

ABILITY CAPSTONE FEATS

When characters reach the pinnacle of an ability score, represented by the 20, their player's may want something to symbolize that. Consider offering the following feats to your players.

TITAN'S POWER

Prerequisite: Strength 20, character level 12

You have the strength that legends tell of, granting the following benefits:

- You gain proficiency in Strength saving throws. If you are already proficient in them, you add double your proficiency bonus to Strength saving throws you make.
- You ignore the *two-handed* property of weapons with which you are proficient.
- When you miss with a melee weapon attack, the creature takes damage equal to your Strength modifier. This damage is of the same type as the weapon's damage.

BLINDING AGILITY

Prerequisite: Dexterity 20, character level 12

You have the reflexes one who can see things before they happen, granting the following benefits:

- You gain proficiency in Dexterity saving throws. If you are already proficient in them, you add double your proficiency bonus to Dexterity saving throws you make.
- Weapons that lack the *two-handed*, *heavy*, or *special* properties are considered to have the *finesse* property for you.
- Opportunity attacks made against you have disadvantage.

UNNATURAL RESILIENCE

Prerequisite: Constitution 20, character level 12

You have the fortitude often attributed to gods, granting the following benefits:

- You gain proficiency in Constitution saving throws. If you are already proficient in them, you add double your proficiency bonus to saving throws you make.
- Enhanced effects, such as powers or medpacs, that would restore hit points to you can't restore an amount less than half your level + your Constitution modifier. If this amount would exceed that maximum amount of hit points that effect could restore, you instead take that effect's maximum.
- You can add your Constitution modifier to death saving throws you make.

CUNNING INTELLECT

Prerequisite: Intelligence 20, character level 12

You have the cunning of the most prolific scholars, granting the following benefits:

- You gain proficiency in Intelligence saving throws. If you are already proficient in them, you add double your proficiency bonus to Intelligence saving throws you make.

- You can learn new languages and tools over the course of 30 days of training, rather than the 250 normally required.
- Whenever you make an ability check that uses your Intelligence, you can add half your proficiency bonus (rounded down) if it doesn't already include your proficiency bonus. Additionally, if you roll lower than half your level (rounded down) on an Intelligence check, you can instead use your level for the d20 roll.

EXALTED AWARENESS

Prerequisite: Wisdom 20, character level 12

You have the wisdom associated with the most renowned masters of the Force, granting the following benefits:

- You gain proficiency in Wisdom saving throws. If you are already proficient in them, you add double your proficiency bonus to Wisdom saving throws you make.
- Creatures within 60 feet of you have disadvantage on Dexterity (Stealth) checks made to hide from you.
- As an action, you can sense the presence of illusions and other effects designed to deceive the senses within 30 feet of you, provided that you aren't blinded or deafened. You sense that an effect is trying to trick you, but you gain no insight into what is hidden or its true nature. Once you've used this feature, you must complete a short or long rest before you can use it again.

OVERWHELMING PRESENCE

Prerequisite: Charisma 20, character level 12

You have the presence of the most affluent of leaders, granting the following benefits:

- You gain proficiency in Charisma saving throws. If you are already proficient in them, you add double your proficiency bonus to Charisma saving throws you make.
- While you are conscious, up to five friendly creatures within 30 feet of you who can see or hear you and who can understand you can gain a bonus to one Intelligence, Wisdom, or Charisma saving throw they make equal to your Charisma modifier. Once they've done so, they can't do so again until they finish a short or long rest.
- As an action, you can attempt to distract up to five creatures you can see within 30 feet of you. Each creature must make a Wisdom saving throw (DC = 8 + your proficiency bonus + your Charisma modifier). Any creature immune to being charmed is unaffected. If you or your companions are fighting a creature, it has advantage on the saving throw. On a failed save, for the next minute, a creature has disadvantage on Wisdom (Perception) checks made to perceive any creature other than you until the effect ends or until the target can no longer see or hear you. The feature ends early if you are incapacitated.

LIGHTSABER FORMS

"THESE WEAPONS ARE NOT PLAYTHINGS. A LIGHTSABER IS A dangerous and destructive instrument, a powerful blade that can strike down an opponent—or a friend, if you're not careful."

- Luke Skywalker

While the guardian is the master of lightsaber forms, in reality all lightsaber-wielding Jedi and Sith use them, if not with the same level of focus. If your players are adamant about having access to the forms, consider offering them the following feat. If they took the Jedi or Sith background, consider letting them take this feat in lieu of the options provided.

PRACTITIONER OF THE FORMS

Prerequisite: The ability to cast force powers

You are skilled with each of the known forms of lightsaber combat. While you are wielding a lightsaber with which you are proficient, as a bonus action on each of your turns you can adopt one of the forms, granting you a benefit determined by the form.

FORM I: SHII-SHO

As a part of the bonus action to adopt this form, if you took the Attack action, you can engage in Two-Weapon Fighting.

Additionally, the first time you hit a creature within 5 feet of you with a weapon attack before the start of your next turn, you can force the target to make a Strength saving throw (DC = 8 + your proficiency bonus + your Strength or Dexterity modifier). On a failed save, it is pushed back 5 feet, and you can immediately move into the space it just vacated without provoking opportunity attacks.

FORM II: MAKASHI

Until the start of your next turn, when a creature makes a melee weapon attack against you and misses, you can use your reaction to make one melee weapon attack against that creature.

FORM III: SORESU

Until the start of your next turn, you have resistance to the first kinetic or energy damage you take from unenhanced weapons.

FORM IV: ATARU

As a part of the bonus action to adopt this form, you can leap up to 15 feet to an unoccupied space you can see.

FORM V: DJEM SO

Until the start of your next turn, you can add half your Wisdom or Charisma modifier (your choice, rounded down) to the next ability check or attack roll you make using Strength.

FORM VI: NIMAN

As a part of the bonus action to adopt this form, if you took the Attack action, you can engage in Two-Weapon Fighting.

Additionally, if you hit with a weapon attack before the start of your next turn, you gain a +2 bonus to the damage roll of the next force power you cast before the end of your next turn.

FORM VII: JUJO

Until the start of your next turn, your weapon attacks score a critical hit on a roll of 19 or 20.

FORM VIII: SOKAN

Until the start of your next turn, you ignore difficult terrain. Additionally, when an opponent makes a melee weapon attack against you, you can use your reaction to move to another space within 5 feet of that opponent without provoking opportunity attacks, imposing disadvantage on the roll.

FORM IX: TRAKATA

As a part of the bonus action to adopt this form, you can flourish your weapon to attempt to distract an enemy you can see. Make a Dexterity (Sleight of Hand) check contested by a Wisdom (Perception) check of one creature that you can see within 5 feet of you. On a success, that creature has disadvantage on the next attack roll it makes against you.

FORM X: JAR'KAI

As a part of the bonus action to adopt this form, if you took the Attack action, you can engage in Two-Weapon Fighting. If the attack hits, you can move up to 5 feet without provoking opportunity attacks.

