Star Wars 5e Player's Handbook

Version 1.0

This is a definitive guide to playing a Star Wars themed 5e D&D campaign.

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CHAPTER 1: RACES

ARKANIAN

Arkanians considered themselves the pinnacle of evolution, and as such many were distinctly arrogant. Arkanian scientists had been experts in genetic manipulation for millennia, and by the time of the Mandalorian Wars the species had been split into many sub-species, making it hard to determine exactly what a baseline Arkanian was. Most could pass for Human, though the most pure of blood had pure white eyes and four clawed digits on each hand.

Arkanians were capable of seeing into the infrared spectrum, and their eyes were sensitive to sources of extreme heat. This was helpful on their dark and frigid homeworld, but when traveling offworld, many were forced to wear blinders on planets with hotter, younger suns. It was also not unusual for an Arkanian to enhance themselves with internal and/or external cybernetics. It was also standard practice for Arkanians to undergo genetic manipulation of their own bodies, enhancing themselves so as to be better than "lesser" species.

ARROGANT AND PROUD

The most defining trait of the Arkanian species was their arrogance which stemmed from their belief that they were the pinnacle of evolution. This led to them often appearing arrogant and aloof to others as they saw themselves as being superior to all other species. Even those with a more moderate viewpoint tended to see themselves as being amongst the most intelligent beings in the galaxy. As such, they were highly confident of their abilities.

ARKANIAN NAMES

Names
  Male Names: Arca, Arkoh, Dias, Gorman, Hyrim, Zeta
  Female Names: Elizie, Jarael, Nasdra, Shenna

ARKANIAN TRAITS

Your arkanian character has many different attributes that might be useful in the field:
  Ability Score Inrease. Intelligence +2.
  Age. Arkanians mature at the same rate as humans, but live far longer.
  Alignment. Most Arkanians are good-natured, but tend to be outside of the law given their proclivity towards doing illegal genetic mutations.
  Size. Arkanians stand around 5-6 feet tall and tend to be no more than 170 pounds. Your size is Medium.
  Speed. Your base movement speed is 30 feet.
  Tool Proficiency. Engineer's tools.
  Languages. Arkanian, Basic.
  Subrace. Two main subraces of arkanians exist in the Star Wars Universe: pure-bloods and offshoots. Choose one of these subraces.

PUREBLOOD

The arkanians were native to the Colonies planet, Arkania, a world of frozen tundra and intense cold. The rich gem mines on their planet led to its great development and the construction of elaborate trade cities established by offworlders from the Galactic Republic. This influx of commerce allowed Arkanian culture to flourish and the species quickly became well known throughout the galaxy for their extremely reclusive scientists.
  Ability Score Increase. Intelligence +1, Charisma +1.
  Darkvision. 60ft.
  Innate Casting. The pureblood arkanian can cast the psychic speech force ability once per day.

OFFSHOOT

The Arkanian Offshoots were a sub-species of the Arkanian race, genetically engineered by the famed Arkanian scientists and genetic researchers of the Old Republic era.
  Ability Score Increase. You can choose between increasing your Dexterity or Wisdom score by 1.
  Hybrid. As a genetic hybrid, you have the skills of both arkanians and another race such as human or sephi. You are proficient with two skills of your choice.

Credit: Chris Trevas - Bothan

Bothan

To the Bothans, information is the galaxy's most valuable currency, as well as its most potent weapon. As a culture, they believe that direct confrontation with foes — whether economic, political, or martial — is pointless. In an open conflict, the object both sides desire is often damaged or destroyed. This attitude has made espionage a natural line of work for Bothans. Information and spies are their greatest exports. The famed Bothan spynet is the largest independent intelligence-gathering organization the galaxy has ever known. Beings of power everywhere find Bothans irritating because they have a tendency to use every bit of information they can to acquire leverage or money, but no one wants to be the only person without access to the spynet, so everyone continues to deal with the Bothans.

Slim and Shady

Bothans hail from the industrial Mid Rim planet of Bothawui, though they also populate various colony worlds like Kothlis and Torolis. Most Bothans stand about 5–6 ft. tall. They have tapered pointed ears, elongated heads, and a very few from both sexes have beards. They are manipulative, crafty, suspicious, curious by nature, loyal, brave, and very smart. They developed their technology to travel among the stars millennia ago and are longstanding members of the galactic civilization.

Bothan Names

Names

   Male Names: Borsk, Eramuth, Hosk, Kai, Knol, Koth, Narsk, Nek, Traest, Utric

   Female Names: Asyr, Glynn-Beti, Kolir, Oryon, Yantahar, Yaqeel

   Clan Names: Bwua'tu, Fey'lya, Hu'lya, Hudorra, Ka'hane, Kre'fey,, Melan, Saav'etu, Sandov, Sei'lar, Trey'lis, Ven'nari

Bothan Traits

Your bothan character has many different attributes that might be useful in the field:

   Ability Score Inrease. Dexterity +1, Intelligence +2.

   Age. Bothans mature and age at the same rate as humans.

   Alignment. Bothans tend to be outside the law but not without personal rules, generally aligning most with neutral, but tend to be morally good.

   Size. Bothans stand around 4-5 feet tall and tend to be no more than 200 pounds. Your size is Medium.

   Speed. Your base movement speed is 40 feet.

   Darkvision. 60ft.

   Proficiency. As a Bothan, you are proficient with two of the following abilities: deception, persuasion, security.

   Languages. Basic, Bothan

Chiss

The Chiss were a tall, blue-skinned Near-Human civilization from the planet Csilla in the Unknown Regions, best known to most Humans as the people to which Grand Admiral Thrawn belonged. Due to the remote position of their home territory in the Chiss Ascendancy they remained largely an enigma to the rest of the galaxy, and contact with outsiders was limited even in the days of the Galactic Alliance.

Highly Evolved

The origins of the Chiss were largely unknown, even to the Chiss themselves, though some scientists thought that they were the result of a long forgotten Human colony that had been lost to time. This was the leading theory held by not only Chiss historians but scientists within the New Republic who held the view that this colony predated the formation of the Old Republic. A report by the University of Sanbra indicated that very little was known of Chiss history due to their own records being carefully guarded on their homeworld. However, scattered reports from many intrepid scholars suggested the Chiss were a forgotten colonization attempt; this theory was mostly based on their resemblance to Humanity. Genetic analysis later confirmed that the Chiss were indeed an offshoot of the Human species' earliest attempts at colonization. It was believed that sometime before 27,000 BBY, a lost colony of Humans settled in the Unknown Regions on the planet Csilla.

Chiss Names

Names: Chaf'orm'bintrano, Fehlaaur'aitel'loro, Kthira'shi'ktarloo, Kung'urama'nuruodo, Mitth'raw'nuruodo, Prard'ras'kleoni

Chiss Traits

Your chiss character has many different attributes that might be useful:

   Ability Score Inrease. Increase three ability scores by one, but they cannot be stacked.

   Age. Chiss mature and age at the same rate as humans.

   Alignment. Chiss generally align most with neutral, but tend to be morally good.

   Galactic Alignments. Chiss Ascendancy.

   Size. Chiss stand around 4-5 feet tall and tend to be no more than 200 pounds due to the nature of their home planet of Csilla. Your size is Medium.

   Speed. Your base movement speed is 30 feet.

   Darkvision. Due to the dark nature of Csilla, Chiss have abnormally good darkvision. You can see 60ft clearly in the dark.

   Resistances. Due to the frozen planet of Csilla being your home, you are resistant to cold damage.

   Languages. Cheunh, Basic

Dathomirian

"But during your time away, you must not forget what Dathomir has given you. Although space is cold and empty, Dathomir's wilderness is lush and rich. It may be years before you return, so never forget the place that birthed and nurtured you—you will always be a Nightsister." — Mother Talzin

Witches of Dathomir

Dathomirians, or Dathomiri, were a sentient near-Human species native to the Outer Rim world of Dathomir. The creation of the Dathomirian species was the result of hybridization between Human females and male Zabrak.

They constituted a small percentage of the Nightsister society—a sect of witches using dark magicks—but rose to preeminence under the leadership of Clan Mother Talzin, a Dathomirian herself. At some point during the Clone Wars, the Kaleesh General Grievous, leader of the Separatist Droid Army, attacked the Dathomirians, who took refuge in the Nightsister fortress. Grievous wiped out every Dathomirian of the clan, except for Asajj Ventress and Mother Talzin.

Dathomirian Names

Names: Asajj, Daka, Gethzerion, Kaminne, Karis, Luce, Naa'leth, Saato, Silri, Talia, Talzin, Zalem

Dathomirian Traits

Your Dathomirian character has many different attributes that might be useful in the field:

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

Age. Up to 90 years.

Alignment. Generally chaotic.

Size. Medium

Speed. 40ft.

Proficiency. Choose between nature and survival.

Weapon Proficiency. As a Dathomirian you are proficient with the force bow.

Force Attuned. As a force wielder, when you activate your focus you may choose to focus on two different disciplines at the same time. Changing or losing your discipline causes you to lose focus on your extra discipline, and you cannot use this feature again until you have completed a short rest.

Languages. Basic, Dathomiri

Droid

Droids, short for androids, were mechanical beings, often possessing artificial intelligence. They were used in a variety of roles and environments, often those considered too menial or too dangerous for humans and other species. Droids were also used in fields that required extensive specialization and knowledge, such as medical droids and astromech droids. Droids designed for combat were battle droids.

Smart or too smart?

Depending on the model and its corresponding purpose, droids were totally obedient, rugged, expendable, capable of vast memory recall, and mathematically precise. These characteristics made them well suited for many jobs, though the lack of independent thought in the cheaper, less advanced models limited their capability. This lack of autonomy was simultaneously a vast asset and a glaring weakness—an asset in terms of obedience and control but a massive drawback in terms of effectiveness. Designers faced a fundamental paradox—make the droids overly intelligent, and they might rebel; yet make the droids not intelligent enough and they would be ineffectual.

Droid Names

Droid names typically involve a combination of letters, numbers, and hyphens, usually no longer than five characters.

Names: 4-L0M, C-3PO, HK-47, IG-88, R2-D2

Droid Traits

Your Droid character has many different attributes that might be useful in the field:

Ability Score Inrease. Your Intelligence score is increased by 2.

Machine Heart. You are a man-made construct. You are immune to disease. You do not need to eat or breathe. Instead of sleeping, you enter an inactive state for 4 hours each day. You do not dream in this state; you are fully aware of your surroundings and notice approaching enemies and other events as normal.

Size. The player character droids are all around human size, but of course weighing between three to four-hundred pounds. Your size is Medium.

Subrace. There are many different types of droids, the following of which a player can use as their character. There are other droids which can be used as familiars, which will be detailed later.

Assassin

Assassin droids were used by assassins to eliminate their targets. Assassin droids were the only droids built specifically to kill organics.

Alternate Ability Score As an assassin droid you were built for causing death. Because of that increase your Dexterity score by 1

Alignment. Assassin droids, when fully sentient, tend to align with the chaotic evil alignment. When they are not fully sentient, like HK-47, they do the bidding of their master whole-heartedly, but still tend to be rather chaotic.

Natural Plating Because you were built for battle you have plating built all over you. You have a natural armor bonus of 2. When unarmored, your AC is equal to 10 + your natural armor bonus + your dexterity modifier.

Speed. 35ft.

Proficiency.

Tool Proficiency.

Languages. Basic and Binary

Security

Alternate Ability Score As a security droid, you were designed to be rugged and strong. Increase either your Strength or Constitution score by 1.

Alignment. Security droids tend to work for someone and take on that person's alignment. If they do not work for someone, their alignment can be anything.

Mechanical Strength. If you chose to increase your Strength score, you have advantage on all Strength contests, such as grappling and shoving, as long as you initiate the contest.

Durasteel Plating. If you chose to increase your Constitution score, your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Speed. 30ft.

Proficiency.

Tool Proficiency.

Languages. Basic and Binary

Protocol

Protocol droids were programmed for diplomacy, often with the knowledge of millions of different languages and cultures. They were mainly used by ambassadors and diplomats.

Human-Cyborg Relations. You were created for the express purpose of translation and diplomacy. As such increase your Charisma score by 1.

Alignment.

Speed. 25ft.

Proficiency. You gain proficiency in persuasion and insight.

6 Million forms of Communications. What kind of protocol droid would be if you didn't know how to communicate properly? You know every language spoken by whatever faction you belong to.

Dug

Dugs were slender, powerfully built beings with a somewhat humanoid build and a unique method of walking that hailed from the high gravity world Malastare. Their primary means of locomotion were their strong arms, and their lower limbs and feet were used for grappling and other fine motor manipulation. They hardly ever walked on their lower limbs. Sebulba was only once seen standing on his legs. Although most Dugs may walk on all four limbs, others liked to use their strong arms as legs and their feet as hands like they would normally do.

Cruel and Crafty

Due to their oppression under their Gran rulers who colonized Malastare, many Dugs often felt the need to throw around their strength in bids to establish dominance. As a result, they were known for their ill-tempered demeanor, and many were bullying thugs.

Dug Names

Names
    Names: Andurgo, Bog'Ruhx, Darnada, Dewanga, Nakha, Preigo, Pugwis, Sebolto, Sebulba

Dug Traits

Your Dug character has many different attributes that might be useful in the field:

Ability Score Inrease. Add +1 to Constitution and +2 to Strength.

Age. Up to 75 years.

Alignment. Usually chaotic.

Size. Up to ~3 feet. Your size is Small.

Speed. Because they use their upper limbs for locomotion, a dug's base movement speed is 25 feet.

Darkvision. Due to Malastare's atmosphere, the planet is in a near constant state of darkness. Therefore, the Dug have evolved to be able to see clearly in the dark up to 60ft.

Proficiency. Athletics.

Tool Proficiency. Engineer's tools.

Vehicle Proficiency. As a base character, you can be proficient with one additional vehicle.

Languages. Basic, Dug.

Duros

Your Duros character has many different attributes that might be useful in the field:

Ability Score Inrease. +1 Charisma, +2 Intelligence

Age. Up to 100 years.

Alignment. Proclivity to good.

Size. Medium

Speed. 30ft.

Darkvision. 30ft.

Proficiency. Perception and Security

Photographic Memory. Can recall anything ever told to them or read. This gives proficiency with the history skill and advantage on history checks.

Languages. Basic, Durese

Gamorrean

Your Gamorrean character has many different attributes that might be useful in the field:

Ability Score Inrease. Your Strength and Constitution scores increase by 2.

Age. Up to 75 years.

Alignment. Any.

Size. Medium.

Speed. 30ft.

Savage Attacks. When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Languages. Basic, Gamorrese. Gamorreans can only speak Gamorrese.

Geonosian

Your Geonosian character has many different attributes that might be useful in the field:

Ability Score Inrease. Dexterity +2, Wisdom +1
Age. Around 50-60 years.
Alignment. Neutral, very protective of species.
Size. Medium.
Speed. 25ft walking, 50ft flying.
Darkvision. 60ft.
Exoskeleton. Your AC is increased by 1.
Tool Proficiency. Engineer's tools
Languages. Basic (understands), Geonosian. Geonosians can only speak Geonosian

Gungan

The Gungans were a sentient, amphibious humanoid race native to the terrestrial planet known as Naboo. Prior to the Invasion of Naboo, an event that took place in 32 BBY, the Gungans were a largely isolationist society. They were able to combine machinery with biology. They lived in large bubble-like domes under water. Gungans had strong leg muscles for swimming and were aided by their long fin-like ears. Their somewhat lanky arms ended in four-fingered hands, and their feet had three stubby toes each. Females tended to be slightly smaller with sleeker faces. They often tied their long ears back.

Divided

The Gungans were separated into two races: the lanky orange, yellow or red-skinned Otolla race, and the heavier green-skinned Ankura race. However, they all exhibited many of the same basic physical traits.

Starting life as tadpoles, Gungans developed into tall beings with extremely flexible cartilaginous skeletons. Strong leg muscles allowed for powerful and quick frog-kick style swimming through water as well as a remarkable jumping ability while on land. Fin-like ears (called haillu) also aided them in swimming, as well as expressing emotions like aggression, friendship, and fear. They had partially retractable eyestalks with nictitating membranes when underwater. Green eyes were unusual amongst Gungans.

Gungan Traits

Your Gungan character has many different attributes that might be useful in the field:

Ability Score Inrease. +2 Dexterity, +1 Strength
Age. Up to 70.
Alignment. Good.
Size. Medium.
Speed. 40ft walking and swimming.
Powerful Legs. Your jump height and distance is doubled.
Unnatural Luck. If you roll a 1 on an attack roll, ability check, or saving throw, you may choose to reroll, but you must take the second roll.
Languages. Basic, Gungan

Human

See traditional Player's Handbook.

Jawa

Your Jawa character has many different attributes that might be useful in the field:

Ability Score Inrease. +2 Dex, +1 Int
Age. Up to 80 years
Alignment. Neutral.
Size. Small.
Speed. 25ft.
Darkvision. 30ft.
Expertise. Jawa have expertise in the Repair and Security skills.
Tool Proficiency. All.
Languages. Basic, Jawaese. Jawas can only speak Jawaese.

Kel Dor

The Kel Dors, sometimes referred to as Kel Dorians, were a species hailing from the technological planet Dorin. They required masks to protect them when in oxygen-rich atmospheres. They were also known for the unique Force-using traditions of the Baran Do Sages. One notable Kel Dor was the Jedi Master Plo Koon, who was a member of a famous Kel Dor Jedi family. Sha Koon, a Jedi Knight, was Plo Koon's niece.

Exoskeletal

The Kel Dors were a tall race, typically of the same height and weight as Humans. Their skin ranged in color from peach to a crimson red. Most had dark, black eyes, although some were born with silver irises, a mark that was often seen as an affinity for the Force.

Kel Dors were, as a whole, were considered an unattractive species due to their strange facial structure. Their noses were described as falling short of becoming a beak, with a gaping opening that descended to the mouth, a toothless chasm with drooping fleshy strands. In place of teeth, Kel Dor had an upper and lower hard-palate, visible only when they pulled their lips back. Framing their head were extrasensory organs which terminated in small black tusks.

Names
    Male Names: Gnost-Dural, Hetchkee, Plo Koon, Pol Temm, Tol Braga, Zym
    Female Names: Charsae Saal, Kara Ziil, Sha Koon, Tila Mong, Till'in

Kel Dor Traits

Your Kel Dor character has many different attributes that might be useful in the field:

Ability Score Inrease. +1 Dexterity, +2 Wisdom
Age. Up to 70
Alignment. Good
Size. Medium
Speed. 30ft
Atmospheric Difficulties. Kel Dor do not perform well in oxygen-rich environments, effectively being blind. Therefore, they almost constantly wear a mask when not on their home planet. This mask allows them to survive without oxygen far longer than a normal humanoid could. You can survive without oxygen for a number of minutes equal to 1 + (Constitution Modifier x 2).
Languages. Basic, Kel Dorian

Khil

Your Khil character has many different attributes that might be useful in the field:

Ability Score Inrease. +2 Strength, +2 Wisdom
Age. Up to 90 years.
Alignment. Good.
Size. Medium.
Speed. 30ft.
Darkvision. 60ft.
Proficiency. Perception, Persuasion.
Languages. Basic, Khilese

Lasat

Your Lasat character has many different attributes that might be useful in the field:

Ability Score Inrease. +1 Constitution, +2 Strength
Age. Up to 80 years.
Alignment. Good.
Size. Medium.
Speed. 35ft.
Darkvision. 30ft.
Proficiency. Athletics, Perception.
Heightened Senses. Your Lasat character has advantage on Perception checks unless you are deafened.
Languages. Basic, Lasat

Miraluka

The Miraluka were a Near-Human species that differed from Humans in that they lacked eyes, only retaining vestigial eye sockets, and perceived the environment around them through Force sight instead of regular vision. This vision was so strong that if a Miraluka looked upon a Jedi or Sith, they could "see" Force radiating off them. The strength of a Miraluka's connection to the Force varied by individual.

Miraluka, as Near-Humans, could interbreed with baseline humanity. Humans with Miraluka blood included Krynda and Lucien Draay. It was said that such mating would result in difficulties for the offspring.

Miraluka Traits

Your Miraluka character has many different attributes that might be useful in the field:

Ability Score Inrease. +1 Dexterity, +2 Wisdom
Age. Up to 100 years
Alignment. Good
Galactic Alignment. Neutral
Size. Medium
Speed. 30ft
Force Sight. Miraluka have no eyes, they rely on the force to see. They can perceive the environment and people at the same distances humans can, but in addition they can sense the force energy in any creature, so much so they can determine whether someone is a Jedi or Sith.
Telepathy. Miraluka can use their connection to the force to speak telepathically to any willing creature they can see with their force sight.
Languages. Basic, Miralukese.

Mon Calamari

Your Mon Calamari character has many different attributes that might be useful in the field:

Ability Score Inrease. Charisma +1, Dexterity +2

Age. Up to 70 years.

Alignment. Tendency to good.

Size. Medium.

Speed. 30ft land, 60ft swimming.

Darkvision. 60ft.

Waterbreathing. Your Mon Calamari character can breath underwater.

Fish Eyes. You have advantage on Investigation and Perception checks because your eyes can focus on two different things at once.

Water-lovers. You have advantage on all Dexterity and Strength checks and saving throws, as well as grappling, while underwater.

Languages. Basic

Nautolan

The Nautolans, sometimes referred to as the Nautiloids, were an amphibious humanoid species from the planet Glee Anselm. Although they established settlements across their aquatic homeworld, most Nautolan civilization was found in the Sabilon region. The most well known Nautolan was Jedi Master Kit Fisto, a hero of the Clone Wars and member of the Jedi Council.

Water-born

Nautolans possessed physiology common to amphibious species, including low light vision and excellent swimming skills. Their bony exoskeleton and dense cartilage made them tough and resistant to glancing blows.

An egg-laying species, Nautolans emerged from their egg as a tadpole that developed arms, legs, and head-tails during their second year of life. Roughly the same size as a Human infant during this time, their limbs were weak and unable to support their weight, forcing youthful Nautolans to remain in aquatic environments for much of their childhood. They stood an average of 1.8 meters, had smooth green, blue, purple, or brown skin, and large black or dark maroon eyes with lids that were seldom used. They were capable of breathing underwater; however, unlike other water-based species, Nautolans did not experience difficulties out of water.

Nautolan Names

Nautolan names
   Male Names: Bengel Morr, Fong Do, Kit Fisto, Knox, Oric Traless, Zatt
   Female Names: Dah'lis Stark, Dossa, Leeha Narezz

Nautolan Traits

Your Nautolan character has many different attributes that might be useful in the field:
   Ability Score Inrease. +2 to Dexterity, +1 to Constitution
   Age. Up to 70 years old
   Alignment. Usually good
   Size. Medium
   Speed. 30ft land, 60ft underwater
   Darkvision. 30ft
   Exoskeleton. +1 AC.
   Waterborn. Due to being an aquatic race, Nautolan characters can breath in water.
   Tendrils. You have tendrils all over your head which allow you to sense the presence of certain pheromones. This allows you to sense your surroundings fairly well, therefore your character has blindsight for up to 30ft.
   Languages. Basic, Nautila

Rodian

Your Rodian character has many different attributes that might be useful in the field:

Ability Score Inrease. Dexterity +2, Intelligence +1.

Age. Up to 90 years.

Alignment. Any.

Size. Medium.

Speed. 35ft.

Scaled Skin. Natural armor of 12 + Dexterity modifier

Infrared Sight. You have darkvision for 120ft and can make out life forms perfectly in the dark.

Proficiency. Acrobatics, Perception

Languages. Basic, Rodese.

Togruta

Your Togruta character has many different attributes that might be useful in the field:

Ability Score Inrease. Strength +1, Wisdom +2.

Age. Up to 94 years.

Alignment. Tendency to good.

Size. Medium.

Speed. 30ft.

Frightening Presence. You have advantage on Intimidation checks.

Montral. Togrutan's horns on their heads give them echolocation up to 60ft unless they are deafened or there is a significant amount of background noise, such as in cities or near loud vehicles or waterfalls.

Proficiency. Persuasion, Intimidation.

Languages. Basic, Togruti.

Trandoshan

Your Trandoshan character has many different attributes that might be useful in the field:

Ability Score Inrease. Constitution +2, Strength +1.

Age. Up to 70 years.

Alignment. Tendency towards chaotic.

Size. Medium.

Speed. 30ft.

Natural Attacks. Trandoshans have a few attacks they can make without weapons. These attacks can be made using a bonus action or an action.

Claws. 1d4 + Str slashing

Bite. 1d6 + Str piercing

Regeneration. Once per long rest, you can regenerate 2d10 + Con hit points as an action. In addition, your hit die limit is increased by 3, and you regenerate lost limbs and body parts after 1d8 days.

Instinctual Hatred. Trandoshans have an unending, passionate hatred for the Wookiee species.

Languages. Basic, Trandoshan.

Twi'lek

Your Twi'lek character has many different attributes that might be useful in the field:

Ability Score Inrease. Charisma +2, Dexterity +1.

Age. Up to 80 years.

Alignment. Good.

Size. Medium.

Speed. 40ft.

Colorful Skin. Twi'leks were known for having colored skin. The common colors were green, blue, cream, and purple skin, but some rarer Twi'leks had red skin.

In addition, some Twi'leks had birthmarks that look like geometric tattoos.

Black Market Buyers. You have knowledge of most Black Market locations around the Outer Rim.

Seductive. You have advantage on Charisma checks made to seduce any creature that can understand you. This could be persuasion, deception, intimidation, or performance depending on how the action is performed.

Proficiency. Deception, Performance, Persuasion.

Languages. Basic, Ryl.

Weequay

Your Weequay character has many different attributes that might be useful in the field:

Ability Score Inrease. Charisma +1, Dexterity +2.
Age. Up to 90 years.
Alignment. Tendency to chaotic; usually neutral.
Size. Medium.
Speed. 30ft.
Darkvision. 30ft.
Proficiency. Deception.
Hardened Skin. Your skin has a hard shell on it, allowing you to resist blaster fire. Whenever you are dealt radiant damage, you can use your reaction to lower the damage dealt by 1d6 + Con.
Languages. Basic, Sriluurian.

Wookiee

Your Wookiee character has many different attributes that might be useful in the field:

Ability Score Inrease. Constitution +2, Strength +2.
Age. More than 400 years.
Alignment. Good.
Size. Medium.
Speed. 35ft.
Ryyk Warrior. Wookiees can dual-wield Ryyk blades, and additionally their Strength modifier can be added to the second attack roll when dual-wielding Ryyk blades.
Proficiency. Athletics
Weapon Proficiency. Bowcaster, Ryyk Blades
Languages. Basic, Shyriiwook

Zabrak

The Zabrak, also known as Iridonians when referring to the Zabrak who came from Iridonia, were a carnivorous Near-Human species native to Iridonia, a planet located in the Mid Rim known for its inhospitable terrain and fierce predatory life. They were a species known for having a fierce sense of self-determination and an equally dominant need for independence.

Horned Humans

Zabrak were Near-Human, but had a number of significant physical characteristics that set them apart from baseline Humanity. The most striking of these were a series of vestigial horns that crowned the heads of both males and females. These horns grew at puberty in varying patterns and signified that the time of their rite of passage was drawing near.

    The horns were one trait shared by the many Zabrak subspecies, which were divided by a number of physical characteristics that differed from subspecies to subspecies. These could include different skin tones (which included peachy white, pure white, yellow, red, tan, brown and black), horn patterns, hair growth (though it should be noted that most Zabraks, unlike Humans, could not grow eyelashes or facial hair – there were some exceptions, such as Maris Brood and Bao-Dur, who had eyebrows) and eye color (which have certain pigmentations that Humans lack, such as purple, yellow, red, and orange).

Zabrak Names

Male Names: Aleas, Agen, Bao-Dur, Feral, Gith, Maul, Savage
Female Names: Acaadi, Maris
Clan Names: Brood, Darach, Kolar, Koth, Opress

Zabrak Traits

Your Zabrak character has many different attributes that might be useful in the field:

Ability Score Inrease. +2 to one ability score and +1 to another.
Age. Up to 80.
Alignment. Any.
Size. Medium.
Speed. 30ft.
Horned. Due to your horned skull, many people find you to be rather scary. You have advantage on all deception, intimidation, and persuasion checks.
Proficiency. Intimidation, Persuasion.
Languages. Basic, Zabraki.

Chapter 2: Classes Part I

Non-Force Wielding Classes

Class	Description	Primary Ability	Saving Throw Proficiencies	Armor and Weapon Proficiencies
Engineer	The engineer is an expert in using technology to his or her advantage.	Intelligence	Dexterity & Intelligence	Light armor, simple weapons
Mercenary	The mercenary works for whoever is paying best.	Constitution & Strength	Constitution & Strength	Light and medium armor, simple and martial weapons
Pilot	A pilot in training, but even in training pilots can be devastating to those who do underestimate them.	Intelligence	Dexterity & Intelligence	Light armor, simple weapons
Scoundrel	Need something done quickly and quietly? The Scoundrel is your guy	Dexterity & Charisma	Dexterity & Charisma	Light and medium armor, simple weapons
Senator	The Senator is a formidable opponent, not because they themselves are dangerous, it's who they *know* that makes them dangerous	Charisma & Wisdom	Charisma & Wisdom	Light armor, simple weapons
Trooper	Hardened by battle, the Trooper is well-versed in the use of weapons and tactics to take down an opponent	Strength or Dexterity	Strength & Wisdom	Light and Medium armor, simple and martial weapons

Engineer
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 weapons
Tools: Engineer's Tools
Saving Throws: Dexterity, Intelligence
Skills: Choose three from repair, Investigation, demolitions, security, survival, perception, or nature

Equipment
As an engineer you start out with the following equipment, including the equipment from your background.

- Combat Suit and engineer's clothing
- (a) Any simple melee weapon, or (b) blaster pistol and 5 charge packs
- Any simple ranged weapon and 5 charge packs
- Engineers Tools and Datapad

Schematics
As an engineer, you need schematics to make your gadgets and know how they operate. These schematics are separated into 4 levels, with 1 being the most simple and 4 being extremely complicated. Each gadget costs a number of credits equal to the materials needed, and a certain amount of time.

As an engineer, you automatically know 3 level 1 schematics and 2 level 2 schematics. Whenever you level up you can choose to replace one schematic you know with another schematic from the list. The new schematic must have an equal level to the schematic you replaced.

Learning and creating a new gadget takes time and money. The cost to learn and create new gadgets are as such.

Level	Credits	Time
1	20	1 hour
2	60	2 hours
3	260	8 hours
4	1450	30 hours

With gadgets that have attacks or saving throws, their rolls are made as such:

Gadget Attack: Proficiency bonus + ability score modifier listed on gadget.
Gadget Saving Throw: 8 + Proficiency modifier + Intelligence modifier.

The Engineer

Level	Proficiency Bonus	Features	Schematics Known	Level 1	Level 2	Level 3	Level 4
1st	+2	Gadgets, Mechanically Inclined, Repair	8	4	2	–	–
2nd	+2	Expertise	9	4	2	–	–
3rd	+2	Another Man's Trash, Engineering Discipline	10	4	3	–	–
4th	+2	Ability Score Improvement	11	5	3	–	–
5th	+3	Quick Fingers	12	5	4	–	–
6th	+3	Student Becomes Teacher	14	5	4	1	–
7th	+3	Engineering Discipline Feature	15	5	4	2	–
8th	+3	Ability Score Improvement	16	5	5	2	–
9th	+4	Rapid Reconfiguration (3)	17	5	5	3	–
10th	+4	Engineering Discipline Feature	18	6	5	3	–
11th	+4	Academic Literacy	20	6	5	3	–
12th	+4	Ability Score Improvement	21	6	5	4	–
13th	+5	Rapid Reconfiguration (5)	22	6	6	4	1
14th	+5	Engineering Discipline Feature	23	6	6	4	1
15th	+5	—	26	6	6	5	1
16th	+5	Ability Score Improvement	27	6	6	5	1
17th	+6	Rapid Reconfiguration (7)	29	6	6	5	2
18th	+6	Indomitable Mind	31	6	6	5	2
19th	+6	Ability Score Improvement	33	6	6	5	3
20th	+6	Engineering Discipline Feature	35	6	6	5	3

Datapad

The datapad is the personalized computer you keep on you at all times. It is your life. Your datapad is where all your schematics are stored, it can be used to keep a personalized journal of your adventures, and you can have other modules added to it to accomplish different tasks.

Everyone Has their Limits

Even as an engineer, keeping, maintaining, and repairing gadgets can be tough. For this reason, engineers can only have a certain number of gadgets equipped at any given time; this is detailed within the levels list. Each equipped gadget can be integrated into one of your items of clothing or equipment as specified in the schematic description. Multiple gadgets using different schematics can each be integrated into the same piece of equipment.

Each equipped gadget increases the weight of the item it is integrated into by 2 pounds. Gadget types that are considered consumables, however, do not add to that number.

Whenever you complete a long rest, you may reconfigure any number of gadgets you have equipped. These gadgets can be reconfigured with any known schematics that you have, however, the new gadget must be of the same level as the replaced gadget.

Mechanically Inclined

At level 1, your skill with mechanical devices allows you to use your engineer's tools to attempt to open mechanical locks and disarm mechanical traps.

Repairs

Additionally at level 1, you realize your basic purpose in life is to fix things. You find joy and intrigue in learning how things work and putting them back together.

As an action, you can use your engineer's tools on any vehicle or mechanical object that you are familiar with. If you are not familiar with this object you can spend a day learning its inner workings. The object heals 1d12 per half engineer level, rounded up, plus your proficiency bonus. The number of uses you get is half of your level plus your intelligence modifier.

This ability does not work on constructs such as droids.

Expertise

At 2nd level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with Engineer's tools. Your proficiency bonus is doubled for any ability check you make that uses the chosen proficiencies.

Another Man's Trash

Beginning at 3rd level, you can use your downtime to scavenge for spare parts, useful chemicals, and raw materials which you can use to build your gadgets or to craft items. In order to do so, you must be in a city, junkyard, or another location where such items might be found. Your DM may limit the availability of certain types of materials depending on the location where you are scavenging.

For each hour that you spend scavenging, you can locate up to 10 credits + your engineer level's worth of such materials. You can use the resources you collect while scavenging to pay the material cost of learning new schematics, creating or repairing a companion, or as raw materials for crafting with artisans tools with which you have proficiency.

Engineering Discipline

You have four different disciplines to choose from, and you gain benefits from each of them at levels 3, 7, 10, 14, and 20.

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. You can't increase an ability score above 20 using this feature.

Quick Fingers

Starting at Level 5, you can now use a bonus action to make repairs, use gadgets that require an interaction, or use engineer's tools to open a lock or disarm a trap.

The Student becomes the Teacher

Beginning at level 6, you can use a short or long rest to teach one of your companions how to use one of your tools. You must use the gold and time to make the gadget for them, but afterwards it does not count towards your limit of gadgets.

Your companions can only have one gadget equipped at any time, and cannot use gadgets higher than level 3.

Rapid Reconfiguration

Starting at 9th level, whenever you complete a short rest, you may reconfigure up to 3 of your equipped gadgets, switching them with different gadgets from the list of schematics that you know. You must have access to your Engineer's tools in order to reconfigure your equipped gadgets.

At 13th level the number of equipped gadgets you can reconfigure increases to 5 and it increases again to 7 gadgets at 17th level.

Academic Literacy

From 11th level onwards, you can add half of your proficiency bonus to any intelligence skill check that you don't have proficiency for.

Indomitable Mind

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

Engineering Disciplines
Shipwright

Throughout all your time as an engineer, nothing has come as close to your heart as your love for starships; something about them and the space they fly in just gets your motor running, so you have spent your life learning them.

Bonus Proficiencies

You gain proficiency in the investigation and repair skills, and medium ship types.

My Little Helper

At level 3, you, as a shipwright, gain a robotic companion in the form of an astromech droid. You can choose either a T-series or an R-series astromech droid. In combat, these droids have their own initiatives and will perform actions according to your command. If you do not give them commands, they act on their own. The droid comes equipped with all the tools it could ever need, and can make the same engineer repair action as you.

   While riding in a ship, you can set your droid to periodically perform maintenance and repairs. During this time your ship regains 1d10 hull points per hour.

Reroute Power

At level 7, you have formed a deep relationship with your ship and have learned to get as much potential out of your ship as possible in the form of re-routing power. Whenever you are inside a ship you are proficient with adn the pilot performs an action, you can use your action or reaction to reroute power to boost the effects of one system, but negatively impact another. You choose one effect off the pros list, and one effect off the cons list, both happen immediately. The effect are listed as such:

Pros:

- Engines: Add half of the ship's movement to its movement for the rest of the turn.
- Shields: Shields gain a +5 to their AC until the beginning of your next turn.
- Weapons: Double the damage of your ship's next weapon attack.

Cons:

- Engines: Cut your ship's movement by half for the rest of the turn
- Shields: Your shields take a -5 to AC until the beginning of your next turn.
- Weapons: Halve the damage of your ship's next weapon attack.

   In order to reroute power you must not be piloting the ship or manning a turret.

Droid Docking

As of level 10, you and your droid have formed a strong bond and know how to work together well. Whenever you are piloting a starship, you can have your droid connect with your ship's systems to use the reroute power ability.

Weapon Power Up

Beginning at level 14, as an action, you can choose any number of allies you can see within 30 feet of you and power up any ranged weapons they are using. For the next 3 rounds, the allies you chose deal an additional die of damage.

Master Engineer

At level 20, you have earned the title of Master Engineer. You gain proficiency with all starships and neither you, nor your droid, take the negative effect from the re-route powers.

Medic

As a medical engineer, you have decided that you wanted to focus your mechanical efforts of technology to keep people alive.

Bonus Proficiencies

You gain proficiency with heavy armor. You also gain proficiency with the medicine skill. If you already have proficiency in the medicine skill, you gain expertise in it instead.

Stim Pistol

At 3rd level you gain access to a stim pistol. This pistol is vital to the role of a medic. The stim pistol allows a medic to shoot someone with a small vial filled with bacta along with some other ingredients. The stim pistol replaces your repair action. Make a ranged weapon attack against the target creature's natural AC. The weapon attack can either use strength or dexterity to make the attack. When successfully hit, the targeted creature regains hit points equal to the roll you would normally make for repair. The number of uses are the same as you normally would get for repair.

   When using the pistol within 5 ft of the target creature, the pistol automatically hits.

Extra Schematics

Starting at level 7, you gain the bacta field schematic, and it doesn't count towards the total number of schematics known. When you get the schematic you, automatically gain the gadget and it does not count towards the number of gadgets you can carry.

Plentiful Reuse

Additionally at level 7, when using a medpac, you now have the ability to refill the medpac and reuse it after a short/long rest instead of it being lost after consumption.

Safeguard

From level 10 onwards, As an action you can boost either your defenses or that of an ally within 30ft of you for a limited time. When you use this action on an ally or yourself, you reduce the damage you take by 1/4 until the beginning of the target creature's turn.

   Once used, this ability cannot be used again until after a long rest has been completed.

   You may also use this ability as a reaction when you are being attacked. You must choose to use this when this attack is declared.

Stim Shot

Starting at level 14, you gain the ability to use a boost shot with your stim pistol. It counts towards the number of regular charges of your stim pistol. In addition to healing, the target creature gains an additional action and a bonus to speed equal to 1/2 its movement until the beginning of its next turn. You have only one use of this shot per long rest, but you gain an additional shot at levels 16 and 18.

Surgeon General

At level 20, when you would normally roll one or more dice to restore hit points, you instead use the highest number possible for each die. For example, instead of restoring 2d6 hit points to a creature, you restore 12.

Slicer

You have decided that as much as you love repairing and tinkering with gadgets your love is in the digital; binary and codes and messing with others' work is really what gets you going, and so you have modified your datapad to be able to hack into any system.

Bonus Proficiencies

At 3rd level you gain proficiency in the security and stealth skills, as well as medium armor. If you already have proficiency in the security skill you may gain expertise in it.

Hacking

Starting at 3rd level, you can mark technology as a bonus action, and subsequently use an action to attempt to hack it as long as you have your datapad with you. You can mark a limited number of items, based off the table below. As your level increases, the number of things you can mark increases.

Level	Small/Tiny	Medium	Large	Huge
3	3	2	–	–
7	5	3	1	–
10	7	4	2	–
14	9	5	3	1

A hacking attempt is a battle of rolls; your hacking roll, which is d20 + Intelligence modifier + Proficiency bonus, against their system's d20 + Constitution modifier + Proficiency bonus. If you roll higher, then the systems are either deactivated or taken over. You must then make a security check higher than the system's passive perception to ensure the system does not notice your hacking attempt. If you fail on either rolls, your attempt is immediately detected and target hostiles are noted of the attempt.

You may not be able to take over systems that are sentient (i.e PC droids) but you may shut down their systems for 1d8 hours, at which point they are considered unconscious.

Uncanny Dodge

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.

Extra Schematics

At 7th level, you gain access to the stealth field generator schematic, and it does not count towards the number of schematics known. Once you gain access to this schematic you automatically have this gadget equipped, and it does not count against the number of gadgets equipped.

Undetectable

Additionally at 7th level, you have achieved what some might call "slicer" status, you are able to go through any system without triggering any alarms. Now, whenever you make a hacking attempt, you no longer need to roll security.

Volatile Overload

As of 10th level, when you make a hacking attempt, you have a chance to completely overload the systems and cause an explosion. Whenever you successfully hack a system, you can choose to overload the system and cause an explosion around the object, where the radius of the explosion is equal to the size of the object. Everyone within the radius must make a dexterity saving throw to take half damage, or take 2d8 bludgeoning damage plus 1d6 lightning damage. The damage increases to 3d8 + 2d6 at level 14, and to 4d10 + 3d6 at level 20.

Nothing is Safe

Starting at 14th level, you can now even hack the huge systems of ships. As an action, you can connect your datapad to make a hacking attempt to permanently shut down one of a ships systems: thrusters, weapons, shields, or communications. Once you have used this ability it cannot be used again till long rest.

Your Friends are Now My Friends

At 20th level, you have completely learned the complex systems that are droids, and can even take over their systems. When you successfully hack a droid, you can temporarily make them attack their allies for up to 1 hour. Whenever it is that droid's turn, you determine its movement and action, and it attacks whoever you designate as long as they are controlled. Once you use this ability, you cannot use it again until you have completed a long rest.

Vanguard

The vanguard uses his knowledge of the battlefield to make sure he and his team have the best tech there is. He uses a deployable turret to make sure he always has covering fire.

Bonus Proficiencies

You gain proficiency in medium armor and martial weapons. Additionally, you gain proficiency in the demolitions skill, or expertise in it if you already have proficiency.

Turret

At level 3, you gain a deployable turret with the following properties.

- It can be deployed up to 20ft away from you as an action.
- Once deployed, its hit points and armor class are based on the table below.

Engineer Level	Turret Armor Class	Turret Hit Points
3	10	40
7	12	60
10	14	80
14	16	100
20	18	120

- It can run for as long as 10 minutes or until its HP hits 0.
- It takes its action on your turn and makes a single attack against the closest hostile creature. It does not have disadvantage at close range.
- It comes equipped with a blaster carbine. This can be any other ranged weapon that is not heavy. Changing the equipped weapon takes a long rest.

- The turret can hold three charge packs. When a charge pack is depleted, it uses its action to reload. However, when it has run out of charge packs it shuts down. You must spend a short or long rest to reinstall expended charge packs.
- Your turret gains abilities in the form of talents that you choose when your subclass levels up. The talents are listed below.

Turret Talents
Level 7
- **Ready Loader.** The turret can now reload one equipped weapon per turn as a free action.
- **Longbow Turret.** You can deploy your turret up to 60ft away from you.

Level 10
- **Guided Missiles.** You turret has the mini missiles gadget attached to it, and can use it as an action. In addition to the mini missiles statistics, this missile launcher does not require direct line of sight and ignores cover.
- **Turret Shield.** When first deployed, your turret projects a shield in a 10ft radius around itself. Projectiles can travel out, but not in. The shield has an AC of 10, and half the turret's maximum HP.

Level 14
- **Mag Lock.** The turret can be deployed and will stick onto magnetic surfaces.
- **Quick Shield.** Whenever your turret deals the killing blow to a creature, you gain temporary HP equal to the damage dealt as long as you are within 30ft of your turret.

Level 20
- **Double Up.** You can add a second weapon to your turret. The turret can fire both weapons as one action, and can now hold three additional charge packs.
- **Gemini.** You now have two turrets. Each turret has 70 hit points.

You can also add gadgets to your turret. These do add to the number of your gadgets equipped.

Brain Over Brawn
Most people look at a rocket launcher and see something that requires great strength. You, however, know that it is all in the technique. At 3rd level, all strength requirements for heavy ranged weapons are now intelligence requirements.

Extra Schematics
At level 7, you automatically gain the Cryoban Cells gadget schematic and it does not add to your list of schematics known. Additionally, it does not add to the number of gadgets equipped.

Battlefront Tactician
Starting at level 10, while your turret is deployed you gain advantage on attacks made against your turret's target.

KillShot
At level 14, whenever your turret kills an enemy, it gains an additional damage die on its next attack.

True Grit
At 20th level, you won't let anyone stop you from protecting the things that are important to you. Anytime that you would take enough damage to knock you down to 0 you can make a constitution saving throw. If you succeed the saving throw you do not take and of the damage and you also regain HP equal to half of your max HP. If you fail the save, you take the damage as normal. You can only use this ability once per long rest.

R-Series Astromech
size type, alignment

Armor Class
Hit Points
Speed

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10
Languages None
Challenge 5 (1100 XP)

Ability.

Actions

Action. *Melee Weapon Attack:* +5 to hit, one target. *Hit* 9 (1d8 + 4)

T-Series Astromech
size type, alignment

Armor Class
Hit Points
Speed

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10
Languages None
**Challenge** 5 (1100 XP)

Ability.

Actions

Action. *Melee Weapon Attack:* +5 to hit, one target. *Hit* 9 (1d8 + 4)

Mercenary

Both infamous and anonymous at the same time, Mercenaries are heirs to a professional legacy—an ancient brotherhood with a glorious history. Tracking elusive targets across multiple star systems requires expertise, especially when the targets can be prominent, powerful, and often prepared for confrontation. Thrill seekers from all walks of life set out to become bounty hunters, but only the most hard-boiled survive in this competitive and deadly business.
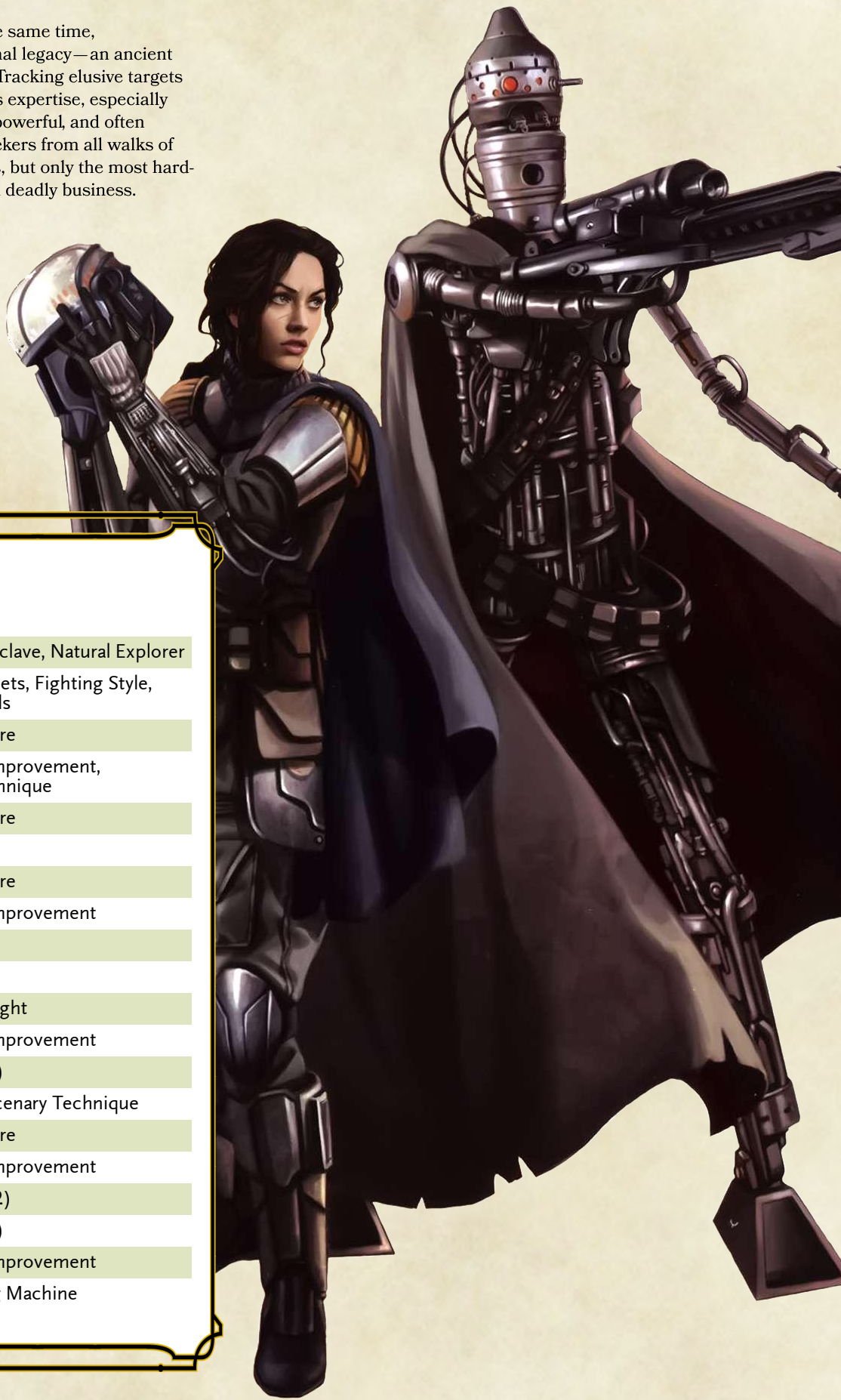
The Mercenary

Level	Proficiency Bonus	Features
1st	+2	Mercenary Conclave, Natural Explorer
2nd	+2	Ears to the Streets, Fighting Style, Mercenary Tools
3rd	+2	Conclave Feature
4th	+2	Ability Score Improvement, Mercenary Technique
5th	+3	Conclave Feature
6th	+3	Extra Attack
7th	+3	Conclave Feature
8th	+3	Ability Score Improvement
9th	+4	Fleet of Foot
10th	+4	Action Surge
11th	+4	Hide in Plain Sight
12th	+4	Ability Score Improvement
13th	+5	Extra Attack (2)
14th	+5	Advanced Mercenary Technique
15th	+5	Conclave Feature
16th	+5	Ability Score Improvement
17th	+6	Action Surge (2)
18th	+6	Extra Attack (3)
19th	+6	Ability Score Improvement
20th	+6	Ultimate Killing Machine

Class Features

As a mercenary, you have the following class features.

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

Proficiencies
Armor: Light and medium armor, shields
Weapons: Simple and martial weapons
Tools: None
Starships: Small and medium starships
Saving Throws: Strength, Dexterity
Skills: Choose four skills from Athletics, Demolitions, Insight, Intimidation, Investigation, Nature, Perception, Persuasion, Security, Stealth, and Survival

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

- (a) a vibrosword or (b) a vibroblade
- (a) a blaster rifle and 5 charge packs or (b) a vibrosword
- (a) a burglar's pack, (b) a dungeoneer's pack, or (c) an explorer's pack
- Combat suit, a blaster pistol and 5 charge packs, and thieves' tools

Mercenary Conclave

Beginning at 1st level, you choose to emulate the ideals and trainings of a mercenary conclave: the Bounty Hunter, the Big Game Hunter, or the Jedi-Killer, all detailed at the end of the class description. Your choice grants you features at 1st level and again at 3rd, 5th, 7th, 11th, and 15th.

Natural Explorer

Starting at level 1, you are a master of navigating the natural world, and you react with swift and decisive action when attacked. This grants you the following benefits:

- You ignore difficult terrain.
- You have advantage on initiative rolls.
- On your first turn during combat, you have advantage on attack rolls against creatures that have not yet acted

Mercenary Reputation

As a mercenary doing jobs all over the galaxy, you slowly but surely start to gain reputation and your name is known all around. From level 1 onwards, you gain a bonus to Intimidation and Persuasion checks equal to 1/4 of your level rounded normally.

Rounding normally means basic mathematics rules. For instance, for a character of level 5, when its level is divided by 4, the result is 1.25. That would round down to one. For a character of level 6, however, when divided by 4, the result would be 1.5, which would round up to 2.

Ears to the Streets

Starting at 2nd level, you gain vast knowledge that applies to Investigation and History. You gain +4 to any check on finding a job, a person, or underground dealers.

Fighting Style

At 2nd level, you adopt a particular style of fighting as your speciality. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Defense
While you are wearing armor, you gain a +1 bonus to AC.

Dueling
When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Sharpshooter
You gain +2 to attack rolls you make with ranged weapons.

Two-Weapon Fighting
When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Mercenary Tools

At 2nd level, you gain the tools of the trade that are necessary for a Mercenary to be the deadly killer he or she is. You gain new toolsets at level 2, and more at levels 7, 11, and 15. When you gain new toolsets, your mercenary conclave will provide you with one tool from that set, but you will be responsible for purchasing or acquiring other tools. The conclave in parentheses denotes which gadget your conclave gives you.

Level 2
- Bug (Jedi Slayer)
- Mini Missiles (Bounty Hunter)
- MM9 mini-concussive rocket launcher (Big Game Hunter)

Level 7
- Implanted tracking device (Jedi Slayer, Bounty Hunter)
- Electrified Net (Big Game Hunter)

Level 11
- Adaptive Armor (Jedi Slayer)
- Autoloader (Bounty Hunter)
- Grenade Launcher (Big Game Hunter)

Level 15
- Mandalorian Power Shield (Jedi Slayer)
- Full Auto Conversion (Bounty Hunter)
- Velocity-7 Dart Shooter (Big Game Hunter)

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.

Mercenary Techniques

At 5th level you may choose one of the following features:

Disarming Strike. Once per turn, when you make a ranged or melee weapon attack against an enemy, you can declare that the shot is a disarming strike. On a hit, the target must make a Strength saving throw against your mercenary DC (8 + Cha + prof). On a failed save, the target drops one weapon it was holding.

Marksman's Strike. At the beginning of your turn, you can declare a marksman's strike. When you use Marksman's shot, you cannot take a bonus action, move, or take any other action besides Marksman's Shot. This attack has advantage, and counts as a critical hit on a natural 19 or 20. If it is a critical hit, double the number of dice you would roll normally for a critical hit.

Shove Attack. Whenever an enemy is within 5 feet of you and you are wielding a ranged weapon, as a bonus action you can shove the enemy. You and the creature must make a strength contest. If the creature fails, it takes 1d6 damage, and is moved up to 15 feet away.

Extra Attack

Beginning at 6th level, whenever you take the attack action on your turn, you may make another attack. The number of attacks increases to 2 at 13, and again to 3 at 18.

Fleet of Foot

Beginning at 8th level, you can use the Dash action as a bonus action on your turn.

Action Surge

Beginning at 9th 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 use 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 per turn.

Hide in Plain Sight

Starting at 10th level, 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. Creatures that attempt to detect you take a -10 penalty to their wisdom(perception) check until the start of the next turn. You lose this benefit if you move or fall prone. You are still automatically detected if any effect or action causes you to no longer be hidden.

If you are still hidden at the beginning of your next turn, you can choose to remain motionless and gain this benefit until you are detected.

Advanced Mercenary Techniques

At level 14, you may choose one of the following features:

Volley. You can use your action to make a ranged attack against any number of creatures within a 10 foot of a point that you can see within your weapon's range. You must have ammunition for each target, as normal, and you must make a separate attack action for each.

Whirlwind Attack. You can use your action to make melee attack against any number of creatures within 5 feet of you. You must make separate attack rolls for each.

Ultimate Killing Machine

At 20th level you become unparalleled in your ability to kill. You can now add your charisma modifier to the attack roll or damage roll of any attack you make. You can choose to add this before or after the roll, but before any effects of the roll occur.

Mercenary Conclaves

There are three conclaves to choose from: the bounty hunter, the big game hunter, and the Jedi slayer.

Big Game Hunter Conclave

Favored Enemy: Beasts

As a Big Game Hunter, your speciality is in hunting down beasts. At level 1, you gain beasts as a favored enemy. You gain a +2 to damage rolls with weapon attacks against creatures of that favored type. You also gain advantage on wisdom (survival) checks to track your favored enemies, and also on intelligence checks on recalling information on your favored enemies.

When you gain this feature, you can also learn one language of your choice. It is typically a language spoken by your favored enemy, or creature. However it can be whatever language you want.

Whoa, Look at that Beauty

As a big game hunter, you have gained a wide knowledge of everything wild and monstrous. As of level 3, you have the ability to learn about one creature you can see within 120 feet of you that is considered a beast. As a bonus action you immediately learn the target's vulnerabilities, immunities, and resistances. You also learn any special abilities triggered when it takes damage; such as fire damage halting regeneration.

In addition, the first time each turn you hit the creature with a weapon attack it takes an additional 1d6 damage. This feature lasts until you choose another target with this feature, or you finish a long or short rest.

Ultimate Wrangler

At level 5, you gain proficiency, or expertise if you are already proficient, in the animal handling skill. Additionally, you can grapple large creatures.

Multiattack Defense

Starting at level 7, whenever a creature hits you with an attack, you gain a +4 to your AC against all subsequent against made by that creature for the rest of the round.

Evasion

Beginning at level 11, whenever you are subjected to an effect that causes you to make a dexterity saving throw, you take half damage on a failed save, and no damage on a successful one.

Counter Strike

At level 15, you gain the ability to counterattack when your prey tries to sabotage you. If an enemy forces you to make a saving throw, you can use your reaction to make an attack against it. You make this attack immediately before making the saving throw. If the attack hits, your save automatically succeeds, in addition to the normal weapon effects.

Bounty Hunter Conclave

Favored Enemy: Humanoids

As a Bounty Hunter your speciality is in hunting down humans, aliens, humanoids as long as they have a good price on their head. As a bounty hunter, at level 1, you gain humanoids as a favored enemy. You gain a +2 to damage rolls with weapon attacks made against creatures of that favored type. You also gain advantage on wisdom(survival) checks to track your favored enemies, and also on intelligence checks on recalling information on your favored enemies.

When you gain this feature, you can also learn one language of your choice. It is typically a language spoken by your favored enemy, or creature. However it can be whatever language you want.

You Can Run, but You'll Only Die Tired

As a bounty hunter, it's your job to find people who don't want to be found. At 3rd level, you can choose up to 2 enemies of your favored type, and using some of your underground contacts, can find out where they are going to be at any time within the next month. You may change who you target at will, however you can only ever have 2 total marks.

Additionally, your movement speed is increased by 10.

Bonus Proficiencies

At level 3, you gain proficiency in the demolitions and survival skills.

He's No Good to Me Dead

Starting at level 5, as a bounty hunter, sometimes you need to take your bounty alive, even if you don't want to. You gain the ability to deal nonlethal damage with ranged weapons, and you gain advantage on all grapple checks.

Crippling Strike

Beginning at level 7, when you make an attack, you can attempt to cripple the enemy. The creature you attack must make a Constitution saving throw. On a failed save, the creature's speed is halved and it has disadvantage on Strength checks and saving throws for 1 minute. After using this ability, you cannot use it again until you complete a short or long rest.

Making an Example

From level 11 onwards, whenever you deal enough damage with a weapon attack to an enemy to reduce their health to 0, all enemies within 30 feet of that enemy who have line of sight to you must make a Charisma saving throw. Any creature that fails the saving throw is frightened for one minute. Each frightened creature can re-attempt the saving throw at the end of each of its turns.

Uncanny Dodge

At level 15, whenever an attacker that you can see hits you with an attack, you can use your reaction to halve the damage.

Jedi-Slayer Conclave

Favored Enemies: Force Sensitives

As a Jedi-hunter, people with force power would normally make most mercenary quake in their boots, but not you. Force wielders are your speciality. At level 1, you gain force sensitive creatures & humanoids as a favored enemy. You gain a +2 to damage rolls with weapon attacks against creatures of that favored type. You also gain advantage on wisdom (survival) checks to track your favored enemies, and also on intelligence checks on recalling information on your favored enemies.

When you gain this feature, you can also learn one language of your choice. It is typically a language spoken by your favored enemy, or creature. However it can be whatever language you want.

Fighting Fire with Fire

As a Jedi slayer, you have learned to use your enemies favored weapon against them, and at level 3 gain proficiency with lightsabers. You do not need to be attuned to a lightsaber to have proficiency with it.

Additionally, you choose a fighting style from the fighting styles listed in the Sentinel class, but it only applies to the use of lightsabers. When using a lightsaber, your normal fighting style does not apply.

Preemptive Strike

At level 5, you gain the ability to preemptively strike an opponent who is about to attack. Once per turn, whenever you hit a favored enemy with an attack, one of the following effects applies to its next turn:

- The creature has disadvantage on its next melee or ranged weapon attack. **or**
- The creature has disadvantage on its next spell or force attack. **or**
- All allies gain advantage on the next saving throw imposed by a force ability used by the creature.

You do not choose the effect that applies, the effect is automatically applied based off what the creature does on its turn.

Iron Mind

At level 7, you gain advantage on any saving throws made against force abilities, and resistance to force and psychic damage.

Slayer's Flurry

Starting at level 11, once per turn, when you miss with an attack, you can immediately make another attack as a free action.

Death is for the Weak

At level 15, your determination can delay the grasp of death. If you take damage that would lower your hit points to 0, you can delay that damage and immediately take a bonus turn, interrupting the current one. You do not take the damage until the turn ends. It is possible to do things, such as gain resistances, that change how much damage you would take. Once you have used this feature, you cannot use it again until you complete a long rest.

Pilot

A pilot, sometimes called a flyboy, directly controlled the operation of a vehicle while located within the same craft. A pilot was often assisted by a copilot, navigator, astromech droid, weapons officer, or other crew members. The term "pilot" was applied across vehicles used on land or in water, air, and/or space.

On smaller ships, the word pilot and captain were interchangeable, but on larger vessels, the pilots were rarely the commanders of the vessels.

Starship captains, because of their generally piloting small-scale starships, were sometimes referred to informally as "flyboy."

The Pilot

Level	Proficiency Bonus	Features	Vehicle Proficiencies
1st	+2	Vehicle Proficiency, Starfighter Corps	1
2nd	+2	Auxiliary Power	1
3rd	+2	Pilot Training, Pilot Training Skill	2
4th	+2	Ability Score Improvement, Extra Attack	2
5th	+3	Conscious Buyer	3
6th	+3	Extra Attack	3
7th	+3	Pilot Training Skill	3
8th	+3	Ability Score Improvement	4
9th	+4	Fast Reflexes	4
10th	+4	Pilot Training Skill	4
11th	+4	Repair	4
12th	+4	Ability Score Improvement	5
13th	+5	Vehicular Combatant	5
14th	+5	Pilot Training Skill	5
15th	+5	Vehicular Auxiliary Power	5
16th	+5	Ability Score Improvement	5
17th	+6	Overcharge	6
18th	+6	Pilot Training Skill	6
19th	+6	Ability Score Improvement	6
20th	+6	Tan Pilot	7

Class Features

As a pilot, you have the following class features.

Hit Points
Hit Dice: 1d8 per pilot level
Hit Points at 1st Level: 10 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 7) + your Constitution modifier per pilot level after 1st

Proficiencies
Armor: Light armor
Weapons: Short swords, batons, vibroblades, blaster pistols, and blaster rifles
Tools: Engineers's tools
Saving Throws: Dexterity, Intelligence
Skills: Choose four from Acrobatics, Arcana, History, Investigation, Nature, Religion, Sleight of Hand, Stealth

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

- (a) a shortsword or (b) a vibroblade
- (a) a blaster pistol or (b) a blaster rifle
- Ammunition 5 charge packs per chosen blaster weapon
- Combat suit, a vibroblade, and an engineer's pack

Vehicle Proficiency

Starting at level 1, you are proficient with one vehicle in the small vehicle category. This can be either a starship or a land vehicle. Pilots gain one more vehicle proficiency at levels 3, 5, 8, 12, 17, and 20.

In order to become proficient with a new vehicle, a pilot must spend one week piloting the new type of vehicle to become proficient with it. At level 5, pilots are able to be proficient with medium vehicles, and large vehicles at level 12.

Level	Class
1	Small vehicles and starships
5	Medium vehicles and starships
12	Large vehicles and starships

Starfighter Corps

At level 1 you choose a starfighter corps to join. Once you have chosen a starfighter corps, you cannot choose to leave it or join a new starfighter corps until you have leveled up. Your starfighter corps can help you with many things such as purchasing a ship, getting insurance for your current ship, sending you bounties and missions, and even sending people to help you with combat situations.

A list of joinable starfighter corps and their restrictions can be found in the chapter on Factions.

Auxiliary Power

Beginning at level 2, a pilot learns how to transfer power to other systems as a bonus action. Auxiliary power is only available if you are piloting a starship. You must be proficient with the class of starship you are using in order to use Auxiliary Power. *You can only use each Auxiliary Power system once*, but you regain all expended uses upon finishing repairs while docked. In addition, once you have used Auxiliary Power, you must wait one round before you can use it again. When auxiliary power is shifted to a system, the following applies:

Engines: Your starship gains an additional 1000ft movement for the rest of your turn
Shields: Your starship immediately gains 25 SP
Targeting: You gain advantage on your next attack roll
Weapons: You take a -5 penalty to the next attack roll made this turn, but add 10 to the total damage roll if the attack lands (before any multipliers).

Pilot School

At level 3, pilots choose the school of training they wish to undertake. Pilots gain new skills in their chosen training school at levels 3, 7, 10, 14, and 18.

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.

Conscious Buyer

At level 5, pilots know how much repairs and other ship components should cost, as well as what condition they are in. From this level on, you have advantage on all Arcana, Deception, Insight, Investigation, and Persuasion checks when made in relation to purchasing or inspecting starships and starship components.

Extra Attack

Beginning at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn to make a melee or ranged weapon attack. *This does not apply to starship or vehicular combat.*

Fast Reflexes

Starting at level 9, pilots have gained the mental acuity to use the Dodge or Disengage action as a bonus action. When used during starfighter combat, it is used as if it was an Auxiliary Power system, and as such can only be used once before completing a docked repair.

Repair

At level 11, once per docked repair you can use your engineer's kit to try and repair your ship or vehicle. *You must be out of combat to use this ability.* Your ship or vehicle regains hull points equal to rolling (1d6)d12.

Vehicular Combatant

As a level 13 pilot, you are a dangerous foe to face while mounted on a land vehicle. While you are on your vehicle 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 vehicle.
- You can force an attack targeted at your vehicle to target you instead.
- If your vehicle 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.

Vehicular Auxiliary Power

Beginning at level 15, you have determined how to use your auxiliary power skills with your vehicles. You can now use auxiliary power with vehicles you are proficient with, with the following changes:

Engines: Your vehicle gains an additional 50ft of movement for the rest of your turn

Shields: Your vehicle immediately gains 25 SP or 10 temporary HP

Targeting: You gain advantage on your next attack roll

Weapons: You take a -5 penalty to the next attack roll made this turn, but add 10 to the total damage roll if the attack lands (before any multipliers).

Overcharge

Once a pilot has reached level 17, he or she knows how to shift more power to the weapons than they previously could with auxiliary power. When a pilot uses the weapons auxiliary power system, if the attack lands it is considered a critical hit.

Tan Pilot

At level 20 you have reached the rank of Tan Pilot. Your name now has "Tan" as a prefix to your surname, and most pilots you run into in civilized areas will have heard of you. Whenever you are flying with your starfighter corps, once per round you can add your intelligence modifier to one of your corps member's attack or damage rolls.

Pilot School

Beginning at level three, a pilot chooses which pilot school they wish to belong to: Ace or Squad Leader. The Ace is focused more on the pilot not needing anyone else's help, while the squad leader focuses heavily on relying on squadmates and others.

Ace

Ace pilots are lone wolves. They don't need to tell anyone how great they are at dogfighting, everyone else can watch and see.

Custom Boosters
At level 3 ace pilots can rotate 120° by moving 500ft instead of only 60°. This is restricted to small and medium starships.

Crack Shot
Once an ace pilot reaches level 7, he or she has had so much time behind the throttle that they don't necessarily need the targeting computer. At level 7, ace pilots do not have disadvantage on an attack made within 1000ft of the normal disadvantage range for their Targeting Computer's class.

Trigger Finger
When you reach level 10, if you attack with your action you can use your bonus action to make a second attack.

Fear
By the time you have reached level 14, word of your skills has spread to the far reaches of the Outer Rim, and most pilots fear ever facing you in a dogfight. The first time a hostile pilot encounters you they must make a DC 16 wisdom save. If they fail the save, they become feared for one minute. The hostile pilot can attempt to succeed on the save at the end of each of his or her turns.

Power Conservation
At level 18, ace pilots have mastered the art of Auxiliary Power, allowing each Auxiliary Power system to have two uses. This does not apply to Fast Reflexes and Overcharge.

Squad Leader

Squad leaders are masters of tactics and teamwork. With the help of their wingmen, there is little that can be done to stop them.

Marking Targets
When you have reached level 3, you have learned how to track targets well. You can mark a target as a bonus action. The following rules apply to marking a target:

- To mark a target it must be within range of your targeting computer.
- To keep a target marked, it must be within range of your targeting computer at the end of your turn.

When a target is marked, you get a advantage on attacks made against the target while the target is in your attack vector.

Wingman
Starting at 7th level, pilots who choose the squad leader path can have a wingman. Each day, a pilot can designate an ally player to be his or her wingman. Players who are designated as a wingman gain the following attribute:

- You can become proficient with one small starship by spending one week training with your squad leader.
- You lose proficiency with a starship by becoming proficient with a new starship.
- When piloting, in place of Intelligence modifier for starship proficiency, you add +2 to attack rolls, AC, and piloting saving throws.

Improved Marking Targets
Starting at level 10, you and your wingman have learned to communicate well, allowing you both to mark targets. You can now mark a total of two targets.

In addition, you can use marking targets in a defensive manner. If a marked target is going to attack one of your squadmates or you and is in your attack vector or the attack vector of your wingman, as a reaction you or your wingman can choose to impose disadvantage on the marked target's attack roll.

Squadron
At level 18 you can have a second wingman. In addition, you can mark a total of three targets.

Teamwork
At level 18, once per round, you can choose to add your intelligence modifier to one of your squadmates' attack or damage rolls.

Scoundrel

About

The Scoundrel

Level	Proficiency Bonus	Sneak Attack	Features
1st	+2	1d6	Expertise, Sneak Attack, Thieves' Cant
2nd	+2	1d6	Cunning Action
3rd	+2	2d6	Scoundrel Path
4th	+2	2d6	Ability Score Improvement
5th	+3	3d6	Uncanny Dodge
6th	+3	3d6	Expertise
7th	+3	4d6	Evasion
8th	+3	4d6	Ability Score Improvement
9th	+4	5d6	Scoundrel Path feature
10th	+4	5d6	Ability Score Improvement
11th	+4	6d6	Reliable Talent
12th	+4	6d6	Ability Score Improvement
13th	+5	7d6	Scoundrel Path feature
14th	+5	7d6	Blindsense
15th	+5	8d6	Slippery Mind
16th	+5	8d6	Ability Score Improvement
17th	+6	9d6	Scoundrel Path feature
18th	+6	9d6	Elusive
19th	+6	10d6	Ability Score Improvement
20th	+6	10d6	Stroke of Luck

Class Features

As a scoundrel, you have the following class features.

Hit Points

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

Proficiencies

Armor: Light armor
Weapons: Simple weapons, martial ranged weapons, vibroblades, vibroswords
Saving Throws: Dexterity, Intelligence
Skills: Choose four from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Security, Sleight of Hand, and Stealth

Equipment

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

- (a) a shortsword or (b) a vibroblade
- (a) a blaster pistol and 5 charge packs or (b) a vibroblade
- (a) a burglar's pack, (b) a dungeoneer's pack, or (c) an explorer's pack
- A Combat Suit, a blaster pistol and 5 charge packs

Expertise

At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 6th level, you can choose two more of your proficiencies (in skills or with thieves' 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 Scoundrel table.

Thieves' Cant

During your scoundrel training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly.

In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Cunning Action

Starting 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.

Scoundrel Path

At 3rd level, you choose an path that you emulate in the exercise of your scoundrel abilities: Thief, Assassin, or Beast Master, all detailed at the end of the class description. Your path 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.

Uncanny Dodge

Starting at 5th level, when an attacker 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, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the 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. 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 use this feature, you can't use it again until you finish a short or long rest.

Scoundrel Paths

Scoundrels 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 scoundrels steer those talents in varying directions, embodied by the rogue archetypes. Your choice of path is a reflection of your focus – not necessarily an indication of your chosen profession, but a description of your preferred techniques.

Smuggler

You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Cargo Smuggler

When you choose this path at 3rd level, you immediately gain proficiency with all cargo starships.

Short Negotiations

At level 3, you can use an Intelligence check whenever you have to make a Charisma check when prompted by any form of law enforcement.

Supreme Sneak

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

Auxiliary Power

At level 13, the scoundrel has learned the ins and outs of his or her ship, and therefore can use the Auxiliary Power ability as detailed in the Pilot class.

Smuggler's Reflexes

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

Assassin

You focus your training on the grim art of death. Those who adhere to this archetype are diverse: hired killers, spies, bounty hunters, and even specially anointed priests trained to exterminate the enemies of their deity. Stealth, poison, and disguise help you eliminate your foes with deadly efficiency.

Bonus Proficiencies

When you choose this archetype at 3rd level, you gain proficiency with the disguise kit and the poisoner's kit.

Assassinate

Starting 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. In addition, any hit you score against a creature that is surprised is a critical hit.

Infiltration Expertise

Starting at 9th level, you can unfailingly create false identities for yourself. You must spend seven days and 25 cr to establish the history, profession, and affiliations for an identity. You can't establish an identity that belongs to someone else. For example, you might acquire appropriate clothing, letters of introduction, and official-looking certification to establish yourself as a member of a trading house from a remote city so you can insinuate yourself into the company of other wealthy merchants.

Thereafter, if you adopt the new identity as a disguise, other creatures believe you to be that person until given an obvious reason not to.

Impostor

At 13th level, you gain the ability to unerringly mimic another person's speech, writing, and behavior. You must spend at least three hours studying these three components of the person's behavior, listening to speech, examining handwriting, and observing mannerisms.

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

Starting 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 Dexterity modifier + your proficiency bonus). On a failed save, double the damage of your attack against the creature.

Beast Master

The Beast Master path embodies a friendship between the civilized races and the beasts of the universe. United in focus, beast and scoundrel work as one to fight the monstrous foes that threaten civilization and the wilderness alike. Emulating the Beast Master path means committing yourself to this ideal, working in partnership with an animal as its companion and friend.

Animal Companion

At 3rd level, you learn to use your magic to create a powerful bond with a creature of the natural world.

With 8 hours of work and the expenditure of 50 gp worth of rare herbs and fine food, you call forth an animal from the wilderness to serve as your faithful companion. You normally select you companion from among the following animals: an ape, a black bear, a boar, a giant badger, a giant weasel, a mule, a panther, or a wolf. However, your DM might pick one of these animals for you, based on the surrounding terrain and on what types of creatures would logically be present in the area.

At the end of the 8 hours, your animal companion appears and gains all the benefits of your Companion's Bond ability. You can have only one animal companion at a time.

If your animal companion is ever slain, the magical bond you share allows you to return it to life. With 8 hours of work and the expenditure of 25 gp worth of rare herbs and fine food, you call forth your companion's spirit and use your magic to create a new body for it. You can return an animal companion to life in this manner even if you do not possess any part of its body.

If you use this ability to return a former animal companion to life while you have a current animal companion, your current companion leaves you and is replaced by the restored companion.

A list of potential companion beasts can be found in the next few pages.

Companion's Bond

Your animal companion gains a variety of benefits while it is linked to you.

The animal companion loses its Multiattack action, if it has one.

The companion 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 companion acts on its own.

Your animal companion has abilities and game statistics determined in part by your level. Your companion uses your proficiency bonus rather than its own. In addition to the areas where it normally uses its proficiency bonus, an animal companion also adds its proficiency bonus to its AC and to its damage rolls.

Your animal companion gains proficiency in two skills of your choice. It also becomes proficient with all saving throws.

For each level you gain after 3rd, your animal companion gains an additional hit die and increases its hit points accordingly.

Whenever you gain the Ability Score Improvement class feature, your companion's abilities also improve. Your companion 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 companion can't increase an ability score above 20 using this feature unless its description specifies otherwise.

Your companion shares your alignment, and has a personality trait and a flaw that you can roll for or select from the tables below. Your companion shares your ideal, and its bond is always, "The ranger who travels with me is a beloved companion for whom I would gladly give my life."

When using your Natural Explorer feature, you and your animal companion can both move stealthily at a normal pace.

Coordinated Attack

Additionally at 3rd level, you and your animal companion form a more potent fighting team. When you use the Attack action on your turn, if your companion can see you, it can use its reaction to make a melee attack.

Beast's Defense

At 9th level, while your companion can see you, it has advantage on all saving throws.

Storm of Claws and Fangs

At 13th level, your companion can use its action to make a melee attack against each creature of its choice within 5 feet of it, with a separate attack roll for each target.

Superior Beast's Defense

At 17th level, whenever an attacker that your companion can see hits it with an attack, it can use its reaction to halve the attack's damage against it.

Potential Companion Creatures

The following is an alphabetized list of potential companions for the Scoundrel Beast Master path.

Vornskr

The vornskr, native to the planet Myrkr, were a wild, vicious canine species that had the unusual ability to sense the Force. This ability evolved to help them hunt ysalamiri, but a side effect caused them to think that Force-sensitives were their favorite prey, including Jedi in their appetite.

Vornskrs were primarily nocturnal hunters, and used their whip-like, mildly venomous tails to stun prey before finishing it off with their teeth. They were normally sedate during the day, but hunger or other factors would drive them to hunt during daylight hours.

Young Vornskr
Medium beast, unaligned

Armor Class 14
Hit Points 34 (4d8 + 12)
Speed 40ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	10 (+0)	12 (+1)	6 (-2)

Skills Perception +6
Senses passive Perception 18
Proficiency Bonus +2
Languages None
Challenge 1/2 (100 XP)

Evolved Predator. The vornskr have evolved to hunt the force-neutral ysalamiri on Myrkr. The vornskr have an unnatural force sensitivity, which grants them better hunting skills against any creature that is force sensitive.

Vornskr have advantage on all force-related saving throws, and all attacks against force-sensitive targets.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, one target. *Hit* 10 (1d10 + 3)

Claws. *Melee Weapon Attack:* +3 to hit, one target. *Hit* 8 (1d8 + 3)

Tail. *Melee Weapon Attack:* +3 to hit, reach 5ft, one target. *Hit* 6 (1d4 + 3 poison) On a hit, target must make Con saving throw or be poisoned.

Ysalamiri

Ysalamiri were furry, lizard-like tree-dwellers about 50 centimeters in length native to the planet Myrkr, most known for their ability to repel the Force by creating a Force-neutral bubble. This ability evolved in response to predation by the Force-sensitive vornskrs. Many ysalamiri grouped together would expand their Force-neutral bubble by varying distances – sometimes by kilometers.

Ysalamiri
Small beast, unaligned

Armor Class 14
Hit Points 21 (6d6)
Speed 30ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	10 (+0)	8 (-1)	18 (+4)	10 (+0)

Skills Perception +6
Senses passive Perception 20
Languages None
Challenge 1/4 (50 XP)

Evolved Prey. Due to being hunted so heavily by the vornskrs of Myrkr, the Ysalamiri have developed a force-neutral bubble around themselves to protect them from the vornskr's force-sensing abilities.

The force-neutral bubble completely protects the ysalamiri and anyone in the bubble from any force abilities that directly affect them. The bubble is 5ft in diameter, unless there is a large group of ysalamiri, in which case the bubble can be upwards of 1km in diameter.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, one target. *Hit* 5 (1d6 + 1)

Senator

About

The Senator

Level	Proficiency Bonus	Features	Majestic Talents
1st	+2	Inspiring Call (d4), Encouraging Words	—
2nd	+2	Majesty Points, Charismatc Armor	1
3rd	+2	Cohorts	1
4th	+2	Ability Score Improvement	2
5th	+3	Inspiring Call (d6), Boon of Diplomacy	2
6th	+3	Ability Score Improvement	3
7th	+3	Affecting Persona	3
8th	+3	Ability Score Improvement	4
9th	+4	Inspiring Call (d8)	4
10th	+4	—	5
11th	+4	—	5
12th	+4	Ability Score Improvement	5
13th	+5	—	6
14th	+5	Ability Score Improvement, Sublime Majesty	6
15th	+5	—	6
16th	+5	Ability Score Improvement	7
17th	+6	Inspiring Call (d10)	7
18th	+6	Supreme Guardian	7
19th	+6	Ability Score Improvement	8
20th	+6	Senatorial Paramountcy	9

Class Features

As a senator, you have the following class features.

Hit Points

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

Proficiencies

Armor: Light armor
Weapons: Simple weapons
Tools: None
Saving Throws: Charisma, Wisdom
Skills: Choose any three from Acrobatics, Animal Handling, History, Insight, Intimidation, Investigation, Medicine, Nature, Perception, Performance, Persuasion or Religion.

Equipment

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

- (a) a simple melee weapon or (b) a simple ranged weapon and ammunition
- (a) a blaster pistol
- 5 charge packs per ranged weapon
- Leather armor, a vibroblade, and an engineer's pack

Inspiring Call

At 1st level, you may inspire an ally, such as through a rallying call, to achieve greater feats in the service of yourself or that which you call for. In order to use this feature, you must be able to speak. As an action, any ally within 60 feet of you that you can see gains a Inspiring Call die. This size of this die is determined by your levels in senator. Within the next minute, they may use this extra die on any attack roll, damage roll, ability check, or saving throw. They may decide to use this extra die after they roll but not after the DM has decided if they succeeded or failed.

   You may use this feature a number of times equal to 1 + your Charisma modifier. You regain all expended uses after you complete a short or long rest. Your Inspiring Call die grows at 5th, 9th, and 17th level.

Encouraging Words

Also at 1st level, you may use your words to bolster morale, instead of simply inspiring your allies. You gain a pool of hit points that you can use to impart temporary hit points to an ally, equal to your levels in senator x 5. As an action, you encourage an ally within 5 feet of yourself and instill a portion of the temporary hit points or all of it, at your choice. You must be within 5 feet of an ally, due to the intimacy of these encouraging words. You cannot use your encouraing words on yourself. Your pool of hit points for encouraging words fully replenish after a long rest.

Majesty Points

At 2nd level, you have unlocked a resevoire of power that only the epitome of nobility can understand: majesty. You gain a number of majesty points equal to your levels in the senator class. You may expend these points for your Majestic Talents or other class features. You regain all expended majesty points after you complete a long rest.

Majestic Talents

Also at 2nd level, you gain access to your first abilities to utilize your majesty points, your Majestic Talents. Choose 1 from the Majestic Talents section at 2nd level and more based on your level as you progress on the senator class table.

   If any talents require you to formulate a saving throw, it is a DC of 8 + your Charisma modifier + your Proficiency bonus. Whenever you gain a level in the senator class you can forget one majestic talent and learn another one that you meet the prerequisites for.

Charismatic Armor

Additionally at 2nd level, your mere presence exudes a charismatic aura that is difficult to strike to most creatures. When not wearing any armor, using a shield, or using another type of armor class (such as unarmored defense or armor class from the mage armor spell) you have an armor class equal to 10 + your Dexterity Modifier + your Charisma modifier. Creatures who are immune to being charmed or who have advantage against the charmed condition have advantange to attack rolls against you when using this armor class.

Cohorts

At 3rd level, you gain two cohorts that follow you around, obeying you faithfully. You have one guardian and one pilot. Both cohorts are of your race, but lack any exceptionalities of your race to grant them racial traits. Guardians and pilots may be of either gender. Guardians are proficient in all simple and martial weapons and light and medium armor. You may add your Proficiency bonus to their attacks, damage rolls, and saving throws so long as you are within 120 feet of your cohorts and they are aware of your presence. If your cohort ever dies, another takes its place within one month's time, so long as you properly inform your governing body. While they may collect a salary or they are sworn to serve you and/or your governing body, any expenses they require are handled by your government. If you have been disavowed by your governing body or they have been destroyed, you must handle this matter on your own, depending upon the disposition of your cohorts.

   Cohorts take their turn on your initiative, though they don't take an action unless you command them to. On your turn, you can verbally command them where to move (no action required by you). You can use your action, or when you target them with Inspiring Call, to verbally command them to take the Attack, Dash, Disengage, Dodge, or Help action. Once you have the Extra Attack feature (if you ever do), you can make one weapon attack yourself when you command them to take the Attack action.

   At 6th level, whenenver your guardian takes the Attack action, he or she can make two attacks instead of just one.

Guardian
Medium humanoid (any race), your alignment

Armor Class 16
Hit Points 38 (5d8 + 15)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10
Languages Basic

Synergy. Whenever a guardian finishes a long rest in the presence of the senator they serve, they gain temporary hit points equal to senator's Charisma modifier X their levels in the senator class.

Actions

Vibrosword. Melee Weapon Attack: +6 to hit, one target. *Hit* 9 (1d10 + 3)

Blaster Rifle. Melee Weapon Attack: +6 to hit, one target. *Hit* 9 (1d10 + 3)

Pilot
Medium humanoid (any race), your alignment

Armor Class 13
Hit Points 17 (3d8 + 3)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	16 (+3)	10 (+0)	10 (+0)

Skills Perception +2
Senses passive Perception 12
Languages Basic
Starship Proficiencies Shuttles

Actions

Heavy Blaster Pistol. Ranged Weapon Attack: +4 to hit, one target. *Hit* 5 (1d6 + 2)

Boon of Diplomacy

At 5th level, you utilize your majesty more often than most senators. You gain two additional majestic talents. Also, you gain extra majesty points equal to your Charisma modifier.

Affecting Persona

At 7th level, your Inspiring Call and Encouraging Words can now go hand in hand. Whenever you use your Inspiring Call feature, you may then use your Encouraging Words as a bonus action on the same creature on your turn. If you do so, you do not need to be within 5 feet of them.

Additionally, as an action, you may regain your spent healing pool from your Encouring Words ability as you focus on how to bolster your allies. You regain half of your maximum pool of hit points from your Encouraging Words ability. Once you do so you cannot do so again until you finish a long rest.

Sublime Majesty

At 14th level, you may use your understanding of your current dilemma to consider how to reassert yourself. As a bonus action, you regain expended majesty points equal to your Wisdom modifier. You can use this feature twice. You regain all expended uses after finishing a long rest.

Supreme Guardian

At 18th level, your guardian is exceptional in his or her ability to defend you in battle or circumstance. You may now command your guardian to take an action as a bonus action. Additionally, at the beginning of a creature's turn, you may expend two majesty points to let your guardian use their reaction to take another action. Additionally, at the beginning of a creature's turn, you may expend two majesty points to let your guardian use their reaction to take another action.

Finally, your guardian gains double the hit points from his or her synergy ability.

Senatorial Paramountcy

At 20th level, you have reached the greatest height of being a senator. This new pinnacle is reflected in your sheer presence. Your Wisdom and Charisma ability scores improve by 4 to a maximum of 24.

Majestic Talents

Majestic talents are the features that make a senator unique. These abilities make them stand out from each other, make them branded with diversity, and allow them to express in their own unique ways how they are a senator. If a majestic talent has a prerequisite, you must meet them. At each senator level, you may lose one talent and replace it with another as long as you meet the majestic talent's prerequisites.

Some of these abilities are similar to spells, but in fact are not casted in the traditional sense. Instead, you simply use your majesty to create the effect. Thus when you cast the spells granted by majestic talents, they require no spell components, except verbal. Further, majestic talents cannot be counterspelled and work fine in antimagic fields.

All Eyes on Me

You can use your action to force all eyes on you by unveiling yourself or doing some dramatic action, such as singing or playing an instrument. All creatures that can see you within 30 feet must make a Wisdom saving throw or be charmed by you until the beginning of your next turn. While they are charmed they are incredibly distracted. Attacks against them have advantage and their attacks against others have disadvantage. The use of this talent costs 1 majesty point per creature that fails their saving throw and you choose to have it be distracted by you as you focus your majesty on it.

Animal Companion

You gain an animal companion that you consider your best friend and loyal ally. Choose a beast that is no larger than Medium and that has a challenge rating of 1/4 or lower. Add your proficiency bonus to the beast's AC, attack rolls, and damage rolls, as well as to any saving throws and skills it is proficient in. Its hit point maximum equals its normal maximum or four times your senator level, whichever is higher.

The beast obeys your commands as best as it can. It takes its turn on your initiative, though it doesn't take an action unless you command it to. On your turn, you can verbally command the beast where to move (no action required by you). You can use your action or a majesty point, to verbally command it to take the Attack, Dash, Disengage, Dodge, or Help action. Once you have the Extra Attack feature (if you ever do), you can make one weapon attack yourself when you command the beast to take the Attack action.

If the beast dies, you can obtain another one by spending 8 hours bonding with another beast that isn't hostile to you, either the same type of beast as before or a different one.

Aura of Protection

You are constantly shrouded by an aura of protection. You are always under the effects of a protection from evil and good spell.

At 5th level, as an action and at the expense of two majesty points, you may touch a creature and shroud it in your majesty. It gains the effects of a protecttion from evil and good spell for 8 hours.

Berating Words

You realize your inspiring presence can have the reverse effect on a foe. At the expense of one majesty point and as a reaction to you or your ally being targetted by a weapon attack by an enemy within 60 feet of you, you can berate the foe and cause them to miss. As a use of one of your Senator Inspiration die, you may add that result to you or your allies armor class against the creature's attack. You must decide to use this feature before the target rolls their attack, but once they've targetted you or an ally.

Charismatic Instructions

You may utilize your sheer presence to request, order, demand, or persuade others to do something. As an action and at the expense of two majesty points, a target creature acts as though you casted the *suggestion* spell on them. You may expend additional majesty points using this ability, as though you increased its spell slot for greater effect, by one majesty point per spell slot beyond 2nd, as per the spell's description.

Destroy Morale

Prerequisites: 9 levels in the senator class You utilize the defeat of a foe to change the tide of battle. At the expense of six majesty points and as a reaction to an ally defeating a hostile creature, all other hostile creatures within 30 feet of you and the defeated creature who consider that defeated creature an ally must make a Wisdom saving throw or lose half of their current hit points (rounded down). Creatures who have advantage against charmed conditions may roll the saving throw with advantage. Creatures who are immune to being charmed are immune to this effect.

Do Something!

At the expense of two majesty points and as a bonus action, you may force an ally to take an action by using up their reaction. They may take any action they would like and can take. For example, a creature who has already cast a spell that takes 1 action cannot cast another spell that takes 1 action.

Exert the Self

By reminding yourself of who you are, you may reassert control over yourself. As an action and at the expense of one majesty point, you may end the effects causing you to be charmed or frightened.

Influential

You gain proficiency in Deception and Persuasion skills. At the expense of one majesty point, you may gain advantage on your next Deception or Persuasion roll made in the next 10 minutes.

Majestic Healing

The healing pool of your Encouraging Words can be restored. As a bonus action, you may replenish expended hit points from your healing pool by converting your majesty points. For every majesty point converted, you regain 5 hit points into your healing pool. You cannot exceed the maximum healing pool with this ability, but may regain them instead of waiting for finishing a long rest.

My Hero

As an action and the expense of one majesty point, you may target an ally as though you casted heroism on them, except it does not require concentration, the target must be within 60 feet of you that can see or hear you, and they gain temporary hit points equal to your Charisma modifier + your Proficiency bonus at the start of each of their turns for the duration of the effect.

Senatorial Bounty

By contacting officials from your governing body by messenger, you sacrifice two majesty points to place a bounty on the head of a creature of your choice. All expenses for this bounty are paid by your government. You may only have up to three bounties placed at a time and each bounty costs two **permanent** majesty points. Once the bounty is claimed, you may regain the two expended majesty points after a long rest. The bounty can be claimed by reprimanding the creature and bringing them before you or by slaying the creature. You must decide this when the bounty is placed.

Senator Shield

Prerequisites: 5 levels in the senator class You may thrust forth an exertion of your majestic presence to defy the odds of combat. At the expense of one majesty point and as a reaction to being the target of an attack, you ward yourself as per the *sanctuary* spell, except this effect ends after the attack that caused the reaction is calculated.

You Know Me

You may create a bond with a number of creatures that is represented by the fact that you can near-telepathically tell them what to do simply by your body language. Choose a number of creatures equal to your Charisma modifier + half your levels in senator (rounded down) that you have spent at least one week with. Whenever those creatures can see you, they understand basic commands simply by reading your body language. You can tell them things like "no", "yes", "that's bad", "I don't like that", "this is a great idea", etc. You cannot reveal complex information in this way. Other creatures cannot determine your messages in this way, even if they roll impressive Insight skill checks.

Credit to /u/impersonator for this class. Pulled from his Noble Homebrew class.

Trooper

The Trooper

Level	Proficiency Bonus	Features
1st	+2	Weapon Forging
2nd	+2	Firearm Fighter
3rd	+2	Combat Expertise
4th	+2	Ability Score Improvement
5th	+3	Extra Attack
6th	+3	Special Ammunition Expert
7th	+3	Combat Expertise Feature
8th	+3	Ability Score Improvement, Personal Shield Generator
9th	+4	Quick Install
10th	+4	Hide in Plain Sight
11th	+4	Tools of the Trade, Extra Attack
12th	+4	Ability Score Improvement
13th	+5	Combat Expertise Feature
14th	+5	Low Profile
15th	+5	Combat Expertise Feature
16th	+5	Ability Score Improvement
17th	+6	—
18th	+6	Feral Senses, Combat Expertise Feature
19th	+6	Ability Score Improvement
20th	+6	Combat Expertise Feature

Class Features

As a trooper you gain the following class features.

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

Proficiencies
Armor: Light armor, medium armor
Weapons: Simple weapons, martial weapons
Tools: Tinkerer's tools
Saving Throws: Dexterity, Strength
Skills: Choose four from Acrobatics, Athletics, Demolitions, History, Insight, Perception, Sleight of Hand, Stealth, and Survival

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

- (a) a blaster pistol or (b) blaster rifle
- (a) light exoskeleton or (b) verpine fiber mesh
- A blaster pistol and 10 charge packs

Weapon Forging

Starting at level 1, you can modify your blasters and the blasters of your comrades using your repair skill. You can spend a long rest to add one modification to a blaster weapon. You will use your demolitions skill for this.
   You can have up to 1 modification on any blaster.

Firearm Fighting Style

Starting at 2nd level, you can choose between the Firearm Fighting Style, Two-Weapon Fighting Style, or Gunslinger Fighting Style.

Firearm Fighting Style
You gain a +2 bonus to attack rolls you make with ranged weapons.

Two-Weapon Fighting
When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.
   This applies to dual-wielding pistols.

Gunslinger
When you are wielding a pistol in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Combat Expertise

At level 3 you choose a combat expertise. Your options are Commander, Gunslinger, Heavy Assault Trooper, and Marksman, which are detailed at the end of the class description.

Ability Score Increase

When you reach 4th level, and again at 8th, 12th, 16th and 19th level, you can increase one ability score of you 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.

Extra Attack

Starting at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three at 11th level in this class.

Special Ammunition Expert

Starting at 6th level, when you use special ammunition, your weapon does not take the damage penalty normally imposed by the special ammunition.
   For instance, a blaster rifle with a kesium cartridge would still do 1d10 damage instead of the 1d8 damage imposed by the cartridge installed.

Personal Shield Generator

Starting at 8th level, you obtain a personal shield generator which gives you 28 (8d4 + 8) temporary hit points and increases by 1d4+1 for every level after. The shield's AC is 13. When the shield is broken, if the attack roll would hit you, you take the remaining damage, but if the attack roll would not hit you then it only breaks your shield. The shield is also unaffected by the dodge action.

During a short rest you can choose to repair your shield generator, instead of rolling hit die, allowing it to regain all its hit points. *The shield takes double damage from Ion weapons.*

Quick Install

Beginning at level 9, you can now use your action (instead of a short rest) to install a new cartridge in a blaster that belongs to you. Once you have used this feature, you must take a short or long rest before using it again.

Hide in Plain Sight

Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage. Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, this is at least as tall and wide as you are. You gain a +10 bonus to dexterity (Stealth) checks as long as you remain there without moving or taking actions.

Once you move, or take an action or a reaction your bonus goes down to +3 but you may use the hide action as a bonus action. You can only move half your total movement in order to keep this benefit.

Tools of the Trade

Starting at 11th level, you can have up to three mods on each of *your* weapons.

Low Profile

Starting at 14th level, 1/2 cover counts as 3/4 cover for you.

Feral Senses

Starting 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.

Combat Expertise

Commander

Commanders on the battlefield are a wonder to behold. Leading their troops to victory, they are tactical geniuses and experts at supporting their troops. The sight of a Commander on the battlefield both raises allies spirits and demoralizes your enemies.

Commander's Influence

Starting at 3rd level, you learn the Morale, and Demoralize features.

Morale: As an action, you can boost your allies Morale. You choose a number of allies that you can see, and can see or hear you, up to your Charisma modifier (with a minimum of 1). Those allies gain a +1 bonus to their attacks and saving throws. This lasts for 1 minute or until you use this feature again. Your allies lose this bonus if you cannot see them, or they cannot see or hear you, or you become Incapacitated. You can use this feature twice, regaining any expended uses when you finish a long rest. This increases to a +2 bonus at 7th level, and to a +3 bonus at 13th level.

Demoralize: As an action, you can Demoralize the opposition's resolve. You choose a number of hostile creatures that you can see, and can see or hear you, up to your Charisma modifier (with a minimum of 1). Those creatures make a Charisma saving throw (DC = 8 + your proficiency bonus + your Charisma Modifier). On a failed save, the creatures have a -1 penalty to attacks and saving throws. This lasts for 1 minute or until you use this feature again. A creature automatically succeeds on the saving throw if it's immune to being frightened. On a successful save, a creature becomes immune to the effects of Demoralize. The hostile creatures lose this penalty if you cannot see them, or they cannot see or hear you, or you become Incapacitated. You can use this feature twice, regaining any expended uses when you finish a long rest. This penalty increases to a -2 penalty at 7th level, and to a -3 penalty at 13th level.

Commanding Presence

Starting at 7th level, you have advantage on all saving throws, and ranged attack rolls with a blaster if you have an ally under the effect of your Morale feature. At Level 10 the Allies under the effect of Morale gain the morale bonus for the remainder of the encounter.

Commander Mods

Starting at 13th level, you gain access to the targeting laser mod and the tranquilizer rounds mod.

Stand as One

Starting at 15th level, when an ally under the effects of your Morale feature hits a hostile creature with an attack, the ally may choose to deal an additional 1d6 damage of the weapons damage type, or choose to heal themselves 1d6 HP instead. Allies can deal this extra damage, or heal themselves only once per turn.

Experienced Commander

Beginning at level 18, you can use your Commander's Influence feature as a bonus action instead of an action.

Master Commander

Starting at 20th level, your moral and demoralize respective bonuses and penalties count for damage as well as attacks and saving throws.

Gunslinger

Gunslingers are quick to be the first ones to attack. They typically prefer to remain mobile while attempting to flank their opponents.

Gunslinger Training
Starting at 3rd level, you gain the following abilities.

- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls with blasters.
- Your movement speed increases by 5 feet
- You are now proficient with shields

Run and Gun
Starting at 3rd level you can now dash as a bonus action if you use your action to make an attack.

Quick Draw
Starting at 7th level, when combat starts and you are not surprised you can make one attack per pistol you have equipped before the first round begins.

Gunslinger Mods
Starting at 13th level, you gain access to the high impact pistol rounds mod and the tranquilizer rounds mod.

Double Tap
Starting at 15th level, you gain the ability to fire an additional shot for each attack you make. You must take a short or long rest before using this feature again.

Improvised Shield Generator Repairs
Starting at 18th level, if your shield generator is depleted you can use your action to repair it to 80 sp. This feature can only be used once per short or long rest.

Master Combatant
Starting at 20th level, you gain the following additional abilities, as long as you aren't incapacitated:

- You can use the dodge action as a bonus action.
- You also ignore any reduction to your movement speed.
- You now have an additional 10 feet of movement instead of 5 feet.

Heavy Assault Trooper

Assault Training
Starting at 3rd level, you gain the following abilities.

- You gain proficiency with Heavy Armor.
- Your carrying capacity is doubled.
- You have the ability to carry 2 heavy blasters instead of just one.

Heavy Weapon Expert
Starting at 7th level, you have mastered the art of wielding heavy weapons. Because of your expertise you can now reload the flamethrower and rocket launcher as a bonus action (like the fast hands feat you can only fire one rocket per turn), and you can reload the gatling blaster as an action.You also cannot stack this ability with fast hands.

Heavy Mod Master
Starting at 13th level, you gain the ability to use the suppressive fire mod, guided rockets mod, and the jellied fuel mod.

Ammo Conservationist
Starting at 15th level, you have learned how to mod your weapons to stretch their charge packs to their maximum potential. The number of shots you can make with a blaster before reloading is multiplied by 1.5 (so gatling blaster becomes 18 shots, flamethrower has 12 shots, sniper has 9 shot, etc). Except for the bowcaster which gets x2 (so 4 shots). This counts towards your weapon mod limit and cannot be given to allies. When you acquire this ability at your DM's discretion you might find 1 for free.

Heavy Blaster Bludgeoner
Starting at 18th level, when wielding a rocket launcher, gatling blaster, or flame thrower and within 5 ft of an enemy you can make an attack to bash them with your weapon. This attack deals 1d8 damage and uses the strength ability score. I you hit then the target makes a Strength saving throw (DC 8 + your Strength Modifier + your Proficiency Bonus) or be shoved 5 ft.

Explosives Expert
Starting at 20th level, when throwing grenades or firing a rocket launcher at enemies near you, if you would also be hit by the blast then on a failed save you take half damage and no damage on a successful save. You can now also fire a second rocket on your turn.

Marksman

Marksmen are the guardians of the battlefield, constantly watching over their allies they prefer to sit back and provide assistance from a distance while also watching over the battlefield from a safe position.

Miniature Tracking Device
Starting at 3rd level, as a bonus action, you can fire a small tracking device onto a creature that you can see. Once they are marked in this way you have advantage on all attack rolls with blasters against that creature and advantage on tracking that target. This lasts for 1 hour, or until the creature has 0 hit points. You can use this feature a number of times equal to your wisdom modifier (minimum of once). You regain any expended uses when you finish a long rest.
  At level 7 the duration extends to 3 hours, 6 hours at level 11, and 12 at level 15.

Interrupting Shot
Starting at 7th level, when a creature makes an attack against you, you may use your reaction to make a ranged weapon attack with a firearm you are holding against the creature. This attack happens before the creature rolls to attack. If your attack hits the creature, the creature takes a penalty in the form of disadvantage on that attack roll made against you.

Marksman Mods
Starting at 13th level, you gain access to the target finder scope mod and the tranquilizer rounds mod.

Enhanced Tibana Cartridges
Starting at 15th level, your blasters deal additional weapon damage equal to your wisdom modifier (minimum of 0), and are considered magical for purposes of overcoming resistances.

Leading Volley

Starting at 18th level, as a bonus action, you may make up to three ranged weapon attacks with a firearm. Each shot requires ammunition, and scores a critical hit on a roll of 18-20. You cannot benefit from any other feature or spell on these attacks. Once you use this feature you cannot use it again until you take a short or long rest.

Master Marksman

Starting at 20th level, your Sniper's Mark feature becomes second nature to you. You can now use it a number of times equal to two times your wisdom modifier, and you also regain any expended uses when you finish a short or long rest.

Trooper Weapon Mods

Suppressing Fire Mod

When the suppressing fire mode is attached to a gatling blaster, you can use your action to completely unload your charge pack into your enemies. Choose up to 6 enemies (or less depending on how many shots are left in your blaster) that are in front of you, not in cover, and within range, and make an attack roll against each of them. Each enemy hit has disadvantage on all their attack rolls on their next turn. Starting the turn after you use this feature roll a d6, on a 5 or 6 you regain this ability.

Jellied Fuel Mod

When attached to a flamethrower, enemies hit by your flame thrower must make a Dex saving throw(DC 8+ your Strength Modifier + your Proficiency Bonus) or they are covered in jellied fuel and set fire, which deals 2d4 damage at the start of each of their turns until they spend 2 actions (only one of which can be from an ally) to put themselves out. The fire is immediately extinguished if the target jumps into water or into the dark, cold, vacuum of space.

Ammo Conservation Mod

The number of shots you can make with a blaster before reloading is multiplied by 1.5 (gatling blaster has 18 shots, flamethrower has 12 shots, sniper rifle has 9 shots, etc...).

The bowcaster, however, increases to 4 shots. This counts towards your weapon mod limit and cannot be given to allies.

Target Finder Scope

When this mod is attached to a weapon, attacks made with that weapon score a critical hit on a roll of 19 or 20 (stackable with sniper bonus and the headshot feat). This counts towards your total number of mods per weapon and can only be used on your weapons.

Stun Rounds

When attached to a weapon a player can choose to fire a stun round from their blaster. In combat these rounds have a DC 13 con save, out of combat these rounds have a dc 17 con save. Targets that fail the save fall asleep (see sleep spell for sleep condition). These rounds deal no damage.

Targeting Laser

When attached to a weapon, a player can use a bonus action to mark a target, giving all allies advantage on attack rolls against that target until the beginning of your next turn.

High Impact Pistol Round

When this mod is attached to a pistol, attacks made with th pistol deal one damage die higher. Heavy blaster pistols become 1d8, and blaster pistols become 1d6.

Guided Rockets

When attached to a rocket launcher, you now have the ability to guide rockets fired from the launcher manually. This effect gives you a +5 to your attack rolls when shooting at ground targets. It also gives you the ability to guide your rockets around cover and lock onto vehicles.

Chapter 3: Force Wielding Classes

The Force

As a student of the force, you can master and use force disciplines and talents.

Force Talents

A force talent is a minor force effect you have mastered. At 1st level, you know one force talent of your choice (see the talent options later in this class description). You learn additional talents of your choice at higher levels, as shown in the Talents Known column of the class tables.

Force Disciplines

A force discipline is a rigid set of mental exercises that allows a force wielder to manifest the force. Such disciplines are divided into two categories: lesser, greater, and exotic. A force wielder masters only a few disciplines at a time.

At 1st level, you know two lesser disciplines of your choice (see the discipline options later in this class description). You learn additional disciplines of your choice at higher levels, as shown in the Disciplines Known column of the Mystic table. You must be at least 5th level to learn a greater discipline, and 10th level to learn an exotic discipline.

In addition, whenever you gain a level in this class, you can replace one discipline you know with a different one of your choice. You can replace a lesser discipline with a greater discipline, but only if you are at least 5th level.

Force Points

You have an internal reservoir of energy that can be devoted to the force disciplines you know. This energy is represented by force points. Each force discipline describes effects you can create with it by spending a certain number of force points. A force talent requires no force points.

The number of force points you have is based on your force wielder level, as shown in the Force Points column of the class tables. The number shown for your level is your force point maximum. Your force point total returns to its maximum after you finish a long rest. The number of force points you have can't go below 0 or over your maximum.

Force Limit

Though you have access to a potent amount of force energy, it takes training and practice to channel that energy. There is a limit on the number of force points you can spend to activate a force discipline ability. The limit is based on your force wielder level, as shown in the Force Limit column of the class tables. For example, as a 3rd level consular, you can spend no more than 3 force points on a discipline ability each time you use it, no matter how many force points you have.

Focus

You can focus energy on one of your force disciplines to draw ongoing benefits from it. As a bonus action, you can choose one of your force disciplines and gain its focus benefit, which is detailed in that discipline's description. The benefit lasts until you are incapacitated or until you use another bonus action to choose a new focus benefit. You can have only one focus benefit at a time.

Force Wielding Classes

Class	Description	Force Ability	Saving Throw Proficiencies	Armor and Weapon Proficiencies
Adept	–	Wisdom	Dexterity & Wisdom	–
Consular	Consulars seek to perfect the art of diplomacy and mediation, hoping to calm a tense situation or get what they want through reasoning, rather than drawing their lightsabers and cutting down an attacker	Charisma	Charisma & Wisdom	Light armor, light blasters
Guardian	Concentrating on martial training and combat, Guardians engage in combat more than either of the other two classes of trained force wielders	Wisdom	Constitution & Strength	Light armor, light blasters
Sentinel	Sentinels blended both schools of teaching and amplified them with a series of non-Force skills, such as in the fields of security, computers, stealth techniques, demolitions, repair or medicine	Intelligence	Dexterity & Intelligence	Light armor, light blasters

Adept

Force Adepts were Force-wielders of all species with varying powers and abilities. Some of these Force Adepts were known to wield Force weapons such as quarterstaffs imbued with the Force, which inflicted more damage and were able to withstand lightsaber blows. This generic concept of Force Adepts often depicted them with little to no formal Jedi training in the Force and often coming from primitive planets.

Class Features

As an adept, you gain the following class features.

Hit Points

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

Proficiencies

Armor: Medium
Weapons: Simple, martial weapons
Tools: None
Saving Throws: Dexterity, Wisdom
Skills: Choose four skills from

Equipment

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

- a) a blaster rifle and 5 charge packs or b) a shortsword
- a blaster pistol and 5 charge packs
- Clothes

Force Ability

Wisdom is your force ability for your force disciplines. You use your Wisdom modifier when setting the saving throw DC for a force discipline or when making an attack roll with one.

Discipline save DC = 8 + your proficiency bonus + your Wisdom modifier
Discipline attack modifier = your proficiency bonus + your Wisdom modifier

The Adept

Level	Proficiency Bonus	Features	Talents Known	Disciplines Known	Force Points	Force Limit
1st	+2	Force, Force Knife, Unarmored Defense	1	1	4	2
2nd	+2	Unarmored Movement	1	1	6	2
3rd	+2	Hone the Blade	2	2	14	3
4th	+2	Ability Score Improvement	2	2	17	3
5th	+3	Extra Attack	2	3	27	4
6th	+3	Consumptive Knife, Force Heal	2	3	32	4
7th	+3	Deflect Blaster Bolts	3	4	38	5
8th	+3	Ability Score Improvement	3	4	44	5
9th	+4	Force Knife Projection	3	5	57	6
10th	+4	Force Mastery	3	5	64	6
11th	+4	—	4	6	64	7
12th	+4	Ability Score Improvement	4	6	64	7
13th	+5	Channel Force	4	7	75	7
14th	+5	Phantom Knife	4	7	75	7
15th	+5	—	5	8	75	7
16th	+5	Ability Score Improvement	5	8	75	7
17th	+6	Force Resistance	5	9	75	7
18th	+6	—	5	9	75	7
19th	+6	Ability Score Improvement	6	10	75	7
20th	+6	Force Palm	6	10	75	7

Force Knife

Starting at 1st level, you gain the ability to manifest a blade of force energy. As a bonus action, you create scintillating knives of force energy that project from both of your fists. You can't hold anything in your hands while manifesting these blades. You can dismiss them as a bonus action.

For you, a soul knife is a martial melee weapon with the light and finesse properties. It deals 1d8 force damage on a hit.

As a bonus action, you can prepare to use the blades to parry; you gain a +2 bonus to AC until the start of your next turn or until you are incapacitated.

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 force ability modifier.

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 by 5 more feet when you reach level 6 in adept, and again when you reach levels 10, 14, and 18.

At 9th level, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move.

Hone the Blade

Starting at 3rd level, you can spend force points to augment your soul knife's attack rolls and damage. You gain a bonus to attack and damage rolls with your soul knives depending on the number of force points spent, as shown on the table below. This bonus lasts for 10 minutes.

Force Points	Attack and Damage Bonus
2	+1
5	+2
7	+4

Extra Attack

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

Consumptive Knife

Starting at 6th level, whenever you slay an enemy creature with a soul knife attack, you immediately regain 2 force points.

Force Heal

At 6th level, you gain the ability to heal yourself. As an action, you can regain hit points equal to three times your adept level. You must finish a long rest before you can use this feature again.

Deflect Blaster Bolts

Starting at 7th level, you can use your reaction to deflect or catch the blaster bolt when you are hit by a ranged blaster attack. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your adept level.

If you reduce the damage to 0, you can catch the energy of the blaster bolt if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a bolt in this way, you can spend 2 force points to make a ranged attack with the bolt you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies.

Force Knife Projection

Beginning at level 9, you can use the same power drawn for force knife to throw your knives at enemies. When you do so, a new knife will take the thrown one's place. The range for this thrown attack is 30ft, after which you will have disadvantage out to 60ft, which is the maximum range.

Force Mastery

Beginning at 10th level, your mastery of force energy allows you to push your mind beyond its normal limits. As an action, you gain 9 special force points that you can spend only on disciplines that require an action or a bonus action to use. You can use all 9 points on one discipline, or you can spread them across multiple disciplines. You can't also spend your normal force points on these disciplines; you can spend only the special points gained from this feature. When you finish a long rest, you lose any of these special points that you haven't spent.

If more than one of the disciplines you activate with these points require concentration, you can concentrate on all of them. Activating one of them ends any effect you were already concentrating on, and if you begin concentrating on an effect that doesn't use these special points, the disciplines that you're concentrating on end.

At 15th level, the pool of force points you gain from this feature increases to 12.

You have one use of this feature, and you regain any expended use of it with a long rest. You gain one additional use of this feature at 12th, 15th, and 18th level.

Channel Force

From level 13 onwards, you can channel the force into yourself in an incredibly short amount of time. Whenever you take a short rest, as long as you spend at least 30 minutes meditating, you regain 25 force points.

Phantom Knife

Starting at 14th level, you can make an attack that phases through most defenses. As an action, you can make one attack with your soul knife. Treat the target's AC as 10 against this attack, regardless of the target's actual AC.

Force Resistance

Beginning at 14th level, your mastery of the force grants you proficiency in all saving throws.

Additionally, whenever you make a saving throw and fail, you can spend 3 force points to reroll it and take the second result.

Shatterpoint

At 20th level, you gain the ability to set up lethal force vibrations in someone's body. When you hit a creature with your force knife or your unarmed strike, you can spend 7 force points to start these imperceptible vibrations, which last for a number of days equal to your adept 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 without using an action.

Consular

Led by the Council of Reconciliation, the Consulars sought diplomatic measures in spreading peace and harmony across the Galactic Republic. Refraining from drawing their lightsabers (many Consulars wielded green lightsabers) except as a measure of last resort, Consulars spent a great deal of time studying the mysteries of the Force.

Class Features

As a consular, you gain the following class features.

Hit Points

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

Proficiencies

Armor: Light armor
Weapons: Simple weapons, lightsabers
Tools: None
Saving Throws: Constitution, Wisdom
Skills: Choose four skills from Animal Handling, Deception, Insight, Intimidation, Medicine, Perception, Performance, Persuasion, and Survival

Equipment

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

- A lightsaber according to the lightsaber color table.
- Robes

Force Ability

Charisma is your force ability for your force disciplines. You use your Charisma modifier when setting the saving throw DC for a force discipline or when making an attack roll with one.

Discipline save DC = 8 + your proficiency bonus + your Charisma modifier
Discipline attack modifier = your proficiency bonus + your Charisma modifier

The Consular

Level	Proficiency Bonus	Features	Talents Known	Disciplines Known	Force Points	Force Limit
1st	+2	Force, Force Order, Telepathy	1	1	4	2
2nd	+2	Force Recovery	1	1	6	2
3rd	+2	Force Order feature	2	2	14	3
4th	+2	Ability Score Improvement	2	2	17	3
5th	+3	Healer	2	2	27	4
6th	+3	Force Order feature	2	3	32	4
7th	+3	Heightened Senses	2	3	38	5
8th	+3	Ability Score Improvement	2	3	44	5
9th	+4	Advanced Healing, Precognitive Instinct	2	4	57	6
10th	+4	Force Order feature	3	4	64	6
11th	+4	—	3	4	64	7
12th	+4	Ability Score Improvement	3	5	64	7
13th	+5	Precognitive Defense	3	5	64	7
14th	+5	Force Order feature	3	5	64	7
15th	+5	—	3	6	64	7
16th	+5	Ability Score Improvement	3	6	64	7
17th	+6	Cleansing Touch	4	6	64	7
18th	+6	—	4	7	64	7
19th	+6	Ability Score Improvement	4	7	64	7
20th	+6	Force Body	5	7	64	7

Force Recovery

Starting at 2nd level, you can draw vigor from the force energy you use to power your force disciplines.

Immediately after you spend force points on a force discipline, you can take a bonus action to regain hit points equal to the number of force points you spent.

Telepathy

At 1st level, your mind awakens to the ability to communicate via telepathy. You can telepathically speak to any creature you can see within 120 feet of you in this manner. You don't need to share a language with the creature for it to understand your telepathic messages, but the creature must be able to understand at least one language or be telepathic itself.

Ability Score Improvement

When you reach 4th level, and again at 8th 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.

Healer

At level 5, you have mastered the art of channeling the force to heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your consular level x 5. As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool.

Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Healer, expending hit points separately for each one.

This feature has no effect on droids.

Heightened Senses

Starting at 7th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 15 feet of you.

Advanced Healing

Starting at level 9, whenever you use a force ability to heal you or another target creature, for every force point spent, add your force ability modifier to the total health gained.

For instance, if your modifier is 4, and you use 3 force points, add 12 to the total health gained.

Precognitive Instinct

By 9th level, your instincts are so honed that you have advantage on initiative rolls.

Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn.

Precognitive Defense

At level 13, as long as you moved more than 10 feet during your last turn, you can use your reaction and 3 force points to ignore a single melee or ranged attack made against you.

Cleansing Touch

Beginning at 17th level, you can use your action to end one spell or force ability on yourself or on one willing creature that you touch.

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

Force Body

At 20th level, your mastery of force power causes your mind to transcend the body. Your physical form is infused with force energy. You gain the following benefits:

- You gain resistance to bludgeoning, piercing, and slashing damage.
- You no longer age.
- You are immune to disease, poison damage, and the poisoned condition.
- If you die, roll a d20. On a 10 or higher, you discorporate with 0 hit points, instead of dying, and you fall unconscious. You and your gear disappear. You appear at a spot of your choice 1d4 - 1 days later on the plane of existence where you died, having gained the benefits of one long rest.

Guardian

Concentrating on martial training and combat, Guardians engaged in combat more than either of the other two classes of Jedi; the Consulars or the Sentinels. Descended from the Order's founders on Tython whose role in the galaxy was to defend the weak and uphold the laws of the Galactic Republic, the Guardians were often seen as representatives of the Order and the classic Jedi weapon: the lightsaber.

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 and medium armor, shields
Weapons: Simple weapons, lightsabers
Tools: None
Saving Throws: Strength, Wisdom
Skills: You are proficient with the Athletics and Demolitions skills

Equipment

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

- A lightsaber according to your fighting style
- Robes
- Combat Suit

Force Ability

Wisdom is your force ability for your force disciplines. You use your Wisdom modifier when setting the saving throw DC for a force discipline or when making an attack roll with one.

Discipline save DC = 8 + your proficiency bonus + your Wisdom modifier
Discipline attack modifier = your proficiency bonus + your Wisdom modifier

The Guardian

Level	Proficiency Bonus	Features	Talents Known	Disciplines Known	Force Points	Force Limit
1st	+2	Fighting Style, Force, Force Order	1	1	4	2
2nd	+2	Starfighter Corps	1	1	6	2
3rd	+2	Force Order feature	1	2	12	3
4th	+2	Ability Score Improvement	1	2	16	3
5th	+3	Extra Attack	1	2	20	4
6th	+3	Force Order feature	2	3	24	4
7th	+3	Reckless Attack	2	3	28	5
8th	+3	Ability Score Improvement	2	3	32	5
9th	+4	Fighting Style Feature	2	4	36	6
10th	+4	Force Order feature	3	4	44	6
11th	+4	—	3	4	55	7
12th	+4	Ability Score Improvement	3	5	55	7
13th	+5	Auxiliary Power, Overwhelm	3	5	55	7
14th	+5	Force Order feature	3	5	55	7
15th	+5	—	3	6	55	7
16th	+5	Ability Score Improvement	3	6	55	7
17th	+6	Survivor	4	6	55	7
18th	+6	—	4	7	55	7
19th	+6	Ability Score Improvement	4	7	55	7
20th	+6	Flurry of Blows	5	7	55	7

Fighting Style

At 1st level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again. When you choose a fighting style, you are also deciding which weapons your character starts with.

Fighting Style	Weapons
Ataru	Lightsaber, vibroblade
Makashi	Lightsaber
Niman	Double-bladed lightsaber
Shien	Lightsaber pike
Soresu	Lightsaber

Starfighter Corps

Additionally, at level 2, you can join the Jedi Starfighter Corps. You gain proficiency with up to one *starfighter* of your choice. In addition, you can be proficient with a total of two vehicles.

Ability Score Improvement

When you reach 4th level, and again at 8th 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.

Extra Attack

At level 5, you can make a second attack when you use the Attack action on your turn.

Reckless Attack

Starting at 7th 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.

Auxiliary Power

Beginning at level 13, the guardian learns how to transfer power to other systems as a bonus action. Auxiliary power is only available if you are piloting a starship. You must be proficient with the class of starship you are using in order to use Auxiliary Power. *You can only use each Auxiliary Power system once*, but you regain all expended uses upon finishing repairs while docked. In addition, once you have used Auxiliary Power, you must wait one round before you can use it again. When auxiliary power is shifted to a system, the following applies:

Engines: Your starship gains an additional 1000ft movement for the rest of your turn

Shields: Your starship immediately gains 25 SP

Targeting: You gain advantage on your next attack roll

Weapons: You take a -5 penalty to the next attack roll made this turn, but add 10 to the total damage roll if the attack lands (before any multipliers).

Overwhelm

Additionally at level 13, you gain permanent knowledge of the Brute Force force discipline, and permanent focus on its focus. This focus cannot be lost, and therefore cannot be used for abilities such as Surge of Health.

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.

Flurry of Blows

At level 20, you can choose to make a third attack when you use the Attack action on your turn, with the penalty being a -3 to your AC for the round.

Fighting Styles

Ataru

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack. If the second weapon is a lightsaber, you must be attuned with it to use this feature.

Battle Mastery
Starting at level 9, if you are dual wielding two lightsabers with which you are proficient, when you use a bonus action to cast a force ability followed by the Attack action, you may use a free action to make an attack with your off-hand saber.

Makashi

When you are wielding only one lightsaber you are attuned with, you gain a +2 bonus to damage rolls with it.

Flurry
Starting at 9th level, when you miss with an attack during your turn, you can immediately make an additional attack. You can only gain one additional attack on your turn with this ability.

Niman

When you use a double-bladed lightsaber you are attuned with, you get a +2 bonus to attacks made with it.

Double Bladed Fury
At level 9, when wielding a double-bladed lightsaber you are attuned with, you can make a second attack as a free action whenever you use the Attack action.

Shien

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. You must be wielding a lightsaber you are attuned with.

Pike Mastery

At level 9, you excel at defending narrow passageways, doorways, and other tight space. As a bonus action, you can enter a defensive stance that lasts until the start of your next turn. While in your defensive stance, you can make opportunity attacks 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.

Soresu

While you are wearing armor, you gain a +1 bonus to AC.

Parry

Starting at level 9, as a reaction, when you are hit with an attack, you can choose to add your proficiency bonus to your AC.

Sentinel

While they possessed considerable combat skills and had somewhat extensive knowledge of the Force, Sentinels blended both schools of teaching and amplified them with a series of non-Force skills, such as in the fields of security, computers, stealth techniques, demolitions, repair or medicine. These skills tended to take the forefront in their middle-road approach to problems.

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 weapons, martial weapons, and lightsabers
Tools: None
Saving Throws: Dexterity, Intelligence
Skills: Choose four skills from Acrobatics, Arcana, History, Investigation, Nature, Religion, Sleight of Hand, and Stealth

Equipment

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

- A lightsaber according to your fighting style
- Robes

Force Ability

Intelligence is your force ability for your force disciplines. You use your Intelligence modifier when setting the saving throw DC for a force discipline or when making an attack roll with one.

Discipline save DC = 8 + your proficiency bonus + your Intelligence modifier
Discipline attack modifier = your proficiency bonus + your Intelligence modifier

The Sentinel

Level	Proficiency Bonus	Features	Talents Known	Disciplines Known	Force Points	Force Limit
1st	+2	Fighting Style, Force, Force Order	1	1	4	2
2nd	+2	Slow Fall	1	1	6	2
3rd	+2	Force Order feature	2	2	14	3
4th	+2	Ability Score Improvement	2	2	17	3
5th	+3	Extra Attack, Ranged Precision	2	2	27	4
6th	+3	Force Order feature	2	3	32	4
7th	+3	Lightsaber Control	2	3	38	5
8th	+3	Ability Score Improvement	2	3	44	5
9th	+4	Force Shield	2	4	57	6
10th	+4	Force Order feature	3	4	64	6
11th	+4	—	3	4	64	7
12th	+4	Ability Score Improvement	3	5	64	7
13th	+5	Battle Meditation	3	5	64	7
14th	+5	Force Order feature	3	5	64	7
15th	+5	—	3	6	64	7
16th	+5	Ability Score Improvement	3	6	64	7
17th	+6	Stealthy	4	6	64	7
18th	+6	—	4	7	64	7
19th	+6	Ability Score Improvement	4	7	64	7
20th	+6	Perfect Self	5	7	64	7

Fighting Style

At 1st level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again. When you choose a fighting style, you are also deciding which weapons your character starts with.

Fighting Style	Weapons
Ataru	Lightsaber, vibroblade
Makashi	Lightsaber
Niman	Double-bladed lightsaber
Shien	Lightsaber pike
Soresu	Lightsaber

Ataru

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack. If the second weapon is a lightsaber, you must be attuned with it to use this feature.

Makashi

When you are wielding only one lightsaber you are attuned with, you gain a +2 bonus to damage rolls with it.

Niman

When you use a double-bladed lightsaber you are attuned with, you get a +2 bonus to attacks made with it.

Shien

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. You must be wielding a lightsaber you are attuned with.

Soresu

While you are wearing armor, you gain a +1 bonus to AC.

Slow Fall

Beginning at 2nd level, you can use your reaction when you fall to reduce any falling damage you take by an amount equal to 5 x your sentinel level.

Ability Score Improvement

When you reach 4th level, and again at 8th 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.

Extra Attack

At level 5, you can make a second attack when you use the Attack action on your turn.

Ranged Precision

Additionally at level 5, you have learned how to use the force to influence your precise aim. When you make a ranged weapon attack, your disadvantage range equals the weapon's effective range. The only disadvantage you take on ranged weapons is within the close disadvantage range.

Lightsaber Control

Starting at level 7, you have mastered the art of controlling your lightsaber without physically wielding it.

You can now use the *Throw* action on your turn, as shown on the Lightsaber stat block below. Additionally, as an action on your turn, you can use 3 force points to start controlling your lightsaber. When you do so, your lightsaber gains all the properties listed in the Lightsaber stat block below. You control its movement on your turn, and can have it perform one of its action as your bonus action.

If your lightsaber's HP is reduced to zero, it is broken, and thus can no longer be used. You must use a short rest to repair it.

At the beginning of your next turn, the Lightsaber returns to your hand unless you choose to use 2 force points to extend the duration.

Force Shield

Beginning at 9th level, you have learned to channel the force into a protective shield. As a free action on your turn, you can use 1-3 force points to give yourself 1d10 per force point spent temporary HP.

From level 17 onwards you can use up to 5 force points on this ability.

Battle Meditation

At level 13, a sentinel learns the proper way to meditate before a battle to gain the advantage. You can spend 2 minutes before entering combat to give up to six friendly creatures temporary hit points equal to your sentinel level plus your Intelligence modifier. Once this ability has been used you cannot use it again until you have completed a long rest.

Stealthy

From level 17 onwards, you gain permanent knowledge and focus on the Force Chameleon discipline. If you already knew the Force Chameleon discipline, choose a new one to learn. In addition, you cannot break your concentration on the Force Chameleon discipline, but you can concentrate on another force discipline as well.

Perfect Self

At 20th level, when you roll for initiative and have no force points remaining, you regain 20 force points.

Lightsaber

Tiny construct

Armor Class 20
Hit Points 30 (12d4)
Speed 30ft flying

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Saving Throws Dexterity +8, Strength +8

Inanimate. The lightsaber automatically succeeds any constitution, intelligence, wisdom, or charisma saving throw, check, or contest it must make.

Force Resistance. Whenever the lightsaber must make a saving throw, check, or contest, you can spend up to 6 force points to add +1 per force point spent to its roll.

Actions

Attack. Melee Weapon Attack: +5 to hit, one target. *Hit* 9 radiant (1d10 + 3)

Throw (2 force points). Ranged Weapon Attack: +5 to hit, range 30ft, one target. *Hit* 14 radiant (2d10 + 3) On a hit, the lightsaber returns to its original location.

Chapter 4: The Force

Force talents and disciplines are the heart of a force wielder's craft. They are the mental exercises and formulae used to forge will into tangible, magical effects.

Force disciplines were each discovered by different orders and tend to reflect their creators' specialties. However, a force wielder can learn any discipline regardless of its associated order.

Using a Discipline

Each force discipline has several ways you can use it, all contained in its description. The discipline specifies the type of action and number of force points it requires. It also details whether you must concentrate on its effects, how many targets it affects, what saving throws it requires, and so on.

The following sections go into more detail on using a discipline. Force disciplines are magical and function similarly to spells.

Force Focus

The Focus section of a discipline describes the benefit you gain when you choose that discipline for your focus.

Effect Options and Force Points

A discipline provides different options for how to use it with your force points. Each effect option has a name, and the force point cost of that option appears in parentheses after its name. You must spend that number of force points to use that option, while abiding by your force limit. If you don't have enough force points left, or the cost is above your force limit, you can't use the option.

Some options show a range of force points, rather than a specific cost. To use that option, you must spend a number of points within that point range, still abiding by your force limit. Some options let you spend additional force points to increase a discipline's potency. Again, you must abide by your force limit, and you must spend all the points when you first use the discipline; you can't decide to spend additional points once you see the discipline in action.

Each option notes specific information about its effect, including any action required to use it and its range.

Components

Disciplines don't require the components that many spells require. Using a discipline requires no spoken words, gestures, or materials. The power of force wielders comes from the mind.

Duration

An effect option in a discipline specifies how long its effect lasts.

Instantaneous. If no duration is specified, the effect of the option is instantaneous.

Concentration. Some options require concentration to maintain their effects. This requirement is noted with "conc." after the option's force point cost. The "conc." notation is followed by the maximum duration of the concentration.

For example, if an option says "conc., 1 min.," you can concentrate on its effect for up to 1 minute.

Concentrating on a discipline follows the same rules as concentrating on a spell. This rule means you can't concentrate on a spell and a discipline at the same time, nor can you concentrate on two disciplines at the same time. See chapter 10, "Spellcasting," in the Player's Handbook for how concentration works.

Targets and Areas of Effect

Force disciplines use the same rules as spells for determining targets and areas of effect, as presented in chapter 10, "Spellcasting," of the Player's Handbook.

Saving Throws and Attack Rolls

If a discipline requires a saving throw, it specifies the type of save and the results of a successful or failed saving throw. The DC is determined by your force ability.

Some disciplines require you to make an attack roll to determine whether the discipline's effect hits its target. The attack roll uses your force ability.

Combining Force Effects

The effects of different force disciplines add together while the durations of the disciplines overlap. Likewise, different options from a force discipline combine if they are active at the same time. However, a specific option from a force discipline doesn't combine with itself if the option is used multiple times. Instead, the most potent effect—usually dependent on how many force points were used to create the effect— applies while the durations of the effects overlap.

Force and spells are separate effects, and therefore their benefits and drawbacks overlap. A force effect that reproduces a spell is an exception to this rule.

Force Orders

The following are subclasses for the Consular, Guardian, and Sentinel classes. If you are playing Adept, you can ignore this section.

Gray

The Order of the Gray uses the force to its absolute limits. Followers of this order are known as Grays. They use force energy to modify their bodies, strengthening them against attack and turning themselves into living weapons.

Their mastery of the force form grants them their name, for Grays are the balance between light and dark.

Immortal Durability
Starting at 1st level, your hit point maximum increases by 1 per force wielder level.

In addition, while you aren't wearing armor or wielding a shield, your base AC equals 10 + your Dexterity modifier + your Constitution modifier.

Force Resilience
Starting at 3rd level, your force energy grants you extraordinary fortitude. At the start of each of your turns, you gain temporary hit points equal to your force ability modifier (minimum of 0) if you have at least 1 hit point.

Surge of Health
Starting at 6th level, you can draw on your focus to escape death's grasp. As a reaction when you take damage, you can halve that damage against you. Your focus immediately ends if it's active, and you can't use it until you finish a short or long rest.

You can't use this feature if you can't use your focus.

Immortal Will
Starting at 14th level, you can draw on your reserves of force power to survive beyond death. At the end of your turn while at 0 hit points, you can spend 5 force points to immediately regain a number of hit points equal to your force wielder level + your Constitution modifier.

Jedi
Force wielders of the Order of the Jedi delve into the world of emotion, mastering their inner life to such an extent that they can manipulate and amplify the emotions of others with the same ease that an artist shapes clay. Known as Avatars, these mystics vary from tyrants to inspiring leaders who are loved by their followers.

Jedi can bring out extreme emotions in the people around them. For their allies, they can lend hope, ferocity, and courage, transforming a fighting band into a deadly, unified force. For their enemies, they bring fear, disgust, and trepidation that can make even the most hardened veteran act like a shaky rookie.

Breadth of Knowledge
At 1st level, you gain the ability to extend your knowledge. When you finish a long rest, you gain two proficiencies of your choice: two tools, two skills, or one of each. You can replace one or both of these selections with languages. This benefit lasts until you finish a long rest.

Force in Battle
Starting at 3rd level, you project an inspiring aura. While you aren't incapacitated, each ally within 30 feet of you who can see you gains a +2 bonus to initiative rolls.

Force in Healing
Beginning at 6th level, you project an aura of resilience. While you aren't incapacitated, each ally within 30 feet of you who can see you regains additional hit points equal to your force ability modifier (minimum of 0) whenever they regain hit points from a force discipline.

Force in Speed
Starting at 14th level, you project an aura of speed. While you aren't incapacitated, any ally within 30 feet of you who can see you can take the Dash action as a bonus action.

Sith
Force wielders of the Order of the Sith keep their minds in a strange, rarified state. They seek to accumulate as much power as possible, as they quest to unravel the mysteries of the multiverse and seek the underlying structure of all things. At the same time, they perceive a bizarre, living web of power they call the noosphere.

Sith, as their name indicates, delight in travel, exploration, and discovery. They desire to accumulate as much power as possible, and the pursuit of secrets and hidden lore can become an obsession for them.

Armor Training
At 1st level, you gain proficiency with medium armor and shields.

Elemental Attunement
Starting at 3rd level, when a creature's resistance reduces the damage dealt by a force ability of yours, you can spend 1 force point to cause that use of the discipline to ignore the creature's resistance. You can't spend this point if doing so would increase the ability's cost above your force limit.

Force Surge
Starting at 6th level, you can overload your focus to unleash a devastating lightning attack. Using an action, you release force energy from your fingertips that manifests itself into a cone of lightning. The cone travels 15ft, and any creature caught in the cone must make a Dexterity saving throw or take 3d10 lightning damage. A creature that saves the throw takes half damage. Your focus immediately ends if it's active, and you can't use it until you finish a short or long rest.

The number of damage die increases at level 10 to 5d10, and at level 18 to 7d10.

At level 14, if a creature fails the save, it is stunned for one round.

You can't use this feature if you can't use your focus.

Cutting Resonance
At 14th level, you gain the ability to infuse your weapon attacks with force energy. Once on each of your turns when you hit a creature with a weapon, you can deal an extra 2d8 necrotic damage to the target. This extra damage can only be applied once per turn.

Force Talents

A force talent is an ability that requires force aptitude but doesn't drain a wielder's force energy. Talents are similar to disciplines and use the same rules, but with three important exceptions:

- You can never use your focus on a talent.
- Talents don't require you to spend force points to use them.
- Talents aren't linked to force orders.

Beacon

Force Talent
As a bonus action, you cause bright light to radiate from your body in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. The light lasts for 1 hour, and you can extinguish it earlier as a bonus action.

Blade Meld

Force Talent
As a bonus action, a one-handed melee weapon you hold becomes one with your hand. For the next minute, you can't let go of the weapon nor can it be forced from your grasp.

Blind Spot

Force Talent
As an action, you erase your image from the mind of one creature you can see within 120 feet of you; the target must succeed on a Wisdom saving throw, or you are invisible to it until the end of your next turn.

Delusion

Force Talent
As an action, you plant a false belief in the mind of one creature that you can see within 60 feet of you. You can create a sound or an image. Only the target of this talent perceives the sound or image you create.

If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a creature's roar, a musical instrument, or any other sound you pick. It lasts for 1 minute.

If you create an object, it must fit within a 5- foot cube and can't move or be reflective. The image can't create any effect that influences a sense other than sight. The image lasts for 1 minute, and it disappears if the creature touches it.

Energy Beam

Force Talent
As an action, you target one creature you can see within 90 feet of you. The target must succeed on a Dexterity saving throw or take 1d8 acid, cold, fire, lightning, or thunder damage (your choice). The talent's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Force Charm

Force Talent
As an action, you beguile one humanoid you can see within 120 feet of you. The target must succeed on a Charisma saving throw or be charmed by you until the end of your next turn.

Force Hand

Force Talent
You can use your action to manipulate or move one object within 30 feet of you. The object can't weigh more than 10 pounds, and you can't affect an object being worn or carried by another creature. If the object is loose, you can move it up to 30 feet in any direction.

This talent allows you to open an unlocked door, pour out a beer stein, and so on.

The object falls to the ground at the end of your turn if you leave it suspended in midair.

Light Step

Force Talent
As a bonus action, you alter your density and weight to improve your mobility. For the rest of your turn, your walking speed increases by 10 feet, and the first time you stand up this turn, you do so without expending any of your movement if your speed is greater than 0.

Mind Meld

Force Talent
As a bonus action, you can communicate telepathically with one willing creature you can see within 120 feet of you. The target must have an Intelligence of at least 2, otherwise this talent fails and the action is wasted.

This communication can occur until the end of the current turn. You don't need to share a language with the target for it to understand your telepathic utterances, and it understands you even if it lacks a language. You also gain access to one memory of the target's choice, gaining perfect recall of one thing it saw or did.

Mind Slam

Force Talent
As an action, you target one creature you can see within 60 feet of you. The target must succeed on a Constitution saving throw or take 1d6 force damage. If it takes any of this damage and is Large or smaller, it is knocked prone.

The talent's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Mind Thrust

Force Talent
As an action, you target one creature you can see within 120 feet of you. The target must succeed on an Intelligence saving throw or take 1d10 psychic damage.

The talent's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Psychic Hammer

Force Talent
As an action, you try to grasp one creature you can see within 120 feet of you, with a hand crafted from telekinetic energy. The target must succeed on a Strength saving throw or take 1d6 force damage. If it takes any of this damage and is Large or smaller, you can move it up to 10 feet in a straight line in a direction of your choice. You can't lift the target off the ground unless it is already airborne or underwater.

The talent's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Force Disciplines

Each force discipline is associated with a force-related class. Irregardless of your class, you can pick any force disciplines you choose.

Adept

- Adaptive Body
- Concealment
- Intellect Fortress
- Mantle of Awe
- Mastery of Death
- Psychic Assault
- Telekinesis

Consular

- Aura Sight
- Crown of Despair
- Force Mind
- Force Restoration
- Mantle of Fear
- Mantle of Joy
- Mastery of Ice
- Precognition
- Psychic Inquisition
- Telepathic Contact

Guardian

- Brute Force
- Crown of Rage
- Force Weapon
- Mantle of Courage
- Mantle of Fury
- Psychic Disruption
- Psychic Phantoms
- Pyrokinesis
- Telepathic Contact

Sentinel

- Celerity
- Crown of Disgust
- Force Arrow
- Iron Durability
- Mantle of Command
- Mastery of Force
- Mastery of Light and Darkness
- Mastery of Weather
- Third Eye

Discipline Descriptions

The force disciplines are presented here in alphabetical order.

Adaptive Body

Adept Discipline
You can alter your body to match your surroundings, allowing you to withstand punishing environments. With greater force energy, you can extend this protection to others.

Focus. While focused on this discipline, you don't need to eat, breathe, or sleep. To gain the benefits of a long rest, you can spend 8 hours engaged in light activity, rather than sleeping during any of it.

Environmental Adaptation (2 force). As an action, you or a creature you touch ignores the effects of extreme heat or cold (but not cold or fire damage) for the next hour.

Adaptive Shield (3 force). When you take acid, cold, fire, lightning, or thunder damage, you can use your reaction to gain resistance to damage of that type—including the triggering damage— until the end of your next turn.

Energy Adaptation (5 force; conc., 1 hr.). As an action, you can touch one creature and give it resistance to acid, cold, fire, lightning, or thunder damage (your choice), which lasts until your concentration ends.

Energy Immunity (7 force; conc., 1 hr.). As an action, you can touch one creature and give it immunity to acid, cold, fire, lightning, or thunder damage (your choice), which lasts until your concentration ends.

Aura Sight

Consular Discipline
You refocus your sight to see the energy that surrounds all creatures. You perceive auras, energy signatures that can reveal key elements of a creature's nature.

Focus. While focused on this discipline, you have advantage on Wisdom (Insight) checks.

Assess Foe (2 force). As a bonus action, you analyze the aura of one creature you see. You learn its current hit point total and all its immunities, resistances, and vulnerabilities.

Read Moods (2 force). As a bonus action, you learn a one-word summary of the emotional state of up to six creatures you can see, such as happy, confused, afraid, or violent.

View Aura (3 force; conc., 1 hr.). As an action, you study one creature's aura. Until your concentration ends, while you can see the target, you learn if it's under the effect of any magical or force effects, its current hit point total, and its basic emotional state. While this effect lasts, you have advantage on Wisdom (Insight) and Charisma checks you make against it.

Perceive the Unseen (5 force; conc., 1 min.). As a bonus action, you gain the ability to see auras even of invisible or hidden creatures. Until your concentration ends, you can see all creatures, including hidden and invisible ones, regardless of lighting conditions.

Brute Force

Guardian Discipline
You augment your natural strength with force energy, granting you the ability to achieve incredible feats of might.

Focus. While focused on this discipline, you have advantage on Strength (Athletics) checks.

Brute Strike (1–7 force). As a bonus action, you gain a bonus to your next damage roll against a target you hit with a melee attack during the current turn. The bonus equals +1d6 per force point spent, and the bonus damage is the same type as the attack. If the attack has more than one damage type, you choose which one to use for the bonus damage.

Knock Back (1–7 force). When you hit a target with a melee attack, you can activate this ability as a reaction. The target must succeed on a Strength saving throw or be knocked 10 feet away from you per force point spent. The target moves in a straight line. If it hits an object, this movement immediately ends and the target takes 1d6 bludgeoning damage per force point spent.

Mighty Leap (1–7 force). As part of your movement, you jump in any direction up to 20 feet per force point spent.

Feat of Strength (2 force). As a bonus action, you gain a +5 bonus to Strength checks until the end of your next turn.

CELERITY

Sentinel Discipline
You channel force power into your body, honing your reflexes and agility to an incredible degree. The world seems to slow down while you continue to move as normal.

Focus. While focused on this discipline, your walking speed increases by 10 feet.

Rapid Step (1–7 force). As a bonus action, you increase your walking speed by 10 feet per force point spent until the end of the current turn. If you have a climbing or swimming speed, this increase applies to that speed as well.

Agile Defense (2 force). As a bonus action, you take the Dodge action.

Blur of Motion (2 force). As an action, you cause yourself to be invisible during any of your movement during the current turn.

Surge of Speed (2 force). As a bonus action, you gain two benefits until the end of the current turn: you don't provoke opportunity attacks, and you have a climbing speed equal to your walking speed.

Surge of Action (5 force). As a bonus action, you can Dash or make one weapon attack.

CONCEALMENT

Adept Discipline
You create a screen of psychic power that distorts your appearance, allowing you to blend into the background or even turn invisible.

Focus. While focused on this discipline, you have advantage on Dexterity (Stealth) checks.

Step from Sight (2 force). As an action, you can attempt to hide even if you fail to meet the requirements needed to do so. At the end of the current turn, you remain hidden only if you then meet the normal requirements for hiding.

Cloak (3 force; conc., 1 min.). As a bonus action, cloak yourself from sight. You can target one additional creature for every additional force point you spend on this ability. The added targets must be visible to you and within 60 feet of you.

Each target turns invisible and remains so until your concentration ends or until immediately after it targets, damages, or otherwise affects any creature with an attack, a spell, or another ability.

Enduring Invisibility (7 force; conc., 1 min.). As a bonus action, you turn invisible and remain so until your concentration ends.

CROWN OF DESPAIR

Consular Discipline
You have learned to harvest seeds of despair in a creature's psyche, wracking it with self-doubt and inaction.

Focus. While focused on this discipline, you have advantage on Charisma (Intimidation) checks.

Crowned in Sorrow (1–7 force). As an action, one creature you can see within 60 feet of you must make a Charisma saving throw. On a failed save, it takes 1d8 psychic damage per force point spent, and it can't take reactions until the start of its next turn. On a successful save, it takes half as much damage.

Call to Inaction (2 force; conc., 10 min.). If you spend 1 minute conversing with a creature, you can attempt to seed it with overwhelming ennui. At the end of the minute, you can use an action to force the creature to make a Wisdom saving throw. The save automatically succeeds if the target is immune to being charmed. On a failed save, it sits and is incapacitated until your concentration ends.

This effect immediately ends if the target or any ally it can see is attacked or takes damage. On a successful save, the creature is unaffected and has no inkling of your attempt to bend its will.

Visions of Despair (3 force). As an action, you force one creature you can see within 60 feet of you to make a Charisma saving throw. On a failed save, it takes 3d6 psychic damage, and its speed is reduced to 0 until the end of its next turn. On a successful save, it takes half as much damage. You can increase the damage by 1d6 per additional force point spent on it.

Dolorous Mind (5 force; conc., 1 min.). As an action, you choose one creature you can see within 60 feet of you. It must succeed on a Charisma saving throw, or it is incapacitated and has a speed of 0 until your concentration ends. It can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

CROWN OF DISGUST

Sentinel Discipline
You cause a creature to be flooded with emotions of disgust.

Focus. While you are focused on this discipline, the area in a 5-foot radius around you is difficult terrain for any enemy that isn't immune to being frightened.

Eye of Horror (1–7 force). As an action, choose one creature you can see within 60 feet of you. The target must make a Charisma saving throw. On a failed save, it takes 1d6 psychic damage per force point spent and can't move closer to you until the end of its next turn. On a successful save, it takes half as much damage.

Wall of Repulsion (3 force; conc., 10 min.). As an action, you create an invisible, insubstantial wall of energy within 60 feet of you that is up to 30 feet long, 10 feet high, and 1 foot thick. The wall lasts until your concentration ends. Any creature attempting to move through it must make a Wisdom saving throw. On a failed save, a creature can't move through the wall until the start of its next turn. On a successful save, the creature can pass through it. A creature must make this save whenever it attempts to pass through the wall, whether willingly or unwillingly.

Visions of Disgust (5 force; conc., 1 min.). You cause a creature to regard all other beings as horrid, alien entities. As an action, choose one creature you can see within 60 feet of you. The target must make a Wisdom saving throw. On a failed save, it takes 5d6 psychic damage, and until your concentration ends, it takes 1d6 psychic damage per creature within 5 feet of it at the end of each of its turns. On a successful save, the target takes only half the initial damage and suffers none of the other effects.

World of Horror (7 force; conc., 1 min.). As an action, choose up to six creatures within 60 feet of you. Each target must make a Charisma saving throw. On a failed save, a target takes 8d6 psychic damage, and it is frightened until your concentration ends. On a successful save, a target takes half as much damage.

While frightened by this effect, a target's speed is reduced to 0, and the target can use its action, and any bonus action it might have, only to make melee attacks. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

CROWN OF RAGE

Guardian Discipline
You place a mote of pure fury within a creature's mind, causing its bloodlust to overcome its senses and for it to act as you wish it to.

Focus. While you are focused on this discipline, any enemy within 5 feet of you that makes a melee attack roll against creatures other than you does so with disadvantage.

Primal Fury (1–7 force). As an action, choose one creature you can see within 60 feet of you. The target must succeed on a Charisma saving throw or take 1d6 psychic damage per force point spent on this ability and immediately use its reaction to move its speed in a straight line toward its nearest enemy. The save automatically succeeds if the target is immune to being charmed.

Fighting Words (2 force; conc., 10 min.). If you spend 1 minute conversing with a creature, you can attempt to leave a simmering violence in its mind. At the end of the minute, you can use an action to force the creature to make a Wisdom saving throw to resist feeling violent urges against one creature you describe to it or name. The save automatically succeeds if the target is immune to being charmed. On a failed save, the target attacks the chosen creature if it sees that creature before your concentration ends, using weapons or spells against a creature it was already hostile toward or unarmed strikes against an ally or a creature it was neutral toward. Once the fight starts, it continues to attack for 5 rounds before this effect ends.

This effect immediately ends if the target or any ally it can see is attacked or takes damage from any creature other than the one it has been incited against. On a successful save, the creature is unaffected and has no inkling of your attempt to bend its will.

Mindless Courage (2 force). You cause a creature's bloodlust to overcome its sense of preservation. As a bonus action, choose one creature you can see within 60 feet of you. The target must succeed on a Wisdom saving throw or, until the end of your next turn, it can't willingly move unless its movement brings it closer to its nearest enemy that it can see. The save automatically succeeds if the target is immune to being charmed.

Punishing Fury (5 force; conc., 1 min.). You cause a creature's rage to grow so hot that it attacks without heeding its own safety. As a bonus action, choose one creature you can see within 60 feet of you. The target must succeed on a Wisdom saving throw or, until your concentration ends, any creature within 5 feet of it can use a reaction to make a melee attack against it whenever the target makes a melee attack. The save automatically succeeds if the target is immune to being charmed.

FORCE ARROW

Sentinel Discipline
You imbue a ranged weapon with a strange semblance of sentience, allowing it to unerringly find its mark.

Focus. While you are focused on this discipline, any attack roll you make for a ranged weapon attack ignores disadvantage. If disadvantage would normally apply to the roll, that roll also can't benefit from advantage.

Speed Dart (1–7 force). As a bonus action, you imbue one ranged weapon you hold with force power. The next attack you make with it that hits before the end of the current turn deals an extra 1d8 damage per force point spent.

The damage type can be chosen between cold, fire, force, lightning, or radiant.

Seeking Missile (2 force). As a reaction when you miss with a ranged weapon attack, you can repeat the attack roll against the same target.

Faithful Archer (5 force; conc., 1 min.). As a bonus action, you imbue a ranged weapon with a limited sentience. Until your concentration ends, you can make an extra attack with the weapon at the start of each of your turns (no action required). If it is a thrown weapon, it returns to your grasp each time you make any attack with it.

FORCE MIND

Consular Discipline
You dispatch part of your psyche into the noosphere, the collective vista of minds and knowledge possessed by living things.

Focus. Whenever you focus on this discipline, you choose one skill or tool and have proficiency with it until your focus ends. Alternatively, you gain the ability to read and write one language of your choice until your focus ends.

Wandering Mind (2–6 force; conc., 10 min.). You enter a deep contemplation. If you concentrate for this option's full duration, you then gain proficiency with up to three of the following skills (one skill for every 2 force points spent): Animal Handling, Arcana, History, Medicine, Nature, Performance, Religion, and Survival. The benefit lasts for 1 hour, no concentration required.

Find Creature (2 force; conc., 1 hr.). You cast your mind about for information about a specific creature. If you concentrate for this option's full duration, you then gain a general understanding of the creature's current location. You learn the region, city, town, village, or district where it is, pinpointing an area between 1 and 3 miles on a side (DM's choice). If the creature is on another plane of existence, you instead learn which plane.

Item Lore (3 force; conc., 1 hr.). You carefully study an item. If you concentrate for this option's full duration while remaining within 5 feet of the item, you then gain the benefits of an identify spell cast on that item.

Psychic Speech (5 force). As an action, you attune your mind to the psychic imprint of all language. For 1 hour, you gain the ability to understand any language you hear or attempt to read. In addition, when you speak, all creatures that can understand a language understand what you say, regardless of what language you use.

Wandering Eye (6 force; conc., 1 hr.). As an action, you create a psychic sensor within 60 feet of you. The sensor lasts until your concentration ends. The sensor is invisible and hovers in the air. You mentally receive visual information from it, which has normal vision and darkvision with a range of 60 feet. The sensor can look in all directions. As an action, you can move the sensor up to 30 feet in any direction. There is no limit to how far away from you the eye can move, but it can't enter another plane of existence. A solid barrier blocks the eye's movement, but the eye can pass through an opening as small as 1 inch in diameter.

Phasing Eye (7 force; conc., 1 hr.). As Wandering Eye above, except the eye can move through solid objects but can't end its movement in one. If it does so, the effect immediately ends.

Force Restoration

Consular Discipline
You wield force energy to cure wounds and restore health to yourself and others.

Focus. While focused on this discipline, you can use a bonus action to touch a creature that has 0 hit points and stabilize it.

Mend Wounds (1–7 force). As an action, you can spend points to restore hit points to one creature you touch. The creature regains 1d8 hit points per point spent.

Restore Health (3 force). As an action, you touch one creature and remove one of the following conditions from it: blinded, deafened, paralyzed, or poisoned. Alternatively, you remove one disease from the creature.

Restore Life (5 force). As an action, you touch one creature that has died within the last minute. The creature returns to life with 1 hit point. This ability can't return to life a creature that has died of old age, nor can it restore a creature missing any vital body parts.

Restore Vigor (7 force). As an action, you can touch one creature and choose one of the following: remove any reductions to one of its ability scores, remove one effect that reduces its hit point maximum, or reduce its exhaustion level by one.

Force Weapon

Guardian Discipline
You have learned how to channel force energy into your attacks, lending them devastating power.

Focus. Whenever you focus on this discipline, choose one weapon you're holding or your unarmed strike. When you attack with it while focused on this discipline, its damage is psychic and magical, rather than its normal damage type. Until you reach 6th level as a force wielder, you don't add your Strength or Dexterity modifier to the psychic attack's damage rolls.

Ethereal Weapon (1 force). As a bonus action, you temporarily transform one weapon you're holding or your unarmed strike into pure force energy. The next attack you make with it before the end of your turn ignores the target's armor, requiring no attack roll. Instead, the target makes a Dexterity saving throw against this discipline. On a failed save, the target takes the attack's normal damage and suffers its additional effects. On a successful save, the target takes half damage from the attack but suffers no additional effects that would normally be imposed on a hit.

Lethal Strike (1–7 force). As a bonus action, you imbue a weapon you're holding or your unarmed strike with psychic energy. The next time you hit with it before the end of your turn, it deals an extra 1d10 damage per point spent.

The damage type can be chosen between cold, fire, force, lightning, or radiant.

Augmented Weapon (5 force; conc., 10 min.). As a bonus action, touch one simple or martial weapon. Until your concentration ends, that weapon becomes a magic weapon with a +3 bonus to its attack and damage rolls.

Intellect Fortress

Adept Discipline
You forge an indomitable wall of force energy around your mind—one that allows you to launch counterattacks against your opponents.

Focus. While focused on this discipline, you gain resistance to psychic damage.

Psychic Backlash (2 force). As a reaction, you can impose disadvantage on an attack roll against you if you can see the attacker. If the attack still hits you, the attacker takes 2d10 psychic damage.

Psychic Parry (1–7 force). As a reaction when you make an Intelligence, a Wisdom, or a Charisma saving throw, you gain a +1 bonus to that saving throw for each force point you spend on this ability. You can use this ability after rolling the die but before suffering the results.

Psychic Redoubt (5 force; conc., 10 min.). As an action, you create a field of protective psychic energy. Choose any number of creatures within 30 feet of you. Until your concentration ends, each target has resistance to psychic damage and advantage on Intelligence, Wisdom, and Charisma saving throws.

Iron Durability

Sentinel Discipline
You transform your body to become a living metal, allowing you to shrug off attacks that would cripple weaker creatures.

Focus. While focused on this discipline, you gain a +1 bonus to AC.

Iron Hide (1–7 force). As a reaction when you are hit by an attack, you gain a +1 bonus to AC for each force point you spend on this ability. The bonus lasts until the end of your next turn. This bonus applies against the triggering attack.

Steel Hide (2 force). As a bonus action, you gain resistance to bludgeoning, piercing, and slashing damage until the end of your next turn.

Iron Resistance (7 force; conc., 1 hr.). As an action, you gain resistance to bludgeoning, piercing, or slashing damage (your choice), which lasts until your concentration ends.

Mantle of Awe

Adept Discipline
You learn to use force energy to manipulate others with a subtle combination of force and your own, natural charm.

Focus. While focused on this discipline, you gain a bonus to Charisma checks. The bonus equals half your Intelligence modifier (minimum of +1).

Charming Presence (1–7 force). As an action, you exert an aura of sympathetic power. Roll 2d8 per force point spent on this ability; the total is how many hit points worth of creatures this option can affect. Creatures within 30 feet of you are affected in ascending order of their hit point maximums, ignoring incapacitated creatures, creatures immune to being charmed, and creatures engaged in combat.

Starting with the creature that has the lowest hit point maximum, each creature affected by this option is charmed by you for 10 minutes, regarding you as a friendly acquaintance. Subtract each creature's hit point maximum from the total before moving on to the next creature. A creature's hit point maximum must be equal to or less than the remaining total for that creature to be affected.

Center of Attention (2 force; conc., 1 min.). As an action, you exert an aura of power that grabs a creature's attention. Choose one creature you can see within 60 feet of you. It must make a Charisma saving throw. On a failed save, the creature is so thoroughly distracted by you that all other creatures are invisible to it until your concentration ends. This effect ends if the creature can no longer see or hear you or if it takes damage.

Invoke Awe (7 force; conc., 10 min.). As an action, you exert an aura that inspires awe in others. Choose up to 5 creatures you can see within 60 feet of you. Each target must succeed on an Intelligence saving throw or be charmed by you until your concentration ends. While charmed, the target obeys all your verbal commands to the best of its ability and without doing anything obviously self-destructive. The charmed target will attack only creatures that it has seen attack you since it was charmed or that it was already hostile toward. At the end of each of its turns, it can repeat the saving throw, ending the effect on itself on a success.

Mantle of Command

Sentinel Discipline
You exert an aura of trust and authority, enhancing the coordination among your allies.

Focus. While focused on this discipline, when you end your turn and didn't move during it, you can use your reaction to allow one ally you can see within 30 feet of you to move up to half their speed, following a path of your choice. To move in this way, the ally mustn't be incapacitated.

Coordinated Movement (2 force). As a bonus action, choose up to five allies you can see within 60 feet of you. Each of those allies can use their reaction to move up to half their speed, following a path of your choice.

Commander's Sight (2 force; conc., 1 rnd.). As an action, choose one creature you can see within 60 feet of you. Until the start of your next turn, your allies have advantage on attack rolls against that target.

Command to Strike (3 force). As an action, choose one ally you can see within 60 feet of you. That ally can use their reaction to immediately take the Attack action. You choose the targets.

Strategic Mind (5 force; conc., 1 min.). As an action, you exert an aura of trust and command that unites your allies into a cohesive unit. Until your concentration ends, any ally within 60 feet of you on their turn can, as a bonus action, take the Dash or Disengage action or roll a d4 and add the number rolled to each attack roll they make that turn.

Overwhelming Attack (7 force). As an action, choose up to five allies you can see within 60 feet of you. Each of those allies can use their reaction to take the Attack action. You choose the targets of the attacks.

Mantle of Courage

Guardian Discipline
You focus your mind on courage, radiating confidence and bravado to your allies.

Focus. While focused on this discipline, you and allies within 10 feet of you who can see you have advantage on saving throws against being frightened.

Incite Courage (2 force). As a bonus action, choose up to six creatures you can see within 60 feet of you. If any of those creatures is frightened, that condition ends on that creature.

Aura of Victory (1–7 force; conc., 10 min.). As a bonus action, you project force energy until your concentration ends. The energy fortifies you and your allies when your enemies are felled; whenever an enemy you can see is reduced to 0 hit points, you and each of your allies within 30 feet of you gain temporary hit points equal to double the force points spent to activate this effect.

Pillar of Confidence (6 force; conc., 1 rnd.). As an action, you and up to five creatures you can see within 60 feet of you each gain one extra action to use on your individual turns. The action goes away if not used before the end of your next turn. the action can be used only to make one weapon attack or to take the Dash or Disengage action.

Mantle of Fear

Consular Discipline
You tap into a well of primal fear and turn yourself into a beacon of terror to your enemies.

Focus. While focused on this discipline, you have advantage on Charisma (Intimidation) checks.

Incite Fear (2 force; conc., 1 min.). As an action, choose one creature you can see within 60 feet of you. The target must succeed on a Wisdom saving throw or become frightened of you until your concentration ends. Whenever the frightened target ends its turn in a location where it can't see you, it can repeat the saving throw, ending the effect on itself on a success.

Unsettling Aura (3 force; conc., 1 hr.). As a bonus action, you cloak yourself in unsettling psychic energy. Until your concentration ends, any enemy within 60 feet of you that can see you must spend 1 extra foot of movement for every foot it moves toward you. A creature ignores this effect if immune to being frightened.

Incite Panic (5 force; conc., 1 min.). As an action, choose up to eight creatures you can see within 90 feet of you that can see you. At the start of each of a target's turns before your concentration ends, the target must make a Wisdom saving throw. On a failed save, the target is frightened until the start of its next turn, and you roll a die. If you roll an odd number, the frightened target moves half its speed in a random direction and takes no action on that turn, other than to scream in terror. If you roll an even number, the frightened target makes one melee attack against a random target within its reach. If there is no such target, it moves half its speed in a random direction and takes no action on that turn. This effect ends on a target if it succeeds on three saving throws against it.

Mantle of Fury

Guardian Discipline
You allow the primal fury lurking deep within your mind to burst forth, catching you and your allies in an implacable bloodthirst.

Focus. While focused on this discipline in combat, you and any ally who starts their turn within 10 feet of you gains a 5-foot increase to their walking speed during that turn.

Incite Fury (2 force; conc., 1 min.). As a bonus action, choose up to three allies you can see within 60 feet of you (you can choose yourself in place of one of the allies). Until your concentration ends, each target can roll a d4 when rolling damage for a melee weapon attack and add the number rolled to the damage roll.

Mindless Charge (2 force). As a bonus action, choose up to three creatures you can see within 60 feet of you. Each target can immediately use its reaction to move up to its speed in a straight line toward its nearest enemy.

Aura of Bloodletting (3 force; conc., 1 min.). As a bonus action, you unleash an aura of rage. Until your concentration ends, you and any creature within 60 feet of you has advantage on melee attack rolls.

Overwhelming Fury (5 force; conc., 1 min.). As an action, you flood rage into one creature you can see within 60 feet of you. The target must succeed on a Charisma saving throw, or it can use its actions only to make melee attacks until your concentration ends. It can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Mantle of Joy

Consular Discipline
You tap into the joy within you, radiating it outward in soothing, psychic energy that brings hope and comfort to creatures around you.

Focus. While focused on this discipline, you have advantage on Charisma (Persuasion) checks.

Soothing Presence (1–7 force). As a bonus action, choose up to three creatures you can see within 60 feet of you. Each target gains 3 temporary hit points per force point spent on this effect.

Comforting Aura (2 force; conc., 1 min.). As a bonus action, choose up to three allies you can see (you can choose yourself in place of one of the allies). Until your concentration ends, each target can roll a d4 when making a saving throw and add the number rolled to the total.

Aura of Jubilation (3 force; conc., 1 min.). As a bonus action, you radiate a distracting mirth until your concentration ends. Each creature within 60 feet of you that can see you suffers disadvantage on any checks using the Perception and Investigation skills.

Beacon of Recovery (5 force). As a bonus action, you and up to five allies you can see within 60 feet of you can immediately make saving throws against every effect they're suffering that allows a save at the start or end of their turns.

Mastery of Death

Adept Discipline
Your control over your body allows you to deliver life draining attacks.

Focus. While focused on this discipline, you have resistance to necrotic and poison damage.

Necrotizing Touch (1–7 force). As an action, you deliver a touch of necrosis to one creature within your reach. The target must make a Dexterity saving throw, taking 1d10 necrotic damage per force point spent on a failed save, or half as much damage on a successful one.

Venomous Strike (1–7 force). As an action, you create a poison spray that targets one creature you can see within 30 feet of you. The target must make a Constitution saving throw. On a failed save, it takes 1d6 poison damage per force point spent and is poisoned until the end of your next turn. On a successful save, the target takes half as much damage and isn't poisoned.

Transfer Essence (2 force). As a reaction when you take damage, you can drain the life from your attacker to heal yourself. The creature that attacked you takes 1d6 necrotic damage and you gain that much HP.

Drain Life (5 force). You drain the life from enemies in a 10ft radius of a point you choose within 60ft of you. Each creature in the area must make a Constitution saving throw, taking 6d6 necrotic damage on a failed save, or half as much on a successful one. You can increase the damage by 1d6 per additional force point spent on it. Any damage taken in this way reduces the creature's maximum HP by that amount, and cannot be regained until the creature has taken a long rest.

Life Steal (7 force). You steal the life force from a target. Make a force attack against a living target of your choice within 60ft of you. On a hit, the target takes 10d10 necrotic damage, and you gain half as much HP. Any damage taken in this way reduces the creature's maximum HP by that amount, and cannot be regained until the creature has taken a long rest.

Mastery of Force

Sentinel Discipline
As a student of force power, you perceive the potential energy that flows through all things. You reach out with your mind, transforming the potential into the actual. Objects and creatures move at your command.

Focus. While focused on this discipline, you have advantage on Strength checks.

Push (1–7 force). As an action, choose one creature you can see within 60 feet of you. The target must make a Strength saving throw. On a failed save, it takes 1d8 force damage per force point spent and is pushed up to 5 feet per point spent in a straight line away from you. On a successful save, it takes half as much damage.

Move (2–7 force). Choose one object you can see within 60 feet of you that isn't being worn or carried by another creature and that isn't secured in place. It can't be larger than 20 feet on a side, and its maximum weight depends on the force points spent on this ability, as shown below.

As an action, you move the object up to 60 feet, and you must keep the object within sight during this movement. If the object ends this movement in the air, it falls. If the object would fall on a creature, the creature must succeed on a DC 10 Dexterity saving throw or take damage as listed on the table below.

Force Spent	Maximum Weight	Bludgeoning Damage
2	25 lbs.	2d6
3	50 lbs.	4d6
5	250 lbs.	6d6
6	500 lbs.	7d6
7	1,000 lbs.	8d6

Inertial Armor (2 force). As an action, you sheathe yourself in an intangible field of magical force. For 8 hours, your base AC is 14 + your Dexterity modifier, and you gain resistance to force damage. This effect ends if you are wearing or don armor.

Telekinetic Barrier (3 force; conc., 10 min.). As an action, you create a transparent wall of telekinetic energy, at least one portion of which must be within 60 feet of you. The wall is 40 feet long, 10 feet high, and 1 inch thick. The wall lasts until your concentration ends. Each 10-foot section of the wall has an AC of 10 and 10 hit points.

Grasp (3 force; conc., 1 min.). You attempt to grasp a creature in telekinetic energy and hold it captive. As an action, choose one creature you can see within 60 feet of you. The target must succeed on a Strength saving throw or be grappled by you until your concentration ends or until the target leaves your reach, which is 60 feet for this grapple.

The grappled target can escape by succeeding on a Strength (Athletics) or Dexterity (Acrobatics) check contested by your force ability plus your proficiency bonus. When a target attempts to escape in this way, you can spend force points to boost your check, abiding by your force limit. You gain a +1 bonus to DC per 2 force points spent.

While a target is grappled in this manner, you create one of the following effects as an action:

Crush (1–7 force). The target takes 1d6 bludgeoning damage per force point spent.

Move (1–7 force). You move the target up to 5 feet per force point spent. You can move it in the air and hold it there. It falls if the grapple ends.

Mastery of Ice

Consular Discipline
You master the power of ice, shaping it to meet you demands.

Focus. While focused on this discipline, you have resistance to cold damage.

Ice Spike (1–7 force). As an action, you hurl a mote of ice at one creature you can see within 120 feet of you. The target must make a Dexterity saving throw. On a failed save, the target takes 1d8 cold damage per force point spent and has its speed halved until the start of your next turn. On a successful save, the target takes half as much damage.

Ice Sheet (2 force). As an action, choose a point on the ground you can see within 60 feet of you. The ground in a 20-foot radius centered on that point becomes covered in ice for 10 minutes. It is difficult terrain, and any creature that moves more than 10 feet on it must succeed on a Dexterity saving throw or fall prone. If the surface is sloped, a creature that falls prone in the area immediately slides to the bottom of the slope.

Frozen Sanctuary (3 force). As a bonus action, you sheathe yourself with icy resilience. You gain 20 temporary hit points.

Frozen Rain (5 force; conc., 1 min.). As an action, choose a point you can see within 120 feet of you. The air in a 20-foot-radius sphere centered on that point becomes deathly cold and saturated with moisture. Each creature in that area must make a Constitution saving throw. On a failed save, a target takes 6d6 cold damage, and its speed is reduced to 0 until your concentration ends. On a successful save, a target takes half as much damage.

As an action, a target that has its speed reduced can end the effect early if it succeeds on a Strength (Athletics) check with a DC equal to this effect's save DC.

You can increase this effect's damage by 1d6 per each additional force point spent on it.

Ice Barrier (6 force; conc., 10 min.). As an action, you create a wall of ice, at least one portion of which must be within 60 feet of you. The wall is 60 feet long, 15 feet high, and 1 foot thick. The wall lasts until your concentration ends. Each 10-foot section of the wall has AC 12 and 30 hit points. A creature that damages the wall with a melee attack takes cold damage equal to the damage the creature dealt to the wall.

Mastery of Light and Darkness

Sentinel Discipline
You claim dominion over light and darkness with your mind.

Focus. While focused on this discipline, natural and magical darkness within 30 feet of you has no effect on your vision.

Darkness (1–7 force). As an action, you create an area of magical darkness, which foils darkvision. Choose a spot you can see within 60 feet of you. Magical darkness radiates from that point in a sphere with a 10-foot radius per force point spent on this ability. The light produced by spells of 2nd level or less is suppressed in this area.

Light (2 force; conc., 1 min.). As an action, an object you touch radiates light in a 20-foot radius and dim light for an additional 20 feet. The light lasts until your concentration ends. Alternatively, a creature you touch radiates light in the same manner if it fails a Dexterity saving throw. While lit in this manner, it can't hide, and attack rolls against it gain advantage.

Shadow Beasts (3 force; conc., 1 min.). As an action, you cause two shadows to appear in unoccupied spaces you can see within 60 feet of you. The shadows last until your concentration ends, and they obey your verbal commands. In combat, roll for their initiative, and choose their behavior during their turns. When this effect ends, the shadows disappear. See the Monster Manual for their stat block.

Radiant Beam (5 force; conc., 1 min.). As an action, you project a beam of light at one creature you can see within 60 feet of you. The target must make a Dexterity saving throw. On a failed save, it takes 6d6 radiant damage and is blinded until your concentration ends. On a successful save, it takes half as much damage. A blinded target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

You can increase this effect's damage by 1d6 per each additional force point spent on it.

Mastery of Weather

Sentinel Discipline
Your mind reaches into the sky, reshaping the stuff of storms to serve your needs.

Focus. While focused on this discipline, you have resistance to lightning and thunder damage.

Cloud Steps (1–7 force; conc., 10 min.). As an action, you conjure forth clouds to create a solid, translucent staircase that lasts until your concentration ends. The stairs form a spiral that fills a 10-foot-by-10-foot area and reaches upward 20 feet per force point spent.

Hungry Lightning (1–7 force). As an action, you lash out at one creature you can see within 60 feet of you with tendrils of lightning. The target must make a Dexterity saving throw, with disadvantage if it's wearing heavy armor. The target takes 1d8 lightning damage per force point spent on a failed save, or half as much damage on a successful one.

Wall of Clouds (2 force; conc., 10 min.). As an action, you create a wall of clouds, at least one portion of which must be within 60 feet of you. The wall is 60 feet long, 15 feet high, and 1 foot thick. The wall lasts until your concentration ends. Creatures can pass through it without hindrance, but the wall blocks vision.

Whirlwind (2 force). As an action, choose a point you can see within 60 feet of you. Winds howl in a 20-foot-radius sphere centered on that point. Each creature in the sphere must succeed on a Strength saving throw or take 1d6 bludgeoning damage and be moved to an unoccupied space of your choice in the sphere. Any loose object in the sphere is moved to an unoccupied space of your choice within it if the object weighs no more than 100 pounds.

Lightning Leap (5 force). As an action, you let loose a line of lightning that is 60 feet long and 5 feet wide. Each creature in the line must make a Dexterity saving throw, taking 6d6 lightning damage on a failed save, or half as much damage on a successful one. You can then teleport to an unoccupied space touched by the line.

You can increase this ability's damage by 1d6 per additional force point spent on it.

Wall of Thunder (6 force; conc., 10 min.). As an action, you create a wall of thunder, at least one portion of which must be within 60 feet of you. The wall is 60 feet long, 15 feet high, and 1 foot thick. The wall lasts until your concentration ends. Every foot moved through the wall costs 1 extra foot of movement. When a creature moves into the wall's space for the first time on a turn or starts its turn there, that creature must succeed on a Strength saving throw, or it takes 6d6 thunder damage, is pushed in a straight line up to 30 feet away from the wall, and is knocked prone.

Thunder Clap (7 force). As an action, choose a point you can see within 60 feet of you. Thunder energy erupts in a 20-foot-radius sphere centered on that point. Each creature in that area must make Constitution saving throw. On a failed save, a target takes 8d6 thunder damage, and it is stunned until the end of your next turn. On a successful save, a target takes half as much damage.

Precognition

Consular Discipline
By analyzing information around you, from subtle hints to seemingly disconnected facts, you learn to weave a string of probabilities in an instant that gives you extraordinary insights.

Focus. While focused on this discipline, you have advantage on initiative rolls.

Precognitive Hunch (2 force; conc., 1 min.). As a bonus action, you open yourself to receive momentary insights that improve your odds of success; until your concentration ends, whenever you make an attack roll, a saving throw, or an ability check, you roll a d4 and add it to the total.

All-Around Sight (3 force). In response to an attack hitting you, you use your reaction to impose disadvantage on that attack roll, possibly causing it to miss.

Danger Sense (5 force; conc., 8 hr.). As an action, you create a psychic model of reality in your mind and set it to show you a few seconds into the future. Until your concentration ends, you can't be surprised, attack rolls against you can't gain advantage, and you gain a +10 bonus to initiative.

Victory Before Battle (7 force). When you roll initiative, you can use this ability to grant yourself and up to five creatures of your choice within 60 feet of you a +10 bonus to initiative.

Psychic Assault

Adept Discipline
You wield your mind like a weapon, unleashing salvos of force energy.

Focus. While focused on this discipline, you gain a +2 bonus to damage rolls with force talents that deal psychic damage.

Force Blast (1–7 force). As an action, choose one creature you can see within 60 feet of you. The target takes 1d4 psychic damage per point spent on this ability.

Ego Whip (3 force). As an action, choose one creature you can see within 60 feet of you. The target must make an Intelligence saving throw. On a failed save, the creature takes 3d8 psychic damage, and it is filled with self-doubt, leaving it able to use its action on its next turn only to take the Dodge, Disengage, or Hide action. On a successful saving throw, it takes half as much damage.

Id Insinuation (5 force). As an action, choose one creature you can see within 60 feet of you. The target must make an Intelligence saving throw. On a failed save, the creature takes 5d8 psychic damage, and it goes into a fury, as its id runs rampant. On its next turn, it can use its action only to take the Dodge or Attack action. On a successful save, it takes half as much damage.

Psychic Blast (6 force). As an action, you unleash devastating psychic energy in a 60-foot cone. Each creature in that area must make an Intelligence saving throw, taking 8d8 psychic damage on a failed save, or half as much damage on a successful one. You can increase the damage by 2d8 if you spend 1 more point on this ability.

Psychic Crush (7 force). As an action, you create a 20-foot cube of psychic energy within 120 feet of you. Each creature in that area must make an Intelligence saving throw. On a failed save, a target takes 8d8 psychic damage and is stunned until the end of your next turn. On a successful save, a target takes half as much damage.

Psychic Disruption

Guardian Discipline
You create psychic static that disrupts other creatures' ability to think clearly.

Focus. While focused on this discipline, you have advantage on Charisma (Deception) checks.

Distracting Haze (1–7 force; conc., 1 min.). As an action, choose one creature you can see within 60 feet of you. That creature must make an Intelligence saving throw. On a failed save, it takes 1d10 psychic damage per point spent and can't see anything more than 10 feet from it until your concentration ends. On a successful save, it takes half as much damage.

Daze (3 force). As an action, choose one creature you can see within 60 feet of you. That creature must make an Intelligence saving throw. On a failed save, the target is incapacitated until the end of your next turn or until it takes any damage.

Mind Storm (5 force). As an action, choose a point you can see within 60 feet of you. Each creature in a 20-foot-radius sphere centered on that point must make a Wisdom saving throw. On a failed save, a target takes 6d8 psychic damage and suffers disadvantage on all saving throws until the end of your next turn. On a successful save, a creature takes half as much damage. You can increase the damage by 1d6 per additional point spent on this ability.

Psychic Inquisition

Consular Discipline
You reach into a creature's mind to uncover information or plant ideas within it.

Focus. While focused on this discipline, you know when a creature communicating with you via telepathy is lying.

Hammer of Inquisition (1–7 force). As an action, choose one creature you can see within 60 feet of you. The target must make an Intelligence saving throw. On a failed save, it takes 1d10 psychic damage per point spent and suffers disadvantage on its next Wisdom saving throw before the end of your next turn. On a successful save, it takes half as much damage.

Forceful Query (2 force). As an action, you ask a question of one creature that can see and hear you within 30 feet of you. The question must be phrased so that it can be answered with a yes or no, otherwise this ability fails. The target must succeed on a Wisdom saving throw, or it replies with a truthful answer. A creature is immune to this ability if it is immune to being charmed.

Psychometry (5 force; conc., 1 hr.). While you concentrate on this ability, you probe one creature's mind. The creature must remain within 30 feet of you, and you must be able to see it. If you reach the ability's full duration, the target must make three Intelligence saving throws, and you learn information from it based on the number of saving throws it fails.

With one failed saving throw, you learn its key memories from the past 12 hours.

With two failed saving throws, you learn its key memories from the past 24 hours.

With three failed saving throws, you learn its key memories from the past 48 hours.

Phantom Idea (6 force; conc., 1 hr.). While you concentrate on this ability, you probe one creature's mind. The creature must remain within 30 feet of you, and you must be able to see it. If you reach the ability's full duration, the target must make three Intelligence saving throws, and you plant a memory or an idea in it, which lasts for a number of hours based on the number of saving throws it fails. You choose whether the idea or memory is trivial (such as "I had porridge for breakfast" or "Ale is the worst") or personality-defining ("I failed to save my village from orc marauders and am therefore a coward" or "Magic is a scourge, so I renounce it").

With one failed saving throw, the idea or memory lasts for the next 4 hours. With two failed saving throws, it lasts for 24 hours. With three failed saving throws, it lasts for 48 hours.

Psychic Phantoms

Guardian Discipline
Your power reaches into a creature's mind and causes it false perceptions.

Focus. While focused on this discipline, you have advantage on Charisma (Deception) checks.

Distracting Figment (1–7 force). As an action, choose one creature you can see within 60 feet of you. The target must make an Intelligence saving throw. On a failed save, it takes 1d10 psychic damage per point spent and thinks it perceives a threatening creature just out of its sight; until the end of your next turn, it can't use reactions, and melee attack rolls against it have advantage. On a successful save, it takes half as much damage.

Phantom Foe (3 force; conc., 1 min.). As an action, choose one creature you can see within 60 feet of you. The target must make an Intelligence saving throw. On a failed save, it perceives a horrid creature adjacent to it until your concentration ends. During this time, the target can't take reactions, and it takes 1d8 psychic damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. You can increase the damage by 1d8 for each additional point spent on the ability.

Phantom Betrayal (5 force; conc., 1 min.). As an action, you plant delusional paranoia in a creature's mind. Choose one creature you can see within 60 feet of you. The target must succeed on an Intelligence saving throw, or until your concentration ends, it must target its allies with attacks and other damaging effects. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature is immune to this ability if it is immune to being charmed.

Phantom Riches (7 force; conc., 1 min.). As an action, you plant the phantom of a greatly desired object in a creature's mind. Choose one creature you can see within 60 feet of you. The target must make an Intelligence saving throw. On a failed save, you gain partial control over the target's behavior until your concentration ends; the target moves as you wish on each of its turns, as it thinks it pursues the phantom object it desires. If it hasn't taken damage since its last turn, it can use its action only to admire the object you created in its perception. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Pyrokinesis

Guardian Discipline
You align your mind with the energy of fire.

Focus. While focused on this discipline, you gain resistance to fire damage, and you gain a +2 bonus to rolls for fire damage.

Combustion (1–7 force; conc., 1 min.). As an action, choose one creature or object you can see within 120 feet of you. The target must make a Constitution save. On a failed save, the target takes 1d10 fire damage per force point spent, and it catches on fire, taking 1d6 fire damage at the end of each of its turns until your concentration ends or until it or a creature adjacent to it extinguishes the flames with an action. On a successful save, the target takes half as much damage and doesn't catch on fire.

Rolling Flame (3 force; conc., 1 min.). As an action, you create fire in a 20-foot-by-20-foot cube within 5 feet of you. The fire lasts until your concentration ends. Any creature in that area when you use this ability and any creature that ends its turn there takes 5 fire damage.

Flamusfracta (5 force). As an action, you create a fiery explosion at a point you can see within 120 feet of you. Each creature in a 20-foot-radius sphere centered on that point must make a Constitution saving throw, taking 7d6 fire damage and being knocked prone on a failed save, or half as much damage on a successful one.

Fire Form (5 force; conc., 1 min.). As a bonus action, you become wreathed in flames until your concentration ends. Any creature that end its turn within 5 feet of you takes 3d6 fire damage.

Telekinesis

Adept Discipline
You can use telekinetic energy on yourself to alter your physical abilities and form.

Focus. While focused on this discipline, you take no falling damage, and you ignore difficult terrain when walking.

Telekinetic Step (1–7 force). As part of your move on your turn, you can fly up to 20 feet for each force point spent. If you end this flight in the air, you fall unless something else holds you aloft.

Telekinetic Stream (1–7 force). As an action, you create a line of focused telekinetic energy that is 30 feet long and 5 feet wide. Each creature in that area must make a Strength saving throw, taking 1d8 bludgeoning damage per force point spent and being knocked prone on a failed save, or half as much damage on a successful one.

Cloak of Telekinesis (3 force; conc., 10 min.). As a bonus action, you seize control of the air around you to create a protective veil. Until your concentration ends, attack rolls against you have disadvantage, and when a creature you can see misses you with a melee attack, you can use your reaction to force the creature to repeat the attack roll against itself.

Telekinetic Form (5 force; conc., 10 min.). As a bonus action, you gain a flying speed of 60 feet, which lasts until your concentration ends.

Misty Form (6 force; conc., 1 min.). As an action, your body becomes like a misty cloud until your concentration ends. In this form, you gain resistance to bludgeoning, piercing, and slashing damage, but you can't take actions other than the Dash action. You can pass through openings that are no more than 1 inch wide without squeezing.

Telepathic Contact

Consular Discipline
By channeling force power, you gain the ability to control other creatures by substituting your will for their own.

Focus. While focused on this discipline, you gain the ability to use your Telepathy class feature with up to six creatures at once. If you don't have that feature from the mystic class, you instead gain it while focused on this discipline.

Exacting Query (2 force). As an action, you target one creature you can communicate with via telepathy. The target must make an Intelligence saving throw. On a failed save, the target truthfully answers one question you ask it via telepathy. On a successful save, the target is unaffected, and you can't use this ability on it again until you finish a long rest. A creature is immune to this ability if it is immune to being charmed.

Occluded Mind (2 force). As an action, you target one creature you can communicate with via telepathy. The target must make an Intelligence saving throw. On a failed save, the target believes one statement of your choice for the next 5 minutes that you communicate to it via telepathy. The statement can be up to ten words long, and it must describe you or a creature or an object the target can see. On a successful save, the target is unaffected, and you can't use this ability on it again until you finish a long rest. A creature is immune to this ability if it is immune to being charmed.

Broken Will (5 force). As an action, you target one creature you can communicate with via telepathy. The target must make an Intelligence saving throw. On a failed save, you choose the target's movement and action on its next turn. On a successful save, the target is unaffected, and you can't use this ability on it again until you finish a long rest. A creature is immune to this ability if it is immune to being charmed.

Psychic Grip (6 force; conc., 1 min.). As an action, you target one creature you can see within 60 feet of you. The target must succeed on an Intelligence saving throw, or it is paralyzed until your concentration ends. At the end of each of its turns, it can repeat the saving throw. On a success, this effect ends. On a failure, you can use your reaction to force the target to move up to half its speed, even though it's paralyzed.

Psychic Domination (7 force; conc., 1 min.). As an action, you target one creature you can see within 60 feet of you. The target must succeed on an Intelligence saving throw, or you choose the creature's actions and movement on its turns until your concentration ends. At the end of each of its turns, it can repeat the saving throw, ending the effect on itself on a success. A creature is immune to this ability if it is immune to being charmed.

Third Eye

Sentinel Discipline
You create a third, psychic eye in your mind, which you cast out into the world. It channels thoughts and knowledge back to you, greatly enhancing your senses.

Focus. While focused on this discipline, you have darkvision with a range of 60 feet. If you already have darkvision with that range or greater, increase its range by 10 feet.

Tremorsense (2 force; conc., 1 min.). As a bonus action, you gain tremorsense with a radius of 30 feet, which lasts until your concentration ends.

Unwavering Eye (2 force). As a bonus action, you gain advantage on Wisdom checks for 1 minute.

Piercing Sight (3 force; conc., 1 min.). As a bonus action, you gain the ability to see through objects that are up to 1 foot thick within 30 feet of you. This sight lasts until your concentration ends

Truesight (5 force; conc., 1 min.). As a bonus action, you gain truesight with a radius of 30 feet, which lasts until your concentration ends.

Chapter 5: Personality and Background

Languages

Your race 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 from the Standard Languages table, or choose one that is common in your campaign. With your DM's permission, you can instead choose a language from the Exotic Languages table or a secret language, such as mercenary's cant or the tongue of the .

Some of these languages are actually families of languages with many dialects. For example, the Primordial language includes the Auran, Aquan, Ignan, and Terran dialects, one for each of the four elemental planes. Creatures that speak different dialects of the same language can communicate with one another.

Standard Languages

Language	Typical Speakers	Script
Basic	Most races	Basic
Binary	Droids	Basic
Bothese	Bothans	Botha
Dug	Dug	Dug
Durese	Duros	Basic
Gammorese	Gammorean	Gammorese
Gungan	Gungan	Gungan
Huttese	Hutss, Weequay	Huttese
Jawaese	Jawa	Jawaese
Kel Dorian	Kel Dor	Basic
Lasat	Lasat	Lasat
Mon Calamarian	Mon Calamari	Basic
Nautila	Nautilan	Nautila
Rodese	Rodian	Rodese
Ryl	Twi'lek	Ryl
Shyriiwook	Wookiee	Shyriiwook
Zabraki	Zabrak	Zabraki

Exotic Languages

Language	Typical Speakers	Script
Cheunh	Chiss	Cheunh
Geonosian	Geonosian	Geonosian
Mando'a	Mandalorians	Mando'a
Old Gungan	Gungan	Old Gungan
Sith	Sith	Sith
Thykarann	Wookiee	Shyriiwook
Togruti	Togruta	Togruti
Xaczik	Wookiee	Shyriiwook

Bounty Hunter

Skill Proficiencies: Pick 2: Stealth, Demolitions, Intimidation, Insight, Investigation
Other Proficiencies: Pick 2: Thieves' tools, gaming set, instrument
Equipment: 20 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.

Celebrity Performer

Skill Proficiencies: Acrobatics, Performance
Other Proficiencies: Disguise Kit, one musical instrument
Equipment: One musical instrument, a costume, 15 cr

Feature: By Popular Demand
You can always find a place to perform, usually in a cantina but possibly with a circus, at a theater, or even in a diplomat'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.

Con Artist

Skill Proficiencies: Deception, Sleight of Hand
Other Proficiencies: Disguise kit, forgery kit
Languages: Two of your choice
Equipment: Disguise Kit, Tools for your preferred con, 15 cr

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.

Follower of the Force

Skill Proficiencies: Insight, Religion
Languages: Two of your choice
Equipment: 15 cr

Feature: Shelter of the Faithful

As a follower of the Force, you command the respect of those who share your faith. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle. You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, if you remain on good terms with it, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

Foreman

Skill Proficiencies: Repair, Insight
Other Proficiencies: One type of tools
Languages: One of your choice
Equipment: One set of tools, a ceremonial plaque with the seal of your company, 15 cr

Feature: Company Respect

Due to your connection with the company, people in civilized society respect you and treat you well. Because the factories of your company produce everything.

Hermit

Skill Proficiencies: Medicine, Religion
Other Proficiencies: Med Kits
Languages: One of your choice
Equipment: Med kit, 15 cr

Feature: Discovery

The quiet seclusion of your extended hermitage gave you access to a unique and powerful discovery. The exact nature of this revelation depends on the nature of your seclusion. It might be a great truth about the cosmos, the deities, the powerful beings of the outer planes, or the forces of nature. It could be a site that no one else has ever seen. You might have uncovered a fact that has long been forgotten, or unearthed some relic of the past that could rewrite history. It might be information that would be damaging to the people who or consigned you to exile, and hence the reason for your return to society. Work with your DM to determine the details of your discovery and its impact on the campaign.

Librarian

Skill Proficiencies: History, and pick one from the following: Arcana, Nature, Religion
Languages: Four of your choice
Equipment: Writing utensils and paper, 10 cr

Feature: Wealth of Knowledge

Due to your connection to higher level knowledge you are welcomed into any library in Republic controlled space, including the Jedi Temple library on Coruscant. You also are well connected with upper level thinkers who can aid you with information if you have no library access.

Mercenary Veteran

Skill Proficiencies: Athletics, Persuasion
Other Proficiencies: One landspeeder, one gaming set
Equipment: One game set, uniform from your company, 10 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 where mercenaries abide in any area, as long as you speak the language. You can find mercenary work between adventures sufficient to maintain a comfortable lifestyle.

Outlaw

Skill Proficiencies: Stealth, and pick 1 depending on your specialty: Deception, Demolitions, Security
Other Proficiencies: One gaming kit, thieves' tools
Equipment: Thieves' tools, crowbar, hacking equipment, detonator, 15 cr

Feature: Outlaw 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.

Pod racer

Skill Proficiencies: Repair, Perception
Other Proficiencies: One land vehicle, one starfighter
Languages: Huttese
Equipment: Lucky charm, 10 cr

Feature: Observant

While in a vehicle that you are proficient with you can spot traps and obstacles while traveling at full speed.

Police Force

Skill Proficiencies: Insight, and pick one: security, athletics, demolitions
Languages: Two of your choice
Equipment: Uniform, 2-way radio kit, handcuffs, 10 cr

Feature: Watcher's Eye

Your experience in enforcing the law, and dealing with lawbreakers, gives you a feel for local laws and criminals. You can easily find the local outpost of the watch or a similar organization, and just as easily pick out the dens of criminal activity in a community, although you're more likely to be welcome in the former locations rather than the latter.

Politician

Skill Proficiencies: History, persuasion
Other Proficiencies: One language, and one gaming set
Equipment: Credentials, letter of diplomatic immunity, 25 cr

Feature: Position of Privilege

Thanks to your political position, 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 government if you need to.

Sage

Skill Proficiencies: Arcana, History
Languages: Two of your choice
Equipment: Writing utensils and paper, 10 cr

Feature: Researcher

When you attempt to learn or recall a piece of lore, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature. Your DM might rule that the knowledge you seek is secreted away in an almost inaccessible place, or that it simply cannot be found. Unearthing the deepest secrets of the multiverse can require an adventure or even a whole campaign.

Senator's Aide

Skill Proficiencies: Insight, Persuasion
Languages: Two of your choice
Equipment: 5 cr, and a letter of diplomatic immunity

Feature: Senate Functionary

Your knowledge of how bureaucracies function lets you gain access to the records and inner workings of the Republic Senate. You know who the movers and shakers are, whom to go to for the favors you seek, and what the current intrigues of interest in the group are.

Space Pirate/Deck Hand

Skill Proficiencies: Athletics, Perception
Other Proficiencies: 1 land speeder or 1 starfighter
Equipment: 50 feet of cable, lucky charm, 10 cr

Feature: Bad Reputation/Ship's Passage

You spent your youth under the sway of a dread pirate, a ruthless cutthroat who taught you how to survive in a world of exogorths and savages. You've indulged in larceny throughout the galaxy and sent more than one deserving soul to a vacuous grave. Fear and bloodshed are no strangers to you, and you've garnered a somewhat unsavory reputation in many a spaceport.

When you need to, you can secure free passage on a starship for yourself and your adventuring companions. You might travel on the starship you served on, or another starship you have good relations with (perhaps one captained by a former crewmate). Because you're calling in a favor, you can't be certain of a schedule or route that will meet your every need. Your Dungeon Master will determine how long it takes to get where you need to go. In return for your free passage, you and your companions are expected to assist the crew during the voyage.

Street Rat

Skill Proficiencies: Sleight of Hand, Stealth
Other Proficiencies: Disguise kit, Thieves' tools
Equipment: Thieves' tools, pet mouse, 10 cr

Feature: City secrets

You know the secret patterns and flow to cities and can find passages through the urban sprawl that others would miss. When you are not in combat, you (and companions you lead) can travel between any two locations in the city twice as fast as your speed would normally allow.

Survivalist

Skill Proficiencies: Athletics, Survival
Other Proficiencies: One musical Instrument
Languages: One of your choice
Equipment: Hunting trap, trophy from killed animal/monster, 10 cr

Feature: Wanderer

You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

Tribal Warrior

Skill Proficiencies: Athletics, Survival
Other Proficiencies: Pick one: musical instrument, or one type of tools
Languages: One of your choice
Equipment: 10 cr

Feature: Tribal Heritage

You are from a more primitive society but due to your planet's defeat have decided to go out and explore. Due to your heritage, however, anywhere that you can find others of your species you will find acceptance and shelter from your people.

Trooper

Skill Proficiencies: Pick 2 from the following: Athletics, Intimidation, Demolitions
Other Proficiencies: One gaming set, one land vehicle
Equipment: One gaming set, 10 cr

Feature: Military Rank

You have a military rank from your career as a trooper. Troopers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are o f a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

Under Cover Agent

Skill Proficiencies: Insight, and pick 1: stealth, investigation, security, deception, performance, persuasion
Languages: Two of your choice
Equipment: Cipher manual, 15 cr

Feature: Safe Heaven

As a spy, 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.

Union Merchant

Skill Proficiencies: Insight, Persuasion
Other Proficiencies: One type of tool
Languages: One of your choice
Equipment: One type of tools, membership card, 15 cr

Feature: Union Membership

As an established and respected member of a union, you can rely on certain benefits that membership provides. Your fellow union members will provide you with lodging and food if necessary, and pay for your funeral if needed. In some cities and towns, a union hall offers a central place to meet other members of your profession, which can be a good place to meet potential patrons, allies, or hirelings.

Unions often wield tremendous political power. If you are accused of a crime, your union will support you if a good case can be made for your innocence or the crime is justifiable. You can also gain access to powerful political figures through the union, if you are a member in good standing. Such connections might require the donation of money or trade goods to the guild's coffers. You must pay dues of 5 gp per month to the union. If you miss payments, you must make up back dues to remain in the union's good graces.

Background: Mandalorian

In five millennia, the Mandalorians fought with and against a thousand armies on a thousand worlds. They learned to speak as many languages and absorbed weapons technology and tactics from every war. And yet, despite the overwhelming influence of alien cultures, and the absence of a true homeworld and even species, their own language not only survived but changed little, their way of life and their philosophy remained untouched, and their ideals and sense of family, of identify, of nation, were only strengthened.

Tribal Warriors

The Mandalorians—known in Mando'a as the Mando'ade, or "Children of Mandalore"—were a nomadic group of clan-based people consisting of members from multiple species and multiple genders, all bound by a common culture.

In their early years, Mandalorian culture revolved around battle, with war being a source of honor and pride in their community. The leader of the Mandalorians was known as the Mand'alor, translating to "Sole Ruler" and was rendered as "Mandalore" in Basic. Throughout their history, the Mandalorians were frequently allied with the Sith, perhaps most notably the Sith Lord Exar Kun, and held a certain distrust and general dislike for the Jedi Order. However, they would not hesitate to cooperate with the Jedi if a partnership between the two groups was mutually beneficial.

Race

A Dathomirian, Human, Twi'lek, or Zabrak can be a Mandalorian.

Mandalorian Names

Mandalorians placed little importance on birthplace or citizenship, and so had no official "state" as understood by galactic politics. Mandalorian society was a classical meritocracy, where rank and status meant nothing in comparison to a being's actions and achievements.[3] Mandalorian clans were led by chieftains—usually senior members of the clans chosen for their wisdom—and the loose affiliation and cooperation between them was the closest the Mandalorians had to a standard government.

Male Names: Akero, Baltan, Boba, Cassuss, Jango, Levet, Takan, Thraijon, Vhonte

Female Names: Hayar, Karin, Mari, Mij, Ohta, Sabine, Vera

Clan Names: Bralor, Beviin, Fett, Ordo, Skirata, Vevut, Vizsla, Wren

Mandalorian Traits

The following traits apply to a Mandalorian, overwriting your character's race traits.

Alignment. Mandalorians tend to align with lawful evil, but can be any alignment.

Equipment. Mandalorian combat armor (+1), Mandalorian blaster or sword (+1).

Proficiency. You are proficient with Mandalorian armor and Mandalorian-made weapons.

Skill Proficiencies. Demolitions, one of your choice.

Languages. Mando'a, two of your choice.

Feature: The Mando'ade

As a Mandalorian you have access to the warrior clans of the Mando'ade, the Mandalorian race. You can call on your Mandalorian brethren to help you in most situations, and they will certainly answer the call.

Chapter 6: Equipment

Weapons

Name	Cost	Damage	Modifier	Weight	Properties
Simple Melee Weapons					
Club	10 cr	1d4 bludgeoning	Str	2lb.	Light
Gaderffii	20 cr	1d8 bludgeoning	Str	6lb.	Versatile 1d8 piercing
Gamorrean Battleaxe	30 cr	2d6 slashing	Str	7lb.	Heavy, two-handed
Longsword	15 cr	1d8 slashing	Str	3lb.	Versatile 1d10
Short Sword	10 cr	1d6 piercing	Dex, Str	2lb.	Light, finesse
Simple Ranged Weapons					
Blaster Pistol	30 cr	1d4 radiant	Dex	2lb.	Ammunition (30/120), light, reload (6, bon)
Blaster Carbine	60 cr	1d8 radiant	Dex, Str	7lb.	Ammunition (80/320), reload (8, bon), two-handed
Heavy Blaster Pistol	50 cr	1d6 radiant	Dex, Str	4lb.	Ammunition (30/120), reload (6, bon)
Martial Melee Weapons					
Force pike	50 cr	1d10 lightning	Str	8lb.	Heavy, reach 5ft, DC 14 Con save or stunned 1 round
Ryyk Blade	30 cr	1d8 slashing	Str	4lb.	Versatile 1d10, can be dual wielded by Wookiees or with training from Wookiees
Stun Baton	30 cr	1d4 lightning	Str	2lb.	Light, DC 12 Con save or stunned 1 round
Stun-stave	50 cr	1d6 lightning	Str	6lb.	Versatile 1d8, DC 14 Con save or stunned 1 round
Vibroblade	60 cr	1d6 slashing	Dex, Str	2lb.	Finesse, light
Vibrosword	70 cr	1d8 slashing	Str	4lb.	Versatile 1d10
Vibroaxe	80 cr	2d6 slashing	Str	8lb.	Heavy, two-handed
Martial Ranged Weapons					
Blaster Rifle	80 cr	1d10 radiant	Dex	10lb.	Ammunition (100/400), reload (8, bon), two-handed
Bowcaster	100 cr	1d8 bludgeoning	Str	15lb.	Ammunition (60/240), heavy, reload (2, bon), 5ft explosion, DC 14 Dex save or 1d4 bludgeoning
Flame Thrower	700 cr	2d6 fire	Str	20lb.	Ammunition (30), heavy, reload (8, act), 30 foot line or 15 foot cone
Gatling Blaster	500 cr	1d8 radiant	Str	20lb.	Ammunition (80/320), heavy, reload (12, turn), Can make second attack as free action
Rocket Launcher	5,000 cr	4d10 bludgeoning	Str	15lb.	Ammunition (80/320), heavy, two-handed, reload (1, act), 10ft radius
Sniper Rifle	100 cr	1d12 radiant	Dex	10lb.	Ammunition (30/200/600), reload (6, act), two-handed, critical on 19-20
Slug Pistol	50 cr	1d4 piercing	Dex	4lb.	Ammunition (30/120), light, reload (6, bon)
Slug Rifle	120 cr	1d8 piercing	Dex	14lb.	Ammunition (100/400), reload (8, bon), two-handed

LIGHTSABERS

"This was the formal weapon of a Jedi Knight. Not as clumsy or random as a blaster. More skill than simple sight was required for its use. An elegant weapon. It was a symbol as well. Anyone can use a blaster or a fusioncutter—but to use a lightsaber well was a mark of someone a cut above the ordinary." - Obi-Wan Kenobi

Designed as much for elegance in combat as for ceremony, the lightsaber, also referred to as the "laser sword" by those who were unfamiliar with it, was a distinctive weapon, the very image of which was inextricably bound with the mythos of the Jedi Order and their polar opposites, the Sith. The lightsaber also became synonymous with the Jedi Order's values to uphold peace and justice throughout the galaxy. This perception endured, despite the many conflicts with lightsaber-wielding Sith and Dark Jedi.

ATTUNING

You cannot wield a lightsaber to its highest capability until you have attuned to it and it has attuned to you. To attune to a lightsaber you must take a long rest, meditating on the saber as you do so. Make a force ability check against the lightsaber crystal's difficulty check. If you succeed, you have completed one attuning.

To completely attune to a lightsaber you must complete a number of attunings equal to the attack/damage modifier of the crystal in the lightsaber (min 1).

Until you are attuned to a lightsaber, do not add your proficiency bonus to attack rolls made with it even if you are proficient with lightsabers.

COLOR

As a new character, if you start with a lightsaber you do not get to choose its initial color or properties. Follow the table below to see what color your lightsaber is.

Force Order	Class	Color
Jedi, Gray	Consular	Green
Jedi, Gray	Guardian	Blue
Jedi, Gray	Sentinel	Yellow
Sith	Any	Red

If you happen to find a new Adegan crystal you want to use instead of your current one, you can re-assemble your lightsaber and use it at the cost of needing to re-attune to your saber.

LIST OF COLORS

- Amber
- Amethyst
- Black
- Blue
- Blue, Dark
- Blue, Icy
- Crimson
- Gray
- Green
- Magenta
- Orange
- Pink
- Red
- Teal
- White
- Yellow

CRYSTAL

Adegan crystals were commonly used by Jedi as a main component of a lightsaber. These rare Force-reactive stones were primarily found in the Adega system, though a fair amount of these crystals could also be found on the planet Halm. Other known locations where Adegan crystals could be found included Ilum, Mygeeto, and in parts of the Cularin system asteroid belt.

The Force shared a special connection with Adegan crystals and it was through their use that Jedi created a bond amongst themselves, the Force, and their weapon. This trait caused the Adegan crystals in a lightsaber to give off a weak Force signature that could be sensed by any Jedi.

Crystal	Rarity	Properties
Kathracite	Common	+0
Relacite	Uncommon	+1
Danite	Rare	+2
Mephite	Rare	+3
Pontite	Extremely Rare	+4

DAMAGE

Traditional lightsabers deal 1d8 radiant damage when held with one hand. A lightsaber pike does 1d10 radiant damage.

Lightsabers and lightsaber pikes that are not attuned to the wielder deal 1d6 and 1d8 damage respectively.

WEAPONS (CONT'D)

Name	Cost	Damage	Modifier	Weight	Properties
Exotic Weapons					
Double-bladed Lightsaber	5,000 cr	1d10 radiant	Str	5lb.	If two-handed, offhand attack as bonus action, 1d8
Lightsaber	3,000 cr	1d8 radiant	Dex, Str	2lb.	Finesse, light, versatile 1d10
Lightsaber Pike	4,000 cr	1d10 radiant	Str	4lb.	Reach, two-handed

Additional Weapon Information

Cartridges

Weapon cartridges allow for ranged weapons to do different types of damage and different effects when an attack lands. If the cartridge properties require a DC check, the DC is 10 + proficiency bonus for pistols, and 11 + proficiency bonus for carbines and rifles. When referring to damage, it will be depicted as X/Y, where X is for pistols, and Y is for carbines and rifles.

You can only replace your current cartridge with a new one over a short or long rest.

Explosives

With all explosive weapons, creatures within the radius can make a DC 14 Dexterity check to halve damage.

Grenades

Choose a spot to throw the grenade to. Make a demolitions check. The following table decides how close your toss was to the intended target.

For example, if you are 25 feet away from the target position and roll a 20 or higher, the grenade will land in the target position.

In addition, if you are 25 feet away from the target position and roll a 13, the grenade will land within 10 feet of the target position, at the DM's discretion.

With longer distances, the distances of missing your target and likelihood of critical failure increase.

Grenade Accuracy Table

Distance to Target	Roll	Accuracy
<= 30 feet	>= 20	Desired target
	15 < 20	Within 5 feet
	10 < 15	Within 10 feet
	5 < 10	Within 15 feet
	< 5	Critical Fail
30 <= 60 feet	>= 25	Desired target
	20 < 25	Within 5 feet
	15 < 20	Within 10 feet
	10 < 15	Within 20 feet
	< 10	Critical Fail
60 <= 90 feet	>= 30	Desired Target
	25 < 30	Within 5 feet
	20 < 25	Within 10 feet
	< 20	Critical Fail
> 90 feet	Any	Critical Fail

Ammunition and Explosives (cont'd)

Name	Cost	Damage	Weight	Properties
Explosives				
Adhesive Grenade	50 cr	—	1lb.	10ft radius, difficult terrain, 15 AC, 20 HP
Bacta Grenade	100 cr	4d6 healing	1lb.	10ft radius
Breaching Charge	250 cr	150 bludgeoning	5lb.	30 seconds to attach
Concussion Grenade	50 cr	2d6 force	1lb.	10ft radius, DC 14 Con save or stunned 1 round
CryoBan Grenade	50 cr	2d6 bludgeoning	1lb.	10ft radius, extra 1d6 cold
Frag Grenade	50 cr	2d6 bludgeoning	1lb.	10ft radius
Ion Grenade	100 cr	1d6 thunder	1lb.	10ft radius, extra 2d6 vs droids and vehicles
Plasma Grenade	100 cr	3d6 acid	1lb.	10ft radius
Poison Grenade	100 cr	2d6 poison	1lb.	10ft radius, DC 14 Con save or poisoned
Thermal Detonator	250 cr	3d6 bludgeoning	1lb.	10ft radius, extra 1d6 fire
Ammunition				
Charge Pack	25 cr	—	.5lb.	—
Rocket	200 cr	—	2lb.	—
Kesium Cartridge	200 cr	d4/d8	1lb.	DC check or knocked prone
Rethen Gas Cartridge	300 cr	d4/d8	1lb.	DC check or stunned 1 round
Tibanna Gas Cartridge	200 cr	Normal	1lb.	—
Vanoorian Ammonia Cartridge	300 cr	d4/d8	1lb.	Extra d4/d6 damage against droids

Armor

Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight
Light Armor					
Combat Suit	10 cr	11 + Dex Modifier	—	Disadvantage	8lb.
Light Exoskeleton	30 cr	11 + Dex modifier	—	—	11lb.
Heavy Combat Suit	50 cr	12 + Dex modifier	—	—	13lb.
Medium Armor					
Verpine Fiber Mesh	20 cr	12 + Dex modifier (max 2)	—	—	12lb.
Patchwork Battle Armor	50 cr	13 + Dex modifier (max 2)	—	—	16lb.
Heavy Exoskeleton	50 cr	14 + Dex modifier (max 2)	—	Disadvantage	25lb.
Scout Battle Armor	400 cr	14 + Dex modifier (max 2)	—	—	20lb.
Light Battle Armor	750 cr	15 + Dex modifier (max 2)	—	Disadvantage	25lb.
Heavy Armor					
Battle Armor	30 cr	14	—	Disadvantage	30lbs.
Heavy Battle Armor	75 cr	16	Str 13	Disadvantage	40lb.
Durasteel Armor	200 cr	17	Str 15	Disadvantage	50lb.
Shock Trooper Armor	1,500 cr	18	Str 15	Disadvantage	55lb.
Shield					
Forearm Plasma Shield	10 cr	+2	—	—	6lb.

Chapter 7: Factions

Galactic Alignments

The galactic alignments are the main factions of the galaxy. Joining each of them comes with its own pros and cons, namely making it difficult or easy to traverse certain systems without running into some form of combat.

Black Sun

Black Sun held a massive amount of reach and influence, extending its tendrils of corruption deep in the various galactic governments of each era. It was infamous for its involvement in piracy and smuggling. But smuggling was just the tip of the iceberg of the galaxy-wide organization. It was involved in every known type of illegal activity; its information networks surpassed even the accuracy and scope of Imperial Intelligence. The resources available to Black Sun rivaled those belonging to a large planetary army, including foot soldiers.

Alignment. Chaotic Neutral
Neutralities. Mando'ade, Republic, Sith

Starfighter Corps

Exchange Consortium. You must receive an invitation to join this starfighter corps.

Black Sun Pirate Fleet. You must receive an invitation to join this starfighter corps.

White Maw. You must receive an invitation to join this starfighter corps.

Chiss Ascendancy

The Chiss Ascendancy, sometimes termed Chiss Space or the Chiss Empire by outsiders, was a portion of the galaxy just inside the Unknown Regions that was ruled by the Chiss.

Alignment. Neutral Good
Allies. Republic

Starfighter Corps

Chiss Expansionary Defense Force. You must be aligned with the Chiss to join this starfighter corps.

Republic

The Galactic Republic was a representative democracy, composed of various star systems, sectors and member worlds throughout most of the known galaxy. Its central government consisted of three branches: legislative, executive and judicial.

Alignment. Lawful Good
Allies. Black Sun, Chiss Ascendancy, Jedi

Sub-Factions

Havoc Squad.

Starfighter Corps

Republic Navy. You must be aligned with the Republic to join this starfighter corps.

Victor Group. An elite group of pilots, Victor Group is the Republic's main nautical-based special forces group. They perform high-risk and stealth missions for the Republic in tandem with some members of the Jedi Starfighter Corps. You must be at least a level 10 pilot and complete missions for the Republic Navy to join this starfighter corps.

Jedi

Originally formed as a philosophical study group situated on the planet Tython, the Jedi became revered as guardians of peace and justice in the galaxy. As mystical wielders of the Force and of their signature lightsabers, their powers inspired all citizens in the galaxy. The calm, considered demeanor of the Jedi made them ideal brokers of peace in times of conflict or dispute. Yet, for all their power and diversity, the Jedi were few. Often beset by foes in times of doubt and confusion, undercurrents of evil often challenged their order and the establishment they served, the most notable being the Sith.

Alignment. Neutral Good
Allies. Republic

Starfighter Corps

Jedi Starfighter Corps. You must be aligned with the Jedi to join this starfighter corps.

Mando'ade

"Here's why you can't exterminate us, aruetii. We're not huddled in one place—we span the galaxy. We need no lords or leaders—so you can't destroy our command. We can live without technology—so we can fight with our bare hands. We have no species or bloodline—so we can rebuild our ranks with others who want to join us. We're more than just a people or an army, aruetii. We're a culture. We're an idea. And you can't kill ideas—but we can certainly kill you."
— Mandalore the Destroyer

The Mandalorians—known in Mando'a as the Mando'ade, or "Children of Mandalore"—were a nomadic group of clan-based people consisting of members from multiple species and multiple genders, all bound by a common culture.

Alignment. Neutral
Neutralities. Black Sun

Starfighter Corps

Mando'a Defense Corps. You must be aligned with the Mando'ade to join this starfighter corps. Black Watch. You must be aligned with the Mando'ade to join this starfighter corps.

Sith

The Sith Order was a sect of Force-sensitives who utilized the dark side of the Force. The term "Sith" originally referred to a species of aliens native to the planets Korriban and Ziost, who were later enslaved and ruled by exiled Dark Jedi from the Galactic Republic. These Dark Jedi had once been members of the Jedi Order, a monastic Force religion dedicated to peace through the use of the light side of the Force. The Dark Jedi, who refused to rely exclusively on the light side, challenged the Jedi by giving in to the dark side, which started the Hundred-Year Darkness.

Alignment. Lawful Evil
Neutralities. Black Sun

Starfighter Corps

Sith Navy. You must be aligned with the Sith to join this starfighter corps.

Black Fleet. You must be at least a level 10 pilot and complete missions for the Sith Navy to join this starfighter corps.

Chapter 8: Starships and Dogfighting

Starships are what pilots use to traverse the galaxy in search of new worlds and adventures. Starships can be as small as a single-man starfighter or as large as a Star-Dreadnaught. As with normal combat, there are rules to starship combat as well. They are similar to normal combat rules, but with a few changes. These changes are detailed in this section.

Movement

Just like with characters, ships have a turn-based movement speed. In order to make a 60° turn, a ship must move at least one space-unit of distance.

Space unit of distance: 500ft

Combat

Combat is more or less the same, but with a few changes. *Surprise, Initiative, and Reaction are the same,* but intiative uses an **Intelligence** check instead of **Dexterity.**

Defense

Starship combat revolves heavily around the Intelligence score and whether or not your character is proficient with the starship they are piloting.

Starship AC is calculated by the following formula:
$$\textbf{AC} = \text{Armor AC} + \lfloor(\text{Ship Speed} / 1000)\rfloor + \text{INT (if proficient)}$$

For ships larger than a starfighter, the AC when shields are up is restricted to 8.

Turns

In a given round, the player may perform the following:

- The player can move his or her starship up to it's movement and handling limits.
- The player can perform a singular action: Attack, Evade, or Disengage.
- The player can perform a bonus action.
- The player can perform a singular reaction.

Attacking

Unless you are manning a turret, a ship can only hit a target in a 60° cone in front of itself. This 60° cone is called the **attack vector**.

Attack value is calculated by the following formula:

$$\textbf{Attack} = 1d20 + \text{INT}$$

All turrets can rotate completely around in one turn. **If no one is manning a turret, the pilot may use the turret as if it were mounted, thus imposing the 60° restriction for targeting.**

As well as being restricted by direction, any mounted weapons are also restricted by how far away a target is in a similar fashion to ranged weapons. See the table below for details.

Targeting Computers

Class	Range	Cost
Class 1	3000ft/5000ft	Standard
Class 2	5000ft/7000ft	50,000 cr
Class 3	7000ft/9000ft	150,000 cr

This current system for starship combat works, but is being reconstructed as it is not working how I intended it to, primarily in the amount of time it takes to destroy a ship and movement speed. The rework will come in a later update and will include changes to the Pilot class as necessary.

Starfighters (Small)

Class	Speed	HP	SP	Hardware	Cost
Sith Starfighter	3500ft	100	–	Laser Cannon x2 Targeting Computer Class 1	10,000 cr
BT-7 Thunderclap	3000ft	75	25	Light Laser Cannon x2 Missiles Targeting Computer Class 1	12,000 cr
Fury Interceptor	4000ft	100	25	Light Laser Cannon x2 Missiles Targeting Computer Class 1	14,000 cr
Liberator	3500ft	100	50	Laser Cannon x2 Concussion Missiles Targeting Computer Class 1	16,000 cr
D-5 Mantis	3000ft	100	75	Weapon slot x3 Missiles Targeting Computer Class 1	25,000 cr
Savage Starfighter	4000ft	100	75	Laser Cannon x2 Proton Torpedo Launcher x2 Targeting Computer Class 1	30,000 cr
Aurek Strikefighter	4500ft	100	100	Heavy Laser Cannon x2 Proton Torpedo Launcher x2 Targeting Computer Class 1	35,000 cr

Freighters (Medium)

Class	Speed	HP	SP	Hardware	Cost
XS Stock	3000ft	250	–	Quad Laser Turret Laser Cannon x2 Missiles Targeting Computer Class 1	25,000 cr
Dynamic	3500ft	250	100	Quad Laser Turret Laser Cannon x2 Missiles Targeting Computer Class 1	45,000 cr

Shuttles (Medium)

Class	Speed	HP	SP	Hardware	Cost
Ministry	3000ft	50	100	Laser Cannon x2 Targeting Computer Class 1	7,500 cr

Yachts (Medium)

Class	Speed	HP	SP	Hardware	Cost
X-70B Phantom	4500ft	150	100	Weapon slot x4 Missiles Stealth Plating Cloaking Device Targeting Computer Class 1	100,000 cr

Frigates (Large)

Class	Speed	HP	SP	Hardware	Cost
Venator	1500ft	500	200	Turbolaser Cannon Turret x4 Ion Cannon Turret x2 Targeting Computer Class 1	175,000 cr
Derriphan	1500ft	750	-	Auto Cannon x6 Concussion Missile Launcher x2 Targeting Computer Class 1	200,000 cr
Praetorian	1500ft	750	250	Turbolaser Cannon x2 Ion Cannon x2 Point-Defense Battery x2 Tractor Beam Generator x2 Targeting Computer Class 1	250,000 cr

Cruisers (Large)

Class	Speed	HP	SP	Hardware	Cost
Hammerhead	1500ft	1000	500	Dual Light Turbolaser Cannon x4 Turbolaser Cannon x2 Ion Cannon x2 Point-Defense Battery x2 Tractor Beam Generator Targeting Computer Class 1	2,500,000 cr
Hammerhead II	1500ft	1500	500	Turbolaser Cannon x12 Dual Heavy Turbolaser Cannon x8 Heavy Ion Cannon x2 Point-Defense Battery Tractor Beam Generator Targeting Computer Class 1	5,000,000 cr
Valor	1500ft	3000	1000	Dual Light Turbolaser Cannon x8 Turbolaser Cannon x12 Dual Heavy Turbolaser Cannon x8 Heavy Ion Cannon x4 Point-Defense Battery x4 Tractor Beam Generator x2 Targeting Computer Class 1	10,000,000 cr

Starship Weapons & Armor

Laser Weaponry

Name	Cost	Damage	Damage Modifiers
Autocannon	1000 cr	3d8	-
Light Laser Cannon	1500 cr	2d10	-
Laser Cannon	1750 cr	3d10	-
Heavy Laser Cannon	2000 cr	4d10	-
Quad Laser Turret	2000 cr	4d8	-
Light Turbolaser Cannon	2500 cr	2d12	-
Turbolaser Cannon	2750 cr	3d12	-
Heavy Turbolaser Cannon	3000 cr	4d12	-
Light Ion Cannon	2000 cr	2d8	x2 Damage againsts shields
Ion Cannon	2250 cr	3d8	x2 Damage againsts shields
Heavy Ion Cannon	2500 cr	4d8	x2 Damage againsts shields

Missile Weaponry

Name	Cost	Damage	Damage Modifiers
Standard Missile	500 cr	3d8	-
Concussion Missile	600 cr	2d8	x2 Damage against hulls
Ion Missile	600 cr	2d8	x2 Damage against shields
Proton Torpedo	750 cr	4d10	-
Heavy Standard Missile	1000 cr	3d12	-
Heavy Concussion Missile	1200 cr	2d12	x2 Damage against hulls
Heavy Ion Missile	1200 cr	2d12	x2 Damage against shields

Armor

Name	Cost (S/M/L)	AC
Corellian Engineering Durasteel	Installed by default	8
Republic Sienar Systems Mark I Starship Armor	1000/3000/9000 cr	8
Gallofree Starship Plating	1500/4500/13,500 cr	9
SoroSuub Plastisteel Armor	2000/6000/18,000 cr	10
Koensayr Plastisteel Plating	2500/7500/22,500 cr	11
Republic Sienar Systems Mark II Starship Armor	3000/9000/27,000 cr	12
MandalMotors Durasteel Plating	3500/10,500/31,500 cr	12
Republic Sienar Systems Mark III Starship Armor	4000/12,000/36,000 cr	13

Chapter 9: Feats

Fast Hands

You have become a master at reloading. You can now reload pistols as a free action. The sniper rifle, flame thrower, and rocket launcher you can now reload as a bonus action (except you can fire one rocket per turn). And the Gatling gun you can reload as an action.

Force Initiate

You learn one force talent of your choice, knowledge of one force discipline, 5 force points, and have a force limit of 2. The number of force points and force limit increases at level 7 to 10 force points and a limit of 3, at level 12 to 15 force points and a limit of 4, and level 17 to 20 force points and a limit of 5.

   If you do not already have a force ability modifier, then your force ability modifier is the force ability modifier of discipline's class. I.e: Choosing a Sentinel discipline would mean your force ability modifier is Intelligence.

Force Sniper

Prerequisite: The ability to use the force
You have learned techniques to enhance your attacks with certain kinds of force abilities, gaining the following benefits:

- When you use a force ability that requires you to make an attack roll, the ability's range is doubled.
- Your ranged abilities ignore half cover and three-quarters cover.
- You learn one cantrip that requires an attack roll. You use your force ability modifier for that cantrip.

Grappler

Prerequisite: Strength 13 or higher
You've developed the skills necessary to hold your own in close-quarters grappling. You gain the following benefits:

- You have advantage on attack rolls against a creature you are grappling.
- You can use your action to try to pin a creature grappled by you. To do so, make another grapple check. If you succeed, you and the creature are both restrained until the grapple ends.
- Creatures that are one size larger than you don't automatically succeed on checks to escape your grapple.

Headshot

You have mastered the art of blowing people's brains out. When making a ranged attack and you don't have disadvantage your crit die moves down a rank (but it can't go lower then 18). If your can already crit on 18's then when you roll a natural 20 your weapons damage die do maximum damage.

Heavy Weapon Master

You've learned to put the weight of a weapon to your advantage, letting its momentum empower your strikes. 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 heavy weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

Improvised Weapon Master

You are accustomed to having to use your ranged weapons as a melee weapon when necessary. You gain the following benefits:

- You can use your blaster to make a melee attack against one enemy when they are within 5ft of you. When you do so, use your Strength modifier for the attack roll, ignoring the modifier if it is negative. If you hit, your attack does 1d4 damage, unless the weapon has the Heavy property, in which case it deals 1d6 damage.

Infiltrator

Prerequisite: Dexterity 13 or higher
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.

Jedi Slayer

You have practiced techniques useful in melee combat against spellcasters, gaining the following benefits:

- When a creature within 5 feet of you uses a force ability, you can use your reaction to make a melee weapon attack against that creature.
- When you damage a creature that is concentrating on a spell, that creature has disadvantage on the saving throw it makes to maintain its concentration.
- You have advantage on saving throws against spells cast by creatures within 5 feet of you.

Martial Arts

You gain the following benefits while you are unarmed and not wearing heavy armor:

- You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes.
- You can roll a d4 in place of the normal damage of your unarmed strike or monk weapon. This die increases to a d6 at level 5, a d8 at level 11, and a d10 at level 17.

- 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 quarter- staff, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn.

PISTOL EXPERT

Thanks to extensive practice with the crossbow, you gain the following benefits:

- Being within 5 feet o f a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- When you use the Attack action and attack with a onehanded weapon, you can use a bonus action to attack with a pistol you are holding.
- Reloading pistols becomes a free action

PLANETARY EXPLORER

Alert to the hidden traps and secret doors found in many dungeons, you gain the following benefits:

- When you roll, a Hit Die to regain hit points, the minimum number of hit points you regain from the roll equals twice your Constitution modifier (minimum of 2).
- 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.

SNIPER

You have mastered ranged weapons and can make shots that others find impossible. 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 take a – 5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

Skill Feats

Arcanist

You study the arcane arts, gaining the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain proficiency in the Arcana skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- You learn the Third Eye force discipline and have the ability to use one of its abilities once per long rest (except you can't use the true sight feature)

Bombardier

You are a master at making thing go BOOM!

- Increase your Constitution score by 1, to a maximum of 20.
- You gain proficiency in the demolitions skill. If you are already proficient in this skill, you add double your proficiency bonus to checks you make with it.
- You gain advantage on rolls to look for structural weaknesses in buildings, ships, and walls.

Fixer Upper

You are a master jury-rigging. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency in the Repair skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- When jury-rigging a repair on a vehicle you can add one extra repair die to your roll.

Hacker

You have a lot of experience breaking electronic locks.

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency in the Security skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- You are so accustomed to breaking through electronic locks that you can judge the difficulty of a lock and once per day automatically open a medium or easy lock.

CREDITS

A big thank you is in order to each of the following people for helping me make this conversion possible. Without even one of you this conversion would have certainly been missing something. These eight people were a part of the pilot campaign and each helped in invaluable ways. You know who you are.

ANDREW

Assistance. Armor, backgrounds, feats, Trooper, starship combat, vehicles, and weapons
Character. Pithax Sec, a nautolan gunslinger trooper who became the one true Sith after being possessed by the spirits of Darth Nihilus and Naga Sadow.

AVERY

Character. Iaari, a wookiee Jedi consular

CONNOR

Character. Row Row Plagueis Plagueis Seewaps, a gungan Jedi sentinel. Loved spicy maki-makis and his "Zabrak-cake" Lyla.

HALEY

Character. Utinni, the vornskr-riding, beastmaster-scoundrel jawa.

MACKENZIE

Assistance. Images, starship combat
Character. I.Q., an assassin droid who, while a great engineer, really only aspired to study the habits of sentients.

MICHAEL

Assistance. Classes, Engineer, Mercenary, races, starship combat, and weapons
Character. ~~Tribbles, a Sith guardian. May he rest in peace.~~ Dr. Drake Ramoray, a Kel Dor medical officer who left his post on Mygeeto after his interns kept killing people. Loved to call Row Row "Betty."

PHILIP

Assistance. Weapons
Character. ~~Gost Viriam~~ Kaidin Marr, a bothan pilot who led the party throughout the galaxy in their Hammerhead corvette, affectionately named the *Retribution*.

SARAH

Assistance. Force wielding classes
Character. Lakra, the zabrak gray sentinel. She is currently the Admiral of the *Calamity*, a stolen Sith Harrower-class dreadnaught.

YOUR DM,
/u/jeddai

OTHER CREDITS

WotC. The Mystic class was a huge inspiration for the Force Wielding classes. Most of the force talents, force disciplines, and class abilities for those classes are pulled directly from that Unearthed Arcana.

Appendix I: Gadgets

G adgets are the lifeblood of an engineer's trade. They are used every single day and in nearly everything he does. Some serve specific purposes, other vary in what they can do. The following gadgets are available to all classes for purchase, while some are restricted to Mercenarys and Engineers, and even more restricted to Engineers alone for building. This will be denoted in the gadget description.

A/V Recorder

Gadget Level. 1
Type. Toolbelt
Subtype.
Activation. Object Interaction
Restrictions. None
Standard Cost. 50cr
Description. This gadget allows you to record sound and/or visual images of objects that you can see and hear within 60 feet of you. You can begin recording by taking an object interaction to activate the gadget and you can take a second object interaction to stop the recording. When you activate the recorder, you can chose to record sound only, images only, or both images and sound. Messages of up to 1 minute in length can be recorded and stored recordings can be played back by taking an object interaction.

Adaptive Armor

Gadget Level. 3
Type. Armor
Subtype.
Activation. Reaction
Restrictions. Engineer, Mercenary
Standard Cost. 500cr
Description. When this is equipped to an armor and you are hit with an attack or ability, you can use a reaction to gain resistance against thunder, acid, cold, lightning, fire, or radiant damage until the beginning of your next turn.

Advanced Personal Stealth Field

Gadget Level. 3
Type. Tool
Subtype.
Activation. Action
Restrictions. None
Standard Cost. 500cr
Description. When equipped, as an action, you can activate the field to temporarily gain +5 to all stealth check for up to 10 minutes. This duration of the field increases to 20 minutes at level 7, 45 minutes at level 14, and an hour at level 17.

  Shared field. As an action, you may instead create a small 10ft radius sphere of your stealth field, giving anyone inside the field the bonus of the field. However because of the expanded range the duration of the field becomes halved, and after use, its energy is expended and a long rest must be taken to recharge it.

Anti-Theft Device

Gadget Level. 1
Type. Toolbelt
Subtype.
Activation. Constant
Restrictions. None
Standard Cost. 80cr
Description. When this gadget is equipped, other creatures have disadvantage on any Dexterity (Sleight of Hand) checks that they make in an attempt to steal objects that are in your possession. Additionally, you automatically know when a failed attempt to pick your pockets has been made.

Arkanian Energy Shield

Gadget Level. 3
Type. Armor
Subtype.
Activation. Constant
Restrictions. None
Standard Cost. 550cr
Description. Arkanian Energy shields are personal shields that protect from extreme temperatures and energy and sonic-based weaponry. This shield has an AC of 16 with 40 HP and has resistances to sonic and energy-based weaponry. Once it's HP hits 0 the shield is destroyed and a new one must be built. You may only have one personal shield equipped at a time.

Autoloader

Gadget Level. 3
Type. Weapon
Subtype. Attachment
Activation. Constant
Restrictions. Engineer, Mercenary
Standard Cost. 600cr
Description. When you attach this gadget to a weapon of your choosing it lowers the reload time of the weapon by 1 action. For example, with a gatling laser, instead of taking a full turn to reload, it would instead take a regular action when this gadget is attached.

Breathalyzer

Gadget Level. 1
Type. Toolbelt
Subtype.
Activation. Object Interaction
Restrictions. Engineer
Standard Cost. 40cr
Description. You can use this gadget to identify a type of poison or disease that is affecting a creature. The afflicted creature must make an object interaction to breathe into the gadget. After 1d4 rounds you can determine indicate the type of disease or poison, or the type of creature that created the poison.

Synthesize Antidote. After analyzing the breath of an infected creature, you can take an action to synthesize an antidote or an antitoxin, Once begun, it takes the gadget 1d4 rounds to create the antidote. Drinking the antidote give the infected advantage to their next saving throw against the disease or poison. Only the creature that breathed into the device can benefit. Once this effect is used, it must be recharged and cannot be used again until a short or long rest.

Bug

Gadget Level. 1
Type. Toolbelt
Subtype.
Activation. Action
Restrictions. Engineer, Mercenary
Standard Cost. 150cr
Description. This gadget which is a tiny probe bot, when activated, has AC 10, 1 hit point, a movement/flying speed of 30, and cannot attack. It can take no actions on its own, but you can control the insectoid robot via a wireless communications link. While controlling the robot you perceive through the robot's senses and are deaf and blind with regard to your own senses. The wireless link is lost and the gadget is deactivated if the robot moves further than 100 feet away from you or if you take an object interaction to disable it. At 10th level its speed is increased to 60 feet and the maximum range is increased to 200.

Cape of the Mynock

Gadget Level. 3
Type. Clothing
Subtype. Cloak
Activation. Object Interaction
Restrictions. Engineer
Standard Cost. 800cr
Description. When you take an object interaction to activate this gadget, your cloak becomes rigid, allowing you to glide down from a high place. You can fly at a speed of 30 feet for a maximum distance of up to three times the height of your starting point (If you begin at a height of 30 feet, you can glide a maximum of 90 feet from your starting point). If you are still airborne when you reach the maximum distance, you fall. Once used, the gadget must be reset and this effect cannot be used again until you complete a short or long rest.

Climbsuit

Gadget Level. 4
Type. Armor
Subtype.
Activation. Constant
Restrictions. None
Standard Cost. 2000cr
Description. The climbsuit is a suit of light armor that is used for climbing. Its knees, elbow pads, and gloves are covered in Frictiongrip. This is an armor that has an ac of 11 + dexterity modifier and can be used to climb any surface as long as your knees and hands are on the surface of which you are climbing.

Cluster Charge

Gadget Level. 4
Type. Weapon
Subtype. Breaching
Activation. Action
Restrictions. None
Standard Cost. 3500cr
Description. When equipped, the cluster charge can be used against breachable surfaces. When placed against the surface, it releases 5 small grenades into the room. To evaluate where they grenades land, divide the room into 10ft. squares and assign the squares numbers. Use an appropriate die to randomly assign where the grenades land. When the grenade explodes it deals 1d4 bludgeoning damage to all enemies within the radii, and the radii stack.

Concealed Carry

Gadget Level. 2
Type. Toolbelt
Subtype.
Activation. Constant
Restrictions. None
Standard Cost. 350cr
Description. When this gadget is equipped, the weapon that this gadget is integrated into becomes easier to hide. You get a +2 bonus and have advantage on Dexterity (Sleight of Hand) checks to prevent the weapon from being found during any search of your person. If the weapon requires ammunition, up to 2 charge pack, including the one already in your weapon, are hidden as well.

Cryoban Cells

Gadget Level. 3
Type. Charge Pack
Subtype.
Activation. Bonus
Restrictions. None
Standard Cost. 800cr
Description. When equipped, the user can load a CryoBan Cell into their weapon. When they do so, the damage type of their weapon is converted to cold and gains the effect of Freeze. The amount of use would be only one cartridge worth of ammunition and once used must be recharged through a long rest.

Freeze. When a creature is hit with CryoBan Cells it must make a constitution saving throw (DC 15) or it is frozen. When you are frozen your movement speed becomes 0, you cannot make any actions or reactions, and at the end of your turn you may make the DC save again. If you hit them with the cells multiple times the effect stacks. If a creature remains frozen for more than 1 minutes it dies.

Defibrilator

Gadget Level. 1
Type. Clothing
Subtype. Gloves
Activation. Object Interaction
Restrictions. None
Standard Cost. 100cr
Description. When you take 1 object interaction to activate this gadget, you can target an unconscious, dying target within 10 feet of you and they regain 1 hp. Once used, the gadget must be recharged and cannot be used until a short or long rest.

Dew Condenser Jugs

Gadget Level. 1
Type. Backpack
Subtype.
Activation. Object Interaction
Restrictions. None
Standard Cost. 40cr
Description. The Dew condenser Jug was created for use on dry planets such as Tatooine to draw water from the atmosphere. It is a large water container that once activated must be left outside for about 8 hours or less depending upon the environment before becoming full.

Disintegrator 9000

Gadget Level. 4
Type. Weapon
Subtype. Ranged
Activation. Action
Restrictions. None
Standard Cost. 10000cr
Description. The Disintegrator 9000 takes the form of a large heavy beam cannon that shoots out a powerful beam of force towards a target up to 60 feet away from you. The target can be a creature or an object.

When targeted, the target must make a dexterity saving throw (DC 15). If the target succeeds the saving throw, the gadget has no effect. If the saving throw fails, the target takes 95 (10d6 + 40) force damage. If this damage reduces the target to 0 hit points, it is disintegrated. The disintegrated creature and everything it is wearing and carrying, except magical items, are reduced to a pile of fine gray dust. This effect automatically disintegrates a Large or smaller nonmagical object or a creation of magical force. If the target is a Huge or larger object or creation of force, this effect disintegrates a 10-foot-cube portion of it. Magic items are unaffected.

Once this effect has been used, the gadget must be recharged and cannot be used again until you have completed a short or long rest.

Durasteel Plating

Gadget Level. 2
Type. Turret
Subtype.
Activation. Constant
Restrictions. Engineer
Standard Cost. 300cr
Description. When this gadget is equipped, your turret gains a +2 to its AC.

Electrified Net

Gadget Level. 2
Type. Weapon
Subtype. Net
Activation. Constant
Restrictions. Engineer, Mercenary
Standard Cost. 200cr
Description. This is a normal net for all intents and purposes, except it is electrified. Creatures stuck in the net will be shocked into submission until they escape or are released.

Ensnare. Ranged Weapon Attack thrown 15/30. On a hit, the target is ensnared by the net. When the target becomes ensnared and at the beginning of each of its turns while still in the net, it must make a DC 12 Constitution saving throw or it is stunned until the beginning of its next turn.

Electromagnetic Gloves

Gadget Level. 2
Type. Clothing
Subtype. Gloves
Activation. Action
Restrictions. Engineer
Standard Cost. 300cr
Description. When this gadget is equipped, you can take an action to target a creature within 30 feet of you that is wielding a weapon or holding an object made of metal that weighs 9 pounds or less. The target must make a Strength saving throw. On a failed save, they drop the object, which flies through the air and into your hands. Once used, the effect must be recharged and cannot be used again until you complete a short or long rest.

Expanded Turret Capacity

Gadget Level. 2
Type. Turret
Subtype.
Activation. Constant
Restrictions. Engineer
Standard Cost. 300cr
Description. When this gadget is equipped to your turret, it multiplies the number of charge packs it can carry by two.

Explosive Trap

Gadget Level. 3
Type. Weapon
Subtype. Explosive
Activation. Action
Restrictions. None
Standard Cost. 1000cr
Description. As an action, this gadget allows you to place a mechanical trap on an unoccupied location within 5 feet of you. When you place the trap you may choose its damage type and trigger mechanism:

 Location: 10ft x 10ft area within 30 ft of trap.
 Proximity: 10 ft radius circle around trap.
 Timer: An amount of time from 1 minute to an hour.
 The trap becomes active the turn after you activated it and remains active unless deactivated or disarmed. When activated, the trap explodes and deals 2d10 damage of the damage type to each creature within 30 feet of the trap. The damage increase by 1d10 at 11th and then again at 17th level. Once used it must be recharged and its effects cannot be used again until after a successful short or longs rest.

Extendable Shield

Gadget Level. 3
Type. Armor
Subtype. Shield
Activation. Constant, Object Interaction
Restrictions. Engineer
Standard Cost. 600cr
Description. When equipped it is a regular shield, but as an object interaction you can extend or retract the shield. When extended, you gain 3/4 cover in front of you and your movement is halved. This shield is considered heavy armor for the purposes of proficiency.

Full Auto Conversion

Gadget Level. 4
Type. Weapon
Subtype. Ranged
Activation. Action, Object Interaction
Restrictions. Engineer, Mercenary
Standard Cost. 1800cr
Description. When this gadget is equipped, the firearm that the gadget is integrated into gains the Burst Fire property. You can use the weapon to take a normal attack action, or you can use an object interaction in conjunction with an attack action to spray a 30 foot cone area within normal range with plasma rounds. Each creature in the area must succeed on a Dexterity saving throw (DC 15)or take 8 die of the weapon's normal damage die of radiant damage. On a failed save a creature takes half as much damage. This action consumes eight rounds of ammunition.

G-52 Tactical Shield

Gadget Level. 3
Type. Armor
Subtype. Shield
Activation. Constant, Action
Restrictions. Engineer
Standard Cost. 750cr
Description. This shield gives a +3 to your AC when equipped. This shield has exceptionally bright lights and as an action you can flash your light in a 60 ft cone. Everyone within this cone must make a constitution saving throw (DC 14) or be blinded for 1 minute. Once used, this gadget cannot be used again until it is recharged via a short or long rest.

Gatling Turret

Gadget Level. 3
Type. Weapon
Subtype. Ranged
Activation. Constant
Restrictions. Engineer
Standard Cost. 600cr
Description. When this mod is equipped, you can equip a gatling laser onto your turret. Your turret is proficient with this weapon and gains and the bonuses and benefits using it.

Glue Gun

Gadget Level. 2
Type. Weapon
Subtype.
Activation. Action, Object Interaction
Restrictions. None
Standard Cost. 150cr
Description. When the glue gun is attached to a weapon, you use it in conjunction with a weapon attack to shoot a ball of super glue that splatters within a ten foot radius. The glue lasts for 30 minutes, after which it dries and crumbles away. A creature that enters or ends their movement in an area covered by the glue must succeed on a Dexterity saving throw or become trapped by the glue. A creature trapped by the glue has its speed reduced to 0 as long as they remain stuck. As an action, a creature stuck by the glue can make a Strength saving throw to break free. You get 2 charges and after both uses, the glue gun must recharged and cannot be used again till a long rest.

Grenade Launcher

Gadget Level. 3
Type. Weapon
Subtype. Ranged
Activation. Action, Object Interaction
Restrictions. Engineer, Mercenary
Standard Cost. 1200cr
Description. When you make a weapon attack, you can use an object interaction with a grenade of your choosing to launch the grenade instead. The attack roll is your normal weapon attack roll, plus your demolitions skill. The grenade deals its normal damage.

Implanted Healing System

Gadget Level. 2
Type. Armor
Subtype.
Activation. Action, Reaction
Restrictions. Engineer
Standard Cost. 500cr
Description. When you use an action to activate this gadget you regain a number of hit points equal to 1d8 + your Intelligence modifier. The amount healed increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8). Once used, the gadget must be reset and cannot be used again until you complete a short or long rest.

   Self Defense. When you are damaged by a single attack or effect, you can use your reaction to activate your healing infusion. You regain a number of hit points equal to 1d4 + your Intelligence modifier. The amount healed increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4). Once used, the gadget must be reset and cannot be used again until you complete a short or long rest.

Implanted Tracking Device

Gadget Level. 2
Type. Toolbelt
Subtype.
Activation. Action
Restrictions. Engineer, Mercenary
Standard Cost. 450cr
Description. When equipped, the user may make an attack action to fire dart at a creature within 40 feet of you, adding their dexterity modifier to the attack. If hit, the creature takes 1d4 damage and now has a tracking device implanted within them. As long as the device is functional, and you have a datapad, you will know the direction of your quarry as long as they are on the same planet as you are.The tracking device functions for 24 hours or until you take an object interaction to deactivate it. The presence of the tracking device is not immediately noticeable to the target unless they have a passive perception score higher than your gadget saving throw DC. An intelligent creature that is aware of the presence of the tracking device can chose to cut it out from under their skin using a bladed weapon that deals piercing or slashing damage. You can chose to fire another dart and implant a tracking device under the skin of a different creature after taking a short or a long rest. However, you can have only one active tracking device at any one time.

Inflatable Boots

Gadget Level. 2
Type. Clothing
Subtype. Boots
Activation. Object Interaction
Restrictions. None
Standard Cost. 200cr
Description. When this gadget is equipped, you gain the ability to move across any liquid (water, quicksand, lava etc.) as if it were solid ground. If the liquid is harmful (such as acid or lava) you still take damage for coming into contact with it.

Invisibility Generator

Gadget Level. 4
Type. Toolbelt
Subtype.
Activation. Object Interaction
Restrictions. None
Standard Cost. 50cr
Description. When you use an object interaction to activate it, this gadget projects a light-bending sphere of energy in a 10 foot radius around you. The sphere renders you and all other creatures inside of it invisible to any creature that is outside of the sphere. Equipment that is worn or carried by a creature inside of the sphere is invisible as long as it is on the creature's person. The sphere and its effect moves as you move. The effect lasts for one minute or until you take a second object interaction to cancel it. Once used, the gadget must be recharged and cannot be used again until you complete a short or a long rest.

JT-12 Jetpack

Gadget Level. 4
Type. Backpack
Subtype.
Activation. Action, Constant
Restrictions. None
Standard Cost. 4000cr
Description. This jetpack has 5 fuel units. You regain all units of fuels after spending an entire round without using it.

   Flight (1fu). You may expend a unit of fuel to gain a flying speed of 30 feet until the end of your turn.

   Hover (1fu). You expend a unit of fuel to hover at your current altitude, and become immune to falling damage until the beginning of your next turn. While you are hovering you may use your jetpack to shift in midair up to your half base speed.

   Increased Speed (2fu). You may expend two units of fuel to double your flying speed.

   Missile (2fu). You may use two units of fuel and an action to fire the Z-6 anti-vehicle homing missile. This attack uses your proficiency bonus (as long as you are proficient with heavy weapons) and either your dexterity or strength modifier for the attack. The attack can be made against a target that you do not have direct line of sight to as long as the target is within the weapon's range and you know its location. This attack ignores the effects of cover. Once used, this gadget must be reset and cannot be used again until you complete either a short or a long rest.

   The rocket's damage and DC are equivalent to that of the standard rocket launcher.

Lightning Gun

Gadget Level. 3
Type. Weapon
Subtype. Mod
Activation. Action, Object Interaction
Restrictions. None
Standard Cost. 1500cr
Description. When you make a ranged weapon attack with a weapon equipped with this gadget, you may use an object interaction to instead shoot a bolt of lightning at an opponent. The target takes 6d6 lightning damage on a hit, or half as much on a miss, instead of the normal weapon damage. On a hit or miss, creatures within 10 feet of the target must make a dexterity saving throw (DC 14), taking 3d6 lightning damage on a failed save, and half as much on a successful save. Once used, this gadget must be recharged and its effect cannot be used again until you complete a short or long rest.

Mandalorian Power Shield

Gadget Level. 4
Type. Armor
Subtype. Shield
Activation. Constant
Restrictions. Engineer, Mercenary
Standard Cost. 2500cr
Description. When equipped, this shield has an AC of 13, HP equal to 10 + your int mod + twice your engineer level, and resistance against all melee weapons and energy based weapons. When its HP hits 0, it can only be recharged by taking a short or long rest. You may only have one personal shield equipped at a time.

Mass Nulling Clip

Gadget Level. 1
Type. Toolbelt
Subtype.
Activation. Constant
Restrictions. None
Standard Cost. 40cr
Description. The Mass-Nulling Clip is a device that can create a field of low gravity to carry heavy loads upon one's back or belt clip. When equipped the carrier's maximum carry weight is doubled.

Medpac

Gadget Level. 2
Type. Consumable
Subtype.
Activation. Action
Restrictions. None
Standard Cost. 100cr
Description. When equipped, as an action, you can use the medpac on a creature to heal up to 50 hit points. Once used, the materials are expended and you must spend the time to make another one.

Memory Flush Unit

Gadget Level. 2
Type. Toolbelt
Subtype.
Activation. Action
Restrictions. Engineer
Standard Cost. 120cr
Description. When this gadget is equipped, you can take an action to activate it, targeting a creature you can see within 5 feet of you. The target must then make a intelligence saving throw. If they succeed, they are immune to the effect of this gadget for the next 24 hours. If they fail to save, they permanently forget the events of the last 1 minute. At 5th level the amount of time they can forget increase to 2 minutes. This increases again at 11 to 3 minutes, 15 to 4 minutes, 17 to 5 minutes.

Mini Missiles

Gadget Level. 1
Type. Clothing
Subtype. Gloves
Activation. Action
Restrictions. Engineer, Mercenary
Standard Cost. 300cr
Description. When this gadget is equipped you can use an action to activate it. If you do, you fire tiny missiles out of your gloves. Make a ranged weapon attack against up to three creatures of your choice that you can see within 80 feet of you. Each rocket deals 1d6+1 bludgeoning damage to its target. The three rockets all strike simultaneously, and you can direct them both to hit the same, or different targets. At 5th level you can fire an additional rocket (4 rockets total). This increases by two additional rockets at 11th (6 rockets) and 17th levels (8 rockets). Once used, this gadget must be reloaded and cannot be used again until you complete a short or a long rest.

Mining Drill

Gadget Level. 4
Type. Toolbelt
Subtype.
Activation. Action
Restrictions. None
Standard Cost. 3000cr
Description. When equipped, the drill allows you to have a burrowing speed of equal to half your movement speed, which lasts for three turns. The hole created by this drill is 5' wide and half as tall as your height. Once used it must be recharged, and its effects cannot be used again until after a short or long rest.

MM9 Mini Concussion Missile Launcher

Gadget Level. 1
Type. Clothing
Subtype. Gloves
Activation. Action
Restrictions. Engineer, Mercenary
Standard Cost. 250cr
Description. When this gadget is equipped you can use an action to activate it. When you do, you fire an explosive rocket out of the gauntlet. Make a ranged weapon attack against one enemy within 60ft of you. If it hits, it deals 1d8 bludgeoning damage. The number of die you roll increases at level 5 to 2d8, then again at 11 to 3d8 and 17 to 4d8.

Night-Vision Goggles

Gadget Level. 2
Type. Clothing
Subtype. Headgear
Activation. Object Interation
Restrictions. None
Standard Cost. 250cr
Description. When activated, the user gains night vision equal to their normal vision for up to 8 hours. After it has been used it must be recharged and cannot be used until after a long or short rest.

Rebreather

Gadget Level. 1
Type. Clothing
Subtype. Headgear
Activation. Action, Constant
Restrictions. None
Standard Cost. 40cr
Description. You can breathe underwater while you have this gadget equipped.
   Air Filter. While this gadget is equipped, you can take an action to activate an emergency air filter that is built into the gadget. For one minute after activation, you have advantage on saving throws made against harmful gases and vapors. Once used, this effect must be recharged and cannot be used again until you complete a short or long rest.

Recovery Field

Gadget Level. 2
Type. Toolbelt
Subtype.
Activation. Constant
Restrictions. Engineer
Standard Cost. 250cr
Description. Anyone within 60 feet of you regaining hit points at the end of a short rest regains an extra 1d4 hit points per hit die expended.

Repairpac

Gadget Level. 2
Type. Consumable
Subtype.
Activation. Action
Restrictions. None
Standard Cost. 150cr
Description. When equipped, as an action, you can use it to give you advantage and +5 to your repair check. Whenever you use this item its resources are expended and can be recharged after taking a long rest.

Repulsor Grappling Gun

Gadget Level. 3
Type. Weapon
Subtype. Ranged
Activation. Action
Restrictions. None
Standard Cost. 500cr
Description. The repulsor grappling gun is a modification containing 1000ft of molecularly reinforced line that can pull up to 200 kilograms at 60ft per second. As an action, the user can aim the grappling gun at a surface and make a weapon attack. On a hit, the hook becomes attached to the surface and the user can climb up to 360 ft on their turn. The hook cannot be used on flat ground and the user must have both hands holding the gun while climbing.

Retractable Bayonet

Gadget Level. 1
Type. Weapon
Subtype. Ranged
Activation. Action, Object Interaction
Restrictions. None
Standard Cost. 250cr
Description. A weapon equipped with this gadget now has a hidden retractable bayonet, allowing the weapon to be used as an effective close quarters melee weapon. The bayonet can be deployed or hidden using an object interaction. As long as the bayonet is deployed, you can use the weapon to make a melee attack, adding both your proficiency bonus and your choice of either your Strength or Dexterity modifier to the attack roll. If the attack hits, the bayonet deals 1d6 plus either your Strength or Dexterity modifier in piercing damage. If you hit a creature of size large or smaller with the bayonet, you can choose to push the creature up to 5 feet away to you.

Retractable Stilts

Gadget Level. 1
Type. Clothing
Subtype. Boots
Activation. Object Interaction
Restrictions. None
Standard Cost. 100cr

Description. When this gadget is equipped, you can take an object interaction to unfold telescoping stilts out of your footwear, increasing your effective height by 5 feet and enabling you to reach objects which you could not otherwise. While the stilts are deployed, walking counts as difficult terrain. If you make a weapon attack or are hit by an attack you must make a DC 13 Dexterity (Acrobatics) check or be knocked prone. You have disadvantage on any check to resist being pushed. You can retract the stilts by taking a second object interaction.

Sonic Loudspeaker

Gadget Level. 2
Type. Weapon
Subtype. Ranged
Activation. Action, Object Interaction
Restrictions. Engineer
Standard Cost. 350cr
Description. This gadget consists of a powerful amplifier that can focus a spoken word into a beam of compressed sound. When this gadget is equipped, you can use an object interaction in conjunction with an attack action to make a ranged attack at a target you can see within 60 feet of you. You add both your proficiency bonus and Dexterity modifier to the attack roll. If the attack hits, the beam deals 3d6 thunder damage to the target. Additionally, if the target is a creature, it must succeed on a Strength saving throw or be pushed 10 feet away from you and knocked prone. This gadget cannot be used if you are rendered unable to speak. Once used this gadget must be recharged and cannot be used again until you take a short or a long rest.

Sonic Screwdriver

Gadget Level. 4
Type. Toolbelt
Subtype.
Activation. Action
Restrictions. None
Standard Cost. 5500cr
Description. This metal device measures about 8 inches long and weighs 1 pound. You can use an action, pointing it at an object within 120 feet of you that can be opened, such as a door, lid, or lock. The screwdriver issues a sonic tone, and one lock or latch on the object opens unless the sound can't reach the object. If no locks or latches remain, the object itself opens.

Sound-Dampening Stealth Field

Gadget Level. 1
Type. Toolbelt
Subtype.
Activation. Constant
Restrictions. Engineer
Standard Cost. 150cr
Description. This gadget creates a field that dampens and almost mutes all sound you make but you are still visible. When activated, for up to an hour, you gain advantage on all stealth checks. Once activated it cannot be used again until after a long or short rest.

Targeting Assistance Mem-Stick

Gadget Level. 4
Type. Datapad
Subtype. Memory Stick
Activation. Bonus, Constant
Restrictions. Engineer
Standard Cost. 5500cr
Description. The Targeting Assistance Mem-Stick is a reformatted memory stick that when plugged into a datapad gives the user constant updates on hostile target positions. The mem-stick allows the user to use a bonus action to begin tracking up to 10 targets. You know a tracked target's position within 600 feet of you, and have advantage on attack rolls against tracked enemies.

Targeting Scope

Gadget Level. 3
Type. Weapon
Subtype. Ranged
Activation. Constant
Restrictions. Engineer
Standard Cost. 600cr
Description. This gadget increases your accuracy when you make an attack with the weapon it is attached to. You do not suffer disadvantage when you use this weapon to attack a target outside the weapon's effective range.

Tinfoil Hat

Gadget Level. 3
Type. Clothing
Subtype. Hat
Activation. Continuous
Restrictions. None
Standard Cost. 300cr
Description. As long as you are wearing this gadget you gain resistance to psychic damage and gain advantage on saving throws against your mind.

Tranquilizer Watch

Gadget Level. 1
Type. Clothing
Subtype. Armpiece
Activation. Action, Constant
Restrictions. None
Standard Cost. 150cr
Description. This gadget tells you the exact time, date, and day of the week.

    Tranq Dart. When this gadget is equipped, you can use an object interaction in conjunction with an attack action to fire a spring, loaded dart at a target you can see within 30 feet of you. You add your proficiency bonus and Dexterity modifier to the attack roll. If the attack hits, the target takes 1d4 piercing damage and must make a Constitution saving throw or fall unconscious for 10 minutes. The unconscious creature awakens if it takes damage or if someone uses an action to shake or slap it awake. Once used, the effect must be reset and cannot be used again until you complete a short or long rest.

Ultra Power Blast

Gadget Level. 4
Type. Weapon
Subtype. Starship
Activation. Action
Restrictions. None
Standard Cost. 10000cr
Description. The ultra-power blast is a weapon that can be added to any small or larger starship. It is capable of dealing immense amounts of ion damage and can even disable Star Destroyers.

When equipped on a ship, you can make an weapon attack with the ultra power blast. If it hits, it deals 5,000 ion damage.

Universal Translator

Gadget Level. 1
Type. Clothing
Subtype. Headgear
Activation. Constant
Restrictions. None
Standard Cost. 150cr
Description. While you have this gadget equipped, you understand and can speak any known language.

Valkyrie Cameras

Gadget Level. 3
Type. Toolbelt
Subtype. Grenade
Activation. Action, Object Interaction
Restrictions. None
Standard Cost. 1000cr
Description. When you have this gadget equipped you gain two small, deployable cameras that can attach to any surface. To use them, you must make a grenade check with them to see where they land. These cameras have 60ft. darkvision. It takes 1 object interaction to see through the chosen camera. The cameras last up to 8 hours. After you use a camera, you cannot use it again until you recharge it during a short or long rest. The number of cameras you can have increases to 3 at level 11 and 4 at level 17.

Velocity-7 Dart Shooter

Gadget Level. 4
Type. Weapon
Subtype. Ranged
Activation. Action
Restrictions. Engineer, Mercenary
Standard Cost. 5000cr
Description. This gadget is a Velocity-7 Dart Shooter integrated into your gloves/gauntlets. You can use an object interaction in conjunction with an attack action to fire a powerful dart of your choosing at a target you can see within 60 feet of you. You add your proficiency bonus and dexterity modifier to the attack roll. If the attack hits the target suffers the effect of the chosen dart. The darts you can choose from are listed below. Once used, the effect must be reset and cannot be used again until you complete a short or long rest.

Kaminoan Saberdart. When hit with this dart the enemy must make a constitution saving throw. On a failed throw the target takes 62 (12d6 + 20) poison damage.

Sleep Dart. The target takes 2d4 piercing damage and must make a Constitution saving throw (DC 16) or fall unconscious for 24 hours.

Water Purifier

Gadget Level. 1
Type. Backpack
Subtype.
Activation. 1hr
Restrictions. None
Standard Cost. 150cr
Description. The Water purifier is a tool that is placed within a body of water and can be used to pull out water and purify it to become drinkable. This process takes 1hr.

Wheeled Heels

Gadget Level. 4
Type. Clothing
Subtype. Shoes
Activation. Bonus, Object Interaction
Restrictions. None
Standard Cost. 2000cr
Description. While this gadget is equipped, you can use a bonus action on each of your turns to take the Dash action.

Rocket Shoes. You can take an object interaction to fire rockets built into your boots, causing your walking speed to be doubled and any creature that makes an opportunity attack against you has disadvantage on the attack roll. This effect lasts for one minute. Once used, this effect must be recharged and it cannot be used again until you complete a short or long rest.

ZX Miniature Flame Projector

Gadget Level. 1
Type. Clothing
Subtype. Gloves
Activation. Action
Restrictions. None
Standard Cost. 750cr
Description. When you use this gadget, you shoot a 15ft. line of flames from your wrist. Anyone along this line must make a dexterity saving throw (DC 15). On a failed save, the creature takes 4d6 fire damage and is on fire, taking 1d6 fire damage at the start of its turn. On a successful save the creature takes half damage. Creatures on fire can use an action to put the fire out. Once used, this gadget must be recharged and its effect cannot be used again until you complete a short or long rest.

Appendix II: Weapon Mods

Melee Weapons

Bonding Alloy

Mod Type. Alloy
Restrictions. None
Description. Bonding Alloys alter the properties of the metal in melee weapons. This allows for better damage output potential.

Name	Bonus	DC Check	Cost
Enhanced Bonding Alloy	Damage +1	18	500
Plastisteel Bonding Alloy	Damage +2	21	1500
Durasteel Bonding Alloy	Damage +3	24	4000

Vibration Cell

Mod Type. Cell
Restrictions. None
Description. Vibration cells enhance the balance of weapons, allowing for more fine-tuned movements and enhanced precision.

Name	Bonus	DC Check	Cost
Vibration Cell	Attack +1	15	150
Improved Vibration Cell	Attack +2	18	500
Enhanced Vibration Cell	Attack +3	21	1500

Ranged Weapons

Beam Splitter

Mod Type. Beam Splitter
Restrictions. None
Description. Beam Splitters shape the plasma beam fired from blasters to maximize the damage output.

Name	Bonus	DC Check	Cost
Aftermarket Beam Splitter	Damage +1	18	500
Improved Beam Splitter	Damage +2	21	1500
Enhanced Beam Splitter	Damage +3	24	4000

Emitter

Mod Type. Emitter
Restrictions. Pistols, Carbines, Rifles
Description. The Emitter modulates the amount of energy passed through to the Beam Splitter. Advanced Emitters will allow for more sustained fire.

Name	Bonus	DC Check	Cost
Improved Emitter	Reload +1	21	1500
Enhanced Emitter	Reload +2	24	4000

Energy Cell

Mod Type. Cell
Restrictions. None
Description. Energy Cells enhance the accuracy of blaster shots by reducing recoil.

Name	Bonus	DC Check	Cost
Aftermarket Energy Cell	Attack +1	15	150
Improved Energy Cell	Attack +2	18	500
Enhanced Energy Cell	Attack +3	21	1500

Zoom Optic

Mod Type. Scope
Restrictions. Pistols, Carbines, Rifles
Description. The Zoom Optic can be applied to increase the effective range of a blaster. It will increase the standard range by the listed amount, and the disadvantage range by 4 x the listed amount.

Name	Bonus	DC Check	Cost
1.5x Zoom Optic	+10ft	15	150
2.0x Zoom Optic	+20ft	18	500
4.0x Zoom Optic*	+50ft	21	1500
15.0x Zoom Optic*	+150ft	24	4000

Note: The 4.0x Zoom Optic can only be applied to Carbines and Rifles, and the 15.0x Zoom Optic can only be applied to Sniper Rifles.