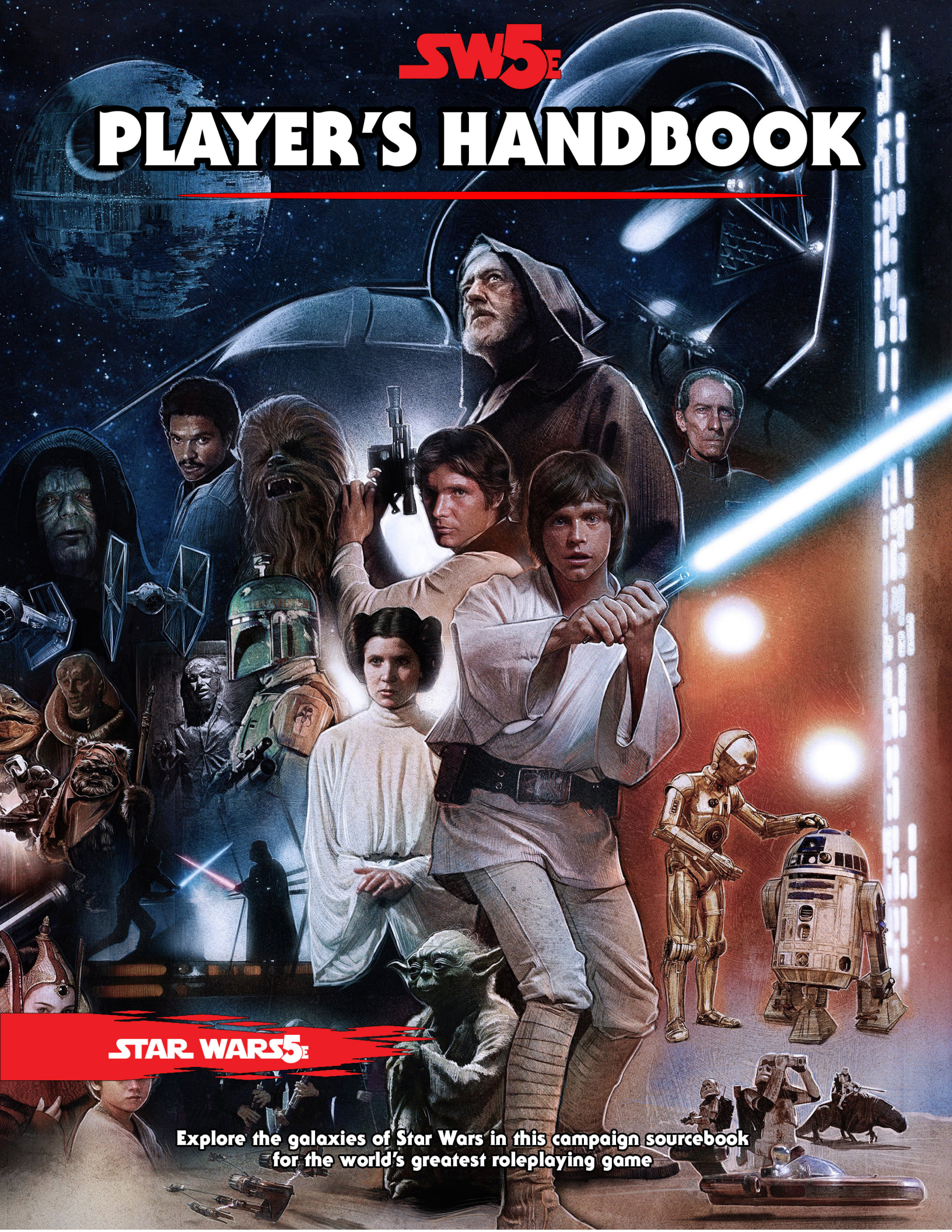
SW5E

PLAYER'S HANDBOOK



STAR WARS5E

Explore the galaxies of Star Wars in this campaign sourcebook for the world's greatest roleplaying game

PLAYER'S HANDBOOK



SW5E

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This overhaul was made in accordance to Wizards of the Coast's Fan Content Policy. This is unofficial content made by me, Galiphile, with some collaboration (listed below).

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Second, I have to thank the original guinea pigs of this conversion: Drew, Eric, and Rickey. It was comically bad, but we had fun with it.

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ART ASSETS

Listed alphabetically

- AdmYrrek
- Andrew Johanson
- Anna Christenson
- Arden Beckwith
- Art of Bartlett
- Audrey Wright
- AV-6R7
- Brandon Harris
- Ben Newman
- Brian Rood
- canuckcrazed007
- Chris Trevas
- CloneCommanderNeyo
- Cristi Balanescu
- Dangerous Covenants
- Dark Arcanine
- Dark Dream
- Darren Tan
- Dave Seeley
- David Kegg
- David Nash
- Diogo Saito
- echostain
- Eiluvision
- Entar0178
- Fantasy Flight Games
- Gregory Vlasenko
- Hui Zou
- Jake Murray
- Jason Edmiston
- Jhomar Soriano
- Joel Hustak
- Knight of Malta
- Matt Difa
- Metropolis-Hero1125
- Mike Nash
- RamArtwork
- Ron-faure
- Sam Wood
- Skip Skyhook
- Smokeh
- Solo: A Star Wars Story The Official Guide
- Somarinoa
- Sperasoft
- Star Wars Battlefront
- Star Wars Character Encyclopedia
- Star Wars Encyclopedia of Starfighters and Other Vehicles
- Stu Cunningham
- Terryl Whitlatch
- The New Essential Guide to Droids
- The New Essential Guide to Vehicles and Vessels
- Weasyl
- Whitelight369
- William O'Connor



PREFACE

This conversion has been a labor of love of mine since 2015. Back when I was a fledgling GM, I undertook the foolish effort of attempting the first version of this overhaul, which was comically terrible. It featured four classes, which were just severely bastardized versions of their traditional 5e counterparts.

This version of the Player's Handbook, which is now officially complete, took me about two years and 2,000 or so hours. I've had some help from various sources (who have beeen credited accordingly), but for the most part this has come from mine own brain.

This book is designed to parallel the official D&D 5e Player's Handbook. It includes all the relevant chapters, reskinned to fit a Star Wars setting. The significant deviations are featured here.

WHAT'S DIFFERENT?

While this expansion utilizes the base rules of 5th Edition, there are significant differences that will be illustrated here, broken down by chapter. There is more information in each chapter, as per the SRD.

CHAPTER 1: STEP-BY-STEP CHARACTERS

This chapter explains step-by-step character building, as exemplified by Han Solo.

CHAPTER 2: SPECIES

Races relabeled to species, all of which are brand new.

CHAPTER 3: CLASSES

There are ten classes. Berserker, monk, and operative are *mostly* reskinned, with some variation to fit the setting. Fighter utilizes my homebrew of baseline combat superiority. Scout is a heavily modified ranger. Engineer is based off artificer, but extrapolated to be a full caster. Guardian is based off of paladin, and consular is based off of sorcerer, with changes to better fit a force-wielder. Sentinel is a reimagining of a monk, but as a 2/3 caster. Scholar is a brand new class.

CHAPTER 4: BACKGROUNDS

Backgrounds feature one major difference; each background also offers a choice of feat. This helps players realize their characters in a more personal fashion.

CHAPTER 5: EQUIPMENT

Currency has been changed to credits, with roughly 1 gp = 10 cr. Magic items are reskinned as enhanced items, with rarities designed to mimic those of Star Wars: the Old Republic. Equipment functions similarly, with the exception of the breakdown of weapons; rather than simply simple and martial, they are broken down into blasters, lightsabers, and vibroweapons. This also utilizes a few houserules: light, medium, and heavy shields with proficiencies collapsed into the appropriate armor, new weapon features, etc.

CHAPTER 6: CUSTOMIZATION OPTIONS

New multiclassing requirements/proficiencies, and with the exception of the spell point variant (discussed in chapter 10), the only difference is new or different fighting styles and feats.

CHAPTER 7: USING ABILITY SCORES

Generally the same, with the exception of skills; Arcana, History, and Religion have been collapsed into Lore, with Piloting and Technology being new skills.

CHAPTER 8: ADVENTURING

Minor changes to better fit the galaxy at large.

CHAPTER 9: COMBAT

Several changes here:

- You can engage in Two-Weapon Fighting with blasters.
- Bludgeoning, piercing, and slashing are collapsed into kinetic and energy damage.
- Ion is a new damage with improved efficacy against constructs, droids, and electronics.
- Radiant is gone.
- Thunder has become sonic damage.

CHAPTER 10: FORCE- AND TECH-CASTING

There are several changes in this section:

- Spells are now called powers.
- Cantrips are now called at-will powers.
- My own interpretation and simplification of the spell point variant from the DMG. Basically, casting a power at a given level costs that level + 1 points.
- Spellcasting has been separated into force- and tech-casting.

  Forcecasting uses Wisdom/Charisma and Force Points, which regenerate on a long rest.

  Techcasting uses Intelligence and Tech Points, which regenerate on a short rest.

  While a character can have both force- and tech-casting, they are kept completely separate.

CHAPTERS 11 AND 12: FORCE AND TECH POWERS

Chapter 11 has been broken down into two chapters to keep force and tech powers separate.

APPENDIX A: CONDITIONS

This appendix features most (all?) of the traditional 5e conditions, as well as a new one of my own making.

APPENDIX B: RECOMMENDED VARIANT RULES

This appendix features a number of variant rules I recommend.

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It's an index.

INTRODUCTION

The Dungeons and Dragons roleplaying game is about storytelling in worlds of swords and sorcery. It shares elements with childhood games of make-believe. Like those games, D&D is driven by imagination. It's about picturing the towering castle beneath the stormy night sky and imagining how a fantasy adventurer might react to the challenges that scene presents.

This overhaul is designed as a *Star Wars* reskinning of the core Dungeons and Dragons experience. The rules are generally the same, and so an experienced player of 5th Edition should have no trouble jumping right in to a *Star Wars* themed campaign. For the less experienced player, this Introduction will cover the basics of the 5th Edition of Dungeons and Dragons, appropriately reskinned for the setting.

> **Game Master (GM):** After traveling the streets of Nar Shaddaa, you find yourself at the entrance to the Black Sun compound. Security cameras scan the surrounding area, and a cadre of bored looking guardsmen wait impatiently by the door. Two twi'lek urchins plead for handouts from the Black Sun mercenaries, only to be yelled at and pushed away. A shimmering barrier covers the entrance to the compound, with a manned security console on its left side.
>
> **Rickey (playing Vinto):** I want to talk my way into the compound. I approach the guards.
>
> **Drew (playing Dash):** I want to throw a grenade and then shoot them all.

Unlike a game of make-believe, D&D gives structure to the stories, a way of determining the consequences of the adventurers' action. Players roll dice to resolve whether their attacks hit or miss or whether their adventurers can scale a cliff, roll away from the strike of a force wielder's shock, or pull off some other dangerous task. Anything is possible, but the dice make some outcomes more probable than others.

> **Game Master (GM):** OK, one at a time. Rickey, you're approaching the guardsmen?
>
> **Rickey:** Yeah. Do they seem to be doing anything?
>
> **GM:** Make a Wisdom check.
>
> **Rickey:** Does my Perception skill apply?
>
> **GM:** Sure!
>
> **Rickey (rolling a d20):** Ugh. Seven.
>
> **GM:** You can see a couple of them crouching over the ground but you can't make out what they're doing. And Drew, Dash is prepping a grenade?

In the *Star Wars* Dungeons and Dragons game, each player creates an adventurer (also called a character) and teams up with other adventurers (played by friends). Working together, the group might explore a planet-encompassing city like Coruscant, the wilds of Kashyyyk, or the war-torn expanse of Oricon. The adventurers can solve puzzles, talk with other characters, battle the legendary Jedi or Sith, and discover special modified items and other treasure.

One player, however, takes on the role of the Game Master (GM), the game's lead storyteller and referee. The GM creates adventures for the characters, who navigate its hazards and decide which paths to explore. The GM might describe the entrance to a Black Sun commpound, and the players decide what they want their adventurers to do. Will they charge in, guns blazing? Convince the guardsmen they belong there? Or use other means to find an entrance?

Then the GM determines the results of the adventurers' actions and narrates what they experience. Because the GM can improvise to react to anything the players attempt, D&D is infinitely flexible, and each adventure can be exciting and unexpected.

The game has no real end; when one story or quest wraps up, another one can begin, creating an ongoing story called a **campaign**. Many people who play the game keep their campaigns going for months or years, meeting with their friends every week or so to pick up the story where they left off. The adventurers grow in might as the campaign continues. Each force defeated, each adventure completed, and each relic recovered not only adds to the continuing story, but also earns the adventurers new capabilities. This increase in power is reflected by an adventurer's level.

There's no winning and losing in *any* Dungeons and Dragons game—at least, not the way those terms are usually understood. Together, the GM and the players create an exciting story of bold adventurers who confront deadly perils. Sometimes an adventurer might come to a grisly end, torn apart by ferocious monsters or done in by a nefarious villain. Even so, the other adventurers can beseech a powerful Jedi to revive their fallen comrade, or the player might choose to create a new character to carry on. The group might fail to complete an adventure successfully, but if everyone had a good time and created a memorable story, they all win.

WORLDS OF ADVENTURE

The many worlds of the *Star Wars* Dungeons and Dragons game are places of mysticism and monsters, of brave warriors and spectacular adventures. They begin with a foundation of science fiction and fantasy and then add the creatures, places, and mystery that make these worlds unique.

Naturally, this conversion is designed to explore the myriad worlds of the *Star Wars* universe. I personally designed it to be used in the Old Republic era as characterized by the **Knights of the Old Republic** games and **The Old Republic** MMORPG. Utilizing this timeframe allows greater justification for a prevalence of force-wielders.

All these worlds share characteristics, but each world is set apart by its own history and cultures, distinctive monsters and species, fantastic geography, ancient ruins, and scheming villains. Some worlds are dominated by one great story, like the Separatists' war on Ord Mantell. Ultimately they're all *Star Wars* worlds, and you can use the rules in this book to create a character and play in any one of them.

Your GM might set the campaign on one of these worlds or on one that he or she created. Because there is so much diversity among the worlds of *Star Wars*, you should check with your GM about any house rules that will affect your play of the game. Ultimately, the Game Master is the authority on the campaign and its setting, even if the setting is a canon world.

USING THIS BOOK

The *Player's Handbook* is divided into twelve chapters.

Chapters 1-6 are about creating a character, providing the rules and guidance you need to make the character you'll play in the game. It includes information on the various species, classes, backgrounds, equipment, and other customization options that you can choose from. Many of the rules in these chapters rely on material found later in the book. If you come across a game concept that you don't understand, consult the book's table of contents.

Chapters 7-9 details the rules of how to play the game, beyond the basics described in this introduction. It covers the kinds of die rolls you make to determine success or failure at the tasks your character attempts, and describes the three broad categories of activity in the game: exploration, interaction, and combat.

Chapters 10-12 is all about the Force and technology. It covers the nature of casting in the worlds of *Star Wars*, the rules for them, and the huge variety of powers available to characters in the game.

HOW TO PLAY

The play of the Dungeons and Dragons game unfolds according to this basic pattern.

1. The GM describes the environment. The GM tells the players where their adventurers are and what's around them, presenting the basic scope of options that present themselves (how many doors lead out of a room, what's on a table, who's in the cantina, and so on).

2. The players describe what they want to do. Sometimes one player speaks for the whole party, saying, "We'll take the east door," for example. Other times, different adventurers do different things: one adventurer might search a container while a second examines a symbol engraved on a wall and a third keeps watch for enemies. The players don't need to take turns, but the GM listens to every player and decides how to resolve those actions.

Sometimes, resolving a task is easy. If an adventurer wants to walk across a room and open a door, the GM might just say that the door opens and describe what lies beyond. But the door might be locked, the floor might hide a deadly trap, or some other circumstance might make it challenging for an adventurer to complete a task. In those cases, the GM decides what happens, often relying on the roll of a die to determine the results of an action.

3. The GM narrates the results of the adventurers' actions. Describing the results often leads to another decision point, which brings the flow of the game right back to step 1.

This pattern holds whether the adventurers are cautiously exploring a ruin, talking to a devious noble, or locked in mortal combat against a mighty rancor. In certain situations, particularly combat, the action is more structured and the players (and GM) do take turns choosing and resolving actions. But most of the time, play is fluid and flexible, adapting to the circumstances of the adventure.

Often the action of an adventure takes place in the imagination of the players and GM, relying on the GM's verbal descriptions to set the scene. Some GMs like to use music, art, or recorded sound effects to help set the mood, and many players and GMs alike adopt different voices for the various adventurers, monsters, and other characters they play in the game. Sometimes, a GM might lay out a map and use tokens or miniature figures to represent each creature involved in a scene to help the players keep track of where everyone is.

GAME DICE

The game uses polyhedral dice with different numbers of sides. You can find dice like these in game stores and in many bookstores.

In these rules, the different dice are referred to by the letter d followed by the number of sides: d4, d6, d8, d 10, d12, and d20. For instance, a d6 is a six-sided die (the typical cube that many games use).

Percentile dice, or d100, work a little differently. You generate a number between 1 and 100 by rolling two different ten-sided dice numbered from 0 to 9. One die (designated before you roll) gives the tens digit, and the other gives the ones digit. If you roll a 7 and a 1, for example, the number rolled is 71. Two Os represent 100. Some ten-sided dice are numbered in tens (00, 10, 20, and so on), making it easier to distinguish the tens digit from the ones digit. In this case, a roll of 70 and 1 is 71, and 00 and 0 is 100.

When you need to roll dice, the rules tell you how many dice to roll of a certain type, as well as what modifiers to add. For example, "3d8 + 5" means you roll three eight-sided dice, add them together, and add 5 to the total.

The same d notation appears in the expressions "1d3" and "1d2." To simulate the roll of 1d3, roll a d6 and divide the number rolled by 2 (round up). To simulate the roll of 1d2, roll any die and assign a 1 or 2 to the roll depending on whether it was odd or even. (Alternatively, if the number rolled is more than half the number of sides on the die, it's a 2.)

THE D20

Does an adventurer's vibroblade swing hurt a rancor or just bounce off its leathery hide? Will the guard believe an outrageous bluff? Can a character swim across a raging river? Can a character avoid the main blast of a Sith's *force storm*, or does he or she take full damage from the tempest? In cases where the outcome of an action is uncertain, the Dungeons and Dragons game relies on rolls of a 20-sided die, a d20, to determine success or failure.

Every character and monster in the game has capabilities defined by six **ability scores**. The abilities are Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma, and they typically range from 3 to 18 for most adventurers. (Monsters might have scores as low as 1 or as high as 30.) These ability scores, and the **ability modifiers** derived from them, are the basis for almost every d20 roll that a player makes on a character's or monster's behalf.

Ability checks, attack rolls, and saving throws are the three main kinds of d20 rolls, forming the core of the rules of the game. All three follow these simple steps.

1. Roll the die and add a modifier. Roll a d20 and add the relevant modifier. This is typically the modifier derived from one of the six ability scores, and it sometimes includes a proficiency bonus to reflect a character's particular skill. (See chapter 1 for details on each ability and how to determine an ability's modifier.)

2. Apply circumstantial bonuses and penalties. A class feature, a power, a particular circumstance, or some other effect might give a bonus or penalty to the check.

3. Compare the total to a target number. If the total equals or exceeds the target number, the ability check, attack roll, or saving throw is a success. Otherwise, it's a failure. The GM is usually the one who determines target numbers and tells players whether their ability checks, attack rolls, and saving throws succeed or fail.

The target number for an ability check or a saving throw is called a **Difficulty Class** (DC). The target number for an attack roll is called an **Armor Class** (AC).

Chapter 7 provides more detailed rules for using the d20 in the game.

ADVANTAGE AND DISADVANTAGE

Sometimes an ability check, attack roll, or saving throw is modified by special situations called **advantage** and **disadvantage**. Advantage reflects the positive circumstances surrounding a d20 roll, while disadvantage reflects the opposite. When you have either advantage or disadvantage, you roll a second d20 when you make the roll. Use the higher of the two rolls if you have advantage, and use the lower roll if you have disadvantage. For example, if you have disadvantage and roll a 17 and a 5, you use the 5. If you instead have advantage and roll those numbers, you use the 17. More detailed rules for advantage and disadvantage are presented in chapter 7. This simple rule governs the resolution of most tasks in D&D play.

SPECIFIC BEATS GENERAL

This book contains rules, especially in parts 2 and 3, that govern how the game plays. That said, many special traits, class features, powers, unique items, monster abilities, and other game elements break the general rules in some way, creating an exception to how the rest of the game works. Remember this: If a specific rule contradicts a general rule, the specific rule wins.

Exceptions to the rules are often minor. For instance, many adventurers don't have proficiency with sniper rifles, but every Chiss does because of a special trait. That trait creates a minor exception in the game. Other examples of rule-breaking are more conspicuous. For instance, an adventurer can't normally leap 30 feet, but some powers make that possible. The Force and technology account for most of the major exceptions to the rules.

ROUND DOWN

There's one more general rule you need to know at the outset. Whenever you divide a number in the game, round down if you end up with a fraction, even if the fraction is one-half or greater, unless the feature says otherwise.

ADVENTURES

The Dungeons and Dragons game consists of a group of characters embarking on an adventure that the Game Master presents to them. Each character brings particular capabilities to the adventure in the form of ability scores and skills, class features, special traits, equipment, and special items. Every character is different, with various strengths and weaknesses, so the best party of adventurers is one in which the characters complement each other and cover the weaknesses of their companions. The adventurers must cooperate to successfully complete the adventure.

The adventure is the heart of the game, a story with a beginning, a middle, and an end. An adventure might be created by the Game Master or purchased off the shelf, tweaked and modified to suit the GM's needs and desires. In either case, an adventure features a wonderous setting, whether it's an underground enclave, a crumbling temple, a stretch of wilderness, or a bustling city. It features a rich cast of characters: the adventurers created and played by the other players at the table, as well as nonplayer characters (NPCs). Those characters might be patrons, allies, enemies, hirelings, or just background extras in an adventure. Often, one of the NPCs is a villain whose agenda drives much of an adventure's action.

Over the course of their adventures, the characters are confronted by a variety of creatures, objects, and situations that they must deal with in some way. Sometimes the adventurers and other creatures do their best to kill or capture each other in combat. At other times, the adventurers talk to another creature (or even a mystical object) with a goal in mind. And often, the adventurers spend time trying to solve a puzzle, bypass an obstacle, find something hidden, or unravel the current situation. Meanwhile, the adventurers explore the world, making decisions about which way to travel and what they'll try to do next.

Adventures vary in length and complexity. A short adventure might present only a few challenges, and it might take no more than a single game session to complete. A long adventure can involve hundreds of combats, interactions, and other challenges, and take dozens of sessions to play through, stretching over weeks or months of real time. Usually, the end of an adventure is marked by the adventurers heading back to safety to rest and enjoy the spoils of their labors.

But that's not the end of the story. You can think of an adventure as a single episode of a TV series, made up of multiple exciting scenes. A campaign is the whole series—a string of adventures joined together, with a consistent group of adventurers following the narrative from start to finish.

THE FORCE AND TECHNOLOGY

Few *Star Wars* adventures end without interacting with a force- or tech-caster. Whether helpful or harmful, powers appear frequently in the life of an adventurer, and it is the focus of chapters 10 and 11.

In the worlds of *Star Wars*, practitioners of the Force are uncommon, set apart from the masses of people by their extraordinary talent.

For adventurers, though, the Force and technology are key to their survival. Without the healing prowess of a Jedi or a sawbones, adventurers would quickly succumb to their wounds. Without the uplifting support of a scholar, soldiers might be overwhelmed by powerful foes. Without the sheer power and versatility of a consular, every threat would be magnified tenfold.

The Force and technology are also a favored tool of villains. Many adventures are driven by the machinations of casters who are hell-bent on using power for some ill end. A mercenary leader subjugates the surrounding community, a renegade Sith saps the life from their victims, a vindictive droid takes over a space station with the intent of destroying its oppressors—these are just a few of the threats that adventurers might face. With power of their own, in the form of the Force and special items, the adventurers might prevail!

THE THREE PILLARS OF ADVENTURING

Adventurers can try to do anything their players can imagine, but it can be helpful to talk about their activities in three broad categories: exploration, social interaction, and combat.

EXPLORATION

Exploration includes both the adventurers' movement through the world and their interaction with objects and situations that require their attention. Exploration is the give-and-take of the players describing what they want their characters to do, and the Game Master telling the players what happens as a result. On a large scale, that might involve the characters spending a day crossing the deserts of Tatooine or an hour making their way through the winding passages of an abandoned base. On the smallest scale, it could mean one character flipping a switch in a room to see what happens.

SOCIAL INTERACTION

Social interaction features the adventurers talking to someone (or something) else. It might mean demanding that a captured scout reveal the least well guarded entrance to the mercenary base, getting information from a rescued prisoner, pleading for mercy from the leader of a group of criminals, or persuading an informant to garner information about a distant location.

The rules in chapters 7 and 8 support exploration and social interaction, as do many class features in chapter 3 and personality traits in chapter 4.

COMBAT

Combat, the focus of chapter 9, involves characters and other creatures swinging weapons, casting powers, maneuvering for position, and so on—all in an effort to defeat their opponents, whether that means killing every enemy, taking captives, or forcing a rout. Combat is the most structured element of a D&D session, with creatures taking turns to make sure that everyone gets a chance to act. Even in the context of a pitched battle, there's still plenty of opportunity for adventurers to attempt wacky stunts like surfing down a flight of stairs on a shield, to examine the environment (perhaps by flipping a mysterious switch), and to interact with other creatures, including allies, enemies, and neutral parties.

CHAPTER 1: STEP-BY-STEP CHARACTERS

Your first step in playing an adventurer in the Dungeons and Dragons game is to imagine and create a character of your own. Your character is a combination of game statistics, roleplaying hooks, and your imagination. You choose a species (such as human or twi'lek) and a class (such as sentinel or scout). You also invent the personality, appearance, and backstory of your character. Once completed, your character serves as your representative in the game, your avatar in the *Star Wars* galaxy.

Before you dive into step 1 below, think about the kind of adventurer you want to play. You might be a courageous fighter, a skulking scoundrel, a fervent consular, or a cruel guardian. Or you might be more interested in an unconventional character, such as a brawny scoundrel who likes hand-to-hand combat, or a sharpshooter who picks off enemies from afar. Do you like non-Human species like Twi'leks or Wookiees? Try building a character of one of those species. Do you want your character to be the toughest adventurer at the table? Consider the fighter class. If you don't know where else to begin, take a look at the illustrations in any *Star Wars* book to see what catches your interest.

Once you have a character in mind, follow these steps in order, making decisions that reflect the character you want. Your conception of your character might evolve with each choice you make. What's important is that you come to the table with a character you're excited to play.

Throughout this section, we use the term character sheet to mean whatever you use to track your character, whether it's a formal **character sheet** (like the one at the end of these rules), some form of digital record, or a piece of notebook paper. An official D&D character sheet is a fine place to start until you know what information you need and how you use it during the game.

Building Han Solo

Each step of character creation includes an example of that step, with a player building the iconic character Han Solo, as he is portrayed during the events of Episode IV.

1. CHOOSE A SPECIES

Every character belongs to a species, one of the many intelligent humanoid species in the *Star Wars* worlds. The most common species in the galaxy is human, but there are a myriad of near-Human species available for play, including the four-armed Besalisks, the cunning Trandoshans, the dexterous Twi'leks, and the utilitarian droid. The **Species** chapter provides more information about these species.

The species you choose contributes to your character's identity in an important way, by establishing a general appearance and the natural talents gained from culture and ancestry. Your character's species grants particular special traits, such as special senses, proficiency with certain weapons or tools, proficiency in one tools, proficiency in one or more skills, or the ability to use minor powers. These traits sometimes dovetail with the capabilities of certain classes (see step 2). For example, the special traits of Lanniks make them exceptional consulars, and Jawas tend to be powerful engineers. Sometimes playing against type can be fun, too. Ugnaught soldiers and Wookiee sentinels, for example, can be unusual but memorable characters.

Your species also increases one or more of your ability scores, which you determine in step 3. Note these increases and remember to apply them later.

Record the traits granted by your species on your character sheet. Be sure to note your starting languages and your base speed as well.

Building Han Solo, Step 1

Since Han Solo is a human, we record all the special traits of humans on our character, including his speed of 30 feet and the languages he knows: Galactic Basic and Shyriiwook.

2. CHOOSE A CLASS

Every adventurer is a member of a class. Class broadly describes a character's vocation, what special talents he or she possesses, and the tactics he or she is most likely to employ when exploring a city, fighting monsters, or engaging in a tense negotiation. The character classes are described in the **Classes** chapter.

Your character receives a number of benefits from your choice of class. Many of these benefits are **class features** — capabilities (including force- or tech-casting) that set your character apart from members of other classes. You also gain a number of **proficiencies**: armor, weapons, skills, saving throws, and sometimes tools. Your proficiencies define many of the things your character can do particularly well, from using certain weapons to telling a convincing lie.

On your character sheet, record all the features that your class gives you at 1st level.

LEVEL

Typically, a character starts at 1st level and advances in level by adventuring and gaining **experience points** (XP). A 1st-level character is inexperienced in the adventuring world, although he or she might have been a soldier or a pirate and done dangerous things before.

Starting off at 1st level marks your character's entry into the adventuring life. If you're already familiar with the game, or if you are joining an existing D&D campaign, your GM might decide to have you begin at a higher level, on the assumption that your character has already survived a few harrowing adventures.

Quick Build

Each class description in the Classes section includes a section offering suggestions to quickly build a character of that class, including how to assign your highest ability scores, a background suitable to the class, and starting powers.

Record your level on your character sheet. If you're starting at a higher level, record the additional elements your class gives you for your levels past 1st. Also record your experience points. A 1st-level character has 0 XP. A higher-level character typically begins with the minimum amount of XP required to reach that level (see "Beyond 1st Level" later in this section).

HIT POINTS AND HIT DICE

Your character's hit points define how tough your character is in combat and other dangerous situations. Your hit points are determined by your Hit Dice (short for Hit Point Dice).

At 1st level, your character has 1 Hit Die, and the die type is determined by your class. You start with hit points equal to the highest roll of that die, as indicated in your class description. (You also add your Constitution modifier, which you'll determine in step 3.) This is also your **hit point maximum**.

Record your character's hit points on your character sheet. Also record the type of Hit Die your character uses and the number of Hit Dice you have. After you rest, you can spend Hit Dice to regain hit points (see "Resting" in the Adventuring section).

PROFICIENCY BONUS

The table that appears in your class description shows your proficiency bonus, which is +2 for a 1st-level character. Your proficiency bonus applies to many of the numbers you'll be recording on your character sheet:

- Attack rolls using weapons you're proficient with
- Attack rolls with powers you cast
- Ability checks using skills you're proficient in
- Ability checks using tools you're proficient with
- Saving throws you're proficient in
- Saving throw DCs for powers you cast (explained in each force- or tech-casting class)

Your class determines your weapon proficiencies, your saving throw proficiencies, and some of your skill and tool proficiencies. (Skills are described in "Using Ability Scores", tools in "Equipment.") Your background gives you additional skill and tool proficiencies, and some species give you more proficiencies. Be sure to note all of these proficiencies, as well as your proficiency bonus, on your character sheet.

Your proficiency bonus can't be added to a single die roll or other number more than once. Occasionally, your proficiency bonus might be modified (doubled or halved, for example) before you apply it. If a circumstance suggests that your proficiency bonus applies more than once to the same roll or that it should be multiplied more than once, you nevertheless add it only once, multiply it only once, and halve it only once.



Building Han Solo, Step 2

Han Solo is best depicted as an operative, so we make a note of the operative's proficiencies and 1st-level class features on the character sheet.

As a 1st-level operative, Han has 1 Hit Die—a d8—and starts with hit points equal to 8 + his Constitution modifier. Make a note of this; we will record the final number after we determine Han's Constitution score (see step 3). Also make note of the proficiency bonus for a 1st-level character, which is +2.

3. DETERMINE ABILITY SCORES

Much of what your character does in the game depends on his or her six abilities: **Strength**, **Dexterity**, **Constitution**, **Intelligence**, **Wisdom**, and **Charisma**. Each ability has a score, which is a number you record on your character sheet.

The six abilities and their use in the game are described in the **Using Ability Scores** chapter. The Ability Score Summary table provides a quick reference for what qualities are measured by each ability, what species increases which abilities, and what classes consider each ability particularly important.

You generate your character's six **ability scores** randomly. Roll four 6-sided dice and record the total of the highest three dice on a piece of scratch paper. Do this five more times, so that you have six numbers. If you want to save time or don't like the idea of randomly determining ability scores, you can use the following scores instead: 15, 14, 13, 12, 10, 8.

Now take your six numbers and write each number beside one of your character's six abilities to assign scores to Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Afterward, make any changes to your ability scores as a result of your species choice.

After assigning your ability scores, determine your **ability modifiers** using the Ability Scores and Modifiers table. To determine an ability modifier without consulting the table, subtract 10 from the ability score and then divide the result by 2 (round down). Write the modifier next to each of your scores.

Building Han Solo, Step 3

We will use the standard set of scores (15, 14, 13, 12, 10, 8) for Han's abilities. Han is talented and nimble, so we'll put his highest score, 15, in Dexterity. His next-highest, 14, goes in Charisma. He then applies the 13 to Intelligence, the 12 to Constitution, the 10 to Wisdom and the 8 to Strength. After applying his special benefits (increasing Han's Dexterity by 2, and his Intelligence and Charisma by 1), Han's ability scores and modifiers look like this: Strength 8 (-1), Dexterity 17 (+3), Constitution 12 (+1), Intelligence 14 (+2), Wisdom 10 (+0), Charisma 15 (+2).

We then fill in Han's final hit points: 8 + his Constitution modifier of +1, for a total of 9 hit points.

VARIANT: CUSTOMIZING ABILITY SCORES

At your Game Master's option, you can use this variant for determining your ability scores. The method described here allows you to build a character with a set of ability scores you choose individually.

You have 27 points to spend on your ability scores. The cost of each score is shown on the Ability Score Point Cost table. For example, a score of 14 costs 7 points. Using this method, 15 is the highest ability score you can end up with, before applying special increases. You can't have a score lower than 8.

This method of determining ability scores enables you to create a set of three high numbers and three low ones (15, 15, 15, 8, 8, 8), a set of numbers that are above average and nearly equal (13, 13, 13, 12, 12, 12), or any set of numbers between those extremes.

Ability Score Point Cost

Score	Cost
8	0
9	1
10	2
11	3
12	4
13	5
14	7
15	9

4. DESCRIBE YOUR CHARACTER

Once you know the basic game aspects of your character, it's time to flesh him or her out as a person. Your character needs a name. Spend a few minutes thinking about what he or she looks like and how he or she behaves in general terms.

Using the information in the **Personality and Background** chapter, you can flesh out your character's physical appearance and personality traits. Choose your character's **alignment** (the moral compass that guides his or her decisions) and **ideals**. The **Personality and Background** chapter also helps you identify the things your character holds most dear, called **bonds**, and the **flaws** that could one day undermine him or her.

Your character's **background** describes where he or she came from, his or her original occupation, and the character's place in the D&D world. Your GM might offer additional backgrounds beyond the ones included in the Personality and Background section, and might be willing to work with you to craft a background that's a more precise fit for your character concept.

A background gives your character a background feature (a general benefit) and proficiency in two skills, and it might also give you additional languages or proficiency with certain kinds of tools. Record this information, along with the personality information you develop, on your character sheet.

Ability Scores and Modifiers

Score	Modifier
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	+0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6
24-25	+7
26-27	+8
28-29	+9
30	+10



Building Han Solo, Step 4

We then fill in some of Han's basic details: his name, his sex (male), his height and weight, and his alignment (chaotic light). His high Dexterity and Charisma represent his capability and power of presence, and his low Strength represent an unexceptional burliness.

Han is a notorious scoundrel, so we choose the scoundrel background. Make a note of the proficiencies and special feature this background gives. We choose the Silver-Tongued feat for Han's background feat, adding the bonus to Han's Charisma, bring the total to 16, and the modifier to +3.

We know that Han is both daring and rash, and has a propensity to gamble, so we choose the fourth and sixth personality traits. We choose the ideal of independence from the list in the background, noting that Han recognizes no one as his master.

Han's bond is his flight from Jabba the Hutt, so we choose the first option. His flaw is that he often chooses himself and his ship over others, so we choose the sixth option.

YOUR CHARACTER'S ABILITIES

Take your character's ability scores and species into account as you flesh out his or her appearance and personality. A very strong character with low Intelligence might think and behave very differently from a very smart character with low Strength.

For example, high Strength usually corresponds with a burly or athletic body, while a character with low Strength might be scrawny or plump.

A character with high Dexterity is probably lithe and slim, while a character with low Dexterity might be either gangly and awkward or heavy and thick-fingered.

A character with high Constitution usually looks healthy, with bright eyes and abundant energy. A character with low Constitution might be sickly or frail.

A character with high Intelligence might be highly inquisitive and studious, while a character with low Intelligence might speak simply or easily forget details.

A character with high Wisdom has good judgment, empathy, and a general awareness of what's going on. A character with low Wisdom might be absent-minded, foolhardy, or oblivious.

A character with high Charisma exudes confidence, which is usually mixed with a graceful or intimidating presence. A character with a low Charisma might come across as abrasive, inarticulate, or timid.

5. CHOOSE EQUIPMENT

Your class and background determine your character's **starting equipment**, including weapons, armor, and other adventuring gear. Record this equipment on your character sheet. All such items are detailed in the Equipment section. Instead of taking the gear given to you by your class and background, you can purchase your starting equipment. You have a number of **credits** (cr) to spend based on your class, as shown in the Equipment section. Extensive lists of equipment, with prices, also appear in that section.

Your Strength score limits the amount of gear you can carry. Try not to purchase equipment with a total weight (in pounds) exceeding your Strength score times 15. "**Using Ability Scores**" has more information on carrying capacity.

ARMOR CLASS

Your **Armor Class** (AC) represents how well your character avoids being wounded in battle. Things that contribute to your AC include the armor you wear, the shield you carry, and your Dexterity modifier. Not all characters wear armor or carry shields, however.

Without armor or a shield, your character's AC equals 10 + his or her Dexterity modifier. If your character wears armor, carries a shield, or both, calculate your AC using the rules in the Equipment section. Record your AC on your character sheet.

Your character needs to be proficient with armor and shields to wear and use them effectively, and your armor and shield proficiencies are determined by your class. There are drawbacks to wearing armor or carrying a shield if you lack the required proficiency, as explained in the Equipment section.

Some powers and class features give you a different way to calculate your AC. If you have multiple features that give you different ways to calculate your AC, you choose which one to use.

WEAPONS

For each weapon your character wields, calculate the modifier you use when you attack with the weapon and the damage you deal when you hit.

When you make an attack with a weapon, you roll a d20 and add your proficiency bonus (but only if you are proficient with the weapon) and the appropriate ability modifier.

- For attacks with **melee weapons**, use your Strength modifier for attack and damage rolls. A weapon that has the finesse property, such as a vibrorapier, can use your Dexterity modifier instead.
- For attacks with **ranged weapons**, use your Dexterity modifier for attack and damage rolls. A weapon that has the thrown property, such as a vibrodagger, can use your Strength modifier instead.

Building Han Solo, Step 5

We now write down the starting equipment from the operative class and the scoundrel background. His starting equipment includes a combat suit, giving him an Armor Class of 14.

For Han's weapons, we choose a vibrodagger and a light pistol. His light pistol is a ranged weapon, and the vibrodagger has the finesse property, so Han uses his Dexterity modifier for his attacks and damage. His attack bonus is his Dexterity modifier (+3) plus his proficiency bonus (+2), for a total of +5. The light pistol deals 1d4 energy damage, and Han adds his Dexterity modifier to the damage when he hits, for a total of 1d4+3 energy damage. The vibrodagger deals the same amount of damage, but is kinetic instead of energy.

6. COME TOGETHER

Most *Star Wars* characters don't work alone. Each character plays a role within a **party**, a group of adventurers working together for a common purpose. Teamwork and cooperation greatly improve your party's chances to survive the many perils in the worlds of *Star Wars*. Talk to your fellow players and your GM to decide whether your characters know one another, how they met, and what sorts of quests the group might undertake.

BEYOND 1ST LEVEL

As your character goes on adventures and overcomes challenges, he or she gains experience, represented by experience points. A character who reaches a specified experience point total advances in capability. This advancement is called gaining a level.

CLASS FEATURES AND HIT DICE

When your character gains a level, his or her class often grants additional features, as detailed in the class description. Some of these features allow you to increase your ability scores, either increasing two scores by 1 each or increasing one score by 2. You can't increase an ability score above 20. In addition, every character's proficiency bonus increases at certain levels.

Each time you gain a level, you gain 1 additional Hit Die. Roll that Hit Die, add your Constitution modifier to the roll, and add the total to your hit point maximum. Alternatively, you can use the fixed value shown in your class entry, which is the average result of the die roll (rounded up).

Character Advancement

Experience Points	Level	Proficiency Bonus
0	1	+2
300	2	+2
900	3	+2
2,700	4	+2
6,500	5	+3
14,000	6	+3
23,000	7	+3
34,000	8	+3
48,000	9	+4
64,000	10	+4
85,000	11	+4
100,000	12	+4
120,000	13	+5
140,000	14	+5
165,000	15	+5
195,000	16	+5
225,000	17	+6
265,000	18	+6
305,000	19	+6
355,000	20	+6

When your Constitution modifier increases by 1, your hit point maximum increases by 1 for each level you have attained. For example, if your 7th-level soldier has a Constitution score of 17, when he reaches 8th level, he increases his Constitution score from 17 to 18, thus increasing his Constitution modifier from +3 to +4. His hit point maximum then increases by 8.

XP AND PROFICIENCY BONUS PROGRESSION

The Character Advancement table summarizes the XP you need to advance in levels from level 1 through level 20, and the proficiency bonus for a character of that level. Consult the information in your character's class description to see what other improvements you gain at each level.





CHAPTER 2: SPECIES

A VISIT TO ANY OF THE GREAT CITIES IN THE WORLDS OF *Star Wars* overwhelms the senses. Voices chatter in countless different languages. The smells of cooking in dozens of different cuisines mingle with the odors of crowded streets and poor sanitation. Buildings in myriad architectural styles display the diverse origins of their inhabitants.

And the people themselves-people of varying size, shape, and color, dressed in a dazzling spectrum of styles and hues-represent many different species, from diminutive bothans and stalwart cereans to majestic twi'leks and towering wookiees, mingling among a variety of human ethnicities.

Scattered among the members of these more common species are the true exotics: a hulking besalisk here, pushing his way through the crowd, and a sly chiss there, lurking in the shadows with mischief in her eyes. A group of jawas chatters as one of them activates a clever mechanical toy that moves of its own accord. Zabraks and devaronians live and work alongside humans, without fully belonging. And there, well out of the sunlight, is a lone dros-a fugitive from the the Galactic Republic, trying to make his way in a world.

CHOOSING A SPECIES

Humans are the most common people in the worlds of *Star Wars*, but they live and work alongside ithorians, kiffar, mirialan, and countless other fantastic species. Your character belongs to one of these peoples.

Your choice of species affects many different aspects of your character. It establishes fundamental qualities that exist throughout your character's adventuring career. When making this decision, keep in mind the kind of character you want to play. For example, a bothan can be a good choice for a sneaky operative, a wookiee makes a tough berserker, and a twi'lek can be a master of the Force.

Your character species not only affects your ability scores and traits but also provides the cues for building your character's story. Each species' description in this chapter includes information to help you roleplay a character of that species, including personality, physical appearance, features of society, and special alignment tendencies. These details are suggestions to help you think about your character; adventurers can deviate widely from the norm for their species. It's worthwhile to consider why your character is different, as a helpful way to think about your character's background and personality.

SPECIAL TRAITS

The description of each species includes special traits that are common to members of that species. The following entries appear among the traits of most species.

ABILITY SCORE INCREASE

Every species increases one or more of a character's ability scores.

AGE

The age entry notes the age when a member of the species is considered an adult, as well as the species' expected lifespan. This information can help you decide how old your character is at the start of the game. You can choose any age for your character, which could provide an explanation for some of your ability scores. For example, if you play a young or very old character, your age could explain a particularly low Strength or Constitution score, while advanced age could account for a high Intelligence or Wisdom.

ALIGNMENT

Most species have tendencies toward certain alignments, described in this entry. These are not binding for player characters, but considering why your sith pureblood follows the light side, for example, in defiance of the Sith Empire can help you better define your character.

SIZE

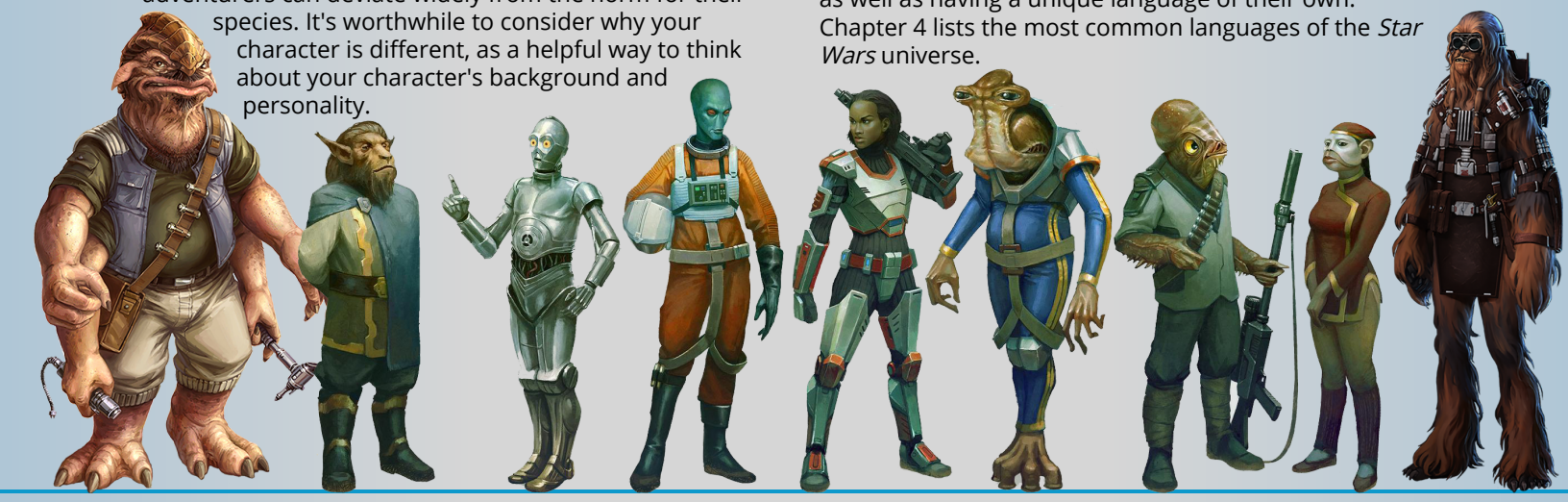
Characters of most species are Medium, a size category including creatures that are roughly 4 to 8 feet tall. Members of a few species are Small (between 2 and 4 feet tall), which means that certain rules of the game affect them differently. The most important of these rules is that Small characters have trouble wielding heavy weapons and heavy shields, as explained in chapter 6.

SPEED

Your speed determines how far you can move when traveling (chapter 8) and fighting (chapter 9).

LANGUAGES

By virtue of your species, your character can speak, read, and write certain languages. Each species typically speaks, or at least understands, Galactic Basic as well as having a unique language of their own. Chapter 4 lists the most common languages of the *Star Wars* universe.



BITH

VISUAL CHARACTERISTICS

Skin Color	Green, pink, white, or yellow
Hair Color	None
Eye Color	Black
Distinctions	Large cranium, acute senses of smell and hearing

PHYSICAL CHARACTERISTICS

Height	4'9"	+2d6"
Weight	100 lb.	x(2d4) lb.

SOCIOCULTURAL CHARACTERISTICS

Homeworld	Clak'dor VII
Language	Bith



BIOLOGY AND APPEARANCE

Bith are craniopods with pale pink, yellow, or green skin, large heads, large lidless eyes, toeless feet, and long fingers. Their thumb and small finger were both fully opposable. The bith's internal systems are different from most humanoids, as the bith have only one lung, and exhale through their skin. Bith also lack a proper nose, instead having highly sensitive olfactory organs hidden in the skin-flaps of their cheeks.

The other bith senses are also acute. Bith can sense the tonal qualities of sound as well as other species sensed colors. Their eyes, as big as a Menahuun's, can see microscopic details of nearby objects, but are extremely nearsighted as a result. An interesting side effect of their incredible sensors is the effect of sonic grenades, or screamers, on them. It is described as causing their heads to explode. Similarly, bith have high manual dexterity which helps them manipulate fine tools, though their physical prowess with gross motor skills was only average.

SOCIETY AND CULTURE

Bith are one of the galaxy's most ancient civilizations, with a history going back millions of years. This antiquity garners respect in certain quarters, such as among the Gree, who gave them more respect than other, "younger" species. Their society is highly regimented, with everything from mate selection to political leadership controlled by sophisticated computer programs.

NAMES

Bith names are quite diverse. Some names look complicated and difficult to pronounce, while others are quite simple.

Male Names. Fedu, Jenkiss, Kabadons, Ph'teumkiass

Female Names. Duhia, F'hubama, R'hothal, Thidus

Surnames. D'intes, Hern, K'sarorn, Nimum, Rumo

BITH TRAITS

As a bith, you have the following special traits.

Ability Score Increase. Your Intelligence score increases by 2, and your Dexterity score increases by 1.

Age. Bith reach adulthood in their late teens and live less than a century.

Alignment. Biths' benevolent nature causes them to tend toward the light side, though there are exceptions.

Size. Bith typically stand 5 to 6 feet tall and generally weigh about 120 lbs. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Detail Oriented. You are practiced at scouring for details. You have advantage on Intelligence (Investigation) checks within 5 feet.

Keen Hearing and Smell. You have advantage on Wisdom (Perception) checks that involve hearing or smell.

Musician. You are proficient in one musical instrument of your choice.

Programmer. Whenever you make an Intelligence (Technology) check related to computers, you are considered to have expertise in the Technology skill.

Languages. You can speak, read, and write Galactic Basic, Bith, and one more language of your choice.

BOTHAN

VISUAL CHARACTERISTICS

Skin Color	Brown
Hair Color	Black, brown, or gray (with age)
Eye Color	Brown or green
Distinctions	Diminutive stature, mood-sensitive fur

PHYSICAL CHARACTERISTICS

Height	4'3"	+2d4"
Weight	60 lb.	x(2d4) lb.

SOCIOCULTURAL CHARACTERISTICS

Homeworld	Bothawui
Language	Bothese



BIOLOGY AND APPEARANCE

Bothans are a short species of furry humanoids. Bothans are covered in fur which shifted in response to their emotional state by way of gentle ripplings. It is this trait, named Wrendui, that betrays them when members of their kind intend to be duplicitous in their dealings with others. They possess tapered pointed ears, and both males and females were known to sport beards.

Bothans are able to interbreed with the other species, though it is rare that they do so. Such hybrids somewhat resembled baseline humans with haunches, hooves, fur, pointed ears and a long tail.

SOCIETY AND CULTURE

Bothan culture is guided by the philosophy and principles from the ancient text known as The Way, written by Golm Fervse'dra. In this "Bothan Way", the pursuit of power and influence is paramount. Thus, individual bothans put their own political and economic success above all other concerns, and as a species, bothans put their own advancement ahead of other intergalactic interests. The volume of backstabbing, subtle character assassination and political maneuvering in bothan society is dizzying, and results in many species stereotyping bothans as untrustworthy. In fact, most bothans are habitually paranoid, believing that anyone who's not working with them, is working against them. In times of crisis, the focus of bothan society shifts to a survivalist state known as "ar'krai". When engaged in ar'krai, all fit bothans volunteer to defend their species from impending extinction.

NAMES

Male bothan names are often trickey while female's are soft. Surnames are familial.

Male Names. Garc, Hibriak, Nith, Tramom, Ventagt

Female Names. Ceerriah, Dhaim, Gnam, Meenn, Vit

Surnames. Bwif'livi, Gra'kit, Hia'faitu, Main'dil

BOTHAN TRAITS

As a bothan, you have the following special traits.

Ability Score Increase. Your Intelligence score increases by 2, and your Dexterity score increases by 1.

Age. Bothans reach adulthood in their late teens and live less than a century.

Alignment. Bothans' duplicitous nature causes them to tend toward the dark side, though there are exceptions.

Size. Bothans stand 4-5 feet tall and weigh under 100 pounds. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Naturally Stealthy. You can attempt to hide even when you are obscured only by a creature that is your size or larger than you.

Nimble Escape. You can take the Disengage or Hide action as a bonus action on each of its turns.

While bothans are suitable for many classes, they most iconically fit as operatives. The ***Nimble Escape*** special trait heavily overlaps with the operative's ***Cunning Action*** feature, however, making this species/class combination counterintuitive. If, during the character creation part of your game, a player decides to make a bothan operative, consider letting them use the following feature instead:

Versatile Expertise. You gain proficiency in one skill of your choice. You gain expertise in one skill of your choice in which you are proficient.

Shrewd. You are proficient in the Insight and Deception skills.

Languages. You can speak, read, and write Galactic Basic and Bothese. Bothese had a great influence on the forming of Galactic Basic; the two languages share many cognates.

CHISS

VISUAL CHARACTERISTICS

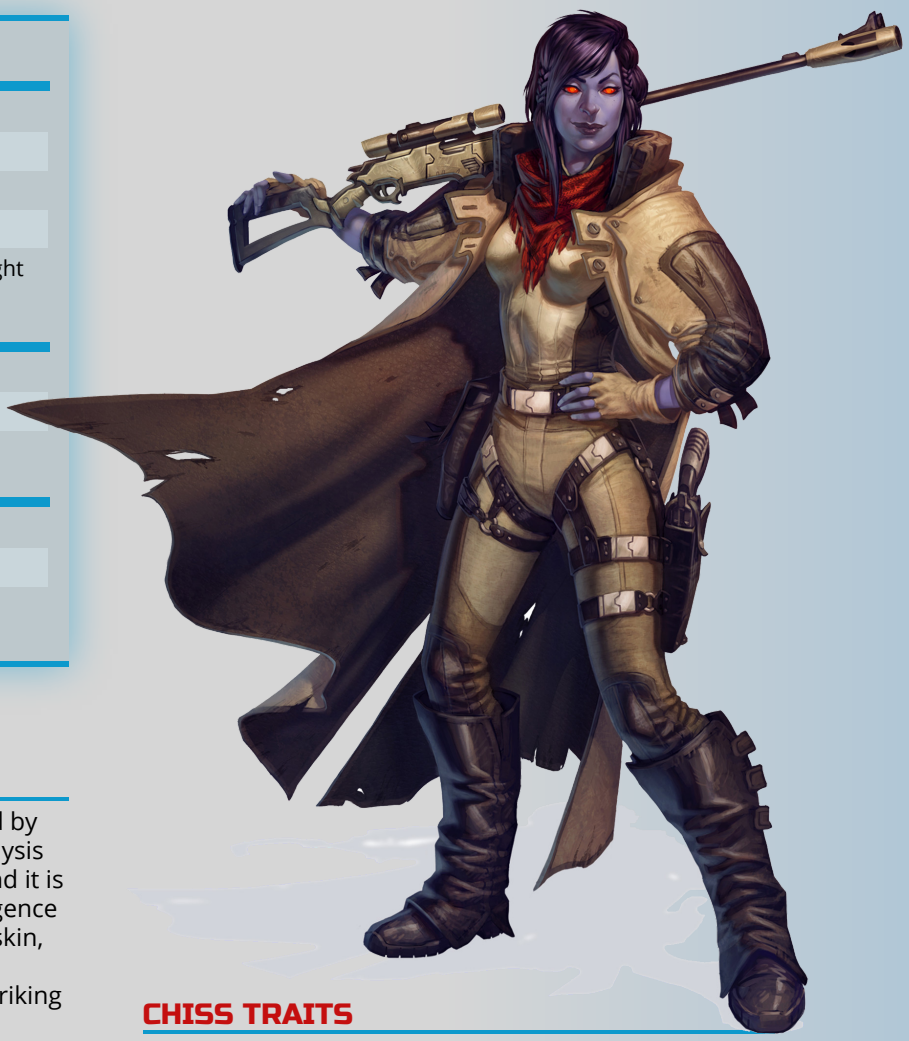
Skin Color	Blue or silver
Hair Color	Black, blue, or silver
Eye Color	Red
Distinctions	Glowing red eyes, above-average night vision

PHYSICAL CHARACTERISTICS

Height	4'11"	+2d10"
Weight	110 lb.	x(2d4) lb.

SOCIOCULTURAL CHARACTERISTICS

Homeworld	Csilla
Language	Cheunh



BIOLOGY AND APPEARANCE

The chiss are a near-human species distinguished by their blue skin and glowing red eyes. Genetic analysis indicate that they are an offshoot of humanity, and it is believed that moving underground led to a divergence between them and baseline Humans. Their blue skin, jet black hair and red eyes generally command attention; these features make them physically striking and instantly recognizable.

SOCIETY AND CULTURE

Chiss society is highly structured and ordered with the rule of law being enforced by a group of four affiliations known as the Ruling Families: the Csapla, Nuruodo, Inrokini and Sabosen. These are not biological family groupings but instead different branches of their government. Every chiss claims affiliation to one of the four families, as determined by both tradition and place of birth. The family names are more of a cultural holdover; the bloodlines had grown so co-meddled that any chiss could claim affiliation to any of the ruling families. In spite of the outward impression of calm and order that the chiss like to project to outsiders, there were evidently tensions within the Families; political assassinations are a real part of chiss political life for the Ruling Families.

NAMES

A chiss true-name has 3 parts, each separated by an apostrophe. The first part is their family name, the second part is their root name, and the third part is their occupation. Chiss rarely share their true-name with non-chiss, and usually go by their root name. Male and female names do not significantly deviate.

Names. Crorcu'ecuk'unist, Dash'esoru'ishur, Jerd'ecer'lonii, Kisk'egauw'eqhi, Marag'aliphil'eduo, Pommo'icuote'nlerme, Vornu'wuzi'lerdim

CHISS TRAITS

As a chiss, you have the following special traits.

Ability Score Increase. Your Intelligence score increases by 2, and your Charisma score increases by 1.

Age. Chiss reach adulthood in their late teens and live less than a century.

Alignment. Chiss' tactical and selfish nature cause them to tend toward lawful dark side, though there are exceptions.

Size. Chiss typically stand between 5 and 6 feet tall and weigh about 160 lbs. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Tech Resistance. Growing up around technology leaves an impact on chiss. You have advantage on saving throws against tech powers.

Darkvision. You have a keen eyesight, especially in the dark. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Martial Proficiency. You have proficiency with light and medium armor as well as the blaster pistol and sniper rifle.

Languages. You can speak, read, and write Galactic Basic and Cheunh. Cheunh is a complex language that is difficult for non-chiss to learn. Chiss take pride in this difficulty.

DUROS

VISUAL CHARACTERISTICS

Skin Color	Blue, green
Hair Color	None
Eye Color	Red
Distinctions	Noseless, large red eyes, affinity for space travel

PHYSICAL CHARACTERISTICS

Height	5'5"	+2d10"
Weight	115 lb.	x(2d4) lb.

SOCIOCULTURAL CHARACTERISTICS

Homeworld	Duro
Language	Durese



BIOLOGY AND APPEARENCE

The duros are humanoids with smooth blue-green skin, red eyes, lipless mouths, long thin noseless faces and green blood. Olfactory organs beneath their eyes are responsible for their sense of smell. Both females and males are bald, though both genders are easily distinguished. Their large red goggle-like eyes have slit pupils. Duros females lay eggs as they are descended from ancient reptiles, and they are born in a larval grub stage. Unlike similar species, the duros take care of their offspring from birth.

SOCIETY AND CULTURE

Their home planet Duro is primarily uninhabited due to massive pollution on the world over time. Instead, it is covered with automated farms for food production. The duros live in twenty orbital space cities above the planet.

The duros also established a vast, grand starship construction industry in the Duro system. The duros set up their government around a consortium of starship construction corporations, with all important political decisions made by the stockholders of the corporations. This meant that any duros that held stock in a company could participate in the administration of the system.

With their strong memories, some duros also choose to become extraordinary storytellers, renowned galaxy-wide for their ability to learn a wide range of narratives by heart, and perform them all with stunning accuracy.

NAMES

Duros names are generally melodic, with female names having softer intonations. Surnames are familial.

Male Names. Cir, Fod, Mom, Rur, Zim
Female Names. Chochi, Fumsu, Kaleshef, Raada
Surnames. Dektuks, Jimoks, Silt, Tuzig, Zhoks

DUROS TRAITS

As a duros, you have the following special traits.

Ability Score Increase. Your Dexterity score increases by 2, and your Intelligence score increases by 1.

Age. Duros reach adulthood in their 20s and live an average of 150 years.

Alignment. Duros tend toward no particular alignment. The best and worst are found among them.

Size. Duros stand around 6 feet tall and weigh around 160 lbs. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Galactic Traveler. You have proficiency in Lore.

Pilot. You have proficiency in Piloting.

Tech Resistance. Duros grow up around technology, and while they may not all use it they all have experience with it. You have advantage on saving throws against tech powers.

Languages. You can speak, read, and write Galactic Basic and Durese. Durese is a common interstellar tongue used by prominent spacers and traders.

HUMAN

VISUAL CHARACTERISTICS

Skin Color	Light to dark tones
Hair Color	Black, blond, orange, brown, gray to white (usually with age)
Eye Color	Amber, blue, brown, gray, green, hazel, purple, or red
Distinctions	Biped with bilateral symmetry, opposable thumbs

PHYSICAL CHARACTERISTICS

Height	4'8"	+2d10"
Weight	110 lb.	x(2d4) lb.

SOCIOCULTURAL CHARACTERISTICS

Homeworld	Coruscant
Language	Galactic Basic



BIOLOGY AND APPEARANCE

Humans are an intelligent species that originated on Coruscant, but can be found on many other planets across the galaxy, including Naboo, Tatooine, and Alderaan. They come in two sexes, male and female, and give birth to live young. They are bipedal beings with a bilateral symmetry, having a front and a back end, as well as an upside and downside. Their bodies are comprised of a torso with a head and four limbs attached to it. The upper limbs, or arms, end in hands which had five fingers each; the lower ones, called legs, end in feet. The human fingers have multiple points of articulation, and one of them is an opposable thumb that allowed for fine manipulation. Finally, they have one head perched atop their torso. Many other species, including twi'leks, mon calamari, or zabraks, are referred to as "humanoids" because of their structural resemblance to humans.

SOCIETY AND CULTURE

Humans can occupy a variety of employs, from politicians to bounty hunters, swoop racers, smugglers, or even a farmer. There exist many planetary groups of humans with their own cultures, such as the Alderaanians or the Pamarthens. Humans are the most populous species in the Galaxy.

NAMES

Humans are the most populace species in the Galaxy, and thus their names vary drastically based on the planet or culture with whom they reside.

Male Names. Koth, Liorz, Satapak, Tin, Vuc
Female Names. Dhetia, Jhilk, Risha, Thinnih, Tonu
Surnames. Jauli, Kudi, Melmi, Windu, Wobec

HUMAN TRAITS

As a human, you have the following special traits.

Ability Score Increase. One ability score of your choice increases by 2, and two different abilities of your choice increase by 1. Alternatively, four ability scores of of your choice each increase by 1.

Age. Humans reach adulthood in their late teens and live less than a century.

Alignment. Humans tend toward no particular alignment. The best and worst are found among them.

Size. Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Defiant. Humans are known to be stubborn and often refuse to give up, even against the worst odds. You can add a d4 to a skill check or saving throw, after rolling but before you know the outcome. You must then finish a short or long rest before you can use this feature again.

Proficiency. You gain proficiency in one skill, one tool, and one weapon of your choice.

Languages. You can speak, read, and write Galactic Basic and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: trandoshan curses, twi'lek musical expressions, chiss military phrases, and so on.

JAWA

VISUAL CHARACTERISTICS

Skin Color	Black
Hair Color	Black
Eye Color	Yellow
Distinctions	Diminutive stature, mechanical aptitude, thieving nature

PHYSICAL CHARACTERISTICS

Height	2'9"	+2d4"
Weight	35 lb.	x1 lb.

SOCIOCULTURAL CHARACTERISTICS

Homeworld	Tatooine
Language	Jawaese

BIOLOGY AND APPEARANCE

Jawas are easily identifiable by their traditional brown hooded robes, though it is not unheard of for them to wear other colors. Other notable features included their glowing yellow eyes, small stature and high pitched, quickly spoken language called Jawaese. Underneath their robes, jawas appear to be gaunt, rodent-like creatures, with shrunken faces and yellow eyes.

SOCIETY AND CULTURE

Jawas are a communal, compulsive scavenger species who spend most of their life devoted to scavenging the deserts of Tatooine in search of any scrap metal, droid or mechanical part left behind from millennia of star travel and technological advancement. Most non-jawas regard the jawas as scavengers and thieves, a description that most jawas actually find pleasing.

The jawa's unofficial motto is *not to look for uses in a salvaged item, but rather to imagine someone else who might find a use for it.* This is evidenced in their endless search for wares with which to trade with almost any being jawas encounter. They have a kind of instinctive feel for machinery and electronics, notorious for knowing how to get a piece of equipment functioning just well enough to sell.

NAMES

Jawa names are quickly spoken, complex, and often misunderstood. Jawas who spend the majority of their time around other species respond well to nicknames. Male and female names do not significantly deviate. Surnames are clan based.

Male names. Bilvu, Mnak, Penk, Plin, Vih

Female names. Bahimos, Kola, Levu, Rhovi, Uvet

Surnames. Kkejenem, M'avoe, Tjoteelt, Wiamoel



JAWA TRAITS

As a jawa, you have the following special traits.

Ability Score Increase. Your Dexterity score increases by 2, and your Intelligence score increases by 1.

Age. Jawas are considered adults when they make their first sale and live less than a century.

Alignment. Jawas tendency to steal and swindle causes them to tend towards the dark side, though there are exceptions.

Size. Jawas stand around 3 to 4 feet tall and weigh about 40 lbs. Regardless of your position in that range, your size is Small.

Speed. Your base walking speed is 25 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Grovel, Cower, and Beg. As an action on your turn, you can cower pathetically to distract nearby foes. Until the end of your next turn, your allies gain advantage on attack rolls against enemies within 10 feet of you that can see you. Once you use this trait, you can't use it again until you finish a short or long rest.

Tech Dabbler. You know the *ion blast* at-will tech power. When you reach 3rd level, you can cast the *repair droid* tech power once per day. When you reach 5th level, you can also cast the *hold droid* tech power once per day. Intelligence is your techcasting ability for these powers. You do not require use of a wristpad for these powers.

Thieves. You have proficiency in Sleight of Hand.

Tinker. You have proficiency with tinker's tools. You can use these and spend 1 hour and 100 cr worth of materials to construct a Tiny Device (AC 5, 1 hp). You can take the Use an Object action to have your device cause one of the following effects: create a small explosion, create a repeating loud noise for 1 minute, create smoke for 1 minute, cause a small electrical fire.

You can maintain a number of these devices up to your proficiency bonus at once, and a device stops functioning after 24 hours away from you. You can dismantle the device to reclaim the materials used to create it.

Languages. You can speak, read, and write Jawaese. You can understand spoken and written Galactic Basic, but your vocal cords do not allow you to speak it. Jawaese blends quickly spoken, semi-meaningless syllables with scents to be understood.

KEL DOR

VISUAL CHARACTERISTICS

Skin Color	Orange, red
Hair Color	None
Eye Color	Black, silver
Distinctions	Rebreathers to survive in oxygen environments

PHYSICAL CHARACTERISTICS

Height	4'6"	+2d12"
Weight	80 lb.	x(2d4) lb.

SOCIOCULTURAL CHARACTERISTICS

Homeworld	Dorin
Language	Kel Dor



BIOLOGY AND APPEARENCE

Due to Dorin having a unique atmosphere composed of helium and a gas unique to their world, the kel dors are forced to wear an antiox breath mask and protective goggles whenever in atmospheres of a different composition. Without their protective goggles, kel dors were considered effectively blind when away from Dorin. They were also able to survive in the vacuum of space for a short time, though it was unknown exactly how long they could withstand it.

The kel dors also have heightened reflexes, a result of the extrasensory organs in their heads. They are typically quick and wise.

SOCIETY AND CULTURE

Kel dors are noted for their simple approach to justice, and they typically see moral issues in black and white. On the one hand, the kel dor are noted for their hospitality; they would never turn away a stranger in need. Yet, kel dors are not averse to taking the law into their own hands, and have no compunctions about putting to death a thief who was merely stealing to feed himself.

Kel dor Force-sensitives are often trained as Baran Do Sages, who have an honored place in kel dor culture. They often serve as advisers to rich and powerful kel dor families. Wars and disasters have been averted simply by the insight of a Baran Do Sage.

NAMES

Kel dor names are base on sound generated by Dorin's unique atmosphere. Surnames are based on ancient family trades.

Male Names. Bil, I'zers, Nullo, Taciss, Zaln
Female Names. Arri'ku, Bhi're, Chu, So'ro, Thirza
Surnames. Andugai, Borak, Haimnech, Vitchess

KEL DOR TRAITS

As a kel dor, you have the following special traits.

Ability Score Increase. Your Wisdom score increases by 2, and your Dexterity score increases by 1.

Age. Kel dor reach adulthood in their late teens and live less than a century.

Alignment. Kel dors' structured nature causes them to tend toward lawful balanced, though there are exceptions.

Size. Kel dor typically stand around 6 feet tall and weigh about 160 lbs. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Your natural evolution allows you to see what others do not in dim and dark conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Foreign Biology. You cannot breathe oxygen. The kel dors have created a breathing apparatus to negate the negative effects of living in an oxygen rich environment, but if your mask is removed while you are in such an environment, you lose consciousness.

Life in the Void. You can survive for one hour within the vacuum of space. You have resistance to Necrotic damage.

Telepathy. You can communicate telepathically with creatures within 30 feet of you. You must share a language with the target in order to communicate in this way.

Languages. You can speak, read, and write Galactic Basic and Kel Dor.

MON CALAMARI

VISUAL CHARACTERISTICS

Skin Color	Reddish brown, brown, red, cyan, mottle, salmon, gold, blue, grey, or white
Hair Color	None
Eye Color	Yellow, orange, blue, or gray
Distinctions	Large, goggle-like eyes, high-domed heads, webbed hands

PHYSICAL CHARACTERISTICS

Height	4'9"	+2d8"
Weight	100 lb.	x(2d4) lb.

SOCIOCULTURAL CHARACTERISTICS

Homeworld	Mon Cala
Language	Mon Cal



BIOLOGY AND APPEARENCE

The mon calamari are a bipedal, amphibious species with high-domed heads, webbed hands and large, goggle-like eyes. In addition to being webbed, the mon calamari hand presents three suction-cup like holes on its palm, and featured five claw-tipped fingers: one opposable thumb, two long middle fingers, and two very short outer fingers. Although they are shaped like flippers, their feet can nevertheless fit into boots designed for human-like feet. The females are distinguished from the males by their more prominent chest areas.

SOCIETY AND CULTURE

The mon calamari have developed a very advanced and civilized culture. Their art, music, literature, and science show a creativity surpassed by few in the galaxy. Mon calamari literature depicts stars as islands in a galactic sea, showing a passionate longing to explore space and discover other civilizations. Mon Calamari are both soft-spoken and gentle, slow to anger, and have the remarkable ability to maintain their concentration without being distracted by emotional responses. They are both inquisitive and creative, and have a near-legendary quality of being both determined and dedicated; once a mon calamari decides on a course of action, they are not easily swayed from that decision. They often fixate themselves on "lost causes."

NAMES

Mon calamari names generally have a melodic feel.

Male Names. Creaz, Fior, Hurneerth, Nurrins, Sielpa

Female Names. Afwa, Lel, Mhirim, Ri, Theya

Surnames. Dualda, Gradi, Tua, Valec, Winab

MON CALAMARI TRAITS

As a mon calamari, you have the following special traits.

Ability Score Increase. Your Charisma score increases by 2, and your Intelligence or Wisdom score increases by 1.

Age. Mon calamari reach adulthood in their late teens and live less than a century.

Alignment. Mon calamaris' love of the arts cause them to tend toward the light side, though there are exceptions.

Size. Mon calamari stand between 5 and 6 feet tall and rarely weigh more than 150 lbs. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Amphibious. You can breathe air and water.

Darkvision. Accustomed to life underwater, you have superior vision in low light conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Mon Calamari Resistance. You have advantage on saving throws against slow effects and you have resistance against cold damage (explained in chapter 9).

Musical. You have proficiency in one musical instrument of your choice.

Swim. You have a swimming speed of 30 feet.

Languages. You can speak, read, and write Galactic Basic, Mon Cal, and one language of your choice.

RODIAN

VISUAL CHARACTERISTICS

Skin Color	Blue, green, purple, turquoise, or yellow
Hair Color	None
Eye Color	Blue, black, green, purple, or red
Distinctions	Large and round pupil-less eyes, snouts, pointed ears, antennae, scaled and usually green skin

PHYSICAL CHARACTERISTICS

Height	4'9"	+2d10"
Weight	115 lb.	x(2d4) lb.

SOCIOCULTURAL CHARACTERISTICS

Homeworld	Rodia
Language	Rodese



BIOLOGY AND APPEARENCE

The rodians are green-skinned humanoids from the planet Rodia. They possess distinctive faces: large, round, multifaceted eyes; tapir-like snouts; and a pair of saucer-shaped antennae on their heads, which served to detect vibrations. The flexible snouts augmented the rodians' finely tuned olfactory senses, collecting and filtering the air. Their characteristically large eyes indicated a primarily nocturnal ancestry and were capable of seeing into the infrared part of the spectrum. Due to their love of fighting and active lifestyles, most rodians kept in good condition, normally lean and wiry; however, some wealthy rodians became complacent and obese.

SOCIETY AND CULTURE

Rodian culture is obsessed with violence and death, due to behaviors and practices that are ingrained since their earliest ancestry. Their densely packed jungle homeworld is ill-suited for agriculture, requiring rodians to compete with vicious predators for most of their food, some of which can wipe out entire rodian villages. As the rodians developed cunning hunting tactics to survive, the hunt became central to their culture. Eventually, having driven most of the other predators on the planet to near extinction, they began to hunt each other in various wars and gladiatorial contests.

NAMES

Female names tend to be longer than male names. Surnames are familial.

Male Names. Dagon, Dwedd, Gweym, Steech, Xeep
Female Names. Heebmu, Iissi, Teezle, Whunam
Surnames. Bluchosso, Encekserr, Gieeseaagg

RODIAN TRAITS

As a rodian, you have the following special traits.

Ability Score Increase. Your Dexterity score increases by 2, and your Constitution score increases by 1.

Age. Rodians reach adulthood in their late teens and live less than a century.

Alignment. Rodian culture's violent focus causes them to tend toward the dark side, though there are exceptions.

Size. Rodians typically stand 5 to 6 feet tall and weigh 160 lbs. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Adept Climbers. You have a climbing speed of 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Hunter. You are proficient in Survival and Stealth.

Keen Hearing and Smell. You have advantage on Wisdom (Perception) checks that involve hearing or smell.

Languages. You can speak, read, and write Galactic Basic and Rodese. Rodians can communicate with eachother using pheromones. Force-sensitives can detect this communication, though they can't understand it.

SITH PUREBLOOD

VISUAL CHARACTERISTICS

Skin Color	Black or red
Hair Color	Black, brown, gray, red, or white
Eye Color	Orange, red, or yellow
Distinctions	Tentacle facial appendages, often wear jewelry or have tattoos, bone spurs

PHYSICAL CHARACTERISTICS

Height	4'8"	+2d10"
Weight	110 lb.	x(2d4) lb.

SOCIOCULTURAL CHARACTERISTICS

Homeworld	Korriban
Language	Sith



BIOLOGY AND APPEARANCE

Sith are a proud and violent species of humanoids that evolved on Korriban, a planet within the Horuset system in an isolated Outer Rim region called the Stygian Caldera. Sith have a larger than average number of individuals with potential to use the Force in their species, so high in fact that the entire species was considered strongly Force-sensitive.

Sith purebloods are characterized by their expressive facial appendages, bone spurs, cranial horns, and predatory gaze.

SOCIETY AND CULTURE

Sith culture is a rigid and stratified caste-based society. For the sith, war and violence are just as much a part of the natural order of life as peace or serenity. Though they are in an almost constant state of war, their civilization is quite sophisticated; they see these acts not as cruel or barbaric, but simply basic aspects of existence. Their constant warring led to a dwindling of the population on their original homeworld of Korriban as well as cultivated an intensely xenophobic society.

NAMES

Sith pureblood names are not conventional. They are often named for virtues in the Sith tongue. Sith rarely share surnames, since they do not value family ties. When a sith pureblood achieves a success or victory, they often change their name to match their perceived newfound status. Since Force-sensitivity is common in sith purebloods, and their culture is built around strength, most sith are called simply "My Lord," or some other epithet, by their underlings.

Male Names. Aqorzum, Khashai, Sihmot, Wirjol

Female Names. Aqurwia, Cliriu, Nupax, Ubhesosiuth

SITH PUREBLOOD TRAITS

As a sith pureblood, you have the following special traits.

Ability Score Increase. Your Charisma score increases by 2, and your Strength or Dexterity score increases by 1.

Age. Sith reach adulthood in their late teens and live less than a century.

Alignment. The cruelty of the Sith causes them to tend toward chaotic dark side, though there are exceptions.

Size. Sith generally stand between 5 and 6 feet tall and weigh less than 200 lbs. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Your vision can easily cut through darkness. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Force Sensitive. You know the *denounce* at-will force power. When you reach 3rd level, you can cast the *curse* force power once per day. When you reach 5th level, you can also cast the *darkness* force power once per day. Charisma is your forcecasting ability for these powers.

Menacing. You gain proficiency in the Intimidation skill.

Sadistic. You have proficiency with saberwhips, vibrowhips, and nets.

Languages. You can speak, read, and write Galactic Basic and Sith. Sith is an agglutinative language, in which words or even phrases were made up of linears sequences of distinct meaningful units.

TOGRUTA

VISUAL CHARACTERISTICS

Skin Color	Blue, green, orange, purple, red, white, or yellow
Hair Color	None
Eye Color	Black, blue, green, orange, purple, yellow, or red
Distinctions	Sharp canine teeth, two montrals, three or four head-tails

PHYSICAL CHARACTERISTICS

Height	4'9"	+2d8"
Weight	115 lb.	x(2d4) lb.

SOCIOCULTURAL CHARACTERISTICS

Homeworld	Shili
Language	Togruti



BIOLOGY AND APPEARENCE

Togruta have rusty skin tones ranging in hue from blue to red to green, with white pigmentation on their faces, greyish lips, and white stripes adorn various parts of their bodies. The pattern of stripes varies from individual to individual. This red and white pattern was a phenotype left over from their ancestor's camouflage that helped them to blend in with Shili's natural surroundings.

Their heads bear two montrals, with three to four head-tails, whose stripes were darker than those of the montrals. Togruta have the ability to sense the proximity and movement of physical objects around them by means of their hollow montrals, which detect space ultrasonically. Young togrutas' montrals and posterior head-tail do not fully grow until adolescence, when their montrals curve and their final head-tail grows to the length of their other head-tails.

SOCIETY AND CULTURE

Togruta have a strong sense of unity and togetherness. On their native homeworld of Shili, they rely on each other and band together to take a stand against the massive monsters that hunt them. The creatures of Shili most often attack in groups, which was even more reason for the native togruta to work together. While most of Shili is covered in the scrublands where the togruta hunt their herbivorous prey, the togruta live in small communities in the forest valleys.

NAMES

Togruta names are typically long. Surnames are familial.

Male Names. Acanaar, Mukraas, Obolak, Tokrym
Female Names. Akoma, Maasha, Okohlo, Shola
Surnames. Hyl, Na, Nim, Ris, Resh, Vaal, Zin

TOGRUTA TRAITS

As a togruta, you have the following special traits.

Ability Score Increase. Your Wisdom score increases by 2, and your Strength or Dexterity score increases by 1.

Age. Togruta reach adulthood in their late teens and live less than a century.

Alignment. Togruta culture focuses on unity which causes them to tend toward the light side, though there are exceptions.

Size. Togruta typically stand between 5 and 6 feet tall and weigh 150 lbs. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Your vision can easily cut through darkness. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Montral Reception. You have tremorsense out to 30 feet. You can detect and pinpoint the origin of vibrations within a specific radius, provided that monster and the source of the vibrations are in contact with the same ground or substance. Tremorsense can't be used to detect flying or incorporeal creatures

Wild Hunters. You have proficiency with the Survival skill.

Languages. You can speak, read, and write Galactic Basic and Togruti. Togruti is an ornate language characterized by trills and long vowel sounds which are modified by subtle tremors in the togruta's head-tails. This language is heavily influenced by Basic, but also incorporates some native idioms, which caused Basic-speaking togruta to use seemingly strange expressions.

TRANDOSHAN

VISUAL CHARACTERISTICS

Skin Color	Green, yellow, brown, orange, red
Hair Color	None
Eye Color	Yellow, orange
Distinctions	Reptilian, scaly skin, regenerative properties

PHYSICAL CHARACTERISTICS

Height	5'5"	+2d12"
Weight	130 lb.	x(2d6) lb.

SOCIOCULTURAL CHARACTERISTICS

Homeworld	Trandosha
Language	Dosh



BIOLOGY AND APPEARANCE

Trandoshans are a large, bipedal sentient species, with scaly skin which was shed roughly once every standard year and was thought to be very durable. Cold-blooded reptiles, trandoshans had two super-sensitive varied color eyes with horizontal black pupils, which could see far into the infrared range. Each of their four limbs ends in three razor sharp claws. These are perfect for combat, but did not grant them manual dexterity, making a trandoshan's finger movements somewhat clumsy and awkward.

SOCIETY AND CULTURE

Trandoshans worship their goddess, the Scorekeeper, whom they would appease through acts which increased their Jagannath points. This is done by living a lifestyle which was, by non-trandoshan standards, overtly aggressive, leading many trandoshans to become bounty hunters, mercenaries, or slavers. Trandoshans especially prize wookiee pelts, which consequently play a large part in earning Jagannath points-capturing the pelts of particularly infamous wookiees would give the hunter a large increase in Jagganath points. To be shamed or captured during a hunt would zero one's Jagganath points-effectively making their life forfeit in the eyes of the Scorekeeper. They could, however, win all those points back by killing the one who zeroed their score.

NAMES

Trandoshan names are quite harsh and contain a lot of elongated sounds, as well as a lot of s's. Differences between male and female names are often very subtle, but there is a higher chance for female names to contain softer sounds.

Male Names. Bossk, Tshyrrng, Varrsk, Wuikkekss
Female Names. Aksa, Idwiks, Kluks, Mezuus, Shokss
Surnames. Dallosss, Druc, Groqisch, Hsac, Nausdot

TRANDOSHAN TRAITS

As a trandoshan, you have the following special traits.

Ability Score Increase. Your Strength score increases by 2, and your Wisdom score increases by 1.

Age. Trandoshans reach adulthood in their early teens and rarely live to be older than 70.

Alignment. Trandoshans tend toward the dark side, though there are exceptions.

Size. Trandoshans stand as tall as 7 and a half feet and can weigh over 300 lbs. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Your vision can easily cut through darkness. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Hold Breath. You can hold your breath for up to 15 minutes at a time.

Regenerative. 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.

Saving Face. Trandoshans are careful not to show weakness in front of their allies, for fear of losing status. If you miss with an attack roll or fail an ability check or a saving throw, you can gain a bonus to the roll equal to the number of allies you can see within 30 feet of you (maximum bonus of +5). Once you use this trait, you can't use it again until you finish a short or long rest.

Languages. You can speak, read, and write Galactic Basic and Dosh. Dosh is characterized by its harsh grunts, hisses and growls, and its written form that used alphabetic glyphs.

TWI'LEK

VISUAL CHARACTERISTICS

Skin Color	Blue, brown, dark grey, green, orange, pink, purple, red, tan, teal, white, yellow, or striped
Hair Color	None
Eye Color	Black, blue, brown, green, hazel, orange, pink, purple, or yellow
Distinctions	Lekku, sharp claw-like nails, males often file their teeth to points

PHYSICAL CHARACTERISTICS

Height	5'3"	+2d12"
Weight	125 lb.	x(2d4) lb.

SOCIOCULTURAL CHARACTERISTICS

Homeworld	Ryloth
Language	Twi'leki



BIOLOGY AND APPEARENCE

Twi'leks are usually thin, although corpulent individuals were known to exist. Twi'leks are omnivores; this diet is essential given that food is scarce on their homeworld, Ryloth. Twi'leks possess multiple stomachs, an unusual trait that enables them to eat almost any food. When traveling off their homeworld, twi'leks rarely refused food, which frequently leads to obesity among starfarers. Twi'lek society also associates obesity as a sign of affluence and success.

SOCIETY AND CULTURE

The natural grace and exotic beauty of the female twi'leks make them a popular target among slave traders. Slavery is the main currency of Ryloth. Some see it as a chance to make money by kidnapping or selling orphaned children, while others see slavery as a way of saving children from growing up in Ryloth's harsh environment. A number of twi'leks believe that slavery is an efficient way to proliferate their species and preserve their culture, as the twi'leks lack their own means of inter-planetary travel. Regardless of how it came about, many twi'leks live as slaves or entertainers and are considered status symbols, especially the females of rarer skin hues. Twi'leks that manage to escape from captivity usually turned to a life of thievery or prostitution, with both genders making use of their powers of seduction.

NAMES

Twi'lek names combine their first name and a clan name into a single name, rather than having a separate surname.

Male Names. Ecrizsati, Gaj'mogos, Ukelweko
Female Names. Arag'mure, Oanicfuba, Unaecripi

TWI'LEK TRAITS

As a twi'lek, you have the following special traits.

Ability Score Increase. Your Charisma score increases by 2, and your Dexterity score increases by 1.

Age. Twi'leks reach adulthood in their late teens and live less than a century.

Alignment. Twi'leks harsh upbringing cause them to tend toward the dark side, though there are exceptions.

Size. Twi'leks stand between 5 and 7 feet tall and weigh up to 200 lbs. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Your vision can easily cut through darkness. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Elegant Dancers. You have proficiency with the Performance skill.

Natural Antitoxins. You have advantage on saving throws against poison and disease, and you have resistance against poison damage (explained in Chapter 9).

Unarmed Combatant. Your unarmed strikes deal 1d4 kinetic damage. You can use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

Languages. You can speak, read, and write Galactic Basic and Twi'leki. You can communicate non-verbally with other twi'leks through a complex language of subtle head-tail motions.

WOOKIEE

VISUAL CHARACTERISTICS

Skin Color	Gray
Hair Color	Different shades of black, brown, and white in varying combinations
Eye Color	Blue, green, yellow, golden, brown, or red
Distinctions	Tall, hair covered, retractable climbing claws, long life spans

PHYSICAL CHARACTERISTICS

Height	6'3"	+2d12"
Weight	190 lb.	x(2d6) lb.

SOCIOCULTURAL CHARACTERISTICS

Homeworld	Kashyyyk
Language	Shyriiwook



BIOLOGY AND APPEARANCE

Wookiees are a tall species of furry giants from the planet Kashyyyk, who can grow to a height of over eight feet. They are covered from head to toe in a thick, shaggy coat of hair with water-shedding properties that notably came in shades of brown, black, gray, and white. The species has two sexes, female and male. The latter grows long beards in adult life. Wookiee eye colors are usually blue, green, yellow, golden, brown, or red.

SOCIETY AND CULTURE

Wookiees greatly value honor and loyalty. Therefore, their notion of "family" encompassed much more than just blood ties. A part of that most sacred tradition was the social institution of life debt: when a wookiee's life was saved by someone else, regardless of the species, they would frequently devote themselves to a lifetime of service to their savior and their family. Through the mechanism of the life debt, the People of the Trees used to develop unbreakable bonds with their boon companions and true friends, forming a "honor family."

NAMES

Wookiee names are diverse; some names are simple and short while others are long and complicated. The majority of names often have softer big sounds and more melodic tones to them. Since offworlders have trouble using wookiees' real names, they often adopt simpler nicknames to go by.

Male Names. Fubbodrrl, Gurrfupayyc, Kioerrr, Lavgaeffoak, Snrowbishutchuh, Zufiaarkaykkk

Female Names. Bulabba, Bonbaegnh, Hopakleupo, Keumnebheu, Onninh, Osstatiemmyock

WOOKIEE TRAITS

As a wookiee, you have the following special traits.

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.

Age. Wookiees reach adulthood at about 40 and can live to be 400.

Alignment. Wookiees tend toward the light side, though there are exceptions.

Size. Wookiees tend to tower over other species, reaching heights over 8 feet and weighing 300 pounds. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Claws. Wookiees have retractable claws. You are proficient with your claws, which deal 1d4 kinetic damage on a hit.

Darkvision. Your vision can easily cut through darkness. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Hide. You have a thick hide. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. Additionally, your thick hide is naturally adapted to cold climates, as described in chapter 5 of the Dungeon Master's Guide.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Treeclimber. You have a climbing speed of 30 feet. You have advantage on Strength saving throws and Strength (Athletics) checks that involve climbing.

Languages. You can speak, read, and write Shyriiwook. You can understand spoken and written Galactic Basic, but your vocal cords do not allow you to speak it.

ZABRAK

VISUAL CHARACTERISTICS

Skin Color	Pale to dark brown, red, orange and yellow
Hair Color	Black, blonde, brown, red, or purple
Eye Color	Yellow, green, orange, brown, blue, red, or purple
Distinctions	Horns, two hearts, facial tattoos

PHYSICAL CHARACTERISTICS

Height	5'1"	+2d12"
Weight	120 lb.	x(2d4) lb.

SOCIOCULTURAL CHARACTERISTICS

Homeworld	Iridonia or Dathomir
Language	Zabraki



BIOLOGY AND APPEARANCE

Zabrak are near-human, but have a number of significant physical characteristics that set them apart from baseline Humanity. The most striking of these are a series of vestigial horns that crown the heads of both males and females. These horns grow at puberty in varying patterns and signified that their rite of passage is drawing near.

In addition to their horns, another of the traits that make zabrak instantly recognizable are their facial tattoos, which are made up of thin lines received during their rite of passage. These could symbolize many things, including but not limited to family lineage, place of birth, or even a design that reflected their individual personalities.

Lastly, zabraks possess a second heart.

SOCIETY AND CULTURE

Zabrak are often seen by most other species as being single-minded, an observation that is not terribly incorrect. This single-minded determination comes from the fact that they are a species with a strong sense of self-assuredness, confident that they are able to accomplish any task that they set out to do. However, this does not lead a zabrak to develop a sense of prideful superiority towards others. Though it is not uncommon to see competition between colonies, this is not seen as a negative. The zabraks believe that the various experiences of the different colonies only serve to add to the species' overall value throughout the galaxy.

NAMES

Zabrak names are usually derived from the animals living on their planet. Zabraks don't use surnames.

Male Names. Kadro, Muraa, Neqama, Ruvroo, Xadra

Female Names. Blostopa, Mega, Novrar, Rebroke

ZABRAK TRAITS

As a zabrak, you have the following special traits.

Ability Score Increase. Your Constitution score increases by 2, and your Strength or Dexterity score increases by 1.

Age. Zabraks reach adulthood in their late teens and live less than a century.

Alignment. Zabraks tend toward no particular alignment. The best and worst are found among them.

Size. Zabraks stand anywhere from 5 to 7 feet tall and weigh up to 300 lbs. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Coercive. You have proficiency with Persuasion or Intimidation (your choice).

Crafters. You have proficiency with with one artisan's tool of your choice.

Darkvision. Your vision can easily cut through darkness. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Second Heart. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Unarmed Combatant. Your unarmed strikes deal 1d4 kinetic damage. You can use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

Languages. You can speak, read, and write Galactic Basic and Zabraki.

CHAPTER 3: CLASSES

Adventurers are extraordinary people, driven by a thirst for excitement into a life that others would never dare lead. They are heroes, compelled to explore the dark places of the world and take on the challenges that lesser women and men can't stand against.

Class is the primary definition of what your character can do. It's more than a profession; it's your character's calling. Class shapes the way you think about the world and interact with it and your relationship with other people and powers in the galaxy. A fighter, for example, might view the world in pragmatic terms of strategy and maneuvering, and see herself as just a pawn in a much larger game. A consular, by contrast, might see himself as a willing servant of the Force. While the fighter has contacts in a mercenary company or army, the consular might know a number of Jedi or Sith who share his faith.

Your class gives you a variety of special features, such as a fighter's mastery of weapons and armor, and an engineer's powers. At low levels, your class gives you only two or three features, but as you advance in level you gain more and your existing features often improve. Each class entry in this chapter includes a table summarizing the benefits you gain at every level, and a detailed explanation of each one.

Adventurers sometimes advance in more than one class. An operative might switch direction in life and become an engineer. A berserker might discover latent force sensitivity and dabble in the guardian class while continuing to advance as a berserker. Sith purebloods are known to combine martial mastery with force training and advance as fighters and consulars simultaneously. Optional rules for combining classes in this way, called multiclassing, appear in chapter 6.

Many classes and subclass add material costs to obtain features integral to the class while most others don't. Your GM can choose to waive the time and cost component if they choose to do so.

Additionally, certain classes and subclasses will often find themselves with a singular force or tech point, with which they can do nothing. Any character with the force- or tech-casting feature also gains the following feature:

When you fail an ability check, if you added your proficiency bonus to the check and you did not have advantage or disadvantage, you can spend 1 force or tech point to reroll the die. You can only use this feature once per ability check, and you must use the new roll.

Choose from the following class options:

CLASSES

Class	Description	Hit Die	Primary Ability	Saving Throw Proficiencies
Berserker	Melee combatant who utilizes rage to increase prowess	d12	Strength	Strength & Constitution
Consular	Force-wielder who focuses on utilizing force powers	d6	Wisdom	Wisdom & Charisma
Engineer	Tech caster who enhances items to benefit allies	d8	Intelligence	Constitution & Intelligence
Fighter	Versatile combatant who excels at both range and in melee	d10	Strength	Strength & Constitution
Guardian	Force-wielder specializing in melee combat	d10	Strength	Constitution & Charisma
Monk	Unarmed combatant who uses focus to fuel abilities	d8	Dexterity	Strength & Dexterity
Operative	Controller who focuses on stealth and techniques	d8	Dexterity	Dexterity & Intelligence
Scholar	Academic who uses wits and allies to control the battlefield	d8	Intelligence	Dexterity & Intelligence
Scout	Versatile combatant who blends tech powers with weapons	d10	Dexterity	Strength & Dexterity
Sentinel	Force-wielder who blends melee combat with the Force	d8	Dexterity	Dexterity & Charisma



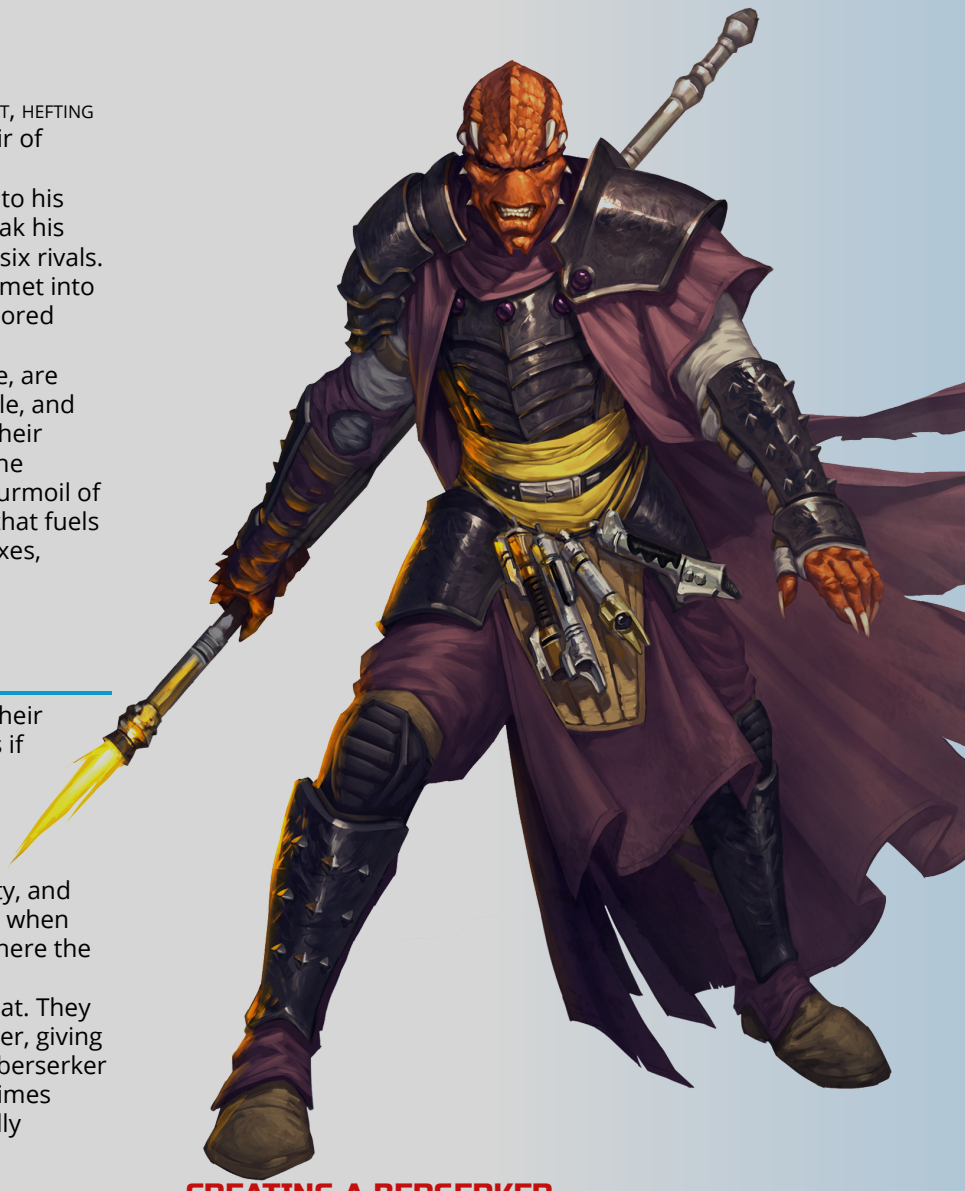
BERSERKER

A massive wookiee hunter prowls through the forest, hefting his vibroaxe. With a roar he charges at the pair of trandoshans who dared poach his kin.

A gamorrean snarls at the latest challenger to his authority over their savage tribe, ready to break his neck with his bare hands as he did to the last six rivals.

Frothing at the mouth, a nikto slams his helmet into the face of his foe, then turns to drive his armored elbow into the gut of another.

These berserkers, different as they might be, are defined by their rage: unbridled, unquenchable, and unthinking fury. More than a mere emotion, their anger is the ferocity of a cornered predator, the unrelenting assault of a storm, the churning turmoil of the sea. For every berserker, rage is a power that fuels not just a battle frenzy but also uncanny reflexes, resilience, and feats of strength.



PRIMAL INSTINCT

People of towns and cities take pride in how their civilized ways set them apart from animals, as if denying one's own nature was a mark of superiority. To a berserker, though, civilization is no virtue, but a sign of weakness. The strong embrace their animal nature keen instincts, primal physicality, and ferocious rage. Berserkers are uncomfortable when hedged in by walls and crowds. They thrive where the civilized don't.

Berserkers come alive in the chaos of combat. They can enter a berserk state where rage takes over, giving them superhuman strength and resilience. A berserker can draw on this reservoir of fury only a few times without resting, but those few rages are usually sufficient to defeat whatever threats arise.

A LIFE OF DANGER

Not every person deemed "berserkers" by scions of civilized society has the berserker class. A true berserker among these people is as uncommon as a skilled fighter in a town, and he or she plays a similar role as a protector of the people and a leader in times of war. Life in the wild places of the world is fraught with peril: rival tribes, deadly weather, and terrifying monsters. Berserkers charge headlong into that danger so that their people don't have to.

Their courage in the face of danger makes berserkers perfectly suited for adventuring. Wandering is often a way of life for their native tribes, and the rootless life of the adventurer is little hardship for a berserker. Some berserkers miss the close-knit family structures of the tribe, but eventually find them replaced by the bonds formed among the members of their adventuring parties.

CREATING A BERSERKER

When creating a berserker character, think about where your character comes from and his or her place in the world. Talk with your GM about an appropriate origin for your berserker. Did you come from a remote planet, making you a stranger in the area of the campaign? Or is the campaign set in a rough-and-tumble frontier where berserkers are common?

What led you to take up the adventuring life? Were you lured to settled planets by the promise of riches? Did you join forces with soldiers of those lands to face a shared threat? Did monsters or an invading horde drive you out of your homeland, making you a rootless refugee? Perhaps you were a prisoner of war, brought in chains to "civilized" lands and only now able to win your freedom. Or you might have been cast out from your people because of a crime you committed, a taboo you violated, or a coup that removed you from a position of authority.

QUICK BUILD

You can make a berserker quickly by following these suggestions. First, put your highest ability score in Strength, followed by Constitution. Second, choose the barbarian background.

THE BERSERKER

Level	Proficiency Bonus	Features	Rages	Rage Damage
1st	+2	Rage, Unarmored Defense	2	+2
2nd	+2	Reckless Attack, Danger Sense	2	+2
3rd	+2	Berserker Approach	3	+2
4th	+2	Ability Score Improvement	3	+2
5th	+3	Extra Attack, Fast Movement	3	+2
6th	+3	Path feature	4	+2
7th	+3	Feral Instinct	4	+2
8th	+3	Ability Score Improvement	4	+2
9th	+4	Brutal Critical (1 die)	4	+3
10th	+4	Path Feature	4	+3
11th	+4	Relentless Rage	4	+3
12th	+4	Ability Score Improvement	5	+3
13th	+5	Brutal Critical (2 dice)	5	+3
14th	+5	Path Feature	5	+3
15th	+5	Persistent Rage	5	+3
16th	+5	Ability Score Improvement	5	+4
17th	+6	Brutal Critical (3 dice)	6	+4
18th	+6	Indomitable Might	6	+4
19th	+6	Ability Score Improvement	6	+4
20th	+6	Primal Champion	Unlimited	+4

CLASS FEATURES

As a berserker, you gain the follow class features.

HIT POINTS

Hit Dice: 1d12 per berserker level
Hit Points at 1st Level: 12 + your Constitution modifier
Hit Points at Higher Levels: 1d12 (or 7) + your Constitution modifier per berserker level after 1st

PROFICIENCIES

Armor: Light armor, medium armor
Weapons: All vibroweapons, simple blasters
Tools: None

Saving Throws: Strength, Constitution
Skills: Choose two from Animal Handling, Athletics, Intimidation, Nature, Perception, Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- *(a)* a martial vibroweapon and a light or medium shield generator or *(b)* two martial vibroweapons
- *(a)* two techaxes or *(b)* two vibrospears
- An explorer's pack

VARIANT: STARTING WEALTH

In lieu of the equipment granted by your class and background, you can elect to purchase your starting gear. If you do so, you receive no equipment from your class and background, and instead roll for your starting wealth using the criteria below:

Class	Funds
Berserker	1,000 + 2d4 x 100 cr

RAGE

In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action.

While raging, you gain the following benefits if you aren't wearing heavy armor:

- You have advantage on Strength checks and Strength saving throws.
- When you make a melee weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels as a berserker, as shown in the Rage Damage column of the Berserker table.
- You have resistance to kinetic and energy damage.

If you are able to cast powers, you can't cast them or concentrate on them while raging.

Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action.

Once you have raged the number of times shown for your berserker level in the Rages column of the Berserker table, you must finish a long rest before you can rage again.

UNARMORED DEFENSE

While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

RECKLESS ATTACK

Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

DANGER SENSE

At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger.

You have advantage on Dexterity saving throws against effects that you can see, such as traps and powers. To gain this benefit, you can't be blinded, deafened, or incapacitated.

BERSERKER APPROACH

At 3rd level, you choose an approach that shapes the nature of your rage which is detailed at the end of the class description. Your choice grants you features at 3rd level and again at 6th, 10th, and 14th levels.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. Alternatively, you can choose a feat (see Chapter 6 for a list of feats).

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

FAST MOVEMENT

Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.

FERAL INSTINCT

By 7th level, your instincts are so honed that you have advantage on initiative rolls.

Additionally, if you are surprised at the start of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

BRUTAL CRITICAL

Beginning at 9th level, you can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

This increases to two additional dice at 13th level and three additional dice at 17th level.

RELENTLESS RAGE

Starting at 11th level, your rage can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're raging and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead.

Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

PERSISTENT RAGE

Beginning at 15th level, your rage is so fierce that it ends early only if you fall unconscious or if you choose to end it.

INDOMITABLE MIGHT

Beginning at 18th level, if your total for a Strength check is less than your Strength score, you can use that score in place of the total.

PRIMAL CHAMPION

At 20th level, you embody the power of the wilds. Your Strength and Constitution scores increase by 4. Your maximum for those scores increases by 4.

BERSERKER APPROACHES

Rage burns in every berserker's heart, a furnace that drives him or her toward greatness. Different berserkers attribute their rage to different sources, however. For some, it is an internal reservoir where pain, grief, and anger are forged into a fury hard as steel, while for others see it as a spiritual blessing.

AUGMENTED APPROACH

The Augmented Approach is for those who seek to increase their prowess through cybernetic enhancement. Some who take this path go so far they are left with little more than the memory of the body they once owned, all to achieve in combat what they cannot with a body made of flesh and bone.

BASIC CYBERNETICS

When you choose this approach at 3rd level, you learn the *mending* and *analyse* tech powers and can cast them without the use of a wristpad or spending tech points. You can cast *analyse* this way a number of times equal to your Constitution modifier (minimum of one). You regain all expended uses when you complete a long rest.

OVERDRIVE ENHANCEMENT

Also at 3rd level, you gain a cybernetic enhancement. Choose one of the following enhancements and gain its feature. You must undergo cybernetic surgery by a person proficient in biotech's tools that incorporates this enhancement into your body. This surgery costs 100 credits and takes 8 hours.

DERMAL ARMOR

While raging you have resistance to all damage except psychic damage.

MORBID PROTRUSIONS

While raging, your unarmed strike deals 1d4 + Strength modifier kinetic damage and when you take the Attack action and attack with a melee weapon or unarmed strike, you can use a bonus action to make an unarmed attack.

This unarmed attack die increases to 1d6 at 5th level, 1d8 at 11th level, and 1d10 at 17th level.

PRESSURISED LIMBS

While raging, you can use your bonus action to leap up to 30 feet to an empty space you can see. When you land you deal kinetic damage equal to your Strength modifier to each creature within 5 feet of where you land. You can use this feature a number of times equal to your Consitution modifier (minimum of one). You regain all expended uses when you complete a long rest.

TWITCHLOCK ACTUATORS

While you're raging, other creatures have disadvantage on opportunity attack rolls against you, you can also use the Dash action as a bonus action on your turn.

SUPPORT ENHANCEMENT

At 6th level you gain an additional cybernetic enhancement. Choose one of the following enhancements and gain its feature. You must undergo cybernetic surgery by a person proficient in biotech's tools that incorporates this enhancement into your body. This surgery costs 600 credits and takes 8 hours.

BODY SCULPTING

You gain proficiency in two skills of your choice from Athletics, Acrobatics, Stealth, and Sleight of Hand.

HOLDOUT CAVITY

You have a shielded compartment built into your body that can be used to store and hide a light weapon or item of similar size.

KRYKNA ANCHORS

You gain a climbing speed equal to your movement speed.

PANSPECTRAL OPTICS

You can see up to 1 mile away with no difficulty. You are able to discern even fine details as though looking at something no more than 100 feet away from you. Additionally, dim light doesn't impose disadvantage on your Wisdom (Perception) checks.

SUPPORT STRUCTURE

Your carrying capacity (including maximum load and maximum lift) is doubled and you have advantage on Strength checks made to push, pull, lift, or break objects.

MORE MACHINE THAN MAN

Starting at 10th level, your cybernetics allow you to become immune to poison and disease. Additionally, you ignore unenhanced difficult terrain.

FINAL ENHANCEMENT

At 14th level you gain a final cybernetic enhancement. Choose one of the following enhancements and gain its feature. You must undergo cybernetic surgery by a person proficient in biotech's tools that incorporates this enhancement into your body. This surgery costs 2000 credits and takes 8 hours.

HOLOSKIN EMITTERS

While you're raging any creature within 5 feet of you that's hostile to you has disadvantage on attack rolls against targets other than you or another character with this feature. An enemy is immune to this effect if it can't see or hear you or if it can't be frightened.

HYDRAULIC OVERRIDES

While you're raging you can use a bonus action on your turn to knock a Large or smaller creature prone when you hit it with melee weapon attack.

INTEGRATED BOOSTERS

While raging you have a flying speed equal to your current walking speed. This benefit works only in short bursts; you fall if you end your turn in the air and nothing else is holding you aloft.

YSALAMIR CAPACITOR MESH

When you are forced to make a saving throw against a force power, you can immediately use your reaction to move up to half your speed towards the source power's caster. If you end this movement within 5 feet of the target, you can immediately make one melee weapon attack against the target as a part of that reaction.

MARAUDER APPROACH

Few things are more terrifying than being in the path of a Berserker who has learned the ways of the Force. Those who follow this path unlock something deep within them, a well of untamed power from the depths of their fury. When a marauder unleashes their rage, they channel their brute strength into primal might, and uses it to devastate his foes in a hail of fire, blades, and blood. Due to the uncontrolled nature of their powers, marauders have a dangerous predilection for the strength and raw power offered by the dark side, and many fall into it's clutches. Even those who do not are always temped by the voices of fury barely contained within.



FORCECASTING

When you choose this approach at 3rd level, you have derived powers from your primal connection to the Force. 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 Marauder Approach 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 berserker level, as shown in the Force Points column of the Marauder Approach 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 Marauder Approach 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

FURIOUS FORCE

Also at 3rd level, you can cast force powers while raging as long as the power's casting time is no more than 1 action, the power does not require concentration, and you are not wearing heavy armor or wielding a medium or heavy shield. While raging, you add your rage damage to damage rolls from force powers you cast. If a force power damages more than one target, you may only apply your rage damage to one of the targets.

Casting force powers during rage counts as attacking for the purposes of maintaining rage.



MARAUDER APPROACH 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

RECKLESS POWER

At 6th level, weapons and the force are equally an extension of your rage. While you are raging and you use your action to cast a force power, you can make a single melee weapon attack as a bonus action.

POWERFUL PRESENCE

Starting at 10th level, as a bonus action, you unleash a battle cry infused with force energy. Choose up to ten other creatures of within 60 feet of you that can hear you. Friendly creatures have advantage on attack rolls and saving throws until the start of your next turn, and hostile creatures have disadvantage on attack rolls and saving throws until the end of your next turn.

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

FORCE STORM

At 14th level, you can expel the might of your rage all at once to unleash a devastating storm of force energy. As an action, you can end your rage early, forcing each creature within 15 feet of you to make a Dexterity saving throw against your universal force save DC. On a failed save, a creature takes 1d12 force damage for each round you've spent in rage, or half as much on a successful one.

WARCHIEF APPROACH

For some berserkers, it is their duty or birthright to lead their tribe and kin to battle and victory. The Warchief Approach is one forged from alliances, bonds, and strategy. In combat, your rages are less mindless, and more focused. Ignoring the distractions of unimportant events, your attention hones in on the battlefield and how best to direct and control it. You guide your allies' strikes, and your presence is enough to wash away their fatigue.

SAVAGE DIPLOMAT

Your path necessitates that you build relationships with others, for the betterment of your tribe or yourself.

When you choose this approach at 3rd level, you gain proficiency in one of the following skills of your choice: Persuasion or Intimidation. You can choose to learn one language in place of the skill proficiency.

COMMANDING RAGE

Also at 3rd level, when in your rage, you become more aware of your allies, and their intent when fighting at your side. While you are raging, when an ally within 10 ft of you makes an attack roll against an enemy, you can use your reaction to grant advantage to that attack and add your rage damage bonus to the damage roll, if the attack hits.

INSPIRING PRESENCE

At 6th level your mere presence on the battlefield rallies your allies. When you rage, choose up to 3 allies that you can see within 30 feet of you. Each creature gains temporary hit points equal to half your berserker level (rounded down) + your Charisma modifier (minimum of one).

RAID PLANNING

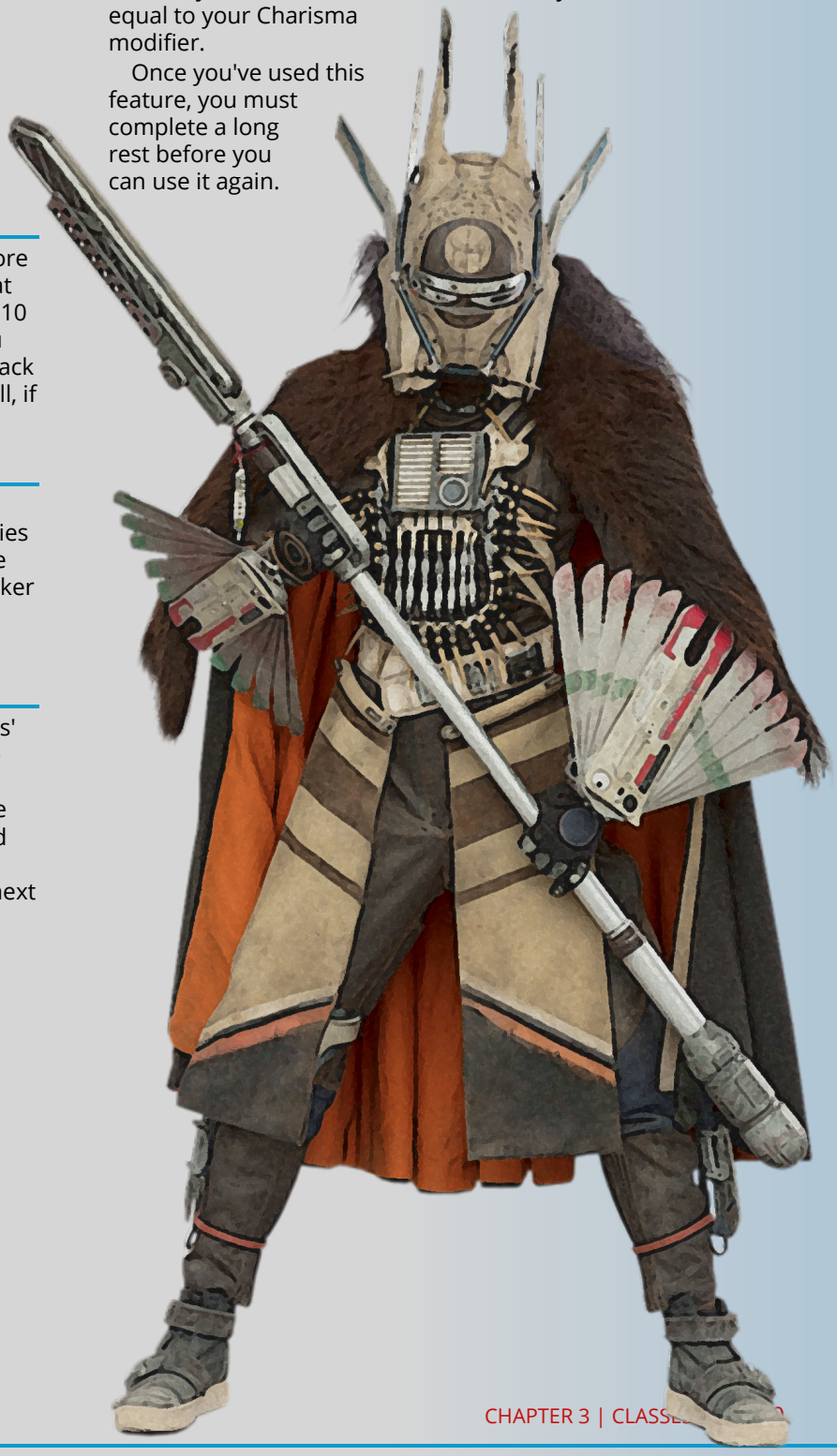
Starting at 10th level, you learn to flare up your allies' drive for combat, urging them to follow you into the fray. During a long rest, you tell sagas, sing battle songs, and give inspiring speeches. At the end of the long rest choose up to 5 creatures that can hear and understand you (which can include yourself) to add your Charisma modifier (minimum of one) to their next initiative roll, and a 10 foot bonus to their speed on their first turn of combat.

WAR CHANT

By 14th level you have memorized the litanies, songs, and chants of your people and their dedication to war. When you enter a rage you can take a commanding stance. If you do so, for the duration of your rage you have a special reaction you can take on a number of allies' turns equal to your Charisma modifier (minimum of one). You can only use this special reaction to use your Commanding Rage feature.

Additionally, during this rage, when an enemy within 10 feet of you makes an attack roll against an ally, you can use your reaction to reduce that roll by an amount equal to your Charisma modifier.

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



CONSULAR

A twi'lek in black robes steps on a terrified rodian, who scampers away on the ground. Lightning sparks from his fingers, illuminating his red and black tattoos. The rodian's pleas for mercy fall on deaf ears as the Sith channels his lightning into his failed apprentice, leaving nothing but a charred husk behind.

Sitting cross-legged on a dense patch of grass, a miraluka mystic meditates on the Force. With every breath, the trees sway with a rhythmic breeze. Though she lacks simple vision, she can see the Force as it moves everything around her.

A drably-robed human focuses inward, channeling the Force into the ground around him. Slowly, all the debris within arms reach rises into the air around him; with a flick of his wrist, he clears the air, sending his projectiles to pound on the approaching tank.

Consulars are the supreme wielders of the Force, defined and united by the powers they cast. Drawing on the omnipresent Force that permeates the universe, consulars cast powers of rejuvenating healing and destructive lightning, draining life-force and manipulating minds; the most powerful with the Force can even experience brief glimpses of the future.



STRONG WITH THE FORCE

Refraining from drawing their lightsabers except as a measure of last resort, consulars spend a great deal of time studying the mysteries of the Force. Their knowledge allows them to channel the Force to greater heights, unlocking unrivaled power, and twisting those powers to greater effect.

SAGE OR SORCERER

Consulars who follow the light side of the Force, using their powers to better their communities and people, are often called sages, while consulars who fall to the dark side and subjugate or cast aside all in their path are commonly called sorcerers. Alternatively, they may tend toward the middle, refraining from politics and war, spending their time in isolation and study.

CREATING A CONSULAR

While creating your consular, consider your personal philosophy in regards to the Force and its most famous practitioners – the Jedi and the Sith. Are you a member of one of the two orders, or do you walk a different path? Perhaps you were ostracized from your primitive village out of superstition or jealousy. You may have been brutally trained from a young age in the dark side, fueling your innate thirst for power, or perhaps you were trained as a padawan in one of the Jedi temples. How do you treat strangers, and how do they treat you once they know your abilities? What was your family like, or what did you have instead of a family? Do you see the Force as light and dark, or an impartial river of gray?

QUICK BUILD

You can make a consular quickly by following these suggestions. First, make Wisdom or Charisma your highest ability score, followed by Dexterity. Second, choose the Jedi or Sith background.

THE CONSULAR

Level	Proficiency Bonus	Features	Force Powers Known	Force Points	Max Power Level
1st	+2	Forcecasting, Force Recovery	8	4	1st
2nd	+2	Force-Empowered Casting, Force Shield	9	8	1st
3rd	+2	Consular Tradition, Hidden Force	11	12	2nd
4th	+2	Ability Score Improvement	12	16	2nd
5th	+3	—	14	20	3rd
6th	+3	Tradition feature	15	24	3rd
7th	+3	—	17	28	4th
8th	+3	Ability Score Improvement	18	32	4th
9th	+4	—	20	36	5th
10th	+4	Tradition feature	21	40	5th
11th	+4	—	23	44	6th
12th	+4	Ability Score Improvement	24	48	6th
13th	+5	—	26	52	7th
14th	+5	Tradition feature	27	56	7th
15th	+5	—	29	60	8th
16th	+5	Ability Score Improvement	30	64	8th
17th	+6	—	32	68	9th
18th	+6	Tradition feature	33	72	9th
19th	+6	Ability Score Improvement	34	76	9th
20th	+6	One with the Force	35	80	9th

CLASS FEATURES

As a consular, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per consular level
Hit Points at 1st Level: 6 + your Constitution modifier
Hit Points at Higher Level: 1d6 (or 4) + your Constitution modifier per consular level after 1st

PROFICIENCIES

Armor: None
Weapons: Simple vibroweapons, simple lightweapons
Tools: None

Saving Throws: Wisdom, Charisma
Skills: Choose two from Deception, Insight, Intimidation, Investigation, Lore, Medicine, and Persuasion.

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- *(a)* a simple lightweapon or *(b)* a simple vibroweapon
- *(a)* a scholar's pack, *(b)* an explorer's pack, or *(c)* a diplomat's pack

VARIANT: STARTING WEALTH

In lieu of the equipment granted by your class and background, you can elect to purchase your starting gear. If you do so, you receive no equipment from your class and background, and instead roll for your starting wealth using the criteria below:

Class	Funds
Consular	1,000 + 2d4 x 100 cr

FORCECASTING

In your meditations on the force, 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 8 force powers of your choice, and you learn more at higher levels, as shown in the Force Powers Known column of the consular class 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 consular level x 4, as shown in the Force Points column of the consular class 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 consular class table.

You may only cast force powers at 6th, 7th, 8th, and 9th-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

FORCE RECOVERY

Also at 1st level, you have learned to regain some of your energy by briefly meditating. When you finish a short rest, you can regain a number of force points equal to half your consular level (rounded down) + your Wisdom or Charisma modifier (your choice, minimum of one). Once you've used this feature, you must complete a long rest before you can use it again.

FORCE-EMPOWERED CASTING

At 2nd level, you gain the ability to twist your powers to suit your needs. When you cast a force power, you can expend additional force points to modify the power. You gain two of the following Empowerment options of your choice. You gain another one at 10th and 17th level.

You can use only one Empowerment option on a power when you cast it, unless otherwise noted.

CAREFUL POWER

When you cast a power that forces other creatures to make a saving throw, you can protect some of those creatures from the power's full force. To do so, you spend 1 additional force point and choose a number of those creatures up to your Wisdom or Charisma modifier (your choice, minimum of one). A chosen creature automatically succeeds on its saving throw against the power.

DISTANT POWER

When you cast a power that has a range of 5 feet or greater, you can spend 1 additional force point to double the range of the power.

When you cast a power that has a range of touch, you can spend 1 additional force point to make the range of the power 30 feet.

EXTENDED POWER

When you cast a power that has a duration of 1 minute or longer, you can spend 1 additional force point to double its duration, to a maximum duration of 24 hours.

HEIGHTENED POWER

When you cast a power that forces a creature to make a saving throw to resist its effects, you can spend 3 additional force points to give one target of the power disadvantage on its first saving throw made against the power.

IMPROVED POWER

When you roll damage for a power, you can spend 1 additional force point to reroll a number of the damage dice up to your Wisdom or Charisma modifier (your choice, minimum of one). You must use the new rolls.

You can use Improved Power even if you have already used a different Empowerment option during the casting of the power.

LINGERING POWER

When you cast a power that requires concentration to maintain you can choose to spend 3 additional force points. If you do, when you lose concentration on the power, the power will not end until the end of your next turn.

PINPOINT POWER

When you cast a power that allows you to force creatures in an area to make a saving throw you can instead spend 1 force point and make a ranged force attack against a single target that would be in the range. On a hit the target suffers the effects as though they failed their saving throw.

QUICKENED POWER
When you cast a power that has a casting time of 1 action, you can spend 2 additional force points to change the casting time to 1 bonus action for this casting.

REFOCUSED POWER
When you are forced to make a Constitution saving throw to maintain concentration on a power you can use your reaction and spend 2 force points to automatically succeed on the saving throw. You can use this option even if you have already used a different Empowerment option during the casting of the power.

TWINNED POWER
When you cast a power that targets only one creature and doesn't have a range of self, you can spend a number of additional force points equal to the power's level to target a second creature in range with the same power (1 force point if the power is at-will).

FORCE SHIELD
Also at 2nd level, you learn how to defend yourself purely through your strength with the Force. When you are hit by an attack, you can use your reaction to shroud yourself in Force energy. Until the start of your next turn, you have a bonus to AC equal to your Wisdom or Charisma modifier (your choice, a minimum of +1). This includes the triggering attack.

You can use this feature twice. You gain an additional use at 5th, 11th, and 17th level in this class. You regain all expended uses when you finish a long rest.



CONSULAR TRADITION
When you reach 3rd level, you choose a consular tradition, which is detailed at the end of the class description. Your choice grants you features at 3rd level and again at 6th, 10th, 14th, and 18th level.

HIDDEN FORCE
Also at 3rd level, you learn how to conceal the casting of your force powers. When you cast a force power, you can choose to conceal the presence of that casting from others. A creature that sees you cast the force power can make an Investigation (Intelligence) check against your universal force save DC. On a success, they can determine that you used the Force in some way. If a creature has the *force sight* force power active, they automatically succeed on this check. A creature that can not see you automatically fails this check.

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.

ABILITY SCORE IMPROVEMENT
When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. Alternatively, you can choose a feat (see Chapter 6 for a list of feats).

ONE WITH THE FORCE
At 20th level, your attunement to the Force is absolute. Your Wisdom or Charisma score increases by 4, and your maximum for this score increases by 4. Additionally, you gain mastery over a single force power, and can cast it with little effort. Choose one 3rd-level force power that you know as your signature power. You can cast it once at 3rd level without expending force points. When you do so, you can't do so again until you finish a short or long rest.

If you want to cast it at a higher level, you must expend force points as normal.

CONSULAR TRADITIONS
Different consulars select different traditions, called Ways, to follow as they hone their powers.

WAY OF BALANCE

There is serenity in balance, and no one knows this better than the consular. Those consulars who follow the Way of Balance focus on utilizing the Force to equalize the battlefield. They bend the Force to shield their allies and expose their foes.

FORCE BARRIER

When you choose this tradition at 3rd level, you can weave the Force around yourself for protection. When you cast a universal power of 1st level or higher, you can simultaneously manipulate the Force to create a barrier on yourself that lasts until you finish a long rest. The barrier has hit points equal to twice your consular level + your Wisdom or Charisma modifier (your choice). Your barrier can never have hit points greater than twice your consular level + your Wisdom or Charisma modifier (your choice).

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 universal power of 1st level or higher, the barrier regains a number of hit points equal to twice the level of the power.

Once you create the barrier, you can't create it again until you finish a long rest.

PROJECTED BARRIER

At 6th level, when a creature that you can see within 30 feet of you takes damage, you can use your reaction to cause your Force Barrier to absorb that damage. If this damage reduces the barrier to 0 hit points, the warded creature takes any remaining damage.

AT-WILL BARRIER

Beginning at 10th level, your at-will universal powers grant a small boost to your Force Barrier. When you cast an at-will universal power, the barrier regains 1 hit point.

IMPROVED SUPPRESSION

At 14th level, when you cast a force power that requires you to make an ability check as a part of casting that power (as in *sever force* and *force suppression*), you add your proficiency bonus to that ability check.

FORCE RESISTANCE

Starting at 18th level, you have advantage on saving throws against force powers. Additionally, you have resistance against the damage of force powers.



WAY OF LIGHTNING

Of all of the dark arts of the Force, little can match the spectacle and devastation of Force lightning. Those consulars who follow the Way of Lightning summon intense discharges of pure Force energy, overwhelming enemies with punishing damage from a distance, leaving them shaken and vulnerable -- if not dead.

SHOCKING AFFINITY

When you choose this tradition at 3rd level, when you cast a force power that deals lightning damage, you can use Wisdom or Charisma as your forcecasting ability for it.

Additionally, when you cast a damage dealing force power that requires an attack roll or saving throw, you can cause that power to instead deal lightning damage. If the power would call for a saving throw other than Dexterity, it instead calls for a Dexterity saving throw. If you hit with the power, or the target fails the power's saving throw, affected creatures become *shocked* until the start of your next 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 short or long rest.

POTENT LIGHTNING

At 6th level you add your Wisdom or Charisma modifier (your choice, a minimum of +1) to any damage you deal with force powers that deal lightning damage.

BLISTERING REBUKE

Beginning at 10th level, when a creature within 5 feet of you that you can see hits you with an attack, you can use your reaction to cause the creature to make a Dexterity saving throw. On a failed save, the creature takes 1d10 plus your consular level lightning damage, is pushed back 10 feet, and becomes *shocked* until the end of their next turn. On a successful save, the creature takes half as much damage and isn't moved or *shocked*.

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.

ELECTRIC ATTUNEMENT

At 14th level, you gain resistance to lightning damage. Additionally, force powers you cast ignore resistance to lightning damage.

UNLIMITED POWER

Starting at 18th level, you can increase the power of your simpler lightning force powers. When you cast a force power of 6th-level or lower that deals lightning damage, you can deal maximum damage with that power.

You can use this feature with no adverse effects a number of times equal to your Wisdom or Charisma modifier (your choice, a minimum of once). If you use this feature beyond this before you finish a long rest, you take 2d12 necrotic damage for each level of the power, immediately after you cast it. Each time you use this feature again before finishing a long rest, the necrotic damage per power level increases by 1d12. This damage can not be reduced in any way.



WAY OF THE SAGE

The rejuvenating power of the Force is incredible, and the consular is the master of this usage. Those consulars who follow the Way of the Sage assist with an array of healing powers that grant allies the strength to continue through even the harshest of encounters. Separated from the heart of the fray, the sage can be an unfailing warden to those in need.

DISCIPLE OF LIFE

When you choose this tradition at 3rd level, your healing powers become more effective. Whenever you use a power of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the power's level.

PRESERVE LIFE

At 6th level, as an action, you can channel the Force and evoke healing energy that restores a number of hit points equal to five times your consular level. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. This feature has no effect on droids or constructs.

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.

BLESSED HEALER

Beginning at 10th level, the healing powers you cast on others heal you as well. When you cast a light side power that restores hit points to a creature other than you, you regain hit points equal to 2 + the power's level.

BLESSED BY THE FORCE

At 14th level you gain the ability to overcome grievous injuries. As a bonus action when you have fewer than half of your hit points remaining, you can regain a number of hit points equal to half your hit point maximum.

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

SUPREME HEALING

Starting at 18th level, when you would normally roll one or more dice to restore hit points with a power, you instead use the highest number possible for each die. For example, instead of restoring 2d6 hit points to a creature, you restore 12.



ENGINEER

Flinching occasionally as a blaster bolt hits the nearby bulkhead, a Sullustan mechanic quickly solders a large wire. He peers through his tinted goggles, ignoring the shouts of his ship captain as the enemy descends on the hanger. Finally he shouts with pride as the repaired coupling powers up, causing the frigate to hum with energy. He gathers his tools and runs into the ship moments before it finally takes off.

Inside, the human captain jumps into the cockpit. She nods to her droid co-pilot, who quickly begins charting a course home. Before the calculations can be completed, enemy Starfighters scream in from the clouds. The pilot rolls the ship, nimbly evading incoming fire. She reroutes the power to shields, leaving just enough for astronavigation. Just as the energy reserves near depletion, the exosphere and stars beyond blur into streaks of light. In a flash, they warp to safety.

A Cerean officer surveys the battlefield, looking for weaknesses. When he identifies a potential problem, he keys in a quick combination in his wristpad. In a blink, a custom suit of armor assembles itself around him. As the helmet locks into place, the officer leaps into the air, flying overhead and raining destruction on the opposition.

Every machine needs an engineer to run it, and a living crew is no different. Engineers are the experts and professionals who rely on skill, bravery, and their tools to survive and keep others alive. While they do not claim to be fighters, their mere presence can turn the tide of battle or simply keep operations running.



BEHIND THE CURTAIN

While perhaps not as intimidating as a heavily-armored trooper, or as exotic as a lighsaber-wielding guardian, engineers are no less vital to group dynamic. They are armorers and gunsmiths, electricians and welders, or any other facet to be found in facilities across the galaxy. Their work, often unsung, is what keeps starships (and their crew) intact.

UNFLAPPABLE

It takes bravery for a soldier to enter a battlefield. It perhaps takes more for someone who is unarmed, and untrained in combat, to do the same. Engineers put their lives on the line for a living, whether by choice or acknowledging their plights as an occupational hazard. Whether they come from an elite training academy or learned their talents surviving in the slums, they are no strangers to danger and conflict.

CREATING AN ENGINEER

While creating your engineer character, consider what your primary skill set is and how you use it. You could be a street-smart mechanic who taught yourself how to fix swoop bikes as a teenager. Perhaps you are the recent graduate of an esteemed medical college, or a rookie pilot in the fledgling Rebel Alliance. What is the number one skill you are known for? Why are you willing to enter battles when you have no combat training? How do you view the more adventurous members of your group, and how do they see you and your role?

QUICK BUILD

You can make an engineer quickly by following these suggestions. First, make Intelligence your highest ability score. Your next-highest score should be Constitution. Second, choose the scientist background.

THE ENGINEER

Level	Proficiency Bonus	Features	Tech Powers Known	Tech Points	Max Power Level	Modification Slots
1	+2	Techcasting, Potent Aptitude (d6)	6	2	1st	—
2	+2	Infuse Item, Tool Understanding	7	4	1st	—
3	+2	Engineering Discipline	9	6	2nd	4
4	+2	Ability Score Improvement	10	8	2nd	4
5	+3	Potent Aptitude (d8), Quick Thinking	11	10	3rd	5
6	+3	Engineering Discipline feature	12	12	3rd	5
7	+3	—	13	14	4th	5
8	+3	Ability Score Improvement	14	16	4th	6
9	+4	—	15	18	5th	6
10	+4	Potent Aptitude (d10)	16	20	5th	6
11	+4	—	17	22	6th	7
12	+4	Ability Score Improvement	18	24	6th	7
13	+5	—	19	26	7th	7
14	+5	Engineering Discipline feature	20	28	7th	8
15	+5	Potent Aptitude (d12)	21	30	8th	8
16	+5	Ability Score Improvement	22	32	8th	8
17	+6	—	23	34	9th	9
18	+6	Engineering Discipline feature	24	36	9th	9
19	+6	Ability Score Improvement	25	38	9th	9
20	+6	Tech Mastery	26	40	9th	9

CLASS FEATURES

As a engineer, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per engineer level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per engineer level after 1st

PROFICIENCIES

Armor: Light armor
Weapons: Simple blasters, simple vibroweapons
Tools: Tinker's tools and one of your choice

Saving Throws: Constitution, Intelligence
Skills: Choose three from Investigation, Lore, Medicine, Nature, Piloting, and Technology

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- *(a)* a simple vibroweapon or *(b)* a simple blaster and two power cells
- *(a)* a dungeoneer's pack or *(b)* an explorer's pack
- Combat suit, a set of tinker's tools, a vibrodagger, and a wristpad

VARIANT: STARTING WEALTH

In lieu of the equipment granted by your class and background, you can elect to purchase your starting gear. If you do so, you receive no equipment from your class and background, and instead roll for your starting wealth using the criteria below:

Class	Funds
Engineer	1,000 + 3d4 x 100 cr

TECHCASTING

During your training 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 6 tech powers of your choice, and you learn more at higher levels, as shown in the Tech Powers Known column of the engineer class 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 your engineer level x 2, as shown in the Tech Points column of the engineer class 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 engineer class table.

You may only cast tech powers at 6th, 7th, 8th, and 9th-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) or your tool proficiencies granted by this class as a techcasting focus for your tech powers.

POTENT APTITUDE

Your technological experience lends you an uncommon insight that you can use to bolster your allies. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Potent Aptitude die, a d6.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Potent Aptitude die, but must decide before the GM says whether the roll succeeds or fails. Once the Potent Aptitude die is rolled, it is lost. A creature can have only one Potent Aptitude die at a time.

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

Your Potent Aptitude die changes when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

INFUSE ITEM

At 2nd level, you gain the ability to temporarily enhance a weapon or armor. At the end of a long rest, you can touch one unenhanced object that is a suit of armor or a simple or martial weapon. Until the end of your next long rest or until you die, the object becomes an enhanced item, granting a +1 bonus to AC if it's armor or a +1 bonus to attack and damage rolls if it's a weapon. Once you've used this feature, you can't use it again until you finish a long rest.

TOOL UNDERSTANDING

Also at 2nd level, you have advantage on any ability check you make that uses any of the tool proficiencies you gain from this class.

ENGINEERING DISCIPLINE

Starting at 3rd level, you begin to focus on a specific engineering discipline, which is detailed at the end of the class description. Your discipline grants you features at 3rd level and again at 6th, 14th, and 18th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. Alternatively, you can choose a feat (see Chapter 6 for a list of feats).

QUICK THINKING

Beginning when you reach 5th level, you regain all of your expended uses of Potent Aptitude when you finish a short or long rest.

TECH MASTERY

At 20th level, your mastery of technology is unrivaled. Your Constitution and Intelligence scores increase by 2. Your maximum for those scores increases by 2.

Additionally, when you roll initiative and have no uses of Potent Aptitude left, you regain one use.

ENGINEERING DISCIPLINES

The wide range of tool applications gives birth to well defined distinctions between different engineering disciplines. Each discipline focuses on maximizing the personal use of a certain tool.

ARMORMECH ENGINEERING

Those engineers who choose the Armormech Engineering discipline focus on the ability to work with hard metals and electronic shielding to construct and enhance all types of personal armor.

BONUS PROFICIENCIES

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

MODIFIED ARMOR

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

Your modified armor is enhanced, 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 armor 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 both a modified suit of armor and shield. The total modification slots are split across the two items.

DAMAGE ABSORPTION

Lastly at 3rd level, when you take damage, you can use your reaction and expend one use of your Potent Aptitude to absorb some of that damage. When you do so, the damage you take from the attack is reduced by the amount rolled on the die + your Intelligence modifier (minimum of one).

ARMORMECH'S CELERITY

Beginning at 6th level, when you take the Attack action, you can make one weapon attack as a bonus action.

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.

CASTING CELERITY

At 14th level, when you use your action to a cast a tech power, you can use your Armormech's Celerity feature.

SUIT RELIABILITY

Starting at 18th level, your suit is like a second skin. Whenever you make an ability check or saving throw that uses Strength, Dexterity, or Constitution, you can treat a d20 roll of 9 or lower as a 10. You must be wearing your modified armor to gain this benefit.



ARMORMECH 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.

ABSORPTION SHIELD

Prerequisite: Light Shield Generator

You modify your light shield generator to block incoming damage. As a bonus action you can activate this ability and gain temporary hit points equal to 1d4 + Intelligence modifier. These hit points last for one hour.

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

ACCELERATED MOVEMENT

Prerequisite: Armor

You reduce the weight of your modified armor's bulk and increase the power to joints. If the armor has a Strength requirement, you ignore it. The modified armor's weight is reduced by 15 lbs. While wearing your modified armor your speed increases by 10 feet. This applies to all movement speeds you have while wearing your armor.

ADAPTABLE ARMOR

Prerequisite: Armor

You integrate deployable hooks and fins into your armor, augmenting its mobility. While wearing your modified armor, you gain a climbing speed equal to your walking speed, and you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. Additionally, you gain a swim speed equal to your walking speed.

ADVANCED POWER FIST

Prerequisite: 11th level, Armor

Prerequisite: Prototype Power Fist

You further modify your modified armor's gauntlet with increased reinforcement and weight. Your modified armor's unarmed strike deals 1d8 kinetic damage. Additionally, your unarmed strikes score a critical hit on a roll of 19 or 20.

ARMORWEAVE UNDERLAY

Prerequisite: 5th level

You gain a +1 bonus to saving throws. This bonus increases to +2 at 11th level and +3 at 17th level.

ARTIFICIALLY INTELLIGENT

Prerequisite: 7th level, Armor

You install an artificial intelligence into your modified armor. While wearing your modified armor, when you make an ability check, your armor's artificial intelligence can take the Help action.

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.

COLLAPSIBLE SUIT

Prerequisite: 5th level, Light Armor

Your modified armor can collapse into a case for easy storage. When transformed this way the armor is indistinguishable from a normal case and weighs 1/3 its normal weight. As an action you can don or doff the armor, allowing it to transform as needed.

DAMPENING OVERLAY

Prerequisite: 5th level

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

DARKVISION VISOR

Prerequisite: Armor

While wearing your modified armor, you have darkvision to a range of 60 feet. If you already have darkvision, this modification increases its range by 30 feet.

ENHANCED ENDURANCE

Prerequisite: Armor

When you are reduced to 0 hit points while wearing your modified armor but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

ELECTROSHOCK SHIELD

Prerequisite: Heavy Shield

You install electroshockers in your shield. Whenever an enemy misses you with a melee attack, you can use your reaction to do 1d4 + your Intelligence modifier lightning damage to the attacker.

FLIGHT

Prerequisite: 9th level, Armor

You integrate a propulsion system into your modified armor. While wearing your modified armor you have an enhanced flying speed of 30 feet.

GRAPPLING HARPOON

Prerequisite: Armor

Your modified armor gains an integrated grappling harpoon set into your gauntlet. With this harpoon, you can make a ranged weapon attack with a range of 30/60. On a hit, it deals 1d6 kinetic damage. This attack can target a surface, object, or creature.

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

While the harpoon is deployed, you can use your bonus action to activate the reel, pulling yourself to the location if the target is larger than you. A creature or object your size or smaller 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 harpoon as an action.

HEAVY SUIT
Prerequisite: 5th level, Heavy Armor
You enhance your suit, making it difficult to move. As a bonus action, you can anchor your feet to the ground. While anchored, your speed is 0, you have advantage on Strength checks and Strength saving throws, and you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

INFILTRATION SUIT
Prerequisite: Light or Medium Armor
You install a cloaking device in your modified armor. This device has 2 charges. As an action you can use 1 charge to cast *infiltrate* targeting yourself.

The cloaking device regains all expended charges after a long rest.

OVERLOAD SHIELD
Prerequisite: Light or Medium Shield Generator
You modify your shield generator to overload. As an action you can overload your shield generator. Each Large or smaller creature within 5 feet of you must make a Dexterity or Strength saving throw (their choice) against your tech save DC. On a failed save, they are pushed back 5 feet and knocked prone.

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

POWER FIST
Prerequisite: Armor
You modify your modified armor gauntlet with increased reinforcement and weight. Your modified armor's unarmed strike deals 1d4 kinetic damage.

Additionally, when you take the Attack action and make an unarmed attack, you can make an additional unarmed attack as a bonus action.

PROTOTYPE POWER FIST
Prerequisite: 7th level, Armor
Prerequisite: Power Fist
You further modify your modified armor gauntlet with increased reinforcement and weight. Your modified armor's unarmed strike deals 1d6 kinetic damage and has the following property.

If you or your target move at least 10 feet in a straight line immediately before making an unarmed attack, the first unarmed attack you make deals additional damage equal to your Intelligence modifier.

RESISTANCE
Prerequisite: Armor
You tune your modified armor against certain forms of damage. Choose acid, cold, fire, ion, lightning, or sonic damage. While wearing your modified armor 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.

SEALED SUIT
Prerequisite: 5th level, Armor
As a bonus action you can hermetically seal your modified armor, giving you an air supply for up to 1 hour and making you immune to poison (but not curing you of existing poisoned conditions). Your armor regains 1 minute of air for every minute that you are not submerged and the armor is not sealed.

Additionally, while you are wearing your modified armor you are considered adapted to cold and hot climates as well as high altitude, as described in chapter 5 of the Dungeon Master's Guide.

SENTIENT ARMOR
Prerequisite: 13th level
Prerequisite: Artificially Intelligent
Your artificial intelligence has learned to control the suit without you being in it. It is now a valid target of the *tracker droid interface* tech power.

While your armor is acting independently, it uses your ability scores, saving throws, and skills, and it has hit points equal to your engineer level. If reduced to 0 hit points, it falls directly to the ground, and it can not be equipped again until you finish a long rest.

SHIELD AMPLIFIER
Prerequisite: Medium Shield Generator
You modify your medium shield generator to project outward. As a bonus action you can amplify your medium shield generator until the start of your next turn. Each creature within 5 feet of you gains a bonus to AC equal to your shield's bonus.

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

SHIELD COVER
Prerequisite: Heavy Shield
You modify your heavy shield to be used as a portable source of cover. As a bonus action you can anchor your heavy shield to the ground. While anchored, your heavy shield provides three-quarters cover, but can not be moved. You can unanchor using a bonus action.

TECH BLAST
Prerequisite: Armor
You modify your modified armor gauntlet to allow you to make a ranged tech attack. The weapon fires blasts of energy which deal 1d8 + your Intelligence modifier energy damage with a range of 30 feet. When you would make a ranged weapon attack, you can use this ranged tech attack in place of it.

WEAPON INTEGRATION
Prerequisite: Medium or Heavy Armor
You can integrate a single weapon that weighs no more than 8 lb. into your armor. While integrated, that weapon gains the *hidden* property. Additionally, you have advantage on Strength saving throws to avoid being disarmed.

ARMSTECH ENGINEERING

Those engineers who choose the Armstech Engineeering discipline focus on the skill of constructing and modifying blasters and vibroweapons.

BONUS PROFICIENCIES

When you choose this discipline at 3rd level, you gain proficiency in armstech's tools, medium armor, martial blasters, and martial vibroweapons. Additionally, when you engage in crafting with armstech's tools, the rate at which you craft doubles.

MODIFIED WEAPONRY

Also at 3rd level, you learn to modify one unenhanced weapon with which you are proficient utilizing your armstech experience. Over the course of a long rest, you can expend materials equal to half the cost of a weapon in order to modify it. You must have the weapon, materials, and armstech's tools in order to perform this modification.

Your modified weapon is enhanced, 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 weapon 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 modified weapons. The total modification slots are split across the two weapons.

CLOSE CALL

Lastly at 3rd level, when you make an attack roll with your modified weapon and miss, you can expend one use of your Potent Aptitude to attempt to turn that miss into a hit. Roll the die and add it to the attack roll.

ARMSTECH'S STRIKE

Beginning at 6th level, once per round, when you deal damage to a creature with your modified weapon, you can increase the damage by 1d6. The damage is of the same type as the weapon's damage.

The damage increases to 2d6 at 11th level and 3d6 at 17th level.

TARGETING MATRIX

At 14th level, when you cast a tech power that allows you to force creatures in an area to make a saving throw, you can instead make an attack roll with your modified weapon against a single target that would be in the range of the power. On a hit, the target suffers the effects as though they failed their saving throw. If the power would affect more than one creature, it instead affects only one.

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

ARMSTECH'S SALVO

Starting at 18th level, when you use your Targeting Matrix feature, and the tech power would affect more than one creature, you can instead attack each affected creature that would be in the range of the power. Make a separate attack roll for each target. On a hit, each target suffers the effects as though they failed their saving throw.



ARMSTECH 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.

ACCURACY SCOPE

Prerequisite: 5th level, Blaster
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.

AMPLIFYING BARREL

Prerequisite: 5th level, Blaster
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.

AUGMENTED STEPS

Once per turn, when you deal damage with your modified weapon, your walking speed increases by 10 feet until the start of your next turn, and the damaged creature can't make opportunity attacks against you for the rest of your turn.

BAYONET

Prerequisite: Blaster
You affix a short blade to the barrel of your modified blaster weapon, allowing you to make a melee weapon attack with it. The blade is a melee weapon with the *finesse* property that you are proficient with, and deals 1d6 kinetic damage.

BURST FIRE

Prerequisite: 9th level, Blaster
Your weapon gains the *burst* property, with a burst number equal to half its capacity.

BOOMING STRIKES

Prerequisite: 7th level
You pack extra power into your modified weapon. Once per turn, when you hit with the weapon, you can deal an additional 1d6 damage. If you do so, the weapon makes a loud boom which can be heard 100 feet away. If you are hidden, Intelligence (Investigation) and Wisdom (Perception) checks made to locate you that rely on sound have advantage.

COLLAPSIBLE HILT

Prerequisite: Vibroweapon
You install an expandable hilt on your modified weapon. Your modified weapon gains the *reach* property.

CONTOURED GRIP

Prerequisite: 5th level, Vibroweapon
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.

EXPANDED MAGAZINE

Prerequisite: Blaster
Your modified weapon can hold two power cells at a time, allowing you to expend both before a reload is required. You can only reload one power cell at a time.

FLASHLIGHT

You affix a targeted light to your weapon. As a bonus action, you can toggle the light on or off. While on, your weapon sheds bright light in a 60-foot cone.

HARPOON REEL

Prerequisite: 5th level
You install a secondary firemode that launches a harpoon attached to a tightly coiled cord. With this harpoon, you can make a ranged weapon attack with a range of 30/60. On a hit, it deals 1d6 kinetic damage. This attack can target a surface, object, or creature.

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

While connected in this manner, 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 harpoon as an action.

IMBUE WEAPON

Prerequisite: 9th level
You modify your weapon to carry a charge. Over the course of a short rest, you can cast an at-will tech power, channeling it into your weapon. The next time you hit with your weapon, the stored power is released. If the power would require an attack roll, make a tech attack roll. If the power would require a saving throw, the target must make the saving throw as normal. On a hit, or a failure, the target suffers the power's normal effects.

INTEGRATED MAGAZINE

Prerequisite: Expanded Magazine
Your modified weapon can hold three power cells at a time, and you can replace all three power cells with the same action.

JAGGED EDGE

Prerequisite: Vibroweapon
When you critically hit with the weapon, you deal an additional 1d8 kinetic damage.

KEEN EDGE

Prerequisite: 11th level
Prerequisite: Jagged Edge
Your weapon now scores a critical hit on a roll of 19 or 20.

NEUTRONIUM EDGE

Prerequisite: 5th level, Vibroweapon
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.

OVERCHARGE WEAPON
Prerequisite: 11th level
Prerequisite: Booming Strikes
You gain the ability to channel your tech power to enhance your weapon's damage. You can expend one tech slot to deal additional damage to the target. The extra damage is 1d6 for a 1st-level tech slot, plus 1d6 for each slot level higher than 1st, to a maximum of 5d6. The damage is the same type as the weapon damage. If you also use your Booming Strikes with an attack, you add this damage to the extra damage of your Booming Strikes.

POWER LOOP
Prerequisite: 7th level
When you hit with the weapon, you can choose channel the energy generated, gaining temporary hit points equal to half the damage dealt.
Once you've used this feature, you must complete a long rest before you can use it again.

RETURNING WEAPON
Prerequisite: Vibroweapon
You install a retractible chain in your modified vibroweapon. If the weapon does not already have the *thrown* property, it gains it with a range of 20/60. Additionally, when you throw the weapon, it immediately returns to your hand.

SCREENING WEAPON
You modify your modified weapon with a sound dampening module. When you make a weapon attack with your weapon while hidden, Investigation and Perception checks made to locate you that rely on sound have disadvantage.

SIEGE WEAPON
You modify your weapon to be more effective against barriers. Your weapon deals double damage against structures.

SHOCK ABSORBER
You add a reclamation device to your modified weapon to gather energy from the surroundings when it is present. While wielding your modified weapon, you can cast the *absorb energy* tech power and the power's extra damage applies to both melee and ranged weapon attacks.

SHOCK HARPOON
Prerequisite: 9th level
Prerequisite: Harpoon Reel
After hitting a creature with the harpoon fire mode, you can use the connection to deliver an at-will tech power. As a bonus action, you can cast an at-will tech power at the target as if you were standing in the target's space. If the power requires a saving throw, the target has disadvantage.
Once you've used this feature, you can't use it again until you recover the harpoon.

SHOCKING STRIKE
Prerequisite: 9th level, Vibroweapon
When you hit with the weapon, you can create an electronic burst. Each creature in a 15-foot cone centered on the creature you hit must make a Dexterity saving throw against your tech save DC, taking 1d8 lightning damage on a failed save or half as much on a successful one.
Once you've used this feature, you must complete a long rest before you can use it again.

SNAP FIRE
Prerequisite: 9th level, Blaster
You modify your modified blaster weapon for quick shots. You can use your reaction to take a opportunity attack with your modified weapon if an enemy comes within 10 ft of you. You have disadvantage on this attack.

STAGGERING STRIKE
Prerequisite: Vibroweapon
When you hit with the weapon, you can force the target to make a Strength saving throw. On a failed save, the creature is pushed back 10 feet and knocked prone.
Once you've used this feature, you must complete a short or long rest before you can use it again.

SUBDUED RECOIL
Prerequisite: Blaster
You install a recoil dampener in your modified blaster, removing the *strength* property from it.

TRACKER
Prerequisite: 5th level
You add a tracking mechanism to your modified weapon. The tracker has 3 charges. As an action you can use 1 charge to cast *target lock*. As an action you can use 2 charges to cast *detect invisibility*.
The tracker regains all expended charges after a long rest.

TRUELIGHT
Prerequisite: 11th level
Prerequisite: Flashlight
When toggled on, your flashlight now automatically dispels illusions and can detect invisibility, as with truesight.

VENOMOUS WEAPON
Prerequisite: 7th level, Vibroweapon
As a bonus action, you can coat your weapon in a thin layer of poison for 1 minute. The next time you hit with the weapon, the creature must make a Constitution saving throw against your tech save DC. On a failed save, a creature takes 1d10 poison damage and becomes poisoned for 1 minute.
Once you've used this feature, you must complete a long rest before you can use it again.

ASTROTECH ENGINEERING

Those engineers who choose the Astrotech Engineering discipline focus on crafting and upgrading their droid companions.

BONUS PROFICIENCIES

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

DROID COMPANION

Also at 3rd level, you learn to employ all the knowledge you've accumulated to create and customize your own personalized droid companion.

Choose your droid, which is detailed at the end of this discipline. Over the course of 8 hours, which can be done during a long rest, you can expend 500 cr worth of materials to finally finish your droid.

If your droid is irreparable destroyed, or you want to interface with a different droid, you can spend an additional 250 credits and 1 hour to change the target of this feature. You may only have one droid companion at a time.

Your droid gains a variety of benefits while it is interfaced with you:

- The droid 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 droid acts on its own.
- Your droid's level equals your engineer level, and for each engineer level you gain after 3rd, your droid companion gains an additional Hit Die and increases its hit points accordingly.
- Your droid has the proficiency bonus of a player character of the same level.
- Whenever you gain the Ability Score Improvement class feature, your droid's abilities also improve. Your droid 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 droid can't increase an ability score above 20 using this feature unless its description specifies otherwise.
- Your droid can not wear armor, but you can have the armor professionally integrated into its chassis. Over the course of a long rest, you can expend materials equal to half the cost of the armor in order to integrate it into your droid. Your droid must be proficient in armor in order to have it integrated.
- Your droid is a valid target of the *tracker droid interface* tech power.

Additionally, you can modify your droid. Your droid companion 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).

POTENT INTEGRATION

Lastly at 3rd level, when your droid makes an attack roll, you can use your reaction to expend one use of your Potent Aptitude to give it a boost. Roll the die and add it to both the attack and damage rolls, if the attack hits.

COORDINATED ATTACK

Beginning at 6th level, when you take the Attack action, if your companion can see you, it can use its reaction to make a weapon attack against the same creature.

DROID DEFENSE

At 14th level, while your droid can see you, it has advantage on all saving throws.

SUPERIOR DROID DEFENSE

Starting at 18th level, whenever an attacker that your droid can see hits it with an attack, it can use its reaction to halve the attack's damage against it.



ASTROTECH 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 POWER CORE

Prerequisite: 7th level, d10 Hit Die
You greatly improve the power core of your droid. Its Hit Die becomes a d12.

ALARM PROTOCOL

You install an alarm module in your droid, granting the following benefits:

- Your droid gains a +5 bonus to initiative.
- You can't be surprised while your droid is conscious.

ARM CANNONS

You install dual arm cannons in your droid. The arm cannons have 2 charges. As an action, your droid can use charges to cast the *overload* tech power, using 1 charge per level. The saving throw is made against your droid's tech save DC (8 + Intelligence modifier + proficiency bonus).

You can choose this modification multiple times. Each time you do so, the arm cannons gain another charge, to a maximum of 4. The arm cannons regain all charges after a long rest.

BACK-UP PROTOCOL

Prerequisite: 7th level, Class Four Droid
You install an emergency protocol in your droid, prompting a quick reboot after critical damage is taken. If your droid would be reduced to 0 hit points, it instead is reduced to 1.

Once your droid uses this feature, it must finish a short or long rest before it can use it again.

CHARISMA CHIP

Prerequisite: Class Three Droid
You install a charisma chip in your droid granting the following benefit:

- When an ally your droid can see makes an ability check, attack roll, or saving throw, your droid can use its reaction to give them advantage on the roll. Once your droid uses this ability, it can't use it again until it finishes a short or long rest. You install the newest social interaction chip to your droid. Your droid has advantage on Charisma (Performance) checks.

CELERITY AUGMENT

You augment your droid to move a little faster. Your droid's speed increases by 5 feet.

You can choose this modification twice.

DURABILITY MODULE

You enhance your droid's durability, granting the following benefits:

- When your droid rolls a Hit Die to regain hit points, the minimum number of hit points your droid can regain from the roll equals twice your droid's Constitution modifier (minimum of 2).
- Your droid's hit point maximum increases by an amount equal to twice its level when you install this protocol. Whenever your droid gains a level thereafter, its hit point maximum increases by an additional 2 hit points.

EMERGENCY MODE

Prerequisite: 15th level, Class Four Droid
Prerequisite: Back-Up Protocol
You modify your droid's back-up protocol. When your droid's back-up protocol is initiated, it can immediately use its reaction to make one attack roll against a target within range. If the target is the source of the damage that reduced your droid to 0, the attack roll has advantage.

ENERGY SHIELD

You install an energy shield in your droid. The energy shield has 1 charge. As an action, your droid can use 1 charge to cast the *energy shield* tech power.

You can choose this modification multiple times. Each time you do so, the energy shield gains another charge, to a maximum of 3. The energy shield regains all expended charges after a long rest.

EXPERTISE PROTOCOL

Prerequisite: 5th level
You install a protocol in your droid that grants it expertise in a skill. Choose a skill that your droid is proficient in. Your droid gains expertise in it.

FALSE COMBUSTION

Prerequisite: Class Two Droid
You install a panic protocol in your droid. As a reaction in response to taking damage, your droid can feign an explosion. For 1 minute, your droid appears to be destroyed to all outward inspection. A creature can use its action to inspect the droid and make an Intelligence (Investigation) check against your droid's tech save DC (8 + Intelligence modifier + proficiency bonus). If it succeeds, it becomes aware that the target is disguised.

FIGHTING STYLE PROTOCOL

Your droid adopts a particular style of fighting as its specialty. Choose one of the Fighting Style options, detailed in chapter 6. Your droid can't take a Fighting Style option more than once, even if it later gets to choose again.

FLAMETHROWER

You install a flamethrower in your droid. The flamethrower has 1 charge. As an action, your droid can cast the *jet of flame* tech power or use 1 charge to cast the *flame sweep* tech power at 1st level. The saving throw is made against your droid's tech save DC (8 + Intelligence modifier + proficiency bonus).

You can choose this modification multiple times. Each time you do so, the flamethrower gains another charge, to a maximum of 3. If the flamethrower has multiple charges, you can use multiple charges to cast *flame sweep* at a higher level, 1 point per charge. The flamethrower regains all expended charges after a long rest.

FOUR-ARMED COMBATANT

Prerequisite: 9th level, Class Four Droid

You install two additional arms to improve your droid's combat capabilities, granting it four arms which it can use independently of one another. Your droid can only gain the benefit of items held by two of its arms at any given time, and once per round your droid can switch which arms it is benefiting from (no action required).

When your droid hits a creature with a melee weapon attack on its turn, it can use a bonus action to attempt to grapple the target.

While your droid has at least 3 arms free, it has a climbing speed equal to its walking speed.

HEAVY PLATING

Prerequisite: Medium Armor proficiency

Your droid gains proficiency in heavy armor. If your droid is already proficient in heavy armor, instead kinetic and energy damage that your droid takes from unenhanced weapons is reduced by an amount equal to its proficiency bonus.

LIGHT PLATING

Your droid gains proficiency in light armor. If your droid is already proficient in light armor, instead your droid's speed increases by 5 feet while light armor is integrated.

MEDIUM PLATING

Prerequisite: Light Armor proficiency

Your droid gains proficiency in medium armor. If your droid is already proficient in medium armor, the maximum Dexterity bonus your droid can add to AC increases to 3 from 2 while medium armor is integrated.

OBSERVANT PROTOCOL

Prerequisite: 7th level

Prerequisite: Alarm Protocol

You modify the alarm module in your droid, granting the following benefits:

- If your droid can see a creature's mouth while it is speaking a language it understands, your droid can interpret what it's saying by reading its lips.
- Your droid has a +5 bonus to its passive Wisdom (Perception) and passive Intelligence (Investigation) scores.

PERFORMANCE PROTOCOL

Prerequisite: 7th level, Class Three Droid

You modify your droid's charisma chip, granting the following benefits:

- Your droid has advantage on Charisma (Performance) checks.
- Your droid can also use its bonus action to motivate an ally within 30 feet of it. Until the start of your droid's next turn, the ally can add the droid's Charisma modifier (minimum of +1) to the first attack roll, ability check, or saving throw they make. Your droid can use this feature a number of time equal to its Charisma modifier, and it regains all expended uses after it completes a long rest.

PREMIUM POWER CORE

You improve the power core of your droid. Its Hit Die becomes a d8.

PROFICIENCY PROTOCOL

You install a protocol in your droid that grants it proficiency in a tool or skill. Your droid gains proficiency in a tool or skill of your choice.

PROTOTYPE POWER CORE

Prerequisite: d8 Hit Die

You further improve the power core of your droid. Its Hit Die becomes a d10.

REPULSOR COIL

Prerequisite: 7th level, Class Two Droid

You install repulsor coils in your droid's legs. Your droid gains a flight speed equal to its walking speed.

SENSOR AUGMENTATION

You augment your droid with an advanced sensor, granting the following benefits:

- Your droid has advantage on Wisdom (Perception) and Intelligence (Investigation) checks made to detect the presence of secret doors.
- Your droid has advantage on saving throws made to avoid or resist traps.
- Your droid has resistance to the damage dealt by traps.
- Your droid can search for traps while traveling at a normal pace, instead of only at a slow pace.

STUN RAY

You install a stun ray in your droid. The stun ray has 1 charge. As an action, your droid can use 1 charge to cast the *hold droid* or *paralyze humanoid* tech power. The saving throw is made against your droid's tech save DC (8 + Intelligence + proficiency).

You can choose this modification multiple times. Each time you do so, the stun ray gains another charge, to a maximum of 3. The stun ray regains all expended charges after a long rest.

TECHCASTING PROTOCOL

Your droid learns two at-will tech powers, and one 1st-level tech power, which it casts at its lowest level. Once your droid casts it, your droid must finish a long rest before it can cast it again. Intelligence is your droid's techcasting ability for these powers. It does not require use of a wristpad for these powers.

TOUGHNESS MODULE

Prerequisite: 11th level

Prerequisite: Durability Module

You modify the durability module in your droid, granting the following benefit:

- Your droid becomes proficient in Constitution saving throws. If it is already proficient, it becomes proficient in another saving throw of your choice.
- Whenever your droid takes the Dodge action in combat, it can spend one Hit Die to heal itself. Roll the die, add its Constitution modifier, and it regains a number of hit points equal to the total (minimum of one).

GENERATING YOUR DROID

Choosing your droid companion is an integral part of being an Astrotech Engineer. The class of droid you choose determines their features. Class two, three, and four droids are all appropriate options, with their statistics listed below.

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

DROID FEATURES

All droids share the following features.

RESISTANCES AND VULNERABILITIES

Droid Resistances: Your droid is resistant to necrotic, poison, and psychic damage, and immune to poison and disease.

Droid Vulnerabilities: Your droid is vulnerable to ion damage. Additionally, your droid has disadvantage on saving throws against effects that would deal ion or lightning damage.

TRAITS

Creature Type: Droid

CLASS TWO DROID

Class two droids are programmed for engineering and other technical sciences. They differed from class one droids because they applied the science to real-life situations. Class two droids were rarely equipped with Basic vocabulators, instead communicating through Binary. Class two droids are astromech droids, exploration droids, environmental droids, engineering droids, and maintenance droids.

As a class two droid, your droid companion has the following features.

HIT POINTS

Hit Dice: 1d6 per class two droid level
Hit Points at 1st Level: 6 + your droid's Constitution modifier
Hit Points at Higher Levels: 1d6 (or 4) + your droid's Constitution modifier per class two droid level after 1st

PROFICIENCIES

Armor: Light armor plating, medium armor plating
Weapons: Simple blasters and simple vibroweapons with the *light* property
Tools: Your choice of demolition's kit, security kit, or slicer's kit

Languages: Class two droids can speak, read, and write Binary. They can understand spoken and written Galactic Basic and one language of your choice, but they can not speak it.
Saving Throws: Dexterity, Intelligence
Skills: Two of your choice

FEATURES

Size: Small
Speed: 25 ft.

CLASS THREE DROID

Class three droids are programmed to interact with humans. They are said to be the most advanced droids ever invented. Class three droids are protocol droids, servant droids, tutor droids, and child care droids.

As a class three droid, your droid companion has the following features.

HIT POINTS

Hit Dice: 1d8 per class three droid level
Hit Points at 1st Level: 8 + your droid's Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your droid's Constitution modifier per class three droid level after 1st

PROFICIENCIES

Armor: Light armor plating
Weapons: All blasters, All vibroweapons
Tools: None

Languages: Class three droids can speak and understand all registered languages.
Saving Throws: Wisdom, Charisma
Skills: None

FEATURES

Size: Medium
Speed: 25 ft.

CLASS FOUR DROID

Class four droids are programmed to fight. Almost all class four droids carry weapons. Armed combat droids are among the first droids ever created. Class four droids are security droids, gladiator droids, battle droids, and assassin droids.

As a class four droid, your droid companion has the following features.

HIT POINTS

Hit Dice: 1d8 per class four droid level
Hit Points at 1st Level: 8 + your droid's Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your droid's Constitution modifier per class four droid level after 1st

PROFICIENCIES

Armor: All armor plating
Weapons: All blasters, All vibroweapons
Tools: None

Languages: Class four droids can speak, read, and write Binary, Galactic Basic, and one language of your choice.
Saving Throws: Strength, Constitution
Skills: None

FEATURES

Size: Medium
Speed: 30 ft.

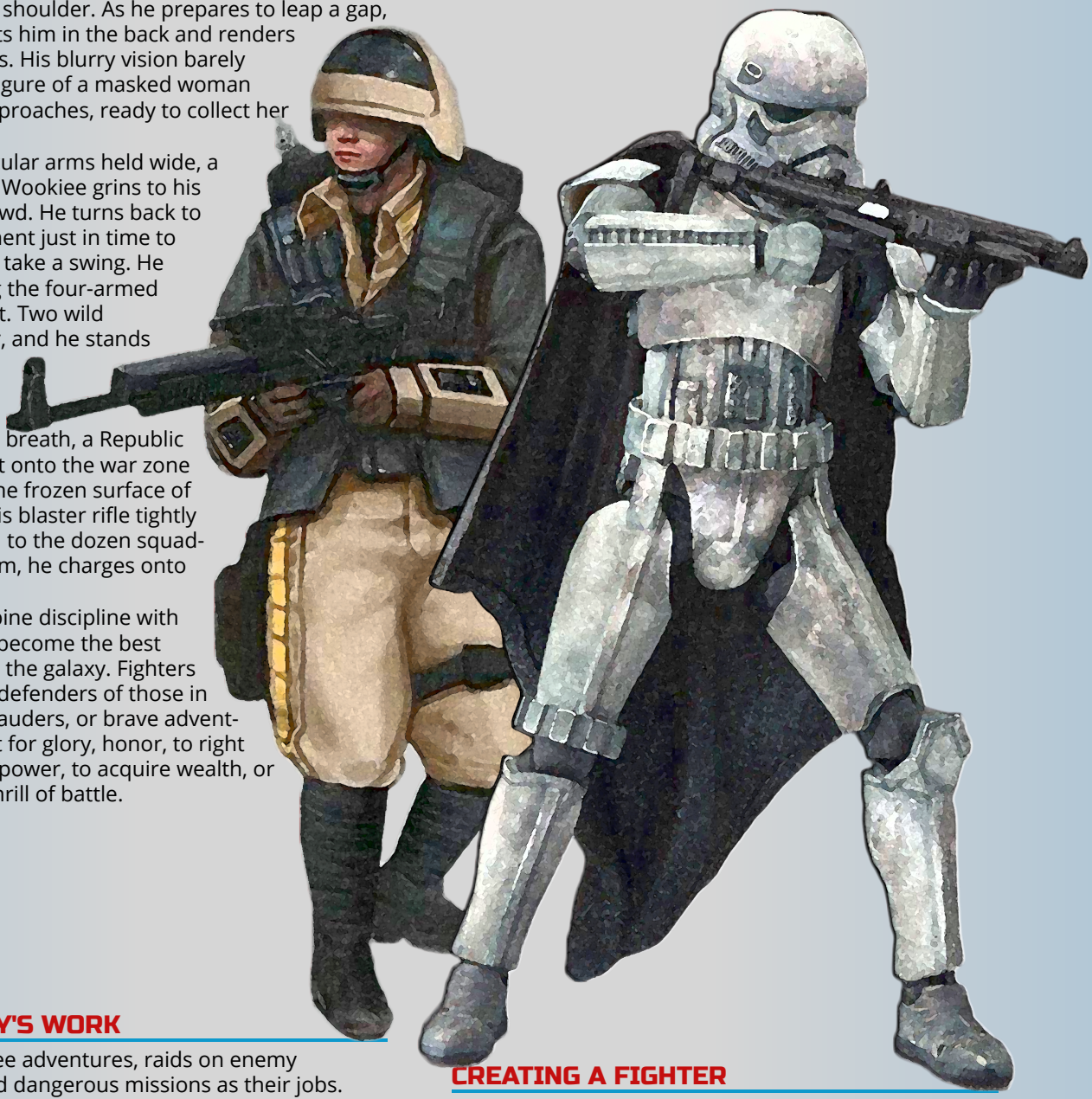
FIGHTER

A Trandoshan runs frantically across rooftops, constantly looking over his shoulder. As he prepares to leap a gap, a blaster bolt hits him in the back and renders him unconscious. His blurry vision barely makes out the figure of a masked woman who casually approaches, ready to collect her bounty.

With his muscular arms held wide, a grizzled-looking Wookiee grins to his bloodthirsty crowd. He turns back to his arena opponent just in time to see the Besalisk take a swing. He ducks, punching the four-armed fighter in the gut. Two wild haymakers later, and he stands alone as the gladiatorial champion.

Taking a deep breath, a Republic soldier looks out onto the war zone waging across the frozen surface of Ilum. He grips his blaster rifle tightly then, with a nod to the dozen squad-mates beside him, he charges onto the battlefield.

Fighters combine discipline with martial skills to become the best pure warriors in the galaxy. Fighters can be stalwart defenders of those in need, cruel marauders, or brave adventurers. They fight for glory, honor, to right wrongs, to gain power, to acquire wealth, or simple for the thrill of battle.



ALL IN A DAY'S WORK

Many fighters see adventures, raids on enemy strongholds, and dangerous missions as their jobs. Some want to defend those who can't defend themselves while others seek to use their muscle to carve their own place of importance in the galaxy. Fighters can take the form of guards, champions, bounty hunters, enforcers, mercenaries, freedom fighters, or simply armed explorers.

CODE RED

Most fighters come to the profession after receiving at least some amount of formal training from a military organization. Some attend formal academies; others are self-taught and well tested. A fighter may have taken up his weapon to escape a mundane life while another may be following a proud family tradition. Whatever their origins, most fighters share an unshakeable loyalty. Fighters follow orders with little hesitation, as failure can often mean death.

CREATING A FIGHTER

While creating your fighter character, consider where your loyalties lie. You could be part of a formal military, one of countless troopers fighting for your enterprise. Perhaps you are a gun-for-hire, traveling the galaxy in search of your next gig. What weapons do you prefer and specialize in? Who or what do you fight for? Do you have aspirations of a life beyond the battlefield, or have you been at war so long you know of nothing else?

QUICK BUILD

You can make a fighter quickly by following these suggestions. First, make Strength or Dexterity your highest ability modifier, depending on whether you want to focus on melee combat or on ranged weapons (or finesse weapons). Your next-highest score should be Constitution. Second, choose the soldier background.

THE FIGHTER

Level	Proficiency Bonus	Features	Superiority Dice	Maneuvers Known
1st	+2	Fighting Style, Second Wind	—	—
2nd	+2	Action Surge (one use), Combat Superiority	2	2
3rd	+2	Fighter Specialty	2	2
4th	+2	Ability Score Improvement	2	2
5th	+3	Extra Attack	2	2
6th	+3	Ability Score Improvement	2	2
7th	+3	Fighter Specialty feature	3	3
8th	+3	Ability Score Improvement	3	3
9th	+4	Indomitable (one use)	3	3
10th	+4	Fighter Specialty feature	3	3
11th	+4	Greater Extra Attack	3	4
12th	+4	Ability Score Improvement	3	4
13th	+5	Indomitable (two uses)	3	4
14th	+5	Ability Score Improvement	3	4
15th	+5	Fighter Specialty feature	4	5
16th	+5	Ability Score Improvement	4	5
17th	+6	Action Surge (two uses), Indomitable (three uses)	4	5
18th	+6	Fighter Specialty feature	4	5
19th	+6	Ability Score Improvement	4	5
20th	+6	Master of Combat	4	5

CLASS FEATURES

As a fighter, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per fighter level
Hit Points at 1st Level: 10 + your Constitution modifier
Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per fighter level after 1st

PROFICIENCIES

Armor: All armor
Weapons: All blasters, all vibroweapons
Tools: None

Saving Throws: Strength, Constitution
Skills: Choose two skills from Acrobatics, Animal Handling, Athletics, Lore, Insight, Intimidation, Perception, and Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- *(a)* light battle armor or *(b)* combat suit, blaster rifle, and two power cells
- *(a)* a martial vibroweapon and a light or medium shield generator or *(b)* two martial vibroweapons
- *(a)* a hold-out and a power cell or *(b)* two vibrodaggers
- *(a)* a dungeoneer's pack or *(b)* an explorer's pack

VARIANT: STARTING WEALTH

In lieu of the equipment granted by your class and background, you can elect to purchase your starting gear. If you do so, you receive no equipment from your class and background, and instead roll for your starting wealth using the criteria below:

Class	Funds
Fighter	1,000 + 5d4 x 100 cr

FIGHTING STYLE

Beginning at 1st level, you adopt a particular style of fighting as your specialty. Choose one of the 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.

SECOND WIND

You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d 10 + your fighter level.

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

ACTION SURGE

Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action.

Once you've used this feature, you must finish a short or long rest before you can use it again. Starting at 17th level, you can use it twice before a rest, but only once on the same turn.

COMBAT SUPERIORITY

Also at 2nd level, you learn maneuvers that are fueled by special dice called superiority dice.

MANEUVERS

You learn two maneuvers of your choice, which are detailed under "Maneuvers" below, and you earn more at higher levels, as shown in the Maneuvers Known column of the fighter class table. Many maneuvers enhance an attack in some way. You can use only one maneuver per attack, and you may only use each maneuver once per turn.

Each time you learn new maneuvers, you can also replace one maneuver you know with a different one.

SUPERIORITY DICE

You have two superiority dice, which are d4s, and you earn more at higher levels, as shown in the Superiority Dice column of the fighter class table. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest.

SAVING THROWS

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

Maneuver save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

MANEUVERS

The maneuvers are presented in alphabetical order.

COMMANDER'S STRIKE

When you take the Attack action on your turn, you can forgo one of your attacks and 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 and expend one superiority die. That creature can immediately use its reaction to make one weapon attack, adding the superiority die to the attack's damage roll.

DISARMING ATTACK

When you hit a creature with a weapon attack, you can expend one superiority die to attempt to disarm the target, forcing it to drop one item of your choice that it's holding. You add the superiority die to the attack's damage roll, and the target must make a Strength saving throw. On a failed save, it drops the object you choose. The object lands at its feet.

DISTRACTING STRIKE

When you hit a creature with a weapon attack, you can expend one superiority die to distract the creature, giving your allies an opening. You add the superiority die to the attack's damage roll. The next attack roll against the target by an attacker other than you has advantage if the attack is made before the start of your next turn.

EVASIVE FOOTWORK

When you move, you can expend one superiority die, rolling the die and adding the number rolled to your AC until you stop moving.

FEINTING ATTACK

You can expend one superiority die and use a bonus action on your turn to feint, choosing one creature within 5 feet of you as your target. You have advantage on your next attack roll against that creature. If that attack hits, add the superiority die to the attack's damage roll.

GOADING ATTACK

When you hit a creature with a weapon attack, you can expend one superiority die to attempt to goad the target into attacking you. You add the superiority die to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, the target has disadvantage on all attack rolls against targets other than you until the end of your next turn.

LUNGING ATTACK

When you make a melee weapon attack on your turn, you can expend one superiority die to increase your reach for that attack by 5 feet. If you hit, you add the superiority die to the attack's damage roll.

MANEUVERING ATTACK

When you hit a creature with a weapon attack, you can expend one superiority die to maneuver one of your comrades into a more advantageous position. You add the superiority die to the attack's damage roll, and you choose a friendly creature who can see or hear you.

That creature can use its reaction to move up to half its speed without provoking opportunity attacks from the target of your attack.

MENACING ATTACK
When you hit a creature with a weapon attack, you can expend one superiority die to attempt to frighten the target. You add the superiority die to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, it is frightened of you until the end of your next turn.

PARRY
When another creature damages you with a melee attack, you can use your reaction and expend one superiority die to reduce the damage by the number you roll on your superiority die + your Dexterity modifier.

PRECISION ATTACK
When you make a weapon attack roll against a creature, you can expend one superiority die to add it to the roll. You can use this maneuver before or after making the attack roll, but before any effects of the attack are applied.

PUSHING ATTACK
When you hit a creature with a weapon attack, you can expend one superiority die to attempt to drive the target back. You add the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you push the target up to 15 feet away from you.

RALLY
On your turn, you can use a bonus action and expend one superiority die to bolster the resolve of one of your companions. When you do so, choose a friendly creature who can see or hear you. That creature gains temporary hit points equal to the superiority die roll + your Charisma modifier.

RIPOSTE
When a creature misses you with a melee attack, you can use your reaction and expend one superiority die to make a melee weapon attack against the creature. If you hit, you add the superiority die to the attack's damage roll.

SWEEPING ATTACK
When you hit a creature with a melee weapon attack, you can expend one superiority die to attempt to damage another creature with the same attack. Choose 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 the number you roll on your superiority die. The damage is of the same type dealt by the original attack.

TRIP ATTACK
When you hit a creature with a weapon attack, you can expend one superiority die to attempt to knock the target down. You add the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you knock the target prone.

FIGHTER SPECIALTY
At 3rd level, you choose a specialty that you strive to emulate in your combat styles and techniques, which is detailed at the end of the class description. The archetype you choose grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

ABILITY SCORE IMPROVEMENT
When you reach 4th level, and again at 6th, 8th, 12th, 14th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. Alternatively, you can choose a feat (see Chapter 6 for a list of feats).

EXTRA ATTACK
Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

INDOMITABLE
Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

You can use this feature twice between long rests starting at 13th level and three times between long rests starting at 17th level.

GREATER EXTRA ATTACK
Beginning at 11th level, you can attack three times, instead of once, whenever you take the Attack action on your turn.

Additionally, when you use a bonus action to engage in two-weapon fighting, you can make two attacks instead of one.

MASTER OF COMBAT
At 20th level, you are the master of combat. Your Strength or Dexterity score increases by 2, and your Constitution score increases by 2. Your maximum for those scores increases by 2.

Additionally, you can attack four times, instead of once, whenever you take the Attack action on your turn.

FIGHTER SPECIALTIES
Different fighters choose different approaches to perfecting their fighting prowess. The fighter specialty you choose to emulate reflects your approach.

ASSAULT SPECIALIST

Those fighters who choose to become Assault Specialists focus on the development of raw physical power honed to deadly perfection. Assault Specialists combine rigorous training with physical excellence to deal devastating blows.

BRUTE FORCE

When you choose this specialty at 3rd level, whenever you hit with a weapon that you're proficient with and deal damage, the weapon's damage increases by an amount based on your level in this class, as shown on the Assault Bonus Damage table.

Assault Bonus Damage

Level	Bonus Damage
3rd	1d4
10th	1d6
16th	1d8
20th	1d10

BRUTISH DURABILITY

Beginning at 7th level, whenever you make a saving throw, roll 1d6 and add the die to your saving throw total. If applying this bonus to a death saving throw increases the total to 20 or higher, you gain the benefits of rolling a 20 on the d20.

ADDITIONAL FIGHTING STYLE

At 10th level, you can choose a second Fighting Style option.

DEVASTATING CRITICAL

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

SURVIVOR

At 18th level, you attain the pinnacle of resilience in battle. At the start of each of your turns, you regain hit points equal to 5 + your Constitution modifier if you have no more than half of your hit points left. You don't gain this benefit if you have 0 hit points.



SHIELD SPECIALIST

Those fighters who choose to become Shield Specialists train to bolster those around them. They can inspire their allies with renewed vigor, lifting them to new heights, while simultaneously protecting them from harm.

TECHCASTING

When you choose this specialty 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 Shield Specialist 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 fighter level (rounded up), as shown in the Tech Points column of the Shield Specialist 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 Shield Specialist 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.

RALLYING CRY

Beginning at 7th level, you learn how to inspire your allies to fight on past their injuries. When you use your Second Wind feature, you can choose up to three creatures within 60 feet of you that are allied with you. Each one regains hit points equal to your fighter level, provided that the creature can see or hear you.

SHIELD SPECIALIST 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

INSPIRING SURGE

At 10th level, when you use your Action Surge feature, you can choose one creature within 60 feet of you that is allied with you. That creature can make one melee or ranged weapon attack with its reaction, provided that it can see or hear you.

BULWARK

Starting at 15th level, you can extend the benefit of your Indomitable feature to an ally. When you decide to use Indomitable to reroll an Intelligence, a Wisdom, or a Charisma saving throw and you aren't incapacitated, you can choose one ally within 60 feet of you that also failed its saving throw against the same effect. If that creature can see or hear you, it can reroll its saving throw and must use the new roll.

GREATER INSPIRING SURGE

At 18th level, you can choose two allies within 60 feet of you, rather than one, when you using your Inspiring Surge feature.

TACTICAL SPECIALIST

Those fighters who choose to become Tactical Specialists employ martial techniques passed down through generations. To a Tactical Specialist, combat is an academic field, sometimes including subjects beyond battle such as armstech or armormech. Not every fighter absorbs the lessons of history, theory, and artistry that are reflected in the Tactical Specialty, but those who do are well-rounded fighters of great skill and knowledge.

IMPROVED COMBAT SUPERIORITY

When you choose this specialty at 3rd level, your tactical skill in combat improves, granting bonuses to your Combat Superiority.

ADDITIONAL MANEUVERS

You learn two additional maneuvers of your choice, and you earn more at higher levels, as shown in the Maneuvers Known column of the Tactical Specialist Combat Superiority table.

ADDITIONAL SUPERIORITY DICE

You have two additional superiority dice, and you earn more at higher levels, as shown in the Superiority Dice column of the Tactical Specialist Combat Superiority table.

Additionally, your superiority dice become d6s. This die changes as you gain fighter levels, as shown in the Combat Superiority column of the Tactical Specialist Combat Superiority table.

STUDENT OF WAR

Also at 3rd level, you gain proficiency with one type of artisan's tools of your choice.

KNOW YOUR ENEMY

Beginning at 7th level, if you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own. The GM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:

- Strength score
- Dexterity score
- Constitution score
- Armor Class
- Current hit points
- Total class levels (if any)
- Fighter class levels (if any)

SIGNATURE MANEUVER

At 10th level, you choose a maneuver as your signature maneuver. Whenever you use that maneuver, you can roll a d4 and use it instead of expending a Superiority Dice. You may only use this feature once per turn.

TACTICAL SPECIALIST COMBAT SUPERIORITY

Level	Combat Superiority	Superiority Dice	Maneuvers Known
3rd	d6	2	2
4th	d6	2	2
5th	d6	2	2
6th	d6	2	2
7th	d8	3	3
8th	d8	3	3
9th	d8	3	3
10th	d8	3	3
11th	d10	3	4
12th	d10	3	4
13th	d10	3	4
14th	d10	3	4
15th	d12	4	5
16th	d12	4	5
17th	d12	4	5
18th	d12	4	5
19th	d12	4	5
20th	d12	4	5

RELENTLESS

Starting at 15th level, when you roll initiative and have no superiority dice remaining, you regain 1 superiority die.

GREATER SIGNATURE MANEUVER

At 18th level, you can choose a second signature maneuver. Additionally, when you use your signature maneuver, you can roll a d6 instead of a d4.





GUARDIAN

A dark-skinned human quickly runs down a corridor, the metal armor under his grey cloak clanking with each step. He rounds the corner into the prison while the lights and power are still out, urging the weakened prisoners to escape. Just then a handful of slavers arrive and ready their blasters. The man draws and ignites a white-bladed lightsaber, ready to die for the strangers behind him.

A sith pureblood, clad head to toe in black and red armor, charges towards a line of soldiers. Shot after shot deflects off his armor until he reaches his prey, where he unleashes his fury in a series of devastating lightsaber sweeps.

A zabrak general dramatically leaps to his soon-to-be overrun squad, landing with a flurry of lightsaber attacks. At the arrival of this powerful Jedi, the attackers fall back.

Guardians are the master of the art of lightsaber combat. They focus on utilizing the everpresent power of the Force to enable devastating attacks, often single-handedly turning the tide of battle.



PROTECTOR OR DESTROYER

An unstoppable agent of the Force, the guardian channels the power flowing through him into his weapons. Their skills with a lightsaber are unrivalled. Subduing their enemies and bolstering their allies, the guardian uses the Force to control what happens around them.

NATURAL LEADERS

The guardian's command of the Force lends them a powerful presence. Whether through fear and intimidation or respect and admiration, the guardian is one of the greatest generals on the battlefield. They are a symbol of power to their followers.

CREATING A GUARDIAN

While creating your guardian, consider your attraction to the Force and its most famous practitioners – the Jedi and the Sith. Are you a member of one of the two orders, or do you walk a different path? Are you a soldier tapping into a latent Force-sensitivity? Were you trained in the force from a young age, or did you discover it as an adult? How do you treat those weaker than you? What was your family like? Do you see the Force as light and dark, or an impartial river of gray?

QUICK BUILD

You can make a guardian quickly by following these suggestions. First, make Strength your highest ability score, followed by Constitution. Second, choose the Jedi or Sith background.

THE GUARDIAN

Level	Proficiency Bonus	Features	Force Powers Known	Force Points	Max Power Level
1st	+2	Forcecasting, Channel the Force	4	2	1st
2nd	+2	Force-Empowered Strikes, Guardian Aura	5	4	1st
3rd	+2	Guardian Focus	6	6	1st
4th	+2	Ability Score Improvement	7	8	1st
5th	+3	Extra Attack	9	10	2nd
6th	+3	Force Purity	10	12	2nd
7th	+3	Focus feature	11	14	2nd
8th	+3	Ability Score Improvement	12	16	2nd
9th	+4	—	14	18	3rd
10th	+4	Additional Aura	15	20	3rd
11th	+4	Improved Force-Empowered Strikes	16	22	3rd
12th	+4	Ability Score Improvement	17	24	3rd
13th	+5	—	19	26	4th
14th	+5	Cleansing Touch	20	28	4th
15th	+5	Focus feature	21	30	4th
16th	+5	Ability Score Improvement	22	32	4th
17th	+6	—	24	34	5th
18th	+6	Aura Improvements	25	36	5th
19th	+6	Ability Score Improvement	26	38	5th
20th	+6	Focus feature	27	40	5th

CLASS FEATURES

As a guardian, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per guardian level
Hit Points at 1st Level: 10 + your Constitution modifier
Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per guardian level after 1st.

PROFICIENCIES

Armor: Light armor, medium armor
Weapons: All lightweapons, all vibroweapons
Tools: None

Saving Throws: Constitution, Charisma
Skills: Choose two from Acrobatics, Athletics, Deception, Insight, Intimidation, Lore, Perception, Persuasion, and Piloting

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- *(a)* a lightweapon or vibroweapon and a light or medium shield or *(b)* two lightweapons or vibroweapons
- *(a)* combat suit and a light shield or *(b)* light battle armor
- *(a)* a priest's pack or *(b)* an explorer's pack

VARIANT: STARTING WEALTH

In lieu of the equipment granted by your class and background, you can elect to purchase your starting gear. If you do so, you receive no equipment from your class and background, and instead roll for your starting wealth using the criteria below:

Class	Funds
Guardian	1,000 + 5d4 x 100 cr

FORCECASTING

In your meditations on the force, 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 guardian class 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 guardian level x 2, as shown in the Force Points column of the guardian class 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 guardian class table.

You may only cast force powers at 5th-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

CHANNEL THE FORCE

You know how to channel the Force to create a unique effect. You start with your choice from two such effects: Cause Harm and Lend Aid. At 3rd level, your Guardian Focus grants you an additional effect. When you use your Channel the Force, you choose which effect to create.

Some Channel the Force effects require saving throws. When you use such an effect from this class, the DC equals your universal force save DC.

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

CAUSE HARM

As an action, you can expend a use of your Channel the Force to sap the life from a hostile creature you can see within 30 feet. That creature must make a Constitution saving throw. On a failed save, the creature takes necrotic damage equal to your guardian level + your Charisma modifier (minimum of one), or half as much on a successful one.

LEND AID

As a bonus action, you can expend a use of your Channel the Force and touch a creature within 5 feet of you. That creature regains hit points equal to your guardian level + your Wisdom modifier (minimum of one). Alternatively, if the creature is poisoned or diseased, you neutralize the poison or disease. If more than one poison or disease afflicts the target, you neutralize one poison or disease that you know is present, or you neutralize one at random.

FORCE-EMPOWERED STRIKES

Starting at 2nd level, when you hit a creature with a melee weapon attack, you can 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 weapon's damage.

You can't use a higher level force slot than your Max Power Level.

GUARDIAN AURA

Additionally at 2nd level, you gain an aura of your choice, as described at the end of the class description. When you reach 10th level you can select a second aura.

GUARDIAN FOCUS

When you reach 3rd level, you begin to focus your studies on a specific lightsaber form, which is detailed at the end of the class description. Your focus grants you features at 3rd level and again at 7th, 15th, and 20th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. Alternatively, you can choose a feat (see Chapter 6 for a list of feats).

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

FORCE PURITY

By 6th level, the Force flowing through you makes you immune to poison and disease.

IMPROVED FORCE-EMPOWERED STRIKES

By 11th level, you are so suffused with righteous might that all your melee weapon strikes carry the power of the Force with them. Whenever you hit a creature with a melee weapon, the creature takes an extra 1d8 damage. If you also use your Force-Empowered Strikes with an attack, you add this damage to the extra damage of your Force-Empowered Strikes. The damage is the same type as the weapon's damage.

CLEANSING TOUCH

Beginning at 14th level, you can use your action and expend a use of your Channel the Force ability to end one force power on yourself or on one willing creature that you touch.

GUARDIAN AURAS

The auras are presented in alphabetical order. If multiple guardians grant the same aura, affected creatures can only benefit from it once. You must be conscious to grant the benefits of your auras.

AURA OF CONQUEST

Whenever a creature who is frightened of you starts its turn within 5 feet of you, its speed is reduced to 0 and that creature takes psychic damage equal to half your guardian level.

At 10th level, the range of this aura increases to 15 feet, and at 18th level, the range of this aura increases to 30 feet.

AURA OF CONVICTION

You and friendly creatures within 5 feet of you can't be frightened.

At 10th level, the range of this aura increases to 15 feet, and at 18th level, the range of this aura increases to 30 feet.

AURA OF DEVOTION

You and friendly creatures within 5 feet of you can't be charmed.

At 10th level, the range of this aura increases to 15 feet, and at 18th level, the range of this aura increases to 30 feet.

AURA OF HATRED

You and friendly creatures within 5 feet of you gain a bonus to the first melee weapon damage rolls you make each round equal to your Charisma modifier (minimum of +1).

At 10th level, the range of this aura increases to 15 feet, and at 18th level, the range of this aura increases to 30 feet.

AURA OF PRESENCE

Whenever you or a friendly creature within 5 feet of you must make a saving throw, the creature gains a bonus to the saving throw equal to your Wisdom modifier (minimum of +1).

At 10th level, the range of this aura increases to 15 feet, and at 18th level, the range of this aura increases to 30 feet.

AURA OF PROTECTION

Whenever a creature within 5 feet of you takes damage, you can use your reaction to take that damage instead of that creature taking it. This feature doesn't transfer any other effects that might accompany the damage, and this damage can't be reduced in any way.

At 10th level, the range of this aura increases to 15 feet, and at 18th level, the range of this aura increases to 30 feet.

AURA OF VIGOR

Whenever a friendly creature starts its turn within 5 feet of you, that creature gains temporary hit points equal to your Wisdom or Charisma modifier (your choice, minimum of one).

At 10th level, the range of this aura increases to 15 feet, and at 18th level, the range of this aura increases to 30 feet.

AURA OF WARDING

You and friendly creatures within 5 feet of you have resistance to damage from force powers.

At 10th level, the range of this aura increases to 15 feet, and at 18th level, the range of this aura increases to 30 feet.

GUARDIAN FOCI

Different guardians focus on different lightsaber fighting styles, called Forms, as they hone their powers.



FORM I: SHII-CHO

Form I, also known as Determination Form, uses wild, unpredictable attacks designed to distract and disarm their foes. Those guardians who focus on Shii-Cho Form make seemingly random, yet deliberate, attacks to knock their opponents off-balance.

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, Equilibrium, 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 SARLAAC

Also at 3rd level, as a bonus action, you can enter a frenetic stance for one minute. While in this stance, the first time you hit a creature with a melee weapon attack on your turn, it has disadvantage on the next melee attack roll it makes against you before the start of your next turn. Additionally, if that creature is within 5 feet of you, it must 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.

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.

DISARMING SLASH

When you hit a creature with a melee weapon attack, you can expend a use of your Channel the Force (no action required) to attempt to disarm the target, forcing it to drop one item of your choice that it's holding. The creature must make a Strength saving throw. On a failed save, it drops the object you choose. 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.

UNPREDICTABLE MOTION

Beginning at 7th level, while you are wielding a melee weapon, opportunity attacks against you are made at disadvantage.

SARLAAC SWEEP

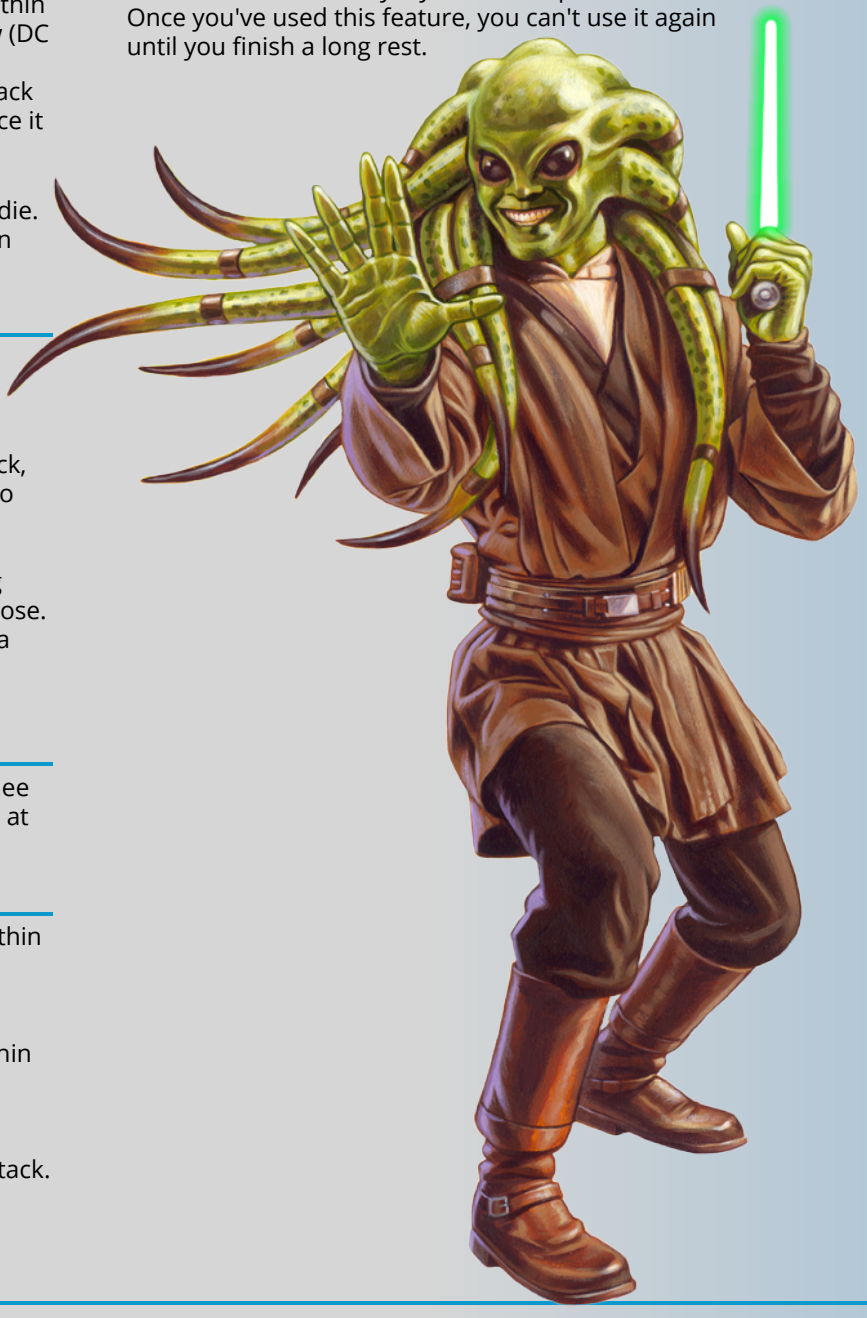
Starting at 15th level, when a creature moves to within 5 feet of you, you can use your reaction to make a melee weapon attack against that creature. If the attack hits, you can attempt to damage another creature within 5 feet of the original target and within your reach. If the original attack roll would hit the second creature, it takes damage equal to your Strength or Dexterity modifier (your choice). The damage is of the same type dealt by the original attack.

MASTER OF DETERMINATION

At 20th level, the erratic fluidity of your movement confounds even the most determined of foes. Your Strength or 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.
- Attack rolls made against you can't have advantage.
- When more than one creature is within 5 feet of you, you gain a bonus to your Armor Class equal to the number of creatures within 5 feet of you, up to your Wisdom or Charisma modifier (your choice, minimum of one).
- When you use your Sarlaac Sweep feature, you have advantage on the attack roll, and you can apply the bonus damage to every creature within 5 feet of you.

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 II: MAKASHI

Form II, also known as Contention Form, encourages precision and efficiency over power, using jabs, parries and light cuts over slashes, blocks and chops. Those guardians who focus on Makashi Form utilize calculated blade manipulation, intense focus, and expert timing to confuse and trap their opponents.

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, Equilibrium, or Sentinel 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 YSALAMIRI

Also at 3rd level, as a bonus action, you can enter an offensive stance for one minute. While in this stance, you add your Wisdom or Charisma modifier (your choice) to the first melee weapon attack and damage rolls you make each turn.

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.

MAKASHI RIPOSTE

When another creature damages you with a melee attack, you can expend a use of your Channel the Force and use your reaction to attempt to deflect the attack. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your guardian level.

If you reduce the damage to 0, you can immediately make a single melee weapon attack against that creature as a part of the reaction.

SHATTERPOINT

Starting at 7th level, if you spend at least 1 minute observing or interacting with another creature outside combat, you can use your connection to the Force to sense their strengths and weaknesses, and learn certain information about its capabilities compared to your own. The GM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:

- Strength score
- Dexterity score
- Wisdom score
- Charisma score
- Armor Class
- Current hit points
- Total class levels (if any)
- Total Forcecaster levels (if any)

GLANCING BLOW

Starting at 15th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

MASTER OF CONTENTION

At 20th level, you are a duelist of the highest caliber. 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, and you ignore resistance to kinetic and energy damage.
- All melee attacks have disadvantage against you.
- Your melee weapon attacks inflict an additional damage die.

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 III: SORESU

Form III, also known as Resilience Form, relies on tight bladework and subtle dodges to provide maximum defensive coverage, minimizing exposure to ranged weaponry. Those guardians who focus on Soresu Form use broad footwork to move around the playing field, making broad, short sweeping motions that protect the body.

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, Shielding, or Sentinel 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 MYNOCK

Also at 3rd level, as a bonus action, you can enter a defensive stance for one minute. As a part of this bonus action, and as a bonus action on each of your turns, you can cast the *saber ward* power. When you do so, you have a number of special reactions equal to your proficiency bonus that you can only use to cast the *saber reflect* force power. You can only take one reaction per turn.

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.

ADVANCING DEFENDER

When you cast the *saber reflect* power, you can expend a use of your Channel the Force to move up to 10 feet as a part of that same reaction. This movement does not provoke opportunity attacks.

CIRCLE OF SHELTER

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 use your reaction to ward the creature if you're wielding a melee weapon or a shield. Roll 1d8 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 (a minimum of once), and you regain all expended uses when you finish a long rest.

STAND AGAINST THE TIDE

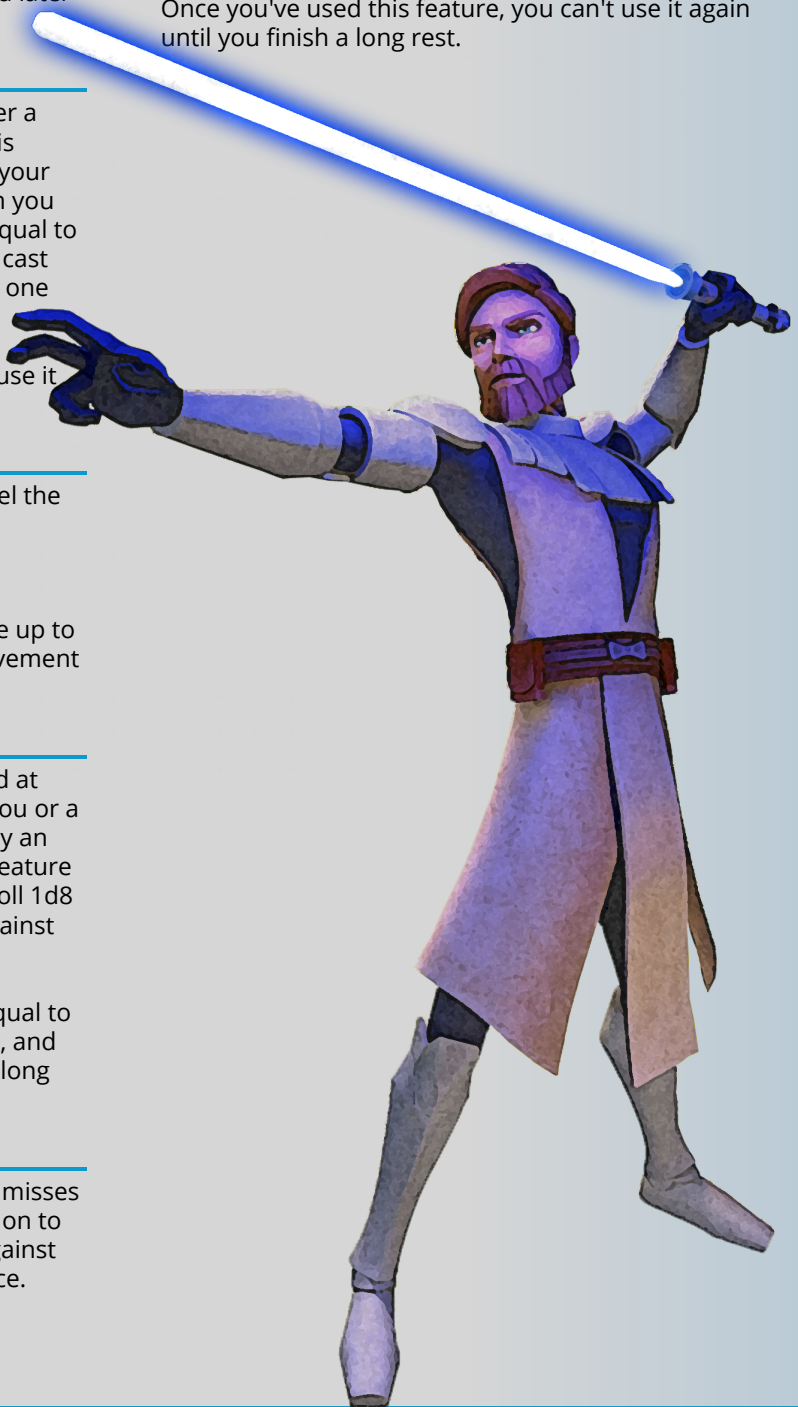
Beginning at 15th level, when a hostile creature misses you with a melee attack, you can use your reaction to force that creature to repeat the same attack against another creature (other than itself) of your choice.

MASTER OF RESILIENCE

At 20th level, your presence on the field of battle is an inspiration to your allies. Your Constitution 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 you use the *saber reflect* force power, you can make a single melee attack on an enemy within 5ft of you as a part of that same reaction.
- You have advantage on Dexterity saving throws, as do your allies within 30 feet of you.

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.



MONK

Her vibrostaff a blur as they deflect an incoming hail of blaster bolts, a human springs over a barricade and throws herself into the massed ranks of pirates on the other side. She whirls among them, knocking their blows aside and sending them reeling, until at last she stands alone.

Taking a deep breath, a zabrak covered in tattoos settles into a battle stance. As the first charging mercenaries reach him, he exhales and a blast of negative energy courses from his hands, engulfing his foes.

Moving with the silence of the night, a black-clad mirialan steps into a shadow beneath an arch and nimbly climbs to the balcony a stone's throw above her. She slides her blade free of its cloth-wrapped scabbard and peers through the open window at the warlord, so vulnerable in the grip of sleep.

Whatever their discipline, monks are united in their ability to harness the energy that flows in their bodies. Whether channeled as a striking display of combat prowess or a subtler focus of defensive ability and speed, this energy infuses all that a monk does.

THE POWER OF FOCUS

Monks make careful study of a mystical energy that most monastic orders call focus. This energy is an element of the power that suffuses the galaxy—specifically, the element that flows through living bodies. Monks harness this energy within themselves to create powerful effects and exceed their bodies' physical capabilities, and some of their special attacks can hinder the flow of focus in their opponents. Using this energy, monks channel uncanny speed and strength into their unarmed strikes. As they gain experience, their martial training and their mastery of focus gives them more power over their bodies and the bodies of their foes.

TRAINING AND ASCETICISM

Most monks live entirely apart from the surrounding population, secluded from anything that might impede their spiritual progress. Others are sworn to isolation, emerging only to serve as spies or assassins at the command of their leader, a noble patron, or some other power.

The majority of monks don't shun their neighbors, making frequent visits to nearby towns or villages and exchanging their service for food and other goods. As versatile warriors, monks often end up protecting their neighbors from monsters or brigands.

For a monk, becoming an adventurer means leaving a structured, communal lifestyle to become a wanderer. This can be a harsh transition, and monks don't undertake it lightly. Those who leave their cloisters take their work seriously, approaching their adventures as personal tests of their physical and spiritual growth.



CREATING A MONK

As you make your monk character, think about your connection to the monastery where you learned your skills and spent your formative years. Were you an orphan or a child left on the monastery's threshold? Did your parents promise you to the monastery in gratitude for a service performed by the monks? Did you enter this secluded life to hide from a crime you committed? Or did you choose the monastic life for yourself?

Consider why you left. Did the head of your monastery choose you for a particularly important mission beyond the cloister? Perhaps you were cast out because of some violation of the community's rules. Did you dread leaving, or were you happy to go? Is there something you hope to accomplish outside the monastery? Are you eager to return to your home?

As a result of the structured life of a monastic community and the discipline required to harness focus, monks are typically lawful in alignment.

QUICK BUILD

You can make a monk quickly by following these suggestions. First, make Dexterity your highest ability score, followed by Wisdom. Second, choose the hermit background.

THE MONK

Level	Proficiency Bonus	Features	Martial Arts Damage Die	Focus Points	Unarmored Movement
1st	+2	Unarmored Defense, Martial Arts	d4	—	—
2nd	+2	Focus, Unarmored Movement	d4	2	+10 ft.
3rd	+2	Monastic Order, Deflect Missiles	d4	3	+10 ft.
4th	+2	Ability Score Improvement, Slow Fall	d4	4	+10 ft.
5th	+3	Extra Attack, Stunning Strike	d6	5	+10 ft.
6th	+3	Focused Strikes, Monastic Order feature	d6	6	+15 ft.
7th	+3	Evasion, Stillness of Mind	d6	7	+15 ft.
8th	+3	Ability Score Improvement	d6	8	+15 ft.
9th	+4	Unarmored Movement Improvement	d6	9	+15 ft.
10th	+4	Purity of Body	d6	10	+20 ft.
11th	+4	Monastic Order feature	d8	11	+20 ft.
12th	+4	Ability Score Improvement	d8	12	+20 ft.
13th	+5	Tongue of the Sun and Moon	d8	13	+20 ft.
14th	+5	Diamond Soul	d8	14	+25 ft.
15th	+5	Timeless Body	d8	15	+25 ft.
16th	+5	Ability Score Improvement	d8	16	+25 ft.
17th	+6	Monastic Order feature	d10	17	+25 ft.
18th	+6	Empty Body	d10	18	+30 ft.
19th	+6	Ability Score Improvement	d10	19	+30 ft.
20th	+6	Perfect Self	d10	20	+30 ft.

CLASS FEATURES

As a monk, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per monk level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per monk level after 1st

PROFICIENCIES

Armor: None
Weapons: Simple blasters, simple vibroweapons, chakrams, techblades
Tools: None

Saving Throws: Strength, Dexterity
Skills: Choose two from Acrobatics, Athletics, Insight, Lore, Perception, and Stealth

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- *(a)* a chakram, *(b)* a techblade, *(c)* a simple vibroweapon, or *(d)* a simple blaster and a power cell
- *(a)* a dungeoneer's pack or *(b)* an explorer's pack
- 10 vibrodarts

VARIANT: STARTING WEALTH

In lieu of the equipment granted by your class and background, you can elect to purchase your starting gear. If you do so, you receive no equipment from your class and background, and instead roll for your starting wealth using the criteria below:

Class	Funds
Monk	1,000 + 1d4 x 100 cr

UNARMORED DEFENSE

Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom or Charisma modifier (your choice).

MARTIAL ARTS

At 1st level, your practice of martial arts gives you mastery of combat styles that use unarmed strikes and monk weapons, which are chakrams, techblades, and any simple vibroweapons that don't have the two-handed or heavy property.

You gain the following benefits while you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield:

- You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and monk weapons.
- You can roll a d4 in place of the normal damage of your unarmed strike or monk weapon. This die changes as you gain monk levels, as shown in the Martial Arts column of the Monk table.
- When you use the Attack action with an unarmed strike or a monk weapon on your turn, you can make one unarmed strike as a bonus action. For example, if you take the Attack action and attack with a vibrostaff, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn.

FOCUS

Starting at 2nd level, your training allows you to harness the mystic energy of focus. Your access to this energy is represented by a number of focus points. Your monk level determines the number of points you have, as shown in the Focus Points column of the Monk table.

You can spend these points to fuel various focus features. You start knowing three such features: Flurry of Blows, Patient Defense, and Step of the Wind. You learn more focus features as you gain levels in this class.

When you spend a focus point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended focus back into yourself. You must spend at least 30 minutes of the rest meditating to regain your focus points.

Some of your focus features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

Focus save DC = 8 + your proficiency bonus + your Wisdom or Charisma modifier (your choice)

FLURRY OF BLOWS

Immediately after you take the Attack action on your turn, you can spend 1 focus point to make two unarmed strikes as a bonus action.

PATIENT DEFENSE

You can spend 1 focus point to take the Dodge action as a bonus action on your turn.

STEP OF THE WIND

You can spend 1 focus point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

UNARMORED MOVEMENT

Starting at 2nd level, your speed increases by 10 feet while you are not wearing armor or wielding a shield. This bonus increases when you reach certain monk levels, as shown in the Monk table.

At 9th level, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move.

MONASTIC ORDER

When you reach 3rd level, you commit yourself to one a monastic order, which is detailed at the end of the class description. Your order grants you features at 3rd level and again at 6th, 11th, and 17th level.

DEFLECT MISSILES

Starting at 3rd level, you can use your reaction to deflect a projectile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d 10 + your Dexterity modifier + your monk level.

If you reduce the damage to 0, and the damage is energy or ion, you can redirect it at another target if you have a weapon capable of doing so. You can spend 1 focus point to make a ranged attack as you deflect the projectile, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the projectile counts as a monk weapon for the attack.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. Alternatively, you can choose a feat (see Chapter 6 for a list of feats).

SLOW FALL

Beginning at 4th level, you can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your monk level.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

STUNNING STRIKE

Starting at 5th level, you can interfere with an opponent's body. When you hit another creature with a melee weapon attack, you can spend 1 focus point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

FOCUSED STRIKES

Starting at 6th level, your unarmed strikes count as enhanced for the purpose of overcoming resistance and immunity to unenhanced attacks and damage.

EVASION

At 7th level, your instinctive agility lets you dodge out of the way of certain area effects. When you are subjected to an effect, such as a consular's *force storm* or an engineer's *explosion*, that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on a saving throw, and only half damage if you fail.

STILLNESS OF MIND

Starting at 7th level, you can use your action to end one effect on yourself that is causing you to be charmed or frightened.

PURITY OF BODY

At 10th level, your mastery of the focus flowing through you makes you immune to disease and poison.

TONGUE OF THE SUN AND MOON

Starting at 13th level, you learn to touch the focus of other minds so that you understand all spoken languages. Moreover, any creature that can understand a language can understand what you say.

DIAMOND SOUL

Beginning at 14th level, your mastery of focus grants you proficiency in all saving throws.

Additionally, whenever you make a saving throw and fail, you can spend 1 focus point to reroll it and take the second result.

TIMELESS BODY

At 15th level, your focus sustains you so that you suffer none of the frailty of old age, and you can't be aged abnormally. You can still die of old age, however. In addition, you no longer need food or water.

EMPTY BODY

Beginning at 18th level, you can use your action to spend 4 focus points to become invisible for 1 minute. During that time, you also have resistance to all damage but force damage.

PERFECT SELF

At 20th level, you've gained perfect control over your body. Your Dexterity and Wisdom or Charisma scores (your choice) increase by 2. Your maximum for those scores increases by 2. Additionally, when you roll for initiative and have no focus points remaining, you regain 2 focus points.

MONASTIC ORDERS

Traditions of monastic pursuit are common in the locales scattered across the galaxy. Each order is based in a specific culture and is mutually exclusive, despite relying on the same basic techniques.



ECHANI ORDER

Monks of the Echani Order train relentlessly both with and without their weapons, to the point where the weapon becomes an extension of the body. Founded on a mastery of sword fighting, the tradition has expanded to include many different weapons.

PATH OF THE ECHANI

Beginning when you choose this order at 3rd level, your special martial arts training leads you to master the use of certain weapons. You gain the following benefits.

ECHANI WEAPONS

Choose two types of weapons to be your Echani weapons: one vibroweapon and one blaster. Each of these weapons can be any simple or martial weapon that lacks the heavy and special properties. You gain proficiency with these weapons if you don't already have it. Weapons of the chosen types are monk weapons for you. Many of this tradition's features work only with your Echani weapons. When you reach 6th, 11th, and 17th level in this class, you can choose another type of weapon to be an Echani weapon for you, following the criteria above.

AGILE PARRY

If you make an unarmed strike as part of the Attack action on your turn and are holding a Echani weapon, you can use it to defend yourself if it is a melee weapon. You gain a +2 bonus to AC until the start of your next turn, while the weapon is in your hand and you aren't incapacitated.

ECHANI'S SHOT

You can use a bonus action on your turn to make your ranged attacks with an Echani weapon more deadly. When you do so, any target you hit with a ranged attack using an Echani weapon takes an extra 1d4 damage of the weapon's type. You retain this benefit until the end of the current turn.

ONE WITH THE BLADE

At 6th level, you extend your focus into your Echani weapons, granting you the following benefits.

ENHANCED ECHANI WEAPONS

Your attacks with your Echani weapons count as enhanced for the purpose of overcoming resistance and immunity to unenhanced attacks and damage.

DEFT STRIKE

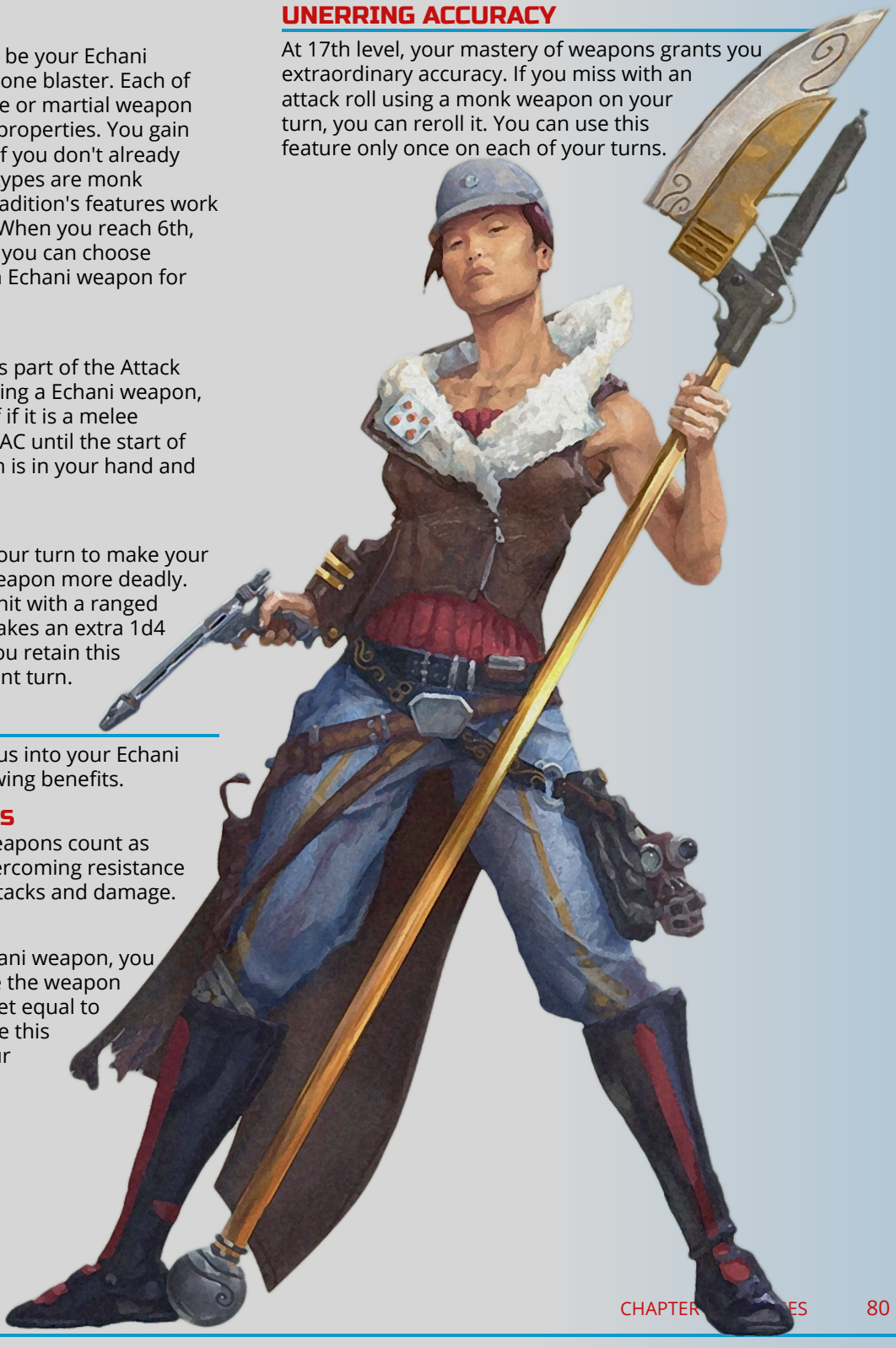
When you hit a target with a Echani weapon, you can spend 1 focus point to cause the weapon to deal extra damage to the target equal to your Martial Arts die. You can use this feature only once on each of your turns.

SHARPEN THE BLADE

Starting at 11th level, you gain the ability to augment your weapons further with your focus. As a bonus action, you can expend up to 3 focus points to grant one Echani weapon you touch a bonus to attack and damage rolls when you attack with it. The bonus equals the number of points you spent. This bonus lasts for 1 minute or until you use this feature again. This feature has no effect on an enhanced weapon that already has a bonus to attack and damage rolls.

UNERRING ACCURACY

At 17th level, your mastery of weapons grants you extraordinary accuracy. If you miss with an attack roll using a monk weapon on your turn, you can reroll it. You can use this feature only once on each of your turns.



NIGHTSISTER ORDER

Monks of the Nightsister Order utilize an innate Force-sensitivity to commune with death. They learn to channel this power to drain the life of their foes to prolong their own existence. Males who join this order are called Nightbrothers.

ICHOR LIGHTNING

Beginning when you choose this order at 3rd level, you gain a new attack option that you can use with the Attack action. This special attack is a ranged force attack with a range of 30 feet. You are proficient with it, and you add your Dexterity modifier to its attack and damage rolls. Its damage is necrotic, and its damage die is a d4. This die changes as you gain monk levels, as shown in the Martial Arts column of the Monk table.

When you take the Attack action on your turn and use this special attack as part of it, you can spend 1 focus point to make the special attack twice as a bonus action.

When you gain the Extra Attack feature, this special attack can be used for any of the attacks you make as part of the Attack action.

When you reduce a creature to 0 hit points with this attack, you gain temporary hit points equal to your Wisdom or Charisma modifier + your monk level (your choice, minimum of one).

DARK MAGICK

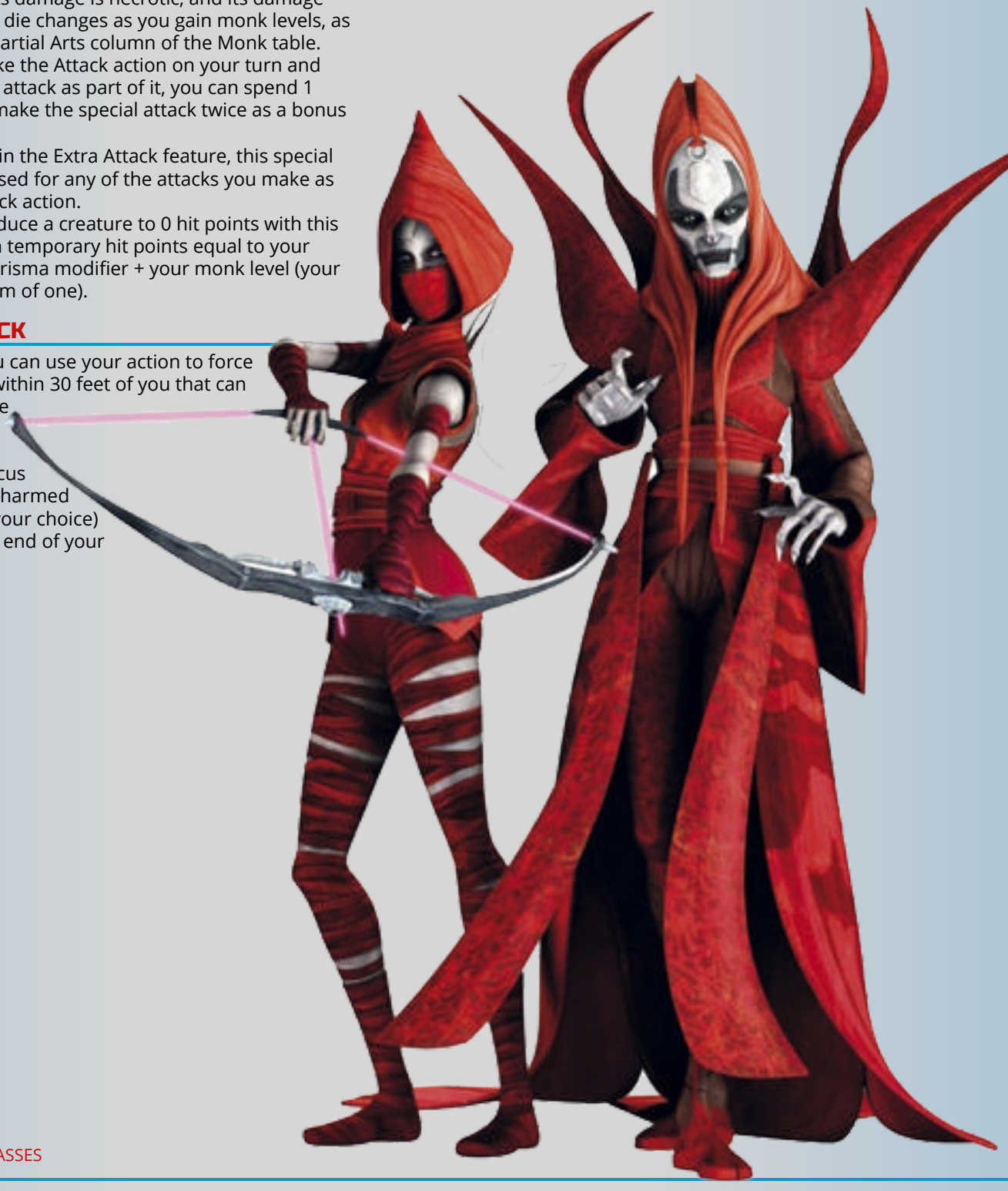
At 6th level, you can use your action to force each creature within 30 feet of you that can see you to make a Wisdom saving throw against your focus save DC or be charmed or frightened (your choice) of you until the end of your next turn.

MASTERY OF DEATH

Starting at 11th level, when you are reduced to 0 hit points, you can expend 1 focus point (no action required) to have 1 hit point instead.

SPIRIT BLADE ASSAULT

At 17th level, as an action, you conjure a blade of negative energy and strike one creature within 5 feet of you with it, expending 1 to 10 focus points. The target must make a Constitution saving throw. On a failed save, it takes 2d10 necrotic damage per focus point spent, or half as much on a successful one.



TERÄS KÄSI ORDER

Monks of the Teräs Käsi Order are the ultimate masters of martial arts combat, whether armed or unarmed. They learn techniques to push and trip their opponents, manipulate focus to heal damage to their bodies, and practice advanced meditation that can protect them from harm.

OPEN HAND TECHNIQUE

Beginning when you choose this order at 3rd level, you can manipulate your enemy's focus when you harness your own. Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can impose one of the following effects on that target:

- It must succeed on a Dexterity saving throw or be knocked prone.
- It must make a Strength saving throw. If it fails, you can push it up to 15 feet away from you.
- It can't take reactions until the end of your next turn.

WHOLENESS OF BODY

At 6th level, you gain the ability to heal yourself. As an action, you can regain hit points equal to three times your monk level.

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

TRANQUILITY

Starting at 11th level, you can enter a special meditation that surrounds you with an aura of peace. At the end of a long rest, you gain the effect of a *sanctuary* force power that lasts until the start of your next long rest (the power can end early as normal). The saving throw DC for the power equals 8 + your proficiency bonus + your Wisdom modifier.

QUIVERING PALM

At 17th level, you gain the ability to set up lethal vibrations in someone's body. When you hit a creature with an unarmed strike, you can spend 3 focus points to start these imperceptible vibrations, which last for a number of days equal to your monk level. The vibrations are harmless unless you use your action to end them. To do so, you and the target must be on the same planet. When you use this action, the creature must make a Constitution saving throw. If it fails, it is reduced to 0 hit points. If it succeeds, it takes 10d10 necrotic damage.

You can have only one creature under the effect of this feature at a time. You can choose to end the vibrations harmlessly (no action required)).



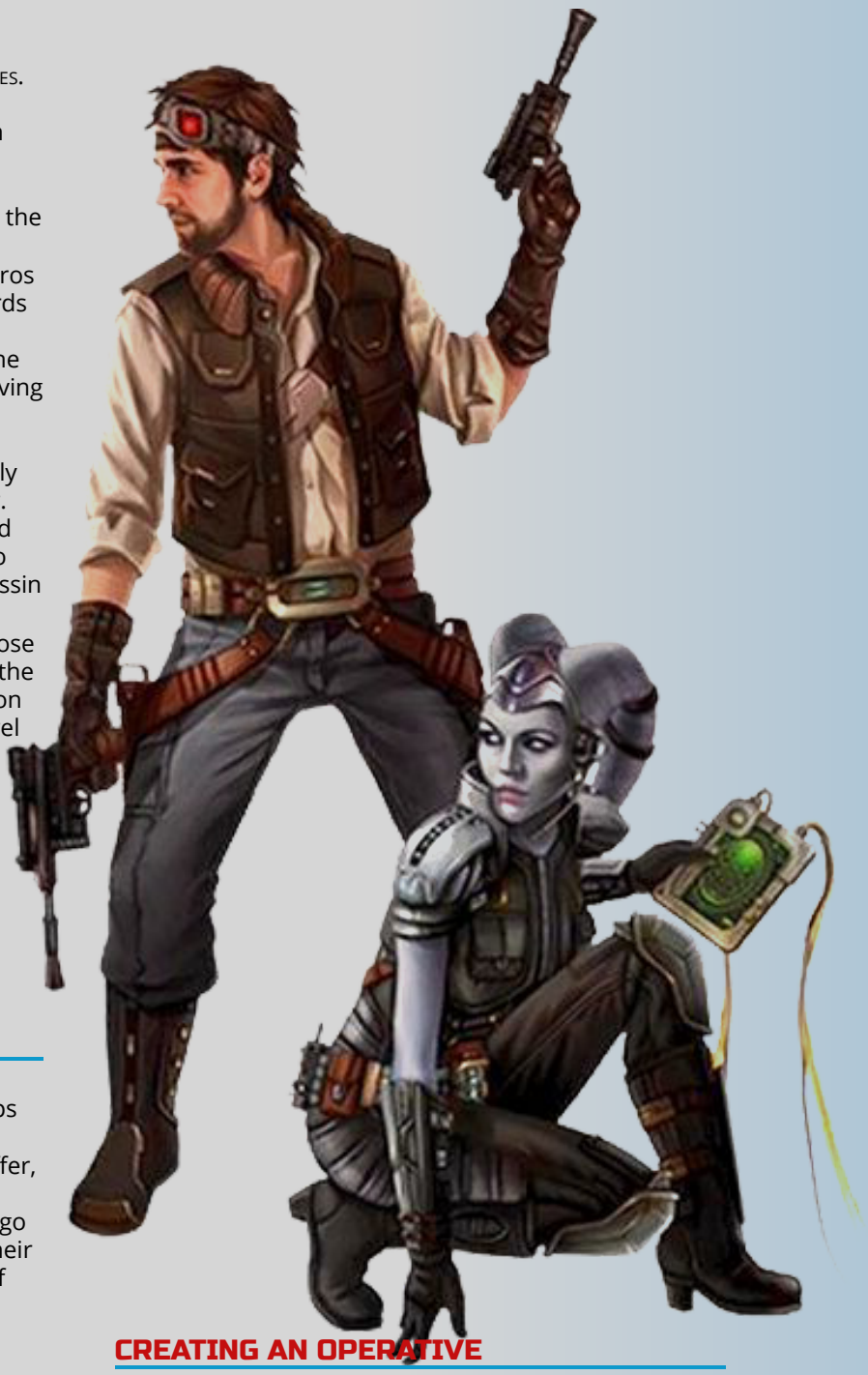
OPERATIVE

A Bothan spy takes a moment to adjust her infrared goggles. Nimbly sidestepping the laser grid in the room, she slips to the computer at the far end. Counting down the seconds in her head, she slices the mainframe. Twenty seconds. Ten seconds. A handful of soldiers bursts into the room, but she is already gone – with the data in hand.

With a wary eye on the door, a scruffy-looking Duros plays pazaak in a seedy cantina. When two city guards appear at the exit, he smiles and reaches under the table. Before they can move in, the smuggler flips the table and opens fire. The crowd scatters in panic, giving him just enough cover to escape.

A gorgeous young human dances before an intoxicated senator in his parlor. She winks enticingly through her golden blonde hair as she sways closer. Leaning in for a kiss, the senator is instead surprised by the barrel of a hold-out blaster pistol shoved into his mouth. He has no time to shout before the assassin pulls the trigger.

Operatives, whether good, bad, or neutral, are those who focus on a specific practice and utilize it to get the upper hand. They can come from any world or region in the galaxy, with origins from the lowliest scoundrel to the once social elite.



EVADING DANGER

Operatives have a knack for getting out of trouble. They have an instinct for self-preservation that keeps them alive, but it's usually tempered with a need to experience the thrills that their profession has to offer, and many adventurous operatives are also saddled with a sense of honor that sometimes makes them go against their natural inclinations. No matter what their immediate concerns may be, survival is the name of the game.

OUTSIDE THE LAW

Operatives don't often start out seeking to defy authority and break the law. Some are thrust into the profession as a means of rebellion. Others wind up on the wrong side of the law due to bad luck, poor decisions, or circumstances beyond their control. The skills they pick up along the way make them great members of any mission team.

CREATING AN OPERATIVE

While creating your operative character, consider how you first started on your path. Maybe you were raised on the street and fell into the criminal element as a means of survival. You could be a simple trader who decided to strike against the Sith Empire when it encroached on your business. What would you say is your greatest skill set? What is your core, the truest essence about yourself that keeps you focused? Why would society treat you as a criminal, yet your allies hold you as a loyal companion?

QUICK BUILD

You can make an operative quickly by following these suggestions. First, make Dexterity your highest ability score, followed by Intelligence or Charisma. Second, choose the faction agent background.

THE OPERATIVE

Level	Proficiency Bonus	Features	Sneak Attack Damage Dice
1st	+2	Expertise, Sneak Attack	1d6
2nd	+2	Bad Feeling, Cunning Action	1d6
3rd	+2	Operative Practice	2d6
4th	+2	Ability Score Improvement	2d6
5th	+3	Uncanny Dodge	3d6
6th	+3	Expertise	3d6
7th	+3	Evasion	4d6
8th	+3	Ability Score Improvement	4d6
9th	+4	Practice feature	5d6
10th	+4	Ability Score Improvement	5d6
11th	+4	Reliable Talent	6d6
12th	+4	Ability Score Improvement	6d6
13th	+5	Practice feature	7d6
14th	+5	Blindsense	7d6
15th	+5	Slippery Mind	8d6
16th	+5	Ability Score Improvement	8d6
17th	+6	Practice feature	9d6
18th	+6	Elusive	9d6
19th	+6	Ability Score Improvement	10d6
20th	+6	Stroke of Luck	10d6

CLASS FEATURES

As an operative, you have the following class features.

HIT POINTS

Hit Dice: 1d8 per operative level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per operative level after 1st

PROFICIENCIES

Armor: Light armor
Weapons: Simple vibroweapons, simple blasters, blaster pistol, vibrorapier, techblade, hidden blade
Tools: Your choice of demolitions kit, disguise kit, forgery kit, poisoner's kit, security kit, or slicer's kit

Saving Throws: Dexterity, Intelligence
Skills: Choose four from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Piloting, Sleight of Hand, Stealth, and Technology

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- *(a)* a vibrorapier, *(b)* a hidden blade, *(c)* a simple blaster and a power cell, or *(d)* a simple vibroweapon
- *(a)* a simple blaster and two power cells or *(b)* a simple vibroweapon and a light shield
- *(a)* a burglar's pack, *(b)* a dungeoneer's pack, or *(c)* an explorer's pack
- A tool with which you are proficient
- Combat suit and a vibrodagger

VARIANT: STARTING WEALTH

In lieu of the equipment granted by your class and background, you can elect to purchase your starting gear. If you do so, you receive no equipment from your class and background, and instead roll for your starting wealth using the criteria below:

Class	Funds
Operative	1,000 + 4d4 x 100 cr

EXPERTISE

At 1st level, choose two of your skill proficiencies, or one of skill proficiencies and one of your tool proficiencies, or two of your tool proficiencies. You gain expertise in those skills or tools.

At 6th level, you can choose two more of your proficiencies (in skills or tools) to gain this benefit.

SNEAK ATTACK

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the operative class table.

BAD FEELING

Starting at 2nd level, you have a wary eye, bordering on paranoia. When you roll for initiative, you can move up to your speed. This movement happens before the initiative order is determined.

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

CUNNING ACTION

Also at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

OPERATIVE PRACTICE

At 3rd level, you choose a practice that you emulate in the exercise of your operative abilities, which is detailed at the end of the class description. Your practice choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. Alternatively, you can choose a feat (see Chapter 6 for a list of feats).

UNCANNY DODGE

Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

EVASION

Beginning at 7th level, when you are subjected to an effect, such as a consular's *force storm* or an engineer's *explosion*, that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on a saving throw, and only half damage if you fail.

RELIABLE TALENT

By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

BLINDSENSE

Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

SLIPPERY MIND

By 15th level, you have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

ELUSIVE

Beginning at 18th level, you are so evasive that attackers rarely gain the upper hand against you. No attack roll has advantage against you while you aren't incapacitated.

STROKE OF LUCK

At 20th level, you have an uncanny knack for succeeding when you need to. Your Dexterity and Intelligence scores increase by 2. Your maximum for those scores increases by 2. Additionally, if your attack misses a target within range, you can turn the miss into a hit. Alternatively, if you fail an ability check, you can treat the d20 roll as a 20.

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

OPERATIVE PRACTICES

Operatives have many features in common, including their emphasis on perfecting their skills, their precise and deadly approach to combat, and their increasingly quick reflexes. But different operatives steer those talents in varying directions, embodied by the different operative practices.

GUNSLINGER PRACTICE

Those operatives who choose the Gunslinger Practice are the masters of the trick shot. The Gunslinger and his blaster are the perfect team, utilizing knowledge of their enemies vulnerabilities to take advantage of every opportunity.

DIVE FOR COVER

When you choose this practice at 3rd level, you learn to quickly move into cover when under fire. Once per round, when you are the target of a ranged attack, or you are subjected to an effect that allows you to make a Dexterity saving throw, and there is cover within 10 feet of you, you can move up to 10 feet (no action required). You must end this movement in cover.

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

TRICK SHOOTER

Also at 3rd level, you learn a number of trick shots you can use to debilitate enemies and impress allies. When you deal Sneak Attack damage to a creature, you may choose to forgo two of your Sneak Attack dice to make the attack a trick shot.

Some of your trick shots require your target to make a saving throw to resist the trick shot's effects. The saving throw DC is calculated as follows:

Trick Shot save DC = 8 + your proficiency bonus + your Dexterity modifier

BLINDING SHOT

You attempt to blind the target. The target must make a Constitution saving throw or be blinded until the end of your next turn.

BRUTAL SHOT

You attempt to knock the target prone. The target must make a Strength saving throw or be knocked prone.

HAMPERING SHOT

You attempt to hobble the enemy's movement. The target must make a Dexterity saving throw. If it fails, its movement speed is reduced by half and it makes Dexterity saving throws with disadvantage until the end of its next turn.

SPINNING FLOURISH

Beginning at 9th level you can flourish your weapon in an intimidating or charming manner. As an action, you can cause one creature within 60 feet to make a Wisdom saving throw (DC = 8 + your proficiency bonus + your Dexterity modifier). On a failed save, the target is charmed or frightened by you (your choice) until the end of your next turn.

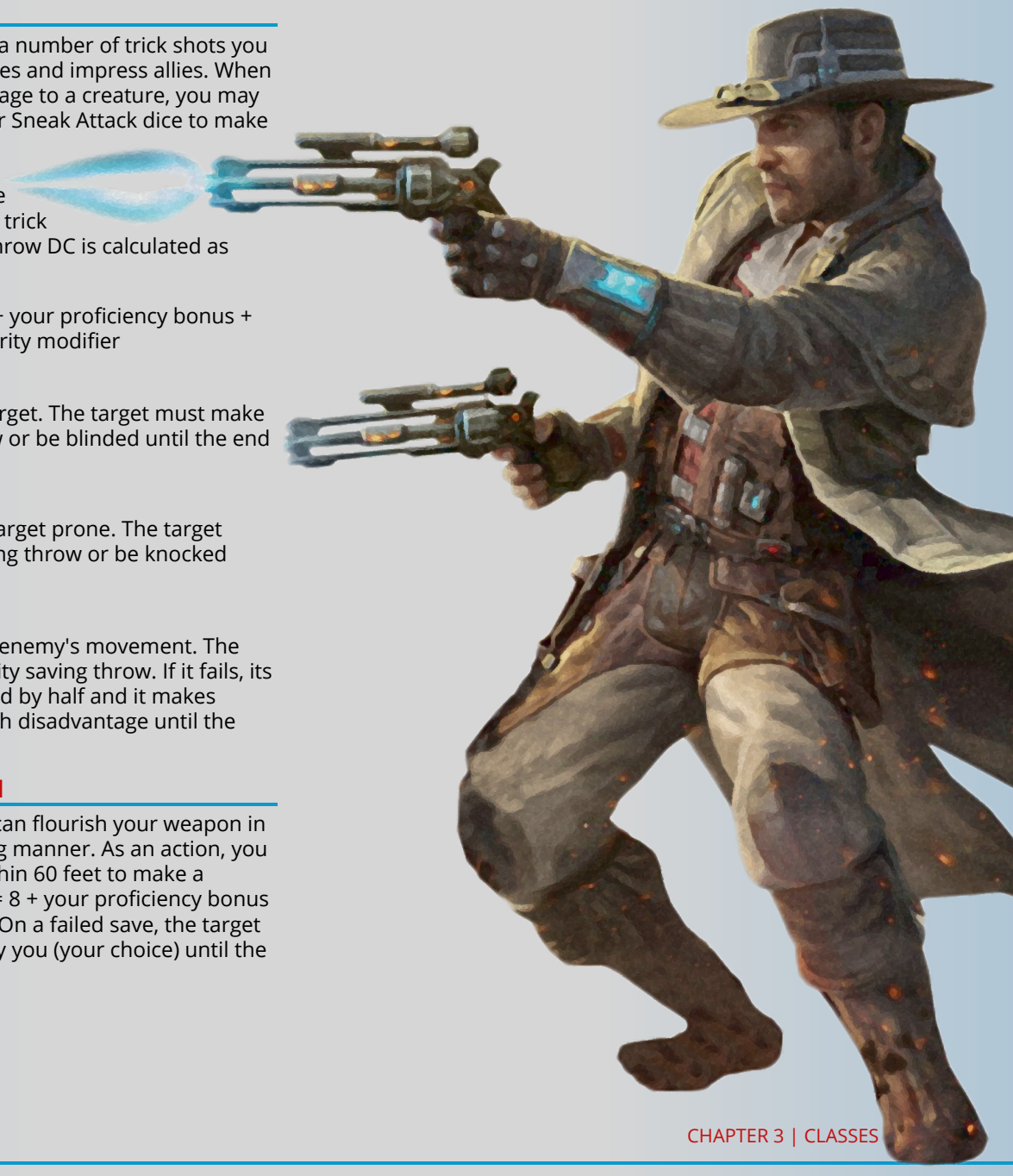
RICOCHET SHOT

Starting at 13th level you learn how to work all the angles. Once per turn, when you take the Attack action and miss with a ranged weapon attack, you can repeat the attack against a different target within 10 feet of the original target (no action required).

QUICKDRAW

At 17th level, you learn to perform miracles with just a blaster and some nerve. On your first turn in combat, if you aren't surprised, you can use your action to attack creatures that have not yet acted. Choose up to six such creatures that you can see, making a ranged weapon attack against each. On a hit, you deal normal weapon damage and can apply a single trick shot to each attack made this way.

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



LETHALITY PRACTICE

Those operatives who choose the Lethality Practice use disguises to get close to their enemies, then leverage the toxic power of poisons to debilitate them and capitalize on their weaknesses.

BONUS PROFICIENCIES

When you choose this practice at 3rd level, you gain proficiency with the disguise kit and the poisoner's kit.

ASSASSINATE

Also at 3rd level, you are at your deadliest when you get the drop on your enemies. You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. Additionally, any hit you score against a creature that is surprised is a critical hit.

POISONER

Beginning at 9th level, you are a master of poisons. You can apply a poison as a bonus action, and you have advantage on Dexterity (Sleight of Hand) checks made to conceal the application of poisons.

Additionally, you can improve the capability of one dose of poison. To use this benefit, you must have a poisoner's kit, and the poison must be within reach. If the poison is applied before the end of your next short or long rest, the target has disadvantage on the saving throw made to resist your poison. Once you've used this feature, you must complete a long rest before you can use it again.

IMPOSTOR

Starting at 13th level, you gain the ability to unerringly mimic another person's speech, writing, and behavior. You must spend at least 1 minute studying these three components of the person's behavior: listening to speech, examining handwriting, and observing mannerisms. If you can only study some of these aspects (such as only having writing samples, or only audio recordings), you can mimic that aspect of the person, but not other aspects you have not studied.

Your ruse is indiscernible to the casual observer. If a wary creature suspects something is amiss, you have advantage on any Charisma (Deception) check you make to avoid detection.

DEATH STRIKE

At 17th level, you become a master of instant death. When you attack and hit a creature that is surprised, it must make a Constitution saving throw (DC = 8 + your proficiency bonus + your Dexterity modifier). On a failed save, double the damage of your attack against the creature.



SABOTEUR PRACTICE

Those operatives who choose the Saboteur Practice enhance their fine-honed skills of stealth and agility with tech, learning tricks to distract and beguile or using explosives and advanced technology to sustain a longer assault.



TECHCASTING

When you choose this practice 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 Saboteur Practice 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 operative level (rounded up), as shown in the Tech Points column of the Saboteur Practice 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 Saboteur Practice 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.

TRACKER DROID IMPROVEMENTS

Also at 3rd level, you can cast the *tracker droid interface* tech power at 1st-level without expending tech points. You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Additionally, when you cast the *tracker droid interface* tech power, you can modify the tracker droid, and you can perform the following additional tasks with it:

- You can make the tracker droid invisible.
- You can stow one object the tracker droid is carrying in a container worn or carried by another creature.
- You can retrieve an object in a container worn or carried by another creature.
- You can use demolitions kits, security kits, and slicer's kits at range.

You can perform one of these tasks without being noticed by a creature if your tracker droid succeeds on a Dexterity (Sleight of Hand) check contested by the creature's Wisdom (Perception) check.

POWERED AMBUSH

Beginning at 9th level, if you are hidden from a creature when you cast a power on it, the creature has disadvantage on any saving throw it makes against the power this turn.

EXPLOSIVE RETRIBUTION

Starting at 13th level, as a bonus action on your turn, or as a reaction when the target of your *tracker droid interface* is reduced to 0 hit points, you can detonate your tracker droid. Each creature within 10 feet of the tracker droid must make a Dexterity saving throw against your tech save DC. A creature takes 4d4 ion damage on a failed save, or half as much as on a successful one. Any electronics within the blast radius are disabled until rebooted.

Once you've detonated the target of your *tracker droid interface*, it is rendered useless until you repair it over the course of a long rest.

SABOTEUR PRACTICE 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

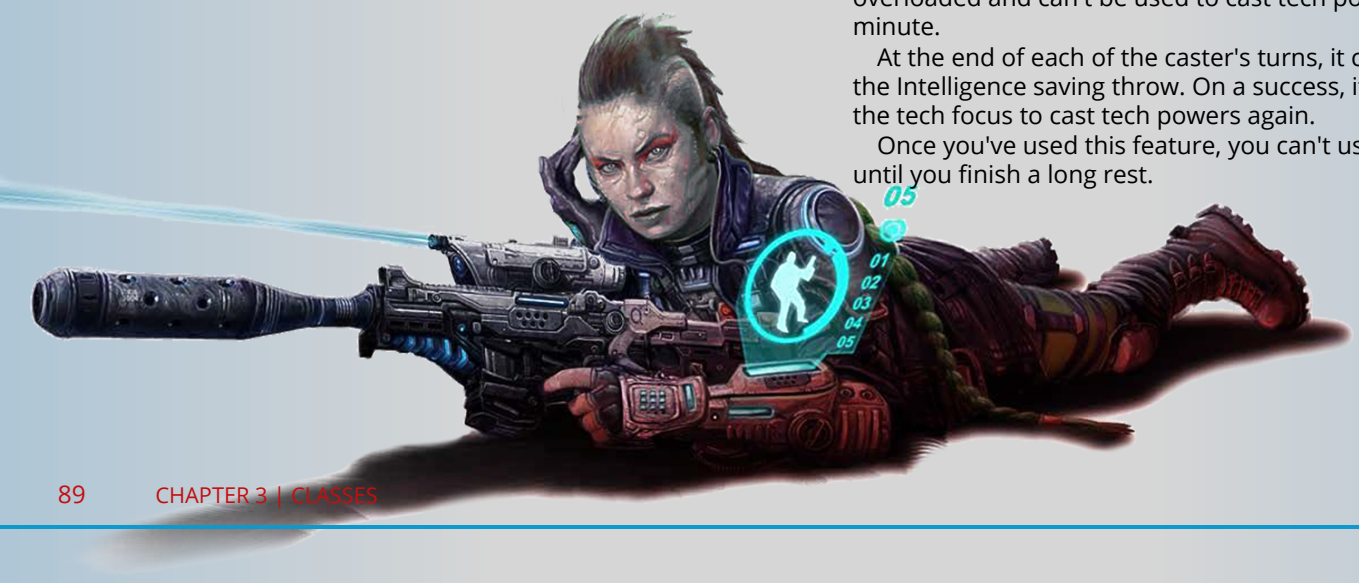
SABOTAGE

At 17th level, you gain the ability to sabotage a tech power in the process of being cast When a hostile creature casts a tech power, and you are the target of the tech power or within its area of effect, you can use your reaction to force that creature to make an Intelligence saving throw against your tech save DC. On a successful save, the power is cast as normal.

On a failed save, you negate the power's effects, and the caster takes 1d6 lightning damage per level of the power it was casting. Additionally, on a failed save, the caster's tech focus used to cast the tech power is overloaded and can't be used to cast tech powers for 1 minute.

At the end of each of the caster's turns, it can repeat the Intelligence saving throw. On a success, it can use the tech focus to cast tech powers again.

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



SCHOLAR

An overwhelming horde of tusken raiders bears down on a chiss and her fellow adventurers. She gives the order and her allies unleash a single coordinated attack cutting deep into their lines. Under her command the enemy is quickly routed against all odds, all according to plan.

Deep within the once thought abandoned ruins, a nautolan tends to his companions wounds as they rest. Countless long nights of study and training have conditioned him to keep going even when all others have exhausted themselves. He will see them through this.

A twi'lek in fine vestments addresses a gathering crowd. What was the making of an angry mob begins to disperse, his mere presence putting them at ease, giving his companions time to make their escape.

Scholars are master of the mundane arts, using methodical practices to turn the tables to their advantage. From years of study and testing, scholars take in the situation around them and quickly formulate the means to achieve whatever they have minds set to. Whatever pursuit they follow, a scholar will have a plan for anything that comes their way.



THE PURSUIT OF KNOWLEDGE

A true scholar is never satisfied. They are always seeking out a new answer to a new question. This often goes hand-in-hand with seeking a life of adventure, to explore new, hidden areas, or accompany those that do. The life of a scholar often times begins in the mundane, as a teacher or sage. Sometimes they serve as doctors, diplomats, or as officers in the military.

TO LEARN, TO KNOW

For scholars, mundane life is often too slow. When life becomes stagnant or when an answer cannot be found, the call to adventure rings louder. Scholars will often go to ancient, forgotten, and often dangerous places to find something to quench their thirst for knowledge.

CREATING A SCHOLAR

As you create a scholar, it's important to think of where you gained your knowledge. Did you serve as an apprentice under a master? Did you attend college or other formal education? Perhaps you gained it on your own, searching out and pouring over dusty tomes found in forgotten places. Where did your thirst for knowledge come from? Insatiable curiosity? Always wanting to know the right answer? Or do you have something to prove? Think about what field you wish to pursue and think of what is driving you in that direction.

QUICK BUILD

You can make a scholar quickly by following these suggestions. First, make Intelligence your highest ability score. Your next-highest score should be Dexterity. Second, choose the student background if you plan on following the Physician Pursuit, the noble background if you plan on following the Politician Pursuit, or the soldier background if you plan on following the Tactician Pursuit.

THE SCHOLAR

Level	Proficiency Bonus	Features	Academic Superiority	Superiority Dice	Maneuvers Known	Discoveries
1st	+2	Academic Superiority, Critical Analysis	d6	2	2	—
2nd	+2	Discovery, Sage Advice (long rest)	d6	2	2	2
3rd	+2	Expertise, Academic Pursuit	d6	4	4	2
4th	+2	Ability Score Improvement	d6	4	4	2
5th	+3	Multitasker	d6	4	4	3
6th	+3	Pursuit feature	d6	4	4	3
7th	+3	—	d8	6	6	4
8th	+3	Ability Score Improvement	d8	6	6	4
9th	+4	Pursuit feature	d8	6	6	5
10th	+4	Expertise	d8	6	6	5
11th	+4	—	d10	6	8	5
12th	+4	Ability Score Improvement	d10	6	8	6
13th	+5	Sage Advice (short rest)	d10	6	8	6
14th	+5	Calm and Collected	d10	6	8	6
15th	+5	—	d12	8	10	7
16th	+5	Ability Score Improvement	d12	8	10	7
17th	+6	Pursuit feature	d12	8	10	7
18th	+6	Adaptable Intellectual	d12	8	10	8
19th	+6	Ability Score Improvement	d12	8	10	8
20th	+6	Knowledge Unbound	d12	8	10	8

CLASS FEATURES

As a scholar, you gain the following class features:

HIT POINTS

Hit Dice: 1d8 per scholar level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per scholar level after 1st

PROFICIENCIES

Armor: Light armor
Weapons: Simple vibroweapons, techblades, simple blasters
Tools: Any one

Saving Throws: Wisdom, Intelligence
Skills: Choose three from Deception, Insight, Intimidation, Investigation, Lore, Medicine, Nature, Persuasion, and Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- *(a)* a simple vibroweapon or *(b)* a simple blaster and two power cells
- *(a)* scholar's pack or *(b)* explorer's pack
- a combat suit
- any tool of your choice

VARIANT: STARTING WEALTH

In lieu of the equipment granted by your class and background, you can elect to purchase your starting gear. If you do so, you receive no equipment from your class and background, and instead roll for your starting wealth using the criteria below:

Class	Funds
Scholar	1,000 + 3d4 x 100 cr

ACADEMIC SUPERIORITY

Beginning at 1st level, you know how to apply your studies in practical ways known as maneuvers. Your maneuvers are fueled by special dice called superiority dice.

MANEUVERS

You know two maneuvers of your choice, which are detailed under "Maneuvers" below, and you earn more at higher levels, as shown in the Maneuvers Known column of the scholar class table. Many maneuvers enhance an attack in some way. You can use only one maneuver per attack, and you may only use each maneuver once per turn.

Each time you learn new maneuvers, you can also replace one maneuver you know with a different one.

SUPERIORITY DICE

You have two superiority dice, which are d6s, and you earn more at higher levels, as shown in the Superiority Dice column of the scholar class table. This die changes as you gain scholar levels, as shown in the Academic Superiority column of the scholar class table. A superiority die is expended when you use it.

You regain all of your expended superiority dice when you finish a short or long rest.

SAVING THROWS

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

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

MANEUVERS

The maneuvers are presented in alphabetical order.

ADMINISTER AID

As an action, you can expend a superiority die to tend to a creature you can touch. The creature regains a number of hit points equal to the number rolled + your Intelligence modifier.

ASSESS THE SITUATION

You can expend one superiority die to make a Wisdom (Perception) or Intelligence (Investigation) check as a bonus action, adding the superiority die to the check.

CRIPPLING STRIKE

When you hit a creature with a weapon attack, you can expend one superiority die to cripple the creature. You add the superiority die to the attack's damage roll and the creature's speed is reduced by 10 feet until the end of their next turn.

DELIBERATE MOVEMENT

You can expend one superiority die to take the Disengage action as a bonus action and ignore the effects of standard difficult terrain until the end of your turn.

EXPLOIT WEAKNESS

When you hit a creature with a weapon attack, you can expend a superiority die and deal additional damage equal to the number rolled. This damage cannot be reduced in any way.

GOADING ATTACK

When you hit a creature with a weapon attack, you can expend one superiority die to attempt to goad the target into attacking you. You add the superiority die to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, the target has disadvantage on all attack rolls against targets other than you until the end of your next turn.

HEADS UP

When a friendly creature who can see or hear you makes a saving throw, you can use your reaction and expend a superiority die, adding the number rolled to the result of the saving throw. You can use this maneuver before or after making the saving throw, but before any effects of the saving throw are determined.

MEASURED ACTION

As a reaction when you make a roll for a contested skill check, you can expend a superiority die to add to the roll. You can use this maneuver before or after making the contested skill check roll, but before any effects of the contested skill check are determined.

ONE STEP AHEAD

When you roll initiative and you are not surprised, you can expend a superiority die and add the number rolled to your initiative.

TARGETED STRIKE

When an ally makes an attack against a creature, you can use your reaction to expend a superiority die. You add the superiority die to the attack roll, and the damage roll if it hits. You can use this maneuver before or after the attack roll, but before the GM determines whether or not the attack hits.

CRITICAL ANALYSIS

At 1st level, you are able to analyze a target, develop a plan on how to best overcome any potential obstacle, and execute that plan with ruthless efficiency. As a bonus action on your turn, you can analyze a target you can see within 60 feet of you. For the next minute, or until you analyze another target, you gain the following benefits:

- When you analyze a hostile creature, your attack and damage rolls made with weapons with the finesse property or blaster weapons against that target may use your Intelligence modifier instead of Strength or Dexterity.
- When you analyze a friendly creature, the target can end your Critical Analysis on them (no action required) to add your Intelligence modifier to one attack roll, ability check, or saving throw. Once a friendly creature has benefited from this ability, they can not do so again until they complete a short or long rest.

DISCOVERY

As you adventure, your studies have helped you discover new practices you can apply to your skills.

At 2nd level, you master two discoveries of your choice. Your discovery options are detailed at the end of the class description. When you gain certain scholar levels, you gain additional discoveries of your choice, as shown in the Discoveries column of the scholar class table.

Additionally, when you gain a level in this class, you can choose one of the discoveries you know and replace it with another discovery that you could learn at that level.

SAGE ADVICE

When you reach 2nd level, you can spend 1 minute spreading your knowledge and experience, advising those around you. When you do so, choose a skill or tool you are proficient with and a number of friendly creatures up to your Intelligence modifier within 30 feet of you who can hear you and who can understand you. Once within the next hour, the next time each creature would make an ability check with the chosen skill or tool, they may add their proficiency bonus to the roll if they are not already proficient. A creature may only benefit from this feature once. If a creature is targeted by this feature again before using it, they can choose to retain the first benefit or replace it with the new skill or tool instead.

Once you've used this feature, you can't use it again until you finish a long rest. Starting at 13th level, you regain the ability to use it after you complete a short or long rest.

EXPERTISE

At 3rd level, choose two of your skill proficiencies, or one of skill proficiencies and one of your tool proficiencies, or two of your tool proficiencies. You gain expertise in those skills or tools.

At 10th level, you can choose another two proficiencies (in skills or tools) to gain this benefit.

ACADEMIC PURSUIT

At 3rd level, you dedicate your studies towards a pursuit, which is detailed at the end of the class description. The pursuit you choose grants you features at 3rd level, and again at 6th, 9th, and 17th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two Ability Scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. Alternatively, you can choose a feat (see Chapter 6 for a list of feats).

MULTITASKER

Starting at 5th level, you can take a second reaction each round. You can only take one reaction per turn.

CALM AND COLLECTED

Beginning at 14th level, when you make a saving throw from an effect you can see, you may gain a bonus to the saving throw equal to your Intelligence modifier.

Once you have used this feature, you must wait until a short or long rest before using it again.

ADAPTABLE INTELLECTUAL

At 18th level, you are able to effectively prepare for any mission on hand. At the end of a long rest, you may choose one of the discoveries you know and replace it with another discover that you could learn at that level.

KNOWLEDGE UNBOUND

When you reach 20th level, you are the pinnacle of your pursuit. Your Intelligence score increases by 4. Your maximum for that score increases by 4. Additionally, you can use any maneuver you know without expending a superiority die, rolling a d4 instead.

ACADEMIC PURSUITS

Your pursuit is a representation of which fields you have studied or how you practically apply your knowledge.



DISCOVERIES

The discoveries are presented in alphabetical order. If a discovery has prerequisites, you must meet them to learn it. If a discovery requires a level, you must be that level in this class to learn the discovery. You can learn the discovery at the same time you meet its prerequisites.

ACADEMIC MEMORY

You can recall anything you have read in the past month that you understand. This includes but are not limited to books, maps, signs, and lists.

ADAPTIVE

Prerequisite: 15th level

When the target of your Critical Analysis feature is reduced to 0 hit points, you can use your reaction to change the target of your analysis to another creature within range.

AMBASSADOR

You learn three additional languages of your choice.

You my choose this discovery multiple times.

CLEVER APPLICATIONS

You gain proficiency with improvised weapons, and they gain the finesse property for you. Additionally, when you make an attack with an improvised weapon, it deals 1d6 damage.

You can your Sage Advice feature to give friendly creatures improvised weapon proficiency if they don't already have it, following the same rules of that feature as if it were a skill or tool. The friendly creatures retain this proficiency for the entire duration instead.

MENTAL PROWESS

When you make a Strength (Athletics) or Dexterity (Acrobatics) check to grapple a creature or break out of a grapple, net, and other restraining equipment, you can use your Intelligence modifier instead of Strength or Dexterity.

HARDENED MIND

Prerequisite: 9th level

You have advantage on saving throws against illusions and on Intelligence checks to discern them from reality.

You also gain resistance to psychic damage.

LIFELONG LEARNING

You gain proficiency in a skill and a tool, or two tools.

You can select this discovery multiple times, each time choosing a new skill and a tool, or two new tools.

LINGERING ADVICE

Prerequisite: 5th level

When you use your Sage Advice feature, the targeted creatures retain the benefit from your instruction for the full duration.

MASTER'S ADVICE

When you use your Sage Advice feature, the first time each targeted creature makes the chosen skill check, they gain an additional bonus to the roll equal to your Intelligence modifier.

PERFECT MANEUVER

Prerequisite: 15th level

When you roll a 1 on a superiority die, you can reroll the die and must use the new roll.

QUICK ANALYSIS

Prerequisite: 9th level

When you roll initiative and aren't surprised, you can use your reaction to use your Critical Analysis feature.

RELIABLE SOURCES

Prerequisite: 9th level

When you make an Intelligence (Lore) or Intelligence (Nature) skill check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

RESOLUTE

When you make a saving throw to resist charm and fear effects, you may add your Intelligence modifier to the roll.

RUNNING ON FUMES

You only need 4 hours of sleep to gain the benefit of a long rest.

Additionally, you have advantage on saving throws against exhaustion.

SURVIVAL EXPERT

When you make a Survival skill check, you may use your Intelligence modifier instead of your Wisdom modifier.

Additionally, you have advantage on saving throws against poison.

TARGETED ANALYSIS

Prerequisite: 5th level

Your attack rolls against the target of your critical analysis feature cannot suffer from disadvantage.

TECH AMATEUR

Choose one 1st-level tech power. You learn that power and can cast it at its lowest level without expending tech points. Once you cast it in this way, you must finish a long rest before you can cast it again. Your techcasting ability for this power is Intelligence.

You can select this discovery multiple times. Each time you do so, you must choose a different power.

UNIVERSAL LANGUAGE

You can communicate simple ideas with any creature with an Intelligence score of 6 or higher through basic expressions and gestures.

PHYSICIAN PURSUIT

Physicians study the medical, anatomical, and biological sciences. Those scholars who choose the Physician Pursuit use their knowledge to mend their allies on the field and deal crippling blows with surgical precision.

MEDICAL PRACTITIONER

When you choose this pursuit at 3rd level, you gain proficiency with biochemist's kits and your choice of Medicine or Nature skills. Additionally, when you make a Wisdom (Medicine) check, you gain a bonus to the check equal to your Intelligence modifier.

REMOTE HEALER

Also at 3rd level, you have learned to deploy medicine from a range. When you use a maneuver targeting an ally that is the target of your Critical Analysis feature, that maneuver's range becomes 30 feet.

ADDITIONAL MANEUVERS

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

ADRENALINE HIT

You can use an action and expend one superiority die to inject a creature with regenerative medication that temporarily enhances their agility. When you do so, a creature you can touch regains hit points equal to the superiority die roll. Additionally, until the start of your next turn, when that creature would take damage, the amount is reduced by an amount equal to your Intelligence modifier.

EMERGENCY PRESCRIPTION

As an action, you can expend one superiority die and touch a creature. That creature regains hit points equal to result of the die + your Intelligence modifier, and when that creature makes their first ability check, attack roll, or saving throw before the start of your next turn they roll the superiority die and add it to the roll.

ENHANCEMENT INJECTION

As an action, you can expend one superiority die to inject a creature you can touch with enhancements, granting them temporary hit points equal to the superiority die roll + your Intelligence modifier, which last for 1 minute. Additionally, when the target makes a Strength or Constitution check or saving throw while it has these temporary hit points, it gains a bonus equal to your Intelligence modifier.

NEUROBLOCK

When you make an attack roll, you can expend a superiority die and add it to the attack roll. On a hit, the creature's next attack has disadvantage and it cannot regain hit points until the start of your next turn.



REASSURE
As an action, you can expend a superiority die and call out to a creature within 60 feet that can see or hear you that is charmed, frightened, or stunned. When you do so, that creature immediately makes another saving throw, adding the amount rolled to the save.

REMOVE TOXINS
As an action, you can expend a superiority die to purge the toxins from a creature you can touch. The target regains hit points equal to the number rolled and, if it is poisoned or diseased, you neutralize the poison or disease. If more than one poison or disease afflicts the target, you neutralize one poison or disease that you know is present, or you neutralize one at random.

SMELLING SALTS
As a bonus action, you can expend a superiority die to heal a creature you can touch by a number of hit points equal to the number rolled.



TRANSFUSION
Once per turn when you hit a creature with a finesse melee weapon, you can expend a superiority to give you or an ally that is within 5 feet of the creature a transfusion. Add the superiority dice to the damage you deal. You or your ally gain hit points equivalent to the damage you deal to the creature.

You can be the creature hit with the attack as long as there is an ally with 5 feet of you, in which you can let it hit without rolling an attack and must choose an ally to heal with the transfusion.

WEAK POINT STRIKE
When you hit a creature with a weapon attack, you can expend a superiority die to temporarily daze the creature. Add the number rolled to the damage of the weapon attack and the creature must succeed on a Constitution saving throw or be stunned until the end of its next turn.

FIELD SURGEON
Beginning at 6th level, whenever you expend superiority dice to restore hit points or grant temporary hit points to a creature, you can roll an additional die d6 and add it to the roll. This die increases when you reach certain levels in this class: 1d8 at 7th level, 1d10 at 11th level, and to 1d12 at 15th level.

Additionally, whenever you expend superiority dice to restore hit points or grant temporary hit points to a creature, if the creature is the target of your Critical Analysis, you can instead choose the maximum on both dice. Once you've used this feature, you must finish a short or long rest before you can use it again. Starting at 11th level, you can use it twice before a rest, but only once on the same turn.

RESUSCITATE
Starting at 9th level, through your medical studies you have learned to delay seemingly inevitable death. As a bonus action, you can stabilize a creature you can touch that has 0 hit points.

Additionally, as an action, you can tend to a creature you can touch that has died since the end of your last turn. The creature immediately regains 1 hit point and stabilizes. Once you've used this feature, you must complete a short or long rest before you can use it again.

PANACEA
Once you've reached 17th level, you've developed the formula to concoct a cure-all miracle solution: a panacea. Over the course of 10 minutes, you can expend rare medical supplies worth 1,000 cr to create your panacea in a simple syringe. The panacea retains its potency for 24 hours. As a bonus action, a creature can use the panacea. Alternatively, as an action, they can administer it to another creature within 5 feet.

The target has its exhaustion level reduced by one and regains all of its hit points. If the target is diseased, poisoned, paralyzed, or stunned, the condition ends.

Once you create a panacea, you can't create another until you finish a long rest.

DISCOVERIES (PHYSICIAN)

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

ADVANCED REMOTE HEALER

Prerequisite: 12th level, Physician Pursuit
The range of your Remote Healer feature increases to 60 feet.

EXPERIMENTAL TREATMENTS

Prerequisite: Physician Pursuit
Your medication and treatments are known to be untested and unstable. Immediately after you use a maneuver that causes a creature to regain hit points or gain temporary hit points, you can choose to roll on the Side Effects table to the right. The condition or effect lasts until the creature completes a long rest, or you use this feature again.

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

FROM THE BRINK

Prerequisite: 7th level, Physician Pursuit
If the target of your Critical Analysis feature would be reduced to 0 hp, you may use your reaction and end your Critical Analysis feature to have them be reduced to 1 hp instead. Once a creature has benefited from this feature, they must complete a long rest before they can do so again.

HEALTH ADVISOR

Prerequisite: Physician Pursuit
Whenever a creature that is a target of your Critical Analysis feature begins their turn, you can use your reaction to give them temporary hit points equal to one-fourth your scholar level (rounded down) + your Intelligence modifier (minimum of one) which last until the start of their next turn.

PATIENT PROTECTOR

Prerequisite: 5th level, Physician Pursuit
When you attack creatures that are within 5 feet of an ally that is the target of your Critical Analysis feature, attack rolls and damage rolls made on them with a finesse or ranged weapon may use your Intelligence modifier instead of Strength of Dexterity.

SURGICAL PRECISION

Prerequisite: 5th Level, Physician Pursuit
When you hit a creature that is the target of your Critical Analysis feature with a weapon attack, it takes additional damage equal to your Dexterity modifier.

TEND THE WOUNDED

Prerequisite: Physician Pursuit
If you or any friendly creatures you can touch regain hit points by spending one or more Hit Dice at the end of a short rest, each of those creatures regain 1d6 extra hit points.

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

Side Effects

d20	Side Effects
1	The creature turns out to be allergic to this specific treatment. Every ability score is reduced by 1.
2	The creature starts sneezing uncontrollably. Any attack rolls with a die roll value of 19 results in a miss due to a poorly timed sneeze.
3	The creature's legs become swollen. Their move speed becomes at most half their normal movement speed.
4	The creature becomes one size larger or smaller.
5	The skin at their joints turns into a wooden material, giving them a bonus of +2 to AC.
6	The creature's body starts producing powerful stomach acid in high amounts. The creature can use an action to spew stomach acid in a 15 feet cone. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 acid damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level.
7	The creature becomes mute and has uncontrollable gas. They have disadvantage on Dexterity (Stealth) checks that rely on smell.
8	The creature's eyes glows bright red. The creature also gains darkvision, but if they already have darkvision they get a light headache instead.
9	The creature gains +4 to perception checks based on hearing, but everything seems uncomfortably loud to them. They gain vulnerability to sonic damage.
10	The treatment slows down their brain function, reducing their Intelligence by 4.
11	The creature's skin turns dark purple. If they are already purple, they turn bright pink instead.
12	The creature becomes covered in sickly, green pustules. When the creature is hit by a melee attack, the attacker takes 1d4 poison damage.
13	The creature's skin starts to seriously bloat up from internal pressure build-up, and a strong impact may cause it to explode. Whenever the creature takes damage, the creature has to pass a concentration check or the creature takes kinetic damage equal to half their maximum hit points. Other creatures within 10 feet of the explosion also take a fourth of the damage. Once this explosion occurs, their skin becomes very soft.
14	The creature rapidly grows body hair all over, including the face, until they resemble a wookiee. If they are already a wookiee, the reverse effect occurs; all hair immediately falls off, leaving the skin bare.
15	The creature's body temperature fluctuates to extremes. They gain resistance to cold and fire damage.
16	The creature becomes ravenous. Every hour they haven't eaten a meal they gain a level of exhaustion.
17	The creature believes they are the chosen one.
18	The creature has a difficult time resting. The amount they heal from Hit Dice is now halved.
19	The creature's movement speed is increased by 15 feet, and opportunity attacks on them have disadvantage.
20	The creature gains 10d10 hit points, and they feel happy and carefree.

POLITICIAN PURSUIT

Politicians study social & political sciences. Those scholars who choose the Politician Pursuit know how to best present themselves to manipulate the masses into doing their bidding or allow them and their allies to carry out their business without impediment. They also understand the importance of self-preservation for a political figure.

SILVER TONGUE

When you choose this pursuit at 3rd level, you learn one language of your choice. Additionally, you gain a bonus to your choice of Deception, Intimidation, Performance, or Persuasion equal to your Intelligence modifier.

MOTIVATING DIPLOMAT

Also at 3rd level, when you are the target of your Critical Analysis feature, you and all allies within 10 feet of you gain a bonus to their AC equal to half your Intelligence modifier (rounded down).

ADDITIONAL MANEUVERS

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

CALL TO ARMS

If you are surprised at the start of combat and aren't incapacitated, you can expend one superiority die to act normally. Additionally, on your first turn in combat, as a bonus action you can make a call to arms. When you do so, a number of creatures equal to the amount rolled on the superiority die that you choose within 30 feet who can see or hear you may act normally on their first turn.

CALL THE GUARDS

When a creature makes an attack roll against you, you can use your reaction and expend a superiority die and command a willing ally within 5 feet of that creature to use their reaction to intercede. The creature is then forced to make an attack on the ally instead. If the attack misses, the ally can immediately make a weapon attack against that creature as a part of that same reaction. Roll the superiority die, and add the result to the ally's attack roll.

CHARGE

As a bonus action on your turn, you can expend one superiority die to spurn your allies to move. Until the start of your next turn, creatures you choose within 10 feet of you who can see or hear you can move an additional distance equal to 5 times the superiority die rolled on their turn and ignore unenhanced difficult terrain.

ENCOURAGING SPEECH

You can expend a superiority die to give an encouraging speech, spending the next minute rallying your allies. You grant a number of creature up to your Intelligence modifier temporary hit points equal to the amount rolled on the superiority die + your Intelligence modifier.

INCITE

On your turn, you can use an action and expend one superiority die to bolster the resolve of one of an ally. When you do so, choose an ally who can see or hear you within 30 feet of you. The ally can add your Intelligence modifier to every damage roll they make until the start of your next turn.

OVERWHELMING PRESENCE

As an action, you can make a Charisma (Persuasion) or Charisma (Intimidation) skill check and expend one superiority die to attempt to charm or frighten a humanoid creature who can see or hear you within 60 feet. Add the superiority die to the roll. The target makes a contested Wisdom (Insight) check. If your check succeeds, the target is charmed by you if you used Persuasion, or frightened of you if you used Intimidation, until the end of your next turn.

SELF-PRESERVATION

As a reaction when you make a saving throw against an effect you can see, you can expend a superiority die and add the result. You can use this maneuver before or after making the saving throw, but before any effects of the saving throw are determined.



STEADY THE NERVES

As an action, you can expend one superiority die to strengthen your allies' defences. Roll a superiority die. Until the end of your next turn, you and all allies within 5 feet of you when you use this action has a bonus to any saving throws they make equal to amount rolled.

TYRANNICAL STRIKE

When you hit a creature with a weapon attack, you can expend one superiority die and use your reaction to issue a one-word command to a creature who can see or hear you. You add the superiority die to the attack's damage roll, and the target must succeed on a Wisdom saving throw. On a failed save, the target must follow the command on its next turn.

The target automatically succeeds if it is immuned to charm, it doesn't understand your language, or if your command is directly harmful to it.

FORCE OF PERSONALITY

Beginning at 6th level, as an action, you suggest a course of activity (limited to a sentence or two) to influence a creature you can see within range that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act ends the effect.

The target must make a Wisdom saving throw against your maneuver save DC. On a failed save, the target is charmed by you, and it pursues the course of action you described to the best of its ability. The suggested course of action can continue for up to 24 hours. If the suggested activity can be completed in a shorter time, the effect ends when the subject finishes what it was asked to do.

You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that an officer givers her gun to the first smuggler she meets. If the condition isn't met before the effect ends, the activity isn't performed.

If you or any of your companions damage the target, the effect ends.

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.

REASSEMBLE

Starting at 9th level, you may use to a bonus action to call your allies towards you. When you do so, choose a number of creatures that you can see within 60 feet of you equal to your Intelligence modifier (minimum of one). They can use their reaction to immediately move directly towards you up to their movement speed. This movement does not provoke opportunity attacks.

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

BEGUILING PRESENCE

Once you've reach 17th level, humanoids within 60 feet are particularly susceptible to your presence. Humanoids within range have disadvantage on saving throws against any charm or fear effects from you.

DISCOVERIES (POLITICIAN)

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

CHARMING FEINT

Prerequisite: Politician Pursuit

Allies within range of your Motivating Diplomat feature also gain a bonus to their damage roll equal to half your Intelligence modifier (rounded down).

DEMANDING LEADER

Prerequisite: 5th level, Politician Pursuit

The range of each of your maneuvers increases by 10 feet. If the range is touch, it becomes 10 feet.

DOMINATING PRESENCE

Prerequisite: 15th level, Politician Pursuit

As a bonus action, you can call out to a humanoid who can understand you that is charmed by you or frightened of you to direct their next action. The target must succeed a Wisdom saving throw against your maneuver save DC. On a failed save, 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 use your reaction to force the creature to use its reaction.

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

INFLUENCER

Prerequisite: 5th level, Politician Pursuit

The range on the your Motivating Diplomat feature is increased to 15 feet.

RELIABLE WORDS

Prerequisite: 9th level, Politician Pursuit

When you make a Deception, Intimidation, or Persuasion skill check, you may treat any roll 9 or lower as if you had rolled a 10.

SOCIAL OPPORTUNIST

You can add half your proficiency bonus (rounded down) to any Charisma check you make that doesn't already include your proficiency bonus.

TYRANT'S FEROCITY

Prerequisite: Politician Pursuit

You have advantage on any attack against a creature that is charmed by you or frightened of you.

TACTICIAN PURSUIT

Tacticians study strategy and the ways of war. Those scholars who choose the Tactician Pursuit train themselves and their allies in combat maneuvers to deftly eliminate their foes through clever positioning, and fierce, timely attacks.

BATTLE PROFICIENCIES

When you choose this pursuit at 3rd level, you gain proficiency in martial blasters and martial vibroweapons.

TACTICAL MASTERY

Also at 3rd level, you learn to better command your allies to victory from afar. Your Critical Analysis range is increased to 90 feet.



ADDITIONAL MANEUVERS

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

BOLSTER

On your turn, you can use a bonus action and expend one superiority die to bolster the resolve of one of your companions. When you do so, choose a friendly creature who can see or hear you. That creature gains temporary hit points equal to the superiority die roll + your Intelligence modifier.

COMMANDER'S STRIKE

When you take the Attack action on your turn, you can forgo one of your attacks and use a bonus action to direct one of your companions to strike. When you do so, choose a friendly creature within 60 feet who can see or hear you and expend one superiority die. That creature can immediately use its reaction to make one weapon attack, adding your superiority die to the attack's damage roll.

DISARMING ATTACK

When you hit a creature with a weapon attack, you can expend one superiority die to attempt to disarm the target, forcing it to drop one item of your choice that it's holding. You add the superiority die to the attack's damage roll, and the target must make a Strength saving throw. On a failed save, it drops the object you choose. The object lands at its feet.

DISTRACTING STRIKE

When you hit a creature with a weapon attack, you can expend one superiority die to distract the creature, giving your allies an opening. You add the superiority die to the attack's damage roll. The next attack roll against the target by an attacker other than you has advantage if the attack is made before the start of your next turn.

MANEUVERING ATTACK

When you hit a creature with a weapon attack, you can expend one superiority die to maneuver one of your allies into a more advantageous position. You add the superiority die to the attack's damage roll, and you choose a friendly creature who can see or hear you.

That creature can use its reaction to move up to half its speed without provoking opportunity attacks from the target of your attack.

PUSHING ATTACK

When you hit a creature with a weapon attack, you can expend one superiority die to attempt to drive the target back. You add the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you push the target up to 15 feet away from you.

RIPOSTE
When a creature misses you with a melee attack, you can use your reaction and expend one superiority die to make a melee weapon attack against the creature. If you hit, you add the superiority die to the attack's damage roll.

SCHOLAR'S PARRY
When a creature damages you with a weapon attack, you can use your reaction and expend one superiority die to reduce the damage by the number you roll on your superiority die + your Intelligence modifier.

TARGETED ATTACK
When you make a weapon attack roll, you can expend one superiority die to add it to the roll. You can use this maneuver before or after making the attack roll, but before any effects of the attack are applied.

TRIP ATTACK
When you hit a creature with a weapon attack, you can expend one superiority die to attempt to knock the target down. You add the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you knock the target prone.

FIRE AS ONE
Beginning at 6th level, you can focus your target down with the help with an ally. Once per round, whenever the creature that is the target of your Critical Analysis feature is attacked by someone other than you, you can use your reaction to make one weapon attack against them.

BATTLEFIELD SURVEY
Starting at 9th level, you become a master at leading your allies around in a battlefield you have studied. When you spend 10 minutes observing an area that is within 120 feet from you, or by using a detailed map, select a number of creatures up to your Intelligence modifier. You and those selected allies ignore unenhanced difficult terrain, and have advantage on Dexterity (Stealth) checks in that area.

ALL-OUT ATTACK
Once you've reached 17th level, you can use your action to initiate an all-out attack. Choose a number of allies up to your Intelligence modifier within 60 feet who can see or hear you. The chosen allies may then immediately use their reaction to make one weapon attack against a target of your choice. You may choose the target for each attack separately.

Once you use this feature, you cannot use it again until you finish a short or long rest.

DISCOVERIES (TACTICIAN)
When you select this pursuit, you gain access to new discoveries which reflect your mastery in the field of combat. Whenever you learn a new discovery, you can choose from any of the following as well. The discoveries are listed in alphabetical order.

COMMANDER'S ARMOR
Prerequisite: 5th level, Tactician Pursuit
You gain proficiency in medium armor.

CONTINGENCY PLAN
Prerequisite: 9th level, Tactician Pursuit
When the target of your Critical Analysis feature scores a critical hit, you can use your reaction and expend a superiority die to treat the attack as a normal hit instead.

FIGHTING STYLE
Prerequisite: Tactician Pursuit
You adopt a particular style of fighting as your specialty. Choose one of the 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.

FIRING COMMAND
Prerequisite: Tactician Pursuit
As a bonus action, you can take the Help action. Additionally, when you take the Help action, it has a range of 30 feet.

OBSERVANT LEADER
Prerequisite: Tactician Pursuit
You can add your Intelligence modifier to any Wisdom (Perception) skill checks you make.

STUDIED COMMANDER
Prerequisite: Tactician Pursuit
When you make an Intelligence (Lore) or Intelligence (Technology) check related to battles, tactics, or weaponry, you may expend a superiority die and add it to the roll.

TACTICAL RETREAT
Prerequisite: Tactician Pursuit
When you take the Dash action, opportunity attacks made against you are made at disadvantage.

UNBOUND COMMANDER
Prerequisite: 12th level, Tactician Pursuit
You learn to command your allies to victory from afar. Your Critical Analysis range is increased to 120 feet.



SCOUT

Rough and grizzled looking, a human stalks alone through the shadows of trees, hunting the quarry he knows is planning a raid on a nearby settlement. Clutching a techblade in each hand, he becomes a whirlwind of steel, cutting down one enemy after another.

After tumbling away from the shrapnel of a missile's explosion, a bothan finds her feet and quick-fires two shots from her carbine at the oncoming tank. Shrugging off the wave of fear that threatens to permeate her entire being, she strafes around her foe, firing shot after shot to try to penetrate the tank's thick armor.

Glancing at his wristpad, a sullustan looks through the eyes of his tracker droid. Transmitting instructions, he sends his droid to distract the houk he's been tracking while he readies his sniper rifle for the shot.

Scouts are the first on the trail and the last to lose it, tracking their quarry for miles unimpeded. They are adaptable, wielding both tech powers and their weaponry to overcome their foes.

DEADLY HUNTERS

Warriors in their own right, scouts specialize in tracking and hunting the monsters that threaten civilization—humanoid raiders, rampaging beasts and monstrosities, terrible Force-wielders, and renegade droids. They learn to track their quarry as a predator does, moving stealthily through any terrain and hiding themselves in brush and rubble. Scouts focus their combat training on techniques that are particularly useful against their specific favored foes.

Scouts acquire the ability to cast tech powers through utilization of a wristpad. Their powers, like their combat abilities, emphasize speed, stealth, and the hunt. A scout's talents and abilities are honed with deadly focus on the grim task of protecting the civilization.

INDEPENDENT ADVENTURERS

Though a scout might make a living as a bounty hunter, a guide, or a tracker, a scout's true calling is to defend civilization from the ravages of monsters and humanoid hordes that press in. In some places, scouts gather in secretive orders, though many scouts are independent almost to a fault, knowing that, when a rancor or a band of pirates attacks, a scout might be the first—and possibly the last—line of defense. This fierce independence makes scouts well suited to adventuring, since they are accustomed to life far from the comforts of a dry bed and a hot bath. Faced with city-bred adventurers who grouse and whine about the hardships of the wild, scouts respond with some mixture of amusement, frustration, and compassion. But they quickly learn that other adventurers who can carry their own weight in a fight against civilization's foes are worth any extra burden. Coddled city folk might not know how to feed themselves or find fresh water in the wild, but they make up for it in other ways.



CREATING A SCOUT

As you create your scout character, consider the nature of the training that gave you your particular capabilities. Did you train with a single mentor, tracking together until you mastered the scout's ways? Did you leave your apprenticeship, or was your mentor slain—perhaps by some kind of bestial monstrosity on which you've sworn revenge? Or perhaps you learned your skills as part of a band of mercenaries.

What's the source of your particular hatred of a certain kind of enemy? Did a monster kill someone you loved or destroy your home village? Or did you see too much of the destruction these monsters cause and commit yourself to reining in their depredations? Is your adventuring career a continuation of your work, or a significant change?

What made you join up with a band of adventurers? Do you find it challenging to teach new allies the ways of the wild, or do you welcome the relief from solitude that they offer?

QUICK BUILD

You can make a scout quickly by following these suggestions. First, make Strength or Dexterity your highest ability modifier, depending on whether you want to focus on melee combat or on ranged weapons (or finesse weapons). Your next-highest score should be Intelligence. Second, choose the bounty hunter background.

THE SCOUT

Level	Proficiency Bonus	Features	Ranger's Quarry Damage Die	Tech Powers Known	Tech Points	Max Power Level
1st	+2	Swift Response, Ranger's Quarry	d4	—	—	—
2nd	+2	Fighting Style, Techcasting	d4	4	2	1st
3rd	+2	Pathfinder, Scout Technique	d4	5	3	1st
4th	+2	Ability Score Improvement	d4	6	4	1st
5th	+3	Extra Attack	d6	7	5	2nd
6th	+3	Expertise	d6	8	6	2nd
7th	+3	Technique feature	d6	9	7	2nd
8th	+3	Ability Score Improvement	d6	10	8	2nd
9th	+4	—	d8	11	9	3rd
10th	+4	Commando	d8	12	10	3rd
11th	+4	Technique feature	d8	13	11	3rd
12th	+4	Ability Score Improvement	d8	14	12	3rd
13th	+5	—	d10	15	13	4th
14th	+5	Combat Tech	d10	16	14	4th
15th	+5	Technique feature	d10	16	15	4th
16th	+5	Ability Score Improvement	d10	16	16	4th
17th	+6	—	d12	17	17	5th
18th	+6	Supreme Awareness	d12	17	18	5th
19th	+6	Ability Score Improvement	d12	17	19	5th
20th	+6	Foe Slayer	d12	18	20	5th

CLASS FEATURES

As a scout, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per scout level
Hit Points at 1st Level: 10 + your Constitution modifier
Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per scout level after 1st

PROFICIENCIES

Armor: Light armor, medium armor
Weapons: All blasters, all vibroweapons
Tools: None

Saving Throws: Strength, Dexterity
Skills: Choose three from Animal Handling, Athletics, Insight, Investigation, Perception, Piloting, Stealth, Survival, and Technology

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background.

- *(a)* light battle armor or *(b)* combat suit, blaster carbine, and two power cells
- *(a)* a simple vibroweapon and a light or medium shield generator or *(b)* two simple vibroweapons
- *(a)* a hold-out and a power cell or *(b)* two vibrodaggers
- *(a)* a dungeoneer's pack or *(b)* an explorer's pack
- A wristpad

VARIANT: STARTING WEALTH

In lieu of the equipment granted by your class and background, you can elect to purchase your starting gear. If you do so, you receive no equipment from your class and background, and instead roll for your starting wealth using the criteria below:

Class	Funds
Scout	1,000 + 5d4 x 100 cr

SWIFT RESPONSE

Beginning at 1st level, you learn to react with swift and decisive action in combat. You gain the following benefits:

- You ignore difficult terrain.
- You add your proficiency bonus to initiative rolls.
- On your first turn during combat, you have advantage on attack rolls against creatures that have not yet acted.

RANGER'S QUARRY

Also 1st level, you learn how to effectively read and track your prey. On your turn, you can choose a creature you can see within 90 feet and mark it as your quarry (no action required). For the next 10 minutes, you gain the following benefits:

- Once per round, when you hit the target with a weapon attack, you can deal 1d4 additional damage to it of the same type as the weapon's damage. This die changes as you gain scout levels, as shown in the Ranger's Quarry Damage Die column of the scout class table.
- You have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it while it's on the same planet as you.

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

Starting at 9th level, you can expend two uses of this feature to extend the duration to 8 hours. At 17th level, you can expend three uses to extend the duration to 24 hours.

FIGHTING STYLE

Beginning at 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the 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.

TECHCASTING

Also at 2nd 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 Scout class 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 your scout level, as shown in the Tech Points column of the scout class 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 Scout class table.

You may only cast tech powers at 4th and 5th-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.

PATHFINDER

Beginning at 3rd level, you are skilled at navigating the untamed wilds. You gain the following benefits when traveling for an hour or more:

- Difficult terrain doesn't slow your group's travel.
- You can't become lost by unenhanced means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- When you make a Wisdom (Survival) check, you gain a bonus to the check equal to your Intelligence modifier.

SCOUT TECHNIQUE

Also at 3rd level, you choose to focus on a specific scout technique, which is detailed at the end of the class description. Your choice grants you features at 3rd level and again at 7th, 11th, and 15th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. Alternatively, you can choose a feat (see Chapter 6 for a list of feats).

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

EXPERTISE

At 6th level, choose two of your skill proficiencies, or one of skill proficiencies and one of your tool proficiencies, or two of your tool proficiencies. You gain expertise in those skills or tools.

At 14th level, you can choose another two proficiencies (in skills or tools) to gain this benefit.

COMMANDO

Starting at 10th level, you can take the Dash and Hide actions as a bonus action on each of your turns. Additionally, you can remain perfectly still for long periods of time to set up ambushes.

When you attempt to hide on your turn, you can opt to not move on that turn. If you avoid moving, creatures that attempt to detect you take a -10 penalty to their Wisdom (Perception) checks until the start of your next turn. You lose this benefit if you move or fall prone, either voluntarily or because of some external effect. You are still automatically detected if any effect or action causes you to no longer be hidden.

If you are still hidden on your next turn, you can continue to remain motionless and gain this benefit until you are detected.

Additionally, you can no longer be tracked by unenhanced means, unless you choose to leave a trail.

COMBAT TECH

At 14th level, when you use your action to cast a tech power, you can make one weapon attack as a bonus action.

SUPREME AWARENESS

At 18th level, you gain preternatural senses that help you fight creatures you can't see. When you attack a creature you can't see, your inability to see it doesn't impose disadvantage on your attack rolls against it.

You are also aware of the location of any invisible creature within 30 feet of you, provided that the creature isn't hidden from you and you aren't blinded or deafened.

FOE SLAYER

At 20th level, you become an unparalleled hunter. Your Strength or Dexterity score increases by 2, and your Intelligence score increases by 2. Your maximum for those scores increases by 2.

Additionally, once on each of your turns, you can add your Intelligence modifier to the attack roll or the damage roll of an attack you make. You can choose to use this feature before or after the roll, but before any effects of the roll are applied.

SCOUT TECHNIQUES

Scouts tend to share knowledge amongst them selves, focusing on specific techniques and honing them to perfection. Those scouts who adopt the same technique tend to share a camaraderie with each other.



DEADEYE TECHNIQUE

Some scouts becomes legends written in blaster burns. Followers of the Deadeye Technique the art of the blaster shot and utilize their incredible focus to make shots that most would deem impossible. When everything depends on one shot, you want a Deadeye pulling the trigger.

Due to their uncanny focus, Deadeyes can make shots that other marksmen would never dare to attempt. Deadeyes know how to make the most of ranged weapons and can use them to greater effect than other Scouts.



FOCUSED SUPERIORITY

When you choose this technique at 3rd level, you learn maneuvers that are fueled by special dice called superiority dice.

MANEUVERS

You know two maneuvers of your choice, which are detailed under "Maneuvers" below, and you earn more at higher levels, as shown in the Maneuvers Known column of the Deadeye Technique Focused Superiority table. Many maneuvers enhance an attack in some way. You can use only one maneuver per attack, and you may only use each maneuver once per turn.

Each time you learn new maneuvers, you can also replace one maneuver you know with a different one.

SUPERIORITY DICE

You have two superiority dice, which are d6s, and you earn more at higher levels, as shown in the Superiority Dice column of the Deadeye Technique Focused Superiority table. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest.

SAVING THROWS

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

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

MANEUVERS

The maneuvers are presented in alphabetical order.

CRIPPLING SHOT

When you hit a creature with a ranged weapon attack, you can expend a superiority die to cripple its movement. Add the number rolled to the damage of the ranged weapon attack. The creature must succeed on a Constitution saving throw or have its movement speed halved. At the end of each of its turns, the target can make a Constitution saving throw to end the effect.

DARING ESCAPE

You can expend one superiority die to take the Disengage action as a bonus action until the end of your turn. Until the end of this turn, you have advantage on all Strength (Athletics) checks.

DISARMING SHOT

When you hit a creature with a ranged weapon attack, you can expend one superiority die to attempt to disarm the target, forcing it to drop one item of your choice that it's holding. Add the superiority die to the attack's damage roll, and the target must make a Strength saving throw. On a failed save, it drops the object you choose. The object lands at its feet.

DISTRACTING SHOT

When you hit a creature with a ranged weapon attack, you can expend one superiority die to distract the creature, giving your allies an opening. You add the superiority die to the attack's damage roll. The next attack roll against the target by an attacker other than you has advantage if the attack is made before the start of your next turn.

EXPLOIT WEAKNESS

When you hit a creature with a weapon attack, you can expend a superiority die and deal additional damage equal to the number rolled. This damage cannot be reduced in any way.

PENETRATING SHOT

When you hit a creature with a ranged weapon attack, you can expend one superiority die to attempt to damage another creature with the same attack. Choose up to two creatures within 15 feet of and directly behind your initial target. If the original attack roll would hit the second creature, it takes damage equal to the number you roll on your superiority die.

The damage is of the same type dealt by the original attack.

PRECISION ATTACK

When you make a weapon attack roll against a creature, you can expend one superiority die to add it to the roll. You can use this maneuver before or after making the attack roll, but before any effects of the attack are applied.

RETURN FIRE

When a creature misses you with a ranged attack, you can use your reaction and expend one superiority die to make a ranged weapon attack against the creature. If you hit, you add the superiority die to the attack's damage roll.

SUPPRESSING FIRE

When you hit a creature with a ranged weapon attack, you can expend one superiority die to maneuver one of your comrades into a more advantageous position. You add the superiority die to the attack's damage roll, and you choose a friendly creature who can see or hear you.

That creature can use its reaction to move up to half its speed without provoking opportunity attacks from the target of your attack.

MARK OF THE DEADEYE

Also at 3rd level, the range of your Ranger's Quarry feature doubles. Additionally, when making ranged weapon attacks against the target of your Ranger's Quarry, the normal and long range of your ranged weapons double.

COVER TO COVER

Beginning at 7th level, attack rolls made against you on your turn are made with disadvantage.

DEADEYE TECHNIQUE FOCUSED SUPERIORITY

Level	Focused Superiority	Superiority Dice	Maneuvers Known
3rd	d6	2	2
4th	d6	2	2
5th	d6	2	2
6th	d6	2	2
7th	d8	3	3
8th	d8	3	3
9th	d8	3	3
10th	d8	3	3
11th	d10	3	4
12th	d10	3	4
13th	d10	3	4
14th	d10	3	4
15th	d12	4	5
16th	d12	4	5
17th	d12	4	5
18th	d12	4	5
19th	d12	4	5
20th	d12	4	5

SHOOT FIRST

Starting at 11th level, you have learned that the person who shoots first is often the one who walks out alive. When you make a ranged weapon attack against a creature that has not yet acted during your first turn in combat and you have advantage on the roll, you can reroll one of the dice once.

Additionally, on a hit, you deal an extra 1d6 damage of the same type as the weapon.

OVERWATCH

At 15th level, you have become a master at protecting your allies from afar. When a creature attempts to make an opportunity attack against an allied creature, or forces your ally to make a saving throw, you can use your reaction to make an attack roll against the enemy creature.

If your attack hits, either impose disadvantage on the enemy creature's opportunity attack roll or grant advantage to any allies making the saving throw.

HUNTER TECHNIQUE

Some scouts seek to master weapons to better protect civilization from the terrors of their enemies. Followers of the Hunter Technique learn specialized fighting techniques for use against the most dire threats, from an onslaught of soldiers to towering walkers.

HUNTER'S PREY

When you choose this technique at 3rd level, you gain one of the following features of your choice.

COLOSSUS SLAYER

Your tenacity can wear down the most potent foes. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn, and this damage is the same type as the weapon's damage.

GIANT KILLER

When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the creature.

HORDE BREAKER

Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon, no action required.

MARK OF THE HUNTER

Also at 3rd level, when you use your Ranger's Quarry feature, the first time you make a tech or weapon attack against the target of your Ranger's Quarry each round, roll your Ranger's Quarry Damage Die and add it to the roll.

DEFENSIVE TACTICS

Beginning at 7th level, you gain one of the following features of your choice.

ESCAPE THE HORDE

Opportunity attacks against you are made with disadvantage.

MULTIATTACK DEFENSE

When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

STEEL WILL

You have advantage on saving throws against being frightened.

MULTIATTACK

Starting at 11th level, you gain one of the following features of your choice.

VOLLEY

You can use your action to make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target.

WHIRLWIND ATTACK

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.

SUPERIOR HUNTER'S DEFENSE

At 15th level, you gain one of the following features of your choice.

EVASION

When you are subjected to an effect, such as a consular's *force storm* or an engineer's *explosion*, that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on a saving throw, and only half damage if you fail.

STAND AGAINST THE TIDE

When a hostile creature misses you with a melee attack, you can use your reaction to force that creature to repeat the same attac against another creature (other than itself) of your choice.

UNCANNY DODGE

When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.



STALKER TECHNIQUE

Some Scouts become consumed by the thrill of the hunt. Only heard and never seen they revel in the violence of battle. Followers of the Stalker Technique hone their abilities to track others utilizing a variety of techniques: camouflage, infiltration, surveillance, and target acquisition.

ACCOMPLISHED AMBUSHER

When you choose this technique at 3rd level, when you take the Attack action against a creature that is surprised, you can make one additional attack against that creature as a part of that action.

MARK OF THE STALKER

Also at 3rd level, while you are hidden from the target of your Ranger's Quarry feature, the first attack roll you make each round against that creature does not automatically reveal your presence to that creature. Make a Dexterity (Stealth) check contested by your target's Wisdom (Perception) check. On a success, you remain hidden. If you are less than 30 feet from your target, the Dexterity (Stealth) check is made with disadvantage.

CONCEALMENT

Beginning at 7th level, you've become adept at evading creatures that rely on darkvision. While in darkness, you are invisible to any creature that relies on darkvision to see you in that darkness.

Additionally, when you hit a creature with a ranged weapon attack while hidden, you can force that creature to make a Dexterity saving throw against your tech save DC. On a failed save, the creature's speed is reduced to 0 until the end of your next turn. You can use this feature a number of times equal to your Intelligence modifier (minimum of one). You regain all expended uses when you finish a short or long rest.

STALKER'S FLURRY

Starting at 11th level, if you have advantage on a weapon attack against a target on your turn, you can forgo that advantage to immediately make an additional weapon attack against the same target as a bonus action.

STALKER'S DODGE

At 15th level, whenever a creature attacks you and does not have advantage, you can use your reaction to impose disadvantage on the creature's attack roll against you. You can use this feature before or after the attack roll is made, but it must be used before the outcome of the roll is determined.



SENTINEL

Clad in black robes, the Rattataki pulls his hood forward and steps into the shadowy alcove, only to reappear further down the hall. As his quarry walks past, he presses the hilt of his lightsaber to the back of their head, quickly toggling it on-and-off. He is gone before the corpse hits the ground.

The togruta dashes across the battlefield, doublesaber deflecting blaster shots to the ground. She pulls her wounded padawan to her feet, and guides her away from the warzone.

Green-bladed lightsaber a blur, the cathar ferociously presses the attack. With each strike, she guides her opponent closer to the ravine's edge. A flurry of blows followed by a quick *force push* and her foe tumbles over the edge.

Sentinels are the masters of blending force powers with weapon attacks. They weave the two together so expertly that their foes have trouble predicting them.



THE MIDDLE OF THE ROAD

The sentinel uses stealth and subterfuge to accomplish the will of the Force. Where the consular focuses on mastery of the Force and the guardian focuses on the mastery of the lightsaber, the sentinel focuses on merging the two.

SOLITARY ACTION

Sentinels are notoriously independent, most comfortable acting alone and without backup; where some use a team to make up for their weaknesses, the sentinel uses the Force to overcome theirs. While some take this independent streak to the extreme, they are usually accepting of authority, as long as they are allowed to carry out directions using their preferred methods.

CREATING A SENTINEL

While creating your sentinel, consider your personal philosophy in regards to the Force and its most famous practitioners – the Jedi and the Sith. Are you a member of one of the two orders, or do you walk a different path? Are you an operative tapping into a latent Force-sensitivity? Were you trained in the force from a young age, or did you discover it as an adult? How do you treat those weaker than you? What was your family like? Do you see the Force as light and dark, or an impartial river of gray?

QUICK BUILD

You can make a sentinel quickly by following these suggestions. First, make Dexterity your highest ability score, followed by Wisdom or Charisma. Second, choose the Jedi or Sith background.

THE SENTINEL

Level	Proficiency Bonus	Features	Kinetic Combat Damage Die	Force Powers Known	Force Points	Max Power Level
1st	+2	Forcecasting, Kinetic Combat	d4	6	3	1st
2nd	+2	Force-Empowered Self, Sentinel Ideals	d4	7	6	1st
3rd	+2	Sentinel Calling	d4	9	9	2nd
4th	+2	Ability Score Improvement	d4	10	12	2nd
5th	+3	Extra Attack	d6	11	15	2nd
6th	+3	—	d6	13	18	3rd
7th	+3	Calling feature	d6	14	21	3rd
8th	+3	Ability Score Improvement	d6	15	24	3rd
9th	+4	—	d6	17	27	4th
10th	+4	Battle Readiness	d6	18	30	4th
11th	+4	—	d8	20	33	5th
12th	+4	Ability Score Improvement	d8	21	36	5th
13th	+5	Calling feature	d8	22	39	5th
14th	+5	—	d8	24	42	6th
15th	+5	Enlightened Evasion	d8	25	45	6th
16th	+5	Ability Score Improvement	d8	26	48	6th
17th	+6	—	d10	28	51	7th
18th	+6	Calling feature	d10	29	54	7th
19th	+6	Ability Score Improvement	d10	30	57	7th
20th	+6	Center of the Force	d10	30	60	7th

CLASS FEATURES

As a sentinel, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per sentinel level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per sentinel level after 1st

PROFICIENCIES

Armor: Light armor
Weapons: Simple vibroweapons, simple lightweapons, chakram, doubleblade, doublesaber, doubleshoto, doublesword, hidden blade, lightfoil, light ring, saberwhip, vibrorapier, vibrowhip
Tools: Your choice of demolitions kit, security kit, or slicer's kit

Saving Throws: Dexterity, Charisma
Skills: Choose two from Acrobatics, Animal Handling, Insight, Intimidation, Perception, Persuasion, Piloting, Stealth, and Technology

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- *(a)* two simple lightweapons or vibroweapons or *(b)* one martial lightweapon or vibroweapon with which you are proficient
- *(a)* a dungeoneer's pack or *(b)* an explorer's pack
- *(a)* a demolitions kit, *(b)* a security kit, or *(c)* a slicer's kit
- a combat suit and a light shield generator

VARIANT: STARTING WEALTH

In lieu of the equipment granted by your class and background, you can elect to purchase your starting gear. If you do so, you receive no equipment from your class and background, and instead roll for your starting wealth using the criteria below:

Class	Funds
Sentinel	1,000 + 3d4 x 100 cr

FORCECASTING

In your meditations on the force, 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 6 force powers of your choice, and you learn more at higher levels, as shown in the Force Powers Known column of the Sentinel class 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 sentinel level x 3, as shown in the Force Points column of the sentinel class 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 Sentinel class table.

You may only cast force powers at 5th, 6th, and 7th-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

KINETIC COMBAT

At 1st level, you are an unrelenting flurry of strikes. When you take the Attack action on your turn, you can make one unarmed strike or melee weapon attack as a bonus action. This attack deals damage equal to your Kinetic Combat Damage Die. This die changes as you gain sentinel levels, as shown in the Kinetic Combat Damage Die column of the sentinel class table.

Additionally, when you make this bonus action attack, your movement speed increases by 10 feet until the end of your turn.

FORCE-EMPOWERED SELF

Starting at 2nd level, your training allows you to harness the mystical energy of the Force throughout your body. When you hit a target with your Kinetic Combat attack, you can spend 1 force point to use a Force-Empowered Self effect. You start with three such effects: Deflection, Double Strike, and Slow Time. You can only use one effect per turn.

DEFLECTION

You can roll a Kinetic Combat Damage Die and add it to your AC against one attack before the start of your next turn.

DOUBLE STRIKE

You deal additional damage to the target equal to your Kinetic Combat Damage Die.

SLOW TIME

Your speed increases by an amount equal to 5 x your Kinetic Combat Damage Die until the end of your turn.

SENTINEL IDEALS

Also at 2nd level, you adopt an ideal that exemplifies your bond with the Force. You adopt one ideal of your choice, as detailed at the end of the class description. You adopt an additional ideal at 6th and 11th level. When you manifest your Sentinel Ideals, you choose which effect to create.

You can manifest your ideals twice. You gain an additional use at 11th level. You regain all expended uses when you finish a long rest.

SENTINEL CALLING

When you reach 3rd level, you choose a sentinel calling, which is detailed at the end of the class description. Your calling grants you features at 3rd level and again at 7th, 13th, and 18th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. Alternatively, you can choose a feat (see Chapter 6 for a list of feats).

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

BATTLE READINESS

Starting at 10th level, you have fully learned how to meld your physical self with the Force. When you take the Dodge or Disengage actions, or use your action to cast a force power, you can use your Kinetic Combat feature.

ENLIGHTENED EVASION

When you reach 15th level, when you are subjected to a damage-dealing effect that forces you to make a saving throw, you can spend 2 force points to add your Wisdom or Charisma modifier (your choice, minimum of one) to the saving throw if doesn't already include that modifier. If you do so, you instead take no damage if you succeed on the saving throw, and only half damage if you fail. You can wait until after you roll the d20 to use this feature, but you must decide before the GM says whether the roll succeeds or fails.

CENTER OF THE FORCE

At 20th level, you are perfectly centered with the Force. Your Dexterity and Wisdom or Charisma scores (your choice) increase by 2. Your maximum for those scores increases by 2.

Additionally, once per turn, when you would roll a Kinetic Combat Damage Die, you can instead choose the maximum.

SENTINEL IDEALS

The ideals are presented in alphabetical order. You can't benefit from a Sentinel Ideal option more than once, even if you later get to choose again.

IDEAL OF THE AGILE

You gain a swimming speed and a climbing speed equal to your walking speed. When you make a long jump, you can cover a number of feet up to twice your Wisdom or Charisma score (your choice). When you make a high jump, you can leap a number of feet up into the air equal to 3 + twice your Wisdom or Charisma score (your choice).

Additionally, as a bonus action, you can manifest this ideal in a brief surge of energy. For the next minute, opportunity attacks against you are made with disadvantage.

IDEAL OF THE ARTISAN

Choose one of your skill or tool proficiencies. When you make an ability check with the chosen skill or tool, you can add half your Wisdom or Charisma modifier (your choice, minimum of one) to any check you make that doesn't already include that modifier.

Additionally, as an action, you can manifest this ideal in a brief surge of energy. For the next 10 minutes, the bonus increases to your Wisdom or Charisma modifier, and you can choose a second skill or tool to extend this feature to.

IDEAL OF THE CONTENDER

You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes, and your unarmed strikes deal damage equal to your Kinetic Combat Damage Die.

Additionally, as a bonus action, you can manifest this ideal in a brief surge of energy. For the next minute, your unarmed strikes count as enhanced for the purpose of overcoming resistance and immunity to unenhanced attacks and damage, and you can use your Wisdom or Charisma modifier (your choice) instead of Strength for checks made to grapple a target or escape a grapple.

IDEAL OF THE HUNTER

You gain darkvision out to a range of 60 feet. If you already have darkvision, this ideal increases its range by 30 feet.

Additionally, as a bonus action, you can manifest this ideal in a brief surge of energy. For the next minute, you can see normally in enhanced darkness, and you gain blindsight to 10 feet.

IDEAL OF THE STEADFAST

When you would make a melee weapon attack roll, you can instead force the target to make a Dexterity saving throw (DC = 8 + your proficiency bonus + your Strength or Dexterity modifier + any bonuses to melee weapon attack rolls). If you would have advantage on your attack roll, the creature instead has disadvantage on their saving throw. On a failed save, the target takes normal weapon damage and is subjected to any additional effects that would occur on a hit.

Additionally, as a bonus action, you can manifest this ideal in a brief surge of energy. For the next minute, when a creature succeeds on the saving throw, they take half of the normal weapon damage, and when a creature rolls a 1 on the saving throw, they take damage as if suffering a critical hit.

IDEAL OF THE TITAN

You gain proficiency in medium armor.

Additionally, as a bonus action, you can manifest this ideal in a brief surge of energy. For the next minute, you have advantage on ability checks and attack rolls that would forcefully move another creature, and the distance they would be moved increases by 5 feet.

IDEAL OF THE TRANQUIL

When you finish a short or long rest, you gain a number of temporary force points equal to your Wisdom or Charisma modifier (your choice, minimum of one). When you would spend a force point while you have temporary force points, the temporary force points are spent first. All temporary force points are lost at the end of your next short or long rest.

Additionally, as an action, you can manifest this ideal in a brief surge of energy. You regain a number of force points equal to your Wisdom or Charisma modifier (your choice, minimum of one).

IDEAL OF THE VIGOROUS

When you roll a Hit Die to regain hit points, you may use your Wisdom or Charisma modifier in place of your Constitution modifier when determining the number of hit points you regain.

Additionally, as an action, you can manifest this ideal in a brief surge of energy. You gain a number of temporary hit points equal to half your sentinel level (rounded down) + your Wisdom or Charisma modifier (your choice, minimum of one).

SENTINEL CALLINGS

Different sentinels select different callings, called Paths, to follow as they hone their powers.

PATH OF AGGRESSION

From the murky depths of the dark side comes seething fury. Those sentinels who follow the Path of Aggression charge their weapon with lightning, culminating in a massive discharge that can ravage their opponents.

VOLTAIC SLASH

Starting when you choose this calling at 3rd level, you learn the *lightning charge* 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 lightning damage with the *lightning charge* force power, you deal additional lightning damage equal to half your Wisdom or Charisma modifier (your choice, minimum of one) if it doesn't already include that modifier.

THUNDEROUS MOMENTUM

Also at 3rd level, your stride becomes nigh unbreakable. You are immune to the shocked condition, and other effects that would reduce your speed only reduce it by 5 feet.

ENTROPIC RUSH

At 7th level, you've learned to move with speed and precision, discharging your lightning in a massive burst. When you move at least half your speed before casting *lightning charge*, you make the attack roll with advantage. Additionally, on a hit, the lightning can leap a second time, to a third creature within range or back to the first creature.

LIVING CURRENT

By 13th level, you've learned to channel the damage done to you to enhance your strikes. The first time you deal damage on your turn, if you took damage since the start of your last turn, you can deal additional lightning damage equal to your Kinetic Combat Damage Die + half the amount of damage taken (rounded down).

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.

RETALIATORY STRIKE

At 18th level, when a creature hits you with an attack while within 5 feet of you, you can use your reaction to cast the *lightning charge* force power, targeting them.





PATH OF FOCUS

The ways of the Force can reveal themselves to a sentinel through intense concentration and, most importantly, focus. Those sentinels who follow the Path of Focus use debilitating bursts of lightsaber strikes and force powers to exhaust their foes, crushing any hopes they had of mounting an effective defense.

FOCUSED BURST

Starting when you choose this calling at 3rd level, you learn the *burst* force power, which does not count against your total powers known. Additionally, you can use your Kinetic Combat feature when you cast it as your action. Finally, you add your Wisdom or Charisma modifier (your choice, a minimum of +1) to damage rolls with it, and creatures that succeed on their saving throw take half damage, instead of none.

BLADE DANCE

Also at 3rd level, when you deal damage to a creature within 5 feet of you, you can move up to 10 feet without provoking opportunity attacks.

BLADE STORM

At 7th level, your bursts become even more overwhelming. Once on your turn, when a creature takes damage from you twice, you can immediately make one additional attack against that creature (no action required). This attack deals damage equal to your Kinetic Combat Damage Die.

FOCUSED FLOW

By 13th level, whenever you use a Force-Empowered Self feature, you may instead expend no force points and roll a d4 in place of your Kinetic Combat Damage Die.

MASTER STRIKE

At 18th level, your bursts can overpower even the fiercest of foes. Once on your turn, when a creature takes damage from you three times, you can force it to make a Constitution saving throw against your universal force save DC. On a failed save, it becomes stunned until the end of its next turn.

PATH OF SHADOWS

In darkness, there is protection. Those sentinels who follow the Path of Shadows utilize a calculated plan, becoming masters of stealth and ambush who forgo the head-on attack for the vulnerable flank.

DEAD SILENCE

Starting when you choose this calling at 3rd level, you learn the *psychic charge* 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 hit a creature with the *psychic charge* force power and the target tries to speak, their voice does not produce sound until the end of your next turn.

CLOAK OF SHADOWS

Also at 3rd level, you can take the Hide action as a bonus action on your turn. Additionally, you can try to hide when you are lightly obscured from the creature from which you are hiding.

SHADOW STRIKE

At 7th level, you learn to strike from the shadows. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the roll.

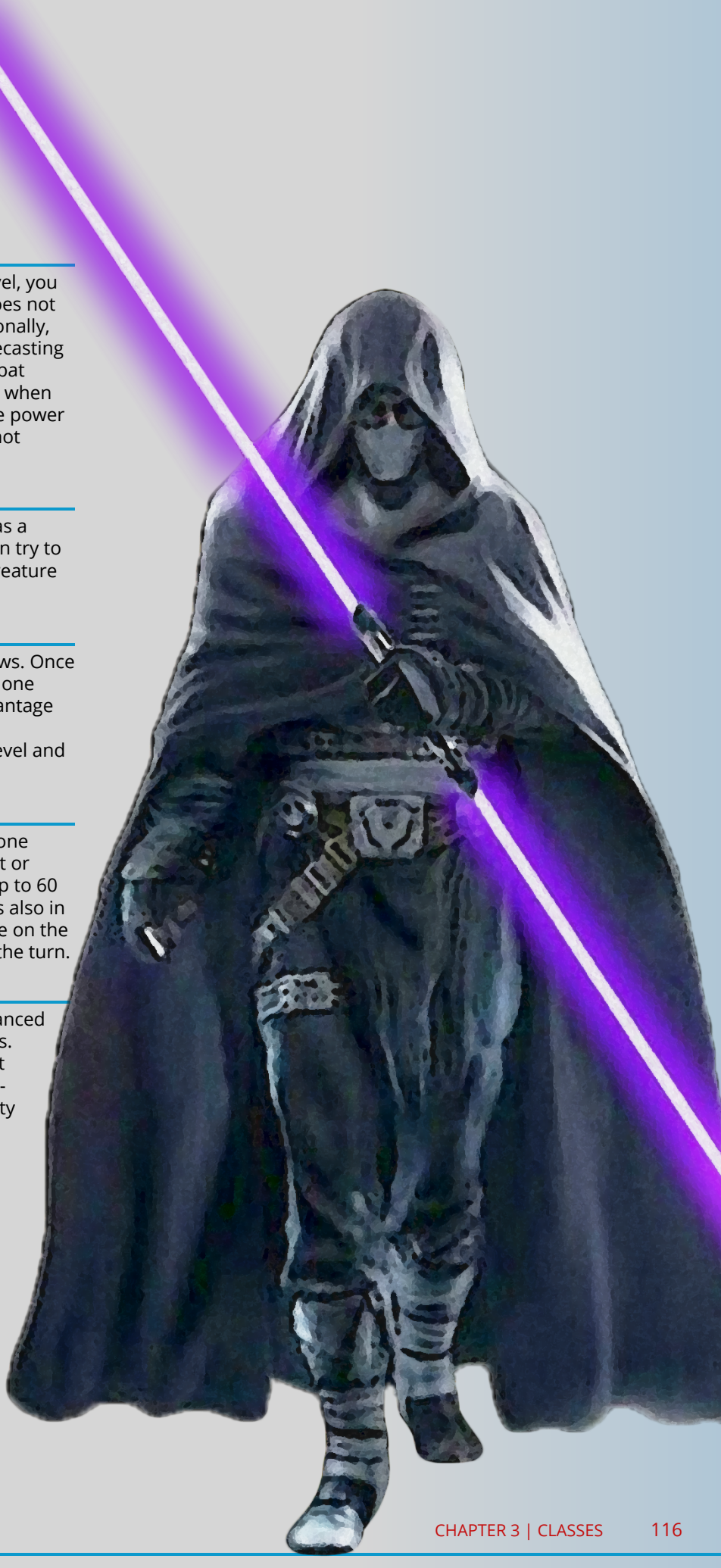
The extra damage increases to 2d6 at 11th level and 3d6 at 17th level.

SHADOW STEP

By 13th level, you gain the ability to step from one shadow into another. While you are in dim light or darkness, as a bonus action you can teleport up to 60 feet to an unoccupied space you can see that is also in dim light or darkness. You then have advantage on the first melee attack you make before the end of the turn.

SHADOW'S WRATH

At 18th level, your training has taught you advanced techniques while you maneuver in the shadows. While you are hidden from your target, the first attack roll you make each round does not automatically reveal your presence. Make a Dexterity (Stealth) check against your target's Wisdom (Perception) check. On a success, you remain hidden. If you are also invisible, you remain invisible.



CHAPTER 4: PERSONALITY AND BACKGROUNDS

CHARACTERS ARE DEFINED BY MUCH MORE THAN THEIR SPECIES and class. They're individuals with their own stories, interests, connections, and capabilities beyond those that class and species define. This section expounds on the details that distinguish characters from one another, including the basics of name and physical description, the rules of backgrounds and languages, and the finer points of personality and alignment.

CHARACTER DETAILS

Your character's name and physical description might be the first things that the other players at the table learn about you. It's worth thinking about how these characteristics reflect the character you have in mind.

NAME

Your character's species description includes sample names for members of that species. Put some thought into your name even if you're just picking one from a list.

SEX

You can play a male or female character without gaining any special benefits or hindrances. Think about how your character does or does not conform to the broader culture's expectations of sex, gender, and sexual behavior.

You don't need to be confined to binary notions of sex and gender. Some species believe in companionship that doesn't take into account gender. You could also play a female character who presents herself as a man or a man who feels trapped in a female body. Likewise, your character's sexual orientation is for you to decide.

HEIGHT AND WEIGHT

You can decide your character's height and weight, using the information provided in your species description. Think about what your character's ability scores might say about his or her height and weight. A weak but agile character might be thin. A strong and Durable character might be tall or heavy.

You can also roll randomly for your character's height and weight using that species's Physical Characteristics table, as shown above. The first dice roll given in the second column determines the character's extra height (in inches) beyond the base height. That same number multiplied by the second dice roll or quantity given in the second column determines the character's extra weight (in pounds) beyond the base weight.

For example, as a human, Obi-Wan has a height of 4 feet 8 inches plus 2d10 inches. We roll 2d10 and gets a total of 12, so Obi-Wan stands 5 feet 8 inches tall. Then we use that same roll of 12 and multiplies it by 2d4 pounds. His 2d4 roll is 3, so Obi-Wan weighs an extra 36 pounds (12x3) on top of his base 110 pounds, for a total of 146 pounds.

HUMAN

PHYSICAL CHARACTERISTICS

Height	4'8"	+2d10"
Weight	110 lb.	x(2d4) lb.

OTHER PHYSICAL CHARACTERISTICS

You choose your character's age and the color of his or her hair, eyes, and skin. To add a touch of distinctiveness, you might want to give your character an unusual or memorable physical characteristic, such as a scar, a limp, or a tattoo.

ALIGNMENT

A typical creature in the galaxy has an alignment, which broadly describes its moral and personal attitudes. Alignment is a combination of two factors: one identifies morality, and is typically defined in terms of the Force: (light, dark, or balanced), and the other describes attitudes toward society and order (lawful, chaotic, or neutral). Thus, nine distinct alignments define the possible combinations.

These brief summaries describe the typical behavior of a creature with that alignment. Individuals might vary significantly from that typical behavior, and few people are perfectly and consistently faithful to the precepts of their alignment.

You can pick your alignment or roll to determine it randomly. Roll separately for Morality and Society.

d6	Morality
1-2	**Light:** Usually the needs of others outweigh my own, (...)
3-4	**Dark:** Usually my needs outweigh others', (...)
5-6	**Balanced:** Usually circumstances dictate whose needs are more important, (...)

d6	Society
1-2	**Lawful:** (...) but the means are as important as the end.
3-4	**Chaotic:** (...) but the ends justify the means.
5-6	**Neutral:** (...) but either the ends or the means may may be more important, depending.

ALIGNMENT IN THE GALAXY

For many thinking creatures, alignment is a moral choice. Humans and ugnaughts can choose whether to follow the paths of darkness or light, of law or chaos. Lanniks tend to follow the light side, while sith purebloods tend toward the dark. Chiss are lawful, while aqualish are often chaotic.

LANGUAGES

Your species indicates the languages your character can speak by default, and your background might give you access to one or more additional languages of your choice. Note these languages on your character sheet.

Choose your languages based on the species you commonly interact with. If you have a wookiee sidekick, you might understand-if not speak-Shyriiwook. Alternatively, if you commonly trade with Jawas, you might speak Jawaese.

A list of the most commonly spoken languages of *Star Wars* can be found below in the Common Languages table.

Common Languages

Bith	Mon Cal
Bothese	Rodese
Cheunh	Sith
Durese	Togruti
Galactic Basic	Dosh
Huttese	Twi'leki
Jawaese	Shyriiwook
Kel Dor	Zabraki

PERSONAL CHARACTERISTICS

Fleshing out your character's personality—the array of traits, mannerisms, habits, beliefs, and flaws that give a person a unique identity—will help you bring him or her to life as you play the game. Four categories of characteristics are presented here: personality traits, ideals, bonds, and flaws. Beyond those categories, think about your character's favorite words or phrases, tics and habitual gestures, vices and pet peeves, and whatever else you can imagine.

Each background presented later in this chapter includes suggested characteristics that you can use to spark your imagination. You're not bound to those options, but they're a good starting point.

PERSONALITY TRAITS

Give your character two personality traits. Personality traits are small, simple ways to help you set your character apart from every other character. Your personality traits should tell you something interesting and fun about your character. They should be self-descriptions that are specific about what makes your character stand out. "I'm smart" is not a good trait, because it describes a lot of characters. "I've read every book I can get my hands on" tells you something specific about your character's interests and disposition.

Personality traits might describe the things your character likes, his or her past accomplishments, things your character dislikes or fears, your character's self-attitude or mannerisms, or the influence of his or her ability scores.

A useful place to start thinking about personality traits is to look at your highest and lowest ability scores and define one trait related to each. Either one could be positive or negative: you might work hard to overcome a low score, for example, or be cocky about your high score.

IDEALS

Describe one ideal that drives your character. Your ideals are the things that you believe in most strongly, the fundamental moral and ethical principles that compel you to act as you do. Ideals encompass everything from your life goals to your core belief system.

Ideals might answer any of these questions: What are the principles that you will never betray? What would prompt you to make sacrifices? What drives you to act and guides your goals and ambitions? What is the single most important thing you strive for?

You can choose any ideals you like, but your character's alignment is a good place to start defining them. Each background in this chapter includes six suggested ideals. Five of them are linked to aspects of alignment: dark, light, or neutral. The last one has more to do with the particular background than with moral or ethical perspectives.

BONDS

Create one bond for your character. Bonds represent a character's connections to people, places, and events in the world. They tie you to things from your background. They might inspire you to heights of heroism, or lead you to act against your own best interests if they are threatened. They can work very much like ideals, driving a character's motivations and goals.

Bonds might answer any of these questions: Whom do you care most about? To what place do you feel a special connection? What is your most treasured possession?

Your bonds might be tied to your class, your background, your species, or some other aspect of your character's history or personality. You might also gain new bonds over the course of your adventures.

FLAWS

Finally, choose a flaw for your character. Your character's flaw represents some vice, compulsion, fear, or weakness—in particular, anything that someone else could exploit to bring you to ruin or cause you to act against your best interests. More significant than negative personality traits, a flaw might answer any of these questions: What enrages you? What's the one person, concept, or event that you are terrified of? What are your vices?

INSPIRATION

Inspiration is a rule the game master can use to reward you for playing your character in a way that's true to his or her personality traits, ideal, bond, and flaw. By using inspiration, you can draw on your personality trait of compassion for the downtrodden to give you an edge in negotiating with the Beggar Prince. Or inspiration can let you call on your bond to the defense of your home village to push past the effect of a power that has been laid on you.

GAINING INSPIRATION

Your GM can choose to give you inspiration for a variety of reasons. Typically, GMs award it when you play out your personality traits, give in to the drawbacks presented by a flaw or bond, and otherwise portray your character in a compelling way. Your GM will tell you how you can earn inspiration in the game.

You either have inspiration or you don't - you can't stockpile multiple "inspirations" for later use.

USING INSPIRATION

If you have inspiration, you can expend it when you make an attack roll, saving throw, or ability check. Spending your inspiration gives you advantage on that roll.

Additionally, if you have inspiration, you can reward another player for good roleplaying, clever thinking, or simply doing something exciting in the game. When another player character does something that really contributes to the story in a fun and interesting way, you can give up your inspiration to give that character inspiration.

BACKGROUNDS

Every story has a beginning. Your character's background reveals where you came from, how you became an adventurer, and your place in the world. Your fighter might have been a pit fighter or a grizzled soldier. Your consular could have been a student or an envoy. Your operative might have gotten by as a government agent or commanded audiences as an entertainer.

Choosing a background provides you with important story cues about your character's identity. The most important question to ask about your background is what changed? Why did you stop doing whatever your background describes and start adventuring? Where did you get the money to purchase your starting gear, or, if you come from a wealthy background, why don't you have more money? How did you learn the skills of your class? What sets you apart from ordinary people who share your background?

The sample backgrounds in this chapter provide both concrete benefits (features, proficiencies, and languages) and roleplaying suggestions.

PROFICIENCIES

Each background gives a character proficiency in two skills. Skills are described in chapter 7.

In addition, most backgrounds give a character proficiency with one or more tools. Tools and tool proficiencies are detailed in chapter 5.

If a character would gain the same proficiency from two different sources, he or she can choose a different proficiency of the same kind (skill or tool) instead.

LANGUAGES

Some backgrounds also allow characters to learn additional languages beyond those given by species. See "Languages" earlier in this chapter.

EQUIPMENT

Each background provides a package of starting equipment. If you use the optional rule from chapter 5 to spend coin on gear, you do not receive the starting equipment from your background.

BACKGROUND FEAT

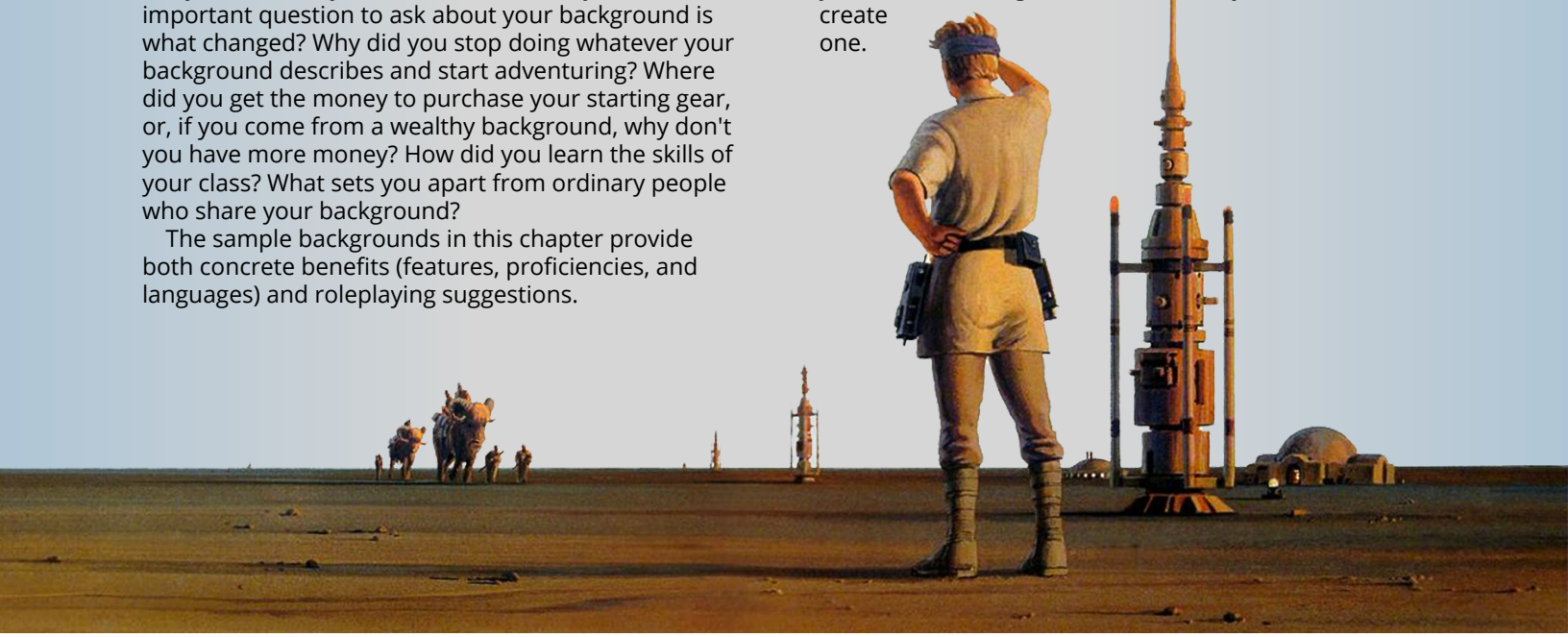
Each background gives a character a starting feat. Feats are described in chapter 6.

SUGGESTED CHARACTERISTICS

A background contains suggested personal characteristics based on your background. You can pick characteristics, roll dice to determine them randomly, or use the suggestions as inspiration for characteristics of your own creation.

CUSTOMIZING A BACKGROUND

You might want to tweak some of the features of a background so it better fits your character or the campaign setting. To customize a background, you can replace one feature with any other one, choose any two skills, and choose a total of two tool proficiencies or languages from the sample backgrounds. You can either use the equipment package from your background or spend coin on gear as described in chapter 5. (If you spend credits, you can't also take the equipment package suggested for your class.) Finally, choose two personality traits, one ideal, one bond, and one flaw. If you can't find a feature that matches your desired background, work with your GM to create one.



AGENT

Many organizations active in the galaxy aren't bound by strictures of geography. These factions pursue their agendas without regard for political boundaries, and their members operate anywhere the organization deems necessary. These groups employ listeners, rumormongers, smugglers, mercenaries, cache-holders (people who guard caches of wealth or items for use by the faction's operatives), haven keepers, and message drop minders, to name a few. At the core of every faction are those who don't merely fulfill a small function for that organization, but who serve as its hands, head, and heart. As a prelude to your adventuring career (and in preparation for it), you served as an agent of a particular faction. You might have operated openly or secretly, depending on the faction and its goals, as well as how those goals mesh with your own. Becoming an adventurer doesn't necessarily require you to relinquish membership in your faction (though you can choose to do so), and it might enhance your status in the faction.

Skill Proficiencies: Choose two from Deception, Investigation, Lore, and Persuasion
Languages: Two of your choice
Equipment: Badge or emblem of your faction, a copy of a seminal faction text (or a code-book for a covert faction), a set of common clothes, and a pouch containing 150 cr

FEATURE: SAFE HAVEN

As a faction agent, you have access to a secret network of supporters and operatives who can provide assistance on your adventures. You know a set of secret signs and passwords you can use to identify such operatives, who can provide you with access to a hidden safe house, free room and board, or assistance in finding information. These agents never risk their lives for you or risk revealing their true identities.

BACKGROUND FEAT

As a further embodiment of the experience and training of your background, you can choose from the following feats:

d8	Feat	d8	Feat
1	Silver-Tongued	5	Linguist
2	Investigator	6	Alert
3	Loremaster	7	Observant
4	Charming Persona	8	Practiced

SUGGESTED CHARACTERISTICS

Agents are shaped by their experience in their faction's communities. Their study of the history and tenets of their faction and their relationships to it affect their mannerisms and ideals. Their flaws might be some hidden hypocrisy or heretical idea, or an ideal or bond taken to an extreme.

d8	Personality Trait
1	I idolize a particular hero of my faction, and constantly refer to that person's deeds and example.
2	I can find common ground between the fiercest enemies, empathizing with them and always working towards peace.
3	I see omens in every event and action.
4	Nothing can shake my optimistic attitude.
5	I quote (or misquote) sacred texts and proverbs in almost every situation.
6	I am tolerant (or intolerant) of other factions and respect (or condemn) them.
7	I've enjoyed fine food, drink, and high society among my faction's elite. Rough living grates on me.
8	I have little practical experience dealing with people in the world.

d6	Ideal
1	**Tradition**. The ancient traditions of worship and sacrifice must be preserved and upheld. (Lawful)
2	**Charity**. I always try to help those in need, no matter what the personal cost. (Light)
3	**Change**. We must help bring about the changes the gods are constantly working in the world. (Chaotic)
4	**Power**. I hope to one day rise to the top of my faith's religious hierarchy. (Lawful)
5	**Faith**. I trust that my leader will guide my actions, I have faith that if I work hard, things will go well. (Lawful)
6	**Aspiration**. I seek to prove myself worthy of my leader's favor by matching my actions against his or her teachings. (Any)

d6	Bond
1	I would die to recover an artifact of my faction that was lost long ago.
2	I will someday get revenge on the corrupt faction hierarchy who branded me a heretic.
3	I owe my life to the faction member who took me in when my parents died.
4	Everything I do is for the common people.
5	I will do anything to protect the faction where I served.
6	I seek to preserve a sacred text that my enemies consider heretical and seek to destroy.

d6	Flaw
1	I judge others harshly, and myself even more severely.
2	I put too much trust in those who wield power within my faction's hierarchy.
3	My piety sometimes leads me to blindly trust those that profess faith in my faction.
4	I am inflexible in my thinking.
5	I am suspicious of strangers and expect the worst of them.
6	Once I pick a goal, I become obsessed with it to the detriment of everything else in my life.

BOUNTY HUNTER

Before you became an adventurer, your life was already full of conflict and excitement, because you made a living tracking down people for pay. Unlike some people who collect bounties, though, you aren't a savage who follows quarry into or through the wilderness. You're involved in a lucrative trade, in the place where you live, that routinely tests your skills and survival instincts. What's more, you aren't alone, as a bounty hunter in the wild would be: you routinely interact with both the criminal subculture and other bounty hunters, maintaining contacts in both areas to help you succeed.

You might be a cunning thief-catcher, prowling the rooftops to catch one of the myriad burglars of the city. Perhaps you are someone who has your ear to the street, aware of the doings of street gangs. You might be a "velvet mask" bounty hunter, one who blends in with high society and noble circles in order to catch the criminals that prey on the rich, whether pickpockets or con artists. As a member of an adventuring party, you might find it more difficult to pursue a personal agenda that doesn't fit with the group's objectives - but on the other hand, you can take down much more formidable targets with the help of your companions.

Skill Proficiencies: Choose two from Deception, Insight, Persuasion, and Stealth
Tool Proficiencies: Your choice of demolitions kit, security kit, or slicer's kit
Languages: One of your choice
Equipment: A set of clothes appropriate to your duties, a set of binders, and a pouch containing 200 cr

FEATURE: EAR TO THE GROUND

You are in frequent contact with people in the segment of society that your chosen quarries move through. These people might be associated with the criminal underworld, the rough-and-tumble folk of the streets, or members of high society. This connection comes in the form of a contact in any city you visit, a person who provides information about the people and places of the local area.

BACKGROUND FEAT

As a further embodiment of the experience and training of your background, you can choose from the following feats:

d8	Feat	d8	Feat
1	Silver-Tongued	5	Demolitionist
2	Empathic	6	Bypasser
3	Charming Persona	7	Slicer
4	Stealthy	8	Linguist

SUGGESTED CHARACTERISTICS

Your bond might involve other bounty hunters or the organizations or individuals that employ you. Your ideal could be associated with your determination always to catch your quarry or your desire to maintain your reputation for being dependable.

d8	Personality Trait
1	I always have a plan for what to do when things go wrong.
2	I am always calm, no matter what the situation. I never raise my voice or let my emotions control me.
3	The first thing I do in a new place is note the locations of everything valuable – or where such things could be hidden.
4	I would rather make a new friend than a new enemy.
5	I am incredibly slow to trust. Those who seem the fairest often have the most to hide.
6	I don't pay attention to the risks in a situation. Never tell me the odds.
7	The best way to get me to do something is to tell me I can't do it.
8	I blow up at the slightest insult.

d6	Ideal
1	**Honor**. I don't steal from others in the trade. (Lawful)
2	**Freedom**. Chains are meant to be broken, as are those who would forge them. (Chaotic)
3	**Charity**. I steal from the wealthy so that I can help people in need. (Light)
4	**Greed**. I will do whatever it takes to become wealthy. (Dark)
5	**People**. I'm loyal to my friends, not to any ideals, and everyone else can take a trip down the Styx for all I care. (Neutral)
6	**Redemption**. There's a spark of good in everyone. (Light)

d6	Bond
1	I'm trying to pay off an old debt I owe to a generous benefactor.
2	My ill-gotten gains go to support my family.
3	Something important was taken from me, and I aim to steal it back.
4	I will become the greatest thief that ever lived.
5	I'm guilty of a terrible crime. I hope I can redeem myself for it.
6	Someone I loved died because of a mistake I made. That will never happen again.

d6	Flaw
1	When I see something valuable, I can't think about anything but how to steal it.
2	When faced with a choice between money and my friends, I usually choose the money.
3	If there's a plan, I'll forget it. If I don't forget it, I'll ignore it.
4	I have a “tell” that reveals when I'm lying.
5	I turn tail and run when things look bad.
6	An innocent person is in prison for a crime that I committed. I'm okay with that.

CRIMINAL

You are an experienced criminal with a history of breaking the law. You have spent a lot of time among other criminals and still have contacts within the criminal underworld. You're far closer than most people to the world of murder, theft, and violence that pervades the underbelly of civilization, and you have survived up to this point by flouting the rules and regulations of society.

Skill Proficiencies: Choose two from Deception, Intimidation, Sleight of Hand, and Stealth
Tool Proficiencies: One type of gaming set, your choice of demolitions kit, security kit, or slicer's kit
Equipment: A set of common clothes with a hood, a gaming set (one of your choice), and a belt pouch containing 150 cr

CRIMINAL SPECIALTY

Individual criminals often have particular specialties, whether a part of an organization or a solo endeavor. Choose the role you played in your criminal life, or roll on the table below.

d8	Specialty	d8	Specialty
1	Blackmailer	5	Highway robber
2	Burglar	6	Hired killer
3	Enforcer	7	Pickpocket
4	Fence	8	Thug

FEATURE: CRIMINAL CONTACT

You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy sailors who can deliver messages for you.

BACKGROUND FEAT

As a further embodiment of the experience and training of your background, you can choose from the following feats:

d8	Feat	d8	Feat
1	Silver-Tongued	5	Entertaining Competitor
2	Ace Pilot	6	Demolitionist
3	Quick-Fingered	7	Bypasser
4	Stealthy	8	Slicer

SUGGESTED CHARACTERISTICS

Criminals might seem like villains on the surface, and many of them are villainous to the core. But some have an abundance of endearing, if not redeeming, characteristics. There might be honor among thieves, but criminals rarely show any respect for law or authority.

d8	Personality Trait
1	I always have a plan for what to do when things go wrong.
2	I am always calm, no matter what the situation. I never raise my voice or let me emotions control me.
3	The first thing I do in a new place is note the locations of everything valuable – or where such things could be hidden.
4	I would rather make a new friend than a new enemy.
5	I am incredibly slow to trust. Those who seem the fairest often have the most to hide.
6	I don't pay attention to the risks in a situation. Never tell me the odds.
7	The best way to get me to do something is to tell me I can't do it.
8	I blow up at the slightest insult.

d6	Ideal
1	**Honor**. I don't steal from others in the trade. (Lawful)
2	**Freedom**. Chains are meant to be broken, as are those who would forge them. (Chaotic)
3	**Charity**. I steal from the wealthy so that I can help people in need. (Light)
4	**Greed**. I will do whatever it takes to become wealthy. (Dark)
5	**People**. I'm loyal to my friends, not to any ideals, and everyone else can take a trip down the Styx for all I care. (Neutral)
6	**Redemption**. There's a spark of good in everyone. (Light)

d6	Bond
1	I'm trying to pay off an old debt I owe to a generous benefactor.
2	My ill-gotten gains go to support my family.
3	Something important was taken from me, and I aim to steal it back.
4	I will become the greatest thief that ever lived.
5	I'm guilty of a terrible crime. I hope I can redeem myself for it.
6	Someone I loved died because of a mistake I made. That will never happen again.

d6	Flaw
1	When I see something valuable, I can't think about anything but how to steal it.
2	When faced with a choice between money and my friends, I usually choose the money.
3	If there's a plan, I'll forget it. If I don't forget it, I'll ignore it.
4	I have a “tell” that reveals when I'm lying.
5	I turn tail and run when things look bad.
6	An innocent person is in prison for a crime that I committed. I'm okay with that.

ENTERTAINER

You thrive in front of an audience, knowing how to entrance them, entertain them, and even inspire them. Your poetics can stir the hearts of those who hear you, awakening grief or joy, laughter or anger. Your music raises their spirits or captures their sorrow. Your dance steps captivate, your humor cuts to the quick. Whatever techniques you use, your art is your life.

Skill Proficiencies: Choose two from Acrobatics, Insight, Performance, and Sleight of Hand
Tool Proficiencies: Disguise kit, one type of musical instrument
Equipment: A musical instrument (one of your choice), the favor of an admirer (love letter, lock of hair, or trinket), a costume, and a belt pouch containing 150 cr

ENTERTAINER ROUTINES

A good entertainer is versatile, spicing up every performance with a variety of different routines. Choose one to three routines or roll on the table below to define your expertise as an entertainer.

d10	Entertainer Routine	d10	Entertainer Routine
1	Actor	6	Instrumentalist
2	Dancer	7	Poet
3	Fire-eater	8	Singer
4	Jester	9	Storyteller
5	Juggler	10	Tumbler

FEATURE: BY POPULAR DEMAND

You can always find a place to perform, usually in an inn or cantina but possibly with a circus, at a theater, or even in a noble's court. At such a place, you receive free lodging and food of a modest or comfortable standard (depending on the quality of the establishment), as long as you perform each night. In addition, your performance makes you something of a local figure. When strangers recognize you in a town where you have performed, they typically take a liking to you.

BACKGROUND FEAT

As a further embodiment of the experience and training of your background, you can choose from the following feats:

d8	Feat	d8	Feat
1	Acrobat	5	Master of Disguise
2	Empathic	6	Entertaining Competitor
3	Performer	7	Practiced
4	Quick-Fingered	8	Actor

SUGGESTED CHARACTERISTICS

Successful entertainers have to be able to capture and hold an audience's attention, so they tend to have flamboyant or forceful personalities. They're inclined toward the romantic and often cling to high-minded ideals about the practice of art and the appreciation of beauty.

d8	Personality Trait
1	I know a story relevant to almost every situation.
2	Whenever I come to a new place, I collect local rumors and spread gossip.
3	I'm a hopeless romantic, always searching for that "special someone."
4	Nobody stays angry at me or around me for long, since I can defuse any amount of tension.
5	I love a good insult, even one directed at me.
6	I get bitter if I'm not the center of attention.
7	I'll settle for nothing less than perfection.
8	I change my mood or my mind as quickly as I change key in a song.

d6	Ideal
1	**Beauty**. When I perform, I make the world better than it was. (Light)
2	**Tradition**. The stories, legends, and songs of the past must never be forgotten, for they teach us who we are. (Lawful)
3	**Creativity**. The world is in need of new ideas and bold action. (Chaotic)
4	**Greed**. I'm only in it for the money and fame. (Dark)
5	**People**. I like seeing the smiles on people's faces when I perform. That's all that matters. (Neutral)
6	**Honesty**. Art should reflect the soul; it should come from within and reveal who we really are. (Any)

d6	Bond
1	My instrument is my most treasured possession, and it reminds me of someone I love.
2	Someone stole my precious instrument, and someday I'll get it back.
3	I want to be famous, whatever it takes.
4	I idolize a hero of the old tales and measure my deeds against that person's.
5	I will do anything to prove myself superior to my hated rival.
6	I would do anything for the other members of my old troupe.

d6	Flaw
1	I'll do anything to win fame and renown.
2	I'm a sucker for a pretty face.
3	A scandal prevents me from ever going home again. That kind of trouble seems to follow me around.
4	I once satirized a noble who still wants my head. It was a mistake that I will likely repeat.
5	I have trouble keeping my true feelings hidden. My sharp tongue lands me in trouble.
6	Despite my best efforts, I am unreliable to my friends.

GAMBLER

You are a skilled gambler who spends most of your time in casinos, bar rooms, and gambling dens. Are your activities legal, or do you break the law? Have you ever cheated in a game, or do you play by the rules? No matter what, your life has been one of excitement, chance, and danger.

Skill Proficiencies: Choose two from Deception, Insight, Intimidation, and Sleight of Hand
Tool Proficiencies: Two types of gaming sets
Equipment: A set of common clothes, a set of dice, a deck of playing cards, a lucky charm, and a belt pouch containing 100 cr.

FEATURE: LET'S MAKE IT INTERESTING

You can convince nearly anyone to put up something they aren't normally willing to part with (property or information) in a game of chance. Your GM might rule that they will only agree to a game of their choosing, and they may only agree if they feel the odds are in their favor.

BACKGROUND FEAT

As a further embodiment of the experience and training of your background, you can choose from the following feats:

d8	Feat
1	Silver-Tongued
2	Empathic
3	Threatening
4	Quick-Fingered
5	Entertaining Competitor
6	Keen Mind
7	Observant
8	Practiced

SUGGESTED CHARACTERISTICS

Gambling is your passion, for better or for worse. Most gamblers see their vices as virtues, and overlook things in their pursuit of the rush.

d8	Personality Trait
1	I like to impress everyone I meet with a simple trick or a quick joke.
2	I constantly make side bets on everything that happens around me.
3	No matter how high the stakes, I always appear calm.
4	I try to be unpredictable, so no one will know when I'm bluffing.
5	I never back down from a challenge.
6	I can't get satisfaction out of something if the stakes are too low.
7	I tend to make friends out of enemies, and enemies out of friends.
8	I prefer one game above all others.

d6	Ideal
1	**Risk**. Nothing worth doing is ever a sure thing. (Chaotic)
2	**Victory**. Never make a bet unless you're sure you can win. (Lawful)
3	**Gred**. Anything that isn't mine soon will be. (Dark)
4	**Charity**. I share my winnings with the less fortunate. (Light)
5	**Surprise**. Life is a game worth playing, because you never know how the dice will land. (Any)
6	**Laziness**. Working is for chumps. (Any)

d6	Bond
1	I owe a lot of money to the wrong kind of people.
2	I still keep the first coin I ever won. It's my good luck charm.
3	Most of my winnings go to my home.
4	Someday I will own my own casino.
5	I lost a large sum of money to a con artist; I seek to get it back.
6	I hide my gambling behind a normal life. My friends have no idea who I really am.

d6	Flaw
1	I can't step away from the table when I'm losing.
2	I spend money faster than I can make it.
3	Everyone has a price. Mine happens to be pretty low.
4	I assume everyone is hiding something from me.
5	I tend to value money more than people.
6	I like to think I could drink anyone under the table, but I'm really a lightweight.

JEDI

You are a devout follower of the Jedi Order: an ancient, monastic peacekeeping organization united in its observance of the light side of the Force. A noble order of protectors noted for their ability to tap into the power of the Force, the Jedi serve as guardians of peace and justice in the Galactic Republic. You follow the Jedi Code:

"There is no emotion, there is peace.
There is no ignorance, there is knowledge.
There is no passion, there is serenity.
There is no chaos, there is harmony.
There is no death, there is the Force."

Skill Proficiencies: Choose two from Insight, Investigation, Lore, and Persuasion
Tool Proficiencies: Artificer's tools
Languages: One of your choice
Equipment: A copy of the Jedi code, a set of common clothes including a robe, and a belt pouch containing 150 cr

FEATURE: SHELTER OF THE FAITHFUL

As a Jedi, you command the respect of those who are loyal to the Jedi Order. You and your adventuring companions can expect to receive free healing and care at any Jedi temple, and those who support your religion will support you (but only you) at a modest lifestyle.

You might also have ties to a specific Jedi temple and have a residence there. This could be the temple where you trained, or a temple where you have found a new home. While near your temple, you can call upon the Jedi for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

BACKGROUND FEAT

As a further embodiment of the experience and training of your background, you can choose from the following feats:

d8	Feat	d8	Feat
1	Empathic	5	Linguist
2	Investigator	6	Crafter
3	Loremaster	7	Healer
4	Charming Persona	8	Force Sensitive

SUGGESTED CHARACTERISTICS

Jedi are shaped by their experience in their temple. Their study of the history and tenets of the Jedi Order and their relationships to temples, shrines, or hierarchies affect their mannerisms and ideals. Their flaws might be some hidden hypocrisy or heretical idea, or an ideal or bond taken to an extreme.

d8	Personality Trait
1	I idolize a particular Jedi, and constantly refer to that person's deeds and example.
2	I can find common ground between the fiercest enemies, empathizing with them and always working towards peace.
3	I see omens in every event and action. The Force tries to speak to us, we just need to listen
4	Nothing can shake my optimistic attitude.
5	I quote (or misquote) sacred Jedi texts and proverbs in almost every situation.
6	I am tolerant (or intolerant) of those who don't support the Jedi.
7	I've enjoyed fine food, drink, and high society. Rough living grates on me.
8	I've spent so long in the Jedi temple that I have little practical experience dealing with people in the world.

d6	Ideal
1	**Tradition**. The ancient traditions of worship and sacrifice must be preserved and upheld. (Lawful)
2	**Charity**. I always try to help those in need, no matter what the personal cost. (Light)
3	**Change**. We must help bring about the changes the Force is constantly working in the world. (Chaotic)
4	**Power**. I hope to one day rise to the rank of Jedi Master. (Lawful)
5	**Faith**. I trust that the Force will guide my actions; I have faith that if I work hard, things will go well. (Lawful)
6	**Aspiration**. I seek to prove myself worthy of the Force by matching my actions against the Jedi teachings. (Any)

d6	Bond
1	I would die to recover an ancient Jedi relic that was lost long ago.
2	I will someday get revenge on those who razed my temple.
3	I owe my life to the Jedi who took me in when my parents died.
4	Everything I do is for the common people.
5	I will do anything to protect the temple where I served.
6	I seek to preserve a sacred text that my enemies seek to destroy.

d6	Flaw
1	I judge others harshly, and myself even more severely.
2	I put too much trust in those who wield power within my temple's hierarchy.
3	My piety sometimes leads me to blindly trust those that profess faith in the Force.
4	I am inflexible in my thinking.
5	I am suspicious of strangers and expect the worst of them.
6	Once I pick a goal, I become obsessed with it to the detriment of everything else in my life.

MANDALORIAN

You are a child of Mandalore. As a member of the most renowned warrior culture in history, your people are known for being strong and hardy. Mandalorian culture is built around the honor and glory that come from victory in battle.

Skill Proficiencies: Choose two from Athletics, Intimidation, Piloting, and Survival
Tool Proficiencies: One of your choice
Languages: Mando'a
Equipment: A set of traveler's clothes, a trophy from a previous victory, and a pouch containing 200 cr

MANDALORIAN CLAN

Mandalorian culture is built on the backbone of various clans. The clan you are a part of has it's own history, allegiances, and fueds which shape your persepctive. Choose an option or roll on the table below to determine your clan.

d8	Clan	d8	Clan
1	Vizsla	5	Wren
2	Fett	6	Lok
3	Kryze	7	Cadera
4	Ordo	8	Clanless

FEATURE: CHILD OF MANDALORE

Other Mandalorians know, and will look out for you. If you're ever in need of a place to stay, or a meal to eat, other Mandalorians will help you as long as your clans aren't feuding. This could be in the form of shelters, meals, even healing. If the Mandalorians are of your clan or a clan friendly to you, they may be willing to help you even at cost to themselves.

BACKGROUND FEAT

As a further embodiment of the experience and training of your background, you can choose from the following feats:

d8	Feat	d8	Feat
1	Athlete	5	Crafter
2	Threatening	6	Durable
3	Ace Pilot	7	Weapon Expert
4	Survivalist	8	Brawny

SUGGESTED CHARACTERISTICS

Mandalorians are a meritocracy where birthplace, rank, status, and citizenship mean nothing. You are what you do. Mandalorians live by the Resol'nare (the "Six Actions"). As a true Mandalorian you should strive to live by this code as much as possible by remaining honorable. Your flaw(s) might consist of any dishonor you've committed, or even being too honorable.

d8	Personality Trait
1	I try and bring my culture to outsiders.
2	I always put my clan first.
3	I follow the Resol'nare to the letter.
4	I love a good spar.
5	I enjoy traveling the galaxy.
6	I keep a small trophy on me to remind me of a past victory.
7	I view the force as dishonorable in combat.
8	I've seen the horrors of battle and try to prevent it.

d6	Ideal
1	**Tradition** I live by my clan's ways, and will continue to do so. (Lawful)
2	**Power** I strive to be the best warrior, no matter who stands in my way. (Dark)
3	**Respect** I have earned the respect of many, and I intend to keep it. (Light)
4	**Freedom** I enjoy having the ability to do whatever I want. (Chaotic)
5	**Comradery** I'll put everything on the line for those dear to me. (Any)
6	**Aspiration** I'll succeed in my goals, it just takes time and effort. (Any)

d6	Bond
1	I lost someone dear to me in battle, I will always honor them.
2	Honor is everything to me.
3	I will lay down my life for those beside me.
4	I must keep the traditions of my ancestors alive.
5	No matter where I go, Mandalore is my home.
6	In death, I will find glory.

d6	Flaw
1	I look down on outsiders.
2	I have no respect for anyone who flees. Cowardice is unacceptable.
3	I don't see much use in talking, a blaster is all I need to make my point.
4	I stick to my traditions no matter what, even at the cost of others.
5	I retreated once, and I've regretted it ever since.
6	I value a victory regardless of the ethics behind the victory.

MERCENARY

As a sell-sword who fought battles for coin, you're well acquainted with risking life and limb for a chance at a share of treasure. Now, you look forward to fighting foes and reaping even greater rewards as an adventurer. Your experience makes you familiar with the ins and outs of mercenary life, and you likely have harrowing stories of events on the battlefield. You might have served with a large outfit or a smaller band of sell-swords, maybe even more than one.

Now you're looking for something else, perhaps greater reward for the risks you take, or the freedom to choose your own activities. For whatever reason, you're leaving behind the life of a soldier for hire, but your skills are undeniably suited for battle, so now you fight on in a different way.

Skill Proficiencies: Choose two from Athletics, Investigation, Persuasion, and Piloting
Tool Proficiencies: One type of gaming set
Languages: One of your choice
Equipment: A uniform of your company (traveler's clothes in quality), an insignia of your rank, a gaming set (one of your choice), and a pouch containing the remainder of your last wages (100 cr)

FEATURE: MERCENARY LIFE

You know the mercenary life as only someone who has experienced it can. You are able to identify mercenary companies by their emblems, and you know a little about any such company, including the names and reputations of its commanders and leaders, and who has hired them recently. You can find the cantinas and feasthalls where mercenaries abide in any area, as long as you speak the language, and if you spend at least an hour in such a location you can come across one of the following bits of information: a job offer, significant rumor, referal to a skilled merchant, blacksmith, etc., or a hint towards the pursuit of your current quest. Additionally, you can find mercenary work between adventures sufficient to maintain a comfortable lifestyle (see "Practicing a Profession" under "Downtime Activities" in chapter 8 of the Player's Handbook).

BACKGROUND FEAT

As a further embodiment of the experience and training of your background, you can choose from the following feats:

d8	Feat
1	Brawny
2	Investigator
3	Charming Persona
4	Ace Pilot
5	Entertaining Competitor
6	Linguist
7	Weapon Expert
8	Durable

SUGGESTED CHARACTERISTICS

Mercenaries are shaped by their lively nature, for the better and the worse. They tend to be driven by either their commitment to money or something more valuable.

d8	Personality Trait
1	I do not fear death, but accept it as part of life.
2	I have a crude sense of humor.
3	I face problems head-on. A simple, direct solution is the best path to success.
4	I find it good luck to have a flask of ale on me even when the most of my other belongings are gone.
5	I ask a lot of questions.
6	I never pass up a friendly wager.
7	I am always polite and respectful when speaking to those above my station.
8	I like a job well done, especially if I'm not the one doing it.

d6	Ideal
1	**Greed.** I'm only doing it for the money. (Dark)
2	**Fairness.** We all did the work. it is only right that everyone gets a share of the reward. (Lawful)
3	**Live and Let Live.** You may not have a family left, but your enemy may. A little compassion goes a long way. (Light)
4	**Measure of Last Resort.** Sometimes we have to do things that we REALLY don't want to do, but we must remember that we only do them because we have to. (Chaotic)
5	**Debts.** I never leave a favor left undone and nor will I leave those whom owe me favors on the hook. (Neutral)
6	**Aspiration.** I have heard a tale of a legendary person of my class. I strive to be more like them. (Any)

d6	Bond
1	I have a personal debt that must be paid.
2	I am with friends whom I trust with my life as they should trust me with theirs.
3	I come from a family that dislikes weaknesses, so I push myself to know my weaknesses.
4	My life is my honor. I shall, until death, shape my life to what I want it to be.
5	Without a purpose in the world, I find myself to be broken which I do not like.
6	I secretly pursue a love interest that is forbidden by a family whether it is my own or my love's family.

d6	Flaw
1	I am always looking for the bigger pay.
2	I can't tell a lie for the life of me.
3	I judge too easily by special appearance and pride.
4	I am almost always carrying some ale in with my gear.
5	I believe that I am the only skilled person of the group and am even open about it.
6	I will never let a comrade stand alone, even if it gets me killed.

NOBLE

You understand wealth, power, and privilege. You carry a noble title, and your family owns land, collects taxes, and wields significant political influence. You might be a pampered aristocrat unfamiliar with manual labor, a former merchant just elevated to the nobility, or an honest, hard-working landowner who cares deeply about the people who live and work on your land.

Work with your GM to come up with an appropriate title and determine how much authority that title carries, as well as your family and their influence on you. Is your family old and established, or was your title only recently bestowed? How much influence do they wield, how do people regard them?

What's your position in the family? Are you the heir to the head of the family or the head itself? Are you far down the line of succession? How does the head of your family feel about your adventuring career? Are you in your family's good graces?

Does your family have a coat of arms you might wear, a signet ring, or particular colors?

These details help establish your family and your title as features of the world of the campaign.

Skill Proficiencies: Choose two from Deception, Insight, Lore, and Persuasion
Tool Proficiencies: One type of gaming set
Languages: One of your choice
Equipment: A set of fine clothes, a signet ring, a letter of pedigree, and a purse containing 250 cr

FEATURE: POSITION OF PRIVILEGE

Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.

BACKGROUND FEAT

As a further embodiment of the experience and training of your background, you can choose from the following feats:

d8	Feat
1	Silver-Tongued
2	Empathic
3	Loremaster
4	Charming Persona
5	Entertaining Competitor
6	Linguist
7	Inspiring Leader
8	Observant

SUGGESTED CHARACTERISTICS

Nobles are born and raised to a very different lifestyle than most people ever experience, and their personalities reflect that upbringing. A noble title comes with a plethora of bonds—responsibilities to family, to other nobles (including the sovereign), to the people entrusted to the family's care, or even to the title itself. But this responsibility is often a good way to undermine a noble.

d8	Personality Trait
1	My eloquent flattery makes everyone I talk to feel like the most wonderful and important person in the world.
2	The common folk love me for my kindness and generosity.
3	No one could doubt by looking at my regal bearing that I am a cut above the unwashed masses.
4	I take great pains to always look my best and follow the latest fashions.
5	I don't like to get my hands dirty, and I won't be caught dead in unsuitable accommodations.
6	Despite my noble birth, I do not place myself above other folk. We all have the same blood.
7	My favor, once lost, is lost forever.
8	If you do me an injury, I will crush you, ruin your name, and salt your fields.

d6	Ideal
1	**Respect**. Respect is due to me because of my position, but all people regardless of station deserve to be treated with dignity. (Light)
2	**Responsibility**. It is my duty to respect the authority of those above me, just as those below me must respect mine. (Lawful)
3	**Independence**. I must prove that I can handle myself without the coddling of my family. (Chaotic)
4	**Power**. If I can attain more power, no one will tell me what to do. (Dark)
5	**Family**. Blood runs thicker than water. (Any)
6	**Noble Obligation**. It is my duty to protect and care for the people beneath me. (Light)

d6	Bond
1	I will face any challenge to win the approval of my family.
2	My house's alliance with another noble family must be sustained at all costs.
3	Nothing is more important than the other members of my family.
4	I am in love with the heir of a family that my family despises.
5	My loyalty to my sovereign is unwavering.
6	The common folk must see me as a hero of the people.

d6	Flaw
1	I secretly believe that everyone is beneath me.
2	I hide a truly scandalous secret that could ruin my family forever.
3	I too often hear veiled insults and threats in every word addressed to me, and I'm quick to anger.
4	I have an insatiable desire for carnal pleasures.
5	In fact, the world does revolve around me.
6	By my words and actions, I often bring shame to my family.

SCIENTIST

Nothing excites you more than pushing the boundaries of scientific knowledge. Most of your time is spent in a lab performing experiments to further your interests. Few people understand the work you do. You can solve complex problems most people can't begin to wrap their heads around, and can solve simple problems in unexpected ways that surprise most people.

What is your scientific field of interest? Is it your insatiable curiousity, or a personal goal that drives you? Did you leave your lab voluntarily, or were you kicked out? One thing is for sure - there are too many interesting research ideas, and too little time.

Skill Proficiencies: Choose two from Lore, Medicine, Nature, and Technology
Tool Proficiencies: One of your choice
Languages: One of your choice
Equipment: A set of common clothes, a datapad, a book on your field of research, a pouch containing 100 cr

FIELD OF RESEARCH

While scientist's are widely knowledgeable, they also choose a focus for their studies. Choose an option or roll on the table below to define your field of research.

d10	Field of Research	d10	Field of Research
1	Biology	5	Physics
2	Artificial Intelligence	6	the Force
3	Chemistry	7	Astrogation
4	Geology	8	Medicine

FEATURE: SCIENTIFIC METHOD

You are well acquainted with your field of research from having read numerous journals or having attended scientific conferences. Concepts that are complicated, involving technical jargon that usually goes over most people's heads, are simple to you. You fully understand concepts, can recall key information, and know how to use equipment related to your field, unless the research was hidden from the public, in which you may only partially understand. You also recognize well-known figures in your field.

BACKGROUND FEAT

As a further embodiment of the experience and training of your background, you can choose from the following feats:

d8	Feat	d8	Feat
1	Loremaster	5	Crafter
2	Medic	6	Linguist
3	Naturalist	7	Tech Dabbler
4	Techie	8	Keen Mind

SUGGESTED CHARACTERISTICS

Scientist are interested in things most don't care about. Their research is their life, and drives their personality traits. Their flaws, ideals, and bond are a result of their hours spent researching.

d8	Personality Trait
1	I look up to a renowned scientist in my field, and often talk about their work.
2	I constantly compare my current situation to my past experiments, many of which went terrifyingly wrong.
3	I believe scientific results always comes first.
4	I only speak in short incomplete and concise sentences, as they are optimized for efficient communication.
5	I often get lost in my own thoughts and contemplation, becoming oblivious to my surroundings.
6	I am unable to think logically under great stress, and begin to shout random scientific words.
7	I do not believe in etiquette and disregard social expectations.
8	I was, in fact, grown and raised in a laboratory.

d6	Ideal
1	**Transparency.** All discoveries should be open to everyone. (Light)
2	**Logic.** Emotions must not cloud our sense of what is right and true, or our logical thinking. (Lawful)
3	**Greed.** I'm only in it for the money and fame. (Dark)
4	**Free Thinking.** Inquiry and curiosity are the pillars of progress. (Chaotic)
5	**Live and Let Live.** Meddling in the affairs of others only causes trouble. (Balanced)
6	**Aspiration.** I work hard to be the best there is at my craft. (Any)

d6	Bond
1	My research is also my best companion.
2	I will get revenge on the criminals that stole my research.
3	The school I studied at is the most important place in the world to me.
4	One day I will return to my home planet and prove that I am the greatest scientist of them all.
5	I believe my research will be the key to saving the life of a loved one.
6	I owe my instructor a great debt for forging me into the person I am today.

d6	Flaw
1	I believe only other scientists deserve my respect.
2	I fail to understand why people don't understand my technical jargon.
3	I experiment on myself without thinking about the long term consequences.
4	I am paranoid that people are out to steal my research.
5	I believe I work better when under the influence of intoxicants.
6	I work on my research to the point where I ignore my own bodily needs.

SCOUNDREL

You have always had a way with people. You can tease out their heart's desires after a few minutes of conversation, and with a few leading questions you can read them like they were children's books. It's a useful talent, and one that you're perfectly willing to use for your advantage. You know what people want and you promise to deliver, coaxing people into otherwise foolish decisions. You make the improbable sound plausible, and come ahead on every deal.

Skill Proficiencies: Choose two from Deception, Insight, Performance, and Sleight of Hand
Tool Proficiencies: Disguise Kit, Forgery Kit
Equipment: A set of fine clothes, a disguise kit, a memento of a former con, and a belt pouch containing 150 cr

FAVORITE SCHEMES

Every scoundrel has an angle they use in preference to other schemes. Choose a favorite scam or roll on the table below.

d6	Scam
1	I cheat at games involving chance.
2	I shave creds or forge documents.
3	I insinuate myself into people's lives to prey on their weakness and secure their fortunes.
4	I put on new identities like clothes.
5	I run sleight-of-hand cons on street corners.
6	I convince people that worthless junk is worth their hard-earned money.

FEATURE: FALSE IDENTITY

You have created a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona.

Additionally, you can forge documents including official papers and personal letters, as long as you have seen an example of the kind of document or the handwriting you are trying to copy.

BACKGROUND FEAT

As a further embodiment of the experience and training of your background, you can choose from the following feats:

d8	Feat	d8	Feat
1	Silver-Tongued	5	Master of Disguise
2	Empathic	6	Force of Personality
3	Performer	7	Snappy Interjection
4	Quick-Fingered	8	Actor

SUGGESTED CHARACTERISTICS

Scoundrels are colorful characters who conceal their true selves behind the masks they construct. They reflect what people want to see, what they want to believe, and how they see the world. But their true selves are sometimes plagued by an uneasy conscience, an old enemy, or deep-seated trust issues.

d8	Personality Trait
1	I fall in and out of love easily, and am always pursuing someone.
2	I have a joke for every occasion, especially occasions where humor is inappropriate.
3	Flattery is my preferred trick for getting what I want.
4	I'm a born gambler who can't resist taking a risk for a potential payoff.
5	I lie about almost everything, even when there's no good reason to.
6	Sarcasm and insults are my weapons of choice.
7	I keep multiple symbols on me and invoke whatever power might come in useful at any given moment.
8	I pocket anything I see that might have some value.

d6	Ideal
1	**Independence.** I am a free spirit— no one tells me what to do. (Chaotic)
2	**Fairness.** I never target people who can't afford to lose a few creds. (Lawful)
3	**Charity.** I distribute the money I acquire to the people who really need it. (Light)
4	**Creativity.** I never run the same con twice. (Any)
5	**Friendship.** Material goods come and go. Bonds of friendship last forever. (Light)
6	**Aspiration.** I'm determined to make something of myself. (Any)

d6	Bond
1	I fleeced the wrong person and must work to ensure that this individual never crosses paths with me or those I care about.
2	I owe everything to my mentor—a horrible person who's probably rotting in jail somewhere.
3	Somewhere out there, I have a child who doesn't know me. I'm making the world better for him or her.
4	I come from a noble family, and one day I'll reclaim my lands and title from those who stole them from me.
5	A powerful person killed someone I love. Some day soon, I'll have my revenge.
6	I swindled and ruined a person who didn't deserve it, and I seek to atone for my misdeeds.

d6	Flaw
1	I can't resist a pretty face.
2	I'm always in debt. I spend my ill-gotten gains on decadent luxuries faster than I bring them in.
3	I'm convinced that no one could ever fool me the way I fool others.
4	I'm too greedy for my own good. I can't resist taking a risk if there's money involved.
5	I can't resist swindling people who are more powerful than me.
6	I hate to admit it and will hate myself for it, but I'll run and preserve my own hide if the going gets tough.

SITH

You are an acolyte of the Sith Order: an ancient order of Force-wielders devoted to the dark side of the Force. Emerging as a divergent faction to the Jedi Order, the Sith are mortal enemies of the Jedi and fight against them. Driven by emotions such as hate, anger, and greed, the Sith are deceptive and ultimately obsessed with amassing power no matter the cost. You follow the Sith Code:

"Peace is a lie. There is only passion.
Through passion I gain strength.
Through strength I gain power.
Through power I gain victory.
Through victory my chains are broken.
The Force shall free me."

Skill Proficiencies: Choose two from Deception, Insight, Intimidation, and Lore
Tool Proficiencies: Artificer's tools
Languages: One of your choice
Equipment: A copy of the Sith code, a set of common clothes including a robe, and a belt pouch containing 150 cr

FEATURE: ASYLUM BY THE FEARFUL

As a Sith, you instill fear in those who are aware of your standing. You and your adventuring companions can expect to receive free healing and care at any Sith temple, and those who are aware of your nature will support you (but only you) at a modest lifestyle.

You might also have ties to a specific Sith temple and have a residence there. This could be the temple where you trained, or a temple where you have found a new home. While near your temple, you can call upon the Sith for assistance, provided the assistance you ask for benefits them and you remain in good standing with your temple.

BACKGROUND FEAT

As a further embodiment of the experience and training of your background, you can choose from the following feats:

d8	Feat	d8	Feat
1	Silver-Tongued	5	Linguist
2	Empathic	6	Crafter
3	Threatening	7	Force of Personality
4	Loremaster	8	Force Sensitive

SUGGESTED CHARACTERISTICS

Sith are shaped by their training. They study the Sith code and use it to oppress the weak and quell resistance. Their study of the Sith code affects their mannerisms and ideals. Their flaws might be some hidden hypocrisy or heretical idea, or an ideal or bond taken to an extreme.

d8	Personality Trait
1	I idolize a particular Sith, and constantly refer to that person's deeds and example.
2	I can find common ground between the fiercest enemies, empathizing with them and always working towards peace.
3	I see omens in every event and action. The Force tries to speak to us, we just need to listen
4	Nothing can shake my optimistic attitude.
5	I quote (or misquote) sacred Sith texts and proverbs in almost every situation.
6	I am tolerant (or intolerant) of those who don't support the Sith.
7	I've enjoyed fine food, drink, and high society. Rough living grates on me.
8	I've spent so long in the Sith temple that I have little practical experience dealing with people in the world.

d6	Ideal
1	**Tradition**. The ancient traditions of worship and sacrifice must be preserved and upheld. (Any)
2	**Disdain**. I never try to help those in need, regardless of how simple it would be. (Dark)
3	**Change**. We must help bring about the changes the Force is constantly working in the world. (Any)
4	**Power**. I hope to one day rise to the rank of Dark Lord of the Sith. (Any)
5	**Faith**. I trust that the Force will guide my actions; I have faith that if I work hard, things will go well. (Any)
6	**Aspiration**. I seek to prove myself worthy of the Force by matching my actions against the Sith teachings. (Any)

d6	Bond
1	I would die to recover an ancient Sith relic that was lost long ago.
2	I will someday get revenge on those who razed my temple.
3	I owe my life to the Sith who took me in when my parents died.
4	Everything I do is for the common people.
5	I will do anything to protect the temple where I served.
6	I seek to preserve a sacred text that my enemies seek to destroy.

d6	Flaw
1	I judge others harshly, and myself even more severely.
2	I put too much trust in those who wield power within my temple's hierarchy.
3	My piety sometimes leads me to blindly trust those that profess faith in the Force.
4	I am inflexible in my thinking.
5	I am suspicious of strangers and expect the worst of them.
6	Once I pick a goal, I become obsessed with it to the detriment of everything else in my life.

SMUGGLER

You have spent your life hiding in the darkness, making shady deals behind closed doors. What led you to engage in a life of crime? Do you crave the thrill of lawbreaking, or did you enter the profession to pay off a debt, risking your hide on behalf of a less than honorable noble? A smuggler is an individual trained in the art of acquisition, a professional thug who can deliver anything... for a price. Smugglers tend to be more bolder criminals than most, preferring bribery or distraction over subterfuge and stealth.

Skill Proficiencies: Choose two from Deception, Piloting, Sleight of Hand, and Stealth
Tool Proficiencies: One type of gaming set and your choice of demolitions kit, security kit, or slicer's kit
Equipment: A fusion cutter, a set of dark common clothes including a hood, and a belt pouch containing 150 cr

FEATURE: CAREFUL SELECTION

Some close brushes with the law have taught you that not every city guard can be bribed, and some people are simply too keen to miss minute discrepancies. This feature allows you to study a person and gain insight into whether or not they would accept a bribe, or to pick up on whether they are exceptionally more perceptive than you. It does not reveal how expensive a bribe may be for a given situation, however.

BACKGROUND FEAT

As a further embodiment of the experience and training of your background, you can choose from the following feats:

d8	Feat
1	Silver-Tongued
2	Ace Pilot
3	Quick-Fingered
4	Stealthy
5	Entertaining Competitor
6	Demolitionist
7	Bypasser
8	Slicer

SUGGESTED CHARACTERISTICS

Smugglers might seem like villains on the surface, and many of them are nefarious to the core. But some have an abundance of endearing, if not redeeming, characteristics. There might be honor among thieves, but spies rarely show any respect for law or authority.

d8	Personality Trait
1	I am extremely sociable, especially over a mug of ale.
2	I always keep my wares close to me, you never know who might stumble across them otherwise.
3	The best way to hide is out in the open.
4	I'm a terrible gossip.
5	Being seen with any unsavory figures is a sure way to undermine my work, which is why I work out of sight.
6	Deflecting questions has become second nature to me, so I rarely answer straight.
7	I have dozens of identities and live in constant fear of answering to the wrong name.
8	I act irrationally confident in the face of danger, nobody suspects anything when you seem like you're in charge.

d6	Ideal
1	**Morals.** I only smuggle things to improve the lives of the common folk. (Light)
2	**Ruthless.** I will rise to the top of the heap by any means necessary. (Dark)
3	**Friendship.** My associates are dear to me, and I want them to rise with me when I hit it big. (Lawful)
4	**Dauntless.** No border crossing or bribe is too difficult- that's just the coward's way of saying exciting! (Chaotic)
5	**Greater.** Good I work for a greater cause, and ply my trade only in service to it. (Any)
6	**Unperturbed.** I only want to make a living for myself, and smuggling is just an edge I can use to do so. (Neutral)

d6	Bond
1	A corrupt official shut me down back in my honest days. I aim to show him a thing or two about recovery.
2	I never wanted to be a criminal, but it pays the bills.
3	A bloodthirsty pirate stole a shipment from me and killed a dear friend of mine. I will have my vengeance.
4	Someone I cared about discovered my profession and has publicly denounced me, and I am caught between protecting my reputation and restoring our relationship.
5	My love interest is someone who once stole from right under my nose- but they have no idea who I am or how much I admire them for their accomplishment.
6	My business partners are closer to me than my family.

d6	Flaw
1	"Trust nobody, not even yourself." I am plagued by paranoia.
2	I'm so charismatic that sometimes I woo myself. Who am I, Narcissus?
3	Money is my greatest motivator. I'll do almost anything given enough of it, even if I'll regret it later.
4	I would betray anyone to save my own skin.
5	I detach myself from the results of my actions in order to sleep better at night.
6	Someone who knows me well might call me "two-faced" but those who don't have no idea what hit 'em.

SOLDIER

War has been your life for as long as you care to remember. You trained as a youth, studied the use of weapons and armor, learned basic survival techniques, including how to stay alive on the battlefield. You might have been part of a standing national army, a mercenary company, or perhaps a member of a local militia who rose to prominence during a recent war.

When you choose this background, work with your GM to determine which military organization you were a part of, how far through its ranks you progressed, and what kind of experiences you had during your military career. Was it a standing army, a town guard, a village militia, or perhaps a private company.

Skill Proficiencies: Choose two from Athletics, Intimidation, Persuasion, and Piloting
Tool Proficiencies: One type of gaming set
Languages: One of your choice
Equipment: An insignia of rank, a trophy taken from a fallen enemy, a gaming set (one of your choice), a set of common clothes, and a belt pouch containing 100 cr

SPECIALTY

During your time as a soldier, you had a specific role to play in your unit or army. Roll a d8 or choose from the options in the table below to determine your role:

d8	Specialty	d8	Specialty
1	Officer	5	Quartermaster
2	Scout	6	Pilot
3	Infantry	7	Artisan
4	Medic	8	Support Staff

FEATURE: MILITARY RANK

You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment for temporary use. You can also usually gain access to friendly military encampments where your rank is recognized.

BACKGROUND FEAT

As a further embodiment of the experience and training of your background, you can choose from the following feats:

d8	Feat	d8	Feat
1	Brawny	5	Entertaining Competitor
2	Threatening	6	Linguist
3	Charming Persona	7	Weapon Expert
4	Ace Pilot	8	Healer

SUGGESTED CHARACTERISTICS

The horrors of war combined with the rigid discipline of military service leave their mark on all soldiers, shaping their ideals, creating strong bonds, and often leaving them scarred and mentally vulnerable.

d8	Personality Trait
1	I'm always polite and respectful.
2	I'm haunted by memories of war. I can't get the images of violence out of my mind.
3	I've lost too many friends, and I'm slow to make new ones.
4	I'm full of inspiring and cautionary tales from my military experience relevant to almost every combat situation.
5	I can stare down a hell hound without flinching.
6	I enjoy being strong and like breaking things.
7	I have a crude sense of humor.
8	I face problems head-on. A simple, direct solution is the best path to success.

d6	Ideal
1	**Greater Good**. Our lot is to lay down our lives in defense of others. (Light)
2	**Responsibility**. I do what I must and obey just authority. (Lawful)
3	**Independence**. When people follow orders blindly, they embrace a kind of tyranny. (Chaotic)
4	**Might**. In life as in war, the stronger force wins. (Dark)
5	**Live and Let Live**. Ideals aren't worth killing over or going to war for. (Neutral)
6	**Nation**. My city, nation, or people are all that matter. (Any)

d6	Bond
1	I would still lay down my life for the people I served with.
2	Someone saved my life on the battlefield. To this day, I will never leave a friend behind.
3	My honor is my life.
4	I'll never forget the crushing defeat my company suffered or the enemies who dealt it.
5	Those who fight beside me are those worth dying for.
6	I fight for those who cannot fight for themselves.

d6	Flaw
1	The monstrous enemy we faced in battle still leaves me quivering with fear.
2	I have little respect for anyone who is not a proven warrior.
3	I made a terrible mistake in battle cost many lives— and I would do anything to keep that mistake secret.
4	My hatred of my enemies is blind and unreasoning.
5	I obey the law, even if the law causes misery.
6	I'd rather eat my armor than admit when I'm wrong.

SPACER

Aboard a star ship in the cold vacuum of space is where you feel most at home. You've spent the majority of your life travelling the stars. Life aboard ships has given you a good understanding of their inner workings. You might be especially skilled as a ship mechanic, a pilot, or support staff.

Skill Proficiencies: Choose two from Insight, Investigation, Piloting, and Technology
Tool Proficiencies: Your choice of chef's kit, mechanic's kit, or one type of gaming set
Languages: One of your choice
Equipment: A set of tools or a gaming set (one of your choice), a set of common clothes, a small souvenir from your travels, and a belt pouch containing 100 cr

SPECIALTY

During your time as a spacer, you had a specific role to play aboard the ship. Roll a d8 or choose from the options in the table below to determine your role:

d8	Specialty	d8	Specialty
1	Pilot	5	Ship Medic
2	Mechanic	6	Captain
3	Support Staff	7	Communications Officer
4	Guard	8	Ship Cook

FEATURE: WELL-TRAVELED

As a spacer, you've been from one end of the galaxy to the other. You've traveled along many of the trade routes, and know the safest routes. You have expert knowledge of the various hyperlanes. In addition to this, you know a large number of the models and designs of common space ships that are found in the galaxy.

BACKGROUND FEAT

As a further embodiment of the experience and training of your background, you can choose from the following feats:

d8	Feat	d8	Feat
1	Empathic	5	Gourmand
2	Investigator	6	Genius Mechanic
3	Ace Pilot	7	Entertaining Competitor
4	Techie	8	Inspiring Leader

SUGGESTED CHARACTERISTICS

Spacers come from all walks of life, and the responsibilities of life aboard a ship make them generally reliable as well. Spending so much time on their ship shapes their outlook and forms their most important attachments.

d8	Personality Trait
1	My crewmates know they can rely on me, no matter what.
2	I work hard so that I can play hard when the work is done.
3	I enjoy traveling into new systems and making new friends over a drink.
4	I stretch the truth for the sake of a good story.
5	To me, a bar brawl is a nice way to get to know a new city.
6	I never pass up a friendly wager.
7	The best way to get me to do something is to tell me I can't do it.
8	I like a job well done, especially if I can convince someone else to do it.

d6	Ideal
1	**Respect**. The thing that keeps a ship together is mutual respect between captain and crew. (Light)
2	**Fairness**. We all do the work, so we all share in the rewards. (Lawful)
3	**Freedom**. Space is freedom — the freedom to go anywhere and do anything. (Chaotic)
4	**Mastery**. I'm a predator, and the other ships we come across are my prey. (Dark)
5	**People**. I'm committed to my crewmates, not to ideals. (Neutral)
6	**Aspiration**. Someday, I'll own my own ship and chart my own destiny. (Any)

d6	Bond
1	I'm loyal to my captain first, everything else second.
2	The ship is most important—crewmates and captains come and go.
3	I'll always remember my first ship.
4	I will become the greatest captain that ever lived.
5	I was cheated out of my fair share of the profits, and I want to get my due.
6	Ruthless space pirates murdered my captain and crewmates, stole all we owned, and left me lo die. Vengeance will be mine.

d6	Flaw
1	I follow orders, even if I think they're wrong.
2	I'll say anything to avoid having to do extra work.
3	Once someone questions my courage, I never back down no matter how dangerous the situation.
4	Once I start drinking, it's hard for me to stop.
5	I can't help but pocket loose coins and other trinkets I come across.
6	My pride will probably lead to my destruction.

CHAPTER 5: EQUIPMENT

The marketplace of a large city teems with buyers and sellers of many sorts: Jawas peddling refurbished wares (or trying to steal from careless travelers), Ugnauts selling various technology scrap, Twi'lek armstechs and Mirialan synthweavers. In the largest cities, almost anything imaginable is offered for sale, from exotic spices and luxurious clothing to speeders and spaceships.

For an adventurer, the availability of armor, weapons, backpacks, rope, and similar goods is of paramount importance, since proper equipment can mean the difference between life and death in a stronghold or the untamed wilds. This chapter details the mundane and exotic merchandise that adventurers commonly find useful in the face of the threats that the worlds of D&D present.

Variant: Starting Wealth by Class

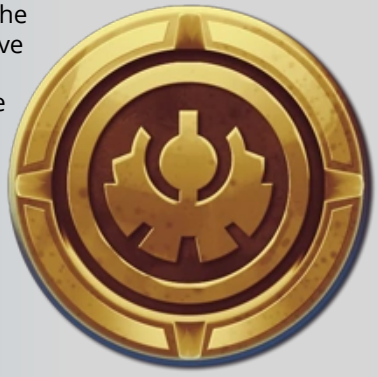
Class	Funds
Berserker	1,000 + 2d4 x 100 cr
Consular	1,000 + 2d4 x 100 cr
Engineer	1,000 + 3d4 x 100 cr
Fighter	1,000 + 5d4 x 100 cr
Guardian	1,000 + 5d4 x 100 cr
Monk	1,000 + 1d4 x 100 cr
Operative	1,000 + 4d4 x 100 cr
Scholar	1,000 + 3d4 x 100 cr
Scout	1,000 + 5d4 x 100 cr
Sentinel	1,000 + 3d4 x 100 cr

WEALTH

Wealth generally appears in the form of credits. The Galactic Republic and Sith Empire have their own mints, but in most worlds, the chits are interchangeable. Other trade goods, gemstones, artifacts, and property can reflect your character's financial well-being. Members of the lower class trade in goods, bartering for what they need and paying taxes in raw materials. Members of the nobility trade either in legal rights, such as the rights to a mine, a port, or a company, or in high denomination credits. Only merchants, adventurers, and those offering professional services for hire commonly deal in credits.

CURRENCY

Credits come in a variety of denominations: from a single chit to cards loaded with incredible value. While the Republic and Empire have their own currencies, in most worlds they can be used interchangeably.



With ten credits, a character can buy a power cell, a stylus, or a glowrod. A skilled (but not exceptional) artisan can earn ten credits a day. The credit is the standard unit of measure for wealth, even if the chit itself is not commonly used. When merchants discuss deals that involve goods or services worth hundreds or thousands of credits, the transactions don't usually involve the exchange of individual chits. Rather, the credit is a standard measure of value, and the actual exchange is in credit cards, letters of credit, or valuable goods.

A standard chit weighs about a third of an ounce, so fifty chits weigh a pound.

> The listed cost of lightweapons is equal to twice their vibroweapon counterpart. If you use the **Variant: Starting Wealth** rule, you should consider letting players use the value of the vibroweapon counterpart as their purchase price.
>
> Additionally, lightweapons are a scarce and restricted resource. Finding a buyer for a salvaged lightweapon is often difficult due to their clandestine nature.

SELLING TREASURE

Opportunities abound to find treasure, equipment, weapons, armor, and more in the dungeons you explore. Normally, you can sell your treasures and trinkets when you return to a town or other settlement, provided that you can find buyers and merchants interested in your loot.

ARMS, ARMOR, AND OTHER EQUIPMENT

As a general rule, undamaged weapons, armor, and other equipment fetch half their cost when sold in a market. Used weapons and armor aren't always in good enough condition to sell.

ENHANCED ITEMS

Selling enhanced items can be problematic. Finding someone to find an overtuned blaster isn't hard, but the most unique of items are beyond all but the wealthiest denizens. Likewise, aside from a few common enhanced items, you won't normally come across enhanced items to purchase. The value of special equipment is far beyond simple credits and should always be treated as such.

GEMS, JEWELRY, AND ART OBJECTS

These items retain their full value in the marketplace, and you can either trade them in for credits or use them as currency for other transactions. For exceptionally valuable treasures, the GM might require you to find a buyer in a large city or even another planet.

TRADE GOODS

In the Outer Rim, many people conduct transactions through barter. Like gems and art objects, trade goods —raw materials like bags of salt, livestock, and so on— retain their full value in the market and can be used as currency.

ARMOR AND SHIELDS

The different worlds of Star Wars are a vast tapestry made up of many different cultures, each with its own technology level. For this reason, adventurers have access to a variety of armor types, ranging from basic combat suits to heavy battle armor, with several other kinds of armor in between. The Armor table collects the most commonly available types of armor found in the game and separates them into three categories: light armor, medium armor, and heavy armor. Many warriors supplement their armor with a shield generator.

The Armor table shows the cost, weight, and other properties of the common types of armor worn in the worlds of Star Wars.

Variant: Equipment Sizes

In most campaigns, you can use or wear any equipment that you find on your adventures, within the bounds of common sense. For example, a burly wookiee won't fit in a jawa's combat suit, and an ugnaught would be swallowed up in a gamorrean's hooded cloak.

The GM can impose more realism. For example, a suit of durasteel armor made for one human might not fit another one without significant alterations, and a guard's uniform might be visibly ill-fitting when an adventurer tries to wear it as a disguise.

Using this variant, when adventurers find armor, clothing, and similar items that are made to be worn, they might need to visit an armormech, tailor, or similar expert to make the item wearable. The cost for such work varies from 10 to 40 percent of the market price of the item. The GM can either roll 1d4x100 or determine the increase in cost based on the extent of the alterations required.

ARMOR AND SHIELD PROFICIENCY

Anyone can put on a suit of armor or wield a shield generator. Only those proficient in the armor's use know how to wear it effectively, however. Your class gives you proficiency with certain types of armor. If you wear armor that you lack proficiency with, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and you can't force- or tech-cast.

If you have proficiency in armor, you have proficiency in the appropriate shield generator as well.

ARMOR CLASS (AC)

Armor protects its wearer from attacks. The armor (and shield generator) you wear determines your base Armor Class.

STRENGTH

Heavier armor interferes with the wearer's ability to move quickly, stealthily, and freely. If the Armor table shows "Str 13" or "Str 15" in the Strength column for an armor type, the armor reduces the wearer's speed by 10 feet unless the wearer has a Strength score equal to or higher than the listed score.

STEALTH

If the Armor table shows "Disadvantage" in the Stealth column, the wearer has disadvantage on Dexterity (Stealth) checks.



LIGHT ARMOR

Made from supple and thin materials, light armor favors agile adventurers since it offers some protection without sacrificing mobility. If you wear light armor, you add your Dexterity modifier to the base number from your armor type to determine your Armor Class.

COMBAT SUIT

Combat suits are seen all over the galaxy, and can be found for sale by almost any merchant who dealt in weapons and armor. Many such suits are used by military organizations, such as the Galactic Republic's military, as well as by mercenaries, criminals, bounty hunters and even some Jedi.

The suit itself offers decent protection from most types of attacks while maintaining maximum flexibility and minimum weight. However this armor is only recommended for light skirmishes.

HEAVY COMBAT SUIT

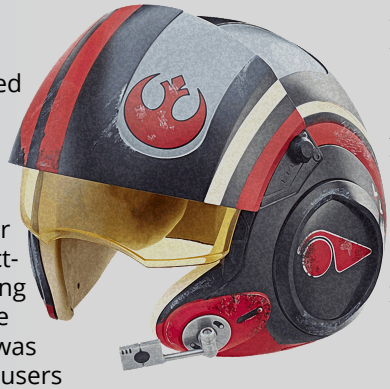
The heavy combat suit is a type of armor that offers more protection than the basic model of combat suit. The heavy combat suit is heavier overall than other combat suits, and not quite as flexible, but many consider the trade-offs worthwhile. It is a good source of defense from physical attacks and light blaster fire.

MEDIUM ARMOR

Medium armor offers more protection than light armor, but it also impairs movement more. If you wear medium armor, you add your Dexterity modifier, to a maximum of +2, to the base number from your armor type to determine your Armor Class.

LIGHT BATTLE ARMOR

Providing solid protection for a minimal cost, light battle armor is considered excellent protection for entrenched troops or guards. However, this protection comes at a cost of mobility, limiting its uses by rapidly advancing infantry. Still, it provides more mobility than full battle armor.



BATTLE ARMOR

Battle armor was constructed from a mesh of metal or composite plates and a padded jumpsuit. Variants of the armor included less plates and more padding for a lighter, though less protective armor, and heavier plating with molded pieces to fit the wearer. Though the armor was available unmodified, most users personalized their armor.

POWERED BATTLE ARMOR

Powered battle armor is a type of armored suit that boosted the abilities of its wearer while offering good protection against most types of weapons. The micro-hydraulics of this type of powered armor provide the operator with both protection and strength enhancement. This type of armor is rarely seen outside of professional mercenaries' and soldiers' use.

HEAVY ARMOR

Of all the armor categories, heavy armor offers the best protection. These suits of armor cover the entire body and are designed to stop a wide range of attacks. Only proficient warriors can manage their weight and bulk. Heavy armor doesn't let you add your Dexterity modifier to your Armor Class, but it also doesn't penalize you if your Dexterity modifier is negative.

DURASTEEL ARMOR

Durasteel armor is an armor that reduced weight, but restricts movement. The armor is commony used by mercenaries, bounty hunters, soldiers, and civilians that live in dangerous areas.

POWERED DURASTEEL ARMOR

Powered durasteel armor uses the base durasteel armor, with the benefit of micro-hydraulics that boost the efficacy of the operator. It offers better protection, but increased weight.

HEAVY DURASTEEL ARMOR

Heavy durasteel armor is virtually the heaviest armor acquirable during the Galactic War. It is ideal for extreme combat situations that involved direct damage and also offers a very good level of protection in sacrifice of dexterity. Some consider it claustrophobic but that was the trade-off for safety.

SHIELD GENERATORS

Shields come in varying weights, sizes, and materials. A light shield generator is generally pretty small, affixing to the forearm or belt. A medium shield generator is generally larger and fills the hand. A heavy shield is larger and made of strong composites. You can benefit from only one shield at a time.

LIGHT SHIELD GENERATOR

A light shield generator is generally affixed to the forearm or belt. While a light shield does not fill the hand slot, you gain no benefit from it while the hand is full. You gain no benefit from a light shield while wielding a weapon with the *heavy* property.

MEDIUM SHIELD GENERATOR

A personal shield generator was a defensive technology that projected a field of energy that protected the user from blaster fire, the elements, or other hazards. Most were designed to be held much like a traditional physical shield. The medium shield generator is used in conjunction with any one-handed weapon.

HEAVY SHIELD

Rather than an energy shield, heavy shields are physical composites of metal or plastic. They are much larger and more cumbersome, but they offer more protection than their smaller counterparts. Its cumbersome size, however, makes it unwieldy, and requires the use of a one-handed weapon with the *light* property in the other hand.

Small creatures have disadvantage on attack rolls while wielding a heavy shield. A heavy shield's size and bulk make it too large for a Small creature to use effectively.

ARMOR

Armor	Cost	Armor (AC)	Strength	Stealth	Weight
Light Armor					
Combat suit	100 cr	11 + Dex modifier	—	—	10 lb
Heavy combat suit	450 cr	12 + Dex modifier	—	—	13 lb
Medium Armor					
Light battle armor	500 cr	13 + Dex modifier (max 2)	—	—	20 lb
Battle armor	1,000 cr	14 + Dex modifier (max 2)	—	—	20 lb
Powered battle armor	2,500 cr	15 + Dex modifier (max 2)	—	Disadvantage	45 lb
Heavy Armor					
Durasteel armor	750 cr	16	Str 13	Disadvantage	55 lb
Powered durasteel armor	2,000 cr	17	Str 15	Disadvantage	60 lb
Heavy durasteel armor	15,000 cr	18	Str 15	Disadvantage	65 lb
Shield					
Light shield generator	50 cr	+1	—	—	7 lb
Medium shield generator	100 cr	+2	—	—	14 lb
Heavy shield	500 cr	+3	Str 17	Disadvantage	28 lb

GETTING INTO AND OUT OF ARMOR

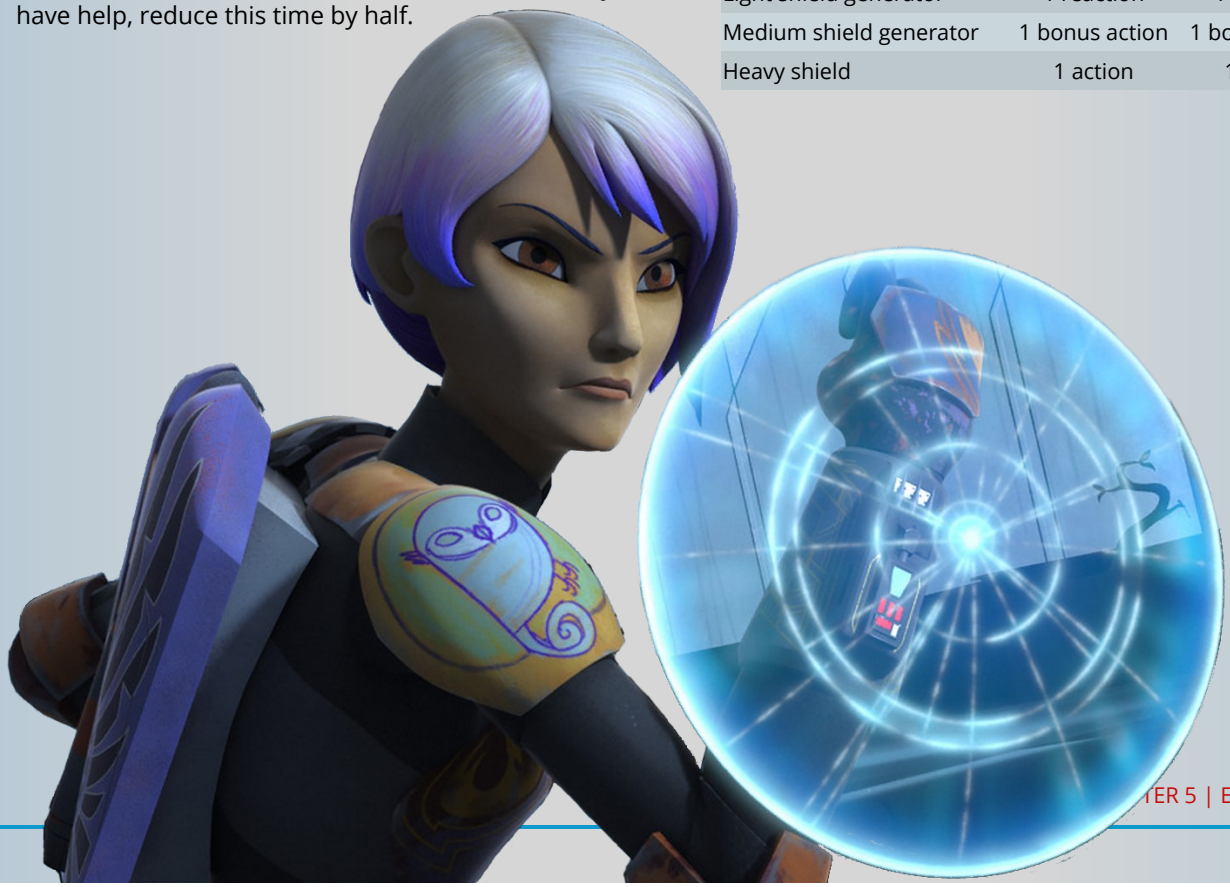
The time it takes to don or doff armor depends on the armor's category.

Don. This is the time it takes to put on armor. You benefit from the armor's AC only if you take the full time to don the suit of armor.

Doff. This is the time it takes to take off armor. If you have help, reduce this time by half.

DONNING AND DOFFING ARMOR

Category	Don	Doff
Light armor	1 minute	1 minute
Medium armor	5 minutes	1 minute
Heavy armor	10 minutes	5 minutes
Light shield generator	1 reaction	1 reaction
Medium shield generator	1 bonus action	1 bonus action
Heavy shield	1 action	1 action



WEAPONS

Your class grants proficiency in certain weapons, reflecting both the class's focus and the tools you are most likely to use. Whether you favor a vibroweapon or a blaster, your weapon and your ability to wield it effectively can mean the difference between life and death while adventuring. The Weapons tables show the most common weapons used in the worlds of Star Wars, their price and weight, the damage they deal when they hit, and any special properties they possess. Every weapon is classified as a blaster, lightweapon, or vibroweapon. A vibroweapon or lightweapon is used to attack a target within 5 feet of you, whereas a blaster is used to attack a target at a distance. Lightweapons are generally used in melee, but due to their nature require separate proficiency.

WEAPON PROFICIENCY

Your species, class, and feats can grant you proficiency with certain weapons or categories of weapons. The two categories are simple and martial. Most people can use simple weapons, which are commonly seen in the hands of the unspecialized, with proficiency. Martial weapons, including vibroswords vibrolances, require more specialized training to use effectively. Most warriors use martial weapons because these weapons put their fighting style and training to best use. Proficiency with a weapon allows you to add your proficiency bonus to the attack roll for any attack you make with that weapon. If you make an attack roll using a weapon with which you lack proficiency, you do not add your proficiency bonus to the attack roll.

WEAPON PROPERTIES

Many weapons have special properties related to their use, as shown in the Weapons table.

AMMUNITION

You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. If you use a weapon that has the ammunition property to make a melee attack, you treat the weapon as an improvised weapon (see "Improvised Weapons" later in the section).

BURST

A weapon that has the burst property can make a normal single-target attack, or it can spray a 10-foot-cube area within range with shots. Each creature in the area must make a Dexterity saving throw (DC = 8 + your bonus to ranged weapon attacks) or take the weapon's normal damage. This consumes an amount of ammunition indicated by the burst number. If the ranged weapon attack would have disadvantage, affected targets instead have advantage.

DOUBLE

A weapon with the double property functions as if you are wielding two separate weapons. A damage value in parentheses appears with the property—the damage when the weapon is used with two-weapon fighting. See the rules for two-weapon fighting in chapter 9.

FINESSE

When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

HEAVY

Small creatures have disadvantage on attack rolls with heavy weapons. A heavy weapon's size and bulk make it too large for a Small creature to use effectively.

HIDDEN

You have advantage on Dexterity (Sleight of Hand) checks made to conceal a hidden weapon.

LIGHT

A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons. See the rules for two-weapon fighting in chapter 9.

LUMINOUS

A weapon with the luminous property sheds dim light in a 5-foot radius while activated. Additionally, Dexterity (Stealth) checks made while the weapon is activated have disadvantage.

RANGE

A weapon that can be used to make a ranged attack has a range shown in parentheses after the ammunition or thrown property. The range lists two numbers. The first is the weapon's normal range in feet, and the second indicates the weapon's maximum range. When attacking a target beyond normal range, you have disadvantage on the attack roll. You can't attack a target beyond the weapon's long range.

REACH

This weapon adds 5 feet to your reach when you attack with it.

RELOAD

A limited number of shots can be made with a weapon that has the reload property. A character must then reload it using an action or a bonus action (the character's choice). You must have one free hand to reload.

SPECIAL

A weapon with the special property has unusual rules governing its use, explained in the weapon's description (see "Special Weapons" later in this section).

STRENGTH

A weapon with this special property has a heavy kickback. While wielding it, you have disadvantage on attack rolls unless you meet the Strength requirement. If the weapon has the burst property, you must meet the Strength requirement to use this feature.

THROWN

If a weapon has the thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon.



TWO-HANDED
This weapon requires two hands to use.

VERSATILE
This weapon can be used with one or two hands. A damage value in parentheses appears with the property—the damage when the weapon is used with two hands to make a melee attack.

IMPROVISED WEAPONS
Sometimes characters don't have their weapons and have to attack with whatever is close at hand. An improvised weapon includes any object you can wield in one or two hands, such as broken glass, a table leg, a frying pan, a wagon wheel, or a dead jawa.

In many cases, an improvised weapon is similar to an actual weapon and can be treated as such. At the GM's discretion, a character proficient with a weapon can use a similar object as if it were that weapon and use his or her proficiency bonus.

An object that bears no resemblance to a weapon deals 1d4 kinetic damage. If a character uses a ranged weapon to make a melee attack, or throws a melee weapon that does not have the thrown property, it also deals 1d4 damage. An improvised thrown weapon has a normal range of 20 feet and a long range of 60 feet.

SPECIAL WEAPONS
Weapons with special rules are described to the right.

CHAKRAM/LIGHT RING
When you throw a chakram or light ring, you can choose to have it return immediately to your hand. You must have one free hand to catch it.

NET
A Large or smaller creature hit by an net is restrained until it is freed. An net has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 kinetic or energy damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net.

When you use an action, bonus action, or reaction to attack with a net, you can make only one attack regardless of the number of attacks you can normally make.

HIDDEN BLADE
A hidden blade does not fill the hand slot, but you can't use a hidden blade while the hand is full. Additionally, you have advantage on Strength saving throws to avoid being disarmed.

VIBRODART
Due to their diminutive size, vibrodarts make ineffective melee weapons. Melee attack rolls made with them are made at disadvantage.

VIBROLANCE
You have disadvantage when you use a vibrolance to attack a target within 5 feet of you. Also, a lance requires two hands to wield when you aren't mounted.

WRIST LAUNCHER
Rather than traditional power cells, the wrist launcher fires specialized projectiles in the form of darts, small missiles, or specialized canisters.

BLASTERS

Name	Cost	Damage	Weight	Properties
Simple Blasters				
Blaster carbine	300 cr	1d6 energy	8 lb	Ammunition (range 60/240), reload 16, two-handed
Bowcaster	400 cr	1d10 energy	16 lb	Ammunition (range 40/160), burst 8, reload 8, strength 13, two-handed
Light pistol	350 cr	1d4 energy	2 lb	Ammunition (range 40/160), light, reload 20
Hold-out	250 cr	1d4 energy	1 lb	Ammunition (range 30/120), hidden, light, reload 6
Scattergun	200 cr	1d6 kinetic	3 lb	Ammunition (range 20/80), burst 2, reload 2
Shotgun	350 cr	2d4 kinetic	12 lb	Ammunition (range 30/120), burst 2, reload 4, strength 13, two-handed
Wrist launcher	450 cr	—	1 lb	Ammunition (range 30/60), reload 1, special
Martial Blasters				
Assault cannon	500 cr	1d10 energy	24 lb	Ammunition (range 80/320), burst 4, reload 8, strength 15, two-handed
Blaster pistol	200 cr	1d6 energy	3 lb	Ammunition (range 40/160), reload 16
Blaster rifle	400 cr	1d8 energy	11 lb	Ammunition (range 100/400), reload 12, two-handed
Heavy pistol	300 cr	1d8 energy	4 lb	Ammunition (range 40/160), reload 12, strength 13
Ion blaster	200 cr	1d4 ion	3 lb	Ammunition (range 40/160), reload 16
Ion rifle	400 cr	1d6 ion	11 lb	Ammunition (range 100/400), reload 12, two-handed
Lightbow	400 cr	2d6 energy	16 lb	Ammunition (range 60/240), reload 4, strength 13, two-handed
Slugthrower	350 cr	1d8 kinetic	14 lb	Ammunition (range 100/400), burst 6, reload 12, two-handed
Sniper rifle	750 cr	1d12 energy	12 lb	Ammunition (range 150/600), reload 4, strength 13, two-handed

LIGHTWEAPONS

Name	Cost	Damage	Weight	Properties
Simple Lightweapons				
Lightdagger	100 cr	1d4 energy	1 lb	Finesse, hidden, light, luminous, thrown (20/60)
Lightsaber	200 cr	1d6 energy	4 lb	Hidden, luminous, versatile (1d8)
Shotosaber	500 cr	1d6 energy	2 lb	Finesse, hidden, light, luminous
Martial Lightweapons				
Doublesaber	1,400 cr	1d8 energy	4 lb	Double (1d8 energy), finesse, luminous, two-handed
Doubleshoto	1,250 cr	1d6 energy	4 lb	Double (1d6 energy), finesse, light, luminous, two-handed
Greatsaber	1,000 cr	2d6 energy	3 lb	Heavy, luminous, two-handed
Lightsaber pike	400 cr	1d10 energy	3 lb	Heavy, luminous, reach, two-handed
Lightfoil	500 cr	1d8 energy	2 lb	Finesse, hidden, luminous
Light ring	500 cr	1d6 energy	3 lb	Finesse, hidden, luminous, special, thrown (range 30/90)
Martial lightsaber	300 cr	1d8 energy	2 lb	Hidden, luminous, versatile (1d10)
Saberspear	450 cr	2d4 energy	2 lb	Luminous
Saberwhip	300 cr	1d4 energy	2 lb	Finesse, hidden, luminous, reach



VIBROWEAPONS

Name	Cost	Damage	Weight	Properties
Simple Vibroweapons				
Techaxe	50 cr	1d6 kinetic	2 lb	Light, thrown (range 20/60)
Vibrodagger	50 cr	1d4 kinetic	1 lb	Finesse, light, thrown (20/60)
Vibrodart	5 cr	1d4 kinetic	1/4 lb	Finesse, special, thrown (20/60)
Vibroknuckler	75 cr	1d6 kinetic	2 lb	Light
Vibromace	75 cr	1d10 kinetic	10 lb	Two-handed
Vibrostaff	100 cr	1d6 kinetic	4 lb	Versatile (2d4)
Vibrospear	100 cr	1d6 kinetic	3 lb	Thrown (range 20/60), versatile (1d8)
Martial Vibroweapons				
Chakram	250 cr	1d6 kinetic	3 lb	Finesse, special, thrown (range 30/90)
Doubleblade	625 cr	1d6 kinetic	5 lb	Double (1d6 kinetic), finesse, light, two-handed
Doublesword	700 cr	1d8 kinetic	5 lb	Double (1d8 kinetic), finesse, two-handed
Electrostaff	600 cr	2d4 kinetic	8 lb	Double (2d4 kinetic), two-handed
Techblade	250 cr	1d6 kinetic	3 lb	Finesse, light
Hidden blade	200 cr	1d4 kinetic	1 lb	Finesse, hidden, light, special
Net	100 cr	—	3 lb	Light, special, thrown (range 15)
Vibroaxe	300 cr	1d12 kinetic	7 lb	Heavy, two-handed
Vibroblade	150 cr	1d8 kinetic	2 lb	Versatile (1d10)
Vibrobaton	225 cr	2d4 kinetic	4 lb	—
Vibrolance	100 cr	1d12 kinetic	6 lb	Reach, special
Vibropike	200 cr	1d10 kinetic	6 lb	Heavy, reach, two-handed
Vibrorapier	250 cr	1d8 kinetic	2 lb	Finesse
Vibrosword	500 cr	2d6 kinetic	6 lb	Heavy, two-handed
Vibrowhip	150 cr	1d4 kinetic	3 lb	Finesse, reach

ADVENTURING GEAR

This section describes items that have special rules or require further explanation.

EQUIPMENT PACKS

The starting equipment you get from your class includes a collection of useful adventuring gear, put together in a pack. The contents of these packs are listed here. If you are buying your starting equipment, you can purchase a pack for the price shown, which might be cheaper than buying the items individually.

BURGLAR'S PACK

Costs 290 credits. Includes a backpack, two glow rods, a hydrospanner, a fusion cutter, a chronometer, a grappling hook, 5 days of field rations, and a canteen.

DIPLOMAT'S PACK

Costs 330 credits. Includes a chest, a set of fine clothes, a datapad, 5 datacards, a stylus, 5 days of field rations, and a canteen.

DUNGEONEER'S PACK

Costs 320 credits. Includes a backpack, five glow rods, a fusion cutter, a grappling hook, a chronometer, 10 days of field rations, a canteen, and 50 feet of fibercord cable strapped to the side of it.

ENTERTAINER'S PACK

Costs 420 credits. Includes a backpack, a bedroll, two costumes, two glowrods, 5 days of field rations, a canteen, and a disguise kit.

EXPLORER'S PACK

Costs 250 credits. Includes a backpack, a bedroll, a blanket, a mess kit, two glowrods, a commlink, 10 days of field rations, a canteen, and 50 feet of fibercord cable strapped to the side of it.

PRIEST'S PACK

Costs 275 credits. Includes a backpack, a blanket, two glowrods, a datapad, a medkit, 5 days of field rations, and a canteen.

SCHOLAR'S PACK

Costs 290 credits. Includes a backpack, a datapad, 5 datacards, a stylus, a holorecorder, 5 days of field rations, and a canteen.

TECHNOLOGIST'S PACK

Costs 670 credits. Includes a backpack, chronometer, respirator, datapad, holocomm, commlink, bedroll, canteen, and 5 days of field rations.



Item	Cost	Weight
Ammunition		
Carbonite canister	150 cr	2 lb
Dart	50 cr	—
Flame projector canister	350 cr	2 lb
Missile, fragmentation	100 cr	1/2 lb
Power cell	10 cr	1 lb
Plasma cell	200 cr	1 lb

AMMUNITION

CARBONITE CANISTER

When triggered, this wrist launcher ammunition produces a beam of carbonite energy in a 15 foot line. A single fuel canister holds enough fuel for three attacks. Each creature must make a Constitution saving throw (DC = 8 + your proficiency bonus + your Strength or Dexterity modifier) or take 1d6 cold damage and have its speed halved until the end of your next turn. If this damage reduces a creature to 0 hit points, that creature is frozen in carbonite for 1 hour.

DART

This wrist launcher ammunition deals 1d6 kinetic damage on a hit.

FLAME PROJECTOR CANISTER

When triggered, this wrist launcher ammunition produces a burst of flame in a 15 foot line or cone. A single fuel canister holds enough fuel for three attacks in a line or a single attack in a cone. Each creature must make a Dexterity saving throw (DC = 8 + your proficiency bonus + your Strength or Dexterity modifier) or take 2d6 fire damage.

MISSILE, FRAGMENTATION

This wrist launcher ammunition deals 1d6 kinetic damage on a hit. Additionally, hit or miss, the missile then explodes. The target and each creature within 5 feet must make a Dexterity saving throw (DC = 8 + your proficiency bonus + your Strength or Dexterity modifier), taking 1d6 kinetic damage on a failed save.

POWER CELL

Power cells energize blaster weapons and tools.

PLASMA CELL

A plasma cell is a specialized power cell for use with blaster weapons. The loaded weapon deals fire damage instead of energy, and when you hit with a shot it sets the ground beneath it in a 5-foot square ablaze. When a creature enters the fire or starts its turn there it must make a DC 12 Dexterity saving throw. On a failed save, the creature takes 1d6 fire damage.

COMMUNICATIONS

COMMLINK
Commlinks are standard handheld communication devices, fitted with microphones and receivers. A standard, personal commlinks have a range of up to 30 miles, but are reduced in dense, urban areas or areas of high level interference.

COMM JAMMER
A comm jammer is a device used to scramble communications. A comm jammer can block transmissions from unenhanced communications devices in a 100 foot radius.

HEADCOMM
A headcomm can be installed in a helmet or worn independently. It functions as a hands-free commlink.

HOLOCOMM
A holocomm is a communications unit that utilizes the HoloNet. It enables users to send and receive messages through holographic-based transmission networks.

HOLOTRACE DEVICE
A holotrace device is a wrist-worn gadget that can be used to trace a holographic transmission back to its source.

POCKET SCRAMBLER
A pocket scrambler is a simple add-on to any commlink that automatically encodes any messages sent out. The transmitted message can only be read by a device equipped with a matched scrambler.

DATA RECORDING AND STORAGE

CODE CYLINDER
Code cylinders are security devices in the shape of short cylinders that contain coded information about their bearers and grant them access to secure areas.

DATACARDS
A datacard or data disk is a flat, hand-held device used in conjunction with a datapad to store information.

DATACRON
A datacron is a type of holocron that can be accessed by non-Force-sensitives and are mainly used to store encrypted data. They are complete with an interactive projection to access the information.



DATAPAD
A datapad is a small electronic device used for the input, storage and displaying of information. It features a holoprojective surface for 3D viewing.

Item	Cost	Weight
Communications		
Commlink	50 cr	1/2 lb
Comm jammer	450 cr	3 lb
Headcomm	50 cr	1 lb
Holocomm	300 cr	2 lb
Holotrace device	1,000 cr	5 lb
Pocket scrambler	800 cr	1 lb
Data Recording and Storage		
Code cylinder	500 cr	1/2 lb
Datacards (5)	25 cr	—
Datacron	4,000 cr	2 lb
Datapad	100 cr	1/2 lb
Holocron	4,000 cr	2 lb
Holorecorder	100 cr	1 lb
Stylus pen	10 cr	1/2 lb
Wristpad	600 cr	2 lb

HOLOCRON
Holocrons are information-storage devices used by force wielders that contain ancient lessons or valuable information in holographic form. They appear as palm-sized, glowing polyhedrons of crystalline material and hardware, and can only be activated and used through the power of the Force.



HOLORECORDER
A holorecorder is a device used to record and project holograms. Some droid models are equipped with internal holorecorders.

STYLUS PEN
A stylus pen is designed to write on both solid surfaces and touch screen interfaces.

WRISTPAD
A wristpad is a harness with an integrated datapad and holoprojector interface that fits on the forearm and includes self-charging battery packs.

EXPLOSIVES

BREACHING CHARGE

A device used to blow holes in larger constructs, a breaching charge creates a devastating explosion. Installing a breaching charge takes 1 minute. The charge can be set with a 6-second timer, or detonated remotely using a remote detonator.

Once detonated, the breaching charge destroys an unenhanced section of wall up to 10 feet wide, 10 feet tall, and 5 feet deep. Additionally, each creature within 20 feet of the charge must make a DC 15 Dexterity saving throw. A creature takes 3d6 fire damage and 3d6 kinetic damage on a failed save, or half as much on a successful one. A construct makes this save with disadvantage. If the breaching charge is installed on the construct, it automatically fails the saving throw.

GRENADE, ELECTROSTUN

Electrostun grenades are usually used when the object of a mission is to detain, capture, or subdue rather than kill. Grenades have a range equal to 30 feet + your Strength modifier x 5. As an action, you can throw a grenade at a point you can see within range. Each creature within 10 feet must make a DC 13 Dexterity saving throw. A creature takes 1d6 lightning damage on a failed save, or half as much as on a successful one. Additionally, on a failed save, the creature is stunned until the end of its next turn.

GRENADE, FRAGMENTATION

Frag grenades are cheap, low-damage grenades used mainly by military personnel, mercenaries, bounty hunters, and adventurers. Grenades can be set to detonate on impact or set with a timer that lasts several seconds before detonating. Grenades have a range equal to 30 feet + your Strength modifier x 5. As an action, you can throw a grenade at a point you can see within range. Each creature within 10 feet must make a DC 12 Dexterity saving throw. A creature takes 2d6 kinetic damage on a failed save, or half as much as on a successful one.



GRENADE, GAS

Gas grenades are primarily used to flush enemies out of cover and other protected areas, though there are of course other uses. Grenades have a range equal to 30 feet + your Strength modifier x 5. As an action, you can throw a grenade at a point you can see within range. The grenade explodes in a 15ft radius sphere of yellow-green fog centered on a point you choose within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for 1 minute or until a wind of at least 10 miles per hour disperses it.

When a creature enters the fog's area for the first time on a turn or starts its turn there, that creature must make a DC 13 Constitution saving throw. The creature takes 1d8 poison damage on a failed save, or half as much damage on a successful one. Additionally, on a failed save, the creature is poisoned while it is in the cloud. Droids, constructs and humanoids wearing appropriate protective equipment are uneffected.

Item	Cost	Weight
Explosives		
Breaching charge	750 cr	4 lb
Grenade, electrostun	250 cr	1 lb
Grenade, frag	100 cr	1 lb
Grenade, gas	300 cr	1 lb
Grenade, ion	250 cr	1 lb
Mine, fragmentation	500 cr	2 lb
Mine, plasma	550 cr	2 lb
Thermal detonator	750 cr	1 lb

GRENADE, ION

Ion grenades are hand-held explosive devices that release a blast of ion energy. Grenades have a range equal to 30 feet + your Strength modifier x 5. As an action, you can throw a grenade at a point you can see within range. Each creature within 10 feet must make a DC 12 Dexterity saving throw. A creature takes 2d4 ion damage on a failed save, or half as much as on a successful one. Any electronics within the blast radius are disabled until rebooted.

MINE, FRAGMENTATION

When you use your action to set it, this mine sets an imperceptible laser line extending up to 15 feet. When the laser is tripped, the mine explodes, and each creature within 15 feet of it must make a DC 13 Dexterity saving throw. On a failed save, a creature takes 3d6 kinetic damage, or half as much on a successful one.

MINE, PLASMA

When you use your action to set it, this mine sets an imperceptible laser line extending up to 15 feet. When the laser is tripped, the mine explodes, coating the area in a 15-foot radius around it in fire that burns for 1 minute. When a creature enters the fire or starts its turn there it must make a DC 13 Dexterity saving throw. On a failed save, the creature takes 2d6 fire damage, or half as much on a successful one. A construct makes this save with disadvantage.

THERMAL DETONATOR

Thermal detonators are palm-sized, spherical, and extremely deadly explosive weapons. In addition to being surprisingly powerful for their size, they can only be turned off by whoever turned them on. Thermal detonators have a range equal to 30 feet + your Strength modifier x 5. As an action, you can throw a grenade at a point you can see within range. Each creature within 10 feet must make a DC 14 Dexterity saving throw. A creature takes 2d6 fire and 2d6 kinetic damage on a failed save, or half as much as on a successful one. Additionally, on a failed save, the creature is knocked prone.

LIFE SUPPORT

AQUATIC REBREATHER

Aquatic breathers are breath masks designed to operate underwater. While worn, the wearer can breathe both air and water.

ENVIRO-SUIT

Environment suits, atmospheric suits, or EVA suits, are pressure suits that enabled wearers to survive and operate in zero gravity space and other dangerous conditions.

FLIGHT SUIT

Flight suits, or jumpsuits, are a type of outfit worn by pilots. They are worn in conjunction with flight helmets. They come in a variety of different colors and provide life support, and protect from hostile environments.

RESPIRATOR

A respirator, or breath mask, is a portable device that allowed an oxygen-breather to survive in low-oxygen atmospheres. Although not suitable for use in outer-space, these hands-free masks were essential equipment for deep-space travel that might require activity outside of a starship.

MEDICAL SUPPLIES

ANTIDOTE KIT

An antidote kit contained a variety of wide-spectrum antidote hypospray injectors that were designed to neutralize all known poisons. A kit has five charges. As an action, you can administer a charge of the kit to cure a target of one poison affecting them or to give them advantage on saving throws against poison for 1 hour. It confers no benefit to droids or constructs.

BASIC POISON (ONE DOSE)

You can use the poison in this vial to coat one vibroweapon or one wrist launcher dart. Applying the poison takes an action. A creature hit by the poisoned weapon must make a DC 10 Constitution saving throw or take 1d4 poison damage. Once applied, the poison retains potency for 1 minute before drying.

EMERGENCY BATTERY

All non-expendable droids need recharging as they are used. The battery has ten uses. As an action, you can expend one use of the kit to stabilize a droid that has 0 hit points, without needing to make an Intelligence (Technology) check.

MEDKIT

A common medkit can be stocked with bacta packs, and contains spray-bandages, bone stabilizers, antiseptics, and other essentials for the treatment of wounds. As an action, you can expend a use of the kit to stabilize a creature that has 0 hit points, without needing to make a Wisdom (Medicine) check. A medkit can be used to stabilize 5 times before it must be restocked at its original cost.

MEDPAC

A medpac is a quick-acting syringe filled with a concentrated dose of kolto. As an action, you can use this medpac to restore 2d4+2 hit points to a creature within 5 feet.

Item	Cost	Weight
Life Support		
Aquatic rebreather	100 cr	2 lb
Enviro-suit	2,000 cr	15 lb
Flight suit	1,000 cr	5 lb
Respirator	200 cr	1 lb
Medical		
Antidote kit	600 cr	4 lb
Basic poison (one dose)	500 cr	1 lb
Emergency battery	70 cr	5 lb
Medkit	50 cr	3 lb
Medpac	300 cr	1/2 lb
Repair kit	750 cr	3 lb
Storage		
Backpack	50 cr	5 lb
Crate	20 cr	70 lb
Chest	50 cr	25 lb
Pouch	5 cr	1 lb



REPAIR KIT

A repair kit included the basic tools needed to repair a droid after being damaged in combat. The kit has three uses. As an action, you can expend one use of the kit to restore 2d4+2 hit points to a droid or construct within 5 feet.

STORAGE CONTAINER CAPACITY

Container	Capacity
Backpack	1 cubic foot, 30 pounds of gear
Basket	2 cubic feet/40 pounds of gear
Bottle	1 1/2 pints liquid
Bucket	3 gallons lliquid, 1/2 cubic foot solid
Canteen	4 pints liquid
Crate	40 gallons liquid, 4 cubic feet solid
Chest	12 cubic feet/300 pounds of gear
Flask or tankard	1 pint liquid
Jug or pitcher	1 gallon liquid
Pot	1 gallon liquid
Pouch	1/5 cubic foot/6 pounds of good
Sack	1 cubic foot/30 pounds of gear
Vial	4 ounces liquid

UTILITIES

BINDERS

These durasteel restraints can bind a Small or Medium creature. Escaping the binders requires a successful DC 20 Dexterity check. Breaking them requires a successful DC 20 Strength check. Each set of binders comes with one key. Without the key, a creature proficient with security kit can pick the binders' lock with a successful DC 15 Dexterity check. Binders have 15 hit points.

CHRONOMETER

A chronometer is a device that measures and keeps linear time.

FIELD RATIONS (ONE DAY'S)

Ration packs consist of dry foods suitable for extended travel, and are used when other food is scarce. Each pack is divided into portions and can provide enough food for one person per day.

FUSION CUTTER

A fusion cutter is a handheld cutting tool popular among technicians. It cut through almost any reinforced material, given enough time. The internal power cell supplies an hour's worth of continuous operation.

GLOWROD

Glowrods create a beam of light illuminating the area around you in bright light for a 20-foot radius and dim light for an additional 20 feet. The glowrod lasts for 10 hours and can be recharged by connecting to a power source or by replacing the power cell.

GRAPPLING HOOK

A grappling hook allows a user to climb or ascend large objects. It can be mounted to a blaster, belt, or elsewhere. It has a 50-foot length.



HEAT GENERATOR

Heat generators are special devices typically worn on belts that function as a portable, personal heat supply. Activating or deactivating the generator requires a bonus action and, while active, you are adapted to cold climates, as described in chapter 5 of the Dungeon Master's Guide. The generator lasts for 10 minutes and can be recharged by a power source or replacing the power cell.

HOMING BEACON

A homing beacon is a device used to track starships or any other entity being transported. Homing beacons transmit using non-mass HoloNet transceivers able to be tracked through hyperspace. Homing beacons are small enough that they can easily be hidden inside a ship, or tucked into some crevice on its exterior.

MACROBINOCULARS

Macrobinoculars are handheld viewing devices that allow users to observe distant objects. Some models are able to see into space from the surface of a planet.

Item	Cost	Weight
Utilities		
Bedroll	10 cr	7 lb
Blanket	50 cr	3 lb
Binders	50 cr	6 lb
Chronometer	100 cr	1 lb
Fibercord cable, 50 ft (rolled)	20 cr	2 lb
Field rations (one day's)	5 cr	1 lb
Fusion cutter	25 cr	2 lb
Glowrod	10 cr	2 lb
Grappling hook	50 cr	4 lb
Heat generator	400 cr	4 lb
Homing beacon	450 cr	1 lb
Hydrospanner	10 cr	2 lb
Macrobinoculars	750 cr	1 lb
Mess kit	20 cr	1 lb
Mirror	50 cr	1/2 lb
Ram, portable	40 cr	35 lb
Restraining bolt	350 cr	1 lb
Shovel	7 cr	5 lb
Tent, two-person	20 cr	5 lb

MESS KIT

This box contains a cup and simple cutlery. The box clamps together, and one side can be used as a cooking pan and the other as a plate or shallow bowl.

RAM, PORTABLE

You can use a portable ram to break down doors. When doing so, you gain a +4 bonus on the Strength check. One other character can help you use the ram, giving you advantage on this check.

RESTRAINING BOLT

Restraining bolts are small, cylindrical devices that can be affixed to a droid in order to limit its functions and enforce its obedience. When inserted, a restraining bolt restricts the droid from any movement its master does not desire, and also forced it to respond to signals produced by a hand-held control unit.

Installing a restraining bolt takes 1 minute. The droid must make a DC 12 Constitution saving throw. A hostile droid makes this save with advantage. On a successful save, the restraining bolt overloads and is rendered useless. On a failed save, the restraining bolt is correctly installed, and the control unit can be used to actively control the droid. While the control unit is inactive, the droid can act freely but it can not attempt to remove the restraining bolt.

WEAPON AND ARMOR ACCESSORIES

BANDOLIER

A bandolier is worn across the chest. It has 12 slots that can each hold a single item that weighs less than 2 lb, such as a vibrodagger, a fragmentation grenade, or a power cell.

BIPOD

A bipod is a device mounted to a two-handed blaster weapon to offer increased stability while prone. As an action, you can deploy or collapse the bipod. While deployed, you ignore the Strength requirement on ranged weapons with the strength property while you are prone, and your speed is reduced to 0.

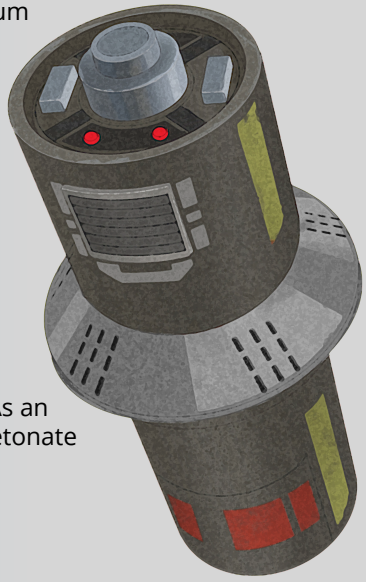
FRICTION-GRIP GEAR

A special set of gloves and boots that allow the wearer to stick to and climb surfaces. While wearing these items, you gain the ability to move along vertical surfaces and ceilings while leaving your hands free. You also gain a climbing speed equal to half your walking speed.



JETPACK

Jetpacks are personal aerial transportation devices that allow the operator to fly into and through the air with great mobility. Activating or deactivating the jetpack requires a bonus action and, while active, you have a flying speed of 30 feet. The jetpack last for 1 minute per power cell (to a maximum of 10 minutes) and can be recharged by a power source or replacing the power cells.



REMOTE DETONATOR

A small handhold device with a single button, used to activate explosives. Over the course of 1 minute, you can synchronize the detonator with a single explosive device, such as a breaching charge, grenade, or mine. As an action, you can remotely detonate the paired explosive.

Item	Cost	Weight
Weapon and Armor Accessories		
Bandolier	100 cr	2 lb
Bipod	200 cr	2 lb
Friction-grip gear	2,000 cr	12 lb
Jetpack	4,500 cr	20 lb
Remote detonator	150 cr	1 lb
Rocket boots	2,500 cr	3 lb
Stealth field generator	8,000 cr	3 lb
Tracker utility vest	150 cr	3 lb
Tripod	450 cr	16 lb

ROCKET BOOTS

Rocket boots are a form of rocket propulsion system affixed to a pair of boots instead of being worn on the back like a standard jetpack. Activating or deactivating the boots requires a bonus action and, while active, you have a flying speed of 20 feet. The rocket boots last for 1 minute and can be recharged by a power source or replacing the power cell.

STEALTH FIELD GENERATOR

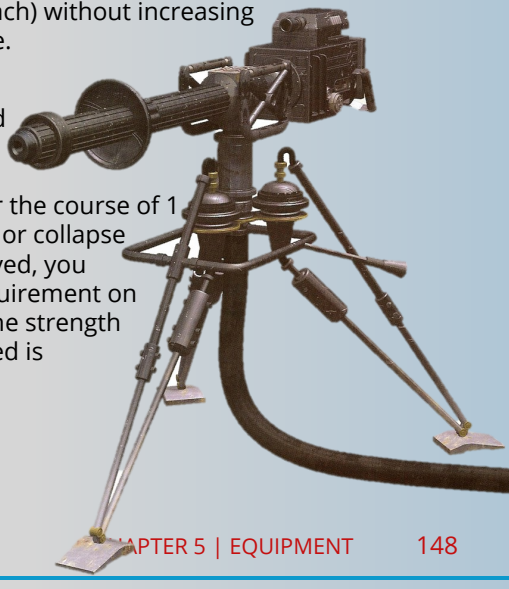
Stealth field generators are special devices typically worn on belts that function as a portable, personal cloaking device. Activating or deactivating the generator requires a bonus action and, while active, you have advantage on Dexterity (Stealth) ability checks that rely on sight. The generator lasts for 1 minute and can be recharged by a power source or replacing the power cell. This effect ends early if you make an attack or cast a force- or tech- power.

TRACKER UTILITY VEST

A utility vest is a sleeveless item of clothing that includes several evenly-distributed pockets, popular among hunters, smugglers, and adventurers. The vest is made of leathery, hide material to resist rips, corrosion and water. The wearer can carry up to 10 light items (up to 1 lb each) without increasing their total encumbrance.

TRIPOD

A tripod is a device used to mount a two-handed blaster weapon to offer increased stability. Over the course of 1 minute, you can deploy or collapse the tripod. While deployed, you ignore the Strength requirement on ranged weapons with the strength property, and your speed is reduced to 0.



Item	Cost	Weight
Ammunition		
Carbonite canister	150 cr	2 lb
Dart	50 cr	—
Flame projector canister	350 cr	2 lb
Missile, fragmentation	100 cr	1/2 lb
Power cell	10 cr	1 lb
Plasma cell	200 cr	1 lb
Clothing		
Clothes, common	5 cr	3 lb
Clothes, costume	50 cr	4 lb
Clothes, dress uniform	100 cr	8 lb
Clothes, fine	150 cr	6 lb
Clothes, traveler's	20 cr	4 lb
Communications		
Commlink	50 cr	1/2 lb
Comm jammer	450 cr	3 lb
Headcomm	50 cr	1 lb
Holocomm	300 cr	2 lb
Holotrace device	1,000 cr	5 lb
Pocket scrambler	800 cr	1 lb
Data Recording and Storage		
Code cylinder	500 cr	1/2 lb
Datacards (5)	25 cr	—
Datacron	4,000 cr	2 lb
Datapad	100 cr	1/2 lb
Holocron	4,000 cr	2 lb
Holorecorder	100 cr	1 lb
Stylus pen	10 cr	1/2 lb
Wristpad	600 cr	2 lb
Explosives		
Breaching charge	750 cr	4 lb
Grenade, electrostun	250 cr	1 lb
Grenade, frag	100 cr	1 lb
Grenade, gas	300 cr	1 lb
Grenade, ion	250 cr	1 lb
Mine, fragmentation	500 cr	2 lb
Mine, plasma	550 cr	2 lb
Thermal detonator	750 cr	1 lb
Life Support		
Aquatic rebreather	100 cr	2 lb
Enviro-suit	2,000 cr	15 lb
Flight suit	1,000 cr	5 lb
Respirator	200 cr	1 lb

Item	Cost	Weight
Medical		
Antidote kit	600 cr	4 lb
Basic poison (one dose)	500 cr	1 lb
Emergency battery	70 cr	5 lb
Medkit	50 cr	3 lb
Medpac	300 cr	1/2 lb
Repair kit	750 cr	3 lb
Storage		
Backpack	50 cr	5 lb
Chest	50 cr	25 lb
Crate	20 cr	70 lb
Pouch	5 cr	1 lb
Utilities		
Bedroll	10 cr	7 lb
Blanket	50 cr	3 lb
Binders	50 cr	6 lb
Canteen	10 cr	3 lb
Chronometer	100 cr	1 lb
Fibercord cable, 50 ft (rolled)	20 cr	2 lb
Field rations (one day's)	5 cr	1 lb
Fusion cutter	25 cr	2 lb
Glowrod	10 cr	2 lb
Grappling hook	50 cr	4 lb
Heat generator	400 cr	4 lb
Homing beacon	450 cr	1 lb
Hydrospanner	10 cr	2 lb
Macrobinoculars	750 cr	1 lb
Mess kit	20 cr	1 lb
Mirror	50 cr	1/2 lb
Ram, portable	40 cr	35 lb
Restraining bolt	350 cr	1 lb
Shovel	7 cr	5 lb
Tent, two-person	20 cr	5 lb
Weapon and Armor Accessories		
Bandolier	100 cr	2 lb
Bipod	200 cr	2 lb
Friction-grip gear	2,000 cr	12 lb
Jetpack	4,500 cr	20 lb
Remote detonator	150 cr	1 lb
Rocket boots	2,500 cr	3 lb
Stealth field generator	8,000 cr	3 lb
Tracker utility vest	150 cr	3 lb
Tripod	450 cr	16 lb

TOOLS

A tool helps you to do something you couldn't otherwise do, such as craft or repair an item, pick a lock, or slice into a computer. Your species, class, background, or feats give you proficiency with certain tools, when lets you add your proficiency bonus to any ability check you make using that tool. Tool use is not tied to a single ability, since proficiency with a tool represents broader knowledge of its use.

ARTISAN'S TOOLS

These special tools include the items needed to pursue a craft or trade. The table shows examples of the most common types of tools, each providing items related to a single craft. Proficiency with a set of artisan's tools lets you add your proficiency bonus to any ability checks you make using the tools in your craft. Each type of artisan's tools requires a separate proficiency.

BIOCHEMIST'S KIT

This kit includes all of the necessary components to create and house standard adrenals, medpacs, and stimpacs. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to identify adrenals, medpacs, and stimpacs. Also, proficiency with this kit is required to create adrenals, medpacs, and stimpacs.

CHEF'S KIT

This kit includes all of the necessary implements to prepare and serve food to up to six people. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to identify food. Also, proficiency with this kit is required to create field rations.

DEMOLITIONS KIT

This kit contains the appropriate equipment for disarming and setting explosives. It contains a plastic face guard and heavy duty gloves, as well as precision cutting and gripping tools, and various common components of grenades and mines. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to disarm or set an explosive.

DISGUISE KIT

This pouch of cosmetics, hair dye, and small props lets you create disguises that change your physical appearance, in addition to a tool that lets them holographically mimic clothing. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a visual disguise.

FORGERY KIT

This small box contains a variety of papers and parchments, pens and inks, seals and sealing wax, gold and silver leaf, and other supplies necessary to create convincing forgeries of physical documents. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a physical forgery of a document.

GAMING SET

This item encompasses a wide range of game pieces, including dice and/or decks of cards. A few common examples appear on the Tools table, but other kinds of gaming sets exist. If you are proficient with a gaming set, you can add your proficiency bonus to ability checks you make to play a game with that set. Each type of gaming set requires a separate proficiency.

HERBALISM KIT

This kit contains a variety of instruments such as clippers, mortar and pestle, and pouches and vials used by herbalists to create remedies and potions. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to identify or apply herbs. Also, proficiency with this kit is required to create *antitoxins*.

MECHANIC'S KIT

This kit contains all of the commonly required tools to make repairs on constructs, such as ships, speeders, and turrets. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to perform repairs or install ship upgrades.

MUSICAL INSTRUMENT

Several of the most common types of musical instruments are shown on the table as examples. If you have proficiency with a given musical instrument, you can add your proficiency bonus to any ability checks you make to play music with the instrument. Each type of musical instrument requires a separate proficiency.

POISONER'S KIT

A poisoner's kit includes the vials, chemicals, and other equipment necessary for the creation of poisons. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to craft or use poisons.

SECURITY KIT

A security kit includes the tools and electronic components necessary to bypass electronic and mechanical locks. It includes sensor devices, a specialized commlink designed to detect silent alarms, a small file, a set of lockpicks, a small mirror mounted to an elongated handle, a set of narrow-bladed scissors, and a pair of pliers. Proficiency with these tools lets you add your proficiency bonus to any ability checks you make to disarm traps or open locks.

SLICER'S KIT

Slicers used specialized computers and scramble keys, many built by the slicers themselves, to eke out a living in the digital world. These computers were carefully guarded and constantly modified and upgraded by the slicer, who rarely discussed its specs except with like-minded individuals. Complex access codes and even self-destruct mechanisms were often used to prevent a slicer's computer from falling into the wrong hands. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to hack into computers or bypass security.

Tools

Item	Cost	Weight
Artisan's tools		
Armormech's tools	200 cr	8 lb
Armstech's tools	250 cr	9 lb
Artificer's tools	300 cr	5 lb
Artist's tools	100 cr	5 lb
Astrotech's tools	400 cr	12 lb
Biotech's tools	450 cr	6 lb
Brewer's tools	200 cr	9 lb
Cobbler's tools	50 cr	5 lb
Constructor's tools	100 cr	7 lb
Cybertech's tools	500 cr	10 lb
Jeweler's tools	250 cr	2 lb
Spicer's tools	700 cr	4 lb
Surveyor's tools	500 cr	6 lb
Synthweaver's tools	250 cr	2 lb
Tinker's tools	500 cr	10 lb
Biochemist's kit	500 cr	8 lb
Chef's kit	70 cr	8 lb
Demolitions kit	400 cr	4 lb
Disguise kit	250 cr	3 lb
Forgery kit	150 cr	5 lb
Gaming set		
Chance cubes	1 cr	—
Holochess set	300 cr	8 lb
Pazaak deck	100 cr	—
Sabaac deck	150 cr	—
Herbalism kit	50 cr	3 lb
Mechanic's kit	650 cr	25 lb
Musical instrument		
Bagpipes	300 cr	6 lb
Bandfill	300 cr	2 lb
Drum	60 cr	3 lb
Flute	20 cr	1 lb
Lute	350 cr	2 lb
Horn	30 cr	2 lb
Ommni box	250 cr	10 lb
Pan flute	120 cr	2 lb
Shawm	20 cr	1 lb
Viol	300 cr	1 lb
Poisoner's kit	500 cr	2 lb
Security kit	650 cr	3 lb
Slicer's kit	800 cr	6 lb

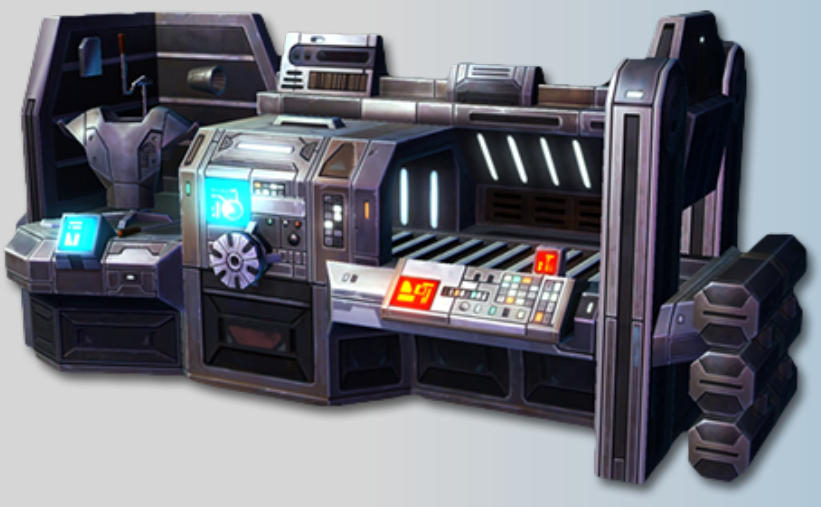
TRADE GOODS

Trade is an essential part of the galactic economy. Many spacers make their living buying and selling goods along hyperspace routes that connect the galaxy's major worlds.

A merchant may be chartered by an individual or a corporation to deliver goods to a certain port, or move goods along a specified route. During times of war, opportunities abound in the shipping of ammunition and medical supplies. Some traders, seeking to earn a quick profit, may resort to smuggling illegal or restricted cargo on behalf of one of the galaxy's many crime syndicates. The Trade Goods table shows the value of commonly exchanged goods.

Trade Goods

Cost	Goods
100 cr	Animal, common
500 cr	Animal, livestock
2,000 cr	Animal, uncommon
100 cr	Art. common
1,000 cr	Art. quality
10,000 cr	Art, precious
400 cr	Bacta, 1 gal
10 cr	Food, common (5 lbs)
20 cr	Food. quality (5 lbs)
50 cr	Food. exotic (5 lbs)
10,000 cr	Gems, exotic (1 carat)
100 cr	Gems, semiprecious (1 carat)
1,000 cr	Gems, precious (1 carat)
10 cr	Holovid
2,500 cr	Metal, common (1 ton)
100 cr	Metal, semi-precious (1 lb)
5,000 cr	Metal, precious (1 lb)
1,500 cr	Ore. common (1 ton)
2,000 cr	Spice, common (1 lb)
5,000 cr	Spice precious (1 lb)
10,000 cr	Spice, illicit (1 lb)



DROIDS

One common way to spend wealth is to purchase droids. Some droids are built for scouting, while others offer advanced skillsets. Protocol droids help communicate with foreign bodies, and combat droids can help supplement a budding force. The Droids table offers some choices for purchase.

Droid Designation	Cost
3PO Series Protocol Droid	5,500 cr
B1 Battle Droid	1,300 cr
B1-X Battle Droid	2,600 cr
Destroyer Droid	84,000 cr
DUM Series Pit Droid	650 cr
ID9 Seeker Droid	150 cr
IG-86 Assassin Droid	22,400 cr
HK Series Assassin Droid	212,000 cr
R2 Series Astromech Droid	2,800 cr

MOUNTS AND VEHICLES

Mounts and vehicles are the two most common types of on-planet transport.

MOUNTS

A good mount can help you move more quickly through the wilderness, but its primary purpose is to carry the gear that would otherwise slow you down. The Mounts and Other Animals table shows each animal's speed and base carrying capacity.

An animal pulling a cart or wagon can move weight up to five times its base carrying capacity, including the weight of the vehicle. If multiple animals pull the same vehicle, they can add their carrying capacity together.

Mounts other than those listed here are available in the worlds of Star Wars, but they are rare and not normally available for purchase, like aiwhas from Kamino. Acquiring such a mount is often an adventure in-and-of itself.

Mounts are governed by Animal Handling proficiency.

BARDING

Barding is armor designed to protect an animal's head, neck, chest, and body. Any type of armor shown on the Armor table in this chapter can be purchased as barding. The cost is four times the equivalent armor made for humanoids, and it weighs twice as much.

SADDLES

A military saddle braces the rider, helping you keep your seat on an active mount in battle. It gives you advantage on any check you make to remain mounted. An exotic saddle is required for riding an exotic mount.

Mounts and Other Animals

Item	Cost	Speed	Carrying Capacity
Tauntaun	500 cr	50 ft.	480 lb
Kaadu	450 cr	40 ft.	620 lb
Rancor	2,000 cr	40 ft.	3,320 lb
Sleen	500 cr	40 ft.	740 lb
Varactyl	750 cr	60 ft.	2,200 lb
Bantha	1,200 cr	40 ft.	8,000 lb
Dewback	900 cr	50 ft.	1,140 lb

Tack, Harness, and Drawn Vehicles

Item	Cost	Weight
Barding	x4	x2
Bit and bridle	20 cr	1 lb
Cart	150 cr	200 lb
Feed (per day)	1 cr	10 lb
Saddle		
Exotic	600 cr	40 lb
Military	200 cr	30 lb
Pack	50 cr	15 lb
Riding	100 cr	25 lb
Saddlebags	40 cr	8 lb
Stabling (per day)	5 cr	—
Wagon	350 cr	400 lb

VEHICLES

Vehicles are more common on civilized planets than animal mounts. Vehicles do not have access to barding and do not require saddles. Vehicles vary greatly based on price, speed, carrying capacity, personnel capacity, and armaments (if any). Below are some base costs for standard types of speeders.

Vehicles

Item	Cost	Speed
Airspeeder	14,500 cr	750 mph
Landspeeder	10,000 cr	220 mph
Speederbike	6,000 cr	300 mph



EXPENSES

When not descending into the depths of the earth, exploring ruins for lost treasures, or waging war against the encroaching darkness, adventurers face more mundane realities. Even in a fantastical world, people require basic necessities such as shelter, sustenance, and clothing. These things cost money, although some lifestyles cost more than others.

LIFESTYLE EXPENSES

Lifestyle expenses provide you with a simple way to account for the cost of living in a fantasy world. They cover your accommodations, food and drink, and all your other necessities. Furthermore, expenses cover the cost of maintaining your equipment so you can be ready when adventure next calls.

At the start of each week or month (your choice), choose a lifestyle from the Expenses table and pay the price to sustain that lifestyle. The prices listed are per day, so if you wish to calculate the cost of your chosen lifestyle over a thirty-day period, multiply the listed price by 30. Your lifestyle might change from one period to the next, based on the funds you have at your disposal, or you might maintain the same lifestyle throughout your character's career.

Your lifestyle choice can have consequences. Maintaining a wealthy lifestyle might help you make contacts with the rich and powerful, though you run the risk of attracting thieves. Likewise, living frugally might help you avoid criminals, but you are unlikely to make powerful connections.

Lifestyle Expenses

Lifestyle	Price/Day
Wretched	—
Squalid	1 cr
Poor	2 cr
Modest	10 cr
Comfortable	20 cr
Wealthy	40 cr
Aristocratic	at least 100 cr

WRETCHED

You live in inhumane conditions. With no place to call home, you shelter wherever you can, sneaking into barns, huddling in old crates, and relying on the good graces of people better off than you. A wretched lifestyle presents abundant dangers. Violence, disease, and hunger follow you wherever you go. Other wretched people covet your armor, weapons, and adventuring gear, which represent a fortune by their standards. You are beneath the notice of most people.

SQUALID

You live in a leaky stable, a mud-floored hut just outside town, or a vermin-infested boarding house in the worst part of town. You have shelter from the elements, but you live in a desperate and often violent environment, in places rife with disease, hunger, and misfortune. You are beneath the notice of most people, and you have few legal protections. Most people at this lifestyle level have suffered some terrible setback. They might be disturbed diseased.

POOR

A poor lifestyle means going without the comforts available in a stable community. Simple food and lodgings, threadbare clothing, and unpredictable conditions result in a sufficient, though probably unpleasant, experience. Your accommodations might be a room in a flophouse or in the common room above a cantina. You benefit from some legal protections, but you still have to contend with violence, crime, and disease. People at this lifestyle level tend to be unskilled laborers, peddlers, thieves, mercenaries, and other disreputable types.

MODEST

A modest lifestyle keeps you out of the slums and ensures that you can maintain your equipment. You live in an older part of town, renting a room in a boarding house, inn, or temple. You don't go hungry or thirsty, and your living conditions are clean, if simple. Ordinary people living modest lifestyles include soldiers with families, laborers, students, and the like.

COMFORTABLE

Choosing a comfortable lifestyle means that you can afford nicer clothing and can easily maintain your equipment. You live in a small domicile in a middle-class neighborhood or in a private room at a fine establishment. You associate with merchants, skilled tradespeople, and military officers.

WEALTHY

Choosing a wealthy lifestyle means living a life of luxury, though you might not have achieved the social status associated with the old money of nobility or royalty. You live a lifestyle comparable to that of a highly successful merchant, a favored servant of the royalty, or the owner of a few small businesses. You have respectable lodgings, usually a spacious home in a good part of town or a comfortable suite at a fine inn. You likely have a small staff of servants.

ARISTOCRATIC

You live a life of plenty and comfort. You move in circles populated by the most powerful people in the community. You have excellent lodgings, perhaps a townhouse in the nicest part of town or rooms in the finest inn. You dine at the best restaurants, retain the most skilled and fashionable tailor, and have servants attending to your every need. You receive invitations to the social gatherings of the rich and powerful, and spend evenings in the company of the affluent. You must also contend with the highest levels of deceit and treachery. The wealthier you are, the greater the chance you will be drawn into political intrigue as a pawn or participant.

FOOD, DRINK, AND LODGING

The Food, Drink, and Lodging table gives prices for individual food items and a single night's lodging. These prices are included in your total lifestyle expenses.

Food, Drink, and Lodging

Item	Cost
Ale	
Gallon	2 cr
Mug	1 cr
Banquet (per person)	100 cr
Bread, loaf	1 cr
Caf	
Cup	2 cr
Pitcher	8 cr
Cheese, hunk	1 cr
Inn stay (per day)	
Squalid	2 cr
Poor	4 cr
Modest	7 cr
Comfortable	15 cr
Wealthy	30 cr
Aristocratic	80 cr
Meals (per day)	
Squalid	1 cr
Poor	2 cr
Modest	3 cr
Comfortable	7 cr
Wealthy	15 cr
Aristocratic	30 cr
Meat, chunk	3 cr
Wine	
Common (pitcher)	2 cr
Fine (bottle)	100 cr

Self-Sufficiency

The expenses and lifestyles described in this chapter assume that you are spending your time between adventures in cities, availing yourself of whatever services you can afford— paying for food and shelter, paying townspeople to repair your equipment, and so on. Some characters, though, might prefer to spend their time away from civilization, sustaining themselves in the wild by hunting, foraging, and repairing their own gear.

Maintaining this kind of lifestyle doesn't require you to spend any coin, but it is time-consuming. If you spend your time between adventures practicing a profession, as described in chapter 8, you can eke out the equivalent of a poor lifestyle. Proficiency in the Survival skill lets you live at the equivalent of a comfortable lifestyle.

SERVICES

Adventurers can pay nonplayer characters to assist them or act on their behalf in a variety of circumstances. Most such hirelings have fairly ordinary skills, while others are masters of a craft or art, and a few are experts with specialized adventuring skills.

Some of the most basic types of hirelings appear on the Services table. Other common hirelings include any of the wide variety of people who inhabit a typical town or city, when the adventurers pay them to perform a specific task. For example, a fighter might commission an armstech to craft a special vibroblade, while a scholar might pay a tailor to make exquisite clothing for an upcoming meeting with a senator.

Other hirelings provide more expert or dangerous services. Mercenary soldiers paid to help the adventurers take on a trandoshan army are hirelings, as are sages hired to research ancient or esoteric lore. If a high-level adventurer establishes a stronghold of some kind, he or she might hire a whole staff of servants and agents to run the place, from a castellan or steward to menial laborers to keep the facilities clean. These hirelings often enjoy a long-term contract that includes a place to live within the stronghold as part of the offered compensation.

Services

Service	Cost
Speeder	
Between towns	3 cr per mile
Within a city	2 cr
Hireling	
Skilled	20 cr per day
Untrained	2 cr per day
Messenger	1 cr per mile
Tolls	1 cr
Interplanetary Travel	100 cr per day per person



CHAPTER 6: CUSTOMIZATION OPTIONS

The combination of ability scores, species, class, and background defines your character's capabilities in the game, and the personal details you create set your character apart from every other character. Even within your class and species, you have options to fine-tune what your character can do. But this chapter is for players who—with the GM's permission—want to go a step further.

This chapter defines two optional sets of rules for customizing your character: multiclassing and feats. Multiclassing lets you combine classes together, and feats are special options you can choose instead of increasing your ability s cores as you gain levels. Your GM decides whether these options are available in a campaign.

MULTICLASSING

Multiclassing allows you to gain levels in multiple classes. Doing so lets you mix the abilities of those classes to realize a character concept that might not be reflected in one of the standard class options.

With this rule, you have the option of gaining a level in a new class whenever you advance in level, instead of gaining a level in your current class. Your levels in all your classes are added together to determine your character level. For example, if you have three levels in consular and two in fighter, you're a 5th-level character.

As you advance in levels, you might primarily remain a member of your original class with just a few levels in another class, or you might change course entirely, never looking back at the class you left behind. You might even start progressing in a third or fourth class. Compared to a single-class character of the same level, you'll sacrifice some focus in exchange for versatility.

MULTICLASSING EXAMPLE

Drew is playing a 4th-level fighter. When his character earns enough experience points to reach 5th level, Drew decides that his character will multiclass instead of continuing to progress as a fighter. Drew's fighter has been spending a lot of time with Rickey's scout, and has even been doing some jobs on the side for the Bounty Broker's Association as a bounty hunter. Drew decides that his character will multiclass into the operative class, and thus his character becomes a 4th-level fighter and 1st-level operative (written as fighter 4/operative 1).

When Drew's character earns enough experience to reach 6th level, he can decide whether to add another fighter level (becoming a fighter 5/operative 1), another operative level (becoming a fighter 4/operative 2), or a level in a third class, perhaps dabbling in the Force thanks to a Sith holocron he acquired (becoming a fighter 4/operative 1/consular 1).

PREREQUISITES

To qualify for a new class, you must meet the ability score prerequisites for both your current class and your new one, as shown in the Multiclassing Prerequisites table. For example, a fighter who decides to multiclass into the consular class must have either Strength or Dexterity and Wisdom scores of 13 or higher. Without the full training that a beginning character receives, you must be a quick study in your new class, having a natural aptitude that is reflected by higher-than-average ability scores.

Multiclassing Prerequisites

Class	Ability Score Minimum
Berserker	Strength 13
Consular	Wisdom or Charisma 13
Engineer	Intelligence 13
Fighter	Strength or Dexterity 13
Guardian	Constitution 13, Wisdom or Charisma 13
Operative	Dexterity 13
Monk	Dexterity 13 and Wisdom 13
Scholar	Intelligence 13
Sentinel	Dexterity 13, Wisdom or Charisma 13
Scout	Strength or Dexterity 13, Intelligence 13

EXPERIENCE POINTS

The experience point cost to gain a level is always based on your total character level, as shown in the Character Advancement table in chapter 1, not your level in a particular class. So, if you are a consular 6/fighter 1, you must gain enough XP to reach 8th level before you can take your second level as a fighter or your seventh level as a consular.

HIT POINTS AND HIT DICE

You gain the hit points from your new class as described for levels after 1st. You gain the 1st-level hit points for a class only when you are a 1st-level character.

You add together the Hit Dice granted by all your classes to form your pool of Hit Dice. If the Hit Dice are the same die type, you can simply pool them together. For example, both the fighter and the sentinel have a d10, so if you are a sentinel 5/fighter 5, you have ten d10 Hit Dice. If your classes give you Hit Dice of different types, keep track of them separately. If you are a fighter 5/operative 5, for example, you have five d10 Hit Dice and five d8 Hit Dice.

PROFICIENCY BONUS

Your proficiency bonus is always based on your total character level, as shown in the Character Advancement table in chapter 1, not your level in a particular class. For example, if you are a fighter 3/operative 2, you have the proficiency bonus of a 5th-level character, which is +3.

If a class feature or feat allows you to forgo your proficiency bonus, you may only do so once.

PROFICIENCIES

When you gain a level in a class other than your first, you gain only some of that class's starting proficiencies, as shown in the Multiclassing Proficiencies table.

Multiclassing Proficiencies

Class	Proficiencies Gained
Berserker	Light armor, all vibroweapons
Consular	Simple lightweapons
Fighter	Light armor, medium armor, all blasters, all vibroweapons
Engineer	Light armor, one skill from the class's skill list
Guardian	Light armor, medium armor, all lightweapons, all vibroweapons
Operative	Light armor, one skill from the class's skill list, one tool from the class's tool list
Monk	Simple vibroweapons, techblades
Scout	Light armor, medium armor, all blasters, all vibroweapons, one skill from the class's skill list
Scholar	Light armor, one skill from the class's skill list
Sentinel	Light armor, simple lightweapons, simple vibroweapons

CLASS FEATURES

When you gain a new level in a class, you get its features for that level. A few features, however, have additional rules when you're multiclassing: Extra Attack, Superiority Die, Unarmored Defense, and Force- or Tech-casting.

EXTRA ATTACK

If you gain the Extra Attack class feature from more than one class, the features don't add together. You can't make more than two attacks with this feature unless it says you do (as the fighter's version of Extra Attack does).

SUPERIORITY DIE

If you gain superiority dice from another class, you instead gain one additional die to your existing pool of dice.

UNARMORED DEFENSE

If you already have the Unarmored Defense feature, you can't gain it again from another class.

FORCE- AND TECH-CASTING

Your capacity for force- and tech-casting depends partly on your combined levels in all your force- or tech-casting classes and partly on your individual levels in those classes. Once you have the force- or tech-casting feature from more than one class, use the rules below. If you multiclass but have the force- or tech-casting feature from only one class, you follow the rules as described in that class.

POWERS KNOWN

You determine what powers you know and can prepare for each class individually, as if you were a single-classed member of that class. If you are a scout 4/consular 3, for example, you know 6 tech powers of no higher than 1st-level. As a 3rd-level consular, you know 11 force powers of no higher than 2nd-level.

Each power you know is associated with one of your classes, and you use the force- or tech-casting ability of that class when you cast the power.

FORCE AND TECH POINTS

You determine your available force or tech points by adding together the amount given by each class, but you only add your casting modifier once.

If you have both force and tech points, you keep your pools separate, and they can only be used to fuel force or tech powers, respectively.

MAX POWER LEVEL

You determine your max power level by adding together all your levels in consular or engineer, two-thirds of your levels (rounded up) in the sentinel class, half your levels (rounded down) in the scout or guardian class, and a third of your berserker, fighter, or operative levels (rounded down) if you have the Marauder Approach, Shield Specialist, or Saboteur Practice feature. Use this total to determine your max power level by consulting the Multiclass Max Power Level table.

If you have more than one force- or tech-casting class, this table might give you a higher max power level than the powers you know. You can cast powers at that level if they have an enhanced effect when cast at a higher level.

For example, if you are the aforementioned consular 5/sentinel 3, you count as a 7th-level character when determining your max power level, which is 4. While you don't know any 4th-level force powers, you can cast powers at that level if they have an enhanced effect at a higher level.

If you have both force- and tech-casting, you determine your max power levels separately, and they can only be used to cast force or tech powers, respectively.

Multiclass Max Power Level

Level	Slot Level	Level	Slot Level
1st	1st	11th	6th
2nd	1st	12th	6th
3rd	2nd	13th	7th
4th	2nd	14th	7th
5th	3rd	15th	8th
6th	3rd	16th	8th
7th	4th	17th	9th
8th	4th	18th	9th
9th	5th	19th	9th
10th	5th	20th	9th

FIGHTING STYLES

Certain class features or feats offer your choice of Fighting Style. Choose from the following. You can't take a Fighting Style option more than once, even if you later get to choose again.

BRAWLING

You are skilled at using your weight to your advantage. As long as you are not wearing heavy armor or using a medium or heavy shield, you gain the following benefits:

- You are proficient with improvised weapons.
- Your unarmed strikes use a d4 for damage.
- When you hit a creature with an unarmed strike or an improvised weapon on your turn, you can use a bonus action to attempt to grapple the target.

CLOSE QUARTERS SHOOTING

You are skilled at getting up close and personal with ranged weapons. While you are wielding a ranged weapon with which you are proficient, you gain the following benefits:

- When making a ranged weapon attack while you are within 5 feet of a hostile creature, you do not have disadvantage on the attack roll.
- Your ranged weapon attacks ignore half cover against targets within 15 feet of you.
- You gain a +1 bonus to attack rolls you make with ranged weapons.

DEFENSE

You are skilled at the art of defending yourself. While you are wearing armor with which you are proficient, you gain the following benefits:

- You gain a +1 bonus to AC.
- You have advantage on ability checks and saving throws to avoid being moved.

DUELING

You are skilled in the art of fighting with a single melee weapon. While you are wielding a melee weapon in one hand with which you are proficient and no other weapons, you gain a +2 bonus to damage rolls.

GREAT WEAPON FIGHTING

You are skilled at putting the weight of a weapon to your advantage. While you are wielding a melee weapon in two hands with which you are proficient, when you roll a 1 or 2 on a damage die for an attack, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

EQUILIBRIUM

You are skilled at fighting while minimally armored. While you are wearing no armor and not wielding a medium or heavy shield, you gain the following benefits:

- You gain a +1 bonus to AC.
- You gain a +1 bonus to attack rolls you make with unarmed strikes and weapon attacks.

SENTINEL

You are skilled at techniques that take advantage of every drop in any enemy's guard. While you are wielding a melee weapon with which you are proficient, you can use a bonus action to enter a defensive stance that lasts until the start of your next turn. While in your defensive stance, you can make a number of opportunity attacks equal to your proficiency bonus without using your reaction, and you can use your reaction to make a melee attack against a creature that moves more than 5 feet while within your reach.

SHARPSHOOTING

You are skilled with ranged weapons and can make shots that others find difficult. While you are wielding a ranged weapon with which you are proficient, gain a +2 bonus to attack rolls you make with ranged weapons.

SHIELDING

You are skilled at using your shield to defend your allies as well as yourself. While you are wielding a medium or heavy shield with which you are proficient, you gain the following benefits:

- When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll.
- If you are wielding a heavy shield, you are no longer required to wield a weapon with the *light* property in the other hand.

THROWING

You are skilled with the techniques of throwing weapons. While you are wielding a weapon with the *thrown* property with which you are proficient, you gain the following benefits:

- You gain a +1 bonus to ranged attack and damage rolls.
- Whenever you make a ranged attack with a thrown weapon, you can immediately draw another weapon as part of the attack.

TWO-WEAPON FIGHTING

You are skilled at fighting with two weapons. While you are wielding separate weapons in each hand with which you are proficient, you gain the following benefits:

- When you engage in two-weapon fighting, you can add your ability modifier to the damage of your two-weapon fighting attack.
- When you make an opportunity attack, you can attack with both of your weapons.

VERSATILE FIGHTING

You are skilled at using weapons in different ways. While you are wielding a melee weapon with the *versatile* property with which you are proficient and no other weapons, you gain the following benefits:

- You gain a +1 bonus to attack rolls while wielding a weapon in one hand.
- You gain a +1 bonus to damage rolls while wielding a weapon in two hands.

FEATS

A feat represents a talent or an area of expertise that gives character special capabilities. It embodies training, experience, and abilities beyond what a class provides. At certain levels, your class gives you the Ability Score Improvement feature. Using the optional feats rule, you can forgo taking that feature to take a feat of your choice instead. You can take each feat only once, unless the feat's description says otherwise.

You must meet any prerequisite specified in a feat to take that feat. If you ever lose a feat's prerequisite, you can't use that feat until you regain the prerequisite. For example, the Inspiring Leader feat requires you to have a Charisma of 13 or higher. If your Charisma is reduced below 13 somehow—perhaps by a withering curse—you can't benefit from the Inspiring Leader feat until your Charisma is restored.

ACE PILOT

You're quite experienced both on land and in the air, be it from time in a navy, as a mercenary, or perhaps even piracy. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency in the Piloting skill. If you are already proficient in it, you instead gain expertise in it.
- Whenever you make an Intelligence (Investigation) or Wisdom (Perception) check related to vehicles or ships, you are considered to have expertise in the Investigation or Perception skill.

ACROBAT

You become more nimble, gaining the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency in the Acrobatics skill. If you are already proficient in it, you instead gain expertise in it.
- As a bonus action, you can make a DC 15 Dexterity (Acrobatics) check. If you succeed, difficult terrain doesn't cost you extra movement until the end of the current turn.

ACTOR

Skilled at mimicry and dramatics, you gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You have advantage on Charisma (Deception) and Charisma (Performance) checks when trying to pass yourself off as a different person.
- You can mimic the speech of another person or the sounds made by other creatures. You must have heard the person speaking, or heard the creature make the sound, for at least 1 minute. A successful Wisdom (Insight) check contested by your Charisma (Deception) check allows a listener to determine that the effect is faked.

ALERT

Always on the lookout for danger, you gain the following benefits:

- You gain a +5 bonus to initiative.
- You can't be surprised while you are conscious.
- Other creatures don't gain advantage on attack rolls against you as a result of being hidden from you.

ANIMAL HANDLER

You master the techniques needed to train and handle animals. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain proficiency in the Animal Handling skill. If you are already proficient in it, you instead gain expertise in it.
- You can use a bonus action on your turn to command one friendly beast within 60 feet of you that can hear you and that isn't currently following the command of someone else. You decide now what action the beast will take and where it will move during its next turn, or you issue a general command that lasts for 1 minute, such as to guard a particular area.

ASHLA MASTERY

Prerequisite: The ability to cast force powers
Your calmness in the face of adversity allow you to more adeptly channel the light side of the Force. You gain the following benefits:

- You gain a +1 bonus to your force save DC and force attack modifier of your light side force powers.
- You can add one light side power of your max power level or below to the list of powers you can cast. This does not count against your powers known.
- When you successfully cast a light side power, either your or the target's (your choice) hit point maximum and current hit points increase by an amount equal to the power's level. This effect lasts for 1 minute. You can only have one instance of this effect active at a time.

ATHLETE

You have undergone extensive physical training to gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- When you are prone, standing up uses only 5 feet of your movement.
- Climbing doesn't halve your speed.
- You can make a running long jump or a running high jump after moving only 5 feet on foot, rather than 10 feet.

BATTLE SCARRED

You've spent a lifetime fighting, with the scars to prove it. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- When you roll a 19 or a 20 on the d20 for a death saving throw, you regain 1 hit point.
- When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. Once you've used this ability, you must complete a long rest before you can use it again.

BENDU MASTERY

Prerequisite: The ability to cast force powers
You stride the line between the light side and the dark, lending a strength to your universal powers. You gain the following benefits:

- You gain a +1 bonus to your force save DC and force attack modifier of your universal force powers.
- You can add one universal power of your max power level or below to the list of powers you can cast. This does not count against your powers known.
- A creature affected by a universal power you cast gains disadvantage on the next saving throw or ability check made to resist a power you cast.

BIOCHEMIST

You have studied the secrets of chemistry and are an expert in its practice, gaining the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency with the biochemist's kit. If you are already proficient with it, you instead gain expertise with it.
- As an action, you can identify one medpac, stimpac, or adrenal within 5 feet of you, as if you had tasted it. You must see the liquid for this benefit to work.
- Over the course of a short or long rest, you can temporarily improve the potency of one medpac. To use this benefit, you must have a biochemist's kit with you, and the medpac must be within reach. If the medpac is consumed before the end of your next short or long rest, when a creature uses this medpac, they take the maximum instead of rolling.

BLADE MASTERY

You master the doubleblade, doublesaber, doubleshoto, doublesword, hidden blade, lightdagger, lightfoil, lightsaber, martial lightsaber, shotosaber, techblade, vibroblade, vibrodagger, and vibrorapier. You gain the following benefits while wielding any of these weapons, if you are proficient with it:

- You gain a +1 bonus to the weapon's attack rolls.
- As a bonus action, you can take a parrying stance. Until the start of your next turn, you have a +1 bonus to AC unless you are disarmed.
- When you make an opportunity attack with the weapon, you have advantage on the attack roll.

BLOODTHIRSTY

You fight with reckless abandon, caring not of your own safety. You use your pain to fuel your attacks, causing your enemies even greater pain. You may die one day - but that day will come earlier for your enemies. You gain the following benefits:

- When a creature within 5 feet of you misses you with a melee attack, you can use your reaction to cause the attack to hit you. If the attack hits and deals damage, you can immediately make a melee weapon attack with advantage against that creature.
- When a creature scores a critical hit against you, you have advantage on the next attack you make against that creature, until the end of your next turn.

BOGAN MASTERY

Prerequisite: The ability to cast force powers
Your use of intense, raw emotion has improved your ability to harness the dark side of the Force. You gain the following benefits:

- You gain a +1 bonus to your force save DC and force attack modifier of your dark side force powers.
- You can add one dark side power of your max power level or below to the list of powers you can cast. This does not count against your powers known.
- When you roll a 1 or 2 on a damage die for a dark side power, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

BOUNTIFUL LUCK

Prerequisite: Lucky *feat*
Your people have extraordinary luck, which you have learned to lend to your companions when you see them falter. You're not sure how you do it; you just wish it, and it happens. Surely a sign of fortune's favor!

When an ally you can see within 30 feet of you rolls a 1 on the d20 for an attack roll, an ability check, or a saving throw, you can use your reaction and expend 1 luck point to let the ally reroll the die. The ally must use the new roll.

When you use this ability, you can't use luck points before the end of your next turn.

BRAWLING MASTERY

You've mastered using your weight to your advantage, easily wrangling targets around. As long as you are not wearing heavy armor or using a medium or heavy shield, you gain the following benefits:

- Your unarmed strikes use a d6 for damage.
- Your improvised weapons use a d6 for damage and gain the versatile (1d8) property.
- Your speed isn't halved by carrying a grappled creature who is the same size category as you or smaller.
- When you take the Attack action and make an attack against a creature grappled by you, you can use a bonus action to make another attack against that creature.

BRAWNY

You become stronger, gaining the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- You gain proficiency in the Athletics skill. If you are already proficient in it, you instead gain expertise in it.
- You count as if you were one size larger for the purpose of determining your carrying capacity.

BYPASSER

You pride yourself on your quickness and your close study of certain clandestine activities. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency with the security kit. If you are already proficient with it, you instead gain expertise with it.
- Whenever you make an Intelligence (Investigation) or Wisdom (Perception) check to detect the nature of a lock, you are considered to have expertise in the Investigation or Perception skill.

CHARGER

You can take the Dash action as a bonus action.

If you move at least 10 feet in a straight line immediately after taking this bonus action, you either gain a +5 bonus to your next melee attack's damage roll (if you chose to make a melee attack and hit) or push the target up to 10 feet away from you (if you chose to shove and you succeed).

CHARMING PERSONA

You've master the art of charming those around you, gaining the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain proficiency in the Persuasion skill. If you are already proficient in it, you instead gain expertise in it.
- If you spend 1 minute talking to someone who can understand what you say, you can make a Charisma (Persuasion) check contested by the creature's Wisdom (Insight) check. If you or your companions are fighting the creature, your check automatically fails. If your check succeeds, the target is charmed by you as long as it remains within 60 feet of you and for 1 minute thereafter.

CLIMBER

You excel at scaling cliffsides, hills, trees, and general climbing. You gain the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- You gain a climbing speed equal to your movement speed.
- You have advantage on ability checks and saving throws to avoid falling off or down while climbing.
- You can spend 5 minutes instructing, pointing out handholds, and guiding other creatures before making a climb. When you do so, choose up to six friendly creatures (which can include yourself) within 30 feet of you. Each creature can add a 1d6 to any ability check or saving throw they make for that climb.

CLOSE QUARTERS CASTER

Prerequisite: The ability to cast force or tech powers
You've practiced utilizing powers in close quarters, learning techniques that grant you the following benefits:

- When making a ranged force or tech attack while you are within 5 feet of a hostile creature, you do not have disadvantage on the attack roll.
- Your ranged force and tech attacks ignore half cover and three-quarters cover against targets within 30 feet of you.
- You learn one at-will power that requires an attack roll. Your casting ability for this at-will power depends on the power list you chose from: Wisdom or Charisma (depending on power alignment) for force powers or Intelligence for tech powers.

CLOSE QUARTERS SHOOTING MASTERY

You've mastered getting up close and personal with ranged weapons, maintain both rate of fire and accuracy. While you are wielding a ranged weapon with which you are proficient, you gain the following benefits:

- When you take the Attack action, you can choose to fire rapidly at the expense of accuracy. Your ranged weapon attacks are made without the aid of your proficiency bonus, but you use your bonus action to make an additional ranged weapon attack, also without your proficiency bonus.
- Your ranged weapon attacks ignore half cover against targets within 30 feet of you.
- Other creatures provoke an opportunity attack from you when they move to within 15 feet of you, and you can used ranged weapons when making opportunity attacks.

COMBAT CASTER

Prerequisite: The ability to cast force or tech powers
You've practiced making your powers more difficult to avoid, learning techniques that grant you the following benefits:

- When a creature rolls a 1 on the d20 roll of a saving throw against a power you cast that deals damage, they instead take the highest number possible for the damage die.
- You learn one at-will power that requires a saving throw. Your casting ability for this at-will power depends on the power list you chose from: Wisdom or Charisma (depending on power alignment) for force powers or Intelligence for tech powers.

CRAFTER

You have a knack for crafting; you work with greater efficiency and produce goods of higher quality. Select one type of artisan's tools. You gain the following benefits whilst using it:

- Increase your Strength, Constitution, or Intelligence score by 1, to a maximum of 20.
- You gain proficiency with the chosen tool. If you are already proficient with it, you instead gain expertise with it.
- When you craft something with the tool you've selected, the total market value you can craft increases 50 cr per day. If you have expertise with them, the market value instead increases by 100 cr per day.
- If you use the tool you've selected to practice a profession during downtime, you can support a lifestyle one higher than you would normally be able to.

You can select this feat multiple times. Each time you do so, you must choose a different set of artisan's tools.

CRUSHING WEAPON MASTERY

You master the electrostaff, greatsaber, techaxe, vibroaxe, vibroknuckler, vibromace, and vibrosword. You gain the following benefits while wielding any of these weapons, if you are proficient with it:

- You gain a +1 bonus to the weapon's attack rolls.
- Whenever you have advantage on an attack roll and hit, and the lower of the two d20 rolls would also hit, you can attempt to knock the target prone. If the target is no more than one size larger than you (your size or smaller if your weapon has the *light* property), make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability). If you win the contest, the target is knocked prone.
- You can ready your weapon to deliver a punishing blow against a foe that tries to advance on you. When you take the Ready action on your turn and make a melee attack as your reaction, you have advantage on your attack roll.

DEFENSE MASTERY

You've mastered the art of defending yourself, treating your armor as a second skin. While you are wearing armor with which you are proficient, you gain the following benefits:

- Critical hits made against you are treated as normal hits.
- When a creature makes a melee attack against you and misses, you can use your reaction to attempt to shove that creature up to 10 feet directly away from you.

DEMOLITIONIST

You have extensive experience with explosives, gaining the following benefits:

- Increase your Intelligence by 1, to a maximum of 20.
- You gain proficiency with the demolitions kit. If you are already proficient with it, you instead gain expertise with it.
- Whenever you make an Intelligence (Demolitions Kit) check to disarm an explosive, you can treat a d20 roll of 9 or lower as a 10, as long as you spend at least one minute disarming it.
- Over the course of a short rest, you can temporarily improve the potency of one grenade or mine. To use this benefit, you must have a demolitions kit, and the explosive must be within reach. If the explosive is detonated before the end of your next short or long rest, its DC becomes 8 + your proficiency bonus + your Intelligence modifier, and it deals extra damage equal to your Intelligence modifier of the same type it would normally deal.

DUAL FOCUSED CASTER

Prerequisite: The ability to cast force or tech powers
You have learned to bifurcate your attention while concentrating on powers, learning techniques that grant you the following benefits:

- If you attempt to cast a power that requires concentration while already concentrating on an existing power, you can maintain concentration on both powers simultaneously. You must spend your action each subsequent round on maintaining this concentration, or lose concentration for both powers.
- At the end of each of your turns where you have two powers you are concentrating on, you must make a Constitution saving throw (DC equals 10 + the number of complete rounds you've been concentrating on two powers). On a failure, you lose concentration for both powers. You can drop concentration on one of your powers during your turn as a free action to avoid this saving throw.
- Any time you would be forced to make a Constitution saving throw to maintain concentration due to taking damage, the DC equals 10 + both powers' levels combined, or half the damage you take, whichever number is higher. On a failure, you lose concentration on both powers.

DUELING MASTERY

Your mastery of fighting with a single melee weapon is unsurpassed; you make one weapon feel like many. While you are wielding a melee weapon in one hand with which you are proficient and no other weapons, you gain the following benefits:

- When you take the Attack action, you can decide to attack with haste at the expense of accuracy. Your melee weapon attacks are made without the aid of your proficiency bonus, but you use your reaction to make an additional melee weapon attack, also without your proficiency bonus.
- When a creature hits you with a melee attack, you can use your reaction to add your proficiency bonus to your AC for that attack, potentially causing the attack to miss you.

DUNGEON DELVER

Alert to the hidden traps and secret doors found in many dungeons, you gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- You have advantage on Wisdom (Perception) and Intelligence (Investigation) checks made to detect the presence of secret doors.
- You have advantage on saving throws made to avoid or resist traps.
- You have resistance to the damage dealt by traps.
- You can search for traps while traveling at a normal pace, instead of only at a slow pace.

DURABLE

Hardy and resilient, you gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- When you roll a Hit Die to regain hit points, the minimum number of hit points you can regain from the roll equals twice your Constitution modifier (minimum of 2).
- Your hit point maximum increases by an amount equal to twice your level when you gain this feat. Whenever you gain a level thereafter, your hit point maximum increases by an additional 2 hit points.

EMPATHIC

You possess keen insight into how other people think and feel. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain proficiency in the Insight skill. If you are already proficient in it, you instead gain expertise in it.
- You can use your action to try to get uncanny insight about one humanoid you can see within 30 feet of you. Make a Wisdom (Insight) check contested by the target's Charisma (Deception) check. On a success, you have advantage on attack rolls and ability checks against the target until the end of your next turn.

ENTERTAINING COMPETITOR

You have a natural gift for performing and competing. Select one gaming set or musical instrument. You gain the following benefits:

- Increase your Dexterity, Wisdom, or Charisma score by 1, to a maximum of 20.
- You gain proficiency in the chosen gaming set or musical instrument. If you are already proficient with it, you instead gain expertise with it.
- While playing your chosen instrument or game, you can always readily read the emotions of those paying attention to you. During this time, and for up to one minute after completing, you have advantage on Wisdom (Insight) checks to read the emotions of those you performed for or competed against.

You can select this feat multiple times. Each time you do so, you must choose a different gaming set or musical instrument.

EQUILIBRIUM MASTERY

You've mastered the art of fighting while minimally armored, treating combat as an elegant dance. While you are wearing no armor and not wielding a medium or heavy shield, you gain the following benefits:

- You gain a +1 bonus to damage rolls you make with unarmed strikes and weapon attacks.
- When a creature makes an attack roll against you, you can use your reaction to impose disadvantage on the roll. You can choose to use this feature after the creature makes its attack roll, but before the GM determines whether the attack hits.

FANATIC

Every blow that hits your enemies make you feel closer to victory, making you shake in excitement. You gain the following benefits:

- When you score a critical hit with an attack roll or reduce a creature to 0 hit points, you can make one weapon attack as a bonus action.
- Whenever a creature you can see within 30 feet is reduce to 0 hit points, you go into a fervor gaining temporary hit points equal to 1d4 + your Constitution modifier.

FEIGNED CONFIDENCE

You've spent years pretending you know what you're doing, gaining the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- When you would make an ability check that doesn't add your proficiency bonus, you can first make a DC 15 (Charisma) Deception check. On a success, you can add your proficiency bonus to the check. 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.

FIGHTING STYLIST

You adopt a particular style of fighting as your specialty, gaining the following benefits:

- Increase your Strength, Dexterity, or Constitution score by 1, to a maximum of 20.
- Choose one of the Fighting Style options, detailed above.

You can select this feat multiple times. You can't take a Fighting Style option more than once, even if you later get to choose again.

FORCE OF PERSONALITY

Rooms never go unalerted to your presence, and the strength of your personality make others lose focus on their own social game. Powers and other effects infrequently override your force of will.

- Your Charisma score increase by 1, to a maximum of 20.
- You can use your Charisma modifier instead of your Wisdom modifier when making Insight checks.
- When you would make a Wisdom saving throw, you can instead make a Charisma saving throw. You can use this feature a number of times equal to your Charisma modifier. You regain all expended uses of this feature when you complete a long rest.

FORCE SENSITIVE

You learn two at-will force powers, and one 1st-level force power, which you cast it at its lowest level. Once you cast it, you must finish a long rest before you can cast it again. Your forcecasting ability is Wisdom or Charisma (depending on power alignment).

GALVANIZING PRESENCE

Your presence on the battlefield is a source of inspiration. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- As a bonus action, you let out a rallying war cry, ending the frightened or charmed condition on yourself and a number of allies that can hear you equal to your Charisma modifier (minimum of one). Once you've used this ability, you must complete a short or long rest before you can use it again.

GENIUS MECHANIC

You have spent prolonged use with a mechanic's kit, gaining the following benefits:

- Increase your Intelligence by 1, to a maximum of 20.
- You gain proficiency with the mechanic's kit. If you are already proficient with it, you instead gain expertise with it.
- Whenever you make an Intelligence (Mechanic's Kit) check to make a repair, you can treat a d20 roll of 9 or lower as a 10, as long as you spend at least ten minutes repairing it.
- Whenever you make an Intelligence (Investigation) or Wisdom (Perception) check to find a construct's weakness, you are considered to have expertise in the Investigation or Perception skill.

GOURMAND

You have mastered a variety of special recipes, allowing you to prepare exotic dishes with useful effects. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- You gain proficiency with the chef's kit. If you are already proficient with it, you instead gain expertise with it.
- As an action, you can inspect a drink or plate of food within 5 feet of you and determine whether it is poisoned, provided that you can see and smell it.
- During a long rest, you can prepare and serve a meal that helps you and your allies recover from the rigors of adventuring, provided you have suitable food, chef's kit, and other supplies on hand. The meal serves up to six people, and each person who eats it regains two additional Hit Dice at the end of the long rest. In addition, those who partake of the meal have advantage on Constitution saving throws against disease for the next 24 hours.

GREAT WEAPON MASTERY

You've mastered putting the weight of a weapon to your advantage, letting its momentum empower your strikes. While you are wielding a melee weapon in two hands with which you are proficient, you gain the following benefits:

- On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 hit points with one, you can make one melee weapon attack as a bonus action.
- Before you make a melee attack with a weapon that you are wielding in two-hands with which you are proficient with, you can choose to forgo your proficiency bonus. If the attack hits, you add double your proficiency bonus to the attack's damage.

HAGGLER

Your skills at bartering have granted you the following benefits:

- Increase your Charisma score by 1 up to a maximum of 20.
- You have advantage on Charisma (Persuasion) and Charisma (Deception) checks when attempting to barter or trade.
- You are always aware of the current monetary value for any unenhanced or common enhanced item. Whenever you identify an item, you gain a rough estimate of its current monetary value.

HEALER

You are an able medic, allowing you to mend wounds quickly and get your allies back in the fight. You gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- When you use a medkit to stabilize a dying creature, that creature also regains 1 hit point.
- As an action, you can spend one use of a medkit to tend to a creature and restore 1d6 + 4 hit points to it, plus additional hit points equal to the creature's maximum number of Hit Dice. The creature can't regain hit points again in this way until it finishes a short or long rest.

HEAVILY ARMORED

Prerequisite: Proficiency with medium armor
You have trained to master the use of heavy armor, gaining the following benefits:

- You gain proficiency with heavy armor. If you are already proficient with heavy armor, instead increase your Strength score by 1, to a maximum of 20.
- While you are wearing heavy armor, kinetic and energy damage that you take from unenhanced weapons is reduced by an amount equal to your proficiency bonus.

HEAVY WEAPONS MASTERY

You master the assault cannon, bowcaster, scattergun, and shotgun. You gain the following benefits while wielding any of these weapons, if you are proficient with it:

- You gain a +1 bonus to the weapon's attack rolls.
- When a creature rolls a 1 on the saving throw against one of these weapons, it takes damage as if suffering a critical hit.
- Whenever you score a critical hit against a creature that is holding a weapon, you can attempt to disarm the target. If the target is no more than one size larger than you (your size or smaller if your weapon has the *light* property), it must succeed on a Strength saving throw (DC = 8 + your proficiency bonus + your Dexterity modifier) or it drops an object of your choice at its feet.

HERBALIST

You are adept at harnessing the useful properties of herbs and other plants. You gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- You gain proficiency with the herbalism kit. If you are already proficient with it, you instead gain expertise with it.
- As an action, you can inspect a plant within 5 feet of you and determine whether it is edible or poisonous, provided that you can see and smell it.
- You can apply herbal remedies to help yourself or your allies recover from maladies. Over the course of a short rest, you can remove one poison or disease from a friendly creature within reach. You must have an herbalism kit and access to local herbs to use this benefit.

INSPIRING LEADER

Prerequisite: Charisma 13
You can spend 10 minutes inspiring your companions, shoring up their resolve to fight. When you do so, choose up to six friendly creatures (which can include yourself) within 30 feet of you who can see or hear you and who can understand you. Each creature can gain temporary hit points equal to your level + your Charisma modifier. A creature can't gain temporary hit points from this feat again until it has finished a short or long rest.

INVESTIGATOR

You have an eye for detail and can pick out the smallest clues. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency in the Investigation skill. If you are already proficient in it, you instead gain expertise in it.
- You can take the Search action as a bonus action.

JEDI SLAYER

You have practiced techniques useful in melee combat against forcewielders, gaining the following benefits:

- When a creature within 5 feet of you casts a force power, you can use your reaction to make a melee weapon attack against that creature.
- When you damage a creature that is concentrating on a power, that creature has disadvantage on the saving throw it makes to maintain its concentration.
- You have advantage on saving throws against force powers cast by creatures within 5 feet of you.

KEEN MIND

You have a mind that can track time, direction, and detail with uncanny precision. You gain the following benefits.

- Increase your Intelligence score by 1, to a maximum of 20.
- You always know which way is north.
- You always know the number of hours left before the next sunrise or sunset.
- You can accurately recall anything you have seen or heard within the past month.

LIGHTLY ARMORED

You have trained to master the use of light armor, gaining the following benefits:

- You gain proficiency with light armor. If you are already proficient with light armor, instead increase your Strength or Dexterity score by 1, to a maximum of 20.
- While you are wearing light armor, your speed increases by 5 feet.

LINGUIST

You have studied languages and codes, gaining the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You learn three languages of your choice.
- You can ably create written ciphers. Others can't decipher a code you create unless you teach them, they succeed on an Intelligence check (DC equal to your Intelligence score + your proficiency bonus), or they use a power to decipher it.

LOREMASTER

Your study of history rewards you with the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency in the Lore skill. If you are already proficient in it, you instead gain expertise in it.
- When you take the Help action to aid another creature's ability check, you can make a DC 15 Intelligence (Lore) check. On a success, that creature's check gains a bonus equal to your proficiency bonus, as you share pertinent advice and historical examples. To receive this bonus, the creature must be able to understand what you're saying.

LUCKY

You have inexplicable luck that seems to kick in at just the right moment.

You have 3 luck points. Whenever you make an attack roll, an ability check, or a saving throw, you can spend one luck point to roll an additional d20. You can choose to spend one of your luck points after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw.

You can also spend one luck point when an attack roll is made against you. Roll a d20, and then choose whether the attack uses the attacker's roll or yours. If more than one creature spends a luck point to influence the outcome o f a roll, the points cancel each other out; no additional dice are rolled.

You regain your expended luck points when you finish a long rest.

MANEUVERABLE

You've learned that you are at your best when you're on the move.

- Your speed increases by 5 feet.
- When you hit a creature with a melee attack, you can move 5 feet at no movement cost as part of the attack.
- When you hit a creature with a melee attack that you have not already attacked on your current turn, you gain a +2 bonus to the damage roll.

MARINER

You've spent an exorbitant amount of time in water. You gain the following benefits:

- Increase your Constitution by 1, to a maximum of 20.
- You gain a swimming speed equal to your movement speed.
- You have advantage on a ability checks and saving throws related to swimming.
- You can hold your breath for a number of minutes equal to 1 + twice your Constitution modifier.

MARTIAL ADEPT

You have martial training that allows you to perform special combat maneuvers. You gain the following benefits:

- You learn two maneuvers of your choice from among those available to the fighter class. If a maneuver you use requires your target to make a saving throw to resist the maneuver's effects, the saving throw DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).
- If you already have superiority dice, you gain one more; otherwise, you have two superiority dice, which are d4s. These dice are used to fuel your maneuvers. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest.

MASTER OF DISGUISE

You have honed your ability to shape your personality and to read the personalities of others. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain proficiency with the disguise kit. If you are already proficient with it, you instead gain expertise with it.
- If you spend 1 hour observing a creature, you can then spend 8 hours crafting a disguise you can quickly don to mimic that creature. Making the disguise requires a disguise kit. You must make checks as normal to disguise yourself, but you can assume the disguise as an action.

MEDIC

You master the physician's arts, gaining the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain proficiency in the Medicine skill. If you are already proficient in it, you instead gain expertise in it.
- During a short rest, you can clean and bind the wounds of up to six willing beasts and humanoids. Make a DC 15 Wisdom (Medicine) check for each creature. On a success, if a creature spends a Hit Die during this rest, that creature can forgo the roll and instead regain the maximum number of hit points the die can restore. A creature can do so only once per rest, regardless of how many Hit Dice it spends.

MOBILE

You are exceptionally speedy and agile. You gain the following benefits:

- Your speed increases by 10 feet.
- When you use the Dash action, difficult terrain doesn't cost you extra movement on that turn.
- When you make a melee attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

MODERATELY ARMORED

Prerequisite: Proficiency with light armor
You have trained to master the use of medium armor, gaining the following benefits:

- You gain proficiency with medium armor. If you are already proficient with medium armor, instead increase your Strength or Dexterity score by 1, to a maximum of 20.
- While you are wearing medium armor, you can add 3, rather than 2, to your AC if you have a Dexterity of 16 or higher.
- Wearing medium armor doesn't impose disadvantage on your Dexterity (Stealth) checks.

MOUNTED CASTER

Prerequisite: The ability to cast force or tech powers
You are trained in the use of powers while mounted. While you are mounted and aren't incapacitated, you gain the following benefits:

- When you cast a power targeting yourself, you can also affect your mount with the power.
- You have advantage on melee force or tech attack rolls against any unmounted creature that is smaller than your mount.
- If your mount is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

MOUNTED COMBATANT

You are a dangerous foe to face while mounted. While you are mounted and aren't incapacitated, you gain the following benefits:

- You have advantage on melee attack rolls against any unmounted creature that is smaller than your mount.
- You can force an attack targeted at your mount to target you instead.
- If your mount is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

NATURALIST

Your extensive study of nature rewards you with the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency in the Nature skill. If you are already proficient in it, you instead gain expertise in it.
- You learn the *toxin scan* tech power. You can cast it once, using supplies scavenged around you, without the use of a wristpad and without spending tech points, and you regain the ability to do so when you finish a long rest.

OBSERVANT

Quick to notice details of your environment, you gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- If you can see a creature's mouth while it is speaking a language you understand, you can interpret what it's saying by reading its lips.
- You have a +5 bonus to your passive Wisdom (Perception) and passive Intelligence (Investigation) scores.

PERCEPTIVE

You hone your senses until they become razor sharp. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain proficiency in the Perception skill. If you are already proficient in it, you instead gain expertise in it.
- Being in a lightly obscured area doesn't impose disadvantage on your Wisdom (Perception) checks if you can both see and hear.

PERFORMER

You master performance so that you can command any stage. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain proficiency in the Performance skill. If you are already proficient in it, you instead gain expertise in it.
- While performing, you can try to distract one humanoid you can see who can see and hear you. Make a Charisma (Performance) check contested by the humanoid's Wisdom (Insight) check. If your check succeeds, you grab the humanoid's attention enough that it makes Wisdom (Perception) and Intelligence (Investigation) checks with disadvantage until you stop performing.

POISONER

You have studied the secrets of poisons and toxins, gaining the following benefits:

- Increase your Intelligence by 1, to a maximum of 20.
- You gain proficiency with the poisoner's kit. If you are already proficient with it, you instead gain expertise with it.
- As an action, you can identify one poison within 5 feet of you. You must see the poison for this benefit to work.
- Over the course of a short rest, you can temporarily improve the potency of one dose of poison. To use this benefit, you must have a poisoner's kit, and the poison must be within reach. If the poison is applied before the end of your next short or long rest, its DC becomes 8 + your proficiency bonus + your Intelligence modifier, and it deals extra poison damage equal to your Intelligence modifier.

POLEARM MASTERY

You master the lightsaber pike, saberspear, vibrolance, vibropike, and vibrospear. You gain the following benefits while wielding any of these weapons, if you are proficient with it:

- You gain a +1 bonus to the weapon's attack rolls.
- When you take the Attack action, you can use a bonus action to make a melee attack with the opposite end of the weapon. The weapon's damage die for this attack is a d4, and the attack deals kinetic damage. If the weapon has the reach property, the bonus action attack does not benefit from this property.
- Other creatures provoke an opportunity attack from you when they enter your reach.

POWER ADEPT

Prerequisite: The ability to cast force or tech powers
When you gain this feat, choose one of the following damage types: acid, cold, fire, force, lightning, or necrotic. Powers you cast ignore resistance to damage of the chosen type. In addition, when you roll damage for a power you cast that deals damage of that type, you can treat any 1 on a damage die as a 2.

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

PRACTICED

You have acquired skills over your career, gaining the following benefits:

- Increase an ability score of your choice by 1, to a maximum of 20.
- You gain proficiency in any combination of two skills or tools of your choice.

PROMISING COMMANDER

You've trained relentless to lead your allies on the field of battle, gaining the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- As an action, you can gain tactical insight. For one minute, once per turn you can can utter a special command or warning whenever an ally you can see within 30 feet makes an attack roll or saving throw. This creature can add a d4 to the roll provided it can hear and understand you. A creature can only benefit from one such die at a time. Once you've used this feature, you must complete a short or long rest before you can use it again.

PRONE COMBATANT

You've practiced fighting while prone, gaining the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain a crawling speed equal to your movement speed.
- You no longer have disadvantage on ranged attack rolls against targets within 30 feet.
- When you attempt to hide on your turn while prone, you can opt to not move on that turn. If you avoid moving, you are considered lightly obscured. You lose this benefit if you move or stand up, either voluntarily or because of some external effect. You are still automatically detected if any effect or action causes you to no longer be hidden. If you are still hidden on your next turn, you can continue to remain motionless and gain this benefit until you are detected.

QUICK-FINGERED

Your nimble fingers and agility let you perform sleight of hand. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency in the Sleight of Hand skill. If you are already proficient in it, you instead gain expertise in it.
- As a bonus action, you can make a Dexterity (Sleight of Hand) check to plant something on someone else, conceal an object on a creature, lift a purse, or take something from a pocket.

QUICK-WITTED

Great ideas come to you naturally, often when your life depends on it. You always have a plan, or at least parts of it. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You can use your Intelligence modifier instead of your Dexterity modifier when making Initiative checks.
- When you would make a Dexterity saving throw, you can instead make an Intelligence saving throw. You can use this feature a number of times equal to your Intelligence modifier. You regain all expended uses of this feature when you complete a long rest.

QUICK CASTER

Prerequisite: The ability to cast force or tech powers
You've practiced casting powers in quick succession, learning techniques that grant you the following benefits:

- When you cast a power with a casting time of a bonus action, you may use your action to cast a power with a power level no higher than half your proficiency bonus (rounded down).
- When you cast a power with a casting time of a bonus action, you can cast it without expending force or tech points as long as it is no higher level than your proficiency bonus. Once you've used this feature, you must complete a long rest before you can use it again.

RESILIENT

Choose one ability score. You gain the following benefits:

- Increase the chosen ability score by 1, to a maximum of 20.
- You gain proficiency in saving throws using the chosen ability.

RIFLE MASTERY

You master the use of blaster carbine, blaster rifle, ion rifle, lightbow, sniper rifle, and slugthrower. You gain the following benefits while wielding any of these weapons, if you are proficient with it:

- You gain a +1 bonus to the weapon's attack rolls.
- Whenever you have advantage on an attack roll and hit, and the lower of the two d20 rolls would also hit, you can attempt to snare the target. If the target is no more than one size larger than you (your size or smaller if your weapon has the *light* property), it must succeed on a Dexterity saving throw (DC = 8 + your proficiency bonus + your Dexterity modifier) or its movement speed is halved until the end of your next turn.
- When a creature you can see misses you with an attack roll, you can use your reaction to Disengage and move up to half your speed. You must end this movement further away from the creature than you started.

SENTINEL MASTERY

You've mastered techniques to take advantage of every drop in any enemy's guard; in tight spaces you are indomitable. While you are wielding a melee weapon with which you are proficient, you gain the following benefits:

- When you hit a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn.
- Creatures within 5 feet of you provoke opportunity attacks from you even if they take the Disengage action before leaving your reach.

SHARPSHOOTING MASTERY

You have mastered ranged weapons and can easily make shots that others find impossible. While you are wielding a ranged weapon with which you are proficient, you gain the following benefits:

- Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls.
- Your ranged weapon attacks ignore half cover and three-quarters cover.
- Before you make an attack with a ranged weapon that you are proficient with, you can choose to forgo your proficiency bonus. If the attack hits, you add double your proficiency bonus to the attack's damage.

SHIELDING MASTERY

You've mastered using a shield to defend your allies as well as yourself, and you understand that shields are not just for protection but also for offense. While you are wielding a medium or heavy shield with which you are proficient, you gain the following benefits:

- If you take the Attack action on your turn, you can use a bonus action to try to shove a creature within 5 feet of you with your shield.
- If you aren't incapacitated, you can add your shield's AC bonus to any Dexterity saving throw you make against a power or other harmful effect.
- If you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you can use your reaction to take no damage if you succeed on the saving throw, interposing your shield between yourself and the source of the effect.

SIDEARM MASTERY

You master the blaster pistol, heavy pistol, hold out, ion blaster, light pistol, and wrist launcher. You gain the following benefits while wielding any of these weapons, if you are proficient with it:

- You gain a +1 bonus to the weapon's attack rolls.
- You learn to load and fire your weapon more efficiently. You can now reload these weapons using your reaction. You must have one free hand to reload.
- Whenever you score a critical hit against a living creature that has a head, you can attempt to daze the target. If the target is no more than one size larger than you (your size or smaller if your weapon has the *light* property), it must succeed on a Constitution saving throw (DC = 8 + your proficiency bonus + your Dexterity modifier) or be stunned until the end of its next turn.

SILVER-TONGUED

You develop your conversational skill to better deceive others. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain proficiency in the Deception skill. If you are already proficient in it, you instead gain expertise in it.
- When you take the Attack action, you can replace one attack with an attempt to deceive one humanoid you can see within 30 feet of you that can see and hear you. Make a Charisma (Deception) check contested by the target's Wisdom (Insight) check. If your check succeeds, your movement doesn't provoke opportunity attacks from the target and your attack rolls against it have advantage; both benefits last until the end of your next turn or until you use this ability on a different target. If your check fails, the target can't be deceived by you in this way for 1 hour.

SKULKER

Prerequisite: Dexterity 13
You are expert at slinking through shadows. You gain the following benefits:

- You can try to hide when you are lightly obscured from the creature from which you are hiding.
- When you are hidden from a creature and miss it with a ranged weapon attack, making the attack doesn't reveal your position.
- Dim light doesn't impose disadvantage on your Wisdom (Perception) checks relying on sight.

SLICER

You are an expert at finding things in computers you shouldn't. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency with the slicer's kit. If you are already proficient with it, you instead gain expertise with it.
- Whenever you make an Intelligence (Investigation) or Wisdom (Perception) check to detect the nature of computer software, you are considered to have expertise in the Investigation or Perception skill.

SNAPPY INTERJECTION

You've mastered a quick tongue to aid your allies. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- When an ally makes an attack roll, an ability check or a saving throw, you may spend your reaction to give them advantage on the roll. Once you use this ability, you can't use it again until you finish a short or long rest.

SNIPING CASTER

Prerequisite: The ability to cast force or tech powers
You've practiced casting powers more accurately from long range, learning techniques that give you the following benefits:

- When you cast a power that requires you to make an attack roll, the power's range is doubled.
- Your ranged force and tech attacks ignore half cover and three-quarters cover.
- You learn one at-will power that requires an attack roll. Your casting ability for this at-will power depends on the power list you chose from: Wisdom or Charisma (depending on power alignment) for force powers or Intelligence for tech powers.

STEALTHY

You know how best to hide. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency in the Stealth skill. If you are already proficient in it, you instead gain expertise in it.
- If you are hidden, you can move up to 10 feet in the open without revealing yourself if you end the move in a position where you're not clearly visible.

SUPREME ACCURACY

Prerequisite: Dexterity, Intelligence, Wisdom, or Charisma 13
You have uncanny aim with attacks that rely on precision rather than brute force. You gain the following benefits:

- Increase your Dexterity, Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- Whenever you have advantage on an attack roll using Dexterity, Intelligence, Wisdom, or Charisma you can reroll one of the dice once.

SURVIVALIST

You master wilderness lore, gaining the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain proficiency in the Survival skill. If you are already proficient in it, you instead gain expertise in it.
- You learn the *alarm* tech power. You can cast it once, using supplies scavenged around you, without the use of a wristpad and without spending tech points, and you regain the ability to do so when you finish a long rest.

TECHIE

You master the theory and practice of technology, gaining the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency in the Technology skill. If you are already proficient in it, you instead gain expertise in it.
- You learn the *repair droid* tech power. You can cast it once, using supplies scavenged around you, without the use of a wristpad and without spending tech points, and you regain the ability to do so when you finish a long rest.

TECH DABBLER

You learn two at-will tech powers, and one 1st-level tech power, which you cast it at its lowest level. Once you cast it, you must finish a long rest before you can cast it again. Intelligence is your techcasting ability for these powers. You do not require use of a wristpad for these powers.

THREATENING

You become fearsome to others, gaining the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain proficiency in the Intimidation skill. If you are already proficient in it, you instead gain expertise in it.
- When you take the Attack action, you can replace one attack with an attempt to demoralize one humanoid you can see within 30 feet of you that can see and hear you. Make a Charisma (Intimidation) check contested by the target's Wisdom (Insight) check. If your check succeeds, the target is frightened until the end of your next turn. If your check fails, the target can't be frightened by you in this way for 1 hour.

THROWING MASTERY

You've mastered the techniques of throwing weapons, readily blending the weapons with your movements. While you are wielding a weapon with the *thrown* property with which you are proficient, you gain the following benefits:

- You gain a +1 bonus to ranged attack rolls you make with thrown weapons.
- Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls with thrown weapons.
- When you hit a creature with a ranged weapon attack with a thrown weapon, you have advantage on your next melee weapon attack against that creature before the end of your next turn.
- You can use two-weapon fighting even when the melee weapons you are wielding in one hand aren't light, if at least one of them has the *thrown* property.

TOUGH

Prerequisite: Durable *feat*
You have the blood of heroes flowing through your veins. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- Whenever you take the Dodge action in combat, you can spend one Hit Die to heal yourself. Roll the die, add your Constitution modifier, and regain a number of hit points equal to the total (minimum of one).

TRIP WEAPON MASTERY

You master the chakram, light ring, net, saberwhip, vibrobaton, vibrostaff, and vibrowhip. You gain the following benefits while wielding any of these weapons, if you are proficient with it:

- You gain a +1 bonus to the weapon's attack rolls.
- As a bonus action on your turn, you can extend your weapon to sweep around and pull down an opponent's shield. Until the end of that creature's next turn, it gains no benefit to armor class from its shield.
- When you score a critical hit with the weapon or hit with an opportunity attack using the weapon, you can attempt to trip the opponent as well. If the target is no more than one size larger (your size or smaller if your weapon has the light property), it must succeed on a Strength saving throw (DC = 8 + your proficiency bonus + your choice of either your Strength or Dexterity modifier) or be knocked prone.

TWO-WEAPON MASTERY

You've mastered fighting with two weapons, becoming a flurry of motion. While you are wielding separate weapons in each hand with which you are proficient, you gain the following benefits:

- You gain a +1 bonus to AC while you are wielding a separate weapon in each hand.
- You can use two-weapon fighting even when the weapons you are wielding aren't *light*.
- You can draw or stow two weapons when you would normally be able to draw or stow only one.
- When you engage in two-weapon fighting, you can choose to forgo your proficiency bonus. If you do so, you can make an additional two-weapon fighting attack, also without your proficiency bonus.

VERSATILE MASTERY

You've mastered the art of using weapons in different ways, altering your attack patterns mid-swing. While you are wielding a melee weapon with the *versatile* property with which you are proficient and no other weapons, you gain the following benefits:

- When you are the target of a melee weapon attack, you can immediately use your reaction to make a melee weapon attack against the target with disadvantage. On a hit, you impose disadvantage on the attack roll made against you.
- If you miss an attack while wielding a weapon in two hands, you can immediately make an attack roll against the same target using one hand. You can only make this attack once per turn.
- If you miss an attack while wielding a weapon in one hand, you can immediately attempt to shove that creature up to 5 feet directly away from you. You can only make this attempt once per turn.

WAR CASTER

Prerequisite: The ability to cast force or tech powers
You've practiced casting powers in the midst of combat, learning techniques that grant you the following benefits:

- You have advantage on Constitution saving throws that you make to maintain your concentration on a power when you take damage.
- When a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to cast a power at the creature, rather than making an opportunity attack. The power must have a casting time of 1 action and must target only that creature.

WEAPON EXPERT

You have practiced extensively with a variety of weapons, gaining the following benefits:

- You gain proficiency with all blasters, lightweapons, and vibroweapons. If you are already proficient with them, instead increase your Strength or Dexterity score by 1, to a maximum of 20.
- Once per turn when you roll damage for a weapon attack using a weapon with which you are proficient, you can reroll the weapon's damage dice and use either total.

CHAPTER 7: USING ABILITY SCORES

SIX ABILITIES PROVIDE A QUICK DESCRIPTION OF every creature's physical and mental characteristics:

Strength, measuring physical power
Dexterity, measuring agility
Constitution, measuring endurance
Intelligence, measuring reasoning and memory
Wisdom, measuring awareness and intuition
Charisma, measuring force of personality

Is a character muscle-bound and insightful? Brilliant and charming? Nimble and hardy? Ability scores define these qualities—a creature's assets as well as weaknesses.

The three main rolls of the game—the ability check, the saving throw, and the attack roll—rely on the six ability scores. The book's introduction describes the basic rule behind these rolls: roll a d20, add an ability modifier derived from one of the six ability scores, and compare the total to a target number.

This chapter focuses on how to use ability checks and saving throws, covering the fundamental activities that creatures attempt in the game. Rules for attack rolls appear in chapter 9.

ABILITY SCORES AND MODIFIERS

Each of a creature's abilities has a score, a number that defines the magnitude of that ability. An ability score is not just a measure of innate capabilities, but also encompasses a creature's training and competence in activities related to that ability.

A score of 10 or 11 is the normal human average, but adventurers and many monsters are a cut above average in most abilities. A score of 18 is the highest that a person usually reaches. Adventurers can have scores as high as 20, and monsters and villains can have scores as high as 30.

Each ability also has a modifier, derived from the score and ranging from -5 (for an ability score of 1) to +10 (for a score of 30). The Ability Scores and Modifiers table notes the ability modifiers for the range of possible ability scores, from 1 to 30.

To determine an ability modifier without consulting the table, subtract 10 from the ability score and then divide the total by 2 (round down).

Because ability modifiers affect almost every attack roll, ability check, and saving throw, ability modifiers come up in play more often than their associated scores.

Ability Scores and Modifiers

Score	Modifier	Score	Modifier
1	-5	16-17	+3
2-3	-4	18-19	+4
4-5	-3	20-21	+5
6-7	-2	22-23	+6
8-9	-1	24-25	+7
10-11	+0	26-27	+8
12-13	+1	28-29	+9
14-15	+2	30	+10

ADVANTAGE AND DISADVANTAGE

Sometimes a special ability or power tells you that you have advantage or disadvantage on an ability check, a saving throw, or an attack roll. When that happens, you roll a second d20 when you make the roll. Use the higher of the two rolls if you have advantage, and use the lower roll if you have disadvantage. For example, if you have disadvantage and roll a 17 and a 5, you use the 5. If you instead have advantage and roll those numbers, you use the 17.

If multiple situations affect a roll and each one grants advantage or imposes disadvantage on it, you don't roll more than one additional d20. If two favorable situations grant advantage, for example, you still roll only one additional d20.

If circumstances cause a roll to have both advantage and disadvantage, you are considered to have neither of them, and you roll one d20. This is true even if multiple circumstances impose disadvantage and only one grants advantage or vice versa. In such a situation, you have neither advantage nor disadvantage.

When you have advantage or disadvantage and something in the game, such as the iktotchi's Precognition trait, lets you reroll the d20, you can reroll only one of the dice. You choose which one. For example, if an iktotchi has advantage on an ability check and rolls a 1 and a 13, the iktotchi could use the Precognition trait to reroll the 1.

You usually gain advantage or disadvantage through the use of special abilities, actions, or powers. Inspiration (see chapter 4) can also give a character advantage on checks related to the character's personality, ideals, or bonds. The GM can also decide that circumstances influence a roll in one direction or the other and grant advantage or impose disadvantage as a result.

PROFICIENCY BONUS

Characters have a proficiency bonus determined by level, as detailed in chapter 1. Monsters also have this bonus, which is incorporated in their stat blocks. The bonus is used in the rules on ability checks, saving throws, and attack rolls.

Your proficiency bonus can't be added to a single die roll or other number more than once. For example, if two different rules say you can add your proficiency bonus to a Wisdom saving throw, you nevertheless add the bonus only once when you make the save.

Occasionally, your proficiency bonus might be multiplied or divided (doubled or halved. for example) before you apply it. If a circumstance suggests that your proficiency bonus applies more than once to the same roll, you still add it only once and multiply or divide it only once.

By the same token, if a feature or effect allows you to multiply your proficiency bonus when making an ability check that wouldn't normally benefit from your proficiency bonus, you still don't add the bonus to the check. For that check your proficiency bonus is 0, given the fact that multiplying 0 by any number is still 0. For instance, if you lack proficiency in the History skill, you gain no benefit from a feature that lets you double your proficiency bonus when you make Intelligence (History) checks.

In general, you don't multiply your proficiency bonus for attack rolls or saving throws. If a feature or effect allows you to do so, these same rules apply.

EXPERTISE

Certain features, such as the Expertise class feature or Ace Pilot feat, let you double your proficiency bonus with a given skill or tool proficiency, granting expertise in that skill or tool. As usual, you can only gain expertise in a skill or tool once.

ABILITY CHECKS

An ability check tests a character's or monster's innate talent and training in an effort to overcome a challenge. The GM calls for an ability check when a character or monster attempts an action (other than an attack) that has a chance of failure. When the outcome is uncertain, the dice determine the results.

For every ability check, the GM decides which of the 4 abilities is relevant to the task at hand and the difficulty of the task, represented by Difficulty Class. The more difficult a task, the higher its DC. The Typical Difficulty Classes table shows common DCs.

To make an ability check, roll a d20 and add the relevant ability modifier. As with other d20 rolls, apply bonuses and penalties, and compare the total to the DC. If the total equals or exceeds the DC, the ability check is a success-the creature overcomes the challenge at hand. Otherwise, it's a failure, which means the character or monster makes no progress toward the objective or makes progress combined with a setback determined by the GM.

CONTESTS

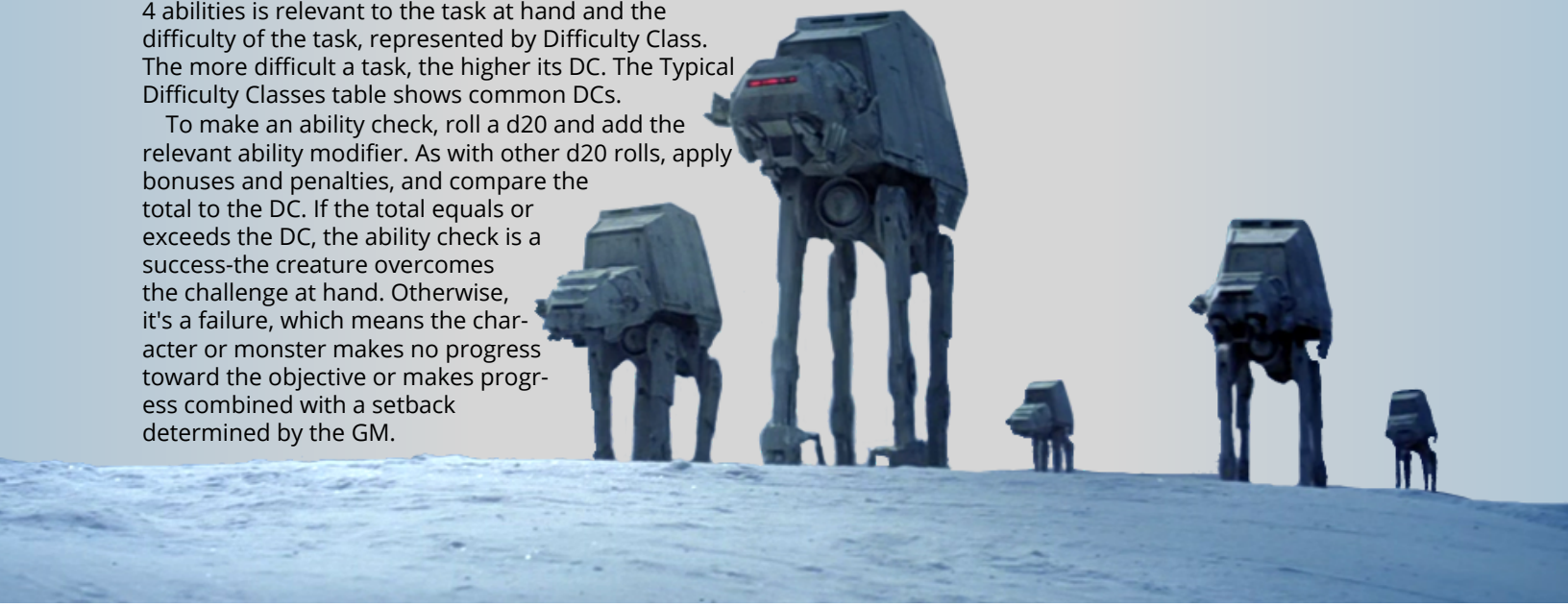
Sometimes one character's or monster's efforts are directly opposed to another's. This can occur when both of them are trying to do the same thing and only one can succeed, such as attempting to snatch up a ring that has fallen on the floor. This situation also applies when one of them is trying to prevent the other one from accomplishing a goal—for example, when a monster tries to force open a door that an adventurer is holding closed. In situations like these, the outcome is determined by a special form of ability check, called a contest.

Both participants in a contest make ability checks appropriate to their efforts. They apply all appropriate bonuses and penalties, but instead of comparing the total to a DC, they compare the totals of their two checks. The participant with the higher check total wins the contest. That character or monster either succeeds at the action or prevents the other one from succeeding.

If the contest results in a tie, the situation remains the same as it was before the contest. Thus, one contestant might win the contest by default. If two characters tie in a contest to snatch a ring off the floor, neither character grabs it. In a contest between a monster trying to open a door and an adventurer trying to keep the door closed, a tie means that the door remains shut.

Ability Check DCs

Task Difficulty	DC
Very easy	5
Easy	10
Medium	15
Hard	20
Very hard	25
Nearly impossible	30



SKILLS

Each ability covers a broad range of capabilities, including skills that a character or a monster can be proficient in. A skill represents a specific aspect of an ability score, and an individual's proficiency in a skill demonstrates a focus on that aspect. (A character's starting skill proficiencies are determined at character ~ creation, and a monster's skill proficiencies appear in the monster's stat block.)

For example, a Dexterity check might reflect a character's attempt to pull off an acrobatic stunt, to palm an object, or to stay hidden. Each of these aspects of Dexterity has an associated skill: Acrobatics, Sleight of Hand, and Stealth, respectively. So a character who has proficiency in the Stealth skill is particularly good at Dexterity checks related to sneaking and hiding.

The skills related to each ability score are shown in the following list. (No skills are related to Constitution.) See an ability's description in the later sections of this chapter for examples of how to use a skill associated with an ability.

- **Strength**: Athletics
- **Dexterity**: Acrobatics, Sleight of Hand, Stealth
- **Intelligence**: Investigation, Lore, Nature, Piloting, Technology
- **Wisdom**: Animal handling, Insight, Medicine, Perception, Survival
- **Charisma**: Deception, Intimidation, Performance, Persuasion

Sometimes, the GM might ask for an ability check using a specific skill—for example, "Make a Wisdom (Perception) check." At other times, a player might ask the GM if proficiency in a particular skill applies to a check. In either case, proficiency in a skill means an individual can add his or her proficiency bonus to ability checks that involve that skill. Without proficiency in the skill, the individual makes a normal ability check.

For example, if a character attempts to climb up a dangerous cliff. the Dungeon Master might ask for a Strength (Athletics) check. If the character is proficient in Athletics, the character's proficiency bonus is added to the Strength check. If the character lacks that proficiency, he or she just makes a Strength check.

VARIANT: SKILLS WITH OTHER ABILITIES

Normally, your proficiency in a skill applies only to a specific kind of ability check. Proficiency in Athletics, for example, usually applies to Strength checks. In some situations, though, your proficiency might reasonably apply to a different kind of check. In such cases, the GM might ask for a check using an unusual combination of ability and skill, or you might ask your GM if you can apply a proficiency to a different check. For example, if you have to swim from an offshore island to the mainland, your GM might call for a Constitution check to see if you have the stamina to make it that far. In this case, your GM might allow you to apply your proficiency in Athletics and ask for a Constitution (Athletics) check.

So if you're proficient in Athletics, you apply your proficiency bonus to the Constitution check just as you would normally do for a Strength (Athletics) check. Similarly, when your trandoshan berserker uses a display of raw strength to intimidate an enemy, your GM might ask for a Strength (Intimidation) check, even though Intimidation is normally associated with Charisma.

PASSIVE CHECKS

A passive check is a special kind of ability check that doesn't involve any die rolls. Such a check can represent the average result for a task done repeatedly, such as searching for secret doors over and over again, or can be used when the GM wants to secretly determine whether the characters succeed at something without rolling dice, such as noticing a hidden monster.

Here's how to determine a character's total for a passive check:

10 + all modifiers that normally apply to the check. If the character has advantage on the check, add 5. For disadvantage, subtract 5. The game refers to a passive check total as a score.

For example. if a 1st-level character has a Wisdom of 15 and proficiency in Perception, he or she has a passive Wisdom (Perception) score of 14.

The rules on hiding in the "Dexterity" section below rely on passive checks, as do the exploration rules in chapter 8.



WORKING TOGETHER

Sometimes two or more characters team up to attempt a task. The character who's leading the effort, or the one with the highest ability modifier, can make an ability check with advantage, reflecting the help provided by the other characters. In combat, this requires the Help action (see chapter 9).

A character can only provide help if the task is one that he or she could attempt alone. For example, trying to open a lock requires proficiency with security kits, so a character who lacks that proficiency can't help another character in that task. Moreover. a character can help only when two or more individuals working together would actually be productive. Some tasks, such as threading a needle, are no easier with help.

GROUP CHECKS

When a number of individuals are trying to accomplish something as a group, the GM might ask for a group ability check. In such a situation, the characters who are skilled at a particular task help cover those who aren't.

To make a group ability check, everyone in the group makes the ability check. If at least half the group succeeds, the whole group succeeds. Otherwise, the group fails.

Group checks don't come up very often, and they're most useful when all the characters succeed or fail as a group. For example, when adventurers are navigating a swamp, the GM might call for a group Wisdom (Survival) check to see if the characters can avoid the quicksand, sinkholes, and other natural hazards of the environment. If at least half the group succeeds, the successful characters are able to guide their companions out of danger. Otherwise, the group stumbles into one of these hazards.

USING EACH ABILITY

Every task that a character or monster might attempt in the game is covered by one of the six abilities. This section explains in more detail what those abilities mean and the ways they are used in the game.

STRENGTH

Strength measures bodily power, athletic training, and the extent to which you can exert raw physical force.

STRENGTH CHECKS

A Strength check can model any attempt to lift, push, pull, or break something, to force your body through a space, or to otherwise apply brute force to a situation. The Athletics skill reflects aptitude in certain kinds of Strength checks.

Athletics. Your Strength (Athletics) check covers difficult situations you encounter while Climbing. jumping. or swimming. Examples include the following activities:

- You attempt to climb a sheer or slippery cliff, avoid hazards while scaling a wall, or cling to a surface while something is trying to knock you off.
- You try to jump an unusually long distance or pull off a stunt midjump.
- You struggle to swim or stay afloat in treacherous currents, storm-tossed waves, or areas of thick seaweed. Or another creature tries to push or pull you underwater or otherwise interfere with your swimming.

Other Strength Checks. The GM might also call for a Strength check when you try to accomplish tasks like the following:

- Force open a stuck, locked, or barred door
- Break free of bonds
- Push through a tunnel that is too small
- Hang on to a wagon while being dragged behind it
- Tip over a statue
- Keep a boulder from rolling

ATTACK ROLLS AND DAMAGE

You add your Strength modifier to your attack roll and your damage roll when attacking with a melee weapon such as a vibrosword or doublesword. You use melee weapons to make melee attacks in hand—to—hand combat, and some of them can be thrown to make a ranged attack.

LIFTING AND CARRYING

Your Strength score determines the amount of weight you can bear. The following terms define what you can lift or carry.

Carrying Capacity. Your carrying capacity is your Strength score multiplied by 15. This is the weight (in pounds) that you can carry, which is high enough that most characters don't usually have to worry about it.

Push, Drag, or Lift. You can push, drag, or lift a weight in pounds up to twice your carrying capacity (or 30 times your Strength score). While pushing or dragging weight in excess of your carrying capacity, your speed drops to 5 feet.

Size and Strength. Larger creatures can bear more weight, whereas Tiny creatures can carry less. For each size category above Medium, double the creature' carrying capacity and the amount it can push. drag, or lift. For a Tiny creature, halve these weights.

VARIANT: ENCUMBERANCE

The rules for lifting and carrying are intentionally simple. Here is a variant if you are looking for more detailed rules for determining how a character is hindered by the weight of equipment. When you use this variant, ignore the Strength column of the Armor table in chapter 5.

If you carry weight in excess of 5 times your Strength score, you are ***encumbered***, which means your speed drops by 10 feet.

If you carry weight in excess of 10 times your Strength score, up to your maximum carrying capacity, you are instead ***heavily encumbered***, which means your speed drops by 20 feet and you have disadvantage on ability checks, attack rolls, and saving throws that use Strength, Dexterity, or Constitution.

DEXTERITY

Dexterity measures agility, reflexes, and balance.

DEXTERITY CHECKS

A Dexterity check can model any attempt to move nimbly, quickly, or quietly, or to keep from falling on tricky footing. The Acrobatics, Sleight of Hand, and Stealth skills reflect aptitude in certain kinds of Dexterity checks.

Acrobatics. Your Dexterity (Acrobatics) check covers your attempt to stay on your feet in a tricky situation, such as when you're trying to run across a sheet of ice, balance on a tightrope, or stay upright on a rocking spaceship's deck. The GM might also call for a Dexterity (Acrobatics) check to see if you can perform acrobatic stunts, including dives, rolls, somersaults, and flips.

Sleight of Hand. Whenever you attempt an act of legerdemain or manual trickery, such as planting something on someone else or concealing an object on your person, make a Dexterity (Sleight of Hand) check. The GM might also call for a Dexterity (Sleight of Hand) check to determine whether you can lift a wallet off another person or slip something out of another person's pocket.

Stealth. Make a Dexterity (Stealth) check when you attempt to conceal yourself from enemies, slink past guards, slip away without being noticed, or sneak up on someone without being seen or heard.

Other Dexterity Checks. The GM might call for a Dexterity check when you try to accomplish tasks like the following:

- Control a heavily laden cart on a steep descent
- Steer a chariot around a tight turn
- Pick a lock
- Disable a trap
- Securely tie up a prisoner
- Wriggle free of bonds
- Play a stringed instrument
- Craft a small or detailed object

ATTACK ROLLS AND DAMAGE

You add your Dexterity modifier to your attack roll and your damage roll when attacking with a ranged weapon. such as a blaster rifle or bowcaster. You can also add your Dexterity modifier to your attack roll and your damage roll when attacking with a melee weapon that has the finesse property, such as a vibrodagger or techblade.

ARMOR CLASS

Depending on the armor you wear, you might add some or all of your Dexterity modifier to your Armor Class, as described in chapter 5.

INITIATIVE

At the beginning of every combat, you roll initiative by making a Dexterity check. Initiative determines the order of creatures' turns in combat, as described in chapter 9.

Hiding

When you try to hide, make a Dexterity (Stealth) check. Until you are discovered or you stop hiding, that checks total is contested by the Wisdom (Perception) check of any creature that actively searches for signs of your presence.

You can't hide from a creature that can see you, and if you make noise (such as shouting a warning or knocking over a vase), you give away your position. An invisible creature can't be seen, so it can always try to hide. Signs of its passage might still be noticed, however, and it still has to stay quiet.

In combat, most creatures stay alert for signs of danger all around, so if you come out of hiding and approach a creature, it usually sees you. However, under certain circumstances, the Dungeon Master might allow you to stay hidden as you approach a creature that is distracted, allowing you to gain advantage on an attack before you are seen.

Passive Perception. When you hide, there's a chance someone will notice you even if they aren't searching. To determine whether such a creature notices you, the GM compares your Dexterity (Stealth) check with that creature's passive Wisdom (Perception) score, which equals 10 + the creature's Wisdom modifier, as well as any other bonuses or penalties. If the creature has advantage, add 5. For disadvantage, subtract 5.

For example, if a lst-level character (with a proficiency bonus of +2) has a Wisdom of 15 (a +2 modifier) and proficiency in Perception, he or she has a passive Wisdom (Perception) of 14.

What Can You See? One of the main factors in determining whether you can find a hidden creature or object is how well you can see in an area, which might be **lightly** or **heavily** obscured, as explained in chapter 8.



CONSTITUTION

Constitution measures health, stamina, and vital force.

CONSTITUTION CHECKS

Constitution checks are uncommon, and no skills apply to Constitution checks. because the endurance this ability represents is largely passive rather than involving a specific effort on the part of a character or monster. A Constitution check can model your attempt to push beyond normal limits, however.

The GM might call for a Constitution check when you try to accomplish tasks like the following:

- Hold your breath
- March or labor for hours without rest
- Go without sleep
- Survive without food or water
- Quaff an entire stein of ale in one go

HIT POINTS

Your Constitution modifier contributes to your hit points. Typically, you add your Constitution modifier to each Hit Die you roll for your hit points.

If your Constitution modifier changes, your hit point maximum changes as well, as though you had the new modifier from 1st level. For example, if you raise your Constitution score when you reach 4th level and your Constitution modifier increases from +1 tO +2, you adjust your hit point maximum as though the modifier had always been +2. So you add 3 hit points for your first three levels, and then roll your hit points for 4th level using your new modifier. Or if you're 7th level and some effect lowers your Constitution score so as to reduce your Constitution modifier by 1, your hit point maximum is reduced by 7.

INTELLIGENCE

Intelligence measures mental acuity, accuracy of recall, and the ability to reason.

INTELLIGENCE CHECKS

An Intelligence check comes into play when you need to draw on logic, education, memory, or deductive reasoning. The Investigation, Lore, Nature, Piloting, and Technology skills reflect aptitude in certain kinds of Intelligence checks.

Investigation. When you look around for clues and make deductions based on those clues, you make an Intelligence (Investigation) check. You might deduce the location of a hidden object, discern from the appearance of a wound what kind of weapon dealt it, or determine the weakest point in a tunnel that could cause it to collapse. Poring through ancient materials in search of a hidden fragment of knowledge might also call for an Intelligence (Investigation) check.

Lore. Your Intelligence (Lore) check measures your ability to recall information about the Force, artifacts, histories, and religions.

Nature. Your Intelligence (Nature) check measures your ability to recall lore about terrain, plants and animals, the weather, and natural cycles.

Piloting. Your Intelligence (Piloting) check measures your ability to control vehicles, aircraft, and spaceships. Piloting governs your ability to maneuver through tight spaces and debris fields or dogfight with enemy craft.

Technology. Your Intelligence (Technology) checks measure your ability to recall information about droids, vehicles, spaceships, aircraft, and computers, as well as your ability to interface with them.

Other Intelligence Checks. The GM might call for an Intelligence check when you try to accomplish tasks like the following:

- Communicate with a creature without using words
- Estimate the value of a precious item
- Pull together a disguise to pass as a city guard
- Forge a document
- Recall lore about a craft or trade
- Win a game of skill

TECHCASTING ABILITY

Techcasters use Intelligence as their techcasting ability, which helps determine the saving throw DCs of power they cast.



WISDOM

Wisdom reflects how attuned you are to the world around you and represents perceptiveness and intuition.

WISDOM CHECKS

A Wisdom check might reflect an effort to read body language, understand someone's feelings, notice things about the environment, or care for an injured person. The Animal Handling, Insight, Medicine, Perception, and Survival skills reflect aptitude in certain kinds of Wisdom checks.

Animal Handling. When there is any question whether you can calm down a domesticated animal, keep a mount from getting spooked, or intuit an animal's intentions, the GM might call for a Wisdom (Animal Handling) check. You also make a Wisdom (Animal Handling) check to control your mount when you attempt a risky maneuver.

Insight. Your Wisdom (Insight) check decides whether you can determine the true intentions of a creature, such as when searching out a lie or predicting someone's next move. Doing so involves gleaning clues from body language, speech habits, and changes in mannerisms.

Medicine. A Wisdom (Medicine) check lets you try to stabilize a dying companion or diagnose an illness.

Perception. Your Wisdom (Perception) check lets you spot, hear, or otherwise detect the presence of something. It measures your general awareness of your surroundings and the keenness of your senses. For example, you might try to hear a conversation through a closed door, eavesdrop under an open window, or hear monsters moving stealthily in the forest. Or you might try to spot things that are obscured or easy to miss, whether they are orcs lying in ambush on a road, thugs hiding in the shadows of an alley, or candlelight under a closed secret door.

Survival. The GM might ask you to make a Wisdom (Survival) check to follow tracks, hunt wild game, guide your group through frozen wastelands, identify signs that rancors live nearby, predict the weather, or avoid quicksand and other natural hazards.

Other Wisdom Checks. The GM might call for a Wisdom check when you try to accomplish tasks like the following:

- Get a gut feeling about what course of action to follow
- Discern Whether a seemingly dead or living creature is undead

FORCECASTING ABILITY

Forcecasters use Wisdom as their forcecasting ability for their light side and universal powers, which helps determine the saving throw DCs of powers they cast.

Finding a Hidden Object

When your character searches for a hidden object such as a secret door or a trap, the GM typically asks you to make a Wisdom (Perception) check. Such a check can be used to find hidden details or other information and clues that you might otherwise overlook.

In most cases, you need to describe where you are looking in order for the GM to determine your chance of success. For example, a key is hidden beneath a set of folded clothes in the top drawer ofa bureau. If you tell the GM that you pace around the room, looking at the walls and furniture for clues, you have no chance of finding the key, regardless of your Wisdom (Perception) check result. You would have to specify that you were opening the drawers or searching the bureau in order to have any chance of success.



CHARISMA

Charisma measures your ability to interact effectively with others. It includes such factors as confidence and eloquence, and it can represent a charming or commanding personality.

CHARISMA CHECKS

A Charisma check might arise when you try to influence or entertain others, when you try to make an impression or tell a convincing lie, or when you are navigating a tricky social situation. The Deception, Intimidation, Performance, and Persuasion skills reflect aptitude in certain kinds of Charisma checks.

Deception. Your Charisma (Deception) check determines whether you can convincingly hide the truth, either verbally or through your actions. This deception can encompass everything from misleading others through ambiguity to telling outright lies. Typical situations include trying to fast-talk a guard, con a merchant, earn money through gambling, pass yourself off in a disguise, dull someone's suspicions with false assurances, or maintain a straight face while telling a blatant lie.

Intimidation. When you attempt to influence someon through overt threats, hostile actions, and physical violence, the GM might ask you to make a Charisma (Intimidation) check. Examples include trying to pry information out of a prisoner, convincing street thugs to back down from a confrontation, or using the edge of a broken bottle to convince a sneering vizier to reconsider a decision.

Performance. Your Charisma (Performance) check determines how well you can delight an audience with music, dance. acting, storytelling, or some other form of entertainment.

Persuasion. When you attempt to influence someone or a group of people with tact, social graces, or good nature, the GM might ask you to make a Charisma (Persuasion) check. Typically, you use persuasion when acting in good faith, to foster friendships, make cordial requests, or exhibit proper etiquette. Examples of persuading others include convincing a Chamberlain to let your party see the king, negotiating peace between warring tribes, or inspiring a crowd of townsfolk.

Other Charisma Checks. The GM might call for a Charisma check when you try to accomplish tasks like the following:

- Find the best person to talk to for news, rumors, and gossip
- Blend into a crowd to get the sense of key topics of conversation

FORCECASTING ABILITY

Forcecasters use Charisma as their forcecasting ability for their dark side and universal powers, which helps determine the saving throw DCs of powers they cast.

SAVING THROWS

A saving throw-also called a save-represents an attempt to resist a power, a trap, a poison, a disease, or a similar threat. You don't normally decide to make a saving throw; you are forced to make one because your character or monster is at risk of harm.

To make a saving throw, roll a d20 and add the appropriate ability modifier. For example, you use your Dexterity modifier for a Dexterity saving throw.

A saving throw can be modified by a situational bonus or penalty and can be affected by advantage and disadvantage, as determined by the GM.

Each class gives proficiency in at least two saving throws. The operative, for example, is proficient in Intelligence saves. As with skill proficiencies, proficiency in a saving throw lets a character add his or her proficiency bonus to saving throws made using a particular ability score. Some monsters have saving throw proficiencies as well.

The Difficulty Class for a saving throw is determined by the effect that causes it. For example, the DC for a saving throw allowed by a power is determined by the caster's force- or tech-casting ability and proficiency bonus.

The result of a successful or failed saving throw is also detailed in the effect that allows the save. Usually, a successful save means that a creature suffers no harm, or reduced harm, from an effect.



CHAPTER 8: ADVENTURING

Delving into an ancient Sith tomb, slipping through the Black Sun territory of Coruscant, hacking a fresh trail through the thick jungles on the forest moon of Endor—these are the things that *Star Wars* adventures are made of. Your character in the game might explore forgotten ruins and uncharted lands, uncover dark secrets and sinister plots, and slay foul monsters. And if all goes well, your character will survive to claim rich rewards before embarking on a new adventure.

This chapter covers the basics of the adventuring life, from the mechanics of movement to the complexities of social interaction. The rules for resting are also in this chapter, along with a discussion of the activities your character might pursue between adventures.

Whether adventurers are exploring a dusty dungeon or the complex relationships of a noble court, the game follows a natural rhythm, as outlined in the book's introduction:

1. The GM describes the environment.
2. The players describe what they want to do.
3. The GM narrates the results of their actions.

Typically, the GM uses a map as an outline of the adventure, tracking the characters' progress as they explore enclave corridors or wilderness regions.

The GM's notes, including a key to the map, describe what the adventurers find as they enter each new area. Sometimes, the passage of time and the adventurers' actions determine what happens, so the GM might use a timeline or a flowchart to track their progress instead of a map.

TIME

In situations where keeping track of the passage of time is important, the GM determines the time a task requires. The GM might use a different time scale depending on the context of the situation at hand. In an enclosed environment, the adventurers' movement happens on a scale of minutes. It takes them about a minute to creep down a long hallway, another minute to check for traps on the door at the end of the hall, and a good ten minutes to search the chamber beyond for anything interesting or valuable.

In a city or wilderness, a scale of hours is often more appropriate. Adventurers eager to reach the lonely tower at the heart of the forest hurry across those fifteen miles in just under four hours time.

For long journeys, a scale of days works best. Following the road from Tatooine to Kashyyk, the adventurers spend four uneventful days before a pirate ambush interrupts their journey.

In combat and other fast-paced situations, the game relies on rounds, a 6-second span of time described in chapter 9.

MOVEMENT

Swimming across a rushing river, sneaking down a building corridor, scaling a treacherous mountain slope- all sorts of movement play a key role in D&D adventures.

The GM can summarize the adventurers' movement without calculating exact distances or travel times: "You travel through the forest and find the ruin entrance late in the evening of the third day." Even in a dungeon, particularly a large dungeon or a cave network, the GM can summarize movement between encounters: "After killing the guardian at the entrance to the ancient Jedi stronghold. you consult your map, which leads you through miles of echoing corridors to a chasm bridged by a narrow stone arch."

Sometimes it's important, though, to know how long it takes to get from one spot to another, whether the answer is in days, hours, or minutes. The rules for determining travel time depend on two factors: the speed and travel pace of the creatures moving and the terrain they're moving over.

SPEED

Every character and monster has a speed, which is the distance in feet that the character or monster can walk in 1 round. This number assumes short bursts of energetic movement in the midst of a life-threatening situation.

The following rules determine how far a character or monster can move in a minute, an hour, or a day.

TRAVEL PACE

While traveling, a group of adventurers can move at a normal, fast, or slow pace, as shown on the Travel Pace table. The table states how far the party can move in a period of time and whether the pace has any effect. A fast pace makes characters less perceptive, while a slow pace makes it possible to sneak around and to search an area more carefully (see the "Activity While Traveling" section later in this chapter for more information).

Forced March. The Travel Pace table assumes that characters travel for 8 hours in day. They can push on beyond that limit, at the risk of exhaustion.

For each additional hour of travel beyond 8 hours, the characters cover the distance shown in the Hour column for their pace, and each character must make a Constitution saving throw at the end of the hour. The DC is 10 + 1 for each hour past 8 hours. On a failed saving throw, a character suffers one level of exhaustion (see appendix A).

Mounts, Speeders, and Vehicles. For short spans of time (up to an hour), many animals move much faster than humanoids. A mounted character can ride at a gallop for about an hour, covering twice the usual distance for a fast pace. If fresh mounts are available every 8 to 10 miles, characters can cover larger distances at this pace, but this is very rare except in densely populated areas.

Characters in shuttles, speeders, or other vehicles choose a pace as normal. Depending on the vessel and the size of the crew, ships might be able to travel for up to 24 hours per day.

Travel Pace

Pace	Distance per Minute	Distance per Hour	Distance per Day	Effect
Fast	400 feet	4 miles	30 miles	-5 penalty to passive Wisdom (Perception) scores
Normal	300 feet	3 miles	24 miles	
Slow	200 feet	2 miles	18 miles	Able to use stealth

DIFFICULT TERRAIN

The travel speeds given in the Travel Pace table assume relatively simple terrain: roads, open plains, or clear enclosed corridors. But adventurers often face dense forests, deep swamps, rubble-filled ruins, steep mountains, and ice-covered ground—all considered difficult terrain.

You move at half speed in difficult terrain—moving 1 foot in difficult terrain costs 2 feet of speed—so you can cover only half the normal distance in a minute, an hour, or a day.

SPECIAL TYPES OF MOVEMENT

Movement through dangerous dungeons or wilderness areas often involves more than simply walking. Adventurers might have to climb, crawl, swim, or jump to get where they need to go.

CLIMBING, SWIMMING AND CRAWLING

While climbing, swimming, or crawling, each foot of movement costs 1 extra foot (2 extra feet in difficult terrain), unless a creature has a climbing or swimming speed. At the GM's option, climbing a slippery vertical surface or one with few handholds requires a successful Strength (Athletics) check. Similarly, gaining any distance in rough water might require a successful Strength (Athletics) check.

JUMPING

Your Strength determines how far you can jump.

Long Jump. When you make a long jump, you cover a number of feet up to your Strength score if you move at least 10 feet on foot immediately before the jump. When you make a standing long jump, you can leap only half that distance. Either way, each foot you clear on the jump costs a foot of movement.

This rule assumes that the height of your jump doesn't matter, such as a jump across a stream or chasm. At your GM's option, you must succeed on a DC 10 Strength (Athletics) check to clear a low obstacle (no taller than a quarter of the jump's distance), such as a hedge or low wall. Otherwise, you hit it.

When you land in difficult terrain, you must succeed on a DC 10 Dexterity (Acrobatics) check to land on your feet. Otherwise, you land prone.

High Jump. When you make a high jump, you leap into the air a number of feet equal to 3 + your Strength modifier if you move at least 10 feet on foot immediately before the jump. When you make a standing high jump, you can jump only half that distance. Either way, each foot you clear on the jump costs a foot of movement. In some circumstances, your GM might allow you to make a Strength (Athletics) check to jump higher than you normally can.

You can extend your arms half your height above yourself during the jump. Thus, you can reach above you a distance equal to the height of the jump plus 1 1/2 times your height.

ACTIVITY WHILE TRAVELING

As adventurers travel through a dungeon or the wilderness, they need to remain alert for danger, and some characters might perform other tasks to help the group's journey.

MARCHING ORDER

The adventurers should establish a marching order.

A marching order makes it easier to determine which characters are affected by traps, which ones can spot hidden enemies, and which ones are the closest to those enemies when a fight breaks out.

A character might occupy the front rank, one or more middle ranks, or the back rank. Characters in the front and back ranks need enough room to travel side by side with others in their rank. When space is too tight, the marching order must change, usually by moving characters to a middle rank.

Fewer Than Three Ranks. If an adventuring party arranges its marching order with only two ranks, they are a front rank and a back rank. If there's only one rank, it's considered a front rank.

STEALTH

While traveling at a slow pace, the characters can move stealthily. As long as they're not in the open, they can try to surprise or sneak by other creatures they encounter. See the rules for hiding in chapter 7.

NOTICING THREATS

Use the passive Wisdom (Perception) scores of the characters to determine whether anyone in the group notices a hidden threat. The GM might decide that a threat can be noticed only by characters in a particular rank. For example, as the characters are exploring a maze of tunnels, the GM might decide that only those characters in the back rank have a chance to hear or spot a stealthy creature following the group, while characters in the front and middle ranks cannot. While traveling at a fast pace, characters take a -5 penalty to their passive Wisdom (Perception) scores to notice hidden threats.

Encountering Creatures. If the GM determines that the adventurers encounter other creatures while they're traveling, it's up to both groups to decide what happens next. Either group might decide to attack, initiate a conversation, run away, or wait to see what the other group does.

Surprising Foes. If the adventurers encounter a hostile creature or group, the GM determines whether the adventurers or their foes might be surprised when combat erupts. See chapter 9 for more about surprise.

OTHER ACTIVITIES

Characters who turn their attention to other tasks as the group travels are not focused on watching for danger. These characters don't contribute their passive Wisdom (Perception) scores to the group's chance of noticing hidden threats. However, a character not watching for danger can do one of the following activities instead, or some other activity with the GM's permission.

Navigate. The character can try to prevent the group from becoming lost, making a Wisdom (Survival) check when the GM calls for it. (The *Dungeon Master's Guide* has rules to determine whether the group gets lost.)

Draw a Map. The character can draw a map that records the group's progress and helps the characters get back on course if they get lost. No ability check is required.

Track. A character can follow the tracks of another creature, making a Wisdom (Survival) check when the GM calls for it. (The *Dungeon Master's Guide* has rules for tracking.)

Forage. The character can keep an eye out for ready sources of food and water, making a Wisdom (Survival) check when the GM calls for it. (The *Dungeon Master's Guide* has rules for foraging.)

Splitting Up the Party

Sometimes, it makes sense to split an adventuring party, especially if you want one or more characters to scout ahead. You can form multiple parties, each moving at a different speed. Each group has its own front, middle, and back ranks.

The drawback to this approach is that the party will be split into several smaller groups in the event of an attack. The advantage is that a small group of stealthy characters moving slowly might be able to sneak past enemies that clumsier characters would alert. An operative and a monk moving at a slow pace are much harder to detect when they leave their guardian friend behind.

THE ENVIRONMENT

By its nature, adventuring involves delving into places that are dark, dangerous, and full of mysteries to be explored. The rules in this section cover some of the most important ways in which adventurers interact with the environment in such places. The Dungeon Master's Guide has rules covering more unusual situations.

FALLING

A fall from a great height is one of the most common hazards facing an adventurer.

At the end of a fall, a creature takes 1d6 kinetic damage for every 10 feet it fell, to a maximum of 20d6. The creature lands prone, unless it avoids taking damage from the fall.

SUFFOCATING

A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds).

When a creature runs out of breath, it can survive for a number of rounds equal to its Constitution modifier (minimum 1 round). At the start of its next turn, it drops to 0 hit points and is dying.

For example, a creature with a Constitution of 14 can hold its breath for 3 minutes. If it starts suffocating, it has 2 rounds to reach air before it drops to 0 hit points.

VISION AND LIGHT

The most fundamental tasks of adventuring—noticing danger, finding hidden objects, hitting an enemy in combat, and targeting a power, to name just a few—rely heavily on a character's ability to see. Darkness and other effects that obscure vision can prove a significant hindrance.

A given area might be lightly or heavily obscured. In a **lightly obscured** area, such as dim light, patchy fog, or moderate foliage, creatures have disadvantage on Wisdom (Perception) checks that rely on sight.

A **heavily obscured** area-such as darkness, opaque fog, or dense foliage-blocks vision entirely. A creature in a heavily obscured area effectively suffers from the blinded condition (see appendix A).

The presence or absence of light in an environment creates three categories of illumination: bright light, dim light, and darkness.

Bright light lets most creatures see normally. Even gloomy days provide bright light, as do torches, lanterns, fires, and other sources of illumination within a specific radius.

Dim light, also called shadows, creates a lightly obscured area. An area of dim light is usually a boundary between a source of bright light, such as a torch, and surrounding darkness. The soft light of twilight and dawn also counts as dim light. A particularly brilliant full moon might bathe the land in dim light.

Darkness creates a heavily obscured area. Characters face darkness outdoors at night (even most moonlit nights), or within the confines of an unlit dungeon or a subterranean vault.

BLINDSIGHT

A creature with blindsight can perceive its surroundings without relying on sight, within a specific radius. Creatures without eyes, such as Miraluka, and creatures with echolocation or heightened senses, such as Togruta or Verpine, have this sense.

DARKVISION

Many creatures in the worlds of Star Wars, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured as far as that creature is concerned. However, the creature can't discern color in darkness, only shades of gray.

TRUESIGHT

A creature with truesight can, out to a specific range, see in normal and enhanced darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceives the original form of a shapechanger or a creature that is transformed by a power.

FOOD AND WATER

Characters who don't eat or drink suffer the effects of exhaustion (see appendix A). Exhaustion caused by lack of food or water can't be removed until the character eats and drinks the full required amount.

FOOD

A character needs one pound of food per day and can make food last longer by subsisting on half rations. Eating half a pound of food in a day counts as half a day without food. A character can go without food for a number of days equal to 3 + his or her Constitution modifier (minimum 1). At the end of each day beyond that limit, a character automatically suffers one level of exhaustion. A normal day of eating resets the count of days without food to zero.

WATER

A character needs one gallon of water per day, or two gallons per day if the weather is hot. A character who drinks only half that much water must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion at the end of the day. A character with access to less water automatically suffers one level of exhaustion at the end of the day. If the character already has one or more levels of exhaustion, the character takes two levels in either case.

INTERACTING WITH OBJECTS

A character's interaction with objects in an environment is often simple to resolve in the game. The player tells the GM that his or her character is doing something, such a moving a lever, and the GM describes what, if anything happens. For example, a character might decide to pull a lever, which might, in turn, open a door, cause a room to flood with water, or open a secret door in a nearby wall. If the lever is rusted in position, though, a character might need to force it. In such a situation, the GM might call for a Strength check to see whether the character can wrench the lever into place. The GM sets the DC for any such check based on the difficulty of the task.

Characters can also damage objects with their weapons and powers. Objects are immune to poison and sonic damage, but otherwise they can be affected by physical attacks and powers much like creatures can. The GM determines an object's Armor Class and hit points, and might decide that certain objects have resistance or immunity to certain kinds of attacks. (It's hard to cut a rope with a club, for example.) Objects always fail Strength and Dexterity saving throws, and they are immune to effects that require other saves. When an object drops to 0 hit points, it breaks. A character can also attempt a Strength check to break an object. The GM sets the DC for any such check.

SOCIAL INTERACTION

Exploring dungeons, overcoming obstacles, and slaying monsters are key parts of D&D adventures. No less important, though, are the social interactions that adventurers have with other inhabitants of the world.

Interaction takes on many forms. You might need to convince an unscrupulous thief to confess to some malfeasance, or you might try to flatter a Hutt so that he will spare your life. The GM assumes the roles of any characters who are participating in the interaction that don"t belong to another player at the table. Any such character is called a nonplayer character (NPC).

In general terms, an NPC's attitude toward you is described as friendly, indifferent, or hostile. Friendly NPCs are predisposed to help you, and hostile ones are inclined to get in your way. It's easier to get what you want from a friendly NPC, of course.

Social interactions have two primary aspects: roleplaying and ability checks.

ROLEPLAYING

Roleplaying is, literally, the act of playing out a role. In this case, it's *you* as a player determining how your character thinks, acts, and talks.

Roleplaying is a part of every aspect of the game, and it comes to the fore during social interactions. Your character's quirks, mannerisms, and personality influence how interactions resolve.

There are two styles you can use when roleplaying your character: the descriptive approach and the active approach. Most players use a combination of the two styles. Use whichever mix of the two works best for you.

DESCRIPTIVE APPROACH TO ROLEPLAYING

With this approach. you describe your character's words and actions to the GM and the other players. Drawing on your mental image of your character, you tell everyone what your character does and how he or she does it.

For instance, Chris plays Tordek the Nikto. Tordek has a quick temper and blames the Black Sun for his family's misfortune. At a bar, an obnoxious Twi'lek operative sits at Tordek's table and tries to strike up a conversation with the Nikto.

Chris says, "Tordek spits on the floor, growls an insult at the Twi'lek, and stomps over to the bar. He sits on a stool and glares at the operative before ordering another drink."

In this example, Chris has conveyed Tordek's mood and given the GM a clear idea of his characters attitude and actions.

When using descriptive roleplaying, keep the following things in mind:

- Describe your character's emotions and attitude.
- Focus on your character's intent and how others might perceive it.
- Provide as much embellishment as you feel comfortable with.

Don't worry about getting things exactly right. Just focus on thinking about what your character would do and describing what you see in your mind.

ACTIVE APPROACH TO ROLEPLAYING

If descriptive roleplaying tells your GM and your fellow players what your character thinks and does, active roleplaying *shows* them.

When you use active roleplaying, you speak with your character's voice, like an actor taking on a role. You might even echo your character's movements and body language. This approach is more immersive than descriptive roleplaying, though you still need to describe things that can't be reasonably acted out.

Going back to the example of Chris roleplaying Tordek above, here's how the scene might play out if Chris used active roleplaying:

Speaking as Tordek, Chris says in a gruff, deep voice, "I was wondering why it suddenly smelled awful in here. If I wanted to hear anything out of you, I'd snap your arm and enjoy your screams." In his normal voice. Chris then adds, "I get up, glare at the Twi'lek, and head to the bar."

RESULTS OF ROLEPLAYING

The GM uses your character's actions and attitudes to determine how an NPC reacts. A cowardly NPC buckles under threats of violence. A stubborn Jawa refuses to let anyone badger her. A vain Hutt laps up flattery.

When interacting with an NPC, pay close attention to the GM's portrayal ofthe NPC's mood, dialogue, and personality. You might be able to determine an NPC's personality traits, ideals, flaws, and bonds, then play on them to influence the NPC's attitude.

Interactions in D&D are much like interactions in real life. If you can offer NPCS something they want, threaten them with something they fear, or play on their sympathies and goals, you can use words to get almost anything you want. On the other hand, if you insult a proud warrior or speak ill of a senator's allies, your efforts to convince or deceive will fall short.

ABILITY CHECKS

In addition to roleplaying, ability checks are key in determining the outcome of an interaction.

Your roleplaying efforts can alter an NPC's attitude, but there might still be an element of chance in the situation. For example, your GM can call for a Charisma check at any point during an interaction if he or she wants the dice to play a role in determining an NPC's reactions. Other checks might be appropriate in certain situations, at your GM's discretion.

Pay attention to your skill proficiencies when thinking of how you want to interact with an NPC, and stack the deck in your favor by using an approach that relies on your best bonuses and skills. If the group needs to trick a guard into letting them into a pavilion, the scoundrel who is proficient in Deception is the best bet to lead the discussion. When negotiating for a hostage's release, the force initiate with Persuasion should do most of the talking.

RESTING

Heroic though they might be, adventurers can't spend every hour of the day in the thick of exploration, social interaction, and combat. They need rest time to sleep and eat, tend their wounds, refresh their batteries and spirits for force- and tech-casting, and brace themselves for further adventure.

Adventurers can take short rests in the midst of an adventuring day and a long rest to end the day.

SHORT REST

A short rest is a period of downtime, at least 1 hour long, during which a character does nothing more strenuous than eating, drinking, reading, and tending to wounds.

A character can spend one or more Hit Dice at the end of a short rest, up to the character's maximum number of Hit Dice, which is equal to the character's level. For each Hit Die spent in this way, the player rolls the die and adds the character's Constitution modifier to it. The character regains hit points equal to the total. The player can decide to spend an additional Hit Die after each roll. A character regains some spent Hit Dice upon finishing a long rest, as explained below.

LONG REST

A long rest is a period of extended downtime, at least 8 hours long, during which a character sleeps or performs light activity: reading, talking, eating, or standing watch for no more than 2 hours. If the rest is interrupted by a period of strenuous activity—at least 1 hour of walking, fighting, casting powers, or similar adventuring activity—the characters must begin the rest again to gain any benefit from it.

At the end of a long rest, a character regains all lost hit points. The character also regains spent Hit Dice, up to a number of dice equal to half of the character's total number of them. For example, if a character has eight Hit Dice, he or she can regain four spent Hit Dice upon finishing a long rest.

A character can't benefit from more than one long rest in a 24-hour period, and a character must have at least 1 hit point at the start of the rest to gain its benefits.

BETWEEN ADVENTURES

Between trips to dungeons and battles against ancient evils, adventurers need time to rest, recuperate, and prepare for their next adventure. Many adventurers also use this time to perform other tasks, such as crafting arms and armor, performing research, or spending their hard—earned credits.

In some cases, the passage of time is something that occurs with little fanfare or description. When starting a new adventure, the GM might simply declare that a certain amount of time has passed and allow you to describe in general terms what your character has been doing. At other times, the GM might want to keep track of just how much time is passing as events beyond your perception stay in motion.

LIFESTYLE EXPENSES

Between adventures, you choose a particular quality of life and pay the cost of maintaining that lifestyle, as described in chapter 5.

Living a particular lifestyle doesn't have a huge effect on your character, but your lifestyle can affect the way other individuals and groups react to you. For example, when you lead an aristocratic lifestyle, it might be easier for you to influence the nobles of the city than if you live in poverty.

DOWNTIME ACTIVITIES

Between adventures, the GM might ask you what your character is doing during his or her downtime. Periods of downtime can vary in duration, but each downtime activity requires a certain number of days to complete before you gain any benefit, and at least 8 hours of each day must be spent on the downtime activity for the day to count. The days do not need to be consecutive. If you have more than the minimum amount of days to spend, you can keep doing the same thing for a longer period of time, or switch to a new downtime activity.

Downtime activities other than the ones presented below are possible. If you want your character to spend his or her downtime performing an activity not covered here, discuss it with your GM.

CRAFTING

You can craft unenhanced objects, including adventuring equipment and works of art. You must be proficient with tools related to the object you are trying to create (typically artisan's tools). You might also need access to special materials or locations necessary to create it. For example, someone proficient with smith's tools needs a forge in order to craft a sword or suit of armor.

For every day of downtime you spend crafting, you can craft one or more items with a total market value not exceeding 250 cr, and you must expend raw materials worth half the total market value. If something you want to craft has a market value greater than 250 cr, you make progress every day in 250-cr increments until you reach the market value of the item. For example, a suit of heavy durasteel armor (market value 15,000 cr) takes 60 days to craft by yourself.

Multiple characters can combine their efforts toward the crafting of a single item, provided that the characters all have proficiency with the requisite tools and are working together in the same place. Each character contributes 250 cr worth of effort for every day spent helping to craft the item. For example, three characters with the requisite tool proficiency and the proper facilities can craft a suit of heavy durasteel armor in 20 days, at a total cost of 7,500 cr.

While crafting, you can maintain a modest lifestyle without having to pay 10 cr per day. If you have expertise in your chosen tool, you can instead maintain a comfortable lifestyle without having to pay 20 cr per day (see chapter 5 for more information on lifestyle expenses).

PRACTICING A PROFESSION

You can work between adventures, allowing you to maintain a modest lifestyle without having to pay 10 cr per day (see chapter 5 for more information on lifestyle expenses). This benefit lasts as long you continue to practice your profession.

If you are a member of an organization that can provide gainful employment, such as a syndicate or guild, you earn enough to support a comfortable lifestyle instead.

If you have proficiency in the Performance skill and put your performance skill to use during your downtime, you earn enough to support a wealthy lifestyle instead.

RECUPERATING

You can use downtime between adventures to recover from a debilitating injury, disease, or poison.

After three days of downtime spent recuperating, you can make a DC 15 Constitution saving throw. On a successful save, you can choose one of the following results:

- End one effect on you that prevents you from regaining hit points.
- For the next 24 hours, gain advantage on saving throws against one disease or poison currently affecting you.

RESEARCHING

The time between adventures is a great chance to perform research, gaining insight into mysteries that have unfurled over the course of the campaign. Research can include poring over dusty tomes and ancient datacrons in a library or buying drinks for the locals to pry rumors and gossip from their lips.

When you begin your research, the GM determines whether the information is available, how many days of downtime it will take to find it, and whether there are any restrictions on your research (such as needing to seek out a specific individual, tome, or location). The GM might also require you to make one or more ability checks, such as an Intelligence (Investigation) check to find clues pointing toward the information you seek, or a Charisma (Persuasion) check to secure someone's aid. Once those conditions are met, you learn the information if it is available.

For each day of research, you must spend 10 cr to cover your expenses. This cost is in addition to your normal lifestyle expenses (as discussed in chapter 5).

TRAINING

You can spend time between adventures learning a new language or training with a set of tools. Your GM might allow additional training options.

First, you must find an instructor willing to teach you. The GM determines how long it takes, and whether one or more ability checks are required.

The training lasts for 250 days and costs 10 cr per day. After you spend the requisite amount of time and money, you learn the new language or gain proficiency with the new tool.

CHAPTER 9: COMBAT

The shriek of blaster fire flying overhead. The *clash* of a gamorrean's axe striking against a composite shield. The crackle of lightning emenating from a Sith lord's hands. The sharp tang of blood in the air, cutting through the stench of vile monsters. Roars of fury, shouts of triumph, cries of pain. Combat in D&D can be chaotic, deadly, and thrilling.

This chapter provides the rules you need for your characters and monsters to engage in combat, whether it is a brief skirmish or an extended conflict in a dungeon or on a field of battle. Throughout this chapter, the rules address you, the player or Game Master. The Game Master controls all the monsters and nonplayer characters involved in combat, and each other player controls an adventurer. "You" can also mean the character or monster that you control.

THE ORDER OF COMBAT

A typical combat encounter is a clash between two sides, a flurry of weapon swings, feints, parries, footwork, and force- or tech-casting. The game organizes the chaos of combat into a cycle of rounds and turns. A **round** represents about 6 seconds in the game world. During a round, each participant in a battle takes a **turn.** The order of turns is determined at the beginning of a combat encounter, when everyone rolls initiative. Once everyone has taken a turn, the fight continues to the next round if neither side has defeated the other.

SURPRISE

A band of adventurers sneaks up on a Mandalorian camp, springing from cover to attack them. Kath hounds patrol down a hallway, leasher to their handler, unnoticed by the adventurers until the hound smells one of them. In these situations, one side of the battle gains surprise over the other.

The GM determines who might be surprised. If neither side tries to be stealthy, they automatically notice each other. Otherwise, the GM compares the Dexterity (Stealth) checks of anyone hiding with the passive Wisdom (Perception) score of each creature on the opposing side. Any character or monster that doesn't notice a threat is surprised at the start of the encounter.

If you're surprised, you can't move or take an action on your first turn of the combat, and you can't take a reaction until that turn ends. A member of a group can be surprised even if the other members aren't.

YOUR TURN

On your turn, you can move a distance up to your speed and take one action. You decide whether to move first or take your action first. Your speed—sometimes called your walking speed—is noted on your character sheet.

The most common actions you can take are described in the "Actions in Combat" section later in this chapter. Many class features and other abilities provide additional options for your action.

Combat Step By Step

1. Determine surprise. The GM determines whether anyone involved in the combat encounter is surprised.

2. Establish positions. The GM decides where all the characters and monsters are located. Given the adventurers' marching order or their stated positions in the room or other location, the GM figures out where the adversaries are—how far away and in what direction.

3. Roll initiative. Everyone involved in the combat encounter rolls initiative, determining the order of combatants' turns.

4. Take turns. Each participant in the battle takes a turn in initiative order.

5. Begin the next round. When everyone involved in the combat has had a turn, the round ends. Repeat step 4 until the fighting stops.

The "Movement and Position" section later in this chapter gives the rules for your move.

You can forgo moving, taking an action, or doing anything at all on your turn. If you can't decide what to do on your turn, consider taking the Dodge or Ready action, as described in "Actions in Combat."

BONUS ACTIONS

Various class features, powers, and other abilities let you take an additional action on your turn called a bonus action. The Cunning Action feature, for example, allows an operative to take a bonus action. You can take a bonus action only when a special ability, power, or other feature of the game states that you can do something as a bonus action. You otherwise don't have a bonus action to take.

You can take only one bonus action on your turn, so you must choose which bonus action to use when you have more than one available.

You choose when to take a bonus action during your turn, unless the bonus action's timing is specified, and anything that deprives you of your ability to take actions also prevents you from taking a bonus action.

OTHER ACTIVITY ON YOUR TURN

Your turn can include a variety of flourishes that require neither your action nor your move.

You can communicate however you are able, through brief utterances and gestures, as you take your turn.

You can also interact with one object or feature of the environment for free, during either your move or your action. For example, you could open a door during your move as you stride toward a foe, or you could draw your weapon as part of the same action you use to attack.

If you want to interact with a second object, you need to use your action. Some modified items and other special objects always require an action to use, as stated in their descriptions.

The GM might require you to use an action for any of these activities when it needs special care or when it presents an unusual obstacle. For instance, the GM could reasonably expect you to use an action to open a stuck door or turn a crank to lower a drawbridge.

Interacting with Objects Around You

Here are a few examples of the sorts of thing you can do in tandem with your movement and action:

- draw or stow a weapon
- open or close a door
- withdraw a stim from your pack
- pick up a dropped weapon
- take an item from a table
- remove a ring from your finger
- stuff some food into your mouth
- plant a banner in the ground
- fish a few chits from your belt pouch
- drink all the beer in a glass
- throw a lever or a switch
- pull a glowstick from a sconce
- take a book from a shelf you can reach
- extinguish a small flame
- don a mask
- pull the hood of your cloak up and over your head
- put your ear to a door
- kick a small stone
- turn a key in a lock
- tap the floor with a 10-foot pole
- hand an item to another character

REACTIONS

Certain special abilities, powers, and situations allow you to take a special action called a reaction. A reaction is an instant response to a trigger of some kind, which can occur on your turn or on someone else's. The opportunity attack, described later in this chapter, is the most common type of reaction.

When you take a reaction, you can't take another one until the start of your next turn. If the reaction interrupts another creature's turn, that creature can continue its turn right after the reaction.

MOVEMENT AND POSITION

In combat, characters and monsters are in constant motion, often using movement and position to gain the upper hand.

On your turn, you can move a distance up to your speed. You can use as much or as little of your speed as you like on your turn, following the rules here.

Your movement can include jumping, climbing, and swimming. These different modes of movement can be combined with walking, or they can constitute your entire move. However you're moving, you deduct the distance of each part of your move from your speed until it is used up or until you are done moving.

The "Special Types of Movement" section in Chapter 8 gives the particulars for jumping, climbing, and swimming.

BREAKING UP YOUR MOVE

You can break up your movement on your turn, using some of your speed before and after your action. For example, if you have a speed of 30 feet, you can move 10 feet, take your action, and then move 20 feet.

MOVING BETWEEN ATTACKS

If you take an action that includes more than one weapon attack, you can break up your movement even further by moving between those attacks. For example, a fighter who can make two attacks with the Extra Attack feature and who has a speed of 25 feet could move 10 feet, make an attack, move 15 feet, and then attack again.

USING DIFFERENT SPEEDS

If you have more than one speed, such as your walking speed and a flying speed, you can switch back and forth between your speeds during your move. Whenever you switch, subtract the distance you've already moved from the new speed. The result determines how much farther you can move. If the result is 0 or less, you can't use the new speed during the current move.

For example, if you have a flying speed of 30 and a walking speed of 40 because a Jedi cast the *burst of speed* power on you, you could walk 20 feet, then fly 10 feet, and then land to walk 10 feet more.

DIFFICULT TERRAIN

Combat rarely takes place in bare rooms or on featureless plains. Boulder-strewn caverns, briar-choked forests, treacherous staircases—the setting of a typical fight contains difficult terrain.

Every foot of movement in difficult terrain costs 1 extra foot. This rule is true even if multiple things in a space count as difficult terrain.

Low furniture, rubble, undergrowth, steep stairs, snow, and shallow bogs are examples of difficult terrain. The space of another creature, whether hostile or not, also counts as difficult terrain.

BEING PRONE

Combatants often find themselves lying on the ground, either because they are knocked down or because they throw themselves down. In the game, they are prone, a condition described in appendix A.

You can **drop prone** without using any of your speed. **Standing up** takes more effort; doing so costs an amount of movement equal to half your speed. For example, if your speed is 30 feet, you must spend 15 feet of movement to stand up. You can't stand up if you don't have enough movement left or if your speed is 0.

To move while prone, you must **crawl** or use powers that teleport. Every foot of movement while crawling costs 1 extra foot. Crawling 1 foot in difficult terrain, therefore, costs 3 feet of movement.

MOVING AROUND OTHER CREATURES

You can move through a nonhostile creature's space. In contrast, you can move through a hostile creature's space only if the creature is at least two sizes larger or smaller than you. Remember that another creature's space is difficult terrain for you.

Whether a creature is a friend or an enemy, you can't willingly end your move in its space.

If you leave a hostile creature's reach during your move, you provoke an opportunity attack, as explained later in the chapter.

FLYING MOVEMENT

Flying creatures enjoy many benefits of mobility, but they must also deal with the danger of falling. If a flying creature is knocked prone, has its speed reduced to 0, or is otherwise deprived of the ability to move, the creature falls, unless it has the ability to hover.

CREATURE SIZE

Each creature takes up a different amount of space. The Size Categories table shows how much space a creature of a particular size controls in combat. Objects sometimes use the same size categories.

Size Categories

Size	Space
Tiny	2 1/2 by 2 1/2 ft.
Small	5 by 5 ft.
Medium	5 by 5 ft.
Large	10 by 10 ft.
Huge	15 by 15 ft.
Gargantuan	20 by 20 ft. or larger

SPACE

A creature's space is the area in feet that it effectively controls in combat, not an expression of its physical dimensions. A typical Medium creature isn't 5 feet wide, for example, but it does control a space that wide. If a Medium gamorrean stands in a 5-foot-wide doorway, other creatures can't get through unless the gamorrean lets them.

A creature's space also reflects the area it needs to fight effectively. For that reason, there's a limit to the number of creatures that can surround another creature in combat. Assuming Medium combatants, eight creatures can fit in a 5-foot radius around another one.

Because larger creatures take up more space, fewer of them can surround a creature. If five Large creatures crowd around a Medium or smaller one, there's little room for anyone else. In contrast, as many as twenty Medium creatures can surround a Gargantuan one.

If a square costs extra movement, as a square of difficult terrain does, you must have enough movement left to pay for entering it. For example, you must have at least 2 squares of movement left to enter a square of difficult terrain.

SQUEEZING INTO A SMALLER SPACE

A creature can squeeze through a space that is large enough for a creature one size smaller than it. Thus, a Large creature can squeeze through a passage that's only 5 feet wide. While squeezing through a space, a creature must spend 1 extra foot for every foot it moves there, and it has disadvantage on attack rolls and Dexterity saving throws. Attack rolls against the creature have advantage while it's in the smaller space.

VARIANT: PLAYING ON A GRID

If you play out a combat using a square grid and miniatures or other tokens, follow these rules.

Squares. Each square on the grid represents 5 feet.

Speed. Rather than moving foot by foot, move square by square on the grid. This means you use your speed in 5-foot segments. This is particularly easy if you translate your speed into squares by dividing the speed by 5. For example, a speed of 30 feet translates into a speed of 6 squares.

If you use a grid often, consider writing your speed in squares on your character sheet.

Entering a Square. To enter a square, you must have at least 1 square of movement left, unless the square is diagonally adjacent to the square you're in (discussed below).

Corners. Diagonal movement can't cross the corner of a wall, large tree, or other terrain feature that fills its space.

Ranges. To determine the range on a grid between two things—whether creatures or objects—start counting squares from a square adjacent to one of them and stop counting in the space of the other one. Count by the shortest route.

Diagonals. When measuring range or moving diagonally, the first diagonal square counts as 5 feet, but the second diagonal square counts as 10 feet. This pattern of 5 feet and then 10 feet continues whenever you're counting diagonally, even if you move horizontally or vertically between different bits of diagonal movement. For instance, a character might move one square diagonally (5 feet), then three squares straight (15 feet), and then another square diagonally (10 feet) for a total movement of 30 feet.

ACTIONS IN COMBAT

When you take your action on your turn, you can take one of the actions presented here, an action you gained from your class or a special feature, or an action that you improvise. Many creatures have action options of their own in their stat blocks.

When you describe an action not detailed elsewhere in the rules, the GM tells you whether that action is possible and what kind of roll you need to make, if any, to determine success or failure.

ATTACK

The most common action to take in combat is the Attack action, whether you are swinging a vibrosword, firing a blaster rifle, or brawling with your fists.

With this action, you make one melee or ranged attack. See the "Making an Attack" section for the rules that govern attacks.

Certain features, such as the Extra Attack feature of the fighter, allow you to make more than one attack with this action.

CAST A POWER

Force- and tech-casters such as consulars and engineers, as well as many creatures, have access to powers and can use them to great effect in combat. Each power has a casting time, which specifies whether the caster must use an action, a reaction, minutes, or even hours to cast the power. Casting a power is, therefore, not necessarily an action. Most powers do have a casting time of 1 action, so a force- or tech-caster often uses his or her action in combat to cast such a power. See chapter 10 for the rules on force- and tech-casting.

DASH

When you take the Dash action, you gain extra movement for the current turn. The increase equals your speed, after applying any modifiers. With a speed of 30 feet, for example, you can move up to 60 feet on your turn if you dash.

Any increase or decrease to your speed changes this additional movement by the same amount. If your speed of 30 feet is reduced to 15 feet, for instance, you can move up to 30 feet this turn if you dash.

DISENGAGE

If you take the Disengage action, your movement doesn't provoke opportunity attacks for the rest of the turn.

DODGE

When you take the Dodge action, you focus entirely on avoiding attacks. Until the start of your next turn, any attack roll made against you has disadvantage if you can see the attacker, and you make Dexterity saving throws with advantage. You lose this benefit if you are incapacitated (as explained in appendix A) or if your speed drops to 0.

HELP

You can lend your aid to another creature in the completion of a task. When you take the Help action, the creature you aid gains advantage on the next ability check it makes to perform the task you are helping with, provided that it makes the check before the start of your next turn.

Alternatively, you can aid a friendly creature in attacking a creature within 5 feet of you. You feint, distract the target, or in some other way team up to make your ally's attack more effective. If your ally attacks the target before your next turn, the first attack roll is made with advantage.

HIDE

When you take the Hide action, you make a Dexterity (Stealth) check in an attempt to hide, following the rules in chapter 7 for hiding. If you succeed, you gain certain benefits, as described in the "Unseen Attackers and Targets" section later in this chapter.

IMPROVISING AN ACTION

Your character can do things not covered by the actions in this chapter, such as breaking down doors, intimidating enemies, sensing weaknesses in defenses, or calling for a parley with a foe. The only limits to the actions you can attempt are your imagination and your character's ability scores. See the descriptions of the ability scores in chapter 7 for inspiration as you improvise.

When you describe an action not detailed elsewhere in the rules, the GM tells you whether that action is possible and what kind of roll you need to make, if any, to determine success or failure.

READY

Sometimes you want to get the jump on a foe or wait for a particular circumstance before you act. To do so, you can take the Ready action on your turn so that you can act later in the round using your reaction.

First, you decide what perceivable circumstance will trigger your reaction. Then, you choose the action you will take in response to that trigger, or you choose to move up to your speed in response to it. Examples include "If the soldier steps on the trapdoor, I'll pull the lever that opens it," and "If the gamorrean steps next to me, I move away."

When the trigger occurs, you can either take your reaction right after the trigger finishes or ignore the trigger. Remember that you can take only one reaction per round.

When you ready a power, you cast it as normal but hold its energy, which you release with your reaction when the trigger occurs. To be readied, a power must have a casting time of 1 action, and holding onto the power's effect requires concentration (explained in chapter 10). If your concentration is broken, the power dissipates without taking effect. For example, if you are concentrating on the *knight speed* power and ready *shock,* your *knight speed* power ends, and if you take damage before you release *shock* with your reaction, your concentration might be broken.

SEARCH

When you take the Search action, you devote your attention to finding something. Depending on the nature of your search, the GM might have you make a Wisdom (Perception) check or an Intelligence (Investigation) check.

USE AN OBJECT

You normally interact with an object while doing something else, such as when you draw a vibrosword as part of an attack. When an object requires your action for its use, you take the Use an Object action. This action is also useful when you want to interact with more than one object on your turn.

MAKING AN ATTACK

Whether you're striking with a melee weapon, firing a weapon at range, or making an attack roll as part of a power, an attack has a simple structure.

1. Choose a target. Pick a target within your attack's range: a creature, an object, or a location.

2. Determine modifiers. The GM determines whether the target has cover and whether you have advantage or disadvantage against the target. In addition, powers, special abilities, and other effects can apply penalties or bonuses to your attack roll.

3. Resolve the attack. You make the attack roll. On a hit, you roll damage, unless the particular attack has rules that specify otherwise. Some attacks cause special effects in addition to or instead of damage. If there's ever any question whether something you're doing counts as an attack, the rule is simple: if you're making an attack roll, you're making an attack.

ATTACK ROLLS

When you make an attack, your attack roll determines whether the attack hits or misses. To make an attack roll, roll a d20 and add the appropriate modifiers. If the total of the roll plus modifiers equals or exceeds the target's Armor Class (AC), the attack hits. The AC of a character is determined at character creation, whereas the AC of a creature is in its stat block.

MODIFIERS TO THE ROLL

When a character makes an attack roll, the two most common modifiers to the roll are an ability modifier and the character's proficiency bonus. When a creature makes an attack roll, it uses whatever modifier is provided in its stat block.

Ability Modifier. The ability modifier used for a melee weapon attack is Strength, and the ability modifier used for a ranged weapon attack is Dexterity. Weapons that have the finesse or thrown property break this rule.

Some powers also require an attack roll. The ability modifier used for a power attack depends on the force- or tech-casting ability of the force- or tech-caster, as explained in chapter 10.

Proficiency Bonus. You add your proficiency bonus to your attack roll when you attack using a weapon with which you have proficiency, as well as when you attack with a power.

ROLLING 1 OR 20

Sometimes fate blesses or curses a combatant, causing the novice to hit and the veteran to miss.

If the d20 roll for an attack is a 20, the attack hits regardless of any modifiers or the target's AC. In addition, the attack is a critical hit, as explained later in this chapter.

If the d20 roll for an attack is a 1, the attack misses regardless of any modifiers or the target's AC.

UNSEEN ATTACKERS AND TARGETS

Combatants often try to escape their foes' notice by hiding, casting the *force camouflage* power, or lurking in darkness.

When you attack a target that you can't see, you have disadvantage on the attack roll. This is true whether you're guessing the target's location or you're targeting a creature you can hear but not see. If the target isn't in the location you targeted, you automatically miss, but the GM typically just says that the attack missed, not whether you guessed the target's location correctly.

When a creature can't see you, you have advantage on attack rolls against it.

If you are hidden—both unseen and unheard—when you make an attack, you give away your location when the attack hits or misses.

MELEE ATTACKS

Used in hand-to-hand combat, a melee attack allows you to attack a foe within your reach. A melee attack typically uses a handheld weapon such as a vibrosword, a lightsaber, or a vibrowhip. A typical monster makes a melee attack when it strikes with its claws, horns, teeth, tentacles, or other body part. A few powers also involve making a melee attack.

Most creatures have a 5-foot **reach** and can thus attack targets within 5 feet of them when making a melee attack. Certain creatures (typically those larger than Medium) have melee attacks with a greater reach than 5 feet, as noted in their descriptions.

When you are **unarmed,** you can fight in melee by making an unarmed strike. You are proficient in your unarmed strikes and, unless otherwise indicated, they do 1 + your Strength modifier kinetic damage.

OPPORTUNITY ATTACKS

In a fight, everyone is constantly watching for enemies to drop their guard. You can rarely move heedlessly past your foes without putting yourself in danger; doing so provokes an opportunity attack.

You can make an opportunity attack when a hostile creature that you can see moves out of your reach. To make the opportunity attack, you use your reaction to make one melee attack against the provoking creature. The attack interrupts the provoking creature's movement, occurring right before the creature leaves your reach.

You can avoid provoking an opportunity attack by taking the Disengage action. You also don't provoke an opportunity attack when you teleport or when someone or something moves you without using your movement, action, or reaction. For example, you don't provoke an opportunity attack if an explosion hurls you out of a foe's reach or if gravity causes you to fall past an enemy.

CONTESTS IN COMBAT

Battle often involves pitting your prowess against that of your foe. Such a challenge is represented by a contest. This section includes the most common contests that require an action in combat: grappling and shoving a creature. The GM can use these contests as models for improvising others.

GRAPPLING

When you want to grab a creature or wrestle with it, you can use the Attack action to make a special melee attack, a grapple. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

The target of your grapple must be no more than one size larger than you, and it must be within your reach. Using at least one free hand, you try to seize the target by making a grapple check, a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you succeed, you subject the target to the grappled condition (see appendix A). The condition specifies the things that end it, and you can release the target whenever you like (no action required).

Escaping a Grapple. A grappled creature can use its action to escape. To do so, it must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check contested by your Strength (Athletics) check.

Moving a Grappled Creature. When you move, you can drag or carry the grappled creature with you, but your speed is halved, unless the creature is two or more sizes smaller than you.

SHOVING

Using the Attack action, you can make a special melee attack to shove a creature, either to knock it prone or push it away from you. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

The target of your shove must be no more than one size larger than you, and it must be within your reach. You make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you win the contest, you either knock the target prone or push it 5 feet away from you.

RANGED ATTACKS

When you make a ranged attack, you fire a blaster rifle or pistol, hurl a vibrodagger, or otherwise send projectiles to strike a foe at a distance. A creature might have a natural ranged weapon. Many powers also involve making a ranged attack.

RANGE

You can make ranged attacks only against targets within a specified range. If a ranged attack, such as one made with a power, has a single range, you can't attack a target beyond this range. Some ranged attacks, such as those made with a blaster rifle or assault cannon, have two ranges. The smaller number is the normal range, and the larger number is the long range. Your attack roll has disadvantage when your target is beyond normal range, and you can't attack a target beyond the long range.

RANGED ATTACKS IN CLOSE COMBAT

Aiming a ranged attack is more difficult when a foe is next to you. When you make a ranged attack with a weapon, a power, or some other means, you have disadvantage on the attack roll if you are within 5 feet of a hostile creature who can see you and who isn't incapacitated.

TWO-WEAPON FIGHTING

When you take the Attack action and attack with a light weapon that you're holding in one hand (or a double weapon), you can use a bonus action to attack with a different light weapon that you're holding in the other hand. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

If a weapon has the thrown property, you can throw the weapon, instead of making a melee attack with it.

COVER

Walls, trees, creatures, and other obstacles can provide cover during combat, making a target more difficult to harm. A target can benefit from cover only when an attack or other effect originates on the opposite side of the cover.

There are three degrees of cover. If a target is behind multiple sources of cover, only the most protective degree of cover applies; the degrees aren't added together. For example, if a target is behind a creature that gives half cover and a tree trunk that gives three-quarters cover, the target has three-quarters cover.

A target with **half cover** has a +2 bonus to AC and Dexterity saving throws. A target has half cover if an obstacle blocks at least half of its body. The obstacle might be a low wall, a large piece of furniture, a narrow tree trunk, or a creature, whether that creature is an enemy or a friend.

A target with **three-quarters cover** has a +5 bonus to AC and Dexterity saving throws. A target has three-quarter cover if about three-quarters of it is covered by an obstacle. The obstacle might be a portcullis, an arrow slit, or a thick tree trunk.

A target with **total cover** can't be targeted directly by an attack or a power, although some powers can reach such a target by including it in an area of effect. A target has total cover if it is completely concealed by an obstacle.

DAMAGE AND HEALING

Injury and the risk of death are constant companions of those who explore the worlds of D&D. The thrust of a vibrosword, a well-placed blaster shot, or a shock of lightning from a *shock* power all have the potential to damage, or even kill, the hardiest of creatures.

HIT POINTS

Hit points represent a combination of physical and mental durability, the will to live, and luck. Creatures with more hit points are more difficult to kill. Those with fewer hit points are more fragile.

A creature's current hit points (usually just called hit points) can be any number from the creature's hit point maximum down to 0. This number changes as a creature takes damage or receives healing.

Whenever a creature takes damage, that damage is subtracted from its hit points. The loss of hit points has no effect on a creature's capabilities until the creature drops to 0 hit points.

DAMAGE ROLLS

Each weapon, power, and harmful monster ability specifies the damage it deals. You roll the damage die or dice, add any modifiers, and apply the damage to your target. Modified weapons, special abilities, and other factors can grant a bonus to damage.

When attacking with a **weapon,** you add your ability modifier—the same modifier used for the attack roll—to the damage. A **power** tells you which dice to roll for damage and whether to add any modifiers.

If a power or other effect deals damage to **more than one target** at the same time, roll the damage once for all of them. For example, when a consular casts *lightning* or an engineer casts *explosion*, the power's damage is rolled once for all creatures caught in the blast.

CRITICAL HITS

When you score a critical hit, you get to roll extra dice for the attack's damage against the target. Roll all of the attack's damage dice twice and add them together. Then add any relevant modifiers as normal. To speed up play, you can roll all the damage dice at once.

For example, if you score a critical hit with a vibrodagger, roll 2d4 for the damage, rather than 1d4, and then add your relevant ability modifier. If the attack involves other damage dice, such as from the operative's Sneak Attack feature, you roll those dice twice as well.

DAMAGE TYPES

Different attacks, damaging powers, and other harmful effects deal different types of damage. Damage types have no rules of their own, but other rules, such as damage resistance, rely on the types.

The damage types follow, with examples to help a GM assign a damage type to a new effect.

Acid. Viles of corrosive liquid or the *acid splash* tech power deal acid damage.

Cold. The chill energy of carbonite and cryogenisis deal cold damage.

Energy. Energy damage is the damage dealt by blaster weapons, lightweapons, and other powers or abilities.

Fire. The concussive damage of an explosion or an open flame deal fire damage.

Force. Certain force powers that channel the pure energy of the Force deal force damage.

Ion. Ion damage is a special damage type that is most effective against droids and constructs.

Kinetic. Kinetic damage encompasses all physical damage commonly dealt by vibroweapons.

Lightning. The electrifying energy of the *force lightning* or *electroshock* powers deal lightning damage.

Necrotic. Necrotic damage, dealt by powers like *death field*, withers matter and even the soul.

Poison. Venomous stings and the toxic *poison spray* power deal poison damage.

Psychic. The crippling agony causes by powers like *feedback* deal psychic damage.

Sonic. Debilitating noises cause sonic damage.

DAMAGE RESISTANCE AND VULNERABILITY

Some creatures and objects are exceedingly difficult or unusually easy to hurt with certain types of damage. If a creature or an object has resistance to a damage type, damage of that type is halved against it. If a creature or an object has vulnerability to a damage type, damage of that type is doubled against it.

Resistance and then vulnerability are applied after all other modifiers to damage. For example, a creature has resistance to kinetic damage and is hit by an attack that deals 25 kinetic damage. The creature is also within an aura that reduces all damage by 5. The 25 damage is first reduced by 5 and then halved, so the creature takes 10 damage.

Multiple instances of resistance or vulnerability that affect the same damage type count as only one instance. For example, if a creature has resistance to lightning damage as well as resistance to all nonforce-power damage, the damage of a nonforce-power lightning is reduced by half against the creature, not reduced by three-quarters.

HEALING

Unless it results in death, damage isn't permanent. Even death is reversible through certain powers. Rest can restore a creature's hit points (as explained in chapter 8), and special methods such as a *benevolence* force power or a stimpack can remove damage in an instant.

When a creature receives healing of any kind, hit points regained are added to its current hit points. A creature's hit points can't exceed its hit point maximum, so any hit points regained in excess of this number are lost. For example, a consular grants an operative 8 hit points of healing. If the operative has 14 current hit points and has a hit point maximum of 20, the operative regains 6 hit points from the consular, not 8.

A creature that has died can't regain hit points until a power such as *revitalize* has restored it to life.

DROPPING TO 0 HIT POINTS

When you drop to 0 hit points, you either die outright or fall unconscious, as explained in the following sections.

Describing the Effects of Damage

Game Masters describe hit point loss in different ways. When your current hit point total is half or more of your hit point maximum, you typically show no signs of injury. When you drop below half your hit point maximum, you show signs of wear, such as cuts and bruises. An attack that reduces you to 0 hit points strikes you directly, leaving a bleeding injury or other trauma, or it simply knocks you unconscious.

INSTANT DEATH

Massive damage can kill you instantly. When damage reduces you to 0 hit points and there is damage remaining, you die if the remaining damage equals or exceeds your hit point maximum.

For example, a consular with a maximum of 12 hit points currently has 6 hit points. If she takes 18 damage from an attack, she is reduced to 0 hit points, but 12 damage remains. Because the remaining damage equals her hit point maximum, the consular dies.

FALLING UNCONSCIOUS

If damage reduces you to 0 hit points and fails to kill you, you fall unconscious (see appendix A). This unconsciousness ends if you regain any hit points.

DEATH SAVING THROWS

Whenever you start your turn with 0 hit points, you must make a special saving throw, called a death saving throw, to determine whether you creep closer to death or hang onto life. Unlike other saving throws, this one isn't tied to any ability score. You are in the hands of fate now, aided only by powers and features that improve your chances of succeeding on a saving throw. Roll a d20. If the roll is 10 or higher, you succeed. Otherwise, you fail. A success or failure has no effect by itself. On your third success, you become stable (see below). On your third failure, you die. The successes and failures don't need to be consecutive; keep track of both until you collect three of a kind. The number of both is reset to zero when you regain any hit points or become stable.

Rolling 1 or 20. When you make a death saving throw and roll a 1 on the d20, it counts as two failures. If you roll a 20 on the d20, you regain 1 hit point.

Damage at 0 Hit Points. If you take any damage while you have 0 hit points (for example, by catching fire because your limbs were all chopped off next to a pit of lava), you suffer a death saving throw failure. If the damage is from a critical hit, you suffer two failures instead. If the damage equals or exceeds your hit point maximum, you suffer instant death.

STABILIZING A CREATURE

The best way to save a creature with 0 hit points is to heal it. If healing is unavailable, the creature can at least be stabilized so that it isn't killed by a failed death saving throw.

You can use your action to administer first aid to an unconscious creature and attempt to stabilize it, which requires a successful DC 10 Wisdom (Medicine) check.

A stable creature doesn't make death saving throws, even though it has 0 hit points, but it does remain unconscious. The creature stops being stable, and must start making death saving throws again, if it takes any damage. A stable creature that isn't healed regains 1 hit point after 1d4 hours.

MONSTERS AND DEATH

Most GMs have a monster die the instant it drops to 0 hit points, rather than having it fall unconscious and make death saving throws.

Mighty villains and special nonplayer characters are common exceptions; the GM might have them fall unconscious and follow the same rules as player characters.

KNOCKING A CREATURE OUT

Sometimes an attacker wants to incapacitate a foe, rather than deal a killing blow. When an attacker reduces a creature to 0 hit points with a melee weapon attack or blaster weapon that deals ion or energy damage, the attacker can knock the creature out. The attacker can make this choice the instant the damage is dealt. The creature falls unconscious and is stable.



TEMPORARY HIT POINTS

Some powers and special abilities confer temporary hit points to a creature. Temporary hit points aren't actual hit points; they are a buffer against damage, a pool of hit points that protect you from injury.

When you have temporary hit points and take damage, the temporary hit points are lost first, and any leftover damage carries over to your normal hit points. For example, if you have 5 temporary hit points and take 7 damage, you lose the temporary hit points and then take 2 damage.

Because temporary hit points are separate from your actual hit points, they can exceed your hit point maximum. A character can, therefore, be at full hit points and receive temporary hit points.

Healing can't restore temporary hit points, and they can't be added together. If you have temporary hit points and receive more of them, you decide whether to keep the ones you have or to gain the new ones. For example, if a power grants you 12 temporary hit points when you already have 10, you can have 12 or 10, not 22.

If you have 0 hit points, receiving temporary hit points doesn't restore you to consciousness or stabilize you. They can still absorb damage directed at you while you're in that state, but only true healing can save you.

Unless a feature that grants you temporary hit points has a duration, they last until they're depleted or you finish a long rest.

MOUNTED COMBAT

A trooper charging into battle on a dewback, an engineer casting powers from the seat of a speeder, or a consular soaring through the sky on shuttle all enjoy the benefits of speed and mobility that a mount can provide.

An appropriately sized vehicle or a willing creature that is at least one size larger than you and that has an appropriate anatomy can serve as a mount, using the following rules.

MOUNTING AND DISMOUNTING

Once during your move, you can mount or dismount a vehicle creature that is within 5 feet of you. Doing so costs an amount of movement equal to half your speed. For example, if your speed is 30 feet, you must spend 15 feet of movement to mount a dewback. Therefore, you can't mount it if you don't have 15 feet of movement left or if your speed is 0.

If an effect moves your mount against its will while you're on it, you must succeed on a DC 10 Dexterity saving throw or fall off the mount, landing prone in a space within 5 feet of it. If you're knocked prone while mounted, you must make the same saving throw.

If your mount is knocked prone, you can use your reaction to dismount it as it falls and land on your feet. Otherwise, you are dismounted and fall prone in a space within 5 feet it.

CONTROLLING A MOUNT

While you're mounted , you have two options. You can either control the mount or allow it to act independently. Intelligent creatures act independently.

You can control a mount only if it has been trained to accept a rider. Domesticated animals, such as dewbacks or kaadu, and similar creatures are assumed to have such training. The initiative of a controlled mount changes to match yours when you mount it. It moves as you direct it, and it has only three action options: Dash, Disengage, and Dodge. A controlled mount can move and act even on the turn that you mount it.

An independent mount retains its place in the initiative order. Bearing a rider puts no restrictions on the actions the mount can take, and it moves and acts as it wishes. It might flee from combat, rush to attack and devour a badly injured foe, or otherwise act against your wishes.

In either case, if the mount provokes an opportunity attack while you're on it, the attacker can target you or the mount.

UNDERWATER COMBAT

When adventurers pursue karkarodons back to their undersea domain, fight off gungans in an ancient shipwreck, or find themselves in a flooded dungeon room, they must fight in a challenging environment. Underwater the following rules apply.

When making a **melee weapon attack,** a creature that doesn't have a swimming speed (either natural or granted by a power) has disadvantage on the attack roll unless the weapon is a vibrodagger or vibrospear.

A **ranged weapon attack** automatically misses a target beyond the weapon's normal range, but functions normally against a target within normal range.

Creatures and objects that are fully immersed in water have resistance to fire damage.





CHAPTER 10: FORCE- AND TECH-CASTING

Magic exists in the worlds of *Star Wars* in the form of powers. This chapter provides the rules for casting these powers. There are two major sources of these power: the Force and technology. While multiple classes use the Force or technology to fuel their powers, there are only the two sources. Regardless, powers follow the rules here.

WHAT IS A POWER?

A power is a discrete effect, a single shaping of the energies of the Force or a result of a technological formula, that creates a desired effect. In casting a power, a character carefully constructs the desired effect using the source of their power, and then releases it, all in the span of seconds.

Powers can be versatile tools, weapons, or protective wards. They can deal damage or undo it, impose or remove conditions (see appendix A), drain life energy away, and restore life to the dead.

A great number of powers exist, and over time many have been created and forgotten. An ancient force technique may exist in a long-lost holocron, or a piece of Rakatan schemata may contain revolutionary tech.

POWER LEVEL

Every power has a level from 0 to 9. A power's level is a general indicator of how powerful it is, with the lowly *burst of speed* at 1st level and the powerful *explosion* at 9th. At-will powers—simple but effective powers that characters can cast almost by rote—are level 0. The higher a power's level, the higher level a force- or tech-caster must be to use that power.

Power level and character level don't correspond directly. Typically, a character has to be at least 17th level, not 9th level, to cast a 9th-level power.

KNOWN POWERS

Before a force- or tech-caster can use a power, he or she must have the power learned, or must have access to the power in an enhanced item. Once a power is learned, it is always prepared. The number of powers a caster can have at any given time depends on the character's level.

When you learn a power, either an at-will, 1st-level, or higher, you choose from the list of powers provided in Chapters 11 and 12. You can learn powers from any level up to your Max Power Level, including at-will powers. The total number of powers you learn in this way can't exceed your Force or Tech Powers Known for your class.

If a power is granted to you by a class feature, that power does not count against your powers known and you can't voluntarily unlearn it. If you already know that power, you may learn an additional power that is available to you.

Additionally, every time you learn a new power as a result of gaining a level, you can choose one of the powers you know and replace it with another power of the same type, as long as that power is not of a higher level than your Max Power Level.

FORCE AND TECH POINTS

Regardless of how many powers a caster knows or prepares, he or she can cast only a limited number of powers before resting. Manipulating the Force and channeling its energy into even a simple power is physically and mentally taxing, and higher-level powers are even more so. Thus, each casting class's description includes a table showing how many force or tech points a character can use at each character level. For example, the 3rd-level consular Umara has 12 force points.

When a character casts a power, he or she expends a number of points based on the level of the power to create the slot to cast it. At-will powers always cost 0 points, while casting a power at any other level costs the power level + 1 points, as shown in the Power Level Point Cost table below. When Umara casts *project*, a 1st-level power, she spends two of her 12 force points, leaving 10 remaining.

Finishing a long rest restores any expended force points, and finishing a short or long rest restores any expended tech points (see chapter 8 for the rules on resting).

Casting in Armor

Because of the mental focus and precise gestures required for force- and tech-casting, you must be proficient with the armor you are wearing to cast a power. You are otherwise too distracted and physically hampered by your armor for force- or tech-casting.

CASTING A POWER AT A HIGHER LEVEL

When a caster casts a power using at a higher level than the power's normal level, the power assumes the higher level for that casting. For instance, if Umara casts *project* at 2nd-level, she uses three force points and that *project* is 2nd level.

Many powers have more powerful effects when cast at a higher level, as indicated in the ***Force Potency*** and ***Overcharge Tech*** sections of the power's description

Power Level Point Cost

Power Level	Point Cost	Power Level	Point Cost
0	0	5	6
1	2	6	7
2	3	7	8
3	4	8	9
4	5	9	10

AT-WILL POWERS

An at-will power is one that can be cast without expending force or tech points. Repeated practice has fixed the power in the caster's mind. An at-will power's level is 0.

CASTING A POWER

When a character casts any power, the same basic rules are followed, regardless of the character's class or the power's effects.

Each power description in chapters 11 and 12 begins with a block of information, including the power's name, level, alignment (for Force powers), prerequisites (if it has any), casting time, range, and duration. The rest of a power entry describes the power's effect.

POWER ALIGNMENTS

Most force powers are aligned with one of the opposing sides of the Force—light and dark—while many fall somewhere in the middle—universal. You use your Wisdom for light side powers, Charisma for dark side powers, and Wisdom or Charisma for universal powers (your choice). Additionally, certain archetypes and feats offer benefits to using powers of a specific alignment.

PREREQUISITES

Certain force powers are built as more powerful version of previous powers. They require that you know the previous power before you can learn the new one, and you must retain knowledge of the previous power to be able to cast the new one. If you are learning two or more powers at the same time, you can learn a power at the same time that you learn its prerequisites.

For instance, to learn the *knight speed* force power you would first need to learn the *burst of speed* power, as indicated by its prerequisites.

CASTING TIME

Most powers require a single action to cast, but some powers require a bonus action, a reaction, or much more time to cast.

BONUS ACTION

A power cast with a bonus action is especially swift. You must use a bonus action on your turn to cast the power, provided that you haven't already taken a bonus action this turn. You can't cast another power during the same turn, except for an at-will with a casting time of 1 action.

REACTIONS

Some powers can be cast as reactions. These powers take a fraction of a second to bring about and are cast in response to some event. If a power can be cast as a reaction, the power's description tells you exactly when you can do so.

LONGER CASTING TIMES

Certain powers require more time to cast: minutes or even hours. When you cast a power with a casting time longer than a single action or reaction, you must spend your action each turn casting the power, and you must maintain your concentration while you do so (see "Concentration" below). If your concentration is broken, the power fails, but you don't expend force or tech points. If you want to try casting the power again, you must start over.

RANGE

The target of a power must be within the power's range. For a power like *shock*, the target is a creature. For a power like *explosion*, the target is the point in space where the explosion occurs.

Most powers have ranges expressed in feet. Some power can target only a creature (including you) that you touch. Other powers, such as the *shield* power, affect only you. These powers have a range of self.

Powers that create cones or lines of effect that originate from you also have a range of self, indicating that the origin point of the power's effect must be you (see "Areas of Effect" later in the this chapter).

Once a power is cast, its effects aren't limited by its range, unless the power's description says otherwise.

DURATION

A power's duration is the length of time the power persists. A duration can be expressed in rounds, minutes, hours, or even years. Some powers specify that their effects last until the powers are dispelled or destroyed.

INSTANTANEOUS

Many powers are instantaneous. The power harms, heals, creates, or alters a creature or an object in a way that can't be dispelled, because its effect exists only for an instant.

CONCENTRATION

Some powers require you to maintain concentration in order to keep their effect active. If you lose concentration, such a power ends.

If a power must be maintained with concentration, that fact appears in its Duration entry, and the power specifies how long you can concentrate on it. You can end concentration at any time (no action required).

Normal activity, such as moving and attacking, doesn't interfere with concentration. The following factors can break concentration:

- **Casting another power that requires concentration.** You lose concentration on a power if you cast another power that requires concentration. You can't concentrate on two powers at once.
- **Taking damage.** Whenever you take damage while you are concentrating on a power, you must make a Constitution saving throw to maintain your concentration. The DC equals 10 or half the damage you take, whichever number is higher. If you take damage from multiple sources, such as a blaster shot and a force power, you make a separate saving throw for each source of damage.
- **Being incapacitated or killed.** You lose concentration on a power if you are incapacitated or if you die. The GM might also decide that certain environmental phenomena, such as turbulence on a ship or rocky terrain on a speeder, require you to succeed on a DC 10 Constitution saving throw to maintain concentration on a power.

TARGETS

A typical power requires you to pick one or more targets to be affected by the power's effect. A power's description tells you whether the power targets creatures, objects, or a point of origin for an area of effect (described below). Unless a power has a perceptible effect, a creature might not know it was targeted by a power at all. An effect like crackling lightning is obvious, but a more subtle effect, such as an attempt to read a creature's thoughts, typically goes unnoticed, unless a power says otherwise.

A CLEAR PATH TO THE TARGET

To target something, you must have a clear path to it, so it can't be behind total cover.

If you place an area of effect at a point that you can't see and an obstruction, such as a wall, is between you and that point, the point of origin comes into being on the near side of that obstruction.

TARGETING YOURSELF

If a power targets a creature of your choice, you can choose yourself, unless the creature must be hostile or specifically a creature other than you. If you are in the area of effect of a power you cast, you can target yourself.

AREAS OF EFFECT

Powers such as *force storm* and *explosion* cover an area, allowing them to affect multiple creatures at once.

A power's description specifies its area of effect, which typically has one of five different shapes: cone, cube, cylinder, line, or sphere. Every area of effect has a point of origin, a location from which the power's effect erupts. The rules for each shape specify how you position its point of origin. Typically, a point of origin is a point in space, but some powers have an area whose origin is a creature or an object.

A power's effect expands in straight lines from the point of origin. If no unblocked straight line extends from the point of origin to a location within the area of effect, that location isn't included in the power's area. To block one of these imaginary lines, an obstruction must provide total cover, as explained in chapter 9.

CONE

A cone extends in a direction you choose from its point of origin. A cone's width at a given point along its length is equal to that points distance from the point of origin. A cone's area of effect specifies its maximum length.

A cone's point of origin is not included in the cones area of effect, unless you decide otherwise.

CUBE

You select a cube's point of origin, which lies anywhere on a face of the cubic effect. The cube's size is expressed as the length of each side.

A cube's point of origin is not included in the cube's area of effect, unless you decide otherwise.

CYLINDER

A cylinder's point of origin is the center of a circle of a particular radius, as given in the power description. The circle must either be on the ground or at the height of the power effect. The energy in a cylinder expands in straight lines from the point of origin to the perimeter of the circle, forming the base of the cylinder. The power's effect then shoots up from the base or down from the top, to a distance equal to the height of the cylinder.

A cylinder's point of origin is included in the cylinder's area of effect.

LINE

A line extends from its point of origin in a straight path up to its length and covers an area defined by its width. A line's point of origin is not included in the lines are of effect, unless you decide otherwise.

SPHERE

You select a sphere's point of origin, and the sphere extends outward from that point. The sphere's size is expressed as a radius in feet that extends from the point.

A sphere's point of origin is included in the sphere's area of effect.

SAVING THROWS

Many powers specify that a target can make a saving throw to avoid some or all of a power's effects. The power specifies the ability that the target uses for the save and what happens on a success or failure.

The DC to resist one of your powers equals 8 + your force- or tech-casting ability modifier + your proficiency bonus + any special modifiers.

ATTACK ROLLS

Some powers require the caster to make an attack roll to determine whether the power effect hits the intended target. Your attack bonus with a power attack equals your force- or tech-casting ability modifier + your proficiency bonus. Most powers that require attack rolls involve ranged attacks. Remember that you have disadvantage on a ranged attack roll if you are within 5 feet of a hostile creature that can see you and that isn't incapacitated (see chapter 9).

COMBINING EFFECTS

The effects of different powers add together while the durations of those powers overlap. The effects of the same power cast multiple times don't combine, however. Instead, the most potent effect~such as the highest bonus—from those castings applies while their durations overlap.

For example, if two consulars cast *guidance* on the same target, that character gains the power's benefit only once; he or she doesn't get to roll two bonus dice.



CHAPTER 11: FORCE POWERS

AT-WILL
Affect Mind
Burst
Denounce
Enfeeble
Feedback
Force Disarm
Force Push/Pull
Force Technique
Give Life
Guidance
Lightning Charge
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Necrotic Charge
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1ST-LEVEL
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2ND-LEVEL
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Coerce Mind
Danger Sense
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Force Sight
Hallucination
Locate Object
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3RD-LEVEL
Aura of Vigor
Beacon of Hope
Bestow Curse
Choke
Convulsion
Force Lightning
Force Repulse
Force Scream
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Horror
Improved Dark Side Tendrils
Knight Speed
Plague
Plant Surge
Remove Curse
Sever Force
Share Life
Telekinetic Storm

4TH-LEVEL
Aura of Purity
Disable Droid
Dominate Beast
Drain Life
Force Immunity
Freedom of Movement
Grasping Vine
Hysteria
Improved Force Camouflage
Locate Creature
Mind Trap
Shocking Shield
Shroud of Darkness

5TH-LEVEL
Dominate Mind
Force Breach
Greater Feedback
Improved Battle Meditation
Improved Force Barrier
Improved Force Scream
Improved Heal
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Improved Phasewalk
Improved Restoration
Insanity
Mass Animation
Revitalize
Siphon Life
Skill Empowerment
Stasis
Telekinesis

6TH-LEVEL
Crush
Eruption
Force Chain Lightning
Greater Heal
Improved Force Immunity
Mass Coerce Mind
Rage
Scourge
Telekinetic Burst
True Sight
Wall of Light
Wrack

7TH-LEVEL
Destroy Droid
Force Lightning Cone
Force Mend
Force Project
Improved Revitalize
Master Speed
Ruin
Whirlwind

8TH-LEVEL
Death Field
Dominate Monster
Earthquake
Force Link
Maddening Darkness
Master Force Immunity
Master Force Barrier
Master Force Scream
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9TH-LEVEL
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Kill
Master Battle Meditation
Master Heal
Mass Hysteria
Master Revitalize
Precognition
Master Feedback



AFFECT MIND
At-will universal power

Casting Time: 1 action
Range: 30 feet
Duration: Concentration, up to 1 minute

Choose a target within range that isn't hostile toward you. The target must make a Wisdom saving throw. On a failed save, you have advantage on all Charisma checks directed at that target.

On a successful save, the creature does not realize that you tried to use the Force to influence its mood, but it becomes immune to this power for one day. This power has no effect on droids or constructs.

AFFLICTION
2nd-level dark side power

Prerequisite: Slow
Casting Time: 1 action
Range: 30 feet
Duration: Concentration, up to 1 minute

Choose a creature that you can see within range. That creature must make a Constitution saving throw. On a failed save, the target's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or items, it can't make more than one melee or ranged attack during its turn.

If the creature attempts to cast a power with a casting time of 1 action, roll a d20. On an 11 or higher, the power doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the power. If it can't, the power is wasted.

The creatures makes another Wisdom saving throw at the end of its turn. On a successful save, the effect ends.

ANIMATE WEAPON
2nd-level universal power

Prerequisite: Force Disarm
Casting Time: 1 bonus action
Range: 60 feet
Duration: 1 minute

You select a melee weapon you wield, or one melee weapon within range 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 the duration or until you cast this power again. When you use this power, you can cause the weapon to move up to 20 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.

While the weapon is animated, on each of your turns you can use a bonus action to move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it. At any time, you can end this force power to return the animated weapon to your hand.

An enemy can attempt to gain control of the weapon by making a Strength (Athletics) check against your force save DC. On a success, the creature gains control of the weapon and the power ends.

Force Potency. When you cast this power using a force slot of 3rd level or higher, the weapon's damage increases by 1d8 for every two slot levels above 2nd.

AURA OF PURITY
4th-level light side power

Prerequisite: Restoration
Casting Time: 1 action
Range: Self (30-foot radius)
Duration: Concentration, up to 10 minutes

Purifying energy radiates from you in a 30-foot radius. Until the power ends, the aura moves with you, centered on you. Each nonhostile creature in the aura (including you) can't become diseased, has resistance to poison damage, and has advantage on saving throws against effects that cause any of the following conditions: blinded, charmed, deafened, frightened, paralyzed, poisoned, and stunned.

AURA OF VIGOR
3rd-level light side power

Prerequisite: Valor
Casting Time: 1 action
Range: Self (30-foot radius)
Duration: Concentration, up to 1 minute

Envigorating energy radiates from you in a 30-foot radius. Until the power ends, the aura moves with you, centered on you. Each nonhostile creature in the aura (including you) deals an extra 1d4 damage with weapon attacks.

BATTLE MEDITATION
2nd-level universal power

Casting Time: 1 action
Range: Self (5-foot radius)
Duration: Concentration, up to 1 minute

You exude an aura out to 5 feet that boosts the morale and overall battle prowess you and your allies while simultaneously reducing the opposition's combat-effectiveness by eroding their will to fight.

Whenever you or a friendly creature within your meditation makes an attack roll or a saving throw, they can roll a d4 and add the number rolled to the attack roll or saving throw.

Whenever a hostile creature starts enters your meditation or starts its turn there, it must make a Charisma saving throw. On a failed save, it must roll a d4 and subtract the number rolled from each attack roll or saving throw it makes before the end of your next turn. On a successful save, it is immune to this power for 1 day.

BATTLE PRECOGNITION
1st-level universal power

Casting Time: 1 action
Range: Self
Duration: 8 hours

Your attunement to the Force warns you when you are about to enter danger. Until the power ends, your base AC becomes 13 + your Dexterity modifier. This power has no effect if you are wearing armor.

BEACON OF HOPE
3rd-level light side power

Prerequisite: Heroism
Casting Time: 1 action
Range: 30 feet
Duration: Concentration, up to 1 minute

This power bestows hope and vitality. Choose any number of creatures within range. For the duration, each target has advantage on Wisdom saving throws and death saving throws, and regains the maximum number of hit points possible from any healing.

BEAST TRICK
1st-level light side power

Casting Time: 1 action
Range: 30 feet
Duration: 24 hours

This power lets you distract a beast. Choose a beast that you can see within range. If the beast's Intelligence is 4 or higher, the power fails. Otherwise, the beast must succeed on a Wisdom saving throw or be charmed by you for the power's duration. If you or one of your companions harms the target, the power ends.

Force Potency. When you cast this power using a force slot of 2nd level or higher, you can affect one additional beast for each slot level above 1st.

BESTOW CURSE
3rd-level dark side power

Prerequisite: Curse
Casting Time: 1 action
Range: Touch
Duration: Concentration, up to 1 minute

You touch a creature, and that creature must succeed on a Wisdom saving throw or become cursed for the duration of the power. When you cast this power, choose the nature of the curse from the following options:

- Choose one ability score. While cursed, the target has disadvantage on ability checks and saving throws made with that ability score.
- While cursed, the target has disadvantage on attack rolls against you.
- While cursed, the target must make a Wisdom saving throw at the start of each of its turns. If it fails, it wastes its action that turn doing nothing.
- While the target is cursed, your attacks and powers deal an extra 1d8 necrotic damage to the target.

A remove curse power ends this effect. At the GM's discretion, you may choose an alternative curse effect, but it should be no more powerful than those described above. The GM has final say on such a curse's effect.

BREATH CONTROL
1st-level universal power

Casting Time: 1 action
Range: Self
Duration: 10 minutes

You are able to slow your metabolism in such a way that you can stop breathing and resist the effect of toxins in your body. If you are poisoned, you neutralize the poison. If more than one poison afflicts you, you neutralize one poison that you know is present, or you neutralize one at random.

For the duration, you have advantage on saving throws against being poisoned, resistance to poison damage, and you no longer need to breathe.

BURST
At-will universal power

Casting Time: 1 action
Range: Self (5-foot sphere)
Duration: Instantaneous

You cause the earth to burst from beneath your feet. Each creature within range, other than you, must succeed on a Dexterity saving throw or take 1d6 kinetic damage.

This power's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

BURST OF SPEED
1st-level universal power

Casting Time: 1 action
Range: Touch
Duration: 1 hour

You touch a creature. The target's speed increases by 10 feet until the power ends.

Force Potency. When you cast this power using a force slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

CALM EMOTIONS
2nd-level light side power

Casting Time: 1 action
Range: 60 feet
Duration: Concentration, up to 1 minute

You attempt to suppress strong emotions in a group of people. Each humanoid in a 20-foot-radius sphere centered on a point you choose within range must make a Charisma saving throw a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, choose one of the following two effects.

- You can suppress any effect causing a target to be charmed or frightened. When this power ends, any suppressed effect resumes, provided that its duration has not expired in the meantime.
- You can make a target indifferent about creatures of your choice that it is hostile toward. This indifference ends if the target is attacked or harmed by a power or if it witnesses any of its friends being harmed.

When the power ends, the creature becomes hostile again, unless the GM rules otherwise.

CHOKE
3rd-level dark side power

Casting Time: 1 action
Range: 60 feet
Duration: Instantaneous

You make a constricting gesture at a creature within range. The target must make a Constitution saving throw. On a failed save target takes 5d8 force damage and is restrained until the end of your next turn. On a successful save, the target takes half as much damage and is not restrained.

You can use a bonus action while the target is restrained to move the target up to 5 feet in any direction.

Force Potency. When you cast this power using a force slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

CLOUD MIND
1st-level light side power

Casting Time: 1 action
Range: 90 feet
Duration: 1 minute

Roll 5d8; the total is how many hit points of creatures this power can affect. Creatures within 20 feet of a point you choose are affected in order of their current hit points.

Starting with the creature that has the lowest current hit points, each creature affected by this power falls unconscious. If the power ends, the sleeper takes damage, or someone uses an action wake the sleeper, they will be awoken.

Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

This power has no effect on droids or constructs.

Force Potency. When you cast this power using a force slot of 2nd level or higher, you can roll an additional 2d8 for each slot level above 1st.

COERCE MIND
2nd-level universal power

Prerequisite: Affect Mind
Casting Time: 1 action
Range: 30 feet
Duration: Concentration, up to 8 hours

You suggest a course of activity (limited to a sentence or two) and influence with the Force a creature you can see within range that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to harm itself automatically negates the effect of the power.

The target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the power ends when the subject finishes what it was asked to do.

You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a soldier give her speeder to the first vagrant she meets. If the condition isn't met before the power expires, the activity isn't performed.

If you or any of your companions damage the target, the power ends. This power has no effect on droids or constructs.

CONVULSION
3rd-level universal power

Prerequisite: Tremor
Casting Time: 1 action
Range: 120 feet
Duration: Instantaneous

Choose a point you can see on the ground within range. A fountain of churned earth and stone erupts in a 20-foot cube centered on that point. Each creature in that area must make a Dexterity saving throw. A creature takes 3d12 kinetic damage on a failed save, or half as much damage on a successful one. Additionally, the ground in that area becomes difficult terrain until cleared. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

Force Potency. When you cast this power using a force slot of 4th level or higher, the damage increases by 1d12 for each slot level above 3rd.

CRUSH
6th-level dark side power

Prerequisite: Choke
Casting Time: 1 action
Range: 60 feet
Duration: Instantaneous

You make a crushing gesture at a creature within range. The target must make a Constitution saving throw. On a failed save target takes 10d8 force damage and is paralyzed until the end of your next turn. On a successful save, the target takes half as much damage and is not paralyzed.

You can use a bonus action while the target is paralyzed to move the target up to 10 feet in any direction.

Force Potency. When you cast this power using a force slot of 7th level or higher, the damage increases by 1d8 for each slot level above 6th.

CURSE
1st-level dark side power

Prerequisite: Denounce
Casting Time: 1 action
Range: 30 feet
Duration: Concentration, up to 1 minute

Up to three creatures of your choice that you can see within range must make Charisma saving throws. Whenever a target that fails this saving throw makes an attack roll or a saving throw before the power ends, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw.

Force Potency. When you cast this power using a force slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

DANGER SENSE
2nd-level universal power

Casting Time: 1 bonus action
Range: Self
Duration: Instantaneous

You put your faith in the Force, feeling out the future and seeing whether your actions will lead to fortune or ruin. The GM chooses from the following possible omens:

- **Peace**, for results which are not dangerous
- **Danger**, for results which are dangerous but perhaps still worth the danger
- **Ruin**, for results which are certain to end in death or tragedy

The power doesn't take into account any possible circumstances that might change the outcome, such as the use of additional powers or the loss or gain of a companion.

If you use this power two or more times before completing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get a neutral result regardless of the actual outcome.

DARK SHEAR
2nd-level dark side power

Casting Time: 1 bonus action
Range: Self
Duration: Concentration, up to 1 minute

You create a weapon of imperceptible Force energy that lasts until the power ends. It counts as a simple lightweapon with which you are proficient. It deals 2d6 psychic damage, and has the finesse, light, and thrown properties (range 20/60). When you attack while within dim light or darkness, you have advantage.

If you drop the weapon or throw it, it disappears at the end of the turn. While the power lasts, you can use a bonus action to make the weapon reappear in your hand.

Force Potency. When you cast this power using a 3rd or 4th level force slot, the damage increases by 1d6 (3d6). At 5th or 6th level, the damage increases by 2d6 (4d6). At 7th level or higher, the damage increases by 3d6 (5d6).

DARK SIDE TENDRILS
1st-level dark side power

Casting Time: 1 action
Range: Self (10-foot radius)
Duration: Instantaneous

Tendrils of dark energy erupt from you and batter all creatures within 10 feet of you. Each creature in that area must make a Strength saving throw. On a failed save, a target takes 2d6 necrotic damage and can't take reactions until its next turn. On a successful save, the creature takes half damage, but suffers no other effect.

Force Potency. When you cast this power using a power slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

DARKNESS
2nd-level dark side power

Casting Time: 1 action
Range: 60 feet
Duration: Concentration, up to 10 minutes

Darkness spreads from a point you choose within range to fill a 15-foot-radius sphere until the power ends. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and unenhanced light can't illuminate it.

If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness comes from the object and moves with it. Completely covering the source of the darkness with an opaque object blocks the darkness.

If this power's area overlaps with light created by a 2nd-level power or lower, this power and the light are dispelled.

DENOUNCE
At-will dark side power

Casting Time: 1 action
Range: 30 feet
Duration: Concentration, up to 1 minute

A target of your choice within range must make a Charisma saving throw. On a failed save, when the target makes their next attack roll or saving throw they must roll a d4 and subtract the number from it. The power then ends.

DEATH FIELD
8th-level dark side power

Prerequisite: Siphon Life
Casting Time: 1 action
Range: 90 feet (30-foot cube)
Duration: Instantaneous

You draw the life force from every creature in a 30-foot cube centered on a point you choose within range. Each creature in that area must make a Constitution saving throw. A creature takes 10d8 necrotic damage on a failed save, or half as much damage on a successful one. If you reduce a hostile creature to 0, you gain temporary hit points equal to half the damage dealt. This power has no effect on droids or constructs.

DESTROY DROID
7th-level light side power

Prerequisite: Disable Droid
Casting Time: 1 action
Range: 120 feet (30-foot cube)
Duration: Concentration, up to 1 minute

Choose a point that you can see within range. Each droid must succeed on a Constitution saving throw or be paralyzed for the duration. At the beginning of each of its turns, the droid takes energy damage equal to twice your forcecasting ability modifier and then repeats this saving throw. On a success, the power ends on the target.

DISABLE DROID
4th-level light side power

Prerequisite: Stun Droid
Casting Time: 1 action
Range: 90 feet (15-foot cube)
Duration: Concentration, up to 1 minute

Choose a point that you can see within range. Each droid must succeed on a Constitution saving throw or be paralyzed for the duration. At the beginning of each of its turns, the droid takes energy damage equal to your forcecasting ability modifier and then repeats this saving throw. On a success, the power ends on the target.

DISPERSE FORCE
1st-level universal power

Prerequisite: Saber Ward
Casting Time: 1 reaction, which you take when you take cold, energy, fire, ion, lightning, or sonic damage
Range: Self
Duration: 1 round

This power absorbs damage from incoming energy attacks, lessening its effect on you and distributing it throughout your body. You have resistance to the triggering damage type until the start of your next turn. Also, you gain 5 temporary hit points to potentially absorb the attack. These temporary hit points last until the start of your next turn.

Force Potency. When you cast this power using a force slot of 2nd level or higher, the temporary hit points increases by 5 for each slot level above 1st.

DOMINATE BEAST
4th-level dark side power

Casting Time: 1 action
Range: 60 feet
Duration: Concentration, up to 1 minute

A beast you can see must succeed on a Wisdom save or be charmed. If you or your companions are fighting it, it has advantage on this saving throw.

While it's charmed, you have a telepathic link to it if you're on the same planet. You can use this link to issue commands while you are conscious, no action required, which it does its best to obey. You can specify a simple and general course of action. If it completes the order and doesn't receive further orders, it focuses on defending itself.

You can use your action to take total control of the target. Until the end of your next turn, the beast takes only the actions you decide and nothing you don't allow it to. You can also have the beast use a reaction, but this takes your reaction as well.

If the beast takes damage, it makes another Wisdom save. On a success, the power ends.

Force Potency. When you cast this power using a 5th-level force slot, the duration is up to 10 minutes. At a 6th-level slot, the duration is up to 1 hour. At a slot of 7th or higher, the duration is up to 8 hours.

DOMINATE MIND

5th-level dark side power

Prerequisite: Dominate Beast
Casting Time: 1 action
Range: 60 feet
Duration: Concentration, up to 1 minute

You attempt to beguile a humanoid that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the target is charmed, you have a telepathic link with it as long as you are within 1 mile of it. You 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.

Each time the target takes damage, it makes a new Wisdom saving throw against the power. If the saving throw succeeds, the power ends. This power has no effect on droids or constructs.

Force Potency. When you cast this power using a 6th-level force slot, the duration is 10 minutes. When you use a 7th-level force slot, the duration is 1 hour. When you use a force slot of 8th level or higher, the duration is 8 hours.

DOMINATE MONSTER

8th-level dark side power

Prerequisite: Dominate Mind
Casting Time: 1 action
Range: 60 feet
Duration: Concentration, up to 1 hour

You attempt to beguile a creature that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the creature is charmed, you have a telepathic link with it as long as you are within 1 mile of it. You 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.

Each time the target takes damage, it makes a new Wisdom saving throw against the power. If the saving throw succeeds, the power ends.

Force Potency. When you cast this power with a 9th-level force slot, the duration is concentration, up to 8 hours.

DRAIN LIFE

4th-level dark side power

Prerequisite: Drain Vitality
Casting Time: 1 action
Range: 60 feet
Duration: Instantaneous

You draw the life force from a creature you can see within range. The target must make a Constitution saving throw. The target takes 8d8 necrotic damage on a failed save, or half as much damage on a successful one. If you reduce a hostile creature to 0, you gain temporary hit points equal to half the damage dealt. This power has no effect on droids or constructs.

Force Potency. When you cast this power using a force slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

DRAIN VITALITY

2nd-level dark side power

Prerequisite: Sap Vitality
Casting Time: 1 action
Range: 60 feet
Duration: Concentration, up to 1 minute

You draw the willpower from a creature you can see within range. Make a ranged force attack against the target. On a hit, the target takes 2d6 necrotic damage and it deals only half damage with weapon attacks that use Strength until the power ends.

At the end of each of the target's turns, it can make a Constitution saving throw against the power. On a success, the power ends.

Force Potency. When you cast this power using a force slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

EARTHQUAKE

8th-level universal power

Prerequisite: Eruption
Casting Time: 1 action
Range: 500 feet
Duration: Concentration, up to 1 minute

You create a seismic disturbance at a point on the ground that you can see within range. For the duration, an intense tremor rips through the ground in a 100-foot-radius circle centered on that point and shakes creatures and structures in contact with the ground in that area.

The ground in the area becomes difficult terrain. Each creature on the ground that is concentrating must make a Constitution saving throw. On a failed save, the creature's concentration is broken.

When you cast this power and at the end of each turn you spend concentrating on it, each creature on the ground in the area must make a Dexterity saving throw. On a failed save, the creature is knocked prone.

This power can have additional effects depending on the terrain in the area, as determined by the GM.

Fissures. Fissures open throughout the power's area at the start of your next turn after you cast the power. A total of 1d6 such fissures open in locations chosen by the GM. Each is 1d10 x 10 feet deep, 10 feet wide, and extends from one edge of the power's area to the opposite side. A creature standing on a spot where a fissure opens must succeed on a Dexterity saving throw or fall in. A creature that successfully saves moves with the fissure's edge as it opens.

A fissure that opens beneath a structure causes it to automatically collapse (see below).

Structures. The tremor deals 50 kinetic damage to any structure in contact with the ground in the area when you cast the power and at the start of each of your turns until the power ends. If a structure drops to 0 hit points, it collapses and potentially damages nearby creatures. A creature within half the distance of a structure's height must make a Dexterity saving throw. On a failed save, the creature takes 5d6 kinetic damage, is knocked prone, and is buried in the rubble, requiring a DC 20 Strength (Athletics) check as an action to escape. The GM can adjust the DC higher or lower, depending on the nature of the rubble. On a successful save, the creature takes half as much damage and doesn't fall prone or become buried.

ENFEEBLE

At-will dark side power

Casting Time: 1 action
Range: 60 feet
Duration: Instantaneous

Dark energy courses from your hand at a creature within range. The target must succeed on a Wisdom saving throw. If it's is missing any hit points, it takes 1d12 necrotic damage. Otherwise, it takes 1d8.

The power's damage increases by one die when you reach 5th, 11th, and 17th level.

ERUPTION

6th-level universal power

Prerequisite: Convulsion
Casting Time: 1 action
Range: 120 feet
Duration: Instantaneous

You cause up to six pillars of stone to burst from places on the ground that you can see within range. Each pillar is a cylinder that has a diameter of 5 feet and a height of up to 30 feet. The ground where a pillar appears must be wide enough for its diameter, and you can target the ground under a creature if that creature is Medium or smaller. Each pillar has AC 5 and 30 hit points. When reduced to 0 hit points, a pillar crumbles into rubble, which creates an area of difficult terrain with a 10 - foot radius that lasts until the rubble is cleared. Each 5-foot-diameter portion of the area requires at least 1 minute to clear by hand.

If a pillar is created under a creature, that creature must succeed on a Dexterity saving throw or be lifted by the pillar. A creature can choose to fail the save.

If a pillar is prevented from reaching its full height because of a ceiling or other obstacle, a creature on the pillar takes 6d6 kinetic damage and is restrained, pinched between the pillar and the obstacle. The restrained creature can use an action to make a Strength or Dexterity check (the creature's choice) against the power's save DC. On a success, the creature is no longer restrained and must either move off the pillar or fall off it.

Force Potency. When you cast this power using a force slot of 7th level or higher, you can create two additional pillars for each slot level above 6th.

FEAR

1st-level dark side power

Casting Time: 1 action
Range: 60 feet
Duration: Concentration, up to 1 minute

You awaken the sense of mortality in one creature you can see within range. The target must succeed on a Wisdom saving throw or become frightened for the duration. A target with 25 hit points or fewer makes the saving throw with disadvantage. This power has no effect on constructs or droids.

FEEDBACK

At-will dark side power

Casting Time: 1 action
Range: 60 feet
Duration: Instantaneous

You unleash a burst of psychic energy at a target within range. If the target can hear you (though it need not understand you), it must succeed on an Intelligence saving throw or take 1d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

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

FORCE BARRIER
2nd-level light side power

Casting Time: 1 action
Range: 30 feet
Duration: 8 hours

This power bolsters your allies with toughness and resolve. Choose up to three creatures within range. Each target's hit point maximum and current hit points increase by 5 for the duration.

Force Potency. When you cast this power using a force slot of 3rd level or higher, a target's hit points increase by an additional 5 for each slot level above 2nd.

FORCE BLIND/DEAFEN
2nd-level light side power

Casting Time: 1 action
Range: 30 feet
Duration: 1 minute

You can blind or deafen a foe. Choose one creature that you can see within range to make a Constitution saving throw. If it fails, the target is either blinded or deafened (your choice) for the duration. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the power ends.

Force Potency. When you cast this power using a force slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

FORCE BODY
1st-level universal power

Casting Time: 1 action
Range: Self
Duration: 1 hour

This power enables you to use your health to fuel your force powers. For the duration, when you cast a force power, half the cost is paid by your force points (rounded up) and half the cost is paid by your hit points (rounded down). Additionally, your maximum hit points are decreased by this amount while the power is active.

You may end this effect at any time. If you cast a force power that would reduce your hit points to 0, the power automatically fails and this effect ends.

FORCE BREACH
5th-level universal power

Casting Time: 1 action
Range: 120 feet (20-foot cube)
Duration: Instantaneous

Choose a spot within range. All force powers of 5th level or lower in the area end. For each force power of 6th level or higher in the area, make an ability check using your forcecasting ability. The DC equals 10 + the power's level. On a successful check, the force power ends.

Force Potency. When you cast this power using a force slot of 6th level or higher, you automatically end the effects of a force power on the target if the power's level is equal to or less than the level of the force slot you used.

FORCE CAMOUFLAGE
2nd-level universal power

Casting Time: 1 action
Range: Self
Duration: Concentration, up to 1 minute

You become invisible until the power ends. Anything you are wearing or carrying is invisible as long as it is on your person. The power ends if you attack or cast a power.

FORCE CHAIN LIGHTNING
6th-level dark side power

Prerequisite: Force Lightning
Casting Time: 1 action
Range: 150 feet
Duration: Instantaneous

You create a bolt of lightning that arcs toward a target of your choice that you can see within range. Three bolts then leap from that target to as many as three other targets, each of which must be within 30 feet of the first target. A target can be a creature or an object and can be targeted by only one of the bolts.

A target must make a Dexterity saving throw. The target takes 10d8 lightning damage on a failed save, or half as much damage on a successful one.

Force Potency. When you cast this power using a force slot of 7th level or higher, one additional bolt leaps from the first target to another target for each slot level above 6th.

FORCE CONFUSION
2nd-level universal power

Preqrequisite: Mind Trick
Casting Time: 1 action
Range: 120 feet
Duration: Concentration, up to 1 minute

One humanoid of your choice that you can see within range must succeed on a Wisdom saving throw or become charmed by you for the duration. The charmed target must use its action before moving on each of its turns to make a melee attack against a creature other than itself that you mentally choose.

The target can act normally on its turn if you choose no creature or if none are within its reach.

On your subsequent turns, you must use your action to maintain control over the target, or the power ends. Also, the target can make a Wisdom saving throw at the end of each of its turns. On a success, the power ends.

FORCE DISARM
At-will universal power

Casting Time: 1 action
Range: 30 feet
Duration: Instantaneous

You select a weapon being worn or carried by a Large or smaller creature within range. The creature must make a Strength or Dexterity saving throw (the creature chooses the ability to use). If the item is being worn, this save is made with disadvantage. On a failed save, the creature takes 1d4 force damage and the item is pulled directly to you. If you have a free hand, you catch the weapon. Otherwise, it lands at your feet.

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

FORCE ENLIGHTENMENT
2nd-level light side power

Prerequisite: Guidance
Casting Time: 1 action
Range: Touch
Duration: Concentration, up to 1 hour

You touch a creature and enhance it with the Force. Choose one of the following effects; the target gains that effect until the power ends.

Endurance. The target has advantage on Constitution checks. It also gains 2d6 temporary hit points, which are lost when the power ends.

Strength. The target has advantage on Strength checks, and his or her carrying capacity doubles.

Dexterity. The target has advantage on Dexterity checks. It also doesn't take damage from falling 20 feet or less if it isn't incapacitated.

Splendor. The target has advantage on Charisma checks.

Cunning. The target has advantage on Intelligence checks.

Wisdom. The target has advantage on Wisdom checks.

Force Potency. When you cast this power using a force slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

FORCE IMMUNITY
4th-level universal power

Casting Time: 1 action
Range: Self
Duration: Concentration, up to 1 minute

An immobile, faintly shimmering barrier springs into existence around you and remains for the duration. The barrier moves with you.

Any force power of 3rd level or lower cast from outside the barrier can't affect you, even if the power is cast using a higher level force slot. Such a power can target you, but the power has no effect on you. Similarly, the area within the barrier is excluded from the areas affected by such powers.

Force Potency. When you cast this power using a force slot of 5th level or higher, the barrier blocks powers of one level higher for each slot level above 4th.

FORCE JUMP
1st-level universal power

Casting Time: 1 action
Range: Self
Duration: Instantaneous

Using the force to augment the strength in your legs, you leap up to 30 feet to an unoccupied space you can see.

Force Potency. When you cast this power using a force slot of 2nd level or higher, your jump distance increases by 5 feet for each slot level above 1st.

FORCE LIGHTNING
3rd-level dark side power

Prerequisite: Shock
Casting Time: 1 action
Range: Self (100-foot line)
Duration: Instantaneous

A stroke of lightning forming a line 100 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one.

The lightning ignites flammable objects in the area that aren't being worn or carried.

Force Potency. When you cast this power using a force slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

FORCE LIGHTNING CONE
7th-level dark side power

Prerequisite: Force Chain Lightning
Casting Time: 1 action
Range: Self (60-foot cone)
Duration: Instantaneous

Lightning arcs from your hands. Each creature in a 60-foot cone must make a Dexterity saving throw. A creatures takes 12d6 lightning damage on a failed save, or half as much on a successful one.

Force Potency. When you cast this power using a force slot of 8th level or higher, the damage increases by 2d6 for each slot level above 7th.

FORCE LINK
8th-level universal power

Casting Time: 1 action
Range: Unlimited
Duration: 24 hours

You create a telepathic link between yourself and a willing creature with which you are familiar. Until the power ends, you and the target can instantaneously share words, images, sounds, and other sensory messages with one another through the link, and the target recognizes you as the creature it is communicating with. The power enables a creature with an Intelligence score of at least 1 to understand the meaning of your words and take in the scope of any sensory messages you send to it.

FORCE MASK
1st-level universal power

Prerequisite: Mind Trick
Casting Time: 1 action
Range: Self
Duration: 1 hour

Until the power ends or you use an action to dismiss it, you can disguise yourself through use of the Force in many ways. You can appear to be shorter or taller by about a foot and change the appearance of your body and weight, but you cannot change the basic structure of your body. This effect can include your clothes, weapons, and other belongings on your person.

This effect is only visual, so any sort of physical contact will only interact with the real size and shape of you. A creature that uses its action to examine you can identify this effect with a successful Intelligence (Investigation) check against your force save DC. This power has no effect on droids or constructs.

FORCE MEND
7th-level light side power

Casting time: 1 minute
Range: Touch
Duration: 1 hour

You touch a creature and stimulate its natural healing ability. The target regains 4d8+15 hit points. For the duration of the power, the target regains 1 hit point at the start of each of its turns (10 hit points each minute).

If the creature has a severed part you hold it to the stump, the power instantaneously causes the limb to knit to the stump.

This power has no effect on droids or constructs.

FORCE PROJECT
7th-level universal power

Casting Time: 1 action
Range: Self
Duration: Concentration, up to 1 day

You create an illusory copy of yourself that lasts for the duration. The copy can appear at any location that you have seen before, regardless of intervening obstacles. The illusion looks and sounds like you but is intangible. If the illusion takes any damage, it disappears, and the power ends.

You can use your action to move this illusion up to twice your speed, and make it gesture, speak, and behave in whatever way you choose. It mimics your mannerisms perfectly.

You can see through its eyes and hear through its ears as if you were in its space. On your turn as a bonus action, you can switch from using its senses to using your own, or back again. While you are using its senses, you are blinded and deafened in regard to your own surroundings.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your force save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and any noise it makes sounds hollow to the creature.

FORCE PUSH/PULL
At-will universal power

Casting Time: 1 action
Range: 60 feet
Duration: Instantaneous

You gain the minor ability to move or manipulate creatures and objects with the Force. When you cast this power, you can exert your will on one creature or object that you can see within range, causing the appropriate effect below.

Creature. You use the Force to push or pull on on a target. Make a ranged force attack against the target. If the attack hits, the creature takes 1d6 force damage, and if the creature is Large or smaller, it must make a Strength saving throw. On a failed save, you push or pull the creature up to 10 feet further or closer to you. This damage increases to 2d6 at level 5, 3d6 at level 11, and 4d6 at level 17.

Object. You move an object that isn't being worn or carried and weighs up to 10 lbs up to 30 feet in any direction, but not beyond the range of this power.

You can exert fine control on objects with your telekinetic grip, such as manipulating a simple tool, opening a door or a container, stowing or retrieving an item from an open container, or pouring the contents from a vial.

FORCE REPULSE
3rd-level universal power

Casting Time: 1 action
Range: Self (20-foot radius)
Duration: Instantaneous

You release an omnidirectional telekinetic burst. Each creature within 20 feet must make a Dexterity saving throw. On a failed save, a creature takes 8d6 force damage and is pushed back 5 feet. On a successful save, a creature takes half damage and isn't pushed.

All small objects that are not worn or carried are also pushed 5 feet back.

Force Potency. When you cast this power using a force slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

FORCE SCREAM
3rd-level dark side power

Casting Time: 1 action
Range: Self (15-foot radius)
Duration: Instantaneous

You emit a scream imbued with the power of the Force. Each creature you choose within 15 feet of you must succeed on a Constitution saving throw. On a failed save, a creature take 4d6 psychic damage, 4d6 sonic damage, and is deafened until the end of its next turn. On a successful save, it takes half as much damage and isn't deafened.

FORCE SIGHT
2nd-level universal power

Prerequisite: Sense Force
Casting Time: 1 action
Range: Self
Duration: Concentration, up to 10 minutes

You shift your vision to see through use of the Force; colors fade and inanimate objects appear as shades of gray. You gain the following benefits.

- Living things glow with the power of the Force. Those with an affinity for the light side glow blue, those with an affinity for the dark side glow red, and those with no attunement to either side of the Force glow yellow. How bright they glow is determined by how strong their connection to the Force is.
- You gain blindsight to 30 feet.
- You have advantage on Wisdom (Perception) checks that rely on sight against living targets within 30 feet.

FORCE STORM
9th-level dark side power

Prerequisite: Force Lightning Cone
Casting Time: 1 action
Range: 150 feet (60-foot cylinder)
Duration: Concentration, up to 1 minute

A crackling storm of lightning appears in a location you choose within range. Whenever a creature enters the storm or starts its turn there, it must make a Dexterity saving throw. On a failed save, it takes 30d6 lightning damage or half as much as a successful one.

The power damages objects in the area and ignites flammable objects that aren't being worn or carried.

FORCE SUPPRESSION
3rd-level universal power

Casting Time: 1 action
Range: 120 feet
Duration: Instantaneous

Choose one creature, object, or force effect within range. Any force power of 3rd level or lower on the target ends. For each force power of 4th level or higher on the target, make an ability check using your forcecasting ability. The DC equals 10 + the power's level. On a success, the power ends.

Force Potency. When you cast this power using a force slot of 4th level or higher, you automatically end the effects of a force power on the target if the power's level is equal to or less than the level of the force slot you used.

FORCE TECHNIQUE
At-will light side power

Casting Time: 1 action
Range: Varies
Duration: 1 round

You imbue your weapon with the purifying light of the Force. As part of the action used to cast this power, you must make a melee attack with a weapon against one creature within your weapon's reach, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and it becomes wreathed in a glowing barrier of force energy until the start of your next turn. If the target willingly moves before then, it immediately takes 1d8 force damage, and the power ends.

This power's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 force damage to the target, and the damage the target takes for moving increases to 2d8. Both damage rolls increase by 1d8 at 11th level and 17th level.

FORCE THROW
1st-level universal power

Prerequisite: Force Push/Pull
Casting Time: 1 action
Range: 60 feet
Duration: Instantaneous

Choose one or more creatures or objects within 60 feet that weigh up to a combined total of 15 pounds. The creatures or objects immediately move 60 feet in a direction of your choice. If the creatures or objects end this movement in the air, they immediately fall to the ground. If the creatures or objects collide with any one target during its travel, both the creatures or objects and the target take 3d8 kinetic damage. If the target is a creature, it must make a Dexterity saving throw. On a failed save, it takes 3d8 kinetic damage, or half as much on a successful one.

Force Potency. When you cast this power using a force slot of 2nd level or higher, the maximum weight increases by 15 pounds and the damage increases by 1d8 for each slot level above 1st.

FORCE TRANCE
3rd-level light side power

Casting Time: 1 action
Range: 30 feet
Duration: 10 minutes

You make a calming gesture, and up to three willing creatures of your choice that you can see within range fall unconscious for the power's duration. The power ends on a target early if it takes damage or someone uses an action to shake or slap it awake. If a target remains unconscious for the full duration, that target gains the benefit of a short rest, and it can't be affected by this power again until it finishes a long rest.

Force Potency. When you cast this power using a force slot of 4th level or higher, you can target one additional willing creature for each slot level above 3rd.

FREEDOM OF MOVEMENT
4th-level universal power

Casting Time: 1 action
Range: Touch
Duration: 1 hour

You touch a willing creature. Its movement is unaffected by difficult terrain, and powers and enhanced effects can't reduce its speed or cause it to be paralyzed or restrained.

The target can spend 5 feet of movement to automatically escape from unenhanced restraints. Additionally, being underwater imposes no penalties on its movement or attacks.

GIVE LIFE
At-will light side power

Casting Time: 1 action
Range: Touch
Duration: Instantaneous

Placing your hand on another creature you can transfer your own life force to them. You spend and roll one of your hit dice and the creature regains that many hit points. This power has no effect on droids or constructs.

GRASPING VINE
4th-level light side power

Prerequisite: Plant Surge
Casting Time: 1 bonus action
Range: 30 feet
Duration: Concentration, up to 1 minute

You make a vine sprout from the ground in an unoccupied space you can see. When you cast this power, you can make the vine whip a creature up to 30 feet from it, if you can see the target. The creature must pass a Dexterity save or be pulled 20 feet directly toward the vine.

Until the power ends, you can use your bonus action to have the vine lash out again.

GREATER FEEDBACK
5th-level dark side power

Prerequisite: Improved Feedback
Casting Time: 1 action
Range: 120 feet
Duration: Instantaneous

You choose a point within range and cause psychic energy to explode there. Each creature in a 20-foot-radius sphere centered on that point must make an Intelligence saving throw. A creature with an Intelligence score of 2 or lower can't be affected by this power. A target takes 8d6 psychic damage on a failed save, or half as much damage on a successful one.

After a failed save, a target has muddled thoughts for 1 minute. During that time, it rolls a d6 and subtracts the number rolled from all its attack rolls and ability checks, as well as its Constitution saving throws to maintain concentration. The target can make a Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success.

GREATER HEAL
6th-level light side power

Prerequisite: Improved Heal
Casting Time: 1 action
Range: 60 feet
Duration: Instantaneous

Choose a creature that you can see within range. A surge of positive energy washes through the creature, causing it to regain 70 hit points. This power also ends blindness, deafness, and any diseases affecting the target. This power has no effect on droids or constructs.

Force Potency. When you cast this power using a force slot of 7th level or higher, the healing increases by 10 for each slot level above 6th.

GUIDANCE
At-will light side power

Casting Time: 1 action
Range: Touch
Duration: Concentration, up to 1 minute

You touch one willing creature. Once before the power ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The power then ends.

HALLUCINATION
2nd-level dark side power

Casting Time: 1 action
Range: 60 feet
Duration: Concentration, up to 1 minute

You craft a dangerous illusion in the mind of a creature that you can see within range. The target must make a Wisdom saving throw. On a failed save, you create a phantasmal object, creature, or other visible phenomenon of your choice that is no larger than a 10-foot cube and that is perceivable only to the target for the duration. This power has no effect on droids or constructs.

The hallucination includes sound, temperature, and other stimuli, also evident only to the creature.

The target can use its action to examine the hallucination with an Intelligence (Investigation) check against your force power save DC. If the check succeeds, the target realizes that the hallucination is an illusion, and the power ends.

While a target is affected by the power, the target treats the hallucination as if it were real. The target rationalizes any illogical outcomes from interacting with the hallucination. For example, a target attempting to walk across a phantasmal bridge that spans a chasm falls once it steps onto the bridge. If the target survives the fall, it still believes that the bridge exists and comes up with some other explanation for its fall - it was pushed, it slipped, or a strong wind might have knocked it off.

An affected target is so convinced of the hallucination's reality that it can even take damage from the illusion. A hallucination created to appear as a creature can attack the target. Similarly, a hallucination created to appear as fire, a pool of acid, or lava can burn the target. Each round on your turn, the hallucination can deal 1d6 psychic damage to the target if it is in the hallucination's area or within 5 feet of the hallucination, provided that the illusion is of a creature or hazard that could logically deal damage, such as by attacking. The target perceives the damage as a type appropriate to the illusion.

Force Potency. When you cast this power using a force power slot of 3rd level or higher, the range increases by 20 feet, the image dimensions increase by 5 feet, and you can target one additional creature for every two slot levels above 2nd.

HEAL
1st-level light side power

Casting Time: 1 action
Range: Touch
Duration: Instantaneous

A creature you touch regains a number of hit points equal to 1d8 + your forcecasting ability modifier. This power has no effect on droids or constructs.

Force Potency. When you cast this power using a force slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

HEROISM
1st-level light side power

Casting Time: 1 action
Range: Touch
Duration: Concentration, up to 1 minute

A willing creature you touch is imbued with bravery. Until the power ends, the creature is immune to being frightened and gains temporary hit points equal to your forcecasting ability modifier at the start of each of its turns. When the power ends, the target loses any remaining temporary hit points from this power.

Force Potency. When you cast this power using a force slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

HEX
1st-level dark side power

Casting Time: 1 bonus action
Range: 90 feet
Duration: Concentration, up to 1 hour

You curse an opponent within range. Until the power ends, you deal an extra 1d6 necrotic damage to the target whenever you hit it with an attack. Also, choose one ability when you cast the power. The target has disadvantage on ability checks made with the chosen ability.

If the target drops to 0 hit points before this power ends, you can use a bonus action on a subsequent turn of yours to curse a new creature.

Force Potency. When you cast this power using a force slot of 3rd or 4th level, you can maintain your concentration on the power for up to 8 hours. When you use a force slot of 5th level or higher, you can maintain your concentration on the power for up to 24 hours.

HORROR
3rd-level dark side power

Prerequisite: Fear
Casting Time: 1 action
Range: Self (30-foot cone)
Duration: Concentration, up to 1 minute

You project a phantasmal image of a creature's worst fears. Each creature in a 30-foot cone must succeed on a Wisdom saving throw or drop whatever it is holding and become frightened for the duration. This power has no effect on constructs or droids.

While frightened by this power, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw. On a successful save, the power ends for that creature.

HYSTERIA
4th-level dark side power

Prerequisite: Hallucination
Casting Time: 1 action
Range: 120 feet
Duration: Concentration, up to 1 minute

You tap into the nightmares of a creature you can see within range and create an illusory manifestation of its deepest fears, visible only to that creature. The target becomes frightened for the duration. At the end of each of the target's turns before the power ends, the target must succeed on a Wisdom saving throw or take 4d10 psychic damage. On a successful save, the power ends. This power has no effect on droids or constructs.

Force Potency. When you cast this power using a force power slot of 5th level or higher, the damage increases by 1d10 for each slot level above 4th.

IMPROVED BATTLE MEDITATION
5th-level universal power

Prerequisite: Battle Meditation
Casting Time: 1 action
Range: Self (15-foot radius)
Duration: Concentration, up to 1 minute

You exude an aura out to 15 feet that boosts the morale and overall battle prowess you and your allies while simultaneously reducing the opposition's combat-effectiveness by eroding their will to fight.

Whenever you or a friendly creature within your meditation makes an attack roll or a saving throw, they can roll a d6 and add the number rolled to the attack roll or saving throw.

Whenever a hostile creature starts enters your meditation or starts its turn there, it must make a Charisma saving throw. On a failed save, it must roll a d6 and subtract the number rolled from each attack roll or saving throw it makes before the end of your next turn. On a successful save, it is immune to this power for 1 day.

IMPROVED DARK SIDE TENDRILS
3rd-level dark side power

Prerequisite: Dark Side Tendrils
Casting time: 1 action
Range: 150 feet
Duration: Concentration, up to 1 minute

You summon a 20-foot-radius sphere of inky blackness at a point within range. No light, enhanced or otherwise, can illuminate the area, creatures fully within the area are blinded, and the area is difficult terrain. Any creature that starts its turn in the area takes 2d6 necrotic damage. Any creature that ends its turn in the area must succeed on a Strength saving throw or take 2d6 poison damage as tendrils of dark energy caress it.

IMPROVED FEEDBACK
1st-level dark side power

Prerequisite: Feedback
Casting Time: 1 action
Range: 60 feet
Duration: Instantaneous

You unleash a blast of psychic energy at a target within range. If the target can hear you (though it need not understand you), it must succeed on an Intelligence saving throw. On a failed save, it takes 3d6 psychic damage and must immediately use its reaction, if available, to move as far as its speed allows away from you. The creature doesn't move into obviously dangerous ground, such as a fire or a pit. On a successful save, the target takes half as much damage and doesn't have to move away. A deafened creature automatically succeeds on the save.

Force Potency. When you cast this power using a force slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

IMPROVED FORCE BARRIER
5th-level light side power

Prerequisite: Force Barrier
Casting Time: 10 minutes
Range: 30 feet
Duration: Instantaneous

This power further bolsters your allies with toughness and resolve. Choose up to twelve creatures within range. Each target gains the following benefits:

- The becomes immune to poison and disease. Any currently existing poison or diseases still exist.
- The creature becomes immune to being frightened by powers.
- The creature's hit point maximum and current hit points increase by 2d10 for the duration.

These benefits last for 24 hours or until the end of your next long rest, whichever happens first.

IMPROVED FORCE CAMOUFLAGE
4th-level universal power

Prerequisite: Force Camouflage
Casting Time: 1 action
Range: Touch
Duration: Concentration, up to 1 minute

A willing creature you touch becomes invisible until the power ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person.

IMPROVED FORCE IMMUNITY
6th-level universal power

Prerequisite: Force Immunity
Casting Time: 1 action
Range: Self (15-foot radius)
Duration: Concentration, up to 1 minute

An immobile, faintly shimmering barrier springs into existence in a 15-foot radius around you and remains for the duration. The barrier moves with you.

Any force power of 5th level or lower cast from outside the barrier can't affect creatures or objects within it, even if the power is cast using a higher level force slot. Such a power can target creatures and objects within the barrier, but the power has no effect on them. Similarly, the area within the barrier is excluded from the areas affected by such powers.

Force Potency. When you cast this power using a force slot of 7th level or higher, the barrier blocks powers of one level higher for each slot level above 6th.

IMPROVED FORCE SCREAM
5th-level dark side power

Prerequisite: Force Scream
Casting Time: 1 action
Range: Self (30-foot radius)
Duration: Instantaneous

You emit a violent scream imbued with the power of the Force. Each creature you choose within 30 feet of you must succeed on a Constitution saving throw. On a failed save, a creature take 5d6 psychic damage, 5d6 sonic damage, is deafened, and is knocked prone. On a successful save, it takes half as much damage and isn't deafened or knocked prone.

IMPROVED HEAL
5th-level light side power

Prerequisite: Heal
Casting Time: 1 action
Range: 60 feet
Duration: Instantaneous

A wave of healing energy washes out from a point of your choice within range. Choose up to six creatures in a 30-foot-radius sphere centered on that point. Each target regains hit points equal to 3d8 + your forcecasting ability modifier. This power has no effect on droids or constructs.

Force Potency. When you cast this power using a force slot of 6th level or higher, the healing increases by 1d8 for each slot level above 5th.

IMPROVED PHASESTRIKE
5th-level universal power

Prerequisite: Phasestrike
Casting Time: 1 action
Range: 30 feet
Duration: Instantaneous

Choose up to five creatures you can see within range. Make a melee force attack against each one. On hit, a target takes 6d10 force damage. You can then teleport to an unoccupied space you can see within 5 feet of one of the creatures you chose.

IMPROVED PHASEWALK
5th-level universal power

Prerequisite: Phasewalk
Casting Time: 1 bonus action
Range: Self
Duration: Concentration, up to 1 minute

You teleport up to 60 feet to an unoccupied space you can see. On each of your turns before the power ends, you can use a bonus action to teleport in this way again.

IMPROVED RESTORATION
5th-level light side power

Prerequisite: Restoration
Casting Time: 1 action
Range: Touch
Duration: Instantaneous

You imbue a creature you touch with positive energy to undo a debilitating effect. You can reduce the target's exhaustion level by one, or end one of the following effects on the target:

- One effect that charmed the target.
- One curse, including the target's attunement to a cursed item.
- Any reduction to one of the target's ability scores.
- One effect reducing the target's hit point maximum.

IMPROVED REVITALIZE
7th-level light side power

Prerequisite: Revitalize
Casting Time: 10 minutes
Range: Touch
Duration: Instantaneous

You return a dead creature you touch to life, provided that it has been dead no longer than 1 hour. If the creature's soul is both willing and at liberty to rejoin the body, the creature returns to life with all its hit points.

This power also neutralizes any poisons and cures diseases that affected the creature at the time it died.

This power closes all mortal wounds and restores any missing body parts.

Coming back from the dead is an ordeal. The target takes a -4 penalty to all attack rolls, saving throws, and ability checks. Every time the target finishes a long rest, the penalty is reduced by 1 until it disappears.

INSANITY
5th-level dark side power

Prerequisite: Horror
Casting Time: 1 action
Range: Self (30-foot sphere)
Duration: Concentration, up to 1 minute

This power assaults and twists creatures' minds, spawning delusions and provoking uncontrolled action. Each creature in a 30-foot-radius sphere centered on you must succeed on a Wisdom saving throw when you cast this power or be affected by it.

An affected target can't take reactions and must roll a d8 at the start of each of its turns to determine its behavior for that turn. This power has no effect on constructs or droids.

d8	Behavior
1	The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.
2-6	The creature doesn't move or take actions this turn.
7-8	The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.

At the end of each of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that target.

Force Potency. When you cast this power using a power slot of 6th level or higher, the radius of the sphere increases by 5 feet for each force slot level above 5th.

KILL
9th-level dark side power

Prerequisite: Ruin
Casting Time: 1 action
Range: 60 feet
Duration: Instantaneous

You compel one creature you can see within range to die instantly. If the creature you choose has 100 hit points or fewer, it dies. Otherwise, the power has no effect.

KNIGHT SPEED
3rd-level universal power

Prerequisite: Burst of Speed
Casting Time: 1 action
Range: 30 feet
Duration: Concentration, up to 1 minute

Choose a willing creature that you can see within range. Until the power ends, the target's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

When the power ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.

LIGHTNING CHARGE
At-will dark side power

Casting Time: 1 action
Range: Varies
Duration: 1 round

You imbue your weapon with debilitating force lightning. As part of the action used to cast this power, you must make a melee attack with a weapon against one creature within your weapon's reach, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and the lightning leaps from the target to a different creature of your choice that you can see within 5 feet of it. The second creature takes lightning damage equal to your forcecasting ability modifier.

This power's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 lightning damage to the target, and the lightning damage to the second creature increases to 1d8 + your forcecasting ability modifier. Both damage rolls increase by 1d8 at 11th level and 17th level.

LOCATE CREATURE
4nd-level universal power

Prerequisite: Locate Object
Casting Time: 1 action
Range: Self
Duration: Concentration, up to 1 minute

Describe or name a creature familiar to you. You sense the direction to the creature's location, as long as its within 1000 feet of you. If the creature is in motion, you know the direction of its movement. The power can locate a specific creature known to you or the nearest of a specific kind, as long as you have seen it while within 30 feet of it. If the creature is in a different form, the power doesn't work. This power can't locate a creature if running water at least 10 feet wide blocks a direct path between you and the creature.

LOCATE OBJECT
2nd-level universal power

Casting Time: 1 action
Range: Self
Duration: Concentration, up to 1 minute

Describe or name an object. You sense the direction to the object's location, as long as its within 1000 feet of you. If the object is in motion, you know the direction of its movement. The power can locate a specific object known to you, as long as you have seen it while within 30 feet of it. Alternatively, the power can locate the nearest object of a particular kind. This power can't locate an object if any thickness of lead blocks a direct path between you and the object.

MADDENING DARKNESS
8th-level dark side power

Prerequisite: Shroud of Darkness
Casting Time: 1 action
Range: 150 feet
Duration: Concentration, up to 10 minutes

Terrifying darkness spreads from a point you choose within range to fill a 60-foot-radius sphere until the power ends. The darkness spreads around corners. A creature with darkvision can't see through this darkness. Unenhanced light, as well as light created by powers of 8th level or lower, can't illuminate the area.

Shrieks, gibbering, and mad laughter can be heard within the sphere. Whenever a creature starts its turn in the sphere, it must make a Wisdom saving throw, taking 8d8 psychic damage on a failed save, or half as much damage on a successful one.

MASS ANIMATION
5th-level universal power

Prerequisite: Animate Weapon
Casting Time: 1 action
Range: 120 feet
Duration: Concentration, up to 1 minute

You snag several objects using the force and whip them into the air around you, controlling them to attack at your command. Choose up to ten unenhanced objects within range that are not being worn or carried. Medium targets count as two objects, Large targets count as four objects, Huge targets count as eight objects. You can't control any object larger than Huge. Each object animates and hovers near you, remaining within 100 feet of you for the duration. An animated object behaves as though it is was a construct, with AC, hit points, and attacks determined by its size, and a flying speed of 30 feet.

As a bonus action, you can mentally direct any object controlled by this power. If you control multiple objects, you can command any or all of them at the same time. You decide what action the object will take and where it will move. The objects act at the end of your turn. If you command an object to attack, it can make a single melee attack against a creature within 5 feet of it. It makes a slam attack with an attack bonus and kinetic damage determined by its size.

Size	HP	AC	Attack
Tiny	20	16	+6 to hit, 1d4 + 3 damage
Small	25	15	+6 to hit, 1d8 + 2 damage
Medium	40	13	+5 to hit, 2d6 + 1 damage
Large	50	10	+6 to hit, 2d10 + 2 damage
Huge	80	10	+8 to hit, 2d12 + 4 damage

Force Potency. If you cast this power using a force slot of 6th level or higher, you can animate two additional objects for each slot level above 5th.

MASS COERCE MIND
6th-level universal power

Prerequisite: Coerce Mind
Casting Time: 1 action
Range: 60 feet
Duration: 24 hours

You suggest a course of activity (limited to a sentence or two) and influence with the Force up to twelve creatures of your choice that you can see within range and that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to harm itself automatically negates the effect of the power.

Each target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the power ends when the subject finishes what it was asked to do.

You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a group of soldiers give all their money to the first beggar they meet. If the condition isn't met before the power ends, the activity isn't performed. If you or any of your companions damage a creature affected by this power, the power ends for that creature. This power has no effect on droids or constructs.

Force Potency. When you cast this power using a 7th-level force slot, the duration is 10 days. When you use an 8th-level force slot, the duration is 30 days. When you use a 9th-level force slot, the duration is a year and a day.

MASS HYSTERIA
9th-level dark side power

Prerequisite: Hysteria
Casting Time: 1 action
Range: 120 feet
Duration: Concentration, up to 1 minute

Drawing on the deepest fears of a group of creatures, you create illusory creatures in their minds, manifesting their worst nightmares as an implacable threat visible only to them. Each creature in a 30-foot-radius sphere is frightened for the duration of the power. At the end of each of the frightened creature's turns, it must succeed on a Wisdom saving throw or take 5d10 psychic damage. On a successful save, the power ends for that creature. This power has no effect on droids or constructs.

MASTER BATTLE MEDITATION

9th-level universal power

Prerequisite: Improved Battle Meditation
Casting Time: 1 action
Range: Self (30-foot radius)
Duration: Concentration, up to 1 minute

You exude an aura out to 30 feet that boosts the morale and overall battle prowess you and your allies while simultaneously reducing the opposition's combat-effectiveness by eroding their will to fight.

Whenever you or a friendly creature within your meditation makes an attack roll or a saving throw, they can roll a d8 and add the number rolled to the attack roll or saving throw.

Whenever a hostile creature starts enters your meditation or starts its turn there, it must make a Charisma saving throw. On a failed save, it must roll a d8 and subtract the number rolled from each attack roll or saving throw it makes before the end of your next turn. On a successful save, it is immune to this power for 1 day.

MASTER FEEDBACK

9th-level dark side power

Prerequisite: Greater Feedback
Casting Time: 1 action
Range: 90 feet
Duration: Instantaneous

You unleash the power of your mind to blast the intellect of up to ten creatures of your choice that you can see within range. Creatures that have an Intelligence score of 2 or lower are unaffected.

Each target must make an Intelligence saving throw. On a failed save, a target takes 14d6 psychic damage and is stunned. On a successful save, a target takes half as much damage and isn't stunned.

A stunned target can make a Wisdom saving throw at the end of each of its turns. On a successful save, the stunning effect ends.

MASTER FORCE BARRIER

8th-level light side power

Prerequisite: Improved Force Barrier
Casting Time: 1 action
Range: Self
Duration: Concentration, up to 1 minute

This power massively bolsters your allies with toughness and resolve. Creatures of your choice in a 30-foot radius around you when you cast this power gain the following benefits:

- The creature sheds dim light in a 5-foot radius.
- The creature has advantage on all saving throws
- Other creatures have disadvantage on attack rolls against them.
- When a dark side creature hits them with a melee attack, that creature must make a Constitution saving throw or be blinded until the power ends.

MASTER FORCE IMMUNITY

8th-level universal power

Prerequisite: Improved Force Immunity
Casting Time: 1 action
Range: Self (10-foot-radius sphere)
Duration: Concentration, up to 1 hour

A 10-foot-radius faintly shimmering barrier surrounds you. Within the sphere, powers can't be cast and enhanced items become mundane. Until the power ends, the sphere moves with you, centered on you.

Powers and other enhanced effects are suppressed in the sphere and can't protrude into it. A slot expended to cast a suppressed power is consumed. While an effect is suppressed, it doesn't function, but the time it spends suppressed counts against its duration.

Targeted Effects. Powers and other enhanced effects that target a creature or an object in the sphere have no effect on that target.

Enhanced Areas. The area of another power or enhanced effect, such as *force storm*, can't extend into the sphere. If the sphere overlaps an enhanced area, the part of the area that is covered by the sphere is suppressed.

Powers. Any active power or other enhanced effect on a creature or an object in the sphere is suppressed while the creature or object is in it.

Enhanced Items. The properties and powers of enhanced items are suppressed in the sphere. For example, a +1 vibrosword in the sphere functions as an unenhanced vibrosword.

An enhanced weapon's properties and powers are suppressed if it is used against a target in the sphere or wielded by an attacker in the sphere. If an enhanced weapon or a piece of enhanced ammunition fully leaves the sphere (for example, if you fire an enhanced shot or throw an enhanced saberspear at a target outside the sphere), the enhancement of the item ceases to be suppressed as soon as it exits.

Enhanced Travel. Teleportation fails to work in the sphere, whether the sphere is the destination or the departure point for such enhanced travel. A portal to another location temporarily closes while in the sphere.

Creatures and Objects. A creature or object summoned or created by powers temporarily winks out of existence in the sphere. Such a creature instantly reappears once the space the creature occupied is no longer within the sphere.

Tech Override/Sever Force. Powers and enhanced effects such as *sever force* have no effect on the sphere. Likewise, the spheres created by different scrambling field powers don't nullify each other.

MASTER FORCE SCREAM
8th-level dark side power

Prerequisite: Improved Force Scream
Casting Time: 1 action
Range: Self (60-foot radius)
Duration: Instantaneous

You emit a cacophonous scream imbued with the power of the Force. Each creature you choose within 60 feet of you must succeed on a Constitution saving throw. On a failed save, a creature takes 6d6 psychic damage, 6d6 sonic damage, is deafened, knocked prone, and blinded for 1 minute. On a successful save, it takes half as much damage and isn't deafened, knocked prone, or blinded by this power.

A creature blinded by this power makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded.

MASTER HEAL
9th-level light side power

Prerequisite: Greater Heal
Casting Time: 1 action
Range: Touch
Duration: Instantaneous

A wave of healing energy washes over the creature you touch. The target regains all its hit points. If the creature is charmed, frightened, paralyzed, or stunned, the condition ends. If the creature is prone, it can use its reaction to stand up. This power has no effect on droids or constructs.

MASTER REVITALIZE
9th-level light side power

Prerequisite: Improved Revitalize
Casting Time: 1 hour
Range: Touch
Duration: Instantaneous

You return a dead creature you touch to life, provided that it has been dead no longer than 1 day. If the creature's soul is both willing and at liberty to rejoin the body, the creature returns to life with all its hit points.

This power closes all wounds, neutralizes any poison, cures all diseases, and lifts any curses affecting the creature when it died. The power replaces damaged or missing organs and limbs.

MASTER SPEED
7th-level universal power

Prerequisite: Knight Speed
Casting Time: 1 action
Range: 30 feet
Duration: Concentration, up to 1 minute

Choose up to two willing creatures that you can see within range. Until the power ends, each targets' speed is doubled, they gain a +2 bonus to AC, they have advantage on Dexterity saving throws, and they gain an additional action on each of their turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or the Use an Object Action.

When the power ends, each target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.

Force Potency. When you cast this power using a force slot of 8th-level or higher, you can target one additional creature for each slot level above 7th.

MIND BLANK
8th-level universal power

Prerequisite: Mind Trap
Casting Time: 1 action
Range: Touch
Duration: 24 hours

Until the power ends, one willing creature you touch is immune to psychic and sonic damage, any effect that would sense its emotions or read its thoughts, and the charmed condition. The power foils powers or effects of similar power used to affect the target's mind or to gain information about the target.

MIND SPIKE
2nd-level dark side power

Casting Time: 1 action
Range: 60 feet
Duration: Concentration, up to 1 hour

Choose one creature you can see. The target must make a Wisdom saving throw. A creature takes 3d8 psychic damage on a failed save, or half as much damage on a successful one. Additionally, on a failed save, you always know the target's location, but only while the two of you are on the same planet. The target can't become hidden from you, and if it's invisible, it gains no benefits from this condition against you. This power has no effect on droids or constructs.

MIND TRAP
4th-level universal power

Prerequisite: Force Confusion
Casting Time: 1 action
Range: 60 feet
Duration: Concentration, up to 1 minute

You attempt to trap the mind of your target in a psychic cage. The target must make a Charisma saving throw. On a failed save, the creature's mind is trapped. It can think, but it can't have any contact with or perceive the outside world. If the creature takes damage, it makes another Charisma save. On a success, the power ends. This power has no effect on droids or constructs.

Force Potency. When you cast this power using a force slot of 6th level or higher, after 1 minute of concentration the power's duration becomes 24 hours and it no longer requires your concentration.

MIND TRICK
At-will universal power

Casting Time: 1 action
Range: 30 feet
Duration: Concentration, up to 1 minute

Choose a target within range that isn't hostile toward you. The target must make a Wisdom saving throw. On a failed save, the target has disadvantage on Wisdom (Perception) and Intelligence (Investigation) checks.

On a successful save, the creature realizes that you tried to use the Force to influence its awareness and becomes hostile toward you. A creature prone to violence might attack you. Another creature might seek retribution in other ways (at the GM's discretion), depending on the nature of your interaction with it. This power has no effect on droids or constructs.

NECROTIC CHARGE
At-will dark side power

Casting Time: 1 action
Range: Varies
Duration: 1 round

As part of the action used to cast this power, you must make a melee attack with a weapon against one creature within your weapon's reach, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and you can choose to deal up to 1d8 of necrotic damage, which you suffer as well. This damage can't be reduced or negated in any way.

This power's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 necrotic damage to the target, and you can increase the secondary damage to 2d8. Both damage rolls increase by 1d8 at 11th level and 17th level.

PHASESTRIKE
1st-level universal power

Casting Time: 1 bonus action
Range: Self
Duration: Concentration, up to 1 minute

Until the power ends, your movement doesn't provoke opportunity attacks.

Once before the power ends, you can give yourself advantage on one weapon attack roll on your turn. That attack deals an extra 1d8 force damage on a hit. Whether you hit or miss, your walking speed increases by 30 feet until the end of that turn.

PHASEWALK
2nd-level universal power

Casting Time: 1 bonus action
Range: Self
Duration: Instantaneous

You teleport up to 30 feet to an unoccupied space that you can see.

PLAGUE
3rd-level dark side power

Prerequisite: Affliction
Casting Time: 1 action
Range: 30 feet
Duration: Concentration, up to 1 minute

Choose up to six creatures of your choice in a 40-foot cube within range. Each target must succeed on a Constitution saving throw or be affected by this power for the duration.

An affected target's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or items, it can't make more than one melee or ranged attack during its turn.

If the creature attempts to cast a power with a casting time of 1 action, roll a d20. On an 11 or higher, the power doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the power. If it can't, the power is wasted.

A creature affected by this power makes another Wisdom saving throw at the end of its turn. On a successful save, the effect ends for it.

PLANT SURGE
3rd-level light side power

Casting Time: 1 action or 8 hours
Range: 150 feet
Duration: Instantaneous

If you cast this power using 1 action, all normal plants in a 100-foot radius centered on a point become overgrown. Moving through the area spends 4 feet of movement for every 1 foot moved. You can exclude areas of any size within the power's area from being affected.

If you cast this power over 8 hours, all plants in a half-mile radius centered on a point yield twice the normal amount of food when harvested for 1 year.

PRECOGNITION
9th-level universal power

Prerequisite: Danger Sense
Casting Time: 1 minute
Range: Self
Duration: 8 hours

Your mastery of the force gives you a limited ability to see into the immediate future. For the duration, you can't be surprised and you have advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against you for the duration.

PROJECT
1st-level light side power

Casting Time: 1 action
Range: 120 feet
Duration: Instantaneous

You lift three piles of debris or small objects from the ground and hurl them. Each pile hits a creature of your choice that you can see within range. The pile deals 1d4+1 force damage to its target. The piles all strike simultaneously and you can direct them to hit one creature or several.

Force Potency. When you cast this power using a force slot of 2nd level or higher, you lift and throw an additional pile of debris for each slot level above 1st.

PSYCHIC CHARGE
At-will dark side power

Casting Time: 1 action
Range: Varies
Duration: 1 round

As part of the action used to cast this power, you must make a melee attack with a weapon against one creature within your weapon's reach, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and its mouth is covered by a violet veil until the start of your next turn. If the target willingly speaks before then, it immediately takes 1d8 psychic damage, and the power ends.

This power's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 psychic damage to the target, and the damage the target takes for speaking increases to 2d8. Both damage rolls increase by 1d8 at 11th level and 17th level.

RAGE
6th-level dark side power

Casting Time: 1 action
Range: Self
Duration: Concentration, up to 10 minutes

You endow yourself with endurance and martial prowess fueled by the Force. Until the power ends, you can't cast powers, and you gain the following benefits:

- You gain 50 temporary hit points. If any of these remain when the power ends, they are lost.
- You have advantage on attack rolls that you make with lightweapons and vibroweapons.
- When you hit a target with a weapon attack, that target takes an extra 2d12 force damage.
- You have proficiency with all armor, lightweapons, and vibroweapons.
- You have proficiency in Strength and Constitution saving throws.
- You can attack twice, instead of once, when you take the Attack action on your turn. You ignore this benefit if you already have a feature, like Extra Attack, that gives you extra attacks.

Immediately after the power ends, you must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion.

REMOVE CURSE
3rd-level light side power

Casting Time: 1 action
Range: Touch
Duration: Instantaneous

At your touch, all curses affecting one creature or object end. If the object is a cursed enhanced item, its curse remains, but the power breaks its owner's attunement to the object so it can be removed or discarded.

RESCUE
2nd-level universal power

Casting Time: 1 bonus action
Range: 30 feet
Duration: Instantaneous

You pull one willing ally you can see within 30 feet of you to an unoccupied space within 5 feet of you. The target must use their reaction to accept the pull.

RESISTANCE
At-will universal power

Casting Time: 1 action
Range: Touch
Duration: Concentration, up to 1 minute

You touch one willing creature. Once before the power ends, the target can roll a d4 and add the number rolled to one saving throw of its choice. It can roll the die before or after the saving throw. The power then ends.

RESTORATION
2nd-level light side power

Casting Time: 1 action
Range: Touch
Duration: Instantaneous

You touch a creature and end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

REVITALIZE
5th-level light side power

Prerequisite: Spare the Dying
Casting Time: 1 minute
Range: Touch
Duration: Instantaneous

You return a dead creature you touch to life, provided that it has been dead no longer than 10 minutes. If the creature's soul is both willing and at liberty to rejoin the body, the creature returns to life with 1 hit point.

This power also neutralizes any poisons and cures diseases that affected the creature at the time it died.

This power closes all mortal wounds, but it doesn't restore missing body parts. If the creature is lacking body parts or organs integral for its survival—its head, for instance—the power automatically fails.

Coming back from the dead is an ordeal. The target takes a -4 penalty to all attack rolls, saving throws, and ability checks. Every time the target finishes a long rest, the penalty is reduced by 1 until it disappears.

RUIN
7th-level dark side power

Prerequisite: Wound
Casting Time: 1 action
Range: 60 feet
Duration: Instantaneous

You channel the dark side of the Force to desecrate a creature you can see within range, causing waves of intense pain to assail it. If the target has 100 hit points or fewer, it is subject to crippling pain. Otherwise, the power has no effect on it.

While the target is affected by crippling pain, any speed it has can be no higher than 10 feet. The target also has disadvantage on attack rolls, ability checks, and saving throws, other than Constitution saving throws. Finally, if the target tries to cast a power, it must first succeed on a Constitution saving throw, or the casting fails and the power is wasted.

A target suffering this pain can make a Constitution saving throw at the end of each of its turns. On a successful save, the pain ends.

SABER REFLECT
At-will universal power

Casting Time: 1 reaction, which you take in response to being hit by a ranged attack
Range: Self
Duration: Instantaneous

In response to being attacked, you raise your weapon to attempt to deflect. When you you use this power, the damage you take from the attack is reduced by 1d6. If you reduce the damage to 0, you're wielding a lightweapon or vibroweapon, and the damage is energy or ion, you can reflect the attack at a target within range as part of the same reaction. Make a ranged force attack at a target you can see. The attack has a normal range of 20 feet and a long range of 60 feet. On a hit, the target takes the triggering attack's normal damage.

The power's damage reduction increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

SABER THROW
At-will universal power

Casting Time: 1 action
Range: 30 feet
Duration: Instantaneous

As a part of the action used to cast this power, you must make a ranged force attack with a lightweapon or vibroweapon against one target within the power's range, otherwise the power fails. On a hit, the target takes 1d8 damage of the same type as the weapon's damage. The weapon then immediately returns to your hand.

This power can hit multiple targets when you reach higher levels: two targets at 5th level, three targets at 11th level, and four targets at 17th level. Each target must be within 30 feet of the previous target, you must make a separate attack roll for each target, and the last target must be no further than 30 feet away from you. You can not hit the same target twice in succession.

SABER WARD
At-will universal power

Casting Time: 1 action
Range: Self
Duration: Instantaneous

You take a defensive stance. Until the end of your next turn, you have resistance against kinetic and energy damage dealt by weapons.

SANCTUARY
1st-level light side power

Casting Time: 1 bonus action
Range: 30 feet
Duration: 1 minute

Until the power ends, any creature who targets the warded creature with an attack, a harmful power, or a hostile action must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or power. This power doesn't protect the warded creature from area effects.

If the warded creature makes an attack, casts a power that affects an enemy creature, or takes a hostile action this power ends.

SAP VITALITY
1st-level dark side power

Casting Time: 1 action
Range: Touch
Duration: Instantaneous

Make a melee force attack against a creature you can reach. On a hit, the target takes 3d10 necrotic damage.

Force Potency. When you cast this power using a force slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

SCOURGE
6th-level dark side power

Prerequisite: Plague
Casting Time: 1 action
Range: Self
Duration: Concentration, up to 1 minute

For the power's duration, your eyes become an inky void imbued with dread power. One creature of your choice within 60 feet of you that you can see must succeed on a Constitution saving throw or be affected by one of the following effects of your choice for the duration. On each of your turns until the power ends, you can use your action to target another creature but can't target a creature again if it has succeeded on a saving throw against this casting of *scourge.*

Asleep. The target falls unconscious. It wakes up if it takes any damage or if another creature uses its action to shake the sleeper awake.

Panicked. The target is frightened of you. On each of its turns, the frightened creature must take the Dash action and move away from you by the safest and shortest available route, unless there is nowhere to move. If the target moves to a place at least 60 feet away from you where it can no longer see you, this effect ends.

Sickened. The target has disadvantage on attack rolls and ability checks. At the end of each of its turns, it can make another Wisdom saving throw. If it succeeds, the effect ends.

SENSE EMOTION
1st-level universal power

Casting Time: 1 action
Range: Self
Duration: Concentration, up to 10 minutes

You attune your senses to pick up the emotions of others for the duration. When you cast the power, and as your action on each turn until the power ends, you can focus your senses on one humanoid you can see within 30 feet of you. You instantly learn the target's prevailing emotion, whether it's love, anger, pain, fear, calm, or something else. If the target isn't actually humanoid or it is immune to being charmed, you sense that it is calm.

SENSE FORCE
1st-level universal power

Casting Time: 1 action
Range: Self
Duration: Concentration, up to 10 minutes

For the duration, you sense the use of the Force, or its presence in an inanimate object within 30 feet of you. If you sense the Force in this way, you can use your action to determine the direction from which it originates and, if it's in line of sight, you see a faint aura around the person or object from which the Force emanates.

Force Potency. When you cast this power using a 3rd-level force slot, the range increases to 60 feet. When you use a 5th-level force slot, the range increases to 500 feet. When you use a 7th-level force slot, the range increases to 1 mile. When you use a 9th-level force slot, the range increases to 10 miles.

SEVER FORCE
3rd-level universal power

Casting Time: 1 reaction
Range: 60 feet
Duration: Instantaneous

You attempt to interrupt a creature in the process of casting a force power. If the creature is casting a power of 3rd level or lower, its power fails and has no effect. If it is casting a power of 4th level or higher, make an ability check using your forcecasting ability. The DC equals 10 + the power's level. On a success, the creature's power fails and has no effect.

Force Potency. When you cast this power using a force slot of 4th level or higher, the interrupted power has no effect if its level is less than or equal to the level of the force slot you used.

SHARE LIFE
3rd-level light side power

Prerequisite: Give Life
Casting Time: 1 action
Range: 30 feet
Duration: Instantaneous

You sacrifice some of your health to mend another creature's injuries. You take 4d8 necrotic damage, and one creature of your choice that you can see within range regains a number of hit points equal to twice the necrotic damage you take. This power has no effect on droids or constructs.

Force Potency. When you cast this power using a force slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

SHOCK
At-will dark side power

Casting Time: 1 action
Range: 120 feet
Duration: Instantaneous

You hurl a bolt of lightning at a target within range, making a ranged power attack. On a hit, the target takes 1d10 lightning damage. The lightning ignites flammable objects in the area that aren't being worn or carried.

This power's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

SHOCKING SHIELD
4th-level dark side power

Prerequisite: Shock
Casting Time: 1 action
Range: Self
Duration: 10 minutes

Lightning courses in a sphere surrounding your body, shedding bright light in a 10-foot radius and dim light for an additional 10 feet. You can use your action to end the power early.

Whenever a creature within 5 feet of you hits you with a melee attack, it takes 2d8 lightning damage.

SHROUD OF DARKNESS
4th-level dark side power

Prerequisite: Darkness
Casting Time: 1 action
Range: Self
Duration: Concentration, up to 1 minute

You become heavily obscured to others. Dim light within 10 feet of you becomes darkness, and bright light becomes dim light.

Until the power ends, you have resistance to force damage. In addition, whenever a creature within 10 feet of you hits you with an attack, it takes 2d8 necrotic damage.

SIPHON LIFE
5th-level dark side power

Prerequisite: Drain Life
Casting Time: 1 action
Range: 60 feet
Duration: Concentration, up to 1 minute

A tendril of inky darkness reaches out from you, touching a creature you can see within range to drain life from it. The target must make a Dexterity saving throw. On a successful save, the target takes 2d8 necrotic damage, and the power ends. On a failed save, the target takes 4d8 necrotic damage, and until the power ends, you can use your action on each of your turns to automatically deal 4d8 necrotic damage to the target. The power ends if you use your action to do anything else, if the target is ever outside the power's range, or if the target has total cover from you.

Whenever the power deals damage to a target, you regain hit points equal to half the amount of necrotic damage the target takes.

Force Potency. When you cast this power using a force slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

SKILL EMPOWERMENT
5th-level light side power

Casting Time: 1 action
Range: Touch
Duration: Concentration, up to 1 hour

Your power with the Force deepens a creature's understanding of its own talent. You touch one willing creature and give it expertise in one skill of your choice; until the power ends, the creature doubles its proficiency bonus for ability checks it makes that use the chosen skill.

You must choose a skill in which the target is proficient and that isn't already benefiting from an effect, such as Expertise, that doubles its proficiency bonus.

SLOW
At-will dark side power

Casting Time: 1 action
Range: 15 feet
Duration: 1 hour

A hostile creature of your choice must make a Constitution saving throw. On a failed save, the target's speed decreases by 10 feet until the power ends.

The target's speed decreases by 5 more feet when you reach 5th level (15 feet), 11th level (20 feet), and 17th level (25 feet).

SLOW DESCENT
1st-level universal power

Casting Time: 1 reaction, which you take when you or a creature within 60 feet of you falls
Range: 60 feet
Duration: 1 minute

Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the power ends. If the creature lands before the power ends, it takes no falling damage and can land on its feet, and the power ends for that creature.

SONIC CHARGE
At-will universal power

Casting Time: 1 action
Range: Varies
Duration: 1 round

As part of the action used to cast this power, you must make a melee attack with a weapon against one creature within your weapon's reach, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and you begin to emanate a disturbing hum until the start of your next turn. If a hostile creature ends its turn within 5 feet of you, it takes 1d4 sonic damage.

This power's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 sonic damage to the target, and the secondary damage increases by 1d4. Both damage rolls increase by 1d8 and 1d4, respectively, at 11th level and 17th level.

SPARE THE DYING
At-will light side power

Casting Time: 1 action
Range: Touch
Duration: Instantaneous

You touch a living creature that has 0 hit points. The creature becomes stable. This power has no effect on droids or constructs.

STASIS
5th-level light side power

Prerequisite: Stun
Casting Time: 1 action
Range: 90 feet
Duration: Concentration, up to 1 minute

Choose up to 3 creatures that you can see within range. Each target must succeed on a Wisdom saving throw or be paralyzed for the duration. This power has no effect on droids or constructs. At the end of each of its turns, a target can make another Wisdom saving throw. On a success, the power ends on the target.

Force Potency. When you cast this power using a force slot of 6th level or higher, you can target an additional creature for each slot level above 5th.

STASIS FIELD
8th-level light side power

Prerequisite: Stasis
Casting Time: 1 action
Range: 120 feet (30-foot cube)
Duration: Concentration, up to 1 minute

Choose a target that you can see within range. Each creature must succeed on a Wisdom saving throw or be paralyzed for the duration. This power has no effect on droids or constructs. At the end of each of a target's turns, it can make another Wisdom saving throw. On a success, the power ends on the target.

Force Potency. When you cast this power using a force slot of 9th level, the size of the cube increases to 40 feet.

STUN
2nd-level light side power

Casting Time: 1 action
Range: 60 feet
Duration: Concentration, up to 1 minute

Choose a creature that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the power ends on the target.

STUN DROID
2nd-level light side power

Casting Time: 1 action
Range: 60 feet
Duration: Concentration, up to 1 minute

Choose a droid that you can see within range. The target must succeed on a Constitution saving throw or be paralyzed for the duration. At the beginning of each of its turns, the droid takes energy damage equal to your forcecasting ability modifier. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the power ends on the target.

TELEKINESIS
5th-level universal power

Prerequisite: Force Throw
Casting Time: 1 action
Range: 90 feet
Duration: Concentration, up to 10 minutes

You gain the ability to move or manipulate creatures and objects with the Force. When you cast this power, and as your action each round for the duration, you can exert your will on one creature or object that you can see within range, causing the appropriate effect below. You can affect the same target round after round, or choose a new one at any time. If you switch targets, the prior target is no longer affected by the power.

Creature. You can try to move a Huge or smaller creature. The target must make a Strength saving throw. On a failed save, you move the creature up to 30 feet in any direction, including upward but not beyond the range of this power. Until the end of your next turn, the creature is restrained in your telekinetic grip. A creature lifted upward is suspended in mid-air.

On subsequent rounds, you can use your action to attempt to maintain your telekinetic grip on the creature by repeating the contest.

Object. You move an object that isn't being worn or carried and weighs up to 1,000 lbs up to 30 feet in any direction, but not beyond the range of this power.

You can exert fine control on objects with your telekinetic grip, such as manipulating a simple tool, opening a door or a container, stowing or retrieving an item from an open container, or pouring the contents from a vial.

TELEKINETIC BURST
6th-level light side power

Prerequisite: Telekinetic Storm
Casting Time: 1 action
Range: Self (60-foot line)
Duration: Concentration, up to 1 minute

A beam of Force energy flashes out from your hand in a 5-foot-wide, 60-foot-long line. Each creature in the line must make a Constitution saving throw. On a failed save, a creature takes 8d6 force damage and is knocked prone. On a successful save, it takes half as much damage and isn't knocked prone.

You can create a new telekinetic gust as your action on your turn until the power ends.

Force Potency. When you cast this power using a force slot of 7th level or higher, the damage increases by 2d6 for each slot level above 6th.

TELEKINETIC STORM
3rd-level light side power

Prerequisite: Turbulence
Casting Time: 1 action
Range: Self (15-foot radius)
Duration: Concentration, up to 1 minute

You stir the force around you, creating a turbulent field of telekinetic energy that buffets enemies around you. The field extends out to a distance of 15 feet around you for the duration.

When you cast this power, you can designate any number of creatures you can see to be unaffected by it. An affected creature's speed is halved in the area, and when the creature enters the area for the first time on a turn or starts its turn there, it must make a Constitution saving throw. On a failed save, the creature takes 3d8 force damage. On a successful save, the creature takes half as much damage.

Force Potency. When you cast this power using a force power slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

TELEKINETIC WAVE
8th-level light side power

Prerequisite: Telekinetic Burst
Casting Time: 1 action
Range: 150 feet
Duration: Instantaneous

You manipulate the Force in a 60-foot radius centered on a point you choose within range. Each creature in that area must make a Constitution saving throw. On a failed save, a creature takes 12d6 force damage, is knocked prone, and moved 5 feet in a direction of your choice. On a successful save, it takes half as much damage and isn't knocked prone or moved.

Force Potency. When you cast this power using a force slot of 9th level, the damage increases by 2d6.

TREMOR
1st-level universal power

Prerequisite: Burst
Casting Time: 1 action
Range: 10 feet
Duration: Instantaneous

You cause a tremor in the ground within range. Each creature other than you in a 5-foot-radius sphere centered on that point must make a Dexterity saving throw. On a failed save, a creature takes 1d6 kinetic damage and is knocked prone. If the ground in that area is loose earth or stone, it becomes difficult terrain until cleared, with each 5-foot-diameter portion requiring at least 1 minute to clear by hand.

Force Potency. When you cast this power using a force slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

TRUE SIGHT
6th-level universal power

Prerequisite: Force Sight
Casting Time: 1 action
Range: Self
Duration: 1 hour

You shift your vision to see through use of the Force, giving you the ability to see things as they actually are. For the duration, you have truesight and notice secret doors hidden by powers, all out to a range of 120 feet.

TURBULENCE
At-will light side power

Casting Time: 1 action
Range: 120 feet
Duration: Instantaneous

Choose one creature, or choose two creatures that are within 5 feet of each other, within range. A target must succeed on a Dexterity saving throw or take 1d6 force damage.

This power's damage increases by 1d6 when you reach 5th, 11th, and 17th level.

VALOR
1st-level light side power

Prerequisite: Guidance
Casting Time: 1 action
Range: 30 feet
Duration: Concentration, up to 1 minute

You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the power ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

Force Potency. When you cast this power using a force slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

WALL OF LIGHT
6th-level light side power

Casting Time: 1 action
Range: 90 feet
Duration: Concentration, up to 10 minutes

You conjure an immense manifestation of destructive light side Force energy. The wall appears within range and lasts for the duration. You can make a straight wall up to 100 feet long, 20 feet high, and 5 feet thick, or a ringed wall up to 60 feet in diameter, 20 feet high, and 5 feet thick. The wall provides three-quarters cover and its space is difficult terrain.

When a creature enters the wall's area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw. On a failed save, the creature takes 6d10 force damage, or half as much on a success.

WHIRLWIND
7th-level universal power

Casting Time: 1 action
Range: 300 feet
Duration: Concentration, up to 1 minute

A whirlwind howls down to a point that you can see on the ground within range. The whirlwind is a 10-foot-radius, 30-foot-high cylinder centered on that point. Until the power ends, you can use your action to move the whirlwind up to 30 feet in any direction along the ground. The whirlwind sucks up any Medium or smaller objects that aren't secured to anything and that aren't worn or carried by anyone.

A creature must make a Dexterity saving throw the first time on a turn that it enters the whirlwind or that the whirlwind enters its space, including when the whirlwind first appears. A creature takes 10d6 kinetic damage on a failed save, or half as much damage on a successful one. In addition, a Large or smaller creature that fails the save must succeed on a Strength saving throw or become restrained in the whirlwind until the power ends. When a creature starts its turn restrained by the whirlwind, the creature is pulled 5 feet higher inside it, unless the creature is at the top. A restrained creature moves with the whirlwind and falls when the power ends, unless the creature has some means to stay aloft.

A restrained creature can use an action to make a Strength or Dexterity check against your force save DC. If successful, the creature is no longer restrained by the whirlwind and is hurled 3d6x10 feet away from it in a random direction.

WOUND
1st-level dark side power

Casting Time: 1 action
Range: 60 feet
Duration: Instantaneous

You make a piercing gesture at a creature within range. Make a ranged force attack against the target. On a hit, the target takes 2d8 necrotic damage and must make a Constitution saving throw. On a failed save, it is also poisoned until the end of your next turn.

Force Potency. When you cast this power using a force slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

WRACK
6th-level dark side power

Prerequisite: Plague
Casting Time: 1 action
Range: 60 feet
Duration: Instantaneous

You wrack the body of a creature that you can see with a virulent, disease-like condition. The target must make a Constitution saving throw. On a failed save, it takes 14d6 necrotic damage, or half as much damage on a successful save. The damage can't reduce the target's hit points below 1. If the target fails the saving throw, its hit point maximum is reduced for 1 hour by an amount equal to the necrotic damage it took. Any effect that removes a disease allows a creature's hit point maximum to return to normal before that time passes.

Force Potency. If you cast this power using a force slot of 7th level or higher, the power deals an extra 2d6 damage for each slot level above 6th.

CHAPTER 12: TECH POWERS

AT-WILL
Acid Splash
Acidic Strike
Assess the Situation
Combustive Shot
Cryogenic Burst
Electrical Burst
Electroshock
Encrypted Message
Illusory Strike
Ion Blast
Ionic Strike
Jet of Flame
Light
Mending
Minor Hologram
Mobile Lights
On/Off
Poison Spray
Rime Shot
Rime Strike
Sonic Shot
Sonic Strike
Storming Shot
Targeting Shot
Temporary Boost
Venomous Strike
Vortex Shot
Ward
Warding Shot

1ST-LEVEL
Absorb Energy
Alarm
Analyze
Condense/Vaporize
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Decryption Program
Detect Enhancement
Element of Surprise
Energy Shield
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Flame Sweep
Flash
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Hologram
Holographic Disguise
Homing Rockets
Ionic Bond
Kolto Pack
Oil Slick
Overload
Poison Dart
Repair Droid
Ring of Fire
Smoke Cloud
Spot the Weakness
Stack the Deck
Tactical Barrier
Target Lock
Toxin Scan
Tracer Bolt
Tracker Droid Interface
Tranquilizer
Translation Program

2ND-LEVEL
Acid Dart
Charge Power Cell
Cryogenic Volley
Concealed Caltrops
Darkvision
Detect Invisibility
Detect Traps
Electromesh
Hold Droid
Implant Message
Infiltrate
Lock
Magnetic Hold
Magnetic Field
Mirror Image
Motivator Boost
Overheat
Paralyze Humanoid
Pyrotechnics
Release
Scorching Ray
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Smuggle
Toxin Purge
Translocate
Truth Serum

3RD-LEVEL
Cryogenic Suspension
Debilitating Gas
Diminish Tech
Enhance Weapon
Explosion
Fabricate Trap
Flaming Shots
Greater Hologram
Greater Light
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Kolto Cloud
Protection from Energy
Scramble Interface
Sabotage Charges
Sending
Slow-release Medpac
Tactical Advantage
Tech Override

4TH-LEVEL
Ballistic Shield
Cloaking Screen
Corrosive Sphere
Cryogenic Storm
Defibrillate
Elemental Accelerant
Holding Cell
Illusory Terrain
Kolto Reserve
Salvo
Scan Area
Sensor Probe
Synchronicity

5TH-LEVEL
Cryogenic Spray
Friendly Fire
Greater Analyze
Group Hologram
Immolate
Mass Repair Droid
Mislead
Override Interface
Paralyze Creature
Greater Translocate
Shutdown
Toxic Cloud

6TH-LEVEL
Carbon Fog
Carbonite
Contingency
Disperse Energy
Disintegrate
Find the Path
Firestorm
Kolto Infusion
Programmed Illusion
Scrambling Shield
Security Protocols

7TH-LEVEL
Cage
Delayed Explosion
Greater Sabotage Charges
Neurotoxin
Project Hologram
Tactical Superiority

8TH-LEVEL
Antipathy/Sympathy
Energizing Aura
Incendiary Cloud
Scrambling Field
Stun

9TH-LEVEL
Carbonite Explosion
Greater Explosion
Greater Salvo
Invulnerability
Kolto Waves
Predictive AI



ABSORB ENERGY
1st-level tech power

Casting Time: 1 reaction, which you take when you take acid, cold, energy, fire, ion, kinetic, lightning, or sonic damage
Range: Self
Duration: 1 round

The power captures some of the incoming energy, lessening its effect on you and storing it for your next melee attack. You have resistance to the triggering damage type until the start of your next turn. Also, the first time you hit with a melee attack on your next turn, the target takes an extra 1d6 damage of the triggering type, and the power ends.

Overcharge Tech. When you cast this power using a power slot of 2nd level or higher, the extra damage increases by 1d6 for each slot level above 1st.

ACID DART
2nd-level tech power

Casting Time: 1 action
Range: 90 feet
Duration: Instantaneous

A shimmering green dart streaks toward a target within range and bursts in a spray of acid. Make a ranged tech attack against the target. On a hit, the target takes 4d4 acid damage immediately and 2d4 acid damage at the end of its next turn. On a miss, the dart splashes the target with acid for half as much of the initial damage and no damage at the end of its next turn.

Overcharge Tech. When you cast this power using a tech slot of 3rd level or higher, the damage (both initial and later) increases by 1d4 for each slot level above 2nd.

ACID SPLASH
At-will tech power

Casting Time: 1 action
Range: 60 feet
Duration: Instantaneous

You emit a burst of acid. Choose one creature within range, or choose two creatures within range that are within 5 feet of each other. A target must succeed on a Dexterity saving throw or take 1d6 acid damage.

This power's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

ACIDIC STRIKE
At-will tech power

Casting Time: 1 action
Range: Varies
Duration: 1 round

As part of the action used to cast this power, you must make a melee attack with a weapon against one creature within your weapon's reach, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and it becomes sheathed in a thick acidic slime until the start of your next turn. Until the start of your next turn, if the target succeeds in grappling or maintaining a grapple, the slime is pressed into its body, causing it to immediately take 1d8 acid damage.

This power's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 acid damage to the target, and the damage the target takes for taking grappling or maintaining a grapple increases to 2d8. Both damage rolls increase by 1d8 at 11th level and 17th level.

ALARM
1st-level tech power

Casting Time: 1 minute
Range: 30 feet
Duration: 8 hours

You set an alarm against unwanted intrusion. Choose a door, a window, or an area within range that is no larger than a 20-foot cube. Until the power ends, an alarm alerts you whenever a Tiny or larger creature touches or enters the warded area. When you cast the power, you can designate creatures that won't set off the alarm. You also choose whether the alarm is mental or audible.

A silent alarm alerts you with a ping in your mind if you are within 1 mile of the warded area. This ping awakens you if you are sleeping.

An audible alarm produces the sound of a hand bell for 10 seconds within 60 feet.

ANALYZE
1st-level tech power

Casting Time: 1 minute
Range: Touch
Duration: Instantaneous

You choose one object that you must touch throughout the casting of the power. If it is an enhanced or modified item, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any powers are affecting the item and what they are. If the item was created by a power, you learn which power created it.

If you instead touch a creature throughout the casting, you learn what tech powers, if any, are currently affecting it.

ANTIPATHY/SYMPATHY

8th-level tech power

Casting Time: 1 hour
Range: 60 feet
Duration: 10 days

This power attracts or repels creatures of your choice. You target something within range, either a Huge or smaller object or creature or an area that is no larger than a 200-foot cube. Then specify a kind of intelligent creature, such as rancors, kath hounds, or twi'leks. You invest the target with an aura that either attracts or repels the specified creatures for the duration. Choose antipathy or sympathy as the aura's effect.

Antipathy. The power causes creatures of the kind you designated to feel an intense urge to leave the area and avoid the target. When such a creature can see the target or comes within 60 feet of it, the creature must succeed on a Wisdom saving throw or become frightened. The creature remains frightened while it can see the target or is within 60 feet of it. While frightened by the target, the creature must use its movement to move to the nearest safe spot from which it can't see the target. If the creature moves more than 60 feet from the target and can't see it, the creature is no longer frightened, but the creature becomes frightened again if it regains sight of the target or moves within 60 feet of it.

Sympathy. The power causes the specified creatures to feel an intense urge to approach the target while within 60 feet of it or able to see it. When such a creature can see the target or comes within 60 feet of it, the creature must succeed on a Wisdom saving throw or use its movement on each of its turns to enter the area or move within reach of the target. When the creature has done so, it can't willingly move away from the target.

If the target damages or otherwise harms an affected creature, the affected creature can make a Wisdom saving throw to end the effect, as described below.

Ending the Effect. If an affected creature ends its turn while not within 60 feet of the target or able to see it, the creature makes a Wisdom saving throw. On a successful save, the creature is no longer affected by the target and recognizes the feeling of repugnance or attraction as unnatural. In addition, a creature affected by the power is allowed another Wisdom saving throw every 24 hours while the power persists.

A creature that successfully saves against this effect is immune to it for 1 minute, after which time it can be affected again.

ASSESS THE SITUATION

At-will tech power

Casting Time: 1 action
Range: 30 feet
Duration: Instantaneous

You take a sensory snapshot of a target within range. Your tech grants you a brief insight into the target's defenses. You have advantage on the next attack roll you make against the target before the end of your next turn.

BALLISTIC SHIELD

4th-level tech power

Casting Time: 1 action
Range: Self
Duration: Concentration, up to 1 hour

A flickering blue shield surrounds your body. Until the power ends, you have resistance to kinetic and energy damage.

CAGE

7th-level tech power

Casting Time: 1 action
Range: 100 feet
Duration: 1 hour

An immobile, Invisible, cube-shaped prison composed of energy springs into existence around an area you choose within range. The prison can be a cage or a solid box as you choose.

A prison in the shape of a cage can be up to 20 feet on a side and is made from 1/2-inch diameter bars spaced 1/2 inch apart.

A prison in the shape of a box can be up to 10 feet on a side, creating a solid barrier that prevents any matter from passing through it and blocking any powers cast into or out of the area.

When you cast the power, any creature that is completely inside the cage's area is trapped. Creatures only partially within the area, or those too large to fit inside the area, are pushed away from the center of the area until they are completely outside the area.

A creature inside the cage can't leave it by unenhanced means. If the creature tries to teleport to leave the cage, it must first make a Charisma saving throw. On a success, the creature can use that power to exit the cage. On a failure, the creature can't exit the cage and wastes the use of the power or effect.

This power can't be dispelled.

CARBON FOG
6th-level tech power

Casting Time: 1 action
Range: 120 feet
Duration: Concentration, up to 1 minute

You create a cloud of icy fog in a 20-foot-radius sphere centered on a point you can see. The sphere extends around corners, and its area is heavily obscured. The fog is semi-solid, and its area is considered difficult terrain. Each creature that enters the power's area for the first time on a turn or starts its turn there takes 4d6 cold damage and has its speed reduced by 10 feet until the end of its turn. The fog lasts for the duration of the power or until it's dispersed by a wind of moderate or greater speed (at least 10 mph).

CARBONITE
6th-level tech power

Casting Time: 1 action
Range: 60 feet
Duration: Concentration, up to 1 minute

You attempt to freeze one creature that you can see within range into carbonite. The creature must make a Constitution saving throw. On a failed save, it is restrained as its flesh begins to harden. On a successful save, the creature isn't affected.

A creature restrained by this power must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this power three times, the power ends. If it fails its saves three times, it is turned to stone and subjected to the petrified condition for the duration. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.

If the creature is physically broken while frozen in carbonite, it suffers from similar deformities if it reverts to its original state.

If you maintain your concentration on this power for the entire possible duration, the creature is frozen in carbonite until the effect is removed.

CARBONITE EXPLOSION
9th-level tech power

Casting Time: 1 action
Range: 250 feet
Duration: Instantaneous

You generate an explosion of cryogenic energy in a 60-foot-radius sphere centered on a point you can see within range. Each creature in the affected area must make a Constitution saving throw. On a failed save, the creature takes 8d6 + 20 cold damage and is restrained for 1 minute as it is encased in carbonite. On a successful save, the creature takes half damage and is restrained until the end of its next turn.

As an action, a restrained creature can make a Strength check against your tech save DC, ending this effect on itself on a success.

A creature reduced to 0 hit points by this power dies instantly, as its body shatters into frozen chunks.

CHARGE POWER CELL
2nd-level tech power

Casting Time: 1 bonus action
Range: Touch
Duration: Concentration, up to 1 minute

You empower and then load a power cell in your weapon. For the duration, when you make a ranged attack with the weapon, it consumes no ammunition, and as a bonus action on each of your turns you can make one attack with the weapon loaded with the power cell.

Overcharge Tech. When you cast this power using a tech slot of 5th level or higher, you can make two attacks with your bonus action, instead of one.

CLOAKING SCREEN
4th-level tech power

Casting Time: 1 action
Range: Touch
Duration: Concentration, up to 1 minute

You or a creature you touch becomes invisible until the power ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person.

COMBUSTIVE SHOT
At-will tech power

Casting Time: 1 action
Range: Varies
Duration: 1 round

As part of the action used to cast this power, you must make a ranged attack with a weapon against one creature within your weapon's range, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and it ignites in flame. At the start of your next turn, the creature takes fire damage equal to your techcasting ability modifier. 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.

This power's damage increases when you reach higher levels. At 5th level, the ranged attack deals an extra 1d6 fire damage to the target, and the damage at the start of your next turn increases to 1d4 + your tech casting ability modifier. Both damage rolls increase by 1d6 and 1d4, respectively, at 11th level and 17th level.

CONCEALED CALTROPS
2nd-level tech power

Casting Time: 1 action
Range: 150 feet
Duration: Concentration, up to 1 hour

You scatter a large number of caltrops across ground in a 20-foot radius centered on a point within range. These caltrops pierce deep into the feet and boots of anyone who walks upon them. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 2d4 kinetic damage for every 5 feet it travels.

The caltrops are nearly invisible to the naked eye. Any creature that can't see the area at the time the power is cast must make a Wisdom (Perception) check against your tech save DC to notice the caltrops before entering the area.

CONDENSE/VAPORIZE
1st-level tech power

Casting Time: 1 action
Range: 30 feet
Duration: Instantaneous

In an open container, you can create up to 10 gallons of drinkable water. You may also produce a rain that falls within a 30-foot cube and extinguishes open-air flames. You can destroy the same amount of water in an open container, or destroy a 30-foot cube of fog.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, the amount of water you can create increases by 10 gallons, or the size of the cube increases by 5 feet, for each slot level above 1st.

CONTINGENCY
6th-level tech power

Casting Time: 10 minutes
Range: Self
Duration: 10 days

Choose a tech power of 5th-level or lower that you can cast, that has a casting time of 1 action, and that can target you. You cast that power, called the contingent power, as part of casting contingency, expending tech points for both, but the contingent power doesn't come into effect. Instead, it takes effect when a certain circumstance occurs. You describe that circumstance when you cast the two powers.

The contingent power takes effect immediately after the circumstance is met for the first time, whether or not you want it to, and then contingency ends.

The contingent power takes effect only on you, even if it can normally target others. You can use only one contingency power at a time. If you cast this power again, the effect of another contingency power on you ends. Also, contingency ends on you if your tech focus is ever not on your person.

CORROSIVE SPHERE
4th-level tech power

Casting Time: 1 action
Range: 150 feet
Duration: Instantaneous

You create a globule of acid and hurl it at a point within range, where it explodes in a 20-foot-radius sphere. Each creature in that area must make a Dexterity saving throw. On a failed save, a creature takes 10d4 acid damage and another 5d4 acid damage at the end of its next turn. On a successful save, a creature takes half the initial damage and no damage at the end of its next turn.

CRYOGENIC BLAST
1st-level tech power

Casting Time: 1 action
Range: 60 feet
Duration: Instantaneous

You release a shard of cryogenic energy at one creature within range. Make a ranged tech attack against the target. On a hit, the target takes 1d10 kinetic damage. Hit or miss, the shard then explodes. The target and each creature within 5 feet of it must succeed on a Dexterity saving throw or take 2d6 cold damage.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, the cold damage increases by 1d6 for each slot level above 1st.

CRYOGENIC BURST
At-will tech power

Casting Time: 1 action
Range: 60 feet
Duration: Instantaneous

A emit a burst of cold energy at a creature within range. Make a ranged tech attack against the target. On a hit, it takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn.

The power's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

CRYOGENIC SPRAY
5th-level tech power

Casting Time: 1 action
Range: Self
Duration: Instantaneous

A blast of cold air erupts from you. Each creature in a 60-foot cone must make a Constitution saving throw. On a failed save, a creature takes 8d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn. On a successful save, a creature takes half as much damage and isn't slowed.

A creature killed by this power becomes frozen in carbonite.

Overcharge Tech. When you cast this power using a tech slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

CRYOGENIC STORM
4th-level tech power

Casting Time: 1 action
Range: 120 feet
Duration: Instantaneous

A storm of cryogenic energy encompasses the ground in a 20-foot-radius, 40-foot-high cylinder centered on a point within range. Each creature in the cylinder must make a Dexterity saving throw. A creature takes 2d8 kinetic damage and 4d6 cold damage on a failed save, or half as much damage on a successful one.

The storm's area of effect becomes difficult terrain until the end of your next turn.

Overcharge Tech. When you cast this power using a tech slot of 5th level or higher, the kinetic damage increases by 1d8 for each slot level above 4th.

CRYOGENIC SUSPENSION
3rd-level tech power

Casting Time: 1 action
Range: 30 feet
Duration: Concentration, up to 1 minute

Choose up to six creatures of your choice in a 40-foot cube within range. Each target must succeed on a Dexterity saving throw or be affected by this power for the duration.

An affected target's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or items, it can't make more than one melee or ranged attack during its turn.

If the creature attempts to cast a power with a casting time of 1 action, roll a d20. On an 11 or higher, the power doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the power. If it can't, the power is wasted.

A creature affected by this power makes another Dexterity saving throw at the end of its turn. On a successful save, the effect ends for it.

CRYOGENIC VOLLEY
2nd-level tech power

Casting Time: 1 action
Range: 90 feet
Duration: Instantaneous

An explosion of cold energy erupts from a point you choose within range. Each creature in a 5-foot-radius sphere centered on that point must make a Dexterity saving throw. On a failed save, a creature takes 3d6 cold damage, and its speed is reduced by 10 feet until the start of your next turn. On a successful save, a creature takes half as much damage and isn't slowed.

Overcharge Tech. When you cast this power using a tech slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

DARKVISION
2nd-level tech power

Casting Time: 1 action
Range: Touch
Duration: 8 hours

You touch a willing creature to grant it the ability to see in the dark. For the duration, that creature has darkvision out to a range of 60 feet.

DEBILITATING GAS
3rd-level tech power

Casting Time: 1 action
Range: 90 feet
Duration: Concentration, up to 1 minute

You create a 20-foot-radius sphere of gas centered on a point. The cloud spreads around corners and its area is heavily obscured. It lingers in the air for the duration.

Each creature completely in the cloud at the start of its turn must make a Constitution save against poison. On a failure, the creature does nothing that turn. Creatures that don't need to breathe or are immune to poison automatically succeed.

A wind of 10mph disperses the cloud after 4 rounds. A wind of 20mph disperses it after 1 round.

DECRYPTION PROGRAM
1st-level tech power

Casting Time: 1 action
Range: 30 feet
Duration: Concentration, up to 1 hour

You gain insight into an encrypted message you are holding when you cast this power, granting you advantage on ability checks you make to decipher the document.

DEFIBRILLATE
4th-level tech power

Casting Time: 1 action
Range: Touch
Duration: Instantaneous

You touch a creature that has died within the last minute and administer a shock to restore it to life. That creature returns to life with 1 hit point. This power can't return to life a creature that has died of old age, nor can it restore any missing body parts. If the creature is lacking body parts or organs integral for its survival—its head, for instance—the power automatically fails. Once this power has restored a creature to life, it cannot benefit from this power again until it finishes a short or long rest.

DELAYED EXPLOSION
7th-level tech power

Casting Time: 1 action
Range: 150 feet
Duration: Concentration, up to 1 minute

You create a delayed explosion at a point within range. When the power ends, either because your concentration is broken or because you decide to end it, the explosion occurs. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A creature takes fire damage equal to the total accumulated damage on a failed save, or half as much damage on a successful one.

The power's base damage is 12d6. If at the end of your turn the explosion has not yet occurred, the damage increases by 1d6.

If the explosion is touched before the interval has expired, the creature touching it must make a Dexterity saving throw. On a failed save, the power ends immediately, causing the explosion.

The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

Overcharge Tech. When you cast this power using a tech slot of 8th level or higher, the base damage increases by 1d6 for each slot level above 7th.

DETECT ENHANCEMENT
1st-level tech power

Casting Time: 1 action
Range: Self
Duration: Concentration, up to 10 minutes

For the duration, you sense the presence of any enhancements within 30 feet of you. If you sense an enhancement in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears an enhancement.

The power is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

DETECT INVISIBILITY
2nd-level tech power

Casting Time: 1 action
Range: Self
Duration: 1 hour

For the duration, you see invisible creatures and objects as if they were visible.

DETECT TRAPS
2nd-level tech power

Casting Time: 1 action
Range: Self
Duration: Concentration, up to 1 minute

You sense the presence, general location, and nature of any trap within 120 feet of you that is within line of sight. A trap, for this power, includes anything that would inflict a sudden or unexpected effect you consider harmful or undesirable, which was specifically intended by its creator.

While the power is active, you have advantage on Wisdom (Perception) and Intelligence (Investigation) checks to find any traps that are within line of sight.

DIMINISH TECH
3rd-level tech power

Casting Time: 1 action
Range: 120 feet
Duration: Instantaneous

Choose one creature, object, or tech effect within range. Any tech power of 3rd level or lower on the target ends. For each tech power of 4th level or higher on the target, make an ability check using your techcasting ability. The DC equals 10 + the power's level. On a success, the power ends.

Overcharge Tech. When you cast this power using a tech slot of 4th level or higher, you automatically end the effects of a tech power on the target if the power's level is equal to or less than the level of the tech slot you used.

DISINTEGRATE
6th-level tech power

Casting Time: 1 action
Range: 60 feet
Duration: Instantaneous

A blast of corrosive energy emits from you. Choose a target within range.

A creature targeted by this power must make a Dexterity saving throw. On a failed save, the target takes 10d6 + 40 acid damage. If this damage reduces the target to 0 hit points, it is disintegrated.

A disintegrated creature and everything it is wearing and carrying are reduced to a pile of fine gray dust. A creature destroyed in this way can not be revitalized.

This power automatically disintegrates a Large or smaller object. If the target is a Huge or larger object, this power disintegrates a 10-foot-cube portion of it.

Overcharge Tech. When you cast this power using a tech slot of 7th level or higher, the damage increases by 3d6 for each slot level above 6th.

DISPERSE ENERGY
6th-level tech power

Casting Time: 1 action
Range: Self
Duration: Concentration, up to 1 minute

You have resistance to acid, cold, fire, lightning, and sonic damage for the power's duration.

When you take damage of one of those types, you can use your reaction to gain immunity to that type of damage, including against the triggering damage. If you do so, the resistances end, and you have the immunity until the end of your next turn, at which time the power ends.

ELECTRICAL BURST
At-will tech power

Casting Time: 1 action
Range: Self (5-foot sphere)
Duration: Instantaneous

You emit a burst of electricity. Each creature within range, other than you, must succeed on a Constitution saving throw or take 1d6 lightning damage.

This power's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

ELECTROMESH
2nd-level tech power

Casting Time: 1 action
Range: 60 feet
Duration: Concentration, up to 1 hour

You expel a mass of thick, adhesive mesh at a point of your choice within range. The mesh fill a 20-foot cube from that point for the duration. The mesh is difficult terrain and lightly obscures their area.

If the mesh isn't anchored between two solid masses (such as walls) or layered across a floor, wall, or ceiling, the electromesh collapses on itself, and the power ends at the start of your next turn. Mesh layered over a flat surface has a depth of 5 feet.

Each creature that starts its turn in the mesh or that enters it during its turn must make a Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the mesh or until it breaks free.

A creature restrained by the mesh can use its action to make a Strength check against your tech save DC. If it succeeds, it is no longer restrained.

The mesh is flammable. Any 5-foot cube of electromesh exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire.

ELECTROSHOCK
At-will tech power

Casting Time: 1 action
Range: Touch
Duration: Instantaneous

Lightning springs from you to deliver a shock to a creature you try to touch. Make a melee tech attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn.

This power's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

ELEMENT OF SURPRISE
1st-level tech power

Casting Time: 1 reaction, which you take in response to being damaged by a creature within 60 feet of you that you can see
Range: 60 feet
Duration: Instantaneous

You expel a sabotage charge at the creature that attacked you. The creature must make a Dexterity saving throw. It takes 2d10 fire damage on a failed save, or half as much damage on a successful one.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

ELEMENTAL ACCELERANT
4th-level tech power

Casting Time: 1 action
Range: 90 feet
Duration: Concentration, up to 1 minute

Choose one creature you can see and one damage type: acid, cold, fire, lightning, or sonic. The target must make a Constitution saving throw. If it fails, the first time on each turn when it takes damage of the chosen type, it takes an extra 2d6 damage of it. The target also loses resistance to the type until the power ends.

Overcharge Tech. You can target one additional creature for each slot level above 4th. The creatures must be within 30 feet of each other when you target them.

ENCRYPTED MESSAGE
At-will tech power

Casting Time: 1 action
Range: 120 feet
Duration: 1 round

You point your finger toward a creature within range that possesses a commlink and whisper a message. The target (and only the target) hears the message and can send an encrypted reply that only you can hear. These messages cannot be intercepted or decrypted by unenhanced means.

You can cast this power through solid objects if you are familiar with the target and know it is beyond the barrier. 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the power. The power doesn't have to follow a straight line and can travel freely around corners or through openings.

ENERGIZING AURA
8th-level tech power

Casting Time: 1 action
Range: Self
Duration: Concentration, up to 1 minute

Energizing light radiates out from you in a 30-foot radius. Creatures of your choice in that radius when you cast this power have advantage on all saving throws, and other creatures have disadvantage on attack rolls against them until the power ends.

ENERGY SHIELD
1st-level tech power

Casting Time: 1 reaction, which you take when you are hit by an attack
Range: Self
Duration: 1 round

You quickly create an energy shield. Until the start of your next turn, you have a +5 bonus to AC. This includes the triggering attack.

ENHANCE WEAPON
3rd-level tech power

Casting Time: 1 action
Range: Touch
Duration: Concentration, up to 1 hour

An unenhanced weapon you touch becomes an enhanced weapon. Choose one of these damage types: acid, cold, energy, fire, ion, kinetic, or lightning. For the duration, an unenhanced weapon you touch has a +1 to attack rolls and deals an extra 1d4 damage of the chosen type.

Overcharge Tech. When you cast this power using a 5th or 6th level tech slot, the bonus to attack rolls increases to +2 and the extra damage increases to 2d4. When you use a slot of 7th level or higher, the bonus increases to +3 and the extra damage increases to 3d4.

EXPEDITIOUS RETREAT
1st-level tech power

Casting Time: 1 bonus action
Range: Self
Duration: Concentration, up to 10 minutes

This power gives you a burst of adrenaline that allows you to move at an incredible pace. When you cast this power, and then as a bonus action on each of your turns until the power ends, you can take the Dash action.

EXPLOSION
3rd-level tech power

Casting Time: 1 action
Range: 150 feet
Duration: Instantaneous

You create an explosion at a point within range. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one.

The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

Overcharge Tech. When you cast this power using a tech slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

FABRICATE TRAP
3rd-level tech power

Casting Time: 1 hour
Range: Touch
Duration: Until dispelled or triggered

When you cast this power, you create a trap that will later trigger in response to a certain condition. You must attach it either to a surface (such as a table or a section of floor or wall) or within an object that can be closed or turned on (such as a book, door, or computer terminal) to conceal the trap. The trap can cover an area no larger than 10 feet in diameter. At the GM's discretion, certain actions may cause the trap to break or be rendered inoperative.

The trap is well disguised, and generally and requires a successful Intelligence (Investigation) check against your tech save DC to be found.

You decide what triggers the trap when you cast the power, such as entering a certain area or powering on the object. You can further refine the trigger so the trap activates only under certain circumstances or according to physical characteristics (such as height or weight) or creature kind (for example, the trap could be set to go off only droids or gungans). You can also set conditions for creatures that don't trigger the glyph, such as those who say a certain password.

You may only have one instance of this trap active at a time. If you cast another trap before the previous one is triggered, the other trap becomes inert.

When you create the trap, choose an explosive trap or a power trap:

Explosive Trap. When triggered, the trap erupts in a 20-foot-radius sphere centered on the trap. The explosion spreads around corners. Each creature in the area must make a Dexterity saving throw. A creature takes 5d8 acid, cold, fire, lightning, or sonic damage on a failed saving throw (your choice when you create the trap), or half as much damage on a successful one.

Power Trap. You can store a prepared tech power of 3rd level or lower in the trap by casting it as part of creating the trap. The trap must target a single creature or an area. The power being stored has no immediate effect when cast in this way. When the trap is triggered, the stored power is cast. If the trap has a target, it targets the creature that triggered the trap. If the power affects an area, the area is centered on that creature. If the power requires concentration, it lasts until the end of its full duration.

Overcharge Tech. When you cast this power using a tech slot of 4th level or higher, the damage of an explosive trap increases by 1d8 for each slot level above 3rd. If you create a power trap, you can store any power of up to the same level as the slot you use for this power.

FIND THE PATH
6th-level tech power

Casting Time: 1 minute
Range: Self
Duration: Concentration, up to 1 day

This power calculates out the shortest, most direct physical route to a specific fixed location that you are familiar with on the same planet. If you name a destination that moves (such as a mobile fortress), or a destination that isn't specific (such as "a Black Sun lair"), the power fails.

For the duration, as long as you are on the same planet as the destination, you know how far it is and in what direction it lies. While you are traveling there, whenever you are presented with a choice of paths along the way, you automatically determine which path is the shortest and most direct route (but not necessarily the safest route) to the destination.

FIRESTORM
6th-level tech power

Casting Time: 1 action
Range: 60 feet
Duration: Instantaneous

Choose a point on the ground within range, incinerating everything in a 15-foot radius. All creatures must make a Dexterity saving throw, taking 8d8 fire damage on a failure or half as much on a success. All large or smaller creatures are pushed to the edge of the power's radius. You may choose one creature to be at the very center of the firestorm, if you do so that creature has disadvantage on its saving throw and is knocked prone on a failure.

Overcharge Tech. When you cast this power using a tech slot of 7th level or higher, the damage increases by 1d8 and the radius increases by 5 feet for each slot level above 6th.

FLAME SWEEP
1st-level tech power

Casting Time: 1 action
Range: Self (15-foot cone)
Duration: Instantaneous

A thin sheet of flames shoots forth from you. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one.

The fire ignites any flammable objects in the area that aren't being worn or carried.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

FLAMING SHOTS
3rd-level tech power

Casting Time: 1 action
Range: Touch
Duration: Concentration, up to 1 hour

You channel tech power through a blaster weapon you are wielding. When a target takes damage from the chosen weapon, the target takes an extra 1d6 fire damage. The power ends when twelve shots have been fired.

Overcharge Tech. When you cast this power using a tech slot of 4th level or higher, the number of shots you can take with this power increases by two for each slot level above 3rd.

FLASH
1st-level tech power

Casting Time: 1 action
Range: 90 feet
Duration: 1 round

You create a massive flash of light and explosion of sound at a point within range. Roll 6d10; the total is how many hit points of creatures this power can affect. Creatures within 20 feet of the point are affected in ascending order of their current hit points (ignoring unconscious creatures).

Starting with the creature that has the lowest current hit points, each creature affected by this power is blinded until the end of your next turn. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, roll an additional 2d10 for each slot level above 1st.

FRIENDLY FIRE
5th-level tech power

Casting Time: 1 action
Range: 120 feet
Duration: Concentration, up to 1 minute

You scramble the targeting protocols of nearby machines. Each droid or construct in a 30-foot-radius sphere centered on a point you choose within range must make an Intelligence saving throw. If a construct has the 'Piloted' trait, and has a pilot controlling it that is not incapacitated, it gains a bonus to the saving throw equal to the pilot's Intelligence modifier. On a failed save, the target loses the ability to distinguish friend from foe, regarding all creatures it can see as enemies until the power ends. 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.

GLEAMING OUTLINE
1st-level tech power

Casting Time: 1 action
Range: 60 feet
Duration: Concentration, up to 1 minute

Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the power is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius.

Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

GREATER ANALYZE
5th-level tech power

Casting Time: 10 minutes
Range: Self
Duration: Instantaneous

Name or describe a person, place, or object. This power gives you a summary of significant lore about it. If the thing you named isn't known outside of one planetary system, you gain no information. The more information you already have, the more detailed the information you receive is.

GREATER EXPLOSION
9th-level tech power

Casting Time: 1 action
Range: 150 feet
Duration: Instantaneous

You expell a massive explosion at a point within range. Each creature in a 40-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 40d6 fire damage and is knocked prone on a failed save, or half as much damage on a successful one but remain standing.

The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

GREATER HOLOGRAM
3rd-level tech power

Casting Time: 1 action
Range: 120 feet
Duration: Concentration, up to 10 minutes

You create an image no larger than a 20 foot cube. It appears at a spot you can see and lasts for the duration. It seems completely real, sounds and other sensory effects included. You can't create a sensory effect strong enough to cause damage or a condition.

As long as you are within range of the illusion, you can use your action to make the image to move to any other spot within range. As the image changes location, you can alter it so that its movements appear natural for the image.

Physical interaction with the image reveals it as an illusion. A creature can use its action to determine that it's an illusion with a successful Investigation check. If a creature learns it's an illusion, it can see through the image, and the other sensory qualities become faint to it.

Overcharge Tech. The power lasts until dispelled without requiring concentration if cast at 6th-level or higher.

GREATER LIGHT
3rd-level tech power

Casting Time: 1 action
Range: 60 feet
Duration: 1 hour

A 60-foot-radius sphere of light spreads from a point you choose. The sphere is bright light and sheds dim light for an additional 60 feet.

If you chose an object you are holding or one that isn't being worn or carried, the light shines from and moves with the object. Completely covering the object with something opaque blocks the light.

If any of this power's area overlaps with enhanced darkness made by a power of 3rd level or lower, the darkness is dispelled.

GREATER SABOTAGE CHARGES
7th-level tech power

Casting Time: 1 action
Range: Self
Duration: Concentration, up to 10 minutes

You create six medium sabotage charges that last for the power's duration. When you cast the power, and as a bonus action on subsequent turns, you can hurl up to two of the charges to points you choose within 120 feet. Each charge explodes if it reaches the point or hits a solid surface. Each creature within 10 feet of the explosion must make a Dexterity save. The explosion deals 4d6 fire damage on a failure, or half damage on a success.

Overcharge Tech. The number of charges created increases by two for each slot level above 7th.

GREATER SALVO
9th-level tech power

Casting Time: 1 action
Range: 120 feet
Duration: Instantaneous

You launch four projectiles at points you can see within range. Each creature within a 20-foot-radius sphere of each point must make a Dexterity saving throw. A creature takes 15d6 fire damage and 15d6 kinetic damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one fiery burst is affected only once.

The power damages objects in the area and ignites flammable objects that aren't being worn or carried.

GREATER TRANSLOCATE
5th-level tech power

Casting Time: 1 bonus action
Range: Self
Duration: Concentration, up to 1 minute

Your form shimmers in a holographic configuration, and then collapses. You teleport up to 60 feet to an unoccupied space that you can see. On each of your turns before the power ends, you can use a bonus action to teleport in this way again.

GROUP HOLOGRAM
5th-level tech power

Casting Time: 1 action
Range: 30 feet
Duration: 8 hours

This power allows you to change the appearance of any number of creatures that you can see within range. You give each target you choose a new, illusory appearance. An unwilling target can make a Charisma saving throw, and if it succeeds, it is unaffected by this power.

The power disguises physical appearance as well as clothing, armor, weapons, and equipment. You can make each creature seem 1 foot shorter or taller and appear thin, fat, or in between. You can't change a target's body type, so you must choose a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. The power lasts for the duration, unless you use your action to dismiss it sooner.

The changes wrought by this power fail to hold up to physical inspection. For example, if you use this power to add a hat to a creature's outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel the creature's head and hair. If you use this power to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.

A creature can use its action to inspect a target and make an Intelligence (Investigation) check against your tech save DC. If it succeeds, it becomes aware that the target is disguised.

HOLD DROID
2nd-level tech power

Casting Time: 1 action
Range: 60 feet
Duration: Concentration, up to 1 minute

You emit a paralyzing dart at a droid or construct that you can see within range. The target must succeed on a Constitution saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the power ends on the target.

Overcharge Tech. When you cast this power using a tech slot of 3rd level or higher, you can target one additional droid or construct for each slot level above 2nd. The targets must be within 30 feet of each other when you target them.

HOLDING CELL
4th-level tech power

Casting Time: 1 action
Range: 120 feet
Duration: Concentration, up to 1 minute

A sphere of shimmering energy springs into being and encloses a creature or object of Large size or smaller within range. An unwilling creature must make a Dexterity saving throw. On a failed save, the creature is enclosed for the duration.

Nothing—not physical objects, energy, or other power effects—can pass through the barrier, in or out, though a creature in the sphere can breathe. The sphere is immune to all damage, and a creature or object inside can't be damaged by attacks or effects originating from outside, nor can a creature inside the sphere damage anything outside it.

The sphere is weightless and just large enough to contain the creature or object inside. An enclosed creature can use its action to push against the sphere's walls and thus roll the sphere at up to half the creature's speed. Similarly, the globe can be picked up and moved by other creatures.

A disintegrate power targeting the globe destroys it without harming anything inside it.

HOLOGRAPHIC DISGUISE
1st-level tech power

Casting Time: 1 action
Range: Self
Duration: 1 hour

Until the power ends or you use an action to dismiss it, you can disguise yourself through the use of a hologram emitter. You can appear to be shorter or taller by about a foot and change the appearance of your body weight, but you cannot change the basic structure of your body. The hologram can include your clothes, armor, weapons, and other belongings on your person.

The illusion is only visual, so any sort of physical contact will only interact with the real size and shape of you. Someone may also use an action to make an Investigation check against your techcasting save DC, seeing through the hologram on a success.

HOLOGRAM
1st-level tech power

Casting Time: 1 action
Range: 60 feet
Duration: Concentration, up to 10 minutes

You create an image that is no larger than a 15-foot cube. The image appears at a spot within range and lasts for the duration. The image is purely visual. If anything passes through it, it is revealed to be an illusion.

You can use your action to cause the image to move to any spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image.

A creature that uses its action to examine the image 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.

HOMING ROCKETS
1st-level tech power

Casting Time: 1 action
Range: 120 feet
Duration: Instantaneous

You lock on to a target within range and expel a series of three small explosives. Each explosive hits a creature of your choice that you can see within range. An explosive deals 1d4 + 1 fire damage to its target. The explosives all strike simultaneously, and you can direct them to hit one creature or several.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, the power creates one more explosive for each slot level above 1st.

ILLUSORY STRIKE
At-will tech power

Casting Time: 1 action
Range: Varies
Duration: 1 round

As part of the action used to cast this power, you must make a melee attack with a weapon against one creature within your weapon's reach, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and you create an illusory duplicate of yourself in your space that only the target can see. The target has disadvantage on the next attack roll it makes against you before the start of your next turn.

This power creates multiple duplicates when you reach higher levels. At 5th level, you create a second illusory duplicate, and the target has disadvantage on the next two attacks it makes against you before the start of your next turn. The number of duplicates and attacks with disadvantage increases to three at 11th level and four at 17th level.

ILLUSORY TERRAIN
4th-level tech power

Casting Time: 10 minutes
Range: 300 feet
Duration: 24 hours

You make natural terrain in a 150-foot cube in range look, sound, and smell like some other sort of natural terrain. Manufactured structures, equipment, and creatures within the area aren't changed in appearance.

The tactile characteristics of the terrain are unchanged, so creatures entering the area are likely to see through the illusion. If the difference isn't obvious by touch, a creature carefully examining the illusion can attempt an Intelligence (Investigation) check against your tech save DC to disbelieve it. A creature who discerns the illusion for what it is, sees it as a vague image superimposed on the terrain.

IMMOLATE
5th-level tech power

Casting Time: 1 action
Range: 90 feet
Duration: Concentration, up to 1 minute

Flames wreathe one creature you can see within range. The target must make a Dexterity saving throw. It takes 8d6 fire damage on a failed save, or half as much damage on a successful one. On a failed save, the target also burns for the power's duration. The burning target sheds bright light in a 30-foot radius and dim light for an additional 30 feet. At the end of each of its turns, the target repeats the saving throw. It takes 4d6 fire damage on a failed save, and the power ends on a successful one. These enhanced flames can't be extinguished by unenhanced means.

If damage from this power kills a target, the target is turned to ash.

IMPLANT MESSAGE
2nd-level tech power

Casting Time: 1 minute
Range: 30 feet
Duration: Until dispelled

You implant a message within an object in range, a message that is uttered when a trigger condition is met. Choose an object that you can see and that isn't being worn or carried by another creature. Then speak the message, which must be 25 words or less, though it can be delivered over as long as 10 minutes. Finally, determine the circumstance that will trigger the power to deliver your message.

When that circumstance occurs, the message is recited in your voice and at the same volume you spoke. When you cast this power, you can have the power end after it delivers its message, or it can remain and repeat its message whenever the trigger occurs.

The triggering circumstance can be as general or as detailed as you like, though it must be based on visual or audible conditions that occur within 30 feet of the object. For example, you could instruct the message to play when any creature moves within 30 feet of the object or when a bell rings within 30 feet of it.

INCENDIARY CLOUD
8th-level tech power

Casting Time: 1 action
Range: 150 feet
Duration: Concentration, up to 1 minute

You create a swirling cloud of smoke shot through with white-hot embers in a 20-foot-radius sphere centered on a point within range. The cloud spreads around corners and is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

When the cloud appears, each creature in it must make a Dexterity saving throw. A creature takes 10d8 fire damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the power's area for the first time on a turn or ends its turn there.

The cloud moves 10 feet directly away from you in a direction that you choose at the start of each of your turns.

INFILTRATE
2nd-level tech power

Casting Time: 1 action
Range: Touch
Duration: Concentration, up to 1 hour

A creature you touch becomes invisible. Anything the target is carrying is invisible as long as it is on the target. The power ends if the target that attacks or casts a power.

Overcharge Tech. You can target one additional creature for each slot level above 2nd.

INVISIBILITY TO CAMERAS
3rd-level tech power

Casting Time: 1 action
Range: 10 feet
Duration: Concentration, up to 1 minute

Up to four creatures of your choice become undetectable to electronic sensors and cameras. Anything the target is wearing or carrying is also undetectable, so long as it's on the target's person. The target is still visible to regular vision.

INVULNERABILITY
9th-level tech power

Casting Time: 1 action
Range: Self
Duration: Concentration, up to 10 minutes

A flickering blue aura shimmers into being around you. Until the power ends, you are immune to all damage.

ION BLAST
At-will tech power

Casting Time: 1 action
Range: 30 feet
Duration: Instantaneous

You create a blast of ion energy. Choose one creature within range, or choose two creatures within range that are within 5 feet of each other. A target must succeed on a Dexterity saving throw or take 1d4 ion damage. Droids and constructs have disadvantage on this saving throw.

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

IONIC BOND
1st-level tech power

Casting Time: 1 bonus action
Range: 30 feet
Duration: Concentration, up to 1 minute

A beam of ion energy lances out toward a creature within range, forming a sustained line between you and the target. Make a ranged tech attack against that creature. On a hit, the target takes 1d8 ion damage, and on each of your turns for the duration, you can use a bonus action to deal 1d8 ion damage to the target automatically. The power ends if you use your bonus action to do anything else. The power also ends if the target is ever outside the power's range or if it has total cover from you.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, the initial damage increases by 1d8 for each slot level above 1st.

IONIC STRIKE
At-will tech power

Casting Time: 1 action
Range: Varies
Duration: 1 round

As part of the action used to cast this power, you must make a melee attack with a weapon against one creature within your weapon's reach, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and it becomes wreathed in an ionic discharge. If the target willingly takes a reaction before the start of your next turn, it immediately takes 1d6 ion damage, and the power ends.

This power's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d6 ion damage to the target, and the damage the target takes for taking reactions increases to 2d6. Both damage rolls increase by 1d6 at 11th level and 17th level.

JET OF FLAME
At-will tech power

Casting Time: 1 action
Range: Self (30-foot sphere)
Duration: 10 minutes

A flickering flame appears in your hand. The flame remains there for the duration and harms neither you nor your equipment. The flame sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The power ends if you dismiss it as an action or if you cast it again.

You can also attack with the flame, although doing so ends the power. When you cast this power, or as an action on a later turn, you can hurl the flame at a creature within 30 feet of you. Make a ranged tech attack. On a hit, the target takes 1d8 fire damage.

This power's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

KOLTO CLOUD
3rd-level tech power

Casting Time: 1 bonus action
Range: 60 feet
Duration: Instantaneous

As you expel kolto, up to six creatures of your choice that you can see within range regain hit points equal to 1d4 + your techcasting ability modifier. This power has no effect on droids or constructs.

Overcharge Tech. When you cast this power using a tech slot of 4th level or higher, the healing increases by 1d4 for each slot level above 3rd.

KOLTO INFUSION
6th-level tech power

Casting Time: 1 action
Range: 60 feet
Duration: Instantaneous

Choose a creature that you can see within range. A surge of kolto energy washes over the creature, causing it to regain 70 hit points. This power also ends blindness, deafness, and any diseases affecting the target. This power has no effect on droids or constructs.

Overcharge Tech. When you cast this power using a tech slot of 7th level or higher, the amount of healing increases by 10 for each slot level above 6th.

KOLTO PACK
1st-level tech power

Casting Time: 1 bonus action
Range: 60 feet
Duration: Instantaneous

A creature of your choice that you can see within range regains hit points equal to 1d4 + your techcasting ability modifier. This power has no effect on droids or constructs.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, the healing increases by 1d4 for each slot level above 1st.

KOLTO RESERVE
4th-level tech power

Casting Time: 1 action
Range: Touch
Duration: 8 hours

You touch a creature and grant it a small reserve of kolto. The first time the target would drop to 0 hit points as a result of taking damage, the target instead drops to 1 hit point, and the power ends. If the power is still in effect when the target is subjected to an effect that would kill it instantaneously without dealing damage, that effect is instead negated against the target, and the powers ends.

KOLTO WAVES
9th-level tech power

Casting Time: 1 action
Range: 60 feet
Duration: Instantaneous

A flood of kolto energy flows from you into injured creatures around you. You restore up to 700 hit points, divided as you choose among any number of creatures that you can see within range. Creatures healed by this power are also cured of all diseases and any effect making them blinded or deafened. This power has no effect on droids or constructs.

LIGHT
At-will tech power

Casting Time: 1 action
Range: Touch
Duration: 1 hour

You touch one object that is no larger than 10 feet in any dimension. Until the power ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The power ends if you cast it again or dismiss it as an action.

If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the power.

LOCK
2nd-level tech power

Casting Time: 1 action
Range: Touch
Duration: Until dispelled

You touch a closed door, window, gate, chest, or other entryway, and it becomes locked for the duration. You and the creatures you designate when you cast this power can open the object normally. You can also set a password that, when spoken within 5 feet of the object, suppresses this power for 1 minute. Otherwise, it is impassable until it is broken or the power is dispelled or suppressed. Casting *release* on the object suppresses *lock* for 10 minutes.

While affected by this power, the object is more difficult to break or force open; the DC to break it or pick any locks on it increases by 10.

MAGNETIC FIELD
2nd-level tech power

Casting Time: 1 action
Range: Self
Duration: Concentration, up to 1 hour

You create a strong magnetic field around you in a 10-foot radius which moves with you, remaining centered on you. The field lasts for the power's duration.

The field has the following effects:

- The area is difficult terrain for creatures other than you.
- The attack rolls of ranged weapon attacks which deal kinetic, energy, or ion damage have disadvantage if the attacks pass in or out of the field.
- Communications equipment cannot communicate into or out of the field.

MAGNETIC HOLD
2nd-level tech power

Casting Time: 1 action
Range: Touch
Duration: Concentration, up to 1 hour

Until the power ends, one willing creature you touch gains the ability affix itself to and move along any metallic surface. It can move up, down, and across vertical surfaces and upside down along ceilings, all while leaving its hands free, at its normal walking speed.

MASS REPAIR DROID
5th-level tech power

Casting Time: 1 action
Range: 60 feet
Duration: Instantaneous

Choose up to six droids or constructs in a 30-foot-radius sphere centered on a point. Each target regains hit points equal to 3d8 + your techcasting ability modifier. This power only effects droids and constructs.

Overcharge Tech. When you cast this power using a tech slot of 6th level or higher, the healing increases by 1d8 for each slot level above 5th.

MENDING
At-will tech power

Casting Time: 1 minute
Range: Touch
Duration: Instantaneous

This ability repairs a single break or tear in an object you touch, such as broken chain link, two halves of a broken key, a torn strap, or a leaking cup. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage.

MINOR HOLOGRAM
At-will tech power

Casting Time: 1 action
Range: 10 feet
Duration: Up to 1 hour

This ability is a minor tech trick that creates one of the following effects within range.

- You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
- You instantaneously light or snuff out a source of light.
- You instantaneously clean or soil an object no larger than 1 cubic foot.
- You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.
- You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.
- You create a trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.

If you use this power multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

MIRROR IMAGE
2nd-level tech power

Casting Time: 1 action
Range: Self
Duration: 1 minute

Three illusory duplicates of yourself appear in your space. Until the power ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates.

Each time a creature targets you with an attack during the power's duration, roll a d20 to determine whether the attack instead targets one of your duplicates.

If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher.

A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The power ends when all three duplicates are destroyed.

A creature is unaffected by this power if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

MISLEAD
5th-level tech power

Casting Time: 1 action
Range: Self
Duration: Concentration, up to 1 hour

You become invisible at the same time that an illusory double of you appears where you are standing. The double lasts for the duration, but the invisibility ends if you attack or cast a power.

You can use your action to move your illusory double up to twice your speed and make it gesture, speak, and behave in whatever way you choose.

You can see through its eyes and hear through its ears as if you were located where it is. On each of your turns as a bonus action, you can switch from using its senses to using your own, or back again. While you are using its senses, you are blinded and deafened in regard to your own surroundings.

MOBILE LIGHTS
At-will tech power

Casting Time: 1 action
Range: 120 feet
Duration: Concentration, up to 1 minute

You create up to four orbs of light within range that hover in the air for the duration. You can also combine the four lights into one glowing vaguely humanoid form of Medium size. Whichever form you choose, each light sheds dim light in a 10-foot radius.

As a bonus action on your turn, you can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this power, and a light winks out if it exceeds the power's range.

MOTIVATOR BOOST
2nd-level tech power

Casting Time: 1 action
Range: 30 feet
Duration: Concentration, up to 1 minute

You imbue a willing droid or construct with heightened speed and maneuverability. Until the power ends, the target's speed is doubled, it gains a +2 bonus to AC, and it has advantage on Dexterity saving throws.

Overcharge Tech. When you cast this power using a tech slot of 3rd level or higher, you can target one additional droid or construct for each slot level above 2nd.

NEUROTOXIN
7th-level tech power

Casting Time: 1 bonus action
Range: 30 feet
Duration: Instantaneous

You release a series of darts filled with neurotoxin. Choose any number of creatures you can see within range. Each creature must make a Constitution saving throw. On a failed save, a creature suffers an effect based on its current hit points:

- 60 hit points or fewer: poisoned for 1 minute
- 50 hit points or fewer: poisoned and deafened for 1 minute
- 40 hit points or fewer: poisoned, deafened, and blinded for 10 minutes
- 30 hit points or fewer: poisoned, blinded, deafened, and stunned for 1 hour
- 20 hit points or fewer: killed instantly

This power has no effect on droids or constructs.

OIL SLICK
1st-level tech power

Casting Time: 1 action
Range: 60 feet
Duration: 1 minute

You cover the ground in a 10-foot square within range in oil. For the duration, it is difficult terrain.

When the oil appears, each creature standing in its area must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw.

The oil is flammable. Any 5 foot square of the oil exposed to fire burns away in one round. Each creature who enters the fire or starts it turn there must make a Dexterity saving throw, taking 3d6 fire damage on a failed save, or half as much on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.

ON/OFF
At-will tech power

Casting Time: 1 action
Range: 60 feet
Duration: Instantaneous

This power allows you to activate or deactivate any electronic device within range, as long as the device is not being wielded by a creature, and has a clearly defined on or off function that can be easily accessed from the outside of the device. Any device that requires a software-based shutdown sequence to activate or deactivate cannot be affected by *on/off*.

OVERHEAT
2nd-level tech power

Casting Time: 1 action
Range: 60 feet
Duration: Concentration, up to 1 minute

Choose a manufactured metal object, such as a blaster or a suit of heavy or medium metal armor, that you can see within range. You cause the object to glow red-hot. Any creature in physical contact with the object takes 2d8 fire damage when you cast the power. Until the power ends, you can use a bonus action on each of your subsequent turns to cause this damage again.

If an object is held, worn, or integrated, and a creature takes the damage from it, the creature must succeed on a Constitution saving throw or drop the object if it can. If it doesn't—or can't—drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn.

Overcharge Tech. When you cast this power using a tech slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

OVERLOAD
1st-level tech power

Casting Time: 1 action
Range: Self (15-foot cube)
Duration: Instantaneous

You expel a burst of power. Each creature in a 15-foot cube originating from you must make a Dexterity saving throw. On a failed save, a creature takes 2d6 ion damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

OVERRIDE INTERFACE
5th-level tech power

Casting Time: 1 action
Range: 60 feet
Duration: Concentration, up to 1 minute

You choose one droid or construct you can see within range and attempt to remotely override its controls. The target must make an Intelligence saving throw. If the construct has the 'Piloted' trait, and has a pilot controlling it that is not incapacitated, it gains a bonus to the saving throw equal to the pilot's Intelligence modifier. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw. On a failed save, the creature is charmed by you for the duration.

While the droid is charmed, you have a wireless link with it as long as the two of you are on the same planet. Via your tech focus, you can use this 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," "Move over there," or "Fetch that object." If the droid 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 droid 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.

Each time the target takes damage, it makes a new Intelligence saving throw against the power. If the saving throw succeeds, the power ends.

Overcharge Tech. When you cast this power using a 6th-level tech slot, the duration is 10 minutes. When you use a 7th-level tech slot, the duration is 1 hour. When you use a tech slot of 8th level or higher, the duration is 8 hours.

PARALYZE CREATURE
5th-level tech power

Casting Time: 1 action
Range: 90 feet
Duration: Concentration, up to 1 minute

You emit a paralyzing dart at a creature that you can see within range. The target must succeed on a Constitution saving throw or be poisoned for the duration. While poisoned in this way, the target is paralyzed. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the power ends on the target.

Overcharge Tech. When you cast this power using a tech slot of 6th level or higher, you can target one additional creature for each slot level above 5th. The creatures must be within 30 feet of each other when you target them.

PARALYZE HUMANOID
2nd-level tech power

Casting Time: 1 action
Range: 60 feet
Duration: Concentration, up to 1 minute

You emit a paralyzing dart at a humanoid that you can see within range. The target must succeed on a Constitution saving throw or be poisoned for the duration. While poisoned in this way, the target is paralyzed. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the power ends on the target.

Overcharge Tech. When you cast this power using a tech slot of 3rd level or higher, you can target one additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.

POISON DART
1st-level tech power

Casting Time: 1 action
Range: 60 feet
Duration: Instantaneous

Make a ranged tech attack against a creature within range. On hit, the target takes 2d8 poison damage and must make a Constitution save. On a failed save, it is also poisoned until the end of your next turn.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

POISON SPRAY
At-will tech power

Casting Time: 1 action
Range: 10 feet
Duration: Instantaneous

You extend your hand toward a creature you can see within range and project a puff of noxious gas. The creature must succeed on a Constitution saving throw or take 1d12 poison damage.

This power's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

PREDICTIVE AI
9th-level tech power

Casting Time: 1 minute
Range: Touch
Duration: 8 hours

You touch a willing creature, granting them a limited AI companion that can predict the world around them. For the duration, the target can't be surprised and has advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against the target for the duration.

This power immediately ends if you cast it again before its duration ends.

PROGRAMMED ILLUSION

6th-level tech power

Casting Time: 1 action
Range: 120 feet
Duration: Until dispelled

You create an illusion of an object, a creature, or some other visible phenomenon within range that activates when a specific condition occurs. The illusion is imperceptible until then. It must be no larger than a 30-foot cube, and you decide when you cast the power how the illusion behaves and what sounds it makes. This scripted performance can last up to 5 minutes.

When the condition you specify occurs, the illusion springs into existence and performs in the manner you described. Once the illusion finishes performing, it disappears and remains dormant for 10 minutes. After this time, the illusion can be activated again.

The triggering condition can be as general or as detailed as you like, though it must be based on visual or audible conditions that occur within 30 feet of the area. For example, you could create an illusion of yourself to appear and warn off others who attempt to open a trapped door, or you could set the illusion to trigger only when a creature says the correct word or phrase.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image 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, and any noise it makes sounds hollow to the creature.

PROJECT HOLOGRAM

7th-level tech power

Casting Time: 1 action
Range: 500 miles
Duration: Concentration, up to 24 hours

You create an illusory copy of yourself that lasts for the duration. The copy can appear at any location within range that you have seen before, regardless of intervening obstacles. The illusion looks and sounds like you but is intangible. If the illusion takes any damage, it disappears, and the power ends.

You can use your action to move this illusion up to twice your speed, and make it gesture, speak, and behave in whatever way you choose. It mimics your mannerisms perfectly.

You can see through its eyes and hear through its ears as if you were in its space. On your turn as a bonus action, you can switch from using its senses to using your own, or back again. While you are using its senses, you are blinded and deafened in regard to your own surroundings.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image 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, and any noise it makes sounds hollow to the creature.

PROTECTION FROM ENERGY

3rd-level tech power

Casting Time: 1 action
Range: Touch
Duration: Concentration, up to 1 hour

For the duration, the willing creature you touch has resistance to one damage type of your choice: acid, cold, fire, lightning, or sonic.

PYROTECHNICS

2nd-level tech power

Casting Time: 1 action
Range: 60 feet
Duration: Instantaneous

Choose an area of unenhanced flame that you can see and that fits within a 5-foot cube within range. You can extinguish the fire in that area, and you create either fireworks or smoke when you do so.

Fireworks. The target explodes with a dazzling display of colors. Each creature within 10 feet of the target must succeed on a Constitution saving throw or become blinded until the end of your next turn.

Smoke. Thick black smoke spreads out from the target in a 20-foot radius, moving around corners. The area of the smoke is heavily obscured. The smoke persists for 1 minute or until a strong wind disperses it.

RELEASE

2nd-level tech power

Casting Time: 1 action
Range: 60 feet
Duration: Instantaneous

Choose an object that you can see within range. The object can be a door, a box, a chest, a set of binders, a lock, or another object that contains a mundane or enhanced means that prevents access.

A target that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked.

If you choose a target that is held shut with *lock*, that power is suppressed for 10 minutes, during which time the target can be opened and shut normally.

REPAIR DROID
1st-level tech power

Casting Time: 1 action
Range: Touch
Duration: Instantaneous

A droid or construct you touch regains a number of hit points equal to 1d8 + your techcasting ability modifier. This power only effects droids and constructs.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

RIME SHOT
At-will tech power

Casting Time: 1 action
Range: Varies
Duration: 1 round

As part of the action used to cast this power, you must make a ranged attack with a weapon against one creature within your weapon's range, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and the creature's movement speed is halved until the end of its turn as the air around it turns frigid.

This power deals additional damage when you reach higher levels. At 5th level the ranged attack deals an extra 1d6 cold damage. This damage increases by 1d6 again at 11th level and 17th level.

RIME STRIKE
At-will tech power

Casting Time: 1 action
Range: Varies
Duration: 1 round

As part of the action used to cast this power, you must make a melee attack with a weapon against one creature within your weapon's reach, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and its speed is reduced by 10 feet until the start of your next turn, as the cold energy seeps into its being. Additionally, if the target doesn't move at least 5 feet before the start of your next turn, it immediately takes 1d8 cold damage, and the power ends.

This power's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 cold damage to the target, and the damage the target takes for not moving increases to 2d8. Both damage rolls increase by 1d8 at 11th level and 17th level.

RING OF FIRE
1st-level tech power

Casting Time: 1 action
Range: Self
Duration: Concentration, up to 1 minute

A wall of flames erupts out of the ground in a ring around you with a radius of 15 feet and a height of 10 feet. Creatures who start their turn in the ring of fire or pass through it on their turn take 1d6 fire damage. Creatures within the ring of fire who willingly try to move through the fire to escape must succeed on a Wisdom saving throw to do so. Creatures who are immune to fear or fire automatically succeed on this saving throw.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, the damage of the ring of fire increases by 1d6 for each slot level above 1st.

SABOTAGE CHARGES
3rd-level tech power

Casting Time: 1 action
Range: Self
Duration: Concentration, up to 10 minutes

You create six tiny sabotage charges that last for the power's duration. When you cast the power, and as a bonus action on subsequent turns, you can hurl up to two of the charges to points you choose within 120 feet. Each charge explodes if it reaches the point or hits a solid surface. Each creature within 5 feet of the explosion must make a Dexterity save. The explosion deals 2d6 fire damage on a failure, or half damage on a success.

Overcharge Tech. The number of charges created increases by two for each slot level above 3rd.

SALVO
4th-level tech power

Casting Time: 1 action
Range: 60 feet
Duration: Instantaneous

You launch three projectiles at points you can see within range. Each creature within a 10-foot radius sphere of each point must make a Dexterity saving throw. A creature takes 3d6 fire and 3d6 kinetic damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one sphere is affected only once.

The power damages objects in the area and ignites flammable objects that aren't being worn or carried.

Overcharge Tech. When you cast this power using a tech slot of 6th level or higher, you create four projectiles. When you cast this power using a tech slot of 8th level or higher, you create five projectiles.

SCAN AREA
4th-level tech power

Casting Time: 1 action
Range: Self
Duration: Concentration, up to 10 minutes

Program a creature or object that you are familiar with into your tech focus. Using a sonar scan, the tech focus attempts to find a path to the creature's or objects location, as long as that creature or object is within 1,000 feet of you. If the creature or object is moving, you know the direction of its movement.

The power can locate a specific creature or object known to you, or the nearest creature/object of a specific kind (such as a droid or a bothan), so long as you have seen such a creature up close—within 30 feet—at least once.

SCORCHING RAY
2nd-level tech power

Casting Time: 1 action
Range: 120 feet
Duration: Instantaneous

You create three ionic rays and hurl them at targets within range. You can hurl them at one target or several. Make a ranged tech attack for each ray. On a hit, the target takes 2d6 ion damage.

Overcharge Tech. When you cast this power using a tech slot of 3rd level or higher, you create one additional ray for each slot level above 2nd.

SCRAMBLE INTERFACE
3rd-level tech power

Casting Time: 1 action
Range: 120 feet
Duration: Concentration, up to 1 minute

You choose one droid or construct you can see within range and scramble its ability to differentiate targets. The target must make an Intelligence saving throw. If the construct has the 'Piloted' trait, and has a pilot controlling it that is not incapacitated, it gains a bonus to the saving throw equal to the pilot's Intelligence modifier. On a failed save, the target loses the ability to distinguish friend from foe, regarding all creatures it can see as enemies until the power ends. 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.

SCRAMBLING FIELD
8th-level tech power

Casting Time: 1 action
Range: Self (10-foot-radius sphere)
Duration: Concentration, up to 1 hour

A 10-foot-radius shimmering sphere of power suppression surrounds you. Within the sphere, powers can't be cast and enhanced items become mundane. Until the power ends, the sphere moves with you, centered on you.

Powers and other enhanced effects are suppressed in the sphere and can't protrude into it. A slot expended to cast a suppressed power is consumed. While an effect is suppressed, it doesn't function, but the time it spends suppressed counts against its duration.

Targeted Effects. Powers and other enhanced effects that target a creature or an object in the sphere have no effect on that target.

Enhanced Areas. The area of another power or enhanced effect, such as *explosion*, can't extend into the sphere. If the sphere overlaps an enhanced area, the part of the area that is covered by the sphere is suppressed.

Powers. Any active power or other enhanced effect on a creature or an object in the sphere is suppressed while the creature or object is in it.

Enhanced Items. The properties and powers of enhanced items are suppressed in the sphere. For example, a +1 lightsaber in the sphere functions as an unenhanced lightsaber.

An enhanced weapon's properties and powers are suppressed if it is used against a target in the sphere or wielded by an attacker in the sphere. If an enhanced weapon or a piece of enhanced ammunition fully leaves the sphere (for example, if you fire an enhanced shot or throw an enhanced vibrospear at a target outside the sphere), the enhancement of the item ceases to be suppressed as soon as it exits.

Enhanced Travel. Teleportation fails to work in the sphere, whether the sphere is the destination or the departure point for such enhanced travel. A portal to another location temporarily closes while in the sphere.

Creatures and Objects. A creature or object summoned or created by powers temporarily winks out of existence in the sphere. Such a creature instantly reappears once the space the creature occupied is no longer within the sphere.

Tech Override/Diminish Tech. Powers and enhanced effects such as *tech override* have no effect on the sphere. Likewise, the spheres created by different scrambling field powers don't nullify each other.

SCRAMBLING SHIELD

6th-level tech power

Casting Time: 1 action
Range: Self (10-foot radius)
Duration: Concentration, up to 1 minute

An immobile, faintly shimmering barrier springs into existence in a 10-foot radius around you and remains for the duration.

Any tech power of 5th level or lower cast from outside the barrier can't affect creatures or objects within it, even if the power is cast using a higher level tech slot. Such a power can target creatures and objects within the barrier, but the power has no effect on them. Similarly, the area within the barrier is excluded from the areas affected by such powers.

Overcharge Tech. When you cast this power using a tech slot of 7th level or higher, the barrier blocks powers of one level higher for each slot level above 6th.

SECURITY PROTOCOLS

6th-level tech power

Casting Time: 10 minutes
Range: Touch
Duration: 24 hours

You create a ward that protects up to 2,500 square feet of floor space (an area 50 feet square, or one hundred 5-foot squares or twenty-five 10-foot squares). The secured area can be up to 20 feet tall, and shaped as you desire. You can ward several stories of a stronghold by dividing the area among them, as long as you can walk into each contiguous area while you are casting the power.

When you cast this power, you can specify individuals that are unaffected by any or all of the effects that you choose. You can also specify a password that, when spoken aloud, makes the speaker immune to these effects.

When commanded (no action required), *security protocols* creates the following effects within the secured area.

Corridors. Fog fills all the secured corridors, making them heavily obscured. In addition, at each intersection or branching passage offering a choice of direction, there is a 50 percent chance that a creature other than you will believe it is going in the opposite direction from the one it chooses.

Doors. All doors in the secured area are locked, as if sealed by the *lock* power. In addition, you can cover up to ten doors with an image (equivalent to the illusory object function of the *minor hologram* power) to make them appear as plain sections of wall.

Stairs. Electromesh fills all stairs in the secured area from top to bottom, as the *electromesh* power. This mesh regrows in 10 minutes if it is burned or torn away while *security protocols* lasts.

Other power effect. You can place your choice of one of the following enhanced effects within the secured area of the stronghold.

- Place *mobile lights* in four corridors. You can designate a simple program that the lights repeat as long as *security protocols* lasts.
- Place *implant message* in two locations.
- Place *debilitating gas* in two locations. The vapors appear in the places you designate; they return within 10 minutes if dispersed by wind while *security protocols* lasts.

The whole secured area radiates power. A *dimish tech* cast on a specific effect, if successful, removes only that effect.

You can create a permanently guarded and secured structure by casting this power there every day for one year.

SENDING

3rd-level tech power

Casting Time: 1 action
Range: Unlimited
Duration: 1 round

You send a short message of twenty-five words or less to a creature with which you are familiar that possesses a commlink. The creature hears the message, recognizes you as the sender if it knows you, and can answer in a like manner immediately.

You can send the message across any distance and even to other planets, but if the target is on a different planet than you, there is a 5 percent chance that the message doesn't arrive.

SENSOR PROBE

4th-level tech power

Casting Time: 1 action
Range: 30 feet
Duration: Concentration, up to 1 hour

You create a small, temporary, invisible probe that hovers in the air for the duration. You mentally receive visual information from the probe. It has darkvision out to 30 feet. The eye can look in every direction.

As an action, you can move the probe up to 30 feet in any direction. There's no limit on how far away from you it can be. A solid barrier blocks the probe's movement, but it can pass through an opening at least 1 inch in diameter.

SHARED SHIELDING
2nd-level tech power

Casting Time: 1 action
Range: Touch
Duration: 1 hour

This power wards a willing creature you touch and creates an energy link between you and the target until the power ends. While the target is within 60 feet of you, it gains a +1 bonus to AC and saving throws, and it has resistance to all damage. Also, each time it takes damage, you take the same amount of damage.

The power ends if you drop to 0 hit points or if you and the target become separated by more than 60 feet. It also ends if the power is cast again on either of the connected creatures. You can also dismiss the power as an action.

SHATTER
2nd-level tech power

Casting Time: 1 action
Range: 60 feet
Duration: Instantaneous

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 sonic damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw.

An unenhanced object that isn't being worn or carried also takes the damage if it's in the power's area.

Overcharge Tech. When you cast this power using a tech slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

SHUTDOWN
5th-level tech power

Casting Time: 1 action
Range: 120 feet
Duration: Concentration, up to 1 minute

You emit an electromagnetic pulse, shutting down all electronic devices, with the exception of your tech focus, that are not held by or under the direct control of a creature. If it is, the creature must succeed on an Intelligence saving throw to stop the device from being shut down. While the power is active, no electronic device in range can be started or restarted.

SLOW-RELEASE MEDPAC
3rd-level tech power

Casting Time: 1 action
Range: Self (30-foot radius)
Duration: Concentration, up to 1 minute

Kolto energy radiates from you in an aura with a 30-foot radius. Until the power ends, the aura moves with you, centered on you. You can use a bonus action to cause one creature in the aura (including you) to regain 2d6 hit points.

SMOKE CLOUD
1st-level tech power

Casting Time: 1 action
Range: 120 feet
Duration: Concentration, up to 1 hour

You cause thick smoke to erupt from a point within range, filling a 20-foot-radius sphere. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, the radius of the smoke cloud increases by 20 feet for each slot level above 1st.

SMUGGLE
2nd-level tech power

Casting Time: 1 action
Range: Self
Duration: Concentration, up to 1 hour

You dampen sound and light and dull the scent from creatures in your vicinity. For the duration, each creature you choose within 30 feet of you has a +10 bonus to Dexterity (Stealth) checks and can't be tracked except by enhanced means. You can choose yourself as well. A creature that receives this bonus leaves behind no traces of its passage.

SONIC SHOT
At-will tech power

Casting Time: 1 action
Range: Varies
Duration: 1 round

As part of the action used to cast this power, you must make a ranged attack with a weapon against one creature within your weapon's range, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and it becomes wreathed in a sonic barrier until the start of your next turn. If the target willingly moves before then, it immediately takes sonic damage equal to your techcasting modifier, becomes deafened until the start of your next turn, and the power ends.

This power's damage increases when you reach higher levels. At 5th level, the ranged attack deals an extra 1d6 sonic damage to the target, and the damage the target takes for moving increases to 1d6 + your techcasting ability modifier. Both damage rolls increase by an additional 1d6 at 11th and 17th level.

SONIC STRIKE
At-will tech power

Casting Time: 1 action
Range: Varies
Duration: 1 round

As part of the action used to cast this power, you must make a melee attack with a weapon against one creature within your weapon's reach, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and you begin to emanate a disturbing hum. If a hostile creature ends its turn within 5 feet of you before the start of your next turn, it takes 1d4 sonic damage.

This power's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 sonic damage to the target, and the secondary damage increases by 1d4. Both damage rolls increase by 1d8 and 1d4, respectively, at 11th level and 17th level.

SPOT THE WEAKNESS
1st-level tech power

Casting Time: 1 action
Range: 30 feet
Duration: Concentration, up 1 minute

Up to three creatures of your choice that you can see within range must make Dexterity saving throws. Whenever a target that fails this saving throw makes an attack roll or a saving throw before the power ends, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

STACK THE DECK
1st-level tech power

Casting Time: 1 action
Range: 30 feet
Duration: Concentration, up to 1 minute

You boost up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the power ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

STORMING SHOT
At-will tech power

Casting Time: 1 action
Range: Varies
Duration: 1 round

As a part of the action used to cast this power, you must make a ranged attack with a weapon against one creature within your weapon's range, otherwise the power fails. On a hit, the target suffers the attack's normal effects and gains the lightning rod debuff until the end of your next turn, as energy begins to course through them. When this power hits a target, if there is a creature within 30 feet who has the lightning rod debuff, then the energy discharges, creating an arc of lightning between them which removes the debuff and deals 1d6 lightning damage to each of them.

The power's damage increases when you reach higher levels. At 5th level, the effects of both the ranged weapon attack and discharge deal an extra 1d6 lightning damage. Both damage rolls increase by an additional 1d6 at 11th and 17th level.

STUN
8th-level tech power

Casting Time: 1 ation
Range: 60 feet
Duration: Instantaneous

You emit a tiny crippling dart at a target within range. If the target has 150 hit points or fewer, it is stunned. Otherwise, the power has no effect.

The stunned target must make a Constitution saving throw at the end of each of its turns. On a successful save, this stunning effect ends.

SYNCHRONICITY
4th-level tech power

Casting Time: 1 action
Range: Touch
Duration: Concentration, up to 1 hour

A creature you touch isn't inconvenienced by mundane delays. Traffic lights are always green, there's always a waiting elevator, and a taxi is always around the corner. The target can run at full speed through dense crowds and attacks of opportunity provoked by the target's movement are made with disadvantage.

The power also grants advantage to stealth checks, since cover is always available. Additionally, the target has advantage on all ability checks made to drive a vehicle.

If two or more creatures under the effect of the power are attempting to avoid being inconvenienced by each other, the creatures make Charisma checks each time the effects would oppose each other. The higher check of the two's power takes effect.

TACTICAL ADVANTAGE
3rd-level tech power

Casting Time: 1 action
Range: 30 feet
Duration: Concentration, up to 1 minute

Choose a willing creature that you can see within range. Until the power ends, the target's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

When the power ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.

TACTICAL BARRIER
1st-level tech power

Casting Time: 1 bonus action
Range: 60 feet
Duration: Concentration, up to 10 minutes

A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

TACTICAL SUPERIORITY
7th-level tech power

Casting Time: 1 action
Range: 30 feet
Duration: Concentration, up to 1 minute

Choose up to two willing creatures that you can see within range. Until the power ends, each targets' speed is doubled, they gain a +2 bonus to AC, they have advantage on Dexterity saving throws, and they gain an additional action on each of their turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or the Use an Object Action.

When the power ends, each target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.

Overcharge Tech. When you cast this power using a tech slot of 8th-level or higher, you can target one additional creature for each slot level above 7th.

TARGET LOCK
1st-level tech power

Casting Time: 1 bonus action
Range: 90 feet
Duration: Concentration, up to 1 hour

You choose a creature you can see within range and mark it as your quarry. Until the power ends, you deal an extra 1d6 damage to the target whenever you hit it with a weapon attack, the target gains no benefit from half cover and three-quarters cover against you, and if the target is invisible, you can see it as if it were visible. If the target drops to 0 hit points before this power ends, you can use a bonus action on a subsequent turn of yours to mark a new creature.

Overcharge Tech. When you cast this power using a tech slot of 3rd or 4th level, you can maintain your concentration on the power for up to 8 hours. When you use a tech slot of 5th level or higher, you can maintain your concentration on the power for up to 24 hours.

TARGETING SHOT
At-will tech power

Casting Time: 1 action
Range: Varies
Duration: 1 round

As part of the action used to cast this power, you must make a ranged attack with a weapon against one creature within your weapon's range, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and a small target only visible to you marks it. The next attack roll you make against the creature before the end of your next turn can't suffer from disadvantage.

This power deals additional damage when you reach higher levels. At 5th level, the ranged attack deals an extra 1d6 damage. This damage increases by 1d6 again at 11th level and 17th level. The damage is the same type as the weapon's damage.

TECH OVERRIDE
3rd-level tech power

Casting Time: 1 reaction
Range: 60 feet
Duration: Instantaneous

You attempt to interrupt a creature in the process of casting a tech power. If the creature is casting a power of 3rd level or lower, its power fails and has no effect. If it is casting a power of 4th level or higher, make an ability check using your techcasting ability. The DC equals 10 + the power's level. On a success, the creature's power fails and has no effect.

Overcharge Tech. When you cast this power using a tech slot of 4th level or higher, the interrupted power has no effect if its level is less than or equal to the level of the force slot you used.

TEMPORARY BOOST
At-will tech power

Casting Time: 1 action
Range: Touch
Duration: Concentration, up to 1 minute

You touch one willing creature. Once before the power ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The power then ends.

TOXIC CLOUD
5th-level tech power

Casting Time: 1 action
Range: 120 feet
Duration: Concentration, up to 10 minutes

You create a 20-foot-radius sphere of poisonous, yellow-green fog centered on a point you choose within range. The fog spreads around corners. It lasts for the duration or until strong wind disperses the fog, ending the power. Its area is heavily obscured.

When a creature enters the power's area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. The creature takes 5d8 poison damage on a failed save, or half as much damage on a successful one. Creatures are affected even if they hold their breath or don't need to breathe.

The fog moves 10 feet away from you at the start of each of your turns, rolling along the surface of the ground. The vapors, being heavier than air, sink to the lowest level of the land, even pouring down openings.

Overcharge Tech. When you cast this power using a tech slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

TOXIN PURGE
2nd-level tech power

Casting Time: 1 action
Range: Touch
Duration: 1 hour

You touch a creature. If it is poisoned or diseased, you neutralize the poison or disease. If more than one poison or disease afflicts the target, you neutralize one poison or disease that you know is present, or you neutralize one at random.

For the duration, the target has advantage on saving throws against being poisoned or diseased, and it has resistance to poison damage.

TOXIN SCAN
1st-level tech power

Casting Time: 1 action
Range: Self
Duration: Concentration, up to 10 minutes

For the duration, you can see the presence and location of poisons and diseases within 30 feet of you. You also identify the kind of poison or disease in each case.

TRACER BOLT
1st-level tech power

Casting Time: 1 action
Range: 120 feet
Duration: 1 round

A flash of light streaks toward a creature of your choice within range. Make a ranged tech attack against the target. On a hit, the target takes 4d6 energy damage, and the next attack roll made against this target before the end of your next turn has advantage.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

TRACKER DROID INTERFACE
1st-level tech power

Casting Time: 1 hour
Range: 10 feet
Duration: Instantaneous

You interface a tracker droid with your tech focus, creating a permanent link.

Your tracker droid acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A tracker droid can't attack, but it can take other actions as normal.

While your tracker droid is within 100 feet of you, you can communicate with it via your tech focus. Additionally, as an action, you can see through your droid's vision and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the droid has. During this time, you are deaf and blind with regard to your own senses.

You can't maintain an interface between more than one tracker droid and your tech focus at a time.

Finally, when you cast a tech power with a range of touch, your tracker can deliver the power as if it had cast it. Your tracker droid 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.

Overcharge Tech. When you cast this power using a tech slot of 3rd level or higher, you can maintain a link with one more tracker droid for every two slot levels above 1st. Multiple tracker droids act on the same initiative. You can only see through one droid's vision at a time, but you can toggle between droids as a bonus action. Each droid must still be within 100 feet of you.

TRANQUILIZER
1st-level tech power

Casting Time: 1 action
Range: 90 feet
Duration: 1 minute

You emit a tranquilizing dart that knocks a creature unconscious. Roll 5d8; if the creature's remaining hit points are less than the total, the creature falls unconscious until the power ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. This power has no effect on droids or constructs.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, you can target an additional creature for each slot level above 1st. For each target, roll 5d8 separately.

TRANSLATION PROGRAM
1st-level tech power

Casting Time: 1 action
Range: Self
Duration: 1 hour

For the duration, you understand the literal meaning of any spoken registered language that you hear, as long as you have your tech focus. You also understand any written language that you see, but you must be within reach of the surface on which the words are written. It takes about 1 minute to read one page of text.

This power doesn't decode secret messages in a text, nor does it interpret a glyph, such as an ancient Sith rune, that isn't part of a written language.

TRANSLOCATE
2nd-level tech power

Casting Time: 1 bonus action
Range: Self
Duration: Instantaneous

Your form shimmers in a holographic configuration, and then collapses. You teleport up to 30 feet to an unoccupied space that you can see.

TRUTH SERUM
2nd-level tech power

Casting Time: 1 action
Range: Touch
Duration: 10 minutes

You administer a poison to a creature you touched that prevents it from telling lies. The creature touched must make a Constitution saving throw. On a success, nothing happens. On a failure, the creature can't speak a deliberate lie until the power ends.

An affected creature is aware of the power and can thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as it remains within the boundaries of the truth.

VENOMOUS STRIKE
At-will tech power

Casting Time: 1 action
Range: Varies
Duration: Instantaneous

As part of the action used to cast this power, you must make a melee attack with a weapon against one creature within your weapon's reach, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and if you were hidden from it, it takes an additional 1d4 poison damage.

This power's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 poison damage to the target, and the damage the target takes when you are hidden from it increases to 2d4. Both damage rolls increase by 1d8 and 1d4, respectively, at 11th level and 17th level.

VORTEX SHOT
At-will tech power

Casting Time: 1 action
Range: Varies
Duration: Instantaneous

As part of the action used to cast this power, you must make a ranged attack with a weapon against one creature within your weapon's range, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and each Large or smaller creature within 10 feet of the target must succeed on a Strength saving throw or be pulled to the nearest unoccupied space adjacent to the target.

This power deals additional damage when you reach higher levels. At 5th level, the ranged attack deals an extra 1d6 damage. This damage increases by 1d6 again at 11th level and 17th level. The damage is the same type as the weapon's damage.

WARD
At-will tech power

Casting Time: 1 action
Range: Self
Duration: 1 round

You emit a powerful force field that deflects incoming attacks. Until the end of your next turn, you have resistance against kinetic and energy damage dealt by weapon attacks.

WARDING SHOT
At-will tech power

Casting Time: 1 action
Range: Varies
Duration: 1 round

As part of the action used to cast this power, you must make a ranged attack with a weapon against one creature within your weapon's range, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and a dim barrier surrounds it. The first time it would deal damage before the start of your next turn, that damage is reduced by 1d6.

This power's damage reduction increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

APPENDIX A: CONDITIONS

Conditions alter a creature's capabilities in a variety of ways and can arise as a result of a power, a class feature, a monster's attack, or other effect. Most conditions, such as blinded, are impairments, but a few, such as invisible, can be advantageous.

A condition lasts either until it is countered (the prone condition is countered by standing up, for example) or for a duration specified by the effect that imposed the condition.

If multiple effects impose the same condition on a creature, each instance of the condition has its own duration, but the condition's effects don't get worse. A creature either has a condition or doesn't.

The following definitions specify what happens to a creature while it is subjected to a condition.

BLINDED

- A blinded creature can't see and automatically fails any ability check that requires sight.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

CHARMED

- A charmed creature can't attack the charmer or target the charmer with harmful abilities or enhanced effects.
- The charmer has advantage on any ability check to interact socially with the creature.

DEAFENED

- A deafened creature can't hear and automatically fails any ability check that requires hearing.

EXHAUSTION

Some special abilities and environmental hazards, such as and the long-term effects of freezing or scorching temperatures, can lead to a special condition called exhaustion. Exhaustion is measured in six levels. An effect can give a creature one or more levels of exhaustion, as specified in the effect's description.

Exhaustion Level

Level	Effect
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attack rolls and saving throws
4	Hit point maximum halved
5	Speed reduced to 0
6	Death

If an already exhausted creature suffers another effect that causes exhaustion, its current level of exhaustion increases by the amount specified in the effect's description.

A creature suffers the effect of its current level of exhaustion as well as all lower levels. For example, a creature suffering level 2 exhaustion has its speed halved and has disadvantage on ability checks.

An effect that removes exhaustion reduces its level as specified in the effect's description, with all exhaustion effects ending if a creature's exhaustion level is reduced below 1.

Finishing a long rest reduces a creature's exhaustion level by 1, provided that the creature has also ingested some food and drink.

FRIGHTENED

- A frightened creature has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight.
- The creature can't willingly move closer to the source of its fear.

GRAPPLED

- A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- The condition ends if the grappler is incapacitated (see the condition).
- The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect.

INCAPACITATED

- An incapacitated creature can't take actions or reactions.

INVISIBLE

- An invisible creature is impossible to see without the aid of powers or a special sense. For the purpose of hiding, the creature is heavily obscured. The creature's location can be detected by any noise it makes or any tracks it leaves.
- Attack rolls against the creature have disadvantage, and the creature's attack rolls have advantage.

PARALYZED

- A paralyzed creature is incapacitated (see the condition) and can't move or speak.
- The creature automatically fails Strength and Dexterity saving throws. Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

PETRIFIED

- A petrified creature is transformed, along with any object it is wearing or carrying, into a solid inanimate substance (usually stone). Its weight increases by a factor of ten, and it ceases aging.
- The creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings.
- Attack rolls against the creature have advantage.
- The creature automatically fails Strength and Dexterity saving throws.
- The creature has resistance to all damage.
- The creature is immune to poison and disease, although a poison or disease already in its system is suspended, not neutralized.

POISONED
- A poisoned creature has disadvantage on attack rolls and ability checks.

PRONE
- A prone creature's only movement option is to crawl, unless it stands up and thereby ends the condition.
- The creature has disadvantage on melee attack rolls.
- The creature has disadvantage on ranged attack rolls against targets within 30 feet.
- An attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage.

RESTRAINED
- A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.
- The creature has disadvantage on Dexterity saving throws.

SHOCKED
- A shocked creature's speed is reduced by half.
- The creature can't take reactions.

STUNNED
- A stunned creature is incapacitated (see the condition), can't move, and can speak only falteringly.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.

UNCONSCIOUS
- An unconscious creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings
- The creature drops whatever it's holding and falls prone.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.



APPENDIX B: RECOMMENDED VARIANT RULES

House/variant rules are optional additions to GM each game that in some way enhance or alter game play. Generally, they are done to alleviate stress from the GM, to improve player engagement, or to help a player realize a character goal. This appendix includes a number of variant rule options, all of which I offer at my table.

I would encourage you to become familiar with the core content of this conversion before you decide if these house rules are right for you.

DEFENSE ROLLS

One of the first variant rules I added to my games was the Defense Rolls, published in the Unearthed Arcana: Variant Rules. Essentially, instead of the GM making attack rolls against the players' static AC, the players make defense rolls against the GM's static attack save DC. Implementing this is easy.

CALCULATING DEFENSE BONUS (DB)

Armor class is replaced with Defense Bonus. This bonus is calculated simply by players taking their AC and subtracting 10. If a player had an AC of 16, they would have a DB of +6.

CALCULATING ATTACK SAVE DC

Attack bonuses you find on monster cards are similar converted to static values, called the attack save DC. To calculate this DC, simply take the listed attack bonus and add 12 to it. For instance, a B1 battle droid's blaster rifle attacks with a +4 modifier. Instead, that droid would have an attack save DC of 16.

MAKING THE ROLL

Instead of the GM making attack rolls, players make defense rolls by rolling a d20 and adding their Defense Bonus. If the roll meets or exceeds the attack save DC, the player successfully defends. If a character fails the the defense roll, the attack hits.

If the attacker would normally have advantage on the attack roll, you instead apply disadvantage to the defense roll, and vice versa if the attacker would have disadvantage.

If the defense roll comes up a 1 on the d20, then the attack is a critical hit. If the attacker would normally score a critical hit on a roll of 19 or 20, then the attack is a critical hit on a 1 or 2, and so forth for broader critical ranges.

Similarly, a 20 on the defense roll would automatically be a successful dodge, regardless of the attack save DC.

WHY I RECOMMEND THIS RULE

This is the first variant rule I implemented at my table, and it has thus far been universally loved. Keeping players engaged is very important at the table. Additionally, abilities that players have that allow them to know your attack rolls are simpler since the player rolls the dice in the open.

While I use this rule, and will continue to do so, when my players encounter "boss"-type mobs, I roll attack rolls as normal.

I especially recommend this rule if you utilize the Space Combat optional rule set. Since the pilot on many larger ships doesn't operate the weapons, using this rule keeps them further engaged.

SAVING THROW CHECKS

Also published in the Unearthed Arcana: Variant Rules was a rule for your players to roll when they use powers or abilities that call for a save DC. Instead of the GM making saving throws against the players' static save DCs, the players roll a saving throw check against the GM's defense save DC.

CALCULATING SAVING THROW CHECK

If players have their save throw DCs calculated, simply subtract 8 from that value. If your consular's force save DC is 15, your saving throw check modifier is +7.

CALCULATING DEFENSE SAVE DC

Monster cards also include potential saving throws, which can easily be converted to a defense save DC. Take the appropriate ability score modifier and add 14 to it. If the monster is proficient in the saving throw (indicated in the *saving throw* line on the monster card, if it exists), instead use that value. For instance, if a B1 battle droid is forced to make a Dexterity saving throw, its defense save DC would be 16 (14+2).

MAKING THE ROLL

Instead of the GM rolling saving throws for the monsters, players make saving throw checks by rolling a d20 and adding their saving throw check modifier. If the roll meets or exceeds the defense save DC, the creature fails the saving throw. If a character fails the the saving throw check, the creature successfully saves.

If the defender would normally have advantage on the saving roll, you instead apply disadvantage to the saving throw check, and vice versa if the defender would have disadvantage.

WHY I RECOMMEND THIS RULE

For all the same reasons as defense rolls. Players enjoy it, and it makes it easier for me to GM. Again, I don't use this rule when players encounter bosses.

SIMPLIFIED FORCECASTING

The current version of the SW5e PHB has the player using different ability scores depending on the alignment of the powers they are trying to cast: Wisdom for light side, Charisma for dark side, player's choice for universal.

For new players, this might be too complicated. Consider letting them instead choose between using Wisdom and Charisma as their forcecasting ability.

WHY I RECOMMEND THIS RULE

This is a wonderful simplification for new players. I, personally, love the alignment determining the forcecasting ability, and I have relatively experienced players, so I haven't felt a need to use this.

ASI AND A FEAT

This one is simple. At level 4, 8, 12, 16, and 19, when a player gets the opportunity to choose between adding 2 to their ability scores or a feat, I'm letting them add 1 to an ability score *and* choose a feat.

Now, this is going to create more powerful players, which means you need to pit them against more powerful monsters. I, personally, love this rule because I know it helps experienced players realize the exact character they want and helps to differentiate GM different characters of the same class. Then GM again, I'm a *huge* proponent of feats in general.

WHY I RECOMMEND THIS RULE

I love feats and I love powerful player characters, so as a GM this rule works well for me. It's not for everyone.



MILESTONE LEVELING

I won't delve too far into this. The simplified version is that instead of receiving experience for every encounter and leveling up at odd times, the GM chooses when they level up. Additionally, there never has the potential to be an experience, and consequently level, disparity between players.

WHY I RECOMMEND THIS RULE

Milestone leveling eliminates unnecessary record-keeping, helps maintain narrative significance to leveling up, and streamlines the GM controlling the game.

Additionally, if you utilize the Space Combat optional rule set, I urge you to use this. The nature of space combat is that there is no ship leveling up. Experience values relative to the amount required to level up will diminish drastically.

HUNTED

In some eras of Star Wars history, forcecasters are a rarity, and are hunted across the galaxy by the likes of Inquisitors, or if they're unlucky, a Dark Lord of the Sith, in an attempt to crush any foreseen threats to their rule. Should you want your forcecasting players to experience this additional level of drama and suspense, here is an alternate rule to implement:

Whenever a player casts a force power, others in the Galaxy may detect their presence through ripples in the Force. Each player has a pool of Disturbance Points. This pool of Disturbance Points increases every time a force power is cast by a number of points equal to the level of the force power used (at-will powers are treated as Level 0).

After each combat, roll a percentile dice for each player that used a force power. If you roll a number equal to or lower than the players Disturbance Pool, they are detected by Jedi Hunters of your determination, who begin to hunt the player they detected.

During each long rest, decrease each players pool of Disturbance Points by an amount equal to their level.

WHY I RECOMMEND THIS RULE

I actually run a campaign in the Old Republic era, so I don't use this rule. It *is* great, however, for those who run in more restricted eras.

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WHAT COMES NEXT?

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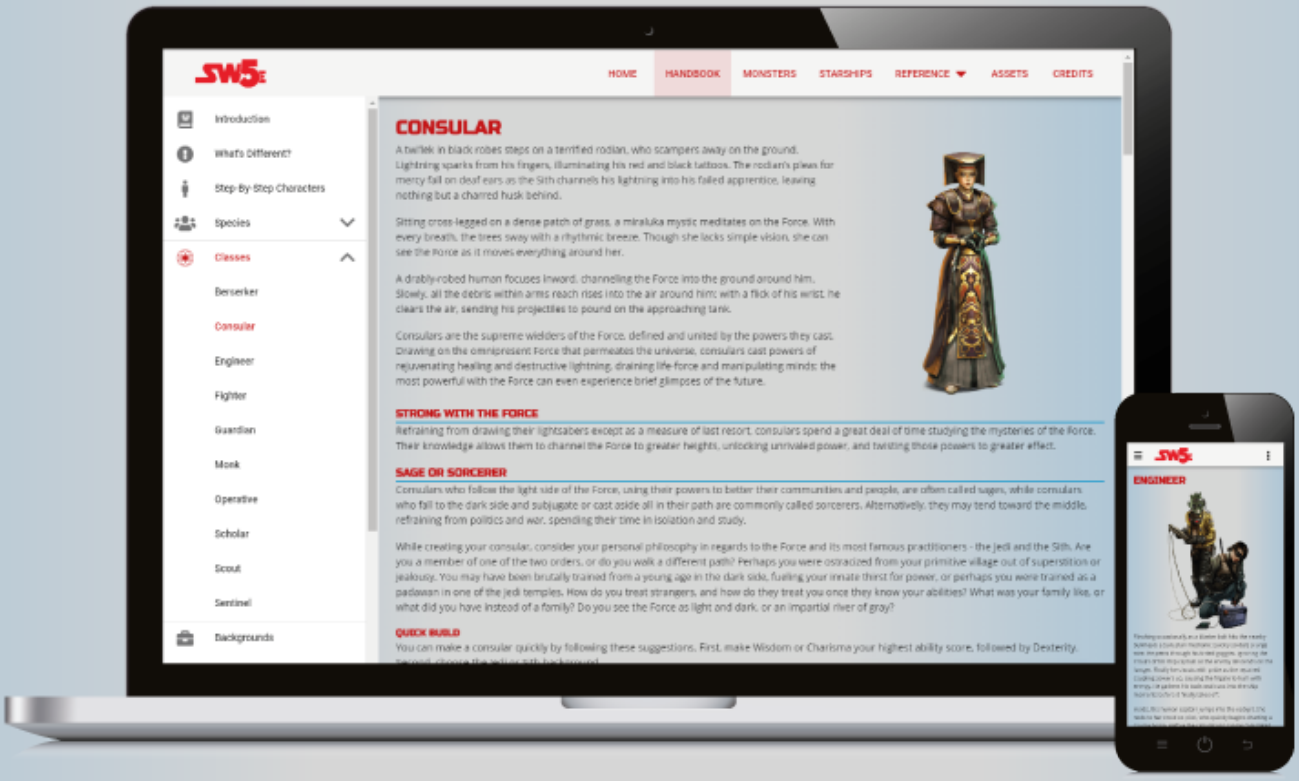

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