a superiority die to trigger painful snare traps. When you do, one creature within 60 feet of you or all creatures that are targeted by your Critical Analysis has to make a Dexterity (Acrobatics) check against your maneuver save DC.

On a failure, they take damage equal to the roll and their movement speed becomes 0 until the end of your next turn.

SUPERIOR COUNTERATTACK

Whenever an opportunity attack targets a friendly creature other than you that is in an area targeted by your Critical Analysis feature, you can expend a superiority die. The creature can use its reaction to make a single weapon attack, adding the superiority die roll to the attack roll.

WRESTLE AND DRAG

When you or a creature that is the target of your Critical Analysis makes a Strength (Athletics) check to grapple or shove a creature, you can expend a superiority die and add it to the roll. Until the end of your turn, you can drag the grappled creature with you without your speed being halved. Additionally, if you move at least 5 feet, the creature takes damage for each foot moved up to an amount equal to half your Scholar level + your Intelligence modifier.

FIELD ADVANTAGE

At 6th level, you learn to quickly convey spatial information in the midst of combat about the area you analyzed, giving them an edge at maneuvering in the area. While moving through your Surveyed Area, you and friendly creatures of your choice ignore unenhanced difficult terrain, and opportunity attacks against them are made with disadvantage.

UNSTOPPABLE ADVENTURER

At 9th level, you learn to swim and scale vertical surfaces with ease. You gain swimming and climbing speed equal to your walking speed.

Additionally, your Sage Advice feature can be used to give friendly creatures knowledge on how to swim or climb, following the same rules of that feature as if it is a skill or tool. However, the friendly creatures have swimming speed or climbing speed for the entire duration instead.

SURVEY MASTER

Beginning at 17th level, when you use the Surveyed Area feature, the area affected is a 30-foot cube instead of a 15-foot cube.

DISCOVERIES (EXPLORER)

When you select this pursuit, you gain access to new discoveries which reflect your studies in maps and hidden routes. Whenever you learn a new discovery, you can choose from any of the following as well. The discoveries are listed in alphabetical order.

COVER ADEPT

Prerequisites: 12th level, Explorer Pursuit

You treat half cover as three-quarters cover, and three-quarters cover as full cover. Additionally, while you are in cover, Dexterity (Stealth) checks you make gain a bonus equal to your Intelligence modifier (minimum of +1).

DUNGEON EXPLORER

Prerequisites: Explorer Pursuit

You have advantage on Wisdom (Perception) checks and Intelligence (Investigation) checks to locate any secret doors or traps, and you have resistance to damage dealt by traps.

In addition, you can use your Sage Advice feature to teach friendly creatures about various types of traps, following the same rules of that feature. When you do so, the chosen creatures have resistance to damage dealt by traps.

GALACTIC EXPLORER

Prerequisites: 9th level, Explorer Pursuit

When you make a Piloting (Intelligence) skill check and may add your proficiency bonus to the check, treat any roll of 9 or lower as if you had rolled a 10.

GRAPPLING HUNTER

Prerequisites: 5th level, Explorer Pursuit

Attack rolls that you make against creatures that you are grappling have advantage.

HIGH GROUND

Prerequisites: 5th level, Explorer Pursuit

Once per turn, when you or a friendly creature hits a creature that is a target of your Critical Analysis feature, it takes additional damage equal to your half Intelligence modifier (minimum of +1).

NO STONE LEFT UNTURNED

Prerequisites: Explorer Pursuit

When you make a Wisdom (Perception) or Investigation (Intelligence) check to find a hidden creature that is inside the area that is targeted by your Critical Analysis feature, you do so with advantage.

VERSATILE EXPLORER

Prerequisites: Explorer Pursuit

You can hold your breath twice as long as you are normally able to, and take half as much damage from fall damage.

GAMBLER PURSUIT

Not all studied men and women use their intelligence and skill for the pursuit of knowledge, but instead turn to the various casinos and betting halls of the galaxy. Those scholars who choose the Gambler Pursuit use their knowledge of probability and risk to attempt to master games of chance and build their fortune, or lose it all along the way.

GAMBLER'S APTITUDE

When you choose this pursuit at 3rd level, you gain proficiency in your choice of the Insight, Deception, Persuasion, or Sleight of Hand skills. Additionally, you gain proficiency in three gaming sets of your choice, and you have advantage on any ability check you make that uses any of these gaming sets.

RISK VERSUS REWARD

Also at 3rd level, when you make your first attack on your turn against the target of your Critical Analysis feature, you can decide to gamble by rolling a d6. On a roll of 4 or higher, you have advantage on attack rolls against that creature until the start of your next turn. On a roll of 3 or lower, that creature instead has advantage on attack rolls against you until the start of your next turn.

This die increases when you reach certain levels in this class: to 1d8 at 7th level, to 1d10 at 11th level, and to 1d12 at 15th level.

ADDITIONAL MANEUVERS

Lastly at 3rd level, you gain access to new maneuvers which reflect your deep understanding of chance. Whenever you learn a new maneuver, you can choose from any of the following as well. The maneuvers are listed in alphabetical order.

ALL IN

When you make an attack roll, and the result is less than 20, you can expend a superiority die and roll it, adding it to the roll. If the resulting sum is 20 or 23, the attack is considered a critical hit.

BLIND LUCK

When you fail an ability check, you can expend a superiority die. If the result of your ability check plus the superiority die is within a range equal to half your proficiency bonus (rounded down) above or below the check's DC, you pass the check instead.

DOUBLE BLUFF

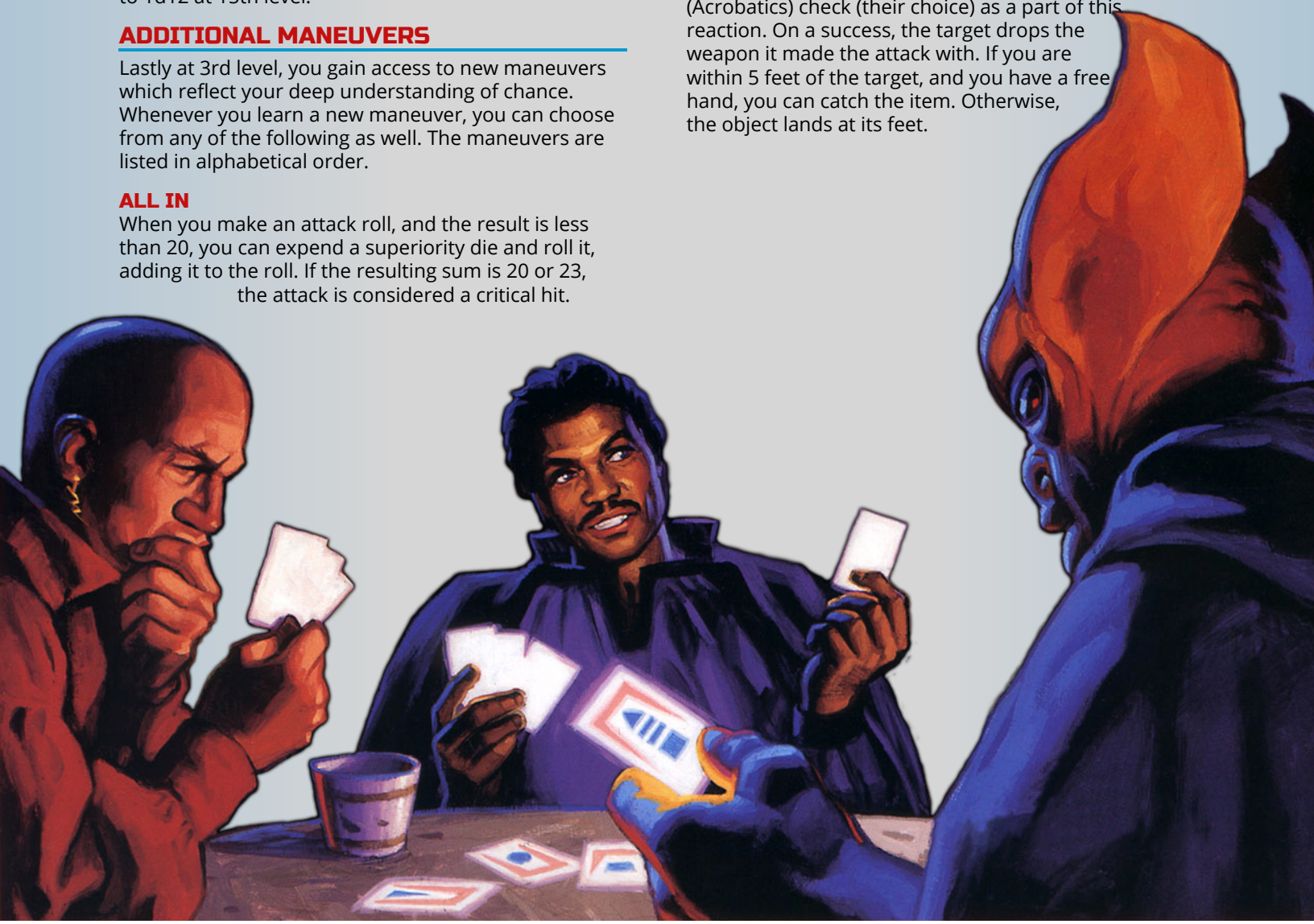
If on the same round of combat that you have missed a weapon attack, an enemy also misses you with a weapon attack, you can expend a superiority die and make a single weapon attack, adding the results of your superiority die to both the attack and damage rolls.

THE IDIOT'S ARRAY

When a creature hits you with a weapon attack roll, you can expend a superiority die and roll it. On a roll of 4 or higher, you take minimum damage on the damage roll and subtract the value of the superiority die. On a roll of 3 or lower, you instead take the maximum.

PLAYED THEIR HAND

When a creature hits you with an opportunity attack while within 5 feet of you, you can use your reaction and expend a superiority die to impose disadvantage on the attack roll. If the attack misses, you can make a Dexterity (Sleight of Hand) check contested by the attacker's Strength (Athletics) or Dexterity (Acrobatics) check (their choice) as a part of this reaction. On a success, the target drops the weapon it made the attack with. If you are within 5 feet of the target, and you have a free hand, you can catch the item. Otherwise, the object lands at its feet.



PURE SABACC

When you score a critical hit with a weapon attack, you can expend a superiority die and roll it. On a roll of 4 or higher, you deal maximum damage on the weapon's damage roll, including the superiority die. On a roll of 3 or lower, you instead deal the minimum.

RAISE THE STAKES

When the target of your Critical Analysis feature makes an attack roll against you, you can use your reaction to expend a superiority die. Roll the die and subtract the result from the enemy's attack roll, but add the result to their damage roll on a hit.

TAKE A CHANCE

Before making an attack roll, you can expend a superiority die. On a miss, you lose that superiority die and do not benefit from it in any way. On a hit, you can choose two other maneuvers that you know, and subject the target to both maneuvers, without expending additional superiority dice.

TIEBREAKER

When you roll a superiority die as a part of a maneuver you learned from this class, you can expend another superiority die and use the total of both dice.

LUCKY NUMBER 7

Beginning at 6th level, whenever you roll a 7 on an attack roll against the target of your Critical Analysis feature, the attack automatically hits and you regain a superiority die. You can not have more superiority dice than the amount shown in the Superiority Dice column of the Scholar class table.

When attacking with advantage or disadvantage, this effect applies if either roll is a 7. If both rolls are a 7, the attack is a critical hit.

TELL ME THE ODDS

Starting at 9th level, if the target of your Critical Analysis hits you with a weapon attack roll, you can use your reaction to roll a d8. On a 4 or higher, you impose disadvantage on the roll. If the target already had disadvantage, they must instead reroll one of the dice once (your choice).

This die increases when you reach certain levels in this class: to 1d10 at 11th level, and to 1d12 at 15th level.

BORROWED LUCK

Once you've reached 17th level, you have gained the ability to unnaturally alter luck in your favor. Once per round, after an attack roll, saving throw, or ability check is rolled by you or a creature that you can see, you can replace the number on the d20 with a 7. Note the number on the d20 of the roll that you replaced. That number becomes your borrowed luck roll.

While you have a borrowed luck roll, you can expend it and replace any ability check, attack roll, or saving throw made by you or a creature that you can see with the value of the borrowed luck roll. You can only have one borrowed luck roll at a time, and you lose any unused borrowed luck rolls when you complete a short or long rest.

DISCOVERIES (GAMBLER)

When you select this pursuit, you gain access to new discoveries which reflect your deep understanding of chance. Whenever you learn a new discovery, you can choose from any of the following as well. The discoveries are listed in alphabetical order.

ACE UP YOUR SLEEVE

Prerequisite: Gambler Pursuit

Whenever you make a Dexterity (Sleight of Hand) or Charisma (Deception) check, you can expend a superiority die, adding the result to your total for the check.

AGAINST THE HOUSE

Prerequisite: Gambler Pursuit

Whenever you would make a Charisma (Persuasion) check involving haggling, you can instead challenge the target to a game of chance. If they accept your offer, you can make an ability check with an available gaming set. If you win the challenge, you automatically succeed on the Charisma (Persuasion) check.

ANTE UP

Prerequisite: Gambler Pursuit

When you roll initiative, are not surprised, and end up first in the initiative order, you can take one additional action on top of your regular action and a possible bonus action during your first turn in combat.

CALCULATED BLUFF

Prerequisite: Gambler Pursuit

When you make an ability check using your Charisma, you can choose to instead make the check using your Intelligence.

COLD READ

Prerequisite: Gambler Pursuit, 5th level

As an action, you may make a Wisdom (Insight) check contested by a target's Charisma (Deception) check. On a success, you know the next action the target intends to take, so long as the situation does not change dramatically.

FEELING THE PRESSURE

Prerequisite: Gambler Pursuit, 13th level

Whenever you roll a 4 or higher on your Risk Versus Reward feature, the target of your Critical Analysis feature also has disadvantage on attack rolls made against you until the start of your next turn.

THE MAGIC NUMBER

Prerequisite: Gambler Pursuit, 7th level

Whenever you roll a 7 on an ability check or saving throw, you can reroll the ability check or saving throw with advantage.



SLICER PURSUIT

Across the galaxy one can find numerous pseudonyms and false identities belonging to the hackers and cyber-infiltrators that call the world of electronics home. Those scholars who choose the Slicer Pursuit put their impressive intellectual prowess to work in the field of technology, to ends both benevolent and malicious.

TECHCASTING

When you choose this pursuit at 3rd level, you have derived powers from schematics with the aid of your wristpad. See chapter 10 for the general rules of techcasting and chapter 12 for the tech powers list.

TECH POWERS KNOWN

You learn 4 tech powers of your choice, and you learn more at higher levels, as shown in the Tech Powers Known column of the Slicer Pursuit Techcasting table. You may not learn a tech power of a level higher than your Max Power Level.

TECH POINTS

You have a number of tech points equal to half of your scholar level (rounded up), as shown in the Tech Points column of the Slicer Pursuit Techcasting table, + your Intelligence modifier. You use these tech points to cast tech powers. You regain all expended tech points when you finish a short or long rest.

MAX POWER LEVEL

Many tech powers can be overcharged, consuming more tech points to create a greater effect. You can overcharge these powers to a maximum level, which increases at higher levels, as shown in the Max Power Level column of the Slicer Pursuit Techcasting table.

You may only cast tech powers at 4th-level once. You regain the ability to do so after a long rest.

TECHCASTING ABILITY

Intelligence is your techcasting ability for your tech powers. You use your Intelligence whenever a power refers to your techcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a tech power you cast and when making an attack roll with one.

Tech save DC = 8 + your proficiency bonus + your Intelligence modifier

Tech attack modifier = your proficiency bonus + your Intelligence modifier

TECHCASTING FOCUS

You use a wristpad (found in chapter 5) as a techcasting focus for your tech powers.

SYSTEMS HIJACK

Also at 3rd level, when the target of your Critical Analysis is a droid or construct, or wearing or holding a techcasting focus, that creature is a viable target for any tech powers with you cast with a range of touch.

Additionally, when the target of your Critical Analysis casts a tech power, you can use your reaction to identify the tech power being cast, and at what level.

SLICER PURSUIT TECHCASTING

Level	Tech Powers Known	Tech Points	Max Power Level
3rd	4	2	1st
4th	4	2	1st
5th	5	3	1st
6th	5	3	1st
7th	6	4	2nd
8th	6	4	2nd
9th	7	5	2nd
10th	7	5	2nd
11th	8	6	2nd
12th	8	6	2nd
13th	9	7	3rd
14th	9	7	3rd
15th	10	8	3rd
16th	10	8	3rd
17th	11	9	3rd
18th	11	9	3rd
19th	12	10	4th
20th	12	10	4th

ADDITIONAL MANEUVERS

Lastly at 3rd level, you gain access to new maneuvers which reflect your understanding of tech casting. Whenever you learn a new maneuver, you can choose from any of the following as well. The maneuvers are listed in alphabetical order.

AUTOMATIC STARTUP SEQUENCE

When a creature makes a saving throw against a tech power you cast, you may expend a superiority die, subtracting the number rolled from their total. You can use this maneuver before or after the creature makes saving throw, but before the GM determines whether or not the creature fails.

FAST ACCESS PROGRAMS

When you cast a tech power of 1st-level or higher that has a casting time of 1 action, you can expend a superiority die to change the casting time to 1 bonus action for this casting.

FIREWALL

When you or an ally you can see within 60 feet make a saving throw against a tech power, you can use your reaction to expend a superiority die, adding the number rolled to the result of that saving throw.

HACKED COMMUNICATIONS

As an action, you may expend a superiority die, and choose any number of creatures that you can see within 60 feet of you that have commlinks, headcomms, or other such communications devices. Each creature must succeed on a Constitution saving throw or take sonic damage equal to the number rolled on the dice + your Intelligence modifier (minimum of one). Additionally, on a failed save, their communication devices are disabled until rebooted.

OVERCAPACITY POWERS

When you cast a tech power of 1st-level or higher, you may expend a superiority die to cast the power at a higher level, provided it does not exceed your Maximum Power Level. Roll the superiority die, and add it to the level at which you are casting the power. You can choose to cast it at this new power level or lower.

RUNTIME EXTENSION

When a tech power you cast with a duration of 1 minute or longer reaches the end of its duration, you may expend a superiority die to extend the duration of the power a number of rounds equal to the number rolled on your superiority die.

SUBTLE EXECUTION

When you cast a tech power, you may expend a superiority die to cast the power without any visual or auditory cues. Creatures have disadvantage on any Intelligence (Investigation) or Wisdom (Perception) checks made to determine if you were the caster.

POTENT PROGRAMMING

Beginning at 6th level, when a creature succeeds on a saving throw against an at-will tech power you cast that deals damage, the creature takes half the power's damage, but suffers no additional effects of the power.

REDIRECT ERROR

Starting at 9th level, when the target of your Critical Analysis feature casts a tech power that affects an area, you can use your reaction to cause that power to instead affect an area in a 10-foot-radius sphere centered on the caster.

Once you've used this feature, you must complete a long rest before you can use it again.

SYSTEM OVERRIDE

Once you've reached 17th level, you know how to quickly activate anti-tech subroutines you have encoded into your wristpad. You can cast the *diminish tech* and *tech override* powers at 3rd level without expending tech points. If the target is the target of your Critical Analysis, you have advantage on the techcasting ability check for these powers.

You can use this feature a number of times equal to half your Intelligence modifier (rounded down, a minimum of once). You regain all expended uses when you finish a long rest.

DISCOVERIES (SLICER)

When you select this pursuit, you gain access to new discoveries which reflect your understanding of tech casting. Whenever you learn a new discovery, you can choose from any of the following as well. The discoveries are listed in alphabetical order.

ADMINISTRATOR'S LOG

Prerequisite: Slicer Pursuit

If you spend at least 10 minutes working on a computer or terminal, you can get a full list of users who have accessed the machine within the past 24 hours. Over the course of a long rest, you may then form a facsimile of identification that would allow you to pass yourself off as that person when accessing machines.

BACKDOOR EGRESS

Prerequisite: Slicer Pursuit

When you cast a tech power that affects an area and requires a saving throw, and you are inside that power's area, you can use your reaction to move up to half your speed without provoking opportunity attacks. If you end this movement outside the area affected by the tech power, you do not have to make a saving throw to avoid its effects.

INTELLIGENCE CORE OVERRIDE

Prerequisite: 9th level, Slicer Pursuit

You can cast the *override interface* tech power at 5th level without spending tech points.

Once you've used this feature, you must complete a long rest before you can use it again.

RESOURCE APPROPRIATION

Prerequisite: 11th level, Slicer Pursuit

If you reduce the target of your Critical Analysis feature to 0 hit points, and it has tech points remaining, you may choose to gain any tech points it had remaining. Your current tech points cannot exceed your tech point maximum.

Once you've used this feature, you must complete a short or long rest before you can use it again.

SKILLFUL CASTING

Prerequisite: Slicer Pursuit

When you hit a creature with an at-will tech power that requires an attack roll, you may treat that attack roll as a weapon attack for the purpose of using maneuvers.

SLEEPER PROGRAM

Prerequisite: Slicer Pursuit

Whenever you cast a tech power with a casting time of 1 action, you can choose to delay the power's activation up to a minute. When you do so, you cast the power as normal, but holds its energy for the duration of the delay. Holding onto the power's effect requires concentration. If your concentration is broken before the delay ends, the power dissipates without taking effect. You can use your reaction to activate the power at any time.

You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you finish a long rest.

ZOOLOGIST PURSUIT

Many academics develop an affinity for nature, studying the vast fauna that inhabit the different planets throughout the galaxy. Those scholars who choose the Zoologist Pursuit capitalize on their knowledge of animals, developing a strong bond with a companion with whom they gain an advantage on the battlefield.

WILDERNESS EXPERT

When you choose this pursuit at 3rd level, you gain proficiency your choice of Animal Handling or Nature skills. Additionally, when you make a Wisdom (Animal Handling) check, you gain a bonus to the check equal to your Intelligence modifier.

BEAST COMPANION

Also at 3rd level, you learn to employ all the knowledge you've accumulated to forge a powerful bond with your own personal beast companion.

Choose your beast, which is detailed at the end of this pursuit. Over the course of 8 hours, which can be done during a long rest, you can expend 500 cr worth of herbs and food to call forth an animal from the wilderness to serve as your companion.

If your beast dies, or you want to bond with a different creature, you must first break the bond with your current beast companion. You may only have one beast companion at a time.

Your beast gains a variety of benefits while it is bonded to you:

- The beast obeys your commands as best it can. It rolls for initiative like any other creature, but you determine its actions, decisions, attitudes, and so on. If you are incapacitated or absent, your beast acts on its own.
- Your beast's level equals your scholar level, and for each scholar level you gain after 3rd, your beast companion gains an additional hit die and increases its hit points accordingly.
- Your beast has the proficiency bonus of a player character of the same level.
- Whenever you gain the Ability Score Improvement class feature, your beast's abilities also improve. Your beast can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1. As normal, your beast can't increase an ability score above 20 using this feature unless its description specifies otherwise.

- While your beast is the target of your Critical Analysis feature, it gains a bonus to ability checks, armor class, attack rolls, damage rolls, and saving throws equal to half your Intelligence modifier (rounded up).

ADDITIONAL MANEUVERS

Lastly at 3rd level, you gain access to new maneuvers which reflect the progress of your studies into the biology and behavior of animals. Whenever you learn a new maneuver, you can choose from any of the following as well. The maneuvers are listed in alphabetical order.

LOYAL BOND

Whenever you are hit with an attack, you can expend one superiority die to command your companion to immediately use its reaction and move up to its speed directly towards you. If it ends this movement within 5 feet of you, roll the superiority die. Your companion takes the damage instead of you, subtracting the amount you rolled from the total.

GO GET 'EM

While your companion is moving, you can expend a superiority die and add 5 times the number rolled to its movement speed.

PIN DOWN

When your beast attempts to grapple or knock a creature prone, you can expend a superiority die to give it direction as long as it can see or hear you. Roll a superiority die and add it to your beast's Strength (Athletics) check.



PRIMAL ENDURANCE

As an action, you can expend a superiority die to improve your beast's defense. Roll the die and add it to your beast's AC until the beginning of your next turn.

SIC 'EM

As an action, you can expend a superiority die to command your beast to save a nearby enemy. Your beast

SPINE-CHILLING HOWLS

As an action, you can expend one superiority die to command your beast to frighten another creature. The target must then succeed on a Wisdom saving throw against your Maneuver save DC or become frightened of both you and your beast for 1 minute.

WILD SENSES

Whenever you make a Wisdom (Perception) or a Wisdom (Survival) check, you can request the aid of your beast by expending a superiority die, adding the number rolled to the check. You can use this maneuver before or after making the ability check, but before the results of the ability check are determined.

VICIOUS HUNTING

Beginning at 6th level, your beast companion's strikes count as enhanced for the purpose of overcoming resistance and immunity to unenhanced attacks and damage.

CREATURE COMPREHENSION

Starting at 9th level, when your beast makes an attack roll, ability check, or saving throw, you may expend a superiority die and apply the benefits of a maneuver you know from this class, as if you have taken the action yourself.

FERAL FEROCITY

Once you've reached 17th level, you have learned how to push your beast beyond its limits. If your beast is within 30 feet of you and can see or hear you, you can command it to enter a furious state. While raging, your beast gains the following benefits:

- Your beast has advantage on Strength checks and Strength saving throws if it is size Medium or larger.
- Your beast has advantage on Dexterity checks and Dexterity saving throws if it is size Small or smaller.
- When your hits with an attack, it deals bonus damage equal to your Intelligence modifier.
- Your beast has resistance to kinetic and energy damage.

Your beast's furious state lasts for 1 minute. It ends early if your beast is knocked unconscious. You can end your beast's furious state as a bonus action.

Once you've used this feature, you can't use it again until you finish a long rest.

DISCOVERIES (ZOOLOGIST)

When you select this pursuit, you gain access to new discoveries which reflect your studies in biology and behaviour of alien lifeforms. Whenever you learn a new discovery, you can choose from any of the following as well. The discoveries are listed in alphabetical order.

ADVANTAGEOUS COMPANION

Prerequisite: Zoologist Pursuit

When you make a Charisma (Intimidation) check against a creature that can see your beast companion, and your companion is size Medium or larger, you make the check with advantage.

When you make a Charisma (Persuasion) check against a creature that can see your beast companion, and your companion is size Small or Tiny, you make the check with advantage.

COLOSSAL COMPANION

Prerequisite: 15th level, Zoologist Pursuit

You can attempt to temporarily take control of a Huge beast. With the use of 10,000 cr worth of herbs and food, you can make a DC 15 Animal Handling check. On a success, the creature becomes your companion for 1d4 hours and gains the benefits of your Beast Companion feature. You can attempt to extend the duration by one hour by making additional Animal Handling checks. The DC for the first check is 20, and increases by 5 on each subsequent check. On a failure, the creature becomes hostile to you if it wasn't already and becomes immune to this feature for 24 hours.

HOLOCAM ATTACHMENT

Prerequisite: Zoologist Pursuit

You have learned how to safely attach a holocam on the head of the companion. You learn the *tracker droid interface* tech power, and your beast becomes a valid target of this power.

NEAT TRICKS

Prerequisite: 5th level, Zoologist Pursuit

Your beast gains proficiency in one Strength or Dexterity skill of your choice. If your beast's size is Medium or larger and the chosen skill uses Strength, it has expertise in the chosen skill. If your beast's size is Small or smaller and the chosen skill uses Dexterity, it has expertise in the chosen skill.

PROTECTIVE FRIEND

Prerequisite: Zoologist Pursuit

If a creature makes a melee attack against you or your companion, and your companion is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll.

THE MORE THE MERRIER

Prerequisite: 7th level, Zoologist Pursuit

Whenever you attempt to call forth an animal as your companion, you can instead spend 1,000 cr worth of components and call forth a swarm of Tiny creatures. The swarm is composed of a number of creatures equal to your scholar level + your Intelligence modifier, and is size Medium. All of the creatures within the swarm act as a single creature.

GENERATING YOUR BEAST

Choosing your beast companion is an integral part of being a Zoologist Scholar. Your beast takes a form of your choosing. Alternatively, your GM can choose what form your beast takes based on your environment.

Once you've selected your type of beast, you assign your beast companion's ability scores using standard array (15, 14, 13, 12, 10, 8) as you see fit.

BEAST FEATURES

All beasts share the following traits.

HIT POINTS

Hit Dice: 1d4 per beast companion level

Hit Points at 1st Level: 4 + your beast's Constitution modifier

Hit Points at Higher Levels: 1d4 (or 3) + your beast's Constitution modifier per beast level after 1st

PROFICIENCIES

Languages: Your beast can understand simple commands spoken in two languages of your choice, as well as hand signals, but it can not speak

Saving Throws: Choose one from Strength, Intelligence, or Charisma, and another from Dexterity, Constitution, or Wisdom

Skills: Choose two from Acrobatics, Athletics, Intimidation, Perception, Performance, Survival, and Stealth

FEATURES

Armor Class: 10 + your beast's Dexterity modifier

Bestial Traits: Your beast companion four bestial traits of your choice. It gains an additional trait at 5th level (5), 11th level (6), and 17th level (7).

Combat Traits: Your beast companion one combat trait of your choice. It gains an additional trait at 11th level.

Natural Weapon: Your beast companion attacks with a natural weapon, such as claws or a bite. On a hit, it deals 1d4 kinetic damage.

Size: Tiny

Speed: 20 ft.

Type: Beast

COMBAT TRAITS

The traits are presented in alphabetical order.

CHARGER

If your beast moves at least half its speed straight towards a target before making a melee attack, it deals an additional 1d8 damage on a hit.

GRAPPLER

When your beast hits with a melee weapon attack, it can use a bonus action to attempt to grapple the target. On a success, the target is both grappled and restrained, and your beast can't attack again while it has a creature grappled.

NIMBLE WEAPON

Your beast companion can use Dexterity instead of Strength for its attack and damage rolls.

PACK TACTICS

Your beast companion has advantage on an attack roll against a creature if at least one ally of your beast companion is within 5 feet of the creature and the ally isn't incapacitated.

POUNCER

If your beast moves at least half its speed straight toward a creature and hits it with a melee attack, the creature must make a Strength saving throw (DC = 8 + your beast's proficiency bonus + its Strength modifier). If the creature is larger than your beast, it makes this save with advantage. On a failed save, the creature is knocked prone, and your beast can make one additional attack against it as a bonus action.

RAMPAGER

If your beast reduces a creature to 0 hit points with a melee attack on its turn, your beast can take a bonus action to move up to half its speed and make a melee attack.

RANGED WEAPON

Your beast companion has a natural ranged weapon, such as a spitter or tail spikes. It has a normal range of 30 feet and a long range of 90 feet, and on a hit it deals kinetic damage equal to its natural weapon damage die.

REACH WEAPON

Your beast companion has a natural weapon with reach, such as a tail or wings. It has the reach property, and on a hit it deals kinetic damage equal to its natural weapon damage die.

VENOMOUS WEAPON

When your beast companion deals damage to a creature, it must make a Constitution saving throw (DC = 8 + your beast's proficiency bonus + your beast's Constitution modifier) or become poisoned until the end of its next turn.

BESTIAL TRAITS

The traits are presented in alphabetical order.

AERIAL

Your beast companion has a flying speed equal to its walking speed, and opportunity attacks made against it have disadvantage.

AMPHIBIOUS

Your beast companion has a swimming speed equal to its walking speed, and it can breathe air and water.

BURROWER

Your beast companion has a burrowing speed equal to its walking speed, and it has blindsight out to 10 feet.

CLIMBER

Your beast companion has a climbing speed equal to its walking speed, and it has advantage on Strength saving throws and Strength (Athletics) checks that involve climbing.

DARKVISION

Your beast companion is accustomed to low-light environments. Your beast can see in dim light within 60 feet as if it were bright light, and in darkness as if it were dim light. Your beast can't discern color in darkness, only shades of gray.

EVASIVE

Your beast companion can take the Disengage action as a bonus action.

FORCE ADEPT

Prerequisite: Force Sensitive

Your beast companion knows one 2nd-level force power of your choice, and once per long rest it can cast it at 1st-level without expending force points. Your beast's forcecasting ability is Wisdom or Charisma (depending on power alignment).

FORCE RESISTANCE

Your beast companion has advantage on saving throws against force powers.

FORCE SENSITIVE

Your beast companion knows one 1st-level force power of your choice, and once per long rest it can cast it at 1st-level without expending force points. Your beast's forcecasting ability is Wisdom or Charisma (depending on power alignment).

KEEN HEARING

Your beast companion has advantage on Wisdom (Perception) checks that rely on hearing.

KEEN SIGHT

Your beast companion has advantage on Wisdom (Perception) checks that rely on sight.

KEEN SMELL

Your beast companion has advantage on Wisdom (Perception) checks that rely on smell.

NATURAL CAMOUFLAGE

When your beast companion attempts to hide, it can opt to not move on its turn. If it avoids moving, it is considered lightly obscured until it moves.

LIGHT HIDE

Your beast companion's armor class becomes 11 + its Dexterity modifier.

MEDIUM HIDE

Your beast companion's armor class becomes 13 + its Dexterity modifier, to a maximum of +2.

HEAVY HIDE

Your beast companion's armor class becomes 14.

POWERFUL BUILD

Your beast companion counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift.

SIZE LARGE

Prerequisite: Size Medium

Your beast companion's size is Large. Its hit points increase by an amount equal to twice its level, its Hit Die becomes a d10, its natural weapon damage die becomes a d10, and its walking speed increases to 35.

SIZE MEDIUM

Prerequisite: Size Small

Your beast companion's size is Medium. Its hit points increase by an amount equal to twice its level, its Hit Die becomes a d8, its natural weapon damage die becomes a d8, and its walking speed increases to 30.

SIZE SMALL

Your beast companion's size is Small. Its hit points increase by an amount equal to twice its level, its Hit Die becomes a d6, its natural weapon damage die becomes a d6, and its walking speed increases to 25.

STURDY-LEGGED

Your beast companion's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start, and it has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

SWIFT

Your beast companion can take the Dash action as a bonus action.

TREMORSENSE

Your beast companion gains tremorsense out to 30 feet.

BULWARK TECHNIQUE

Some scouts find themselves far from civilization not to hunt, gather intelligence, or escape danger, but to venture forth simply to defend those unable to defend themselves. Followers of the Bulwark Technique make use of advanced technology to contain those that threaten the undeserving.

BONUS PROFICIENCIES

You gain proficiency in heavy armor.

PERSONAL BARRIER

When you choose this technique at 3rd level, you gain access to a powerful personal barrier. Whenever you complete a short or long rest, you create a barrier on yourself that lasts until you finish a short or long rest. That barrier has hit points equal to twice your scout level + your Intelligence modifier. Your barrier can never have hit points greater than twice your scout level + your Intelligence modifier.

Whenever you take damage, the barrier takes the damage instead. If this damage reduces the barrier to 0 hit points, you take any remaining damage.

While the barrier has 0 hit points, it can't absorb damage, but its power remains. Whenever you cast a tech power of 1st level or higher, your barrier regains hit points equal to the number of tech points spent.

Additionally, for as long as your barrier has hit points, you gain the following benefits:

- You are considered proficient in Constitution saving throws for the purpose of maintaining concentration on tech powers.
- Hostile creatures that hit you with melee attacks take energy damage equal to your Intelligence modifier (minimum of 1).

MARK OF THE BULWARK

Also at 3rd level, when the target of your Ranger's Quarry feature makes a melee attack against a friendly creature within 5 feet of you, you can use your reaction to force the attack to target you instead. If the attack hits, and your Personal Barrier has hit points, the attacking creature takes bonus damage equal to your Ranger's Quarry Damage Die.

PROJECTED BARRIER

Beginning at 7th level, you've learned how to manipulate your barrier to create new effects. As an action, you can spend three of your barrier's hit points to create a unique effect. You have three such effects: Projected Sphere, Projected Maelstrom, and Projected Wave. When you use your Projected Barrier, you choose which effect to create.

Some Projected Barrier Effects require saving throws. When you use such an effect from this class, the DC equals your tech save DC.

If your barrier's hit points are reduced to 0, any Projected Barrier features immediately end.

PROJECTED SPHERE

You create a protective spherical barrier in a 5-foot-radius sphere a point you can see within 30 feet that lasts until the start of your next turn. Creatures within the barrier have three-quarters cover from attacks originating from outside the barrier. You can maintain the barrier by spending an additional barrier hit point at the start of each of your turns (no action required).

PROJECTED MAELSTROM

You create an unstable energy maelstrom in a 5-foot cube at a point you can see within 30 feet that lasts until the start of your next turn. A creature takes 4d4 energy damage when it enters the area for the first time on a turn or starts its turn there. You can maintain the barrier by spending an additional barrier hit point at the start of each of your turns (no action required).

This feature's damage increases by 1d4 when you reach 11th level (5d4) and 17th level (6d4).

PROJECTED WAVE

You create a wave of barrier energy in a 15-foot cone. Each creature within the cone must make a Dexterity saving throw. On a failed save, a creature takes 2d6 energy damage and is pushed back to the edge of the cone. On a success, they take half damage and aren't pushed.

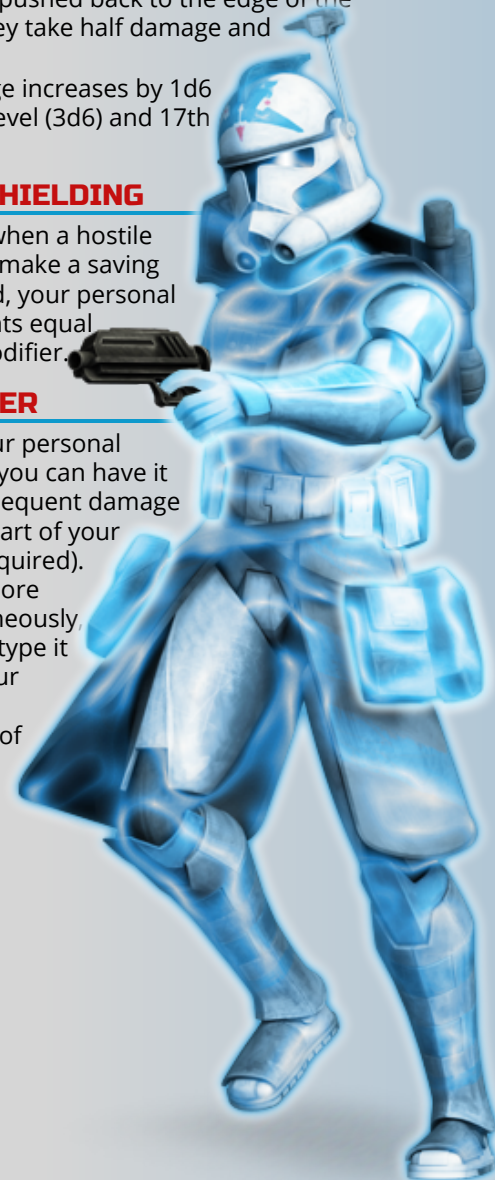
This feature's damage increases by 1d6 when you reach 11th level (3d6) and 17th level (4d6).

REGENERATIVE SHIELDING

Starting at 11th level, when a hostile creature forces you to make a saving throw and you succeed, your personal barrier regains hit points equal to your Intelligence modifier.

ADAPTIVE BARRIER

At 15th level, when your personal barrier takes damage, you can have it gain resistance to subsequent damage of that type until the start of your next turn (no action required). If it takes damage of more than one type simultaneously, you can choose which type it gains resistance to. Your barrier can only have resistance to one type of damage at a time.



ILLUSIONIST TECHNIQUE

Among the galaxy you may find the various infiltrators and agents who make ample use of holographic technology to get themselves in and out of danger. Followers of the Illusionist Technique make use of this holographic technology to give themselves an illusory edge in combat.

HOLOGRAPHIC DECOY

When you choose this technique at 3rd level, as an action, you can create a perfect illusion of yourself that lasts for 10 minutes, or until you lose your concentration (as if you were concentrating on a power). The decoy appears in an unoccupied space that you can see within 30 feet of you. The decoy is purely visual. If anything passes through it, it is revealed to be an illusion. For the duration, you can cast tech powers as though you were in the decoy's space. Both your decoy and the target of your tech power must be within your line of sight.

You can use your bonus action to cause the decoy to move up to 30 feet. As your decoy changes location, you can alter its appearance so that its movements appear natural for the decoy. If your decoy is ever more than 120 feet away from you, it immediately disappears.

Additionally, when both you and your decoy are within 5 feet of a creature that can see the decoy, but is not aware it is an illusion, you have advantage on attack rolls against that creature.

A creature that uses its action to examine your decoy can determine that it is an illusion with a successful Intelligence (Investigation) check against your tech save DC. If a creature discerns the illusion for what it is, the creature can see through the image.

Once you've used this feature, you must complete a short or long rest before you can use it again.

MARK OF THE ILLUSIONIST

Also at 3rd level, the target of your Ranger's Quarry feature has disadvantage on all checks made to discern the nature of your illusions. Additionally, when the target of your Ranger's Quarry is reduced to 0 hit points, you can use your reaction to immediately cause an active illusion, or your Holographic Decoy, to take the form of the creature as long as the creature's dimensions fall within the power's capacity restrictions.

CHARGED ILLUSIONS

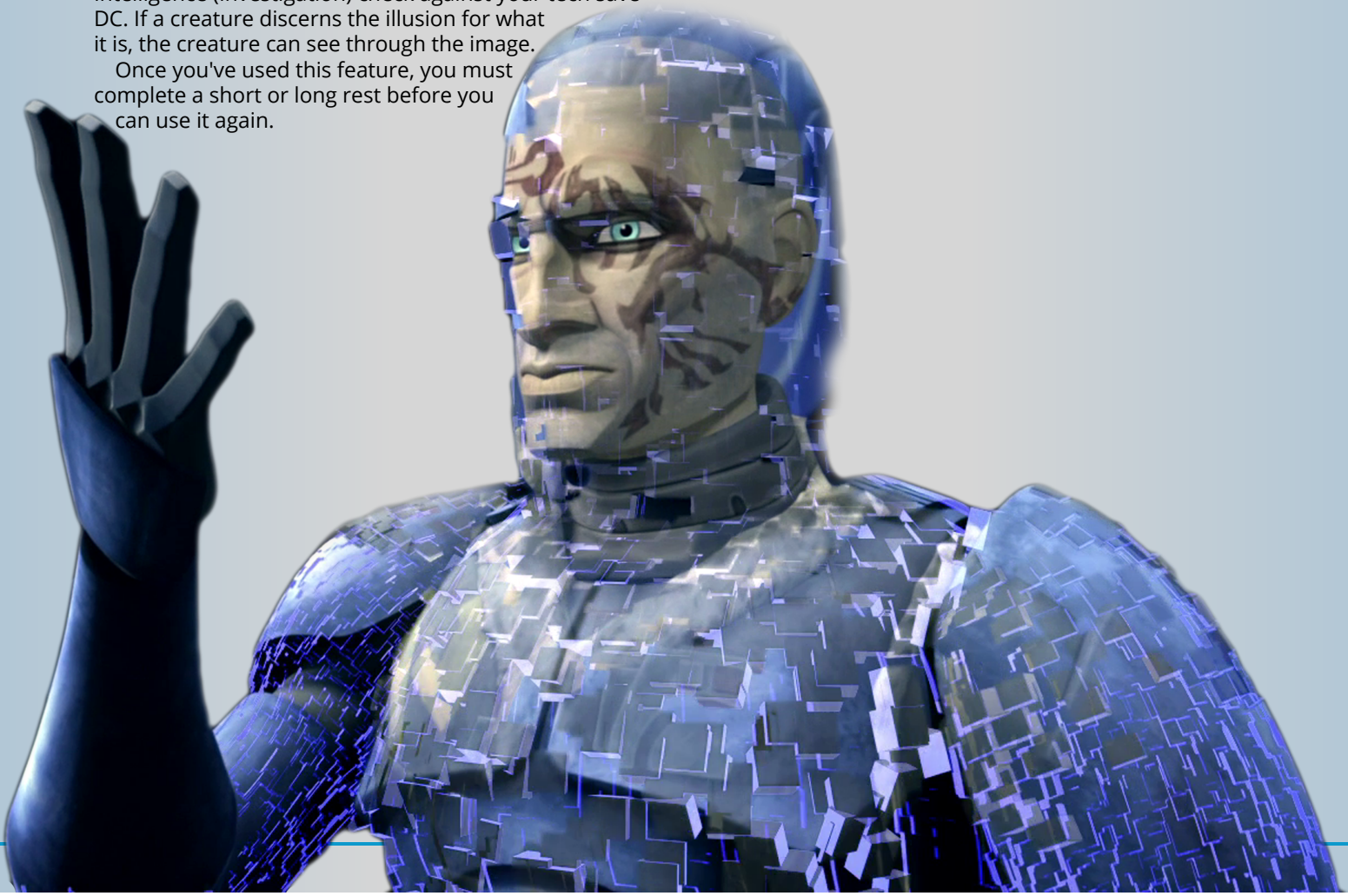
Beginning at 7th level, when a creature discerns the nature of an illusion you have created using a tech power or class feature while within 5 feet of it, you can dispel the illusion (no action required) to have the creature take energy damage equal to $1d10 + \text{half your scout level (rounded down)}$.

QUICK ESCAPE

Starting at 11th level, whenever you take damage, you can use your reaction to swap places with an illusion of yourself that you have created using a tech power or class feature. The illusion must be within 60 feet of you, and you must be able to see it.

IMPROVED DECOYS

At 15th level, you can create up to four duplicates of yourself, instead of one, when you use your Holographic Decoy feature. When you use your bonus action to move a decoy, you can move any number of them with the same bonus action.



INQUISITOR TECHNIQUE

Across history, there have been those who live to hunt those who wield the Force, be they Jedi or Sith. Followers of the Inquisitor Technique combine technology with force techniques to track down and eliminate force-wielders. For those practitioners of the Force, they are the greatest adversary.

WHISPERS OF THE FORCE

When you choose this technique at 3rd level, you have learned secrets from a subtle attunement to the force. Choose two force powers of no higher level than your Max Power Level, as shown in the scout class table. The chosen powers count as tech powers for you, but are not included in the number in the Powers Known column of the scout class table.

You learn two additional powers at 5th, 9th, and 13th level. Whenever you gain a level in this class, you can choose one of the force powers you know and replace it with another force power of no higher level than your Max Power Level.

MARK OF THE INQUISITOR

Also at 3rd level, when the target of your Ranger's Quarry feature is within 15 feet of you, you gain the following benefits:

- Whenever the creature casts a force power, it must first succeed on a Constitution saving throw against your tech save DC to maintain concentration. On a failed save, the casting is disrupted, the force power fails, and the force points are wasted.
- Whenever the creature starts its turn while concentrating on a force power, it must make a Constitution saving throw against your force save DC to maintain concentration. On a failed save, it loses concentration on the power.

At 11th level, the radius of this feature increases to 30 feet.

SENSE FORCE

Beginning at 7th level, you can use your action to gain the benefits of the *force sight* force power until the end of your next turn.

You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you finish a long rest.

FORCE RESISTANCE

Starting at 11th level, while the target of your Ranger's Quarry feature is within 30 feet of you, you gain the following benefits:

- You have advantage on saving throws against force powers they cast.
- You have resistance to damage dealt by force powers they cast.

INQUISITOR'S WRATH

At 15th level, you can cast the *force suppression* and *sever force* force powers at 3rd level against the target of your Ranger's Quarry without expending tech points. If they are within 30 feet of you, you have advantage on the forcecasting ability check for these powers.

You can use this feature a number of times equal to 1 + your Intelligence modifier (a minimum of once). You regain all expended uses when you finish a long rest.



MASTERMIND TECHNIQUE

Preparation, preparation, preparation. Some scouts are serious students of battle and any creatures they might encounter. Followers of the Mastermind Technique focus on being prepared for any eventuality, and using their breadth of knowledge to gain insights into their enemies.

INSTINCTIVE COMBATANT

When you choose this technique at 3rd level, you have learned to use your wits to help you survive. While you are wearing light or medium armor, you can use your Intelligence modifier instead of your Dexterity modifier when determining your AC.

MARK OF THE METICULOUS

Also at 3rd level, you can use Intelligence instead of Dexterity for the attack and damage rolls made with weapons with the finesse property or blaster weapons against the target of your Ranger's Quarry.

Additionally, once per round, when you hit the target of your Ranger's Quarry with a tech attack, or it fails a saving throw against a tech power you cast that deals damage, you can deal additional damage equal to your Ranger's Quarry damage die of the same type as the tech power's damage.

ADAPTIVE TECHIE

Beginning at 7th level, when you complete a long rest, you can choose up to a number of tech powers you know equal to half your Intelligence modifier (rounded down) and replace them with another tech power, as long as that power is not of a higher level than your Max Power Level.

EMERGENCY PLANNING

Starting at 11th level, you've learned to formulate and execute a plan. As an action, you can choose up to six creatures (including yourself) that you can see within 60 feet of you. For each creature, choose one of the following: ability check, attack roll, or saving throw. Each creature gains an Emergency Planning die, which is a d8.

Once within the next 10 minutes, each creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw, as determined when you use this feature. The creature can wait until after it rolls the d20 before deciding to use the Emergency Planning die, but must decide before the GM says whether the roll succeeds or fails. Once the Emergency Planning die is rolled, it is lost.

A creature can have only one Emergency Planning die at a time.

Once you've used this feature, you must complete a short or long rest before you can use it again.

Your Emergency Planning die changes when you reach certain levels in this class: to 1d10 at 13th level, and to 1d12 at 17th level.

EXPLOIT WEAKNESS

At 15th level, your training has taught you to find and exploit weaknesses in your prey. As a bonus action, you can impose disadvantage on the next saving throw the target of your Ranger's Quarry makes against an effect you control before the end of your next turn. Once you've done so, you must complete a short or long rest before you can do so again.



PREDATOR TECHNIQUE

Some scouts work in solitude, while others prefer the strength of a group. Followers of the Predator Technique find power lies with the pack; they distract their prey, while their allies go for the kill.

BONUS PROFICIENCIES

You gain proficiency in heavy armor.

HUNTING PARTY

When you choose this technique at 3rd level, when you take the Attack action on your turn, you can use a bonus action to direct one of your companions to strike. When you do so, choose a friendly creature who can see or hear you. That creature can immediately use its reaction to make one weapon attack.

You can use this feature a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses of it when you finish a long rest.

MARK OF THE PREDATOR

Also at 3rd level, if the target of your Ranger's Quarry feature can see you, a number of friendly creatures you choose up to your Intelligence modifier have advantage on Dexterity (Stealth) checks made to hide from it.

PREDATOR'S RESOLVE

Beginning at 7th level, you can use your action to gain the following benefits for 1 minute:

- You have advantage on Constitution saving throws.
- At the start of each of your turns, you gain temporary hit points equal to your Constitution modifier (minimum of one).
- When you use your Hunting Party feature and the target of the attack is your Ranger's Quarry, your ally gains a bonus to damage on the attack equal to your Ranger's Quarry Damage Die.

Once you've used this feature, you can't use it again until you finish a short or long rest.

PREY ON THE WEAK

Starting at 11th level, when you hit a creature with a weapon attack, and the creature is below its hit point maximum, the next attack roll made against that creature before the end of your next turn by someone other than you has advantage.

ON THE HUNT

At 15th level, when you use your Predator's Resolve feature, a number of friendly creatures you choose up to your Intelligence modifier that you can see within 30 feet of you also gain the benefits of the feature.



SLAYER TECHNIQUE

Some scouts seek to learn the most about their foes and to capitalize on that knowledge. Follower of the Slayer Technique focus on identifying the strengths and weaknesses of their prey, taking advantage of that knowledge to vanquish their foes.

BONUS PROFICIENCIES

You gain proficiency in heavy armor.

SLAYER'S PRIDE

When you choose this technique at 3rd level, you have advantage on saving throws against being frightened.

MARK OF THE SLAYER

Also at 3rd level, you immediately learn if the target of your Ranger's Quarry feature has any damage immunities, resistances, or vulnerabilities and what they are. Additionally, the first time you hit the target of your Ranger's Quarry feature with a weapon attack each turn, it takes extra damage equal to your Ranger's Quarry Damage Die. The damage is of the same type as the weapon's damage.

SUPERNATURAL DEFENSE

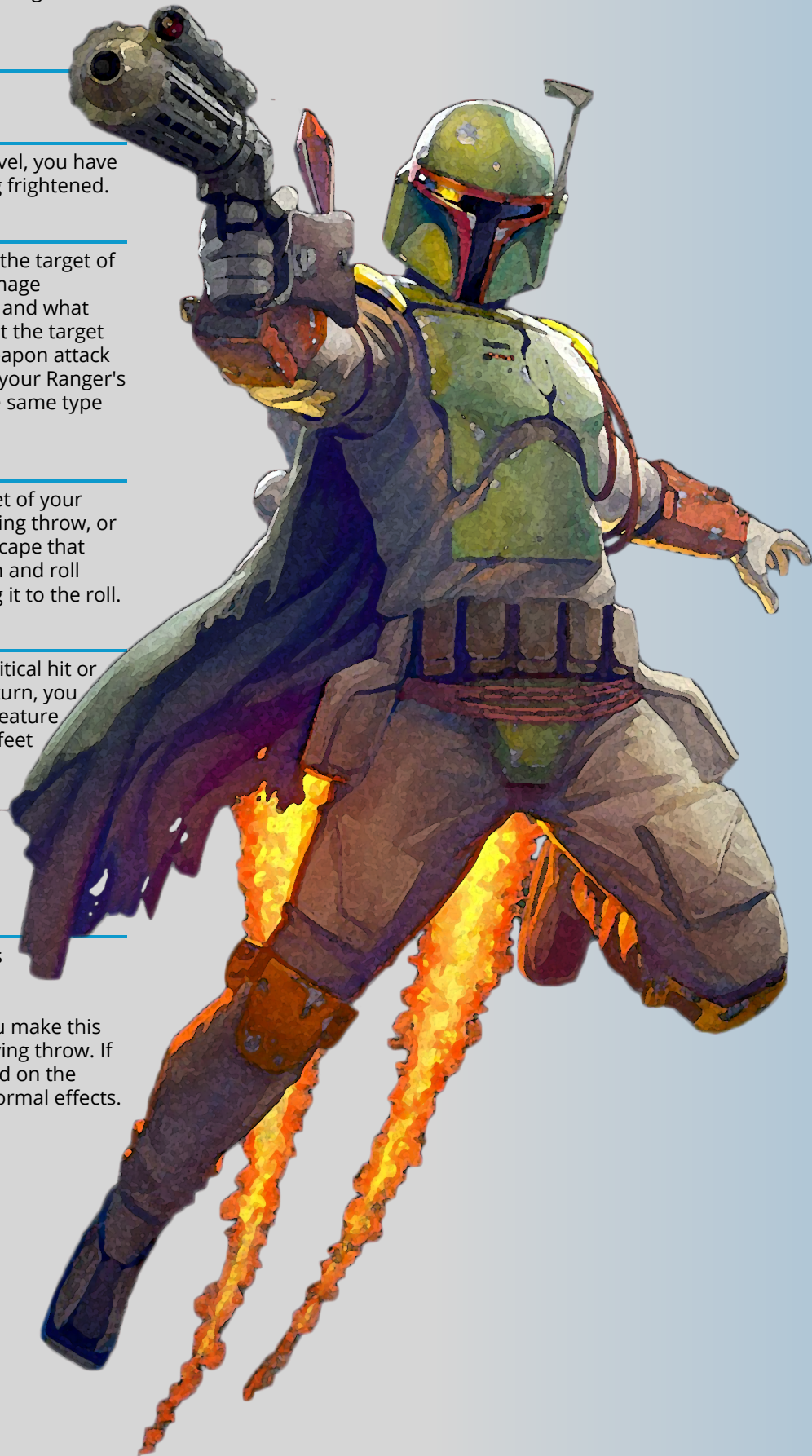
Beginning at 7th level, whenever the target of your Ranger's Quarry forces you to make a saving throw, or whenever you make an ability check to escape that targets grapple, you can use your reaction and roll your Ranger's Quarry Damage Die, adding it to the roll.

NEMESIS

Starting at 11th level, when you score a critical hit or reduce a creature to 0 hit points on your turn, you can use your bonus action to force one creature of your choice that you can see within 30 feet of you to make a Wisdom saving throw against your tech save DC. On a failed save, a creature becomes frightened of you for 1 minute. At the end of each of the creature's turns it repeats this saving throw, ending the effect on a success.

SLAYER'S COUNTER

At 15th level, if the target of your Ranger's Quarry feature forces you to make a saving throw, you can use your reaction to make one weapon attack against it. You make this attack immediately before making the saving throw. If your attack hits, you automatically succeed on the saving throw, in addition to the attack's normal effects.



PATH OF COMMUNION

Those who master the Force can transcend death, persisting beyond their natural expiration. Those sentinels who follow the Path of Communion bond with a Force ghost, developing a symbiotic relationship which alters the way they perceive their surroundings.

MYSTICAL CONNECTION

Starting when you choose this calling at 3rd level, you learn the *feedback* force power, which does not count against your total powers known. Additionally, you can use Wisdom or Charisma as your forcecasting ability for it, and you can use your Kinetic Combat feature when you cast it as your action. Finally, when you deal psychic damage with the *feedback* force power, you deal additional psychic damage equal to your Wisdom or Charisma modifier (your choice, minimum of one) if it doesn't already include that modifier.

SYMBIOT SPIRIT

Also at 3rd level, you attract the attention of the spirit of a Force ghost. Over the course of one hour, you can attune to the spirit, forging a lasting connection. While attuned to a spirit, you gain the following benefits:

- Your spirit is always audible and visible to you. Your spirit can choose to make itself audible and visible or inaudible and invisible to other creatures (no action required), but it is always visible to beings with truesight.
- Your spirit can not interact with the corporeal world, but it is also not impeded by unenhanced walls or barriers.
- Your spirit acts independently of you, and it only obeys your commands if it chooses to. In combat, it rolls its own initiative and acts on its own turn. Your spirit can't attack, but it can take other actions as normal.
- While your spirit is within 100 feet of you, you can telepathically communicate with it. Additionally, as an action, you can see through your spirit's vision and hear what it hears until the start of your next turn. During this time, you are deaf and blind with regard to your own senses.
- When you cast a force power with a range of touch, your spirit can deliver the power as if it had cast it. Your spirit must be within 100 feet of you, and it must use its reaction to deliver the power when you cast it. If the power requires an attack roll, you use your attack modifier for the roll.

You can only attune to one spirit at a time. If you attempt to attune to another spirit, you immediately break the bond with your current spirit.

GENERATING YOUR SPIRIT

Your spirit might be the ghost of a benevolent Jedi, discovered in the ruins of a Jedi temple, or a powerful Sith spirit lingering in an ancient artifact. It might be the spirit of a Nightsister sorceress, or a paragon of a long-forgotten monastic order. Work with your GM to determine the nature of your spirit.

Additionally, your spirit can briefly interact with the physical world. When you would make a melee attack, your spirit can deliver the attack as if it had made it. Your spirit must be within 100 feet of you, and it must use its reaction to deliver the attack. It uses your modifiers for the attack and damage rolls. You can use this feature a number of times equal to your Wisdom or Charisma modifier (your choice, a minimum of once). You regain all expended uses when you complete a short or long rest.

INVASIVE PRESENCE

At 7th level, your spirit can invade another creature's being. As an action, your spirit can touch a creature within 5 feet of it, forcing it to make a Wisdom saving throw against your universal force save DC. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

On a failed save, your spirit moves into that creature's space, inhabiting its body, for 1 minute. The affected creature has disadvantage on the first attack roll, ability check, or saving throw it makes each turn. At the end of each of its turns, the creature repeats this save. On a success, it repels the spirit from its body, and it becomes immune to this feature for 24 hours.

Once you've used this feature, you must complete a long rest before you can use it again.

ETHEREAL VISION

By 13th level, you and your guiding spirit both gain truesight out to 60 feet as long as your spirit is within 100 feet of you.

Additionally, when you use your action to see through your spirit's senses, you are no longer deaf and blind with regard to your own senses, able to comprehend what happens in both perspectives simultaneously.

ASSUMING DIRECT CONTROL

At 18th level, when a creature fails its saving throw against your Invasive Presence feature, the target becomes charmed by you for as long as Invasive Presence is active.

While the target is charmed, you and your spirit have a telepathic link with it as long as you are within 100 feet of it. You and your spirit can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

PATH OF THE CORSAIR

There may come a time when a sentinel finds themselves stranded, hunted, or in any situation where they must hide their nature as a force wielder. Those sentinels who follow the Path of the Corsair make use of alternative weaponry not commonly associated with force-wielders to great effect.

SCAVENGER'S REACH

Starting when you choose this calling at 3rd level, you learn the *force disarm* force power. Additionally, you no longer have disadvantage on the attack roll with it if you are within 5 feet of a hostile creature, and you can use your Kinetic Combat feature when you cast it as your action. Finally, when you cast the *force disarm* power, disarm a blaster weapon, and catch it, you can reload the weapon as a part of the same action.

CORSAIR WEAPONS

Also at 3rd level, you can use the force to quickly learn the use of unfamiliar weapons. When you hold a weapon that you are not proficient in, you can spend 1 force point (no action required) to gain proficiency with that weapon until the end of your next long rest. If that weapon is a blaster, you can use it to make Kinetic Combat attacks as long as the target of the attack is within the weapon's normal range.

Additionally, when you throw a grenade, you can use Wisdom or Charisma instead of Strength when determining your throwing range.

FORCE-EMPOWERED DETONATORS

At 7th level, you learn to infuse a number of small detonators with the Force. Over the course of a short or long rest, you can create a number of detonators equal to your Wisdom or Charisma modifier (your choice, minimum of one). Your detonators can only be used by you, and they lose their potency at the end of your next short or long rest.

As a bonus action on each of your turns, you can throw one of your detonators at a point within range. Your detonators have a range equal to 30 feet + your Wisdom or Charisma modifier x 5. Make a universal ranged force attack. On a hit, the detonator adheres to the target, and if the target is a Large or smaller creature, it is pushed back 5 feet. On a miss, it falls to the ground. Hit or miss, the detonator then explodes. The target and each creature within 5 feet must make a Dexterity saving throw against your universal force save DC. If the detonator adhered to a target, the creature has disadvantage on the saving throw. A creature takes force damage equal to your Kinetic Combat Damage Die + your Wisdom or Charisma modifier (your choice) on a failed save, or half as much on a successful one.

ENERGIZED KINETICS

By 13th level, once per turn, when you deal damage with a Force-Empowered Detonator or your Double Strike feature, you can deal additional damage equal to your Kinetic Combat Damage Die. The damage type is force, lightning, necrotic, or psychic (your choice).

DISORIENTING DETONATIONS

At 18th level, when a creature fails the saving throw against your Force-Empowered Detonators feature, you can spend 2 force points to subject it to the effects of one of the following force powers: *affliction*, *force blind/deafen*, *stun*, or *stun droid*. They automatically fail the saving throw for the selected power, but the effects only last until the end of your next turn.



PATH OF THE FORCEBLADE

Some few master their weapon in ways that differ from their peers. Those sentinels who follow the Path of the Forceblade channel the Force into their weapon, forming a unique connection that grants you greater control over the weapon; it becomes an extension of their will.

PHASETHROW

Starting when you choose this calling at 3rd level, you learn the *saber throw* force power. Additionally, you no longer have disadvantage on the attack roll with it if you are within 5 feet of a hostile creature, and you can use your Kinetic Combat feature when you cast it as your action. Finally, once per turn, when you hit a creature within 30 feet of you with the *saber throw* force power, you can spend 1 force point to teleport to an unoccupied space within 5 feet of the creature.

FORCEBLADE BOND

Starting when you choose this tradition at 3rd level, you learn how to bond with a lightweapon or vibroweapon through the Force, making it part of you.

You perform the ritual over the course of 1 hour, which can be done during a short rest. The weapon must be within your reach throughout the ritual, at the conclusion of which you touch the weapon and forge the bond, gaining the following benefits:

- You can't be disarmed of that weapon unless you are incapacitated.
- If the weapon is within 60 feet of you and you can see it, you can summon that weapon as a bonus action on your turn, causing it to travel instantly to you. If you have a free hand, you catch the weapon. Otherwise, it lands at your feet.
- You can use Wisdom or Charisma instead of Strength or Dexterity for the attack and damage rolls.

You can have two weapons bonded to you in this way at a time, and you can summon both of them to you with the same bonus action.

TWIN SABER THROW

At 7th level, when you cast *saber throw* while wielding your forceblade, you add half your forcecasting ability modifier (rounded down) to the damage rolls, and you can attack the same target multiple times. Additionally, when you make your Kinetic Combat attack, if you spent a force point to teleport to within 5 feet of the target, you make the attack roll with advantage.

DISRUPTIVE THROW

By 13th level, when you are the target of a ranged attack, you can use your reaction to throw your forceblade at the source of the attack. Make a ranged force attack. On a hit, this attack deals damage equal to your Kinetic Combat Damage Die and you impose disadvantage on the triggering attack roll.

FORCEBLADE MASTERY

At 18th level, you've mastered controlling your forceblade with your mind, using it to keep your enemies at bay. As an action, you can telekinetically control your forceblade and have it strike any number of creatures within 10 feet of you, spending 1 force point per target. Each target must make a Dexterity saving throw (DC = 8 + your proficiency bonus + your Wisdom or Charisma modifier + any bonuses to the weapon's attack rolls). On a failed save, it takes damage equal to your Kinetic Combat Damage Die + half your sentinel level (rounded down), is pushed back 10 feet and knocked prone.

Additionally, when you do so, you can use your Kinetic Combat feature.



PATH OF SYNTHESIS

There is power in diversity unknown to those of narrow mind. Those sentinels who follow the Path of Synthesis blend their intricate mastery of the Force with their understanding of technology, creating unique effects to overcome their obstacles.

TECHCASTING SECRETS

When you choose this calling at 3rd level, you have learned to intersperse your training with an aptitude for technology. Choose two tech powers of 1st-level or lower. The chosen powers count as universal force powers for you, but are not included in the number in the Powers Known column of the sentinel class table. You still require the aid of a wristpad for these powers.

At 7th-level, you learn two tech powers of 2nd-level or lower. At 13th level, you learn two tech powers of 3rd-level or lower. At 19th level, you learn two tech powers of 4th-level or lower. Whenever you gain a level in this class, you can choose one of the tech powers you know and replace it with another tech power.

SYNTHETIC UNDERSTANDING

Also at 3rd level, you've applied your newfound knowledge to broader pursuits. You gain proficiency in Technology or one tool of your choice.

Additionally, when you make an Intelligence (Technology) check, or a check with a tool, you may use your Wisdom or Charisma modifier (your choice) instead of your Intelligence modifier.

Finally, when you deal damage with a tech power or Kinetic Combat attack, you can choose to substitute the damage dealt as ion.

FORCE-EMPOWERED TECH

At 7th level, you learn to fully blend your technological aptitude with your use of the Force. You have three such effects: Forced Override, Intuitive Interface, and Ion Charge. When you use your Force-Empowered Tech, you choose which effect to create.

You can use this feature a number of times equal to your Wisdom or Charisma modifier (your choice, a minimum of once). You regain all expended uses when you finish a short or long rest.

FORCED OVERRIDE

When you cast a tech power that requires a saving throw, you can impose disadvantage on the save (no action required).

DISRUPTION PULSE

As an action, you can send out a 30 foot cone of electromagnetically-charged energy to overload enemy weapons. Each creature within the cone that is wearing or carrying a weapon with electric components must make an Intelligence saving throw. If the weapon is being worn, this save is made with disadvantage. On a failed save, the first attack they attempt to make with that weapon has disadvantage. A creature with multiple weapons must make a separate save for each weapon.

TECHCASTING INSIGHT

As an action, you can attempt to determine another creature's experience with techcasting. When you do so, you make an Intelligence (Technology) check contested by the target's Intelligence (Technology) check. If you succeed, you immediately learn the target's techcasting Max Power Level, as well as any tech powers currently affecting the target.

IMPROVED FORCE-EMPOWERED TECH

By 13th level, you've gained access to two additional Force-Empowered Tech effects: Harmonic Synthesis and Conservation of Energy.

HARMONIC SYNTHESIS

When you use your action to cast a force power, you can use your bonus action to gain resistance to damage dealt by tech powers until the start of your next turn. If you use your action to cast a tech power, you can instead gain resistance to damage dealt by force powers.

CONSERVATION OF ENERGY

When you reduce a hostile creature to 0 hit points with a tech power, you can reduce the force point cost of the tech power to 0 (no action required).

REFLECTIVE SHIELD

At 18th level, when you use your Force-Empowered Tech features, a barrier for energy shimmers into existence, surrounding you until the end of your next turn. When you take damage, you can mitigate the incoming energy and potentially reflect it back at your attacker. You use your reaction to have resistance against the triggering damage, and if the source of the damage is within 5 feet of you, they take half of the total damage dealt as ion.



PATH OF TENACITY

The tenacious are ever mindful that the Force ebbs and flows, and uses this knowledge to great advantage. Those sentinels who follow the Path of Tenacity use their connection to the Force to draw the opposition's attention while also warding off their attacks, serving as an effective bulwark against even the most implacable of foes.

PROTECTOR

Starting when you choose this calling at 3rd level, you learn the *saber ward* force power. Additionally, you can use your Kinetic Combat feature when you cast it as your action. Finally, when you cast it, you can spend 2 force points to extend the benefits to creatures of your choice within 5 feet of you while the power is active. The creatures immediately lose this benefit if they move more than 5 feet away from you.

KINETIC WARD

Starting when you choose this tradition at 3rd level, you can use your reaction to deflect a strike when you are hit by a melee weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your sentinel level.

If you reduce the damage to 0, you can redirect it at another target if you have a weapon capable of doing so. You can spend 1 force point to make a melee weapon attack at a target within 5 feet of you with the weapon deflect it, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the weapon counts as a sentinel weapon for the attack. If *saber ward* is active, you have advantage on the attack roll.

KINETIC BULWARK

At 7th level, you can extend your Kinetic Ward to a creature within 5 feet of you when they are hit by a melee weapon attack. If this damage is not reduced to 0, the warded creature takes any remaining damage.

INDOMITABLE

By 13th level, the Force flowing through you makes it harder for movement to be forced upon you. You have advantage on ability checks and saving throws to avoid being grappled or moved. If you fail the saving throw or ability check, you can spend 1 force point to reroll one of the dice once. You must use the new roll.

Additionally, if allies within 5 feet of you are gaining the benefit of your *saber ward* force power, they also gain the benefit of this feature.

KINETIC BASTION

At 18th level, you can protect allies even further from you. When a creature within 30 feet of you is hit by a melee weapon attack, you can use your reaction to teleport to them and extend your Kinetic Ward. If this damage is not reduced to 0, the warded creature takes any remaining damage.

You can use this feature a number of times equal to your Wisdom or Charisma modifier (your choice, a minimum of once). You regain all expended uses when you finish a long rest.

