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

First and foremost, I have to thank the person who got me into D&D: my buddy, Ross. That playgroup was not great, but it started my journey.

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

Lastly, while I would love to say that I created everything in this conversion, that wouldn’t be entirely true. The following people deserve credit as well:

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Star Wars
Star Wars: Rebels
Star Wars: The Clone Wars
Star Wars: The Old Republic

If I missed you and you feel you deserve credit, please let me know. I’ve been working on this for years, and I’m fallible.

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

This conversion has been a labor of love of mine starting three years ago. Back when I was a fledgling DM, I undertook the foolish effort of attempting the first version of this overhaul, which was comically terrible. It featured four classes, which were just severely bastardized versions of their standard counterparts.

This version, which I will call version 1.0 as an absolute snub to my first attempt, I've been working on pretty consistently for about nine consecutive months. I've had some help from various sources (who will be credited accordingly), but for the most part this has come from mine own brain.

This book is designed to parallel the official D&D 5e Player's Handbook. It includes all the relevant chapters, reskinned to fit a Star Wars setting. The significant differences will be listed below.

**What's Different?**

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

**Chapter 1: Step-By-Step Characters**

Reskinned for the setting, with no noteworthy differences.

**Chapter 2: Races**

All of the races are brand new.

**Chapter 3: Classes**

There are ten classes. Berserker, Infiltrator, Monk, and Scout, are mostly reskinned, with some variation to fit the setting. Fighter utilizes my homebrew of baseline combat superiority. Engineer is based off Artificer, but extrapolated to be a full caster. Warrior is based off of Paladin, and Consular is based off of Sorcerer, with changes to better fit a force-wielder. Sentinel is a reimagining of a monk, but as a 2/3 caster. Scholar is a brand new class.

**Chapter 4: Backgrounds**

For the most part, these are reskinned from 5E with one major difference; each background also offers a choice of feat. This is a houserule I've been using for a while that has become quite popular. You can very easily ignore this houserule if you're so inclined.

**Chapter 5: Equipment**

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

**Chapter 6: Customization Options**

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

**Chapter 7: Using Ability Scores**

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

**Chapter 8: Adventuring**

Basically identical with some reskinning.

**Chapter 9: Combat**

Basically identical with some reskinning with the exception of damage types.

- Bludgeoning, piercing, and slashing are collapsed into kinetic damage.
- Ion is a new damage with improved efficacy against constructs, droids, and electronics.
- Radiant has become energy damage.
- Thunder has become sonic damage.

**Chapter 10: Force- and Tech-casting**

There are two major changes in this section:

- Spells are now called powers.
- Cantrips are now called at-will powers.
- My own interpretation and simplification of the spell point variant from the DMG. Basically, up-casting a power at a given level costs that level + 1 points.
- Spellcasting has been separated into force- and tech-casting
  - Forcecasting uses Wisdom and Force Points, which regenerate on a long rest
  - Techcasting uses Intelligence and Tech Points, which regenerate on a short rest
  - While a character can have both force- and tech-casting, they are kept completely separate.

**Chapters 11 and 12: Force and Tech Powers**

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

**Upcoming**

- The Monster Manual is currently in the works with an expected release date of 7/10 of the first version.
- Space Combat will offer a separate combat entity utilizing ship-to-ship combat, with instructions on how to build your own ships and offer upgrades for players.
**Version History**

**1.1.0**
- Added introductory blurbs to all ten classes
- Added Nightsister Order as a third monk archetype
- Minor text fixes

**1.0.1**
- Minor text fixes
Introduction

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

This overhaul is designed as a Star Wars reskinning of the core Dungeons and Dragons experience. The rules are generally the same, and so an experience player of Fifth Edition should have no trouble jumping right in to a Star Wars themed campaign. This Introduction will cover the basics of the Fifth Edition of Dungeons and Dragons, with a brief synopsis of the changes (broken down by chapter) at the end.

Dungeon Master (DM): After traveling the streets of Nar Shaddaa, you find yourself at the entrance to the Black Sun compound. Security cameras scan the surrounding area, and a cadre of bored looking guardsmen wait impatiently by the door. Two twi'lek urchins plead for handouts from the Black Sun mercenaries, only to be yelled at and pushed away. A shimmering barrier covers the entrance to the compound, with a manned security console on its left side.

Rickey (playing Vinto): I want to talk my way into the compound. I approach the guards.

Drew (playing Dash): I want to throw a grenade and then shoot them all.

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

Dungeon Master (DM): OK, one at a time. Rickey, you’re approaching the guardsmen?

Rickey: Yeah. Do they seem to be doing anything?

DM: Make a Wisdom check.

Rickey: Does my Perception skill apply?

DM: Sure!

Rickey (rolling a d20): Ugh. Seven.

DM: You can see a couple of them crouching over the ground but you can’t make out what they’re doing. And Drew, Dash is prepping a grenade?

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

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

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

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

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

Worlds of Adventure

The many worlds of the Dungeons and Dragons game are places of magic and monsters, of brave warriors and spectacular adventures. They begin with a foundation of medieval fantasy and then add the creatures, places, and magic that make these worlds unique.

Naturally, this conversion is designed to explore the myriad worlds of the Star Wars universe. I personally designed it to be used in the Old Republic era as characterized by the Knights of the Old Republic games and The Old Republic MMORPG. Utilizing this timeframe allows greater justification for a prevelance of force-wielders.
All these worlds share characteristics, but each world is set apart by its own history and cultures, distinctive monsters and races, fantastic geography, ancient ruins, and scheming villains. Some worlds are dominated by one great story, like the Separatist’s war on Ord Mantell. Ultimately they’re all Star Wars worlds, and you can use the rules in this book to create a character and play in any one of them.

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

**Using This Book**

The *Player’s Handbook* is divided into three parts.

**Part 1** is about creating a character, providing the rules and guidance you need to make the character you’ll play in the game. It includes information on the various races, classes, backgrounds, equipment, and other customization options that you can choose from. Many of the rules in part 1 rely on material in parts 2 and 3. If you come across a game concept in part 1 that you don’t understand, consult the book’s index.

**Part 2** details the rules of how to play the game, beyond the basics described in this introduction. That part covers the kinds of die rolls you make to determine success or failure at the tasks your character attempts, and describes the three broad categories of activity in the game: exploration, interaction, and combat.

**Part 3** is all about the Force and Technology. It covers the nature of force- and tech-casting in the worlds of Star Wars, the rules for them, and the huge variety of powers available to characters in the game.

**How to Play**

The play of the Dungeons and Dragons game unfolds according to this basic pattern. 1. **The DM describes the environment.** The DM tells the players where their adventurers are and what’s around them, presenting the basic scope of options that present themselves (how many doors lead out of a room, who’s on a table, who’s in the cantina, and so on). 2. **The players describe what they want to do.** Sometimes one player speaks for the whole party, saying, “We’ll take the east door,” for example. Other times, different adventurers do different things: one adventurer might search a container while a second examines a symbol engraved on a wall and a third keeps watch for enemies. The players don’t need to take turns, but the DM listens to every player and decides how to resolve those actions.

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

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

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

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

**Game Dice**

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

In these rules, the different dice are referred to by the letter d followed by the number of sides: d4, d6, d8, d10, d12, and d20. For instance, a d6 is a six-sided die (the typical cube that many games use).

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

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

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

**The D20**

Does an adventurer’s vibroblade swing hurt a rancor or just bounce off its leathery hide? Will the guard believe an outrageous bluff? Can a character swim across a raging river? Can a character avoid the main blast of a Sith’s force storm, or does he or she take full damage from the tempest? In cases where the outcome of an action is uncertain, the *Dungeons and Dragons* game relies on rolls of a 20-sided die, a d20, to determine success or failure.
Every character and monster in the game has capabilities defined by six ability scores. The abilities are Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma, and they typically range from 3 to 18 for most adventurers. (Monsters might have scores as low as 1 or as high as 30.) These ability scores, and the ability modifiers derived from them, are the basis for almost every d20 roll that a player makes on a character's or monster's behalf.

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

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

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

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

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

**Advantage and Disadvantage**

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

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

**Specific Beats General**

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

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

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**Round Down**

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

**Adventures**

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

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

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

Adventures vary in length and complexity. A short adventure might present only a few challenges, and it might take no more than a single game session to complete. A long adventure can involve hundreds of combats, interactions, and other challenges, and take dozens of sessions to play through, stretching over weeks or months of real time. Usually, the end of an adventure is marked by the adventurers heading back to safety to rest and enjoy the spoils of their labors.
But that's not the end of the story. You can think of an adventure as a single episode of a TV series, made up of multiple exciting scenes. A campaign is the whole series—a string of adventures joined together, with a consistent group of adventurers following the narrative from start to finish.

**The Three Pillars of Adventuring**

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

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

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

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

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

**The Force and Technology**

Few Star Wars adventures end without interactive with the Force or a tech user. Whether helpful or harmful, powers appear frequently in the life of an adventurer, and it is the focus of chapters 10 and 11.

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

For adventurers, though, the Force and technology are key to their survival. Without the healing prowess of a Jedi or a sawbones, adventurers would quickly succumb to their wounds. Without the uplifting support of a specialist, soldiers might be overwhelmed by powerful foes. Without the sheer power and versatility of a consular, every threat would be magnified tenfold.
Chapter 1: Step-By-Step Characters

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

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

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

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

Building Vinto

Each step of character creation includes an example of that step, with a player named Rickey building his human character, Vinto.

1. Choose a Race

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

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

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

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

Building Vinto, Step 1

Rickey is sitting down to create his character. He decides that a human fits the character he wants to play. He notes all the racial traits of humans on his character sheet, including his speed of 30 feet and the languages he knows: Galactic Basic and Huttese.

2. Choose a Class

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

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

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

Level

Typically, a character starts at 1st level and advances in level by adventuring and gaining experience points (XP). A 1st-level character is inexperienced in the adventuring world, although he or she might have been a soldier or a pirate and done dangerous things before.
Starting off at 1st level marks your character’s entry into the adventuring life. If you’re already familiar with the game, or if you are joining an existing D&D campaign, your DM might decide to have you begin at a higher level on the assumption that your character has already survived a few harrowing adventures.

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

**Quick Build**

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

**Hit Points and Hit Dice**

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

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

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

**Proficiency Bonus**

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

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

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

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

**Building Vinto, Step 2**

Rickey imagines Vinto wielding a blaster rifle and tech powers to take his prey by surprise. He makes Vinto a scout and notes the scout’s proficiencies and 1st-level class features on his character sheet.

As a 1st-level scout, Vinto has 1 Hit Die—a d10—and starts with hit points equal to 10 + his Constitution modifier. Rickey notes this, and will record the final number after he determines Vinto’s Constitution score (see step 3). Rickey also notes the proficiency bonus for a 1st-level character, which is +2.

**3. Determine Ability Scores**

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

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

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

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

After assigning your ability scores, determine your ability modifiers using the Ability Scores and Modifiers table. To determine an ability modifier without consulting the table, subtract 10 from the ability score and then divide the result by 2 (round down). Write the modifier next to each of your scores.
Building Vinto, Step 3

Rickey decides to use the standard set of scores (15, 14, 13, 12, 10, 8) for Vinto’s abilities. Since he’s a scout, he puts his highest score, 15, in Dexterity. His next-highest, 14, goes in Intelligence. He then applies the 13 to Wisdom, the 12 to Constitution, the 10 to Charisma and the 8 to Strength. After applying his racial benefits (increasing Vinto’s Intelligence by 2, and his Dexterity and Wisdom by 1), Vinto’s ability scores and modifiers look like this: Strength 8 (-1), Dexterity 16 (+3), Constitution 12 (+1), Intelligence 16 (+3), Wisdom 14 (+2), Charisma 10 (0).

Rickey fills in Vinto’s final hit points: 10 + his Constitution modifier of +1, for a total of 11 hit points.

Variant: Customizing Ability Scores

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

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

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

Ability Score Point Cost

<table>
<thead>
<tr>
<th>Score</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>8</td>
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</tr>
<tr>
<td>9</td>
<td>1</td>
</tr>
<tr>
<td>10</td>
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<td>11</td>
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<tr>
<td>13</td>
<td>5</td>
</tr>
<tr>
<td>14</td>
<td>7</td>
</tr>
<tr>
<td>15</td>
<td>9</td>
</tr>
</tbody>
</table>

4. Describe Your Character

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

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

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

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

Your Character’s Abilities

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

For example, high Strength usually corresponds with a burly or athletic body, while a character with low Strength might be scrawny or plump.
A character with high Dexterity is probably lithe and slim, while a character with low Dexterity might be either gangly and awkward or heavy and thick-fingered.

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

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

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

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

**Building Vinto, Step 4**

Rickey fills in some of Vinto’s basic details: his name, his sex (male), his height and weight, and his alignment (neutral). His high Dexterity and Intelligence suggest a cunning mind and nimble physique, and his low Strength suggests a weakness in close quarters.

Rickey decides that Vinto was a Mandalorian, but his clan was scattered when he was young. He grew up working as a bounty hunter and eventually gained notoriety with the Bounty Broker’s Association. But Vinto has a greater destiny—to establish his own Mandalorian clan—so Rickey chooses the Mandalorian background for his human. He notes the proficiencies and special feature this background gives him.

Rickey has a pretty clear picture of Vinto’s personality in mind, so he skips the personality traits suggested in the Mandalorian background, noting instead that Vinto is loyal to his allies and ruthless to his targets. He chooses the ideal of honor from the list in his background, noting that Vinto respects his peers.

Given his history, Vinto’s bond is obvious: he aspires to establish his own Mandalorian clan. His flaw is tied to his loyal nature—he finds it difficult to truly trust people, which has turned a potential ally to an enemy.

5. **Choose Equipment**

Your class and background determine your character’s starting equipment, including weapons, armor, and other adventuring gear. Record this equipment on your character sheet. All such items are detailed in the Equipment section.

Instead of taking the gear given to you by your class and background, you can purchase your starting equipment. You have a number of credits (cr) to spend based on your class, as shown in the Equipment section. Extensive lists of equipment, with prices, also appear in that section.

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

**Armor Class**

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

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

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

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

**Weapons**

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

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

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

**Building Vinto, Step 5**

Rickey writes down the starting equipment from the scout class and the Mandalorian background. His starting equipment includes a heavy combat suit and a light shield generator, which combine with his Dexterity to give Vinto an Armor Class of 16.

For Vinto’s weapons, Rickey chooses a blaster rifle and a vibrorapier. His blaster rifle is a ranged weapon, so Vinto uses his Dexterity modifier for his attacks and damage. His attack bonus is his Dexterity modifier (+3) plus his proficiency bonus (+2), for a total of +5. The blaster rifle deals 1d8 energy damage, and Vinto adds his Dexterity modifier to the damage when he hits, for a total of 1d8 + 3 energy damage. His vibrorapier has the finesse property, so he has the same attack bonus. The damage for the vibrorapier is 1d8 + 3 kinetic damage.
6. Come Together

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

Beyond 1st Level

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

Class Features and Hit Dice

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

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

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

XP and Proficiency Bonus Progression

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

<table>
<thead>
<tr>
<th>Experience Points</th>
<th>Level</th>
<th>Proficiency Bonus</th>
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</table>
Chapter 2: Races

A visit to any of the great cities in the worlds of Star Wars overwhelms the senses. Voices chatter in countless different languages. The smells of cooking in dozens of different cuisines mingle with the odors of crowded streets and poor sanitation. Buildings in myriad architectural styles display the diverse origins of their inhabitants.

And the people themselves—people of varying size, shape, and color, dressed in a dazzling spectrum of styles and hues—represent many different races, from diminutive Bothans and stalwart Cereans to majestic Twi'Leks and towering Wookiees, mingling among a variety of human ethnicities.

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

Choosing a Race

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

Not every intelligent race of the multiverse is appropriate for a player-controlled adventurer. The most common races vary from planet to planet and system to system. Try to choose races that make sense in your adventuring party and locale.

Your choice of race affects many different aspects of your character. It establishes fundamental qualities that exist throughout your character's adventuring career. When making this decision, keep in mind the kind of character you want to play. For example, a Bothan could be a good choice for a sneaky rogue, a Wookiee makes a tough warrior, and a Twi'lek can be a master of the Force.

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

Racial Traits

The description of each race includes racial traits that are common to members of that race. The following entries appear among the traits of most races.

Ability Score Increase

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

Age

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

Alignment

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

Size

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

Speed

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

Languages

By virtue of your race, your character can speak, read, and write certain languages. Each race typically has a unique language, and Chapter 4 contains a comprehensive list of the most common languages of the Star Wars universe.
Biology and Appearance

An amphibious species native to the planet Ando, the Aqualish people have two facial tusks which curve down over their mouths; a trait which added to their appearance as arachnids. These facial tusks are highly sensitive to heat and cold and are used for cracking open the hard shells of shellfish or burrowing through the swampy loam of their homeworld. Having finned hands and two bulbous black eyes, Aqualish are unable to manipulate most machinery or equipment developed by the galaxy’s many species which designed these tools for beings with digits. As a result, Aqualish tend to remain on their homeworld. Aqualish are well known for their hair-trigger tempers that flare without reason.

While Force-sensitive Aqualish are rare, members of the species have trained as both Sith and Jedi, though they typically gravitate toward the former.

Society and Culture

The Aqualish hate the image they have in the galaxy as thugs, regardless of its veracity, and blame it on any- and everyone else. Because of this, the species are considered pariahs on Ando, which has a lower population of Aqualish than the galaxy itself. All Aqualish speak mutually intelligible dialects of the same language. Quarrelsome and thug-like, the Aqualish culture revolved around aggression and toughness, with diplomacy being one of their weakest attributes.

Names

Aqualish names are intended to sound strong. Surnames are not familial, but are chosen by each individual Aqualish.

Male Names: Bung, Gu, Opege, Soni, Tubop
Female Names: Cestirki, Duni, Ifu, Sifre, Umi
Surnames: Dogomurra, Julo, Kronem, Nidoal, Utx

Aqualish Traits

As an Aqualish, you have the following racial traits.

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

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

**Alignment.** Aqualish’ aggressive personalities cause them to tend toward the dark side, though there are exceptions.

**Size.** Aqualish stand between 6 and 7 feet tall and weigh around 190 lbs. Regardless of your position in that range, your size is Medium.

**Speed.** Your base walking speed is 30 feet.

**Arms Dealers.** Whenever you make an Charisma (Persuasion) check related to buying or selling weapons, you are considered proficient in the Persuasion skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

**Aggressive.** As a bonus action, you can move up to your speed toward an enemy of your choice that you can see or hear. You must end this move closer to the enemy than you started.

**Darkvision.** You have a keen eyesight, especially in the dark. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can’t discern color in darkness, only shades of gray.

**Menacing.** You gain proficiency in the Intimidation skill.

**Swim.** You have a swimming speed of 30 feet.

**Languages.** You can speak, read, and write Galactic Basic and Aqualish. Aqualish is a harsh, guttural language. It’s rare that other races bother to learn it unless they regularly interact with Aqualish.
Barabel are a bipedal race of reptilians who are covered in very tough dark colored scales. Evolved from nocturnal lizards, the Barabel adapted a thick layer of fat which allowed them to remain active and not sluggish when temperatures dropped. A blaster set on stun would not damage them at all or slow them down, as it would merely bounce off their scales. Barabel are able to shed their tails if necessary, an ability that proved the undoing of many startled foes. They also possess heavy retractable claws along with needle sharp teeth which can grow to be 2 inches in length. A carnivorous species, Barabel possess two stomachs in order to process the massive amount of food they required to survive.

Society and Culture
Living in low tech communities ranging from a few dozen individuals to no more than ten thousand, the Barabel community is built around a warren where the group thrives and hunted from. The Barabel species is noted for its hunting and tracking prowess; many of their actions are fueled by their hunting instincts, leading to the general feeling that Barabel are always angry. They are well known for their aggression but are also extremely loyal. They also have a great deal of respect for the Jedi because of their first experiences with a Jedi Master who settled a dangerous clan dispute. Apologies, whether for a misdeed or in sympathy, are an unknown concept to Barabel and are considered insulting.

Names
Barabel names are harsh and gutteral. Female names are often softer. Surnames are warren-based.

- **Male Names**: Anidroks, Bridiz, Trurzuk, Vilzinok
- **Female Names**: Alge, Bulzo, Ekthamo, Inako, Nolku
- **Surnames**: Akken, Dutarca, Khigta, Srabulgid, Zhomogrox

Biology and Appearance
Barabel are a bipedal race of reptilians who are covered in very tough dark colored scales. Evolved from nocturnal lizards, the Barabel adapted a thick layer of fat which allowed them to remain active and not sluggish when temperatures dropped. A blaster set on stun would not damage them at all or slow them down, as it would merely bounce off their scales. Barabel are able to shed their tails if necessary, an ability that proved the undoing of many startled foes. They also possess heavy retractable claws along with needle sharp teeth which can grow to be 2 inches in length. A carnivorous species, Barabel possess two stomachs in order to process the massive amount of food they required to survive.

Barabel Traits
As a barabel, you have the following racial traits.
- **Ability Score Increase.** Your Constitution score increases by 2, and your Dexterity score increases by 1.
- **Age.** Barabel reach adulthood in their late teens and live less than a century.
- **Alignment.** Barabel aggression causes them to tend toward the dark side, though there are exceptions.
- **Size.** Barabel typically stand between 6 and 7 feet tall and weigh about 200 lbs. Regardless of your position in that range, your size is Medium.
- **Speed.** Your base walking speed is 30 feet.
- **Bite.** As a bonus action, you can make a special bite attack. If the attack hits, it deals 1d4 slashing damage, and you gain temporary hit points (minimum of 1) equal to your Constitution modifier, and you can't use this trait again until you finish a short or long rest.
- **Claws.** Barabel have retractable claws. You are proficient with your claws, which deal 1d4 slashing damage on a hit.
- **Darkvision.** You have a keen eyesight, especially in the dark. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- **Hide.** You have a thick hide. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. Additionally, your thick hide is naturally adapted to cold climates, as described in chapter 5 of the Dungeon Master's Guide.
- **Hunter.** You are proficient in Survival.
- **Prehensile Tail.** You have supreme control over your tail and can use it to manipulate as well as your hands.
- **Languages.** You can speak, read, and write Galactic Basic and Barabel. The Barabel language is characterized by its barks and hisses.
Biology and Appearance

Male Besalisks’ heads sported prominent crests and four arms hung at their sides; females of the species could have as many as eight arms, but like Humans had a primary hand and a limited range of functionality with the others. The addition of the extra appendages required a hearty metabolism, and these bulky beings were able to store food and water for many days, and if the need arose, they could survive for long periods without either. Scruffy sensory whiskers lined the area below their noses, just above the robust wattle most adult Besalisks possessed.

Society and Culture

Because of Ojom’s harsh environment, large cities were never developed on the world; instead small communes of about a thousand families claim territories around the world and are each led by an elected leader. The communes have a strict policy of keeping the size of their groupings equal to avoid conflict. When too many families grow in one area, the leader would ask certain families to break away and start a new community on another glacier.

While not involved in galactic politics and because they do not produce any of their own technology, the Besalisks established large orbital space stations where offworlders could come to do business. Trading and making deals, any violence on these stations is committed by offworlders as Besalisks avoid confrontation.

Names

Besalisk name’s are generally words that embody them, with a surname attached to their commune.

Male Names. Darius, Dexter, Plun, Pong
Female Names. Delia, Mora, Ren, Teen
Surnames. Jettster, Kil, Krell, Ugg

Besalisk Traits

As a Besalisk, you have the following racial traits.

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

Age. Besalisks reach adulthood in their early teens and generally live to be about 70.

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

Size. Besalisks tower over almost all other species, with the smallest standing at 6 feet tall and weighing 200 lbs., and the largest approaching 8 feet tall and 400 lbs. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Four-Armed. Besalisks have four arms which they can use independently of one another. While you may hold four one-handed weapons, two two-handed weapons, or some variation thereof, you can still only make a number of attacks as determined by your class features.

Long-Limbed. When you make a melee attack on your turn, your reach for it is 5 feet greater than normal.

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

Languages. You can speak, read, and write Galactic Basic and Besalisk.
Biology and Appearance

Bith are craniopods with pale pink, yellow, or green skin, large heads, large lidless eyes, toeless feet, and long fingers. Their thumb and small finger were both fully opposable. The Bith’s internal systems are different from most humanoids, as the Bith have only one lung, and exhale through their skin. Bith also lack a proper nose, instead having highly sensitive olfactory organs hidden in the skin-flaps of their cheeks.[2]

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

Society and Culture

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

Names

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

- **Male Names.** Fedu, Jenkiss, Kabadons, Ph’tumkiass
- **Female Names.** Duhia, F’hubama, R’hothal, Thidus
- **Surnames.** D’inter, Hern, K’sarorn, Nimum, Rumo

Bith Traits

As a Bith, you have the following racial traits.

- **Ability Score Increase.** Your Charisma score increases by 2, and your Intelligence score increases by 1.
- **Age.** Bith reach adulthood in their late teens and live less than a century.
- **Alignment.** Biths’ benevolent nature causes them to tend toward the light side, though there are exceptions.
- **Size.** Bith typically stand 5 to 6 feet tall and generally weigh about 120 lbs. Regardless of your position in that range, your size is Medium.
- **Speed.** Your base walking speed is 30 feet.
- **Detail Oriented.** You are practiced at scouring for details. You have advantage on Intelligence (Investigation) checks within 5 feet.
- **Keen Hearing and Smell.** You have advantage on Wisdom (Perception) checks that involve hearing or smell.
- **Musician.** You are proficient in one musical instrument of your choice.
- **Programmer.** Whenever you make an Intelligence (Technology) check related to computers, you are considered proficient in the Technology skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.
- **Languages.** You can speak, read, and write Galactic Basic, Bith, and one more language of your choice.
## Biology and Appearance

Bothans are a short race of furry humanoids. Bothans are covered in fur which shifted in response to their emotional state by way of gentle ripplings. It is this trait, named Wrendui, that betrays them when members of their kind intend to be duplicitous in their dealings with others. They possess tapered pointed ears, and both males and females were known to sport beards. Bothans are able to interbreed with the other species, though it is rare that they do so. Such hybrids somewhat resembled baseline humans with haunches, hooves, fur, pointed ears and a long tail.

## Society and Culture

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

### Names

Male Bothan names are often trickey while female's are soft.

**Male Names.** Garc, Hibriak, Nith, Tramom, Ventaq

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

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

## Bothan Traits

As a Bothan, you have the following racial traits.

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

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

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

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

**Speed.** Your base walking speed is 25 feet.

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

**Naturally Stealthy.** You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

**Nimble Escape.** Bothans can take the Disengage or Hide action as a Bonus Action on each of its turns.

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

The Cathar have fur-covered bodies with thick manes as well as prominent, retractable claws that can deliver powerful killing attacks on foes and prey. Their bodies also possess rapid healing abilities. These traits make them the perfect hand-to-hand specialists.

The Cathar species also has two subspecies, known as the Juhani and the Myr Rho. Both of these are notably less catlike than mainline Cathar. Cathar are born into a litter. The Cathar species is biologically similar to the Bothan species.

Society and Culture

On their homeworld, Cathar live in cities built into giant trees, and are organized into clans governed by elders. Stories of their great heroes were often carved into the trunks of these tree-homes for following generations to see. The Cathar mate for life, to the extent that when one mate dies, the survivor never has a relationship with another. Cathar clan society includes great pageants and celebrations, especially for their heroes. Their religion includes a ritual known as the "Blood Hunt," in which Cathar warriors individually engaged in combat against entire nests of Kiltik in order to gain honor and purge themselves of inner darkness. The native language of the Cathar is Catharese, which included the emphasis of some spoken words with a growl.

Names

Cathar names can sound both melodic and fairly gutteral, but they almost always sound strong and fierce. Female names are typically longer than male names. Surnames are usually one syllable.

Male Names. Crurbirr, Isyrr, Nynorr, Suro, Tukarr
Female Names. Cuwin, Jyvohr, Mulahr, Solyri, Xithuhry
Surnames. Jin, Ki, Mak, Rhir, Ta

Cathar Traits

As a Cathar, you have the following racial traits.

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

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

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

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

**Speed.** Your base walking speed is 30 feet.

**Darkvision.** You have a cat's keen senses, especially in the dark. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Leonin Agility.** Your reflexes and agility allow you to move with a burst of speed. When you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.

**Cat's Claws.** You have a climbing speed of 20 feet. Additionally, your unarmed strikes deal 1d4 slashing damage. You can use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

**Cat's Talent.** You have proficiency in the Perception and Stealth skills.

**Languages.** You can speak, read, and write Galactic Basic and Catharese.
Biology and Appearance

The Cereans’ enlarged skulls, extending above their foreheads, house complex binary brains, provided with sufficient blood by an extra heart in their heads. The binary structure of Cerean thinking helps them to ponder two sides of an issue at once. It also enables them to process information and solve problems rapidly and provides a highly advanced capacity for concentration and meditation. Because of their thoughtful nature, they tend to be calm, rational and analytical, preferring peaceful philosophies and a lifestyle which works in harmony with nature. Though the quick-thinking Cereans have equally quick reflexes, they are commonly not as well coordinated as Humans.

Society and Culture

Cereans developed a low-tech society on their homeworld and prefer to live in isolation from the wider galaxy. Preserving the natural beauty of Cerea, the planet is home to many Outsider Citadels where it is permissible to use offworld technology, though it could not be removed from the Citadel. Meditation is a core part of a Cerean’s daily rituals, with many employing specially-forged kasha crystals as a focusing tool. By focusing one’s thoughts while in contact with such crystals, distractions are eliminated, creating an exceptional meditation environment. Cerean Jedi sometimes incorporate these crystals into their lightsabers, providing great focus, even during intense physical combat.

Names

Cerean male first names are often hyphenated, while females are not. Surnames are familial.

Male Names. Ji-Cheelia, Ki-Adi, Pick-toh, Sauli-Fanz
Female Names. Dreash, Kilniavy, Melm, Rharoth, Twewa
Surnames. Codux, Emkom, Kyureft, Lonnik, Mundi

Cerean Traits

As a Cerean, you have the following racial traits.

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

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

Alignment. Cereans’ altruistic nature causes them to tend toward the light side, though there are exceptions.

Size. Cereans typically stand between 6 and 7 feet tall and weigh about 150 lbs. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Intuitive Initiative. You can choose to reroll Initiative checks, but you must use the new roll.

Keen Mind. You have advantage on Wisdom saving throws.

Perceptive. You have proficiency in Perception.

Strong-Legged. When you make a long jump, you can cover a number of feet up to twice your Strength score. When you make a high jump, you can leap a number of feet up into the air equal to 3 + twice your Strength modifier.

Trance. Cereans don’t need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Languages. You can speak, read, and write Galactic Basic and Cerean.
**Biology and Appearance**

Chadra-Fan are covered from head to foot in fur. Their species evolved from small, arboreal rodents. The two different sexes of Chadra-Fan are indistinguishable to other species, though the Chadra-Fan could readily tell the difference using their powerful sense of smell. Chadra-Fan also have involuntary pheromones that conveyed information about their family line and created an aura of attractiveness. Other voluntary pheromones often conveyed a Chadra-Fan’s state of emotion—anger, fear, or joy. Chadra-Fan even create more complex messages using their pheromones, though the pheromones when mixed sometimes caused confusion. They are unique in the fact that they had clear blood.

**Society and Culture**

The society of Chadra-Fan is divided into a clan structure in which every member is responsible for parenting the clan’s children; a fact of life is that every household is open at any time. Leadership within the clan is a temporary role that is passed from one individual to another as the situation calls for a particular expertise. Children are the centerpiece of a Chadra-Fan community, and only leave when wed. However the new Chadra-Fan couple remain with the smaller clan so it was possible that a Chadra-Fan never leaves his or her home.

Chadra-Fan left by themselves suffer depression, so they regularly seek the company of others; thus, Chadra-Fan are not very picky when it came to friends and prefer complete strangers to loneliness.

**Names**

Chadra-Fan names do not vary significantly based on sex. Surnames are clan based.

- **First Names.** Dubi, Kattar, Naska, T’yabah, O’yasha
- **Surnames.** Abalomm, Fandy, Nemm, Nuz, Yedit

---

**Chadra-Fan Traits**

As a Chadra-Fan, you have the following racial traits.

- **Ability Score Increase.** Your Charisma score increases by 2, and your Strength score increases by 1.
- **Age.** Chadra-Fan reach adulthood by 15 and live an average of 40 years.
- **Alignment.** Chadra-Fan’s open, clan-based culture cause them to tend toward the light side, though there are exceptions.
- **Size.** Chadra-Fan stand 3-4 feet tall and weigh about 45 lbs. Regardless of your position in that range, your size is Small.
- **Speed.** Your base walking speed is 25 feet.
- **Climb.** You have a climbing speed of 25 feet.
- **Keen Hearing and Smell.** You have advantage on Wisdom (Perception) checks that involve hearing or smell.
- **Second Heart.** When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can’t use this feature again until you finish a long rest.
- **Tinker.** You have proficiency with tinker’s tools. You can use these and spend 1 hour and 100 cr worth of materials to construct a Tiny Device (AC 5, 1 hp). You can take the Use an Object action to have your device cause one of the following effects: create a small explosion, create a repeating loud noise for 1 minute, create smoke for 1 minute, emit an onerous smell for 1 minute.

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

- **Trance.** Chadra-Fan only require 2 hours of sleep a day. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

**Languages.** You can speak, read, and write Galactic Basic and Chadra-Fan. The Chadra-Fan language is characterized as being nasally and squeaky.
Biology and Appearance

Chagrians are born as tadpoles in clutches of three or more and raised in tubs of water in a family’s private home. During this time, their arms, legs, and air-breathing lungs develop. Adult Chagrians are truly amphibious, retaining their ability to breathe underwater while also able to function without difficulty in air. They also possess acute low-light vision.

The average Chagrian stands taller than a Human. They are distinguished by two fleshy growths protruding from the sides of their heads, which they call lethorns. As they age, the lethorns thicken. Males also sport two horns growing from the top of their skulls. These were once used in underwater duels to attract a mate, and are seen as a sign of the males’ strength and virility. Females lack the superior cranial horns, but had more pronounced and longer posterior head plates; these can reach halfway down their back. Chagrians also have very long black forked tongues.

Society and Culture

As a species, Chagrians are generally peaceful and law-abiding to the point of becoming stoic and obstinate. Many Chagrians are motivated only by basic desires such as sustenance, shelter, and health-care. Chagrian government ensures that every citizen is cared and provided for, so the standard of living for the poorest Chagrian is high compared to the members of other species. Chagrians who expect violence often wear red.

Names

Chagrian names have a very melodic tone. Male names are typically shorter than female names. Surnames are familial.

Male Names. Bom, Chen, Fiet, Ned’d, Touk
Female Names. Chavik, Dabai, Fisil, Oolya, Tinto
Surnames. Kassin, Molya, Nigna, Onirali, Treen

Chagrian Traits

As a Chagrian, you have the following racial traits.

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

Age. Chagrians reach adulthood in their late teens and live an average of 75 years.

Alignment. Chagrians’ peace-loving nature causes them to tend toward the light side, though there are exceptions.

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

Speed. Your base walking speed is 30 feet.

Amphibious. You can breathe air and water.

Darkvision. You have a keen eyesight, especially in the dark. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can’t discern color in darkness, only shades of gray.

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

Swim. You have a swimming speed of 30 feet.

Languages. You can speak, read, and write Galactic Basic and Chagri.
Biology and Appearance

Chevin have long snouts which hang down nearly to their ankles. Combined with their intellect, this makes them skilled hunters of animals such as backshin, because they can smell out their prey or feed while keeping their eyes on the horizon. It is also their hunting prowess which allowed them to dominate their homeworld and conquer the Chevs. Chevin have thick legs, massive wide bodies, thin rope-like tails, and arms so long their three-fingered hands often brushed the ground.

Society and Culture

Chevin live in small, mobile communities, with homes mounted on great wheeled carts. Even after they gained access to galactic technology, they continued to live as nomads (though more affluent Chevin mounted their lodges on large repulsorlift vehicles instead.) Their Chev slaves are usually forced to follow on foot. Nomadic groups of Chevin keep in touch via comlinks, and often converge on a single location to deal with danger.

The only Chevin settlements that stay in place for more than one standard month are the Government Villages, where Chevin dictators live with their hand-picked advisors. Even these settlements are movable when necessary. Each of the roughly two dozen Government Villages rules a Chevin nation.

Names

Chevin names do not vary significantly based on gender. Surnames are based on community.

First Names. Buula, Ephant, Perre, Phylus, Reseros
Surnames. Meh, Mon, Nen, Needmo, Phrusaani

Chevin Traits

As a Chevin, you have the following racial traits.

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

**Age.** Chevin reach adulthood in their thirties and live up to 200 years.

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

**Size.** Chevin stand between 6 and 8 feet tall and weigh up to 300 lbs. Regardless of your position in that range, your size is Medium.

**Speed.** Your base walking speed is 30 feet.

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

**Keen Hearing.** You have advantage on Wisdom (Perception) checks that rely on hearing.

**Nomadic.** You are proficient in Survival.

**Thick Skull.** Your skull is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal 1d6 + your Strength modifier bludgeoning damage.

**Languages.** You can speak, read, and write Galactic Basic and Chevin. The Chevin language is characterized by grunts and low-pitched rumblings. Chevin typically have deep voices, even when speaking Basic.

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**Visual Characteristics**

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<thead>
<tr>
<th>Skin Color</th>
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<tbody>
<tr>
<td>Hair Color</td>
<td>Black, brown, blond, grey, or white (usually with age)</td>
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<tr>
<td>Eye Color</td>
<td>Black</td>
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<tr>
<td>Distinctions</td>
<td>Stocky build, large heads, long snouts, long arms, three-fingered hands, four-toed feet</td>
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</table>

**Physical Characteristics**

<table>
<thead>
<tr>
<th>Height</th>
<th>5'9&quot; +2d12&quot;</th>
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</thead>
<tbody>
<tr>
<td>Weight</td>
<td>170 lb. x(2d6) lb.</td>
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**Sociocultural Characteristics**

<table>
<thead>
<tr>
<th>Home World</th>
<th>Vinsoth</th>
</tr>
</thead>
<tbody>
<tr>
<td>Language</td>
<td>Chevin</td>
</tr>
</tbody>
</table>

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

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

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

Names. Crorcu’ecuk’umist, Dash’esoru’ishur, Jerd’ecer’lonii, Kisk’egauw’eqhi, Pommo’icuote’nlerme, Vornu’wuzi’lerdim

CHISS

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

Physical Characteristics
- Height: 4’11” +2d10”
- Weight: 110 lb. x(2d4) lb.

Sociocultural Characteristics
- Homeworld: Csilla
- Language: Cheunh

Biology and Appearance

Chiss Traits

As a chiss, you have the following racial traits.

- Ability Score Increase. Your Intelligence score increases by 2, and your Charisma score increases by 1.
- Age. Chiss reach adulthood in their late teens and live less than a century.
- Alignment. Chiss tend toward no particular alignment. The best and worst are found among them.
- Size. Chiss typically stand between 5 and 6 feet tall and weigh about 160 lbs. Regardless of your position in that range, your size is Medium.
- Speed. Your base walking speed is 30 feet.
- Tech Resistance. Growing up around technology leaves an impact on Chiss. You have advantage on Dexterity saving throws against tech powers.
- Darkvision. You have a keen eyesight, especially in the dark. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- Martial Proficiency. You have proficiency with light and medium armor as well as the blaster pistol and sniper rifle.
- Languages. You can speak, read, and write Galactic Basic and Cheunh. Cheunh is a complex language that is difficult for non-Chiss to learn. Chiss take pride in this difficulty.
**Biology and Appearance**

A bipedal mammalian species, Devaronians evolved in the dense jungles of Devaron as a hunter-gather species. Their bodies are denser than most humanoids’ and as a result they were heavier than their appearance would tend to indicate. Devaronians have silver-based blood, which appears thick and black when exposed. They possess a unique blood filtration and cleansing system which processes through two livers. Because their bodies are constantly cleansed of toxins and carcinogens, the species is highly resistant to poison. To this end, sulfur is used as a stimulant on Devaron to enhance speed and strength, because inhaling it causes the substance to enter the bloodstream rapidly. Their livers struggle to eliminate sulfur from their system, meaning that long-term use can be dangerous.

**Society and Culture**

Devaronian males are driven by an urge to wander, usually taking the first opportunity to move on from one place to another; they are often found traveling the galaxy as tramp freighter captains and scouts. Female Devaronians, on the other hand, are content to remain in a single location, raising the young and running the government of Devaron. The males send money back to their homeworld to support their families, but otherwise hardly ever return. The females are content with this arrangement, as they tend to view the restless males as disruptive to home life.

**Names**

Devaronian names are dark, complex and often guttural, with some harsher tones mixed in here and there.

**Male Names.** Cir, Gremegris, Keirihk, Kucx, Niruhk, Rece

**Female Names.** Crilnuy, Ghal, Milma, Nola, Taoluel, Ven

**Surnames.** Breiz, Droddost, G’vaunel, Haact, Raokt

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**Devaronian Traits**

As a Devaronian, you have the following racial traits.

- **Ability Score Increase.** Your Constitution score increases by 2, and your Charisma score increases by 1.
- **Age.** Devaronians reach adulthood in their late teens and live less than a century.
- **Alignment.** Devaronians’ greediness causes them to tend toward the dark side, though there are exceptions.
- **Size.** Devaronians typically stand between 5 and 6 feet tall and weigh about 160 lbs. Regardless of your position in that range, your size is Medium.
- **Speed.** Your base walking speed is 30 feet.
- **Jungle Dweller.** Growing up in the jungles of Devaron has left an impact. You are proficient in Survival. Additionally, you don’t treat jungle terrain as difficult terrain.
- **Tech Resistance.** Devaronians have a history of using technology as a weapon. You have advantage on saving throws against tech powers.
- **Two Livered.** Devaronians have two livers, which makes them adept at filtering toxins. You have advantage on saving throws against poison, and you have resistance against poison damage (explained in chapter 9).
- **Languages.** You can speak, read, and write Galactic Basic and Devaronese. Devaronese is characterized by grunts and grumbles. It is rare to hear a Devaronian speak it anywhere other than their homeworld of Devaron.

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**Devaronian**

**Visual Characteristics**

<table>
<thead>
<tr>
<th>Skin Color</th>
<th>Red, pink, brown, or white</th>
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<tbody>
<tr>
<td>Hair Color</td>
<td>Brown, black, or white</td>
</tr>
<tr>
<td>Eye Color</td>
<td>Black</td>
</tr>
<tr>
<td>Distinctions</td>
<td>Horns or horn spots, long pointed ears</td>
</tr>
</tbody>
</table>

**Physical Characteristics**

<table>
<thead>
<tr>
<th>Height</th>
<th>4’10” +2d8”</th>
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<tbody>
<tr>
<td>Weight</td>
<td>120 lb. x(2d4) lb.</td>
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**Sociocultural Characteristics**

<table>
<thead>
<tr>
<th>Homeworld</th>
<th>Devaron</th>
</tr>
</thead>
<tbody>
<tr>
<td>Language</td>
<td>Devaronese</td>
</tr>
</tbody>
</table>
Biology and Appearance

Dugs are 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 is their strong arms, and their lower limbs and feet were used for grappling and other fine motor manipulation. They hardly ever walk on their lower limbs. Although most Dugs may walk on all four limbs, others like to use their strong arms as legs and their feet as hands like they would normally do.

Society and Culture

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

On their homeworld of Malastare, the vast majority of Dugs are little more than laborers toiling for the enrichment of the Gran. With the species excluded from much of the power and money on Malastare, many Dugs turn to swoop racing or bounty hunting as their only means to achieve fame and fortune. In all other areas, the Dugs are exploited.

Names

Dug names are often 3 syllables long, mostly through big sounds rather than harsh tones. There are harsher tones in their names as well though, often in the forms of x’s and k’s. Female Dugs have softer names, but no one would call them beautiful. Surnames are usually passed down through family or clan.

Male Names. Bawugri, Gadwouhx, Rorgukwa, Teltalne
Female Names. Bosix, Grugne, Jiwous, Pragiba, Trerun,
Surnames. Brundaare, Gninsaidi, Kedwir, Randaine

Dug Traits

As a dug, you have the following racial traits.

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

Age. Dugs reach adulthood in their early teens and live an average of 75 years. Their violent nature often leads to violent ends.

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

Size. Dugs typically stand between 3 and 4 feet tall. Regardless of your position in that range, your size is Small.

Speed. Your base walking speed is 25 feet.

Courageous. You have advantage on saving throws against being frightened.

Fury of the Small. When you damage a creature with an attack or a power and the creature's size is larger than yours, you can cause the attack or power to deal extra damage to the creature. The extra damage equals your level. Once you use this trait, you can't use it again until you finish a short or long rest.

Menacing. You gain proficiency in the Intimidation skill.

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

Languages. You can speak, read, and write Galactic Basic and Dug.
Biology and Appearance

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

Society and Culture

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

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

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

Names

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

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

Duros Traits

As a Duros, you have the following racial traits.

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

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

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

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

Speed. Your base walking speed is 30 feet.

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

Galactic Traveler. You have proficiency in Lore.

Pilot. You have proficiency in Piloting.

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

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

**Visual Characteristics**
- **Skin Color**: Brown
- **Hair Color**: Shades of white, brown, red, and black
- **Eye Color**: Black
- **Distinctions**: Furry, short stature, acute sense of smell

**Physical Characteristics**
- **Height**: 2'9" +2d6"
- **Weight**: 40 lb. x1 lb.

**Sociocultural Characteristics**
- **Homeworld**: Forest Moon of Endor
- **Language**: Ewokese

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**Biology and Appearance**
Ewoks are sentient humanoid mammals, averaging about one meter in height, which can provide an advantage when trying to hide. They are covered in fur from head to toe, with brown and black the most common colors. Other Ewoks have near-white or reddish fur, but red fur is supposedly the rarest shade an Ewok can get. Most Ewoks have solid-colored fur, though a few sport stripes. Ewoks have large, bright eyes, small humanoid noses, and hands that possess two fingers and an opposable thumb. Despite their small size, Ewoks are physically strong enough to overpower combat-trained Humans. Their appearance has been likened to "little bears," though they are sometimes referred to as "mini Wookiees."

**Society and Culture**
Most Ewoks live high among the trees of the forest moon, in villages built between the closely spaced trees. The basic design of a tree village has a "Central Village" of thatched-roof huts on the primary limbs. These huts are high enough above the ground to be out of reach of predators. Suspended bridges connect the gaps between trees, adjoining distant huts. Knotted rope ladders allow access up or down.

Ewoks enjoy singing and playing music during celebrations and rituals. They are resourceful and tend to make use of everything they get their hands on; they use a variety of crude drums, horns, flutes, and other instruments in their music.

**Names**
Ewok names are comprised of growled consonants. Female names always end in a vowel. Surnames are clan-based.
- **Male Names**: Coostick, Erphek, Grarphil, Moodoo, Rapum
- **Female Names**: Booshi, Chela, Pesasha, Lipe, Ypezzi
- **Surnames**: Fedrimra, Jellyng, Moomrack, Trantelaa

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**Ewok Traits**
As an Ewok, you have the following racial traits.

- **Ability Score Increase**. Your Dexterity score increases by 2, and your Constitution score increases by 1.
- **Age**. Ewoks reach adulthood in their early teens and live about 50 years.
- **Alignment**. Ewoks are inherently accepting, albeit naive, and tend toward the light side, though there are exceptions.
- **Size**. Ewoks stand between 3 and 4 feet tall and weigh about 50 lbs. Regardless of your position in that range, your size is Small.
- **Speed**. Your base walking speed is 25 feet.
- **Crude Weapon Specialist**. Ewoks are used to making do with less. You can spend 1 hour, which you can do over the course of a short rest, crafting a weapon out of loose materials. You can craft any simple kinetic weapon, but the weapon’s damage suffers a -1 penalty.
- **Keen Smell**. You have advantage on Wisdom (Perception) checks that rely on smell.
- **Musical Culture**. Ewoks incorporate music in their celebrations and rituals. You have proficiency in an instrument of your choice.
- **Natural Survivalist**. You have proficiency in Nature and Survival.
- **Mask of the Wild**. You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.
- **Treeclimber**. You have a climbing speed of 25 feet. You have advantage on Strength saving throws and Strength (Athletics) checks that involve climbing.
- **Languages**. You can speak, read, and write Ewokese. You can understand spoken and written Galactic Basic, but your vocal cords do not allow you to speak it.
Biology and Appearance

Although a typical Gamorrean is squat, green, and heavily built not all shared these characteristics. Most Gamorreans have a dark greenish coloration over a large portion of their bodies; however skin coloration does vary, particularly among females, with light skinned and two-toned pigmentation not uncommon. Black, brown, pinkish yellow and even a rare white pigmentation are possible. Males tended to have less skin variation and had a greater tendency towards dark green skin perhaps because of their higher exposure to the radiation of the Gamorr Star. Eye coloration varied evenly between gold-yellow, blue, black and brown. The Gamorreans generally put no importance on skin or eye coloration although there were some superstitions linked to certain markings.

Society and Culture

Gamorreans are organized into clans ruled by a male warlord and his wife, who was the most powerful of the clan matrons. While the warlord and his boars are solely concerned with preparing and participating in battle with rival clans, the matrons of the clan performed all the productive work including farming, hunting, manufacturing, and running businesses. Since the amount of available arable land on Gamorr is scarce, clans often lay claim to the same piece of land, and they spend their time fighting over possession.

Names

Gamorrean names are very gutteral and rough. Male names are typically one syllable while females are two. Surnames are based on clan affiliation rather than family.

Male Names. Ark, Blarrp, Blubrak, Cuab, Shos, Sneng
Female Names. Dabrisz, Mernoos, Ogreb, Tagorq
Surnames. Doofnarq, Griks, Lurc, Poogmokk, Scezsuac

Gamorrean Traits

As a Gamorrean, you have the following racial traits.

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

Age. Gamorreans reach adulthood in their early teens and live no more than 70 years.

Alignment. Gamorrean culture causes them to tend toward the dark side, though there are exceptions

Size. Gamorreans typically stand between 5 and 6 feet tall and weigh up to 200 lbs. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Gamorrean Toughness. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level. Additionally, you have advantage on Constitution saving throws.

Gamorrean Weaponry. You have proficiency with the vibroaxe, vibroclub, and vibrosword.

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. You can speak, read, and write Gamorrese. You can understand spoken and written Galactic Basic, but your vocal cords do not allow you to speak it. Gamorrese is characterized by its grunts and squeals, and its writing is a crude, pictographic style.
Biology and Appearance

Gand are sentient, stocky humanoids whose insectoid bodies are covered in a chitinous exoskeleton. The natural armor allows the Gand to shrug off injuries that would cripple most other species. The exoskeleton provides extra protection in the clavicle region, which prevented most nerve or pressure-point strikes to the neck and shoulders. In addition, Gand have the remarkable ability to regrow lost limbs. If a Gand is dismembered, it can regrow a lost limb in a few days.

Society and Culture

Gand society places heavy importance on the achievements of an individual and holds that an individual has no name, and thus no worth, until he or she proves otherwise. The speech patterns of Gand utilize third-person self-reference within each level of identity earned. Young or unproven Gand are all called "Gand," as they are considered merely aspects of the same whole. Major accomplishments earn the use of a family surname. Mastering a skill, such as becoming a findsman, allows for the use of the given name, all with third-person self-reference. This manner of speaking is common within the spoken and written Gand language but is more predominant when a Gand speaks Basic; it is often a source of amusement to outsiders.

Names

Until a Gand has earned the use of a name, they go simply by the term "Gand." Gand speak in the third person and refer to themselves by name. Often, when a Gand feels shamed, they will stop referring to themselves by their name and revert to calling themselves "Gand" until they prove themselves again. Male and female names are not distinct.

First Names. C'nyir, Dash, Iglid, Kyuffax, T'rix
Surname. Diqlu, Krakee, Praafri, Quudya, Zooq

Gand Traits

As a Gand, you have the following racial traits.

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

Age. Gand reach adulthood when they earn their name, which is usually in their teens, and live to be about 70 on average.

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

Size. Gand stand 4 to 6 feet tall and weigh around 100 lbs. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Exoskeleton. You have a thick exoskeleton. When you aren't wearing armor, your AC is 12 + your Dexterity modifier.

Gand Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage (explained in chapter 9).

Lungless. Gand do not have lungs, and therefore do not need to breathe.

Regenerative. When you take damage, you can use your reaction and expend a hit die to regain health as long as the damage would not reduce your hit points to 0.

Languages. You can speak, read, and write Galactic Basic and Gand. The Gand language does not use pronouns as Gand refer to themselves in the third person, so often Gand who speak Galactic Basic are difficult to understand.
**Geonosian**

**Visual Characteristics**
- **Skin Color**: Gray, green, or orange
- **Hair Color**: None
- **Eye Color**: Black
- **Distinctions**: Hive-based, winged semi-insectoids

**Physical Characteristics**
- **Height**: 5'5" +2d4"
- **Weight**: 60 lb. x(2d4) lb.

**Sociocultural Characteristics**
- **Homeworld**: Geonosis
- **Language**: Geonosian

**Biology and Appearance**
Geonosians have a hard chitin exoskeleton that provided protection from physical impacts and bouts of radiation that occasionally shower their world. Geonosians are strong despite their thin builds, and are capable of constructing massive hives and factories in concert. The head of a Geonosian is elongated and large with their skulls ridged on the top and by the side where they have bulbous, thick-lidded eyes. Both are physically strong and covered with bony ridges which protected their arms, legs, and vital organs.

**Society and Culture**
Geonosian society is caste-based with little upward mobility, though some of the lower caste do develop ambition. Workers are conditioned to loathe even the concept of separation from their hive and the system of control. A low-ranking worker's normal life is one of endless toil and labor to satisfy the aristocracy, who are known to make spectacular demands. The warrior caste tend to be highly competitive and are eager to prove themselves. They are born with an abnormal level of intelligence, and one of their only hopes of escape from their rigid duty is entering voluntarily into gladiatorial combat. Should they survive, they are granted freedom. Ultimately, their society exist to benefit those few members that reside in the upper caste. Members of the aristocratic classes are known to be ambitious, domineering, and manipulative. They constantly move towards improving their standing and holdings while simultaneously working to ruin their rivals.

**Names**
Geonosian names are usually harsh sounding. Lower castes don't get surnames. Upper caste surnames are familiar.
- **Male Names**: Buck, Goshey, Nik, Sozz, Techtu
- **Female Names**: Datte, Kida, Miri, Nare, Tenessi
- **Surnames**: Chak, Hor, Lur, Marpes, Zol

**Geonosian Traits**
As a Geonosian, you have the following racial traits.
- **Ability Score Increase**: You Dexterity score increases by 2, and your Constitution or Intelligence score increases by 1.
- **Age**: Geonosians reach adulthood at 10 and live less than a century.
- **Alignment**: Geonosians' greedy and self-serving nature causes them to tend toward the dark side, though there are exceptions.
- **Size**: Geonosians typically stand from 5 to 6 feet tall and rarely weigh more than 80 lbs. Regardless of your position in that range, your size is Medium.
- **Speed**: Your base walking speed is 30 feet.
- **Crafter**: Geonosian culture promotes artisanry. You have proficiency in one tool of your choice.
- **Exoskeleton**: You have a thick exoskeleton. When you aren't wearing armor, your AC is 12 + your Dexterity modifier.
- **Flight**: You have a flying speed of 30 feet. To use this speed, you can't be wearing medium or heavy armor.
- **Geonosian Weaponry**: You have proficiency in simple blasters
- **Languages**: You can speak, read, and write Galactic Basic and Geonosian. The Geonosian language consists of click consonants through use of a Geonosians' dual mandibles. This makes it difficult for other races to learn to speak it.
## Biology and Appearance
Starting life as tadpoles, Gungans develop into tall beings with extremely flexible cartilaginous skeletons. Strong leg muscles allow 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 aid them in swimming, as well as expressing emotions like aggression, friendship, and fear. They have partially retractable eyestalks with nictitating membranes when underwater. Green eyes are unusual amongst Gungans.

## Society and Culture
Gungans are generally a generous and peaceful race. They truly love to have visitors and warmly welcome them; however, they would remain suspicious until the visitors have earned their respect. Gungans are not tolerant of anyone who threatens their peaceful culture. They have very strict laws, and will go to the extremes to punish anyone who has committed a minor crime. Vandals, for example, can be given a sentence of exile, caning, or even stoning.

If a Gungan is cast out of society, it is very difficult for them to return. If they do manage to return legally, they are often subjected to heavy discrimination. This can make life very difficult for them and can go on for months or years, until their past offenses disappear from memory. Returning back to the settlement they were exiled from illegally will sometimes result in the death penalty, especially if they brought along outsiders.

## Names
Gungan names are often repeated syllables hyphenated.

- **Male Names.** Crinn-Crinn, Gic, Noc-Noc, Rosh-Rosh, Wal
- **Female Names.** Hew, Khi, La-La, Phro-Phro, Yuss
- **Surnames.** Baud, Gos, Jalles, Mag, Wub

## Gungan Traits
As a Gungan, you have the following racial traits.

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

### Age
Gungans reach adulthood in their early teens and live about 70 years.

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

### Size
Gungans typically stand 6 to 7 feet tall and weigh about 170 lbs. Regardless of your position in that range, your size is Medium.

### Speed
Your base walking speed is 30 feet.

### Amphibious
You can breathe air and water.

### Martial Proficiency
You have proficiency with light and medium armor as well as the vibrospear and vibropike.

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

### Strong-Legged
When you make a long jump, you can cover a number of feet up to twice your Strength score. When you make a high jump, you can leap a number of feet up into the air equal to 3 + twice your Strength modifier.

### Swim
You have a swimming speed of 30 feet.

### Languages
You can speak, read, and write Galactic Basic and Gungan. When speaking Galactic Basic, you often have trouble with word tenses and infinitives; this usually has a comical effect.
**Biology and Appearance**

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

**Society and Culture**

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

**Names**

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

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

**Human Traits**

As a human, you have the following racial traits.

- **Ability Score Increase.** One ability score of your choice increases by 2, and two different abilities of your choice increase by 1. Alternatively, four ability scores of your choice each increase by 1.
- **Age.** Humans reach adulthood in their late teens and live less than a century.
- **Alignment.** Humans tend toward no particular alignment. The best and worst are found among them.
- **Size.** Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.
- **Speed.** Your base walking speed is 30 feet.
- **Defiant.** Humans are known to be stubborn and often refuse to give up, even against the worst odds. You can add a d4 to a skill check or saving throw, after rolling but before you know the outcome. You must then finish a short or long rest before you can use this feature again.
- **Proficiency.** You gain proficiency in one skill, one tool, and one weapon of your choice.
- **Languages.** You can speak, read, and write Galactic Basic and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Trandoshan curses, Twi'lek musical expressions, Chiss military phrases, and so on.
**Biology and Appearance**

Iktotchi do not have hair, but rather they had a very resistant skin which protected them from the violent winds which crossed the satellite. Both males and females have down-curved cranial horns, which gave them an aggressive aspect. The males’ horns are generally a little larger, a remnant from their mountain-dwelling, caprinae ancestors. The horns are able to regenerate if damaged.

**Society and Culture**

The Iktotchi are a fiercely guarded and isolationist race - vaunted for their ability to hide their feelings and bury any semblance of emotion. Originating on the harsh, windy moon of Iktotch, which orbits the planet Iktotchon in the Expansion Region, the Iktotch are gifted with precognition, and are courted as often by Jedi as by pirates for their skills.

Iktotchi society is a stratified society. Upward mobility is both possible and encouraged. Iktotchi, as an outwardly dispassionate people, which are evidenced by their culture. They have a robust legal system, and suffer little crime. Iktotchi are respectful of cultures other than their own and can easily integrate with others.

Iktotchi who distinguish themselves often earn a titular nickname, by which they are referred to in place of their name. Generally, this is done by accomplishing a remarkable feat that benefits the Iktotchi as whole.

**Names**

Iktotchi names are generally two syllables. Surnames are familial. Respected Iktotchi often adopt a nickname, which they use in place of their birth name.

**Male Names.** Dilnam, Imruth, Kashkil, Mammaes, Yellam

**Female Names.** Kemkal, Onyeth, Reshu, Taenla, Zorlu

**Surnames.** Hevil, Kaawi, Mimir, Nudaal, Zelend

**Iktotchi Traits**

As an Iktotchi, you have the following racial traits.

- **Ability Score Increase.** Your Intelligence score increases by 2, and your Strength score increases by 1.
- **Age.** Iktotchi reach adulthood in their late teens and live less than a century.
- **Alignment.** Iktotchi are lawful and tend toward the light side, though there are exceptions.
- **Size.** Iktotchi typically stand between 5 and 6 feet tall and weigh about 170 lbs. Regardless of your position in that range, your size is Medium.
- **Speed.** Your base walking speed is 30 feet.
- **Precognition.** You can see brief fragments of the future, that allow you to turn failures into successes. When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.
- **Telepathy.** You can communicate telepathically with creatures within 30 feet of you. You must share a language with the target in order to communicate in this way.
- **Horns.** Your horns are a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.
- **Pilot.** You have proficiency in the Piloting skill.
- **Languages.** You can speak, read, and write Galactic Basic and Iktotchese.
Ithorians have two mouths and four throats, allowing them to speak in stereo. Female Ithorians have two humps on the back of their head, while males have only one. They have glossy, usually brown flesh. Their reflexes and coordination are somewhat slower than that of average humanoids.

In addition to allowing them to speak their unique stereophonic language, the Ithorians' four throats also have the ability to violently expel air, resulting in a deafening and potentially concussive scream. Despite this fact, most Ithorians go their entire lives without ever resorting to violence, and so the ability remained relatively ambiguous.

Society and Culture

Ithorians worship the "Mother Jungle," a spiritual entity embodying the lush, tropical ecology of their world, Ithor. They are generally devoted environmentalists, staunch herbivores, and complete pacifists, devoting much time to contemplating their ecology, studying plants and their uses and the overall respecting of all living things. Most Ithorians never set foot on their own planet, instead living in floating cities above their world called herdships. Only three of their continents have been explored and harvested, the other two never having been touched by Ithorian hands. They demonstrate extreme belief in the protection and sustaining of their environment as dictated by their "Law of Life."

Names

Ithorian names are quite varied in length but most names are soft and melodic. They are often difficult to pronounce by other races, so many Ithorians adopt nicknames.

**Male Names.** Del, Gizorthej, Qallnuwl, Pexxocl, Steorthibs
**Female Names.** Binshe, Dh'u'sha, Mul, Slosh, Vlo
**Surnames.** Afleeal, Crukid, Toblob, Tondand, Wamunn

Ithorian Traits

As an Ithorian, you have the following racial traits.

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

**Age.** Ithorians reach adulthood in their late teens and live an average of 85 years.

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

**Size.** Shorter Ithorians stand around 6 feet while taller reach over 7 and a half. Regardless of your position in that range, your size is Medium.

**Speed.** Your base walking speed is 30 feet.

**Hold Breath.** Ithorians have a great lung capacity and can hold their breath for up to 15 minutes at a time.

**Sonic Resistance.** Ithorians have resistance to sonic damage.

**Sonic Scream.** You can use your action to violently expel air in a 15-foot cone. When you do so, each creature in the area of the exhalation must make a Wisdom saving throw. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 sonic damage on a failed save, and half as much damage on a successful one. The damage increases to 4d6 at 5th level, 6d6 at 11th level, and 8d6 at 17th level. This ability has no effect on constructs.

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

**Languages.** You can speak, read, and Ithorese. You can understand spoken and written Galactic Basic, but your vocal cords do not allow you to speak it.
**Biology and Appearance**

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

**Society and Culture**

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

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

**Names**

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

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

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

**Surnames.** Kkejenem, M'avoe, Tjoteelt, Wiamoel, Qoz

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**Jawa Traits**

As a Jawa, you have the following racial traits.

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

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

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

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

**Speed.** Your base walking speed is 25 feet.

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

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

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

**Thieves.** You have proficiency in Sleight of Hand.

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

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

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

Tusks protrude from a Kaleesh's upper jaw, and shorter ones jut from their chins. Kaleesh have large pointed ears and long nostrils that stretched close to their eyes. They have very keen olfactory sense and were able to produce pheromones. Most of their facial features are obscured behind the traditional masks they wear, and outsiders rarely see Kaleesh unmasked. They are known to practice polygyny, a form of polygamy, where a male courts multiple wives.

**Society and Culture**

Kaleesh society is divided into numerous autonomous tribes. War is viewed as an essential and sacred practice, and the culture's large emphasis on honor is known to spur many acts of vengeance among the various tribes. However, when necessary, the tribes will put aside their differences and bond to fend off a common enemy.

The Kaleesh are a spiritual people, believing that those who perform great deeds in life became gods in death; therefore, burial places are sacred to them. A large number of temples are devoted to their ancestor gods, the holiest of which was called Shrupak.

Abesmi, a great monolith of stone in the Jenuwaa Sea, is the place the Kaleesh believed the gods ascended to the heavens. Pilgrims take the perilous voyage to Abesmi to beseech the gods.

**Names**

Male Kaleesh names are typically one syllable while female are two. Kaleesh surnames are tribal and often use two words.

- **Male Names.** Bir, Grost, Jick, Xygh, Yles
- **Female Names.** Dduzu, Glaglo, Runda, Yugdo, Zodey
- **Surnames.** Jal Greennath, Lij Jum, San Syrro, Vic Tanno

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**Kaleesh Traits**

As a Kaleesh, you have the following racial traits.

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

**Age.** Kaleesh reach adulthood in their early teens and live to be about 80.

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

**Size.** Kaleesh typically stand about five and a half feet tall and weigh about 140 lbs. Regardless of your position in that range, your size is Medium.

**Speed.** Your base walking speed is 30 feet.

**Darkvision.** The thermal pits under a Kaleesh's eyes grant darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Weapon Training.** Kaleesh are adept hunters. You are proficient with the blaster carbine, vibroblade, vibropike, and vibrospear.

**Keen Smell.** You have advantage on Wisdom (Perception) checks that rely on smell.

**Tracker.** You have proficiency in the Survival skill. Additionally, you can add double your proficiency bonus to Wisdom (Survival) checks made to track a creature if that creature has a scent.

**Languages.** You can speak, read, and write Galactic Basic and Kaleesh.
**Karkarodon**

**Visual Characteristics**

- **Skin Color**: Blue, gray, or white
- **Hair Color**: None
- **Eye Color**: Black
- **Distinctions**: Multiple rows of sharp teeth, powerful jaws, shark-like heads

**Physical Characteristics**

<table>
<thead>
<tr>
<th>Height</th>
<th>4’8” +2d10”</th>
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<tbody>
<tr>
<td>Weight</td>
<td>130 lb. x(2d4) lb.</td>
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</tbody>
</table>

**Sociocultural Characteristics**

- **Homeworld**: Karkaris
- **Language**: Karkaran

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**Biology and Appearance**

The amphibious Karkarodons have tall, slim bodies with webbed hands and feet. Their shark-like heads have pointed noses, gill slits, and many rows of razor-sharp teeth, which they use when attacking and eating. Karkarodons are skilled and fast swimmers. They attack by grabbing the target and used their jaws for ripping and tearing.

**Society and Culture**

Karkarodons hail from the planet Karkaris, which is located in a star system neighboring the planet Mon Cala. They harbor an intense hatred for the Mon Calamari and Quarren inhabitants. The planet is almost entirely under water, and is very uninviting to non-Karkarodons.

Karkarodon culture is a warmongering, strength-based culture. Clans often fight each other for dominance, natural resources, and to cull the weak. Each clan on the planet has a ruling triumvirate, usually comprised of venerated warriors who rule for life. When a younger Karkarodon wants to replace one of the ruling body, they challenge them to single, mortal combat. Occasionally, the challenged may spare the life of the challenger when they win, though that usually leads to resentment from the loser.

Karkarodons do not believe in lying or duplicity. They believe in approaching problems head on and saying what they mean, and are generally demeaning towards those they deem their lesser.

**Names**

Karkarodon names are harsh and gutteral. They are generally one syllable. Surnames are clan-based rather than familial.

- **Male Names**: Aurb, Rend, Riff, Trak, Vour
- **Female Names**: Dewb, Garr, Rast, Scrat, Zend
- **Surnames**: Alben, Gerdall, Kibben, Tamson, Zendall

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**Karkarodon Traits**

As a Karkarodon, you have the following racial traits.

- **Ability Score Increase**: Your Constitution score increases by 2, and your Strength score increases by 1.
- **Age**: Karkarodons reach adulthood in their early teens and live to be about 70.
- **Alignment**: Karkarodons' warmongering nature causes them to tend toward the dark side, though there are exceptions
- **Size**: Karkarodons stand 5 to 7 feet tall and weigh upwards of 250 lbs. Regardless of your position in that range, your size is Medium.
- **Speed**: Your base walking speed is 30 feet.
- **Aggressive**: As a bonus action, you can move up to your speed toward an enemy of your choice that you can see or hear. You must end this move closer to the enemy than you started.
- **Amphibious**: You can breathe air and water.
- **Bite**: Your fanged maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.
- **Hungry Jaws**: In battle, you can throw yourself into a vicious feeding frenzy. As a bonus action, you can make a special attack with your bite. If the attack hits, it deals its normal damage, and you gain temporary hit points (minimum of 1) equal to your Constitution modifier, and you can't use this trait again until you finish a short or long rest.
- **Swim**: You have a swimming speed of 30 feet.

**Languages**: You can speak, read, and write Galactic Basic and Karkaran. Karkaran is characterized by its fierce sounds.
**Biology and Appearance**

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

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

**Society and Culture**

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

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

**Names**

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

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

**Kel Dor Traits**

As a Kel Dor, you have the following racial traits.

- **Ability Score Increase.** Your Wisdom score increases by 2, and your Dexterity score increases by 1.
- **Age.** Kel Dor reach adulthood in their late teens and live less than a century.
- **Alignment.** Kel Dors’ lawful nature causes them to tend toward the light side, though there are exceptions.
- **Size.** Kel Dor typically stand around 6 feet tall and weigh about 160 lbs. Regardless of your position in that range, your size is Medium.
- **Speed.** Your base walking speed is 30 feet.
- **Darkvision.** Your natural evolution allows you to see what others do not in dim and dark conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can’t discern color in darkness, only shades of gray.
- **Foreign Biology.** You cannot breathe oxygen. The Kel Dors have created a breathing apparatus to negate the negative effects of living in an oxygen rich environment, but if your mask is removed while you are in such an environment, you lose consciousness.
- **Life in the Void.** You can survive for one hour within the vacuum of space. You have resistance to Necrotic damage.
- **Telepathy.** You can communicate telepathically with creatures within 30 feet of you. You must share a language with the target in order to communicate in this way.
- **Languages.** You can speak, read, and write Galactic Basic and Kel Dor.
**Biology and Appearance**

Killiks possess a strong chitinous exoskeleton that is glossy and greenish with their carcasses capable of surviving thousands of years of erosion as seen by the colonists of Alderaan. The exoskeleton also contains a number of spiracles which served as their way of breathing. Typically, these Human-sized hive creatures have four arms with each ending in a powerful three-fingered claw. They stand on two stout legs that are capable of leaping great distances. Killiks can communicate with other Killiks through use of pheromones.

**Society and Culture**

The Killiks have a communal society, with each and every Killik being in mental contact with another. Due to their hive mind, every Killik nest is virtually one individual. Killiks are also peaceful in nature. Their telepathic connection is capable of extending to other species which includes non-insectoids. A willing creature can submit to this telepathy to become a Joiner. They effectively become another vessel of the hive mind.

Killiks lose connection to their hive mind at great distances. Those who voluntarily leave the hive mind are referred to as Leavers. It is rare that they are allowed to rejoin their hive without reason.

**Names**

Killiks are a hive-mind insectoid that typically don't use names. On the offchance they do, it's usually an incomprehensible series of clicking noises. They are receptive to nicknames given by others.

**Killik Traits**

As a Killik, you have the following racial traits.

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

*Age.* Killiks reach adulthood in their 40s and live an average of 200 years.

*Alignment.* Killiks are peaceful and tend toward the light side, though there are exceptions.

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

*Speed.* Your base walking speed is 30 feet.

*Four-Armed.* Killiks have four arms which they can use independently of one another. While you may hold four one-handed weapons, two two-handed weapons, or some variation thereof, you can still only make a number of attacks as determined by your class features.

*Hardened Carapace.* When you aren't wearing armor, your AC is $13 +$ your Dexterity modifier.

*Strong-Legged.* When you make a long jump, you can cover a number of feet up to twice your Strength score. When you make a high jump, you can leap a number of feet up into the air equal to $3 +$ twice your Strength modifier.

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

*Languages.* You can speak, read, and write Killik. You can understand spoken and written Galactic Basic, but your vocal cords do not allow you to speak it.
**Biology and Appearance**
A lanky, bipedal humanoid species, the Kyuzo originate on the gravity-heavy Outer Rim world of Phatrong. Kyuzo are tall and slender, though their appearance belies their strength and quickness. Due to the uncommon makeup of their homeworld’s atmosphere, Kyuzo frequently wear corrective lenses and a highly pressurized filter mask over their faces to protect their sensitive respiratory systems and assist them in coping with uncomfortable climates like galactic standard habitable environments. As well as causing respiratory and vision problems, exposure to such conditions causes a Kyuzo to become ill within a short period of time, interfering with their ability to concentrate and slowing them down.

**Society and Culture**
A species known for its strong sense of justice and honor, most Kyuzo regard oaths and contracts as unbreakable and many species seek them as mercenaries, law-enforcement personnel and bounty hunters. A highly political species, the Kyuzo developed societies that span considerable geographical areas, and most identify as members of a particular country or region. Most major islands and continents on Phatrong are their own political units, though they do form a loose confederacy.

**Names**
Male names typically end in vowels, while female names end in consonants. Surnames are based on region.
- **Male Names**: Drego, Embo, Khalu, Mhali, Zuvio
- **Female Names**: Catras, Garing, Streethn, Turung, Xang
- **Surnames**: Brihney, Ghall, Khambey, Maway, Vori

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**Kyuzo Traits**
As a Kyuzo, you have the following racial traits.

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

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

**Alignment.** Kyuzos’ belief in justice and honor cause them to tend toward the light side, though there are exceptions.

**Size.** Kyuzo typically stand between 6 and 7 feet tall and weigh around 170 lbs. Regardless of your position in that range, your size is Medium.

**Speed.** Your base walking speed is 30 feet.

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

**Foreign Biology.** Kyuzo struggle in atmospheres other than those of Phatrong. You wear a filter mask, and if your mask is removed while you are in such an environment, you lose consciousness.

**Long-Limbed.** When you make a melee attack on your turn, your reach for it is 5 feet greater than normal.

**Strong-Legged.** When you make a long jump, you can cover a number of feet up to twice your Strength score. When you make a high jump, you can leap a number of feet up into the air equal to 3 + twice your Strength modifier.

**Languages.** You can speak, read, and write Galactic Basic and Kyuzo. Kyuzo is characterized by short words and quick phrases. Kyuzo struggle with Galactic Basic as it is grammatically dissimilar to Kyuzo.
Biology and Appearance

Lannik are short, bipedal humanoids with droopy, long ears. Males and females are equally tall, although the latter have a considerably less strong complexity. Their race is, however, much more vigorous and resistant than what its size could suggest. A Lannik’s skin tends to be of colours similar to his or her eyes and hair. The race has evolved long pointy ears which allow them to hear better than human ears.

Society and Culture

The Lannik culture is apparently war loving, and Lanniks feel a great respect for warriors. At the same time, though, they follow a strict centuries-old code of honour. Lannik soldiers have the custom of tying all their hair in a single topknot over their head. Their race is one of fierce warriors, whose abilities have developed fighting against terrible predators and other Lanniks in a long history of wars. Although many regard the Lannik as hotheaded and temperamental, they are quite fearless and clear-headed even in combat, giving them the ability to think their way out of a dangerous situation.

The Lannik do not show their thoughts through their facial expressions, and seem always angry to other races. They are also very stubborn, and are not likely to change career once they chose it. Most males - and many females - serve in the planetary militia, celebrating the species' past as a warrior race. Some take on off-world mercenary work.

Names

Lannik names are generally short. Lanniks don't often give out their surnames.

**Male Names.** Minch, Oteg, Vandar, Yaddle, Yoda

**Female Names.** Giro, Lina, Penny, Vona, Zeya

**Surnames.** Bek, Kaz, Mon, Var, Zin

Lannik Traits

As a Lannik, you have the following racial traits.

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

**Age.** Lanniks reach adulthood in their 50's and can live up to 900 years.

**Alignment.** Despite the turbulence on their homeworld, Lanniks tend toward the light side, though there are exceptions.

**Size.** Lanniks typically stand 3 to 4 feet tall and rarely weigh more than 50 lbs. Regardless of your position in that range, your size is Small.

**Speed.** Your base walking speed is 25 feet.

**Force Attunement.** Lanniks have a natural attunement for the Force, which makes them resistant to its powers. You have advantage on saving throws against force powers.

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

**Keen Hearing.** You have advantage on Wisdom (Perception) checks that rely on hearing.

**Languages.** You can speak, read, and write Galactic Basic and Lannik. Due to their large ears, the Lannik language is spoken softly, and it is considered insulting to shout.
LASAT

VISUAL CHARACTERISTICS

- **Skin Color**: Grey or purple
- **Hair Color**: Purple or grey (with age)
- **Eye Color**: Green
- **Distinctions**: Impressive height, strength, and agility

PHYSICAL CHARACTERISTICS

- **Height**: 6'0" +2d12"
- **Weight**: 160 lb. x(2d4) lb.

SOCIOCULTURAL CHARACTERISTICS

- **Homeworld**: Lira San
- **Language**: Lasat

**Biology and Appearance**

A humanoid sentient species, Lasats are notable for their impressive height, strength, and agility, with their muscular digitigrade legs enabling them to run faster, jump higher and farther, and move more quietly than humans. Their large finger pads and prehensile toes assist them in climbing. In addition, their large eyes and ears afford them superior sight and hearing over humans. They had the strength to open a powered-down blast door. A height of two meters tall was considered below-average for a Lasat.

**Society and Culture**

Lasat society is held together by a long-standing oral tradition, featuring clever and stealthy heroes. Within the species, those with fighting skills are highly respected, often being members of the Lasan High Honor Guard, a group of highly trained, highly intelligent warriors sworn to protect their homeworld of Lira San. Bo-rifles are a long-standing tradition in Lasat culture, used exclusively by the Honor Guard of Lasan. The warrior way of the Lasat is the Boosahn Keeraw. When a Lasat is bested by a superior opponent in combat, they would give them their weapon.

Facial hair is an important status symbol in Lasat culture. Those with green eyes and prominent purple stripes are considered to be attractive by others of their species. Juvenile Lasat are noted to climb tree branches.

**Names**

Lasat names tend to be melodic, with the occasionally harsh tone sprinkled in. Surnames are born by communities within Lasat culture rather than individual families.

- **Male Names**: Brob, Drim, Krus, Parred, Volares
- **Female Names**: Denazo, Gume, Hado, Jasenu, Zanisa
- **Surnames**: Dragarr, Ellias, Krod, Roleb, Vuzan

**Lasat Traits**

As a Lasat, you have the following racial traits.

- **Ability Score Increase**: Your Strength score increases by 2, and your Charisma score increases by 1.
- **Age**: Lasats reach adulthood in their late teens and live less than a century.
- **Alignment**: Lasat' honorable tendencies cause them to tend toward the light side, though there are exceptions.
- **Size**: Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.
- **Speed**: Your base walking speed is 30 feet.
- **Bo-rifle Training**: You have proficiency with blaster rifles and vibrostaffs.
- **Climbing**: You have a climbing speed of 30 feet.
- **Darkvision**: Your vision can easily cut through darkness. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- **Keen Hearing and Sight**: You have advantage on Wisdom (Perception) checks that rely on hearing or sight.
- **Powerful Build**: You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.
- **Languages**: You can speak, read, and write Galactic Basic and Lasat, a language whose r's are difficult to replicate by most other species.
Biology and Appearance

The Miraluka are a Near-Human species that differs from Humans in that they lack eyes, only retaining vestigial eye sockets, and perceive the environment around them through force sight instead of regular vision. This vision is so strong that if a Miraluka looks upon a Jedi or Sith, they can “see” Force radiating off them. The strength of a Miraluka’s connection to the Force varies by individual.

Society and Culture

Miraluka are a thoughtful, cautious, and deliberative species. They have little interest in personal gain or glory. For social reasons, Miraluka hide their appearance by wearing a headband, a mask, or similar concealing headwear. In addition all Miraluka are very united by race. They call themselves “brothers” and are considered as members of a great family. As a Force-using species, Miraluka are often quite shocked if ‘shown’ life not connected to the Force.

Many Miraluka worship two gods, Ashla and Bogan, through the philosophy of the Greater Force. They do not believe in good or evil, but were taught to accept both life and death.

Miraluka Force-sensitives are an order of their own called the Luka Sene. Academic in atmosphere and culture, the Luka Sene focus primarily on developing the sense-related powers of their members. However, unlike the Jedi, Sith and other traditions, the Luka Sene does not dictate a member’s personal life.

Names

Miraluka names are generally two syllables. Miraluka don’t use surnames, as they believe they are one family.

Male Names. Aakih, Pafil, Rikhor, Vocif, Xuwuth
Female Names. Auchaod, Favom, Mucem, Nigad, Wilierth

Miraluka Traits

As a Miraluka, you have the following racial traits.

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

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

Alignment. Miraluka believe in balance and thus tend toward no particular alignment. The best and worst are found among them.

Size. Miraluka typically stand 5 to 6 feet tall and generally weigh about 150 lbs. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Force Sensitive. You know the mind trick at-will force power. When you reach 3rd level, you can cast the sanctuary force power once per day. When you reach 5th level, you can also cast the force confusion power once per day. Wisdom is your forcecasting ability for these powers.

Force Sight. Miraluka perceive the environment around them through use of the Force. You are constantly under the effects of the force power force sight, though the power does not require concentration for you.

Languages. You can speak, read, and write Galactic Basic and Miralukese.
Mirialan

Visual Characteristics
- **Skin Color**: Green, olive, or yellow
- **Hair Color**: Black, blonde, brown, or red
- **Eye Color**: Blue, green, violet, grey, red, yellow, or orange
- **Distinctions**: Facial tattoos, flexible and agile

Physical Characteristics
- **Height**: 4’6” +2d10”
- **Weight**: 100 lb. x(2d4) lb.

Sociocultural Characteristics
- **Homeworld**: Mirial
- **Language**: Mirialan

Biology and Appearance
Mirialans are a near-human species native to the planet Mirial. They have green to yellow skin and tattoos on their faces. The Mirialans are known for their spirituality and strong connection with the world around them. Mirialans are very flexible and agile, making them fast and formidable foes.

Society and Culture
The Mirialan people are deeply religious and practice a primitive understanding of the Force. They believe each individual’s actions contribute to their destiny, building upon past successes and failures to drive them towards their fates. Within their belief system was the view that individual actions ripple through the Force, also affecting the destiny of the species as a whole.

A Mirialan often places a unique, geometrically repeated tattoo on their face and hands to signify that they have completed a certain test or task, or achieved sufficient aptitude for a certain skill. The number of tattoos often acts as a good indicator of how mature and/or skilled a Mirialan was. Because the more markings brings about a form of status, Mirialan society is stratified and allows the heavily marked citizens to access greater opportunities. Despite its importance, most Mirialans do not know the entirety of the tattoo lexicon due to its complexity. The interaction between placement and positioning of the shapes is incredibly subtle and changes their meaning greatly.

Names
Mirialan names are typically concise and rarely more than two syllables. Surnames are familial.

- **Male Names**: Boca, Floha, Jemy, Puv, Choqa
- **Female Names**: Buf, Ches, Kebe, Ovof, Shaqa
- **Surnames**: Acave, Ishakee, Kefvi, Uflozi, Zoria

Mirialan Traits
As a Mirialan, you have the following racial traits.

- **Ability Score Increase**: Your Dexterity score increases by 2, and your Intelligence score increases by 1.
- **Age**: Mirialans reach adulthood in their late teens and live less than a century.
- **Alignment**: Mirialans spiritual tendencies cause them to tend towards the light side, though there are exceptions.
- **Size**: Mirialans typically stand 5 to 6 feet tall and weight 150 lbs. Regardless of your position in that range, your size is Medium.
- **Speed**: Your base walking speed is 35 feet.
- **Spiritual**: You have proficiency in Lore. Additionally, you add double your proficiency bonus to Intelligence (Lore) checks made to learn or recall something about a culture’s religion.
- **Surprise Attack**: If you surprise a creature and hit it with an attack on your first turn in combat, the attack deals an extra 2d6 damage to it. You can use this trait only once per combat.
- **Unarmed Combatant**: Your unarmed strikes deal 1d4 bludgeoning damage. You can use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.
- **Languages**: You can speak, read, and write Galactic Basic and Mirialan.
**Biology and Appearance**

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

**Society and Culture**

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

**Names**

Mon Calamari names generally have a melodic feel.
- **Male Names.** Creaz, Fior, Hurneerth, Nurrins, Sielpa
- **Female Names.** Afwa, Lel, Mhirim, Ri, Theya
- **Surnames.** Dualda, Gradi, Tua, Valec, Winab

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**Mon Calamari Traits**

As a Mon Calamari, you have the following racial traits.

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

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

**Alignment.** Mon Calamari’s love of the arts cause them to tend toward the light side, though there are exceptions.

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

**Speed.** Your base walking speed is 30 feet.

**Amphibious.** You can breathe air and water.

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

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

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

**Swim.** You have a swimming speed of 30 feet.

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

Nautolans possess physiology common to amphibious species, including low light vision and excellent swimming skills. Their bony endoskeleton and dense cartilage make them tough and resistant to glancing blows. An egg-laying species, Nautolans emerge from their egg as a tadpole that develops arms, legs, and head-tails during their second year of life. Roughly the same size as a Human infant during this time, their limbs are weak and unable to support their weight, forcing youthful Nautolans to remain in aquatic environments for much of their childhood.

Society and Culture

The society developed by the Nautolans on Glee Anselm is centralized around local families and governments. The centralized government of Glee Anselm is comprised of representatives from the Council of Elders that govern each settlement. Elders are elected on merit, and can be made up of youthful politicians as well as the most aged members of the society. A culture that promotes life-long mates, Nautolan families are characterized by their loyalty between spouses and the equality of the sexes in the household. Arranged marriages are not uncommon.

No cultural affinity for the Force ever developed on Glee Anselm, though members of the Nautolan species recognize its importance and respected those among them that were Forceful.

Names

Nautolan names are generally short and melodic. Female names usually end in a vowel. Surnames are familial.
- **Male Names:** Brod, Knirkoc, Peng, Tikuwik, Zesufreat
- **Female Names:** Doli, Hahi, Thamlymyo, Usha, Zezu
- **Surnames:** Iarre, Kegris, Rirall, Sompanong, Uzumdall

Nautolan Traits

As a Nautolan, you have the following racial traits.

- **Ability Score Increase:** Your Dexterity score increases by 2, and your Wisdom score increases by 1.
- **Age:** Nautolans reach adulthood in their early teens and live about 70 years on average.
- **Alignment:** Nautolans’ benevolence cause them to tend toward the light side, though there are exceptions.
- **Size:** Nautolans typically stand 5 to 6 feet tall and rarely weigh more than 160 lbs. Regardless of your position in that range, your size is Medium.
- **Speed:** Your base walking speed is 35 feet.
- **Amphibious:** You can breathe air and water.
- **Darkvision:** Accustomed to life underwater, you have superior vision in low light conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can’t discern color in darkness, only shades of gray.
- **Insightful:** Nautolan head tentacles are adept at determining moods. You have advantage on Wisdom (Insight) checks to determine emotions.
- **Swim:** You have a swimming speed of 30 feet.
- **Languages:** You can speak, read, and write Galactic Basic and Nautila. Nautila is unique in that it can only be properly pronounced underwater due to its use of pheromones in addition to spoken sounds. In any other environment, the language loses a great amount of detail; that Nautolans find this annoying.
**Ortolan**

**Visual Characteristics**

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<tr>
<td>Distinctions</td>
<td>Stocky builds, trunklike noses, floppy ears, small mouths, brightly dyed fur</td>
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**Physical Characteristics**

- **Height**: 2'10" +2d4"  
- **Weight**: 50 lb. x1 lb.

**Sociocultural Characteristics**

- **Homeworld**: Orto  
- **Language**: Ortolan

**Biology and Appearance**

Ortolans are squat, heavily-built humanoid bipeds with long, trunklike noses and beady black eyes. They possess floppy ears, which are extremely sensitive to sound waves. They have two hands, each ending in four chubby fingers and a thumb, which is not opposable. A thick, baggy hide covered in fuzz resembling velvet hangs off the Ortolan body. Ortolans have a keen sense of smell to help them forage for food. In fact, they are handicapped in their business affairs by their attachment to food, sometimes accepting otherwise unfavorable contracts when promised enough to eat. Their twin obsessions are food and music; offworld, many Ortolans find success as chefs or musicians.

**Society and Culture**

Ortolan society is reasonably industrialised, though not as technologically advanced as other species. Despite this, their economy is mostly based on barter, with credits primarily used to trade with offworlders. Education is the responsibility of their parents, though gifted youngsters are often traded to other families to get specialized education.

While most Ortolans appear to have blue skin, Ortolans are actually covered in short velvety fur which they often dyed in bright colors, most often blue and pink. This tradition began when a Devaronian trader tried to sell Ortolans a shipment of food dyes—they considered dyeing their food a waste of time, but found dyed fur to be quite stylish.

**Names**

Ortolan names are generally short with big sounds. Female names are typically softer. Surnames are familial.

- **Male names**: Donmb, Hegh, Nax, Parm, Teeb
- **Female names**: Bedla, Folfe, Nelni, Phoff, Sallo
- **Surnames**: Bigek, Lubum, Nad, Rojool, Somo

**Ortolan Traits**

As an Ortolan, you have the following racial traits.

- **Ability Score Increase**: Your Intelligence score increases by 2, and your Charisma score increases by 1.
- **Age**: Ortolans are considered adults at the age of seven and typically live less than a century.
- **Alignment**: Ortolans’ love of food and music causes them to tend towards the light side, though there are exceptions.
- **Size**: Ortolans stand around 3 to 4 feet tall and weigh about 55 lbs. Regardless of your position in that range, your size is Small.
- **Speed**: Your base walking speed is 25 feet.
- **Foragers**: Whenever you make a Wisdom (Survival) check to forage for food you are considered proficient in the Survival skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.
- **Grovel, Cower, and Beg**: As an action on your turn, you can cower pathetically to distract nearby foes. Until the end of your next turn, your allies gain advantage on attack rolls against enemies within 10 feet of you that can see you. Once you use this trait, you can’t use it again until you finish a short or long rest.
- **Hide**: Your thick hide is naturally adapted to cold climates, as described in chapter 5 of the Dungeon Master’s Guide.
- **Keen Hearing and Smell**: You have advantage on Wisdom (Perception) checks that involve hearing or smell.
- **Musical**: You have proficiency in Performance and one musical instrument of your choice.
- **Languages**: You can speak, read, and write Galactic Basic and Ortolan. Ortolan is characterized by its grunts and hoots.
**QUARREN**

**Visual Characteristics**

<table>
<thead>
<tr>
<th>Skin Color</th>
<th>Orange, pink, purple, or red</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hair Color</td>
<td>None</td>
</tr>
<tr>
<td>Eye Color</td>
<td>Blue or green</td>
</tr>
<tr>
<td>Distinctions</td>
<td>Four tentacles that protrude from their jaws, finned or suction-cup tipped fingers, able to spit out clouds of ink in defense</td>
</tr>
</tbody>
</table>

**Physical Characteristics**

| Height     | 4'9" +2d10" |
| Weight     | 105 lb. x(2d4) lb. |

**Sociocultural Characteristics**

<table>
<thead>
<tr>
<th>Homeworld</th>
<th>Mon Cala</th>
</tr>
</thead>
<tbody>
<tr>
<td>Language</td>
<td>Quarrenese</td>
</tr>
</tbody>
</table>

**Biology and Appearance**

The Quarren are squid-like with four facial tentacles which protrude from their lower jaw. They have a pair of deep, turquoise eyes and finned or suction-tipped fingers. As an amphibious species, they are strong swimmers. They are also bipedal beings that can walk and sit upright. In the two long protrusions that extended from either side of their faces, Quarren have gill-like structures that are actually hearing organs. The Quarren are also capable of spitting out clouds of ink as a defensive measure.

**Society and Culture**

Quarren are a very self-centered and proud species, almost to the point of being xenophobic, which coincides with their isolationist behavior. Quarren find Humans to be very crude beings and think Galactic Basic to be very unwieldy and unsuitable for speech. The Quarren instead speak their native language more frequently.

The Quarren are conservative and practical in their thinking, yet they reminisce more than they look to the future. The Quarren are isolationist, preferring to stay in the depths of the oceans of their homeworld. However, some Quarren make their living in the galaxy as business managers and accountants. The Quarren diligently mine metal ore from the deepest parts of the ocean, where they live deep beneath the waves. Their cities stretch far below the surface.

**Names**

Quarren names are typically harsh. Male and female names do not significantly deviate. Surnames are familial.

Names. Bagker, Jujon, Kibkyl, Qiockish, Yuntoz

Surnames. Chobnek, Geeckol, Nukranx, Thull, Tsastanx

**Quarren Traits**

As a Quarren, you have the following racial traits.

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

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

**Alignment.** Quarren self-centeredness causes them to tend toward the dark side, though there are exceptions.

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

**Speed.** Your base walking speed is 30 feet.

**Amphibious.** You can breathe air and water.

**Climb.** You have a climbing speed of 30 feet.

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

**Ink Cloud.** You can use your action to expel ink in a 10-foot cone. When you do so, each creature in the area of the exhalation must make a Constitution saving throw. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. On a failed save, a creature is blinded until the end of its next turn.

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

**Keen Hearing.** You have advantage on Wisdom (Perception) checks that rely on hearing.

**Swim.** You have a swimming speed of 30 feet.

**Languages.** You can speak, read, and write Galactic Basic and Quarrenese. The Quarrenese language is characterized by its garbled nature that evokes an image of speaking underwater.
**Biology and Appearance**

The Rattataki are a Near-Human species characterized by their nimble movements, chalk-white skin and oft-bald heads. Virtually isolated from the rest of the galaxy, the Rattataki developed a violent society on their home planet of Rattatak, which involves extensive gladiatorial combat.

**Society and Culture**

While most other inhabitants of Rattatak came from the Unknown Regions, there are a significant number of off-worlder mercenaries who come to Rattatak from time to time, likely to view or participate in gladiatorial combat, only to be stranded there permanently. The remarkably harsh conditions on the planet nearly drove its population to extinction. For eons, the Rattataki constantly battled amongst themselves and their fellow inhabitants (represented primarily by Humans, Zabraks, Siniteens, Vollick, and Weequay) over the planet’s limited resources. Despite being nearly completely isolated from the outside galaxy, the Rattataki displayed remarkable initiative and continually created new ways to kill each other.

Rattataki culture is bloody and unforgiving. Punishment for even the smallest crimes is unnecessarily harsh, which does little to quell that behavior. In fact, Rattataki who are known to commit crimes without being caught are celebrated.

**Names**

Rattataki names are harsh sounding and short. Surnames are familial, though many Rattataki abandon them in favor of self-aggrandizing titles.

- **Male Names.** Chita, Deri, Peku, Tsuser, Xegat
- **Female Names.** Ceyix, Dzoso, Pacom, Wairiv, Xaywu
- **Surnames.** Ausrodah, Djechip, Eyriegai, Oyresoy, Ucuhez

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**Part 1 | Races**
**Biology and Appearance**

Rishii are a sentient, avian species of carnivores which possess two legs ending in four-toed feet, two arms, a tail, and a head. The species' two arms consist of feathered wings ending in nimble three-fingered humanoid hands, capable of manipulating tools. The wings allow the Rishii to fly at great speeds, which is their method of travel equivalent to running in land-based species. A Rishii's head contained a beak between two yellow eyes framed by a large brow. Rishii were capable of mimicking anything said to them perfectly, and also possessed extremely strong senses, particularly hearing and sight.

**Society and Culture**

Native to the planet Rishi, the Rishii live in loose primitive tribes, known as nests, clustered high upon the planet's mountains, away from the hot and humid lowland swamps. Each nest consists of a small number of family units led by a chieftain, with neighbouring nests respecting each other's territories and living in harmony. This peaceful and accepting attitude goes beyond just other Rishii and was extended to all neighbours of a nest, including the many other species who colonise the lowlands of Rishi. Due to the unfavorable conditions found in the lowlands, the native avians do not understand the off-worlders' choice to live there, but were not opposed to their presence.

**Names**

As with much of their speech, Rishii names include clicks, trills, and whistles to the point that other peoples have a difficult time pronouncing them. Typically, a name has two to four syllables with the sounds acting as connectors. Rishii names do not vary based on gender. Rishii are responsive to nicknames given by outsiders.

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**Rishii Traits**

As a Rishii, you have the following racial traits.

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

**Age.** Rishii reach adulthood at 10 and generally live no longer than 60 years.

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

**Size.** Rishii range from 4 to 6 feet tall and generally weigh less than 130 lbs. Regardless of your position in that range, your size is Medium.

**Speed.** Your base walking speed is 30 feet.

**Flight.** You have a flying speed of 30 feet. To use this speed, you can't be wearing medium or heavy armor.

**Keen Hearing and Sight.** You have advantage on Wisdom (Perception) checks that rely on hearing or sight.

**Mimicry.** You can mimic sounds you have heard, including voices. A creature that hears the sounds you make can tell they are imitations with a successful Wisdom (Insight) check opposed by your Charisma (Deception) check.

**Languages.** You can speak, read, and write Rishii. You can understand spoken and written Galactic Basic, but your vocal cords do not allow you to speak it. The Rishii language is difficult for outsiders to learn without the aid of a protocol droid, and so Rishii often feel comfortable speaking to each other in that language in front of others.
Biology and Appearance

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

Society and Culture

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

Names

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

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

Rodian Traits

As a Rodian, you have the following racial traits.

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

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

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

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

**Speed.** Your base walking speed is 30 feet.

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

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

**Hunter.** You are proficient in Survival and Stealth.

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

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

**BIOLOGY AND APPEARANCE**

Shistavanen have pronounced muzzles, sharp claws, long pointed teeth, and pointed ears set on top of their heads. Shistavanen also possess large glowing eyes, and can also run at high speeds for long periods without getting tired, alternately using two or four limbs. As predators, they possess keen hearing and smell and excellent night vision.

**SOCIETY AND CULTURE**

As a species, the Shistavanen are isolationists. The species colonized all the unpopulated worlds in the Uvena system to prevent them from being settled by non-Shistavanen, and their restrictive trade laws (which are unapologetic in how they favor their own kind over off-world traders). Most of their society uses technology similar to the rest of the galaxy, though some parts of Uvena Prime use slightly less sophisticated technology.

A minority of Shistavanen are more outgoing, and travel the galaxy’s hyperlanes. Even these Shistavanen usually remain by themselves or with other Shistavanen. Due to their natural predatory instincts, Shistavanen commonly find employment as scouts, mercenaries and bounty hunters. Many other species react badly to Shistavanen, since their isolationist culture makes them an unfamiliar sight, and their predatory appearance put other species on edge.

**NAMES**

Shistavanen first names typically sound graceful, while their surnames are more guttural. Surnames are familial.

- **Male Names.** Bustuc, Hulvav, Kembol, Nemdav, Sirul
- **Female Names.** Gaef, Laer, Recloz, Shaalir, Thovnim
- **Surnames.** Ghirat, Lakrevl, Meq, Nukroft, Rosk

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**SHISTAVANEN TRAITS**

As a Shistavanen, you have the following racial traits.

- **Ability Score Increase.** Your Strength score increases by 2, and your Constitution score increases by 1.
- **Age.** Shistavanen reach adulthood in their late teens and live less than a century.
- **Alignment.** Shistavanen are private and tend toward no particular alignment. The best and worst are found among them.
- **Size.** Shistavanen typically stand around 6 feet tall and weigh between 140 and 190 lbs. Regardless of your position in that range, your size is Medium.
- **Speed.** Your base walking speed is 30 feet.
- **Darkvision.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- **Fang and Claw.** You are proficient with your fangs and claws, which deal 1d4 piercing or slashing damage on a hit.
- **Forced March.** Shistavanen are able to maintain a fast pace longer than other races. Shistavanen have advantage on Constitution saving throws made to avoid Exhaustion due to prolonged travel, as described in Chapter 8.
- **Keen Hearing and Smell.** You have advantage on Wisdom (Perception) checks that involve hearing or smell.
- **Regenerative.** When you take damage, you can use your reaction and expend a hit die to regain health as long as the damage would not reduce your hit points to 0.

**Languages.** You can speak, read, and write Galactic Basic and Shistavanen. The Shistavanen language is characterized by its barks and growls.
Biology and Appearance

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

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

Society and Culture

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

Names

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

Male Names. Aqorzum, Khashai, Sihmot Uhahum, Wirjol
Female Names. Aqurwia, Cliriu, Nupax, Ubhesosiuth

Sith Traits

As a Sith Pureblood, you have the following racial traits.

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

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

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

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

Speed. Your base walking speed is 30 feet.

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

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

Menacing. You have proficiency in the Intimidation skill.

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

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

A diminutive species of near-Humans, Sullustans bear round, tapered skulls. Sullustans are distinguishable for their almond-shaped black eyes, facial jowls called dewflaps and large, round ears. Their wide earlobes provide excellent hearing, and their large eyes provide exceptional low-light vision. Due to their relative lack of exposure to natural light, Sullustans begin to suffer from corneal defects after 30 standard years. Many choose to wear special visors to prevent further damage. Some Sullustans tattoo their heads as a form of individual expression.

**Society and Culture**

Sullustans are outgoing and mercantile, friendly and pragmatic. As a species they are altogether lacking in xenophobia. Though fond of practical jokes and extremely shrewd in their business dealings, they are eager to explore and travel the galaxy. Inquisitive by nature, some have described Sullustans as reckless, especially for their preference to learn and discover whenever possible through personal experience. Sullustans organize themselves into familial units known as Warren-clans. Each clan consists of one polyandrous female, several husbands, and their young. Unmated females, known as "Fems", are active members of their communities until they reach breeding status, called "Ready", when they choose their mates.

**Names**

Male names are typically longer than female names. Surnames are based on Warren-clan.

- **Male Names.** Duedt, Oshror, Partheen, Throthinnitz
- **Female Names.** Asulu, Eldo, Tri, Vo, We
- **Surnames.** Frovarr, Jeard, Plonr, Tsah, Vhiibb

**Sullustan Traits**

As a Sullustan, you have the following racial traits.

- **Ability Score Increase.** Your Intelligence score increases by 2, and your Dexterity score increases by 1.
- **Age.** Sullustan reach adulthood in their late teens and live less than a century.
- **Alignment.** Sullustans' outgoing and friendly nature cause them to tend toward the light side, though there are exceptions.
- **Size.** Sullustans typically stand 4 and a half to 5 feet tall and weigh around 120 lbs. Regardless of your position in that range, your size is Medium.
- **Speed.** Your base walking speed is 30 feet.
- **Darkvision.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- **Keen Hearing.** You have advantage on Wisdom (Perception) checks that rely on hearing.
- **Mercantile.** Whenever you make an Charisma (Persuasion) check related to conducting business, you are considered proficient in the Persuasion skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.
- **Pilot.** You have proficiency in Piloting.
- **Languages.** You can speak, read, and write Galactic Basic, Sullestese, and one more language of your choice. Sullestese is characterized as a robust language in business, and as such is commonly learned by professional merchants.
Biology and Appearance

Talz are large, bulky, bipedal creatures, that are covered head to toe in thick white fur, which provides exceptional insulation against their frozen world. Talz have four eyes, which are also adaptations to their native environment. The larger set of eyes are shut during the day, when sunlight reflects off the snow with dazzling brightness - able to blind sensitive optical organs - leaving the smaller set to navigate with. Alternatively, during the deep darkness of their homeworld’s moonless night, the larger pair are utilized to provide the Talz with adequate vision. Talz use a small proboscis to eat and communicate, creating high-pitched chirps and buzzes.

Society and Culture

Talz are a hunter-gatherer, clan-based society. They work in unison, and treat the entire clan as one single familial entity. Resources on Ordo Plutonia are often scarce, which leads to warring among Talz tribes. However, the clans are adept at forming a unified front when they face a common enemy.

Talz are large, brutal creatures and are often used as guards and enforcers. Sometimes they are taken as slaves, though it’s rare; they are rebellious against authority and don’t take well to slavery. There are rumors that Talz are captured for scientific experimentation.

Names

Talz names are fairly gutteral and are characterized by their harsh nature. Female names are typically longer than male names. Surnames are clan-based, though it’s rare that a Talz shares them with non-Talz.

Male Names. Drak, Fedirk, Imom, Ke, Twift
Female Names. Cilupp, Ilnuno, Ontuga, Utrukk, Zimtucc
Surnames. Dic, Noetoc, Suptat, Wume, Zapak

Talz Traits

As a Talz, you have the following racial traits.

- Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.
- Age. Talz reach adulthood at and rarely live longer than 50 years.
- Alignment. Talz’ peaceful and slow-to-anger nature cause them to tend toward the light side, though there are exceptions.
- Size. Talz stand between 6 and 8 feet tall and weigh around 250 lbs. Regardless of your position in that range, your size is Medium.
- Speed. Your base walking speed is 30 feet.
- Darkvision. Your vision can easily cut through darkness. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- Hide. You have a thick hide. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. Additionally, your thick hide is naturally adapted to cold climates, as described in chapter 5 of the Dungeon Master’s Guide.
- Long-Limbed. When you make a melee attack on your turn, your reach for it is 5 feet greater than normal.
- Languages. You can speak, read, and write Talzzi. You can understand spoken and written Galactic Basic, but your vocal cords do not allow you to speak it. Talzzi is characterized by its high-pitched chirps and buzzes.
**Biology and Appearance**

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

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

**Society and Culture**

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

**Names**

Togruta names are typically long. Surnames are familial.

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

**Togruta Traits**

As a Togruta, you have the following racial traits.

- **Ability Score Increase.** Your Wisdom score increases by 2, and your Strength or Dexterity score increases by 1.
- **Age.** Togruta reach adulthood in their late teens and live less than a century.
- **Alignment.** Togruta culture focuses on unity which causes them to tend toward the light side, though there are exceptions.
- **Size.** Togruta typically stand between 5 and 6 feet tall and weigh 150 lbs. Regardless of your position in that range, your size is Medium.
- **Speed.** Your base walking speed is 30 feet.
- **Darkvision.** Your vision can easily cut through darkness. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- **Montral Reception.** You have tremorsense out to 30 feet. You can detect and pinpoint the origin of vibrations within a specific radius, provided that monster and the source of the vibrations are in contact with the same ground or substance. Tremorsense can't be used to detect flying or incorporeal creatures.
- **Wild Hunters.** You have proficiency with the Survival skill.
- **Languages.** You can speak, read, and write Galactic Basic and Togruti. Togruti is an ornate language characterized by trills and long vowel sounds which are modified by subtle tremors in the Togruta’s head-tails. This language is heavily influenced by Basic, but also incorporates some native idioms, which caused Basic-speaking Togruta to use seemingly strange expressions.
**Biology and Appearance**

A mammalian race of winged, stout bodied humanoids, the Toydarians have stubby facial tusks which protruded from their lower jaw and framed a short pudgy trunk. While their stubby legs can support their body weight, Toydarians' primary mode of locomotion was their use of the wings on their upper back. Though their wings can beat as fast as ten times a second, the effort burned up large amounts of energy, causing the species to need to replenish itself often through regularly eating mass quantities of food. In order to fuel this hyperactive metabolism, Toydarians eat concentrated foods and egg-seeds. Most of the bloodiest wars in their history were fought over food supplies.

**Society and Culture**

Despite being ruled by the Hutts, the Toydarian people are able to govern themselves free of major outside intervention through the establishment of a feudal monarchy. A ruling king sits on the planet's throne, allowing vassals to form allegiances and have minor disputes to solve their own problems. The king makes sure to keep his vassals happy and to have their allegiance, but will occasionally encourage infighting to reveal the true character of the vassals and weed out treachery.

Toydarians are known as shrewd businessmen.

**Names**

Toydarian names are fairly simple and guttural, but a few harsher elements can be found here and there. Male names are generally shorter than female names. Female names always end in a vowel.

- **Male Names.** Dod, Mesgobb, Nesteddo, Tul, Zloomroo
- **Female Names.** Fefiffe, Lenlibo, Mubofla, Nugni, Zoldibu
- **Surnames.** Daab, Faabb, Kepo, Mitra, Vulba

**Toydarian Traits**

As a Toydarian, you have the following racial traits.

- **Ability Score Increase.** Your Charisma score increases by 2, and your Intelligence score increases by 1.
- **Age.** Toydarians reach adulthood at 10 and live less than a century.
- **Alignment.** Toydarians' greedy nature causes them to tend toward the dark side, though there are exceptions.
- **Size.** Toydarians average 4 feet tall and weigh less than 50 lbs. Regardless of your position in that range, your size is Small.
- **Speed.** Your base walking speed is 25 feet.
- **Business Savvy.** A common trait of all Toydarians is their shrewd business sense and their ability to haggle any deal. A loyal and proud people, these traits could be off-putting to outsiders, as many Toydarians in the galaxy were seen as crooks or slimy businessmen, but this was not always the case. Whenever you make a Charisma (Persuasion) check involving haggling you are considered proficient in the Persuasion skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.
- **Closed Mind.** Toydarian brains have an unusual composition which made them resistant to influence from the Force. You have advantage on saving throws against force powers.
- **Flight.** You have a flying speed of 25 feet. To use this speed, you can't be wearing medium or heavy armor.
- **Languages.** You can speak, read, and write Galactic Basic, Huttese, and Toydarian.
TRANDOSHAN

**Visual Characteristics**
- **Skin Color**: Green, yellow, brown, orange, red
- **Hair Color**: None
- **Eye Color**: Yellow, orange
- **Distinctions**: Reptilian, scaly skin, regenerative properties

**Physical Characteristics**
- **Height**: 5’5” +2d12”
- **Weight**: 130 lb. x(2d6) lb.

**Sociocultural Characteristics**
- **Homeworld**: Trandosha
- **Language**: Dosh

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

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

**Names**
Trandoshan names are quite harsh and contain a lot of elongated sounds, as well as a lot of s’s. Differences between male and female names are often very subtle, but there is a higher chance for female names to contain softer sounds.
- **Male Names**: Bossk, Girgs, Tshyrrng, Varrsk, Wuikkekss
- **Female Names**: Aksa, Idwiks, Kluxs, Mezuus, Shokss
- **Surnames**: Dallosss, Druc, Groqisch, Hsac, Nausdot

**Trandoshan Traits**
As a Trandoshan, you have the following racial traits.

- **Ability Score Increase**: Your Constitution score increases by 2, and your Strength score increases by 1.
- **Age**: Trandoshans reach adulthood in their early teens and rarely live to be older than 70.
- **Alignment**: Trandoshans tend toward the dark side, though there are exceptions.
- **Size**: Trandoshans stand as tall as 7 and a half feet and can weigh over 300 lbs. Regardless of your position in that range, your size is Medium.
- **Speed**: Your base walking speed is 30 feet.
- **Darkvision**: Your vision can easily cut through darkness. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- **Hold Breath**: You can hold your breath for up to 15 minutes at a time.
- **Regenerative**: When you take damage, you can use your reaction and expend a hit die to regain health as long as the damage would not reduce your hit points to 0.
- **Saving Face**: Trandoshans are careful not to show weakness in front of their allies, for fear of losing status. If you miss with an attack roll or fail an ability check or a saving throw, you can gain a bonus to the roll equal to the number of allies you can see within 30 feet of you (maximum bonus of +5). Once you use this trait, you can't use it again until you finish a short or long rest.
- **Languages**: You can speak, read, and write Galactic Basic and Dosh. Dosh is characterized by its harsh grunts, hisses and growls, and its written form that used alphabetic glyphs.
Biology and Appearance

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

Society and Culture

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

Names

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

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

Twi'lek Traits

As a Twi'lek, you have the following racial traits.

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

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

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

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

**Speed.** Your base walking speed is 30 feet.

**Charismatic Speaker.** You have proficiency with the Persuasion and Deception skills.

**Elegant Dancers.** You have proficiency with the Performance skill.

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

**Sharp Claws.** Your unarmed strikes deal 1d4 slashing damage. You can use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

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

Visual Characteristics

<table>
<thead>
<tr>
<th>Skin Color</th>
<th>Varying shades of pink</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hair Color</td>
<td>White</td>
</tr>
<tr>
<td>Eye Color</td>
<td>Black and red</td>
</tr>
<tr>
<td>Distinctions</td>
<td>Diminutive stature, porcine features, technological affinity</td>
</tr>
</tbody>
</table>

Physical Characteristics

<table>
<thead>
<tr>
<th>Height</th>
<th>3'1&quot; +2d12&quot;</th>
</tr>
</thead>
<tbody>
<tr>
<td>Weight</td>
<td>40 lb. x1 lb.</td>
</tr>
</tbody>
</table>

Sociocultural Characteristics

<table>
<thead>
<tr>
<th>Homeworld</th>
<th>Gentes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Language</td>
<td>Ugnaught</td>
</tr>
</tbody>
</table>

Biology and Appearance

Ugnaughts are diminutive, porcine humanoids who have pink skin, upturned noses, white hair, and thick layers of jowls. They have tusks that they use in blood duels. They are strong and resilient, and their life-spans reached up to 200 standard years. They notably eat genteslugs.

Society and Culture

Ugnaughts are ruled by councils comprised of elected officers. Ugnaughts live their lives in accordance to their "blood profession", with Ugnaught parents teaching their children their trade. Infant Ugnaughts are known as Ugletts. If the number of new Ugnaughts in a given profession exceeds the need, a blood duel is called. When the Ugnaughts reached their twentieth year of age, these fights are held to the death, with the victor winning the right to inherit their blood profession. Despite this outdated and violent custom, the Ugnaughts are generally a peaceful people with a rich culture.

When greeting an Ugnaught, it is advised to bow silently, then wait for a guttural purring as a positive response. Usage of the common galactic greeting "yaa-yaah" is considered a personal insult to Ugnaughts. If this occurs, it was advisable to duck and cover, as various mechanical implements will be thrown one's way.

Ugnaughts are often enslaved as they are fairly meek.

Names

Ugnaught names are generally concise. Female names sound more cheerful. Surnames are determined by blood profession.

Male Names: Banax, Dral, Durn, Togre, Yirkux
Female Names: Admeva, Rekmem, Olmito, Ruskor, Vurlilli
Surnames: Col, Gnatro, Mikk, Roc, Sag

Ugnaught Traits

As a Ugnaught, you have the following racial traits.

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

Age. Ugnaughts reach adulthood at 20 and can live to reach 200.

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

Size. Ugnaughts rarely stand higher than 4 feet and weigh about 50 lbs. Regardless of your position in that range, your size is Small.

Speed. Your base walking speed is 25.

Bite. Your tusks are a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Crafters. You have proficiency in one tool of your choice.

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

Industrial Hazards. You have resistance to acid damage.

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

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

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

Languages. You can speak, read, and write Galactic Basic and Ugnaught. The Ugnaught language is composed of grunts, squeals, and chatters, and is difficult for other races to learn.
**Biology and Appearance**

Verpine are thin bipedal insectoids whose heads are dominated by large compound eyes. They also have two antennae, one located behind each eye. Their hardened carapace, composed of a green chitinous substance called carahide, is as flexible as the skin of other creatures, yet tough enough to deflect a blade or even absorb a glancing blaster bolt. The Verpine circulatory system does not contain a heart. Verpine eyes are keen enough to pick out microscopic details. Their antennae contain tympanic nerves which pick up sound. Their antennae are also sensitive to radio waves, giving Verpine the natural ability to sense and transmit radio waves to communicate with another Verpine in their language over long distances.

**Society and Culture**

The Verpine people hail from the Roche asteroid field, which is the fractured remnants of their home planet. The Roche live in artificial, self-sustaining environments inside these fragments.

Verpine culture is oriented around crafting; they are noteworthy manufacturers of weapons, shield generators, armor, as well as personal use items such as breathing apparatuses. They are also gifted pilots.

**Names**

Verpine had variable naming customs. Not all Verpines adopt surnames. Male and female Verpine names do not differentiate.

- **First Names.** Fx'et, Kuli, Moegid, Ss's, Zix
- **Surnames.** And'et, Ned'Tx, Ned'lx, Niskoon, Zes'sx

**Verpine Traits**

As a Verpine, you have the following racial traits.

- **Ability Score Increase.** Your Intelligence score increases by 2, and your Constitution score increases by 1.
- **Age.** Verpine reach adulthood in their 40’s and live an average of 200 years.
- **Alignment.** Verpine tend toward no particular alignment. The best and worst are found among them.
- **Size.** Verpine stand between 6 and 7 feet tall and rarely weigh more than 120 lbs. Regardless of your position in that range, your size is Medium.
- **Speed.** Your base walking speed is 30 feet.
- **Crafters.** You have proficiency in one tool of your choice.
- **Hardened Carapace.** When you aren’t wearing armor, your AC is 13 + your Dexterity modifier.
- **Tympanic Antennae.** You have tremorsense out to 30 feet. You can detect and pinpoint the origin of vibrations within that radius, provided that monster and the source of the vibrations are in contact with the same ground or substance. Tremorsense can't be used to detect flying or incorporeal creatures.
- **Languages.** You can speak, read, and write Verpine. You can understand spoken and written Galactic Basic, but your vocal cords do not allow you to speak it. You can communicate with other Verpine at distances of up to a mile using your antennae.
Biology and Appearance

Vurks are the predominant sentient species of the planet Sembla. They are tall, reptilian humanoids with bulbous dark eyes and sweeping head crests. Their hands and feet have three digits each, one of which was opposable. They have distinguishing gray-green, leathery skin. Being able to breathe both water and air, they are perfectly adapted to travel Sembla’s warm, shallow seas dotted with volcanic islands. They share a strong nomadic instinct with their amphibious ancestors.

Society and Culture

Young Vurk males are married off by their parents; those who failed to marry before reaching adulthood remain bachelors for the rest of their lives. Because their way of living resulted in virtually no sizable permanent settlement whatsoever, Vurks were generally considered primitive by the rest of the galaxy; however, that was not true. They are very intelligent and believe in a highly developed philosophical tradition that emphasizes personal integrity and individual freedom and encourage personal honesty. Their compassionate and calm manner made them better than average diplomats.

Vurks are very family-oriented. It is common for multiple generations to remain in the same location as a single household, with the eldest family member being the patriarch or matriarch and making the decision for the entire family.

Names

Vurk names are traditionally two to three syllables. Female names typically end with a vowel, while male names vary. Surnames are familial.

- **Male Names.** Coleman, Jadran, Krastyo, Milanko, Zlatko
- **Female Names.** Elka, Iryna, Miglena, Tanya, Verka
- **Surnames.** Cheevichik, Provric, Rubich, Trebor, Vorgecz

Vurk Traits

As a Vurk, you have the following racial traits.

- **Ability Score Increase.** Your Wisdom score increases by 2, and your Constitution score increases by 1.
- **Age.** Vurk reach adulthood in their 20s and live an average of 70 years.
- **Alignment.** Vurk philosophies cause them to tend toward the light side, though there are exceptions.
- **Size.** Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.
- **Speed.** Your base walking speed is 35 feet.
- **Amphibious.** You can breathe air and water.
- **Athletic.** You have proficiency in the Athletics skill.
- **Darkvision.** Accustomed to life underwater, you have superior vision in low light conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- **Head Crest.** Your head crest is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal 1d6 + your Strength modifier bludgeoning damage.
- **Swim.** You have a swimming speed of 30 feet.
- **Languages.** You can speak, read, and write Galactic Basic and Semblan. Semblan has a very melodic feel and often evokes images of waterfalls to those who don’t understand its meanings.
**Weequay**

**Visual Characteristics**
- **Skin Color**: Brown, gray, red, or yellow
- **Hair Color**: Black or blond
- **Eye Color**: Black, gold, or gray
- **Distinctions**: Tough, leathery skin that provided resistance to blasterfire

**Physical Characteristics**
- **Height**: 5'5" +2d8"
- **Weight**: 120 lb. x(2d4) lb.

**Sociocultural Characteristics**
- **Homeworld**: Sriluur
- **Language**: Sriluurian

**Biology and Appearance**

Weequays are humanoids with thick, leathery skin that ranges in color from tan to dark brown. Their faces are lipless, with a frill along each of their jowls.

**Society and Culture**

Weequays have the ability to communicate with members of their own clan through smell by exuding complex pheromones. This pheromonal language cannot be understood by any other species, or even by Weequays of another clan. Only Jedi senses can even tell that two Weequay are communicating. Since each Weequay's pheromones are unique, Weequay have no need for a name within their clan. As a result, speech is only a secondary form of communication for Weequay, and they seldom speak a whole sentence, resulting in Humans mistakenly believing the species to be unintelligent.

Male Weequay often tie their hair into a long braid each year spent away from their homeworld as a tribute to their home. When they returned, they shaved their braids. Weequays serving the Hutts were often very close to their homeworld, and would only have one or two braids. Female Weequay were usually bald, and did not follow this tradition.

**Names**

Only Weequay who have to live among other clans, or among non-Weequay, take a personal name. Even then, some are simply referred to as "Weequay". In Weequay culture, individual identity is much less important than the clan. As long as the clan survives, a single Weequay is expendable.

- **Male Names**: Chublu, Fah, Kreakk, Og-Rollo, Yurrenn
- **Female Names**: Gila, Qommi, Palsa, Sex, Xelror
- **Surnames**: Britreg, Dlur, Klanz, Maub, Semu

**Weequay Traits**

As a Weequay, you have the following racial traits.

- **Ability Score Increase.** Your Charisma score increases by 2, and your Constitution score increases by 1.
- **Age.** Weequay reach adulthood in their late teens and live less than a century.
- **Alignment.** Weequay tend toward no particular alignment. The best and worst are found among them.
- **Size.** Weequay typically stand about 6 feet tall and weigh 150 lbs. Regardless of your position in that range, your size is Medium.
- **Speed.** Your base walking speed is 30 feet.
- **Charming.** You have proficiency in Deception or Persuasion.
- **Darkvision.** Your vision can easily cut through darkness. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- **Keen Smell.** You have advantage on Wisdom (Perception) checks that involve smell.
- **Tanned.** You have tough, leathery skin. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. Additionally, your thick hide is naturally adapted to hot climates, as described in chapter 5 of the Dungeon Master's Guide.
- **Languages.** You can speak, read, and write Galactic Basic and Sriluurian. You can communicate with other Weequay without speaking through use of pheromones. Force attuned individuals can detect the communication but can't understand it.
Wookiee

Visual Characteristics

<table>
<thead>
<tr>
<th>Feature</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Skin Color</td>
<td>Gray</td>
</tr>
<tr>
<td>Hair Color</td>
<td>Different shades of black, brown, and white in varying combinations</td>
</tr>
<tr>
<td>Eye Color</td>
<td>Blue, green, yellow, golden, brown, or red</td>
</tr>
<tr>
<td>Distinctions</td>
<td>Tall, hair covered, retractable climbing claws, long life spans</td>
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</table>

Physical Characteristics

<table>
<thead>
<tr>
<th>Feature</th>
<th>Value</th>
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<tbody>
<tr>
<td>Height</td>
<td>6'3&quot; +2d12</td>
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<tr>
<td>Weight</td>
<td>190 lb. x(2d6) lb.</td>
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Sociocultural Characteristics

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<tr>
<th>Feature</th>
<th>Description</th>
</tr>
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<tbody>
<tr>
<td>Homeworld</td>
<td>Kashyyyk</td>
</tr>
<tr>
<td>Language</td>
<td>Shyriiwook</td>
</tr>
</tbody>
</table>

Biology and Appearance

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

Society and Culture

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

Names

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

Male Names: Fubbodrrl, Gurrfupayyc, Kioerrr, Lavgaeffoak, Snowbishutchuh, Zufiaarkaykkk
Female Names: Bulabba, Bonbaegnh, Hopakleupo, Keumnebheu, Onnin, Osstatiemmyock

Wookiee Traits

As a wookiee, you have the following racial traits.

- **Ability Score Increase.** Your Strength score increases by 2, and your Constitution score increases by 1.
- **Age.** Wookiees reach adulthood at about 40 and can live to be 400.
- **Alignment.** Wookiees tend toward the light side, though there are exceptions.
- **Size.** Wookiees tend to tower over other species, reaching heights over 8 feet and weighing 300 pounds. Regardless of your position in that range, your size is Medium.
- **Speed.** Your base walking speed is 30 feet.
- **Claws.** Wookiees have retractable claws. You are proficient with your claws, which deal 1d4 slashing damage on a hit.
- **Darkvision.** Your vision can easily cut through darkness. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can’t discern color in darkness, only shades of gray.
- **Hide.** You have a thick hide. When you aren’t wearing armor, your AC is 13 + your Dexterity modifier. Additionally, your thick hide is naturally adapted to cold climates, as described in chapter 5 of the Dungeon Master’s Guide.
- **Powerful Build.** You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.
- **Treeclimber.** You have a climbing speed of 30 feet. You have advantage on Strength saving throws and Strength (Athletics) checks that involve climbing.
- **Languages.** You can speak, read, and write Shyriiwook. You can understand spoken and written Galactic Basic, but your vocal cords do not allow you to speak it.
**Biology and Appearance**

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

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

Lastly, Zabraks possess a second heart.

**Society and Culture**

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

**Names**

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

- **Male Names.** Kadro, Muraa, Neqama, Ruvroo, Xadra
- **Female Names.** Blostopa, Mega, Novrar, Rebroke, Quxam

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**Zabrak Traits**

As a Zabrak, you have the following racial traits.

- **Ability Score Increase.** Your Constitution score increases by 2, and your Strength or Dexterity score increases by 1.
- **Age.** Zabraks reach adulthood in their late teens and live less than a century.
- **Alignment.** Zabraks tend toward no particular alignment. The best and worst are found among them.
- **Size.** Zabraks stand anywhere from 5 to 7 feet tall and weigh up to 300 lbs. Regardless of your position in that range, your size is Medium.
- **Speed.** Your base walking speed is 30 feet.
- **Coercive.** You have proficiency with Persuasion or Intimidation (your choice).
- **Crafters.** You have proficiency with with one artisan’s tool of your choice.
- **Darkvision.** Your vision can easily cut through darkness. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can’t discern color in darkness, only shades of gray.
- **Second Heart.** When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can’t use this feature again until you finish a long rest.
- **Unarmed Combatant.** Your unarmed strikes deal 1d4 bludgeoning damage. You can use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.
- **Languages.** You can speak, read, and write Galactic Basic and Zabraki.
A

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

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

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

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

Choose from the following class options:

### Classes

<table>
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<th>Class</th>
<th>Description</th>
<th>Hit Die</th>
<th>Primary Ability</th>
<th>Saving Throw Proficiencies</th>
</tr>
</thead>
<tbody>
<tr>
<td>Berserker</td>
<td>Melee combatant who utilizes rage to increase prowess</td>
<td>d12</td>
<td>Strength</td>
<td>Strength &amp; Constitution</td>
</tr>
<tr>
<td>Consular</td>
<td>Force-wielder who focuses on utilizing force powers</td>
<td>d6</td>
<td>Wisdom</td>
<td>Wisdom &amp; Charisma</td>
</tr>
<tr>
<td>Engineer</td>
<td>Tech caster who enhances items to benefit allies</td>
<td>d8</td>
<td>Intelligence</td>
<td>Constitution &amp; Intelligence</td>
</tr>
<tr>
<td>Fighter</td>
<td>Versatile combatant who excels at both range and in melee</td>
<td>d10</td>
<td>Strength</td>
<td>Strength &amp; Constitution</td>
</tr>
<tr>
<td>Monk</td>
<td>Unarmed combatant who uses ki to fuel abilities</td>
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<td>Dexterity</td>
<td>Strength &amp; Dexterity</td>
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<tr>
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<td>Intelligence</td>
<td>Intelligence &amp; Wisdom</td>
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<tr>
<td>Scout</td>
<td>Versatile combatant who blends tech powers with weapons</td>
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<td>Strength &amp; Dexterity</td>
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<tr>
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<td>Force-wielder who blends melee combat with the Force</td>
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<td>Dexterity</td>
<td>Dexterity &amp; Charisma</td>
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<tr>
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<td>Controller who focuses on stealth and techniques</td>
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<td>Dexterity</td>
<td>Dexterity &amp; Intelligence</td>
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<tr>
<td>Warrior</td>
<td>Force-wielder specializing in melee combat</td>
<td>d10</td>
<td>Strength</td>
<td>Constitution &amp; Charisma</td>
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</table>
Berserker

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

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

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

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

Primal Instinct

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

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

A Life of Danger

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

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

Creating a Berserker

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

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

Quick Build

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

As a berserker, you gain the following class features.

#### Hit Points

<table>
<thead>
<tr>
<th>Hit Points at 1st Level:</th>
<th>1d12 + your Constitution modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points at Higher Levels:</td>
<td>1d12 (or 7) + your Constitution modifier per berserker level after 1st</td>
</tr>
</tbody>
</table>

#### Proficiencies

- **Armor**: Light armor, medium armor
- **Weapons**: All vibroweapons, simple blasters
- **Tools**: None
- **Saving Throws**: Strength, Constitution
- **Skills**: Choose two from Animal Handling, Athletics, Intimidation, Nature, Perception, Survival

#### Equipment

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

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

#### Variant: Starting Wealth

- **Class**: Berserker
- **Funds**: 2d4 x 100 cr
**Rage**

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

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

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

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

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

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

**Unarmored Defense**

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

**Reckless Attack**

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

**Danger Sense**

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

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

**Berserker Approach**

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

**Ability Score Improvement**

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

**Extra Attack**

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

**Fast Movement**

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

**Feral Instinct**

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

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

**Brutal Critical**

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

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

**Relentless Rage**

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

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

**Persistent Rage**

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

**Indomitable Might**

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

**Primal Champion**

At 20th level, you embody the power of the wilds. Your Strength and Constitution scores increase by 4. Your maximum for those scores is now 24.
Bloodstorm Approach

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

Furious Throw

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

Returning Attacks

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

Throw Anything

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

Fling People

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

Throw Friend

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

Throw Foe

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

Raging Whirlwind

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

Cyclone Approach

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

Double Swing

Starting when you choose this path at 3rd level, when you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

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

Twisting Winds

At 6th level, your unpredictable movement makes you harder to hit and pin down. You can add your proficiency bonus on saving throws and ability checks made to avoid being knocked prone, pushed, grappled, or restrained. If you are already proficient in any of these checks, your proficiency bonus is doubled instead.

Mighty Leap

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

Tornado

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

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

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

**Frenzy**

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

When you finish a long rest, you reduce your exhaustion level by 2 rather than 1. Additionally, any effect that removes exhaustion reduces your exhaustion by 1 additional level.

**Savage Diplomat**

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

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

**Mindless Rage**

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

**Commanding Rage**

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

**Intimidating Presence**

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

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

**Inspiring Presence**

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

**Raid Planning**

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

**Retaliation**

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

**War Chant**

By 14th level you have memorized the litanies, songs, and chants of your people and their dedication to war, and call upon them while you rage.

In combat, you get a special reaction that you can take once on every allies' turn. You can use this special reaction only to use your Commanding Rage feature, and you can't use it on the same turn that you take your normal reaction.

While raging, when an enemy within 10ft of you makes an attack roll against an ally, you can use your reaction to subtract your Charisma modifier from that attack roll.
Consular

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

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

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

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

Strong with the Force

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

Sage or Sorcerer

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

Creating a Consular

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

Quick Build

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

<table>
<thead>
<tr>
<th>Level</th>
<th>Proficiency Bonus</th>
<th>Features</th>
<th>Force Powers Known</th>
<th>Force Points</th>
<th>Max Power Level</th>
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</table>

# Class Features

As a consular, you gain the following class features.

## Hit Points
- **Hit Dice:** 1d6 per consular level
- **Hit Points at 1st Level:** \(6 + \text{your Constitution modifier}\)
- **Hit Points at Higher Level:** \(1d6 \text{ (or 4)} + \text{your Constitution modifier per consular level after 1st}\)

## Proficiencies
- **Armor:** None
- **Weapons:** Simple vibroweapons, simple lightsabers
- **Tools:** None
- **Saving Throws:** Wisdom, Charisma
- **Skills:** Choose two from Deception, Insight, Intimidation, Investigation, Lore, Medicine, and Persuasion.

## Equipment

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

- (a) a simple lightsaber or (b) a simple vibroweapon
- (a) a scholar’s pack, (b) an explorer’s pack, or (c) a diplomat’s pack

## Variant: Starting Wealth

<table>
<thead>
<tr>
<th>Class</th>
<th>Funds</th>
</tr>
</thead>
<tbody>
<tr>
<td>Consular</td>
<td>2d4 x 100 cr</td>
</tr>
</tbody>
</table>
**Forcecasting**

In your meditations on the force, you have learned powers, fragments of knowledge that imbue you with an abiding force ability. See chapter 10 for the general rules of forcecasting and chapter 11 for the force powers list.

**Force Powers Known**

You learn 8 force powers of your choice, and you learn more at higher levels, as shown in the Force Powers Known column of the Consular class table. You may not learn a force power of a level higher than your Max Power Level, and you may learn a force power at the same time you learn its prerequisite.

**Force Points**

You have a number of force points equal to your Consular level x 4, and you earn more at higher levels, as shown in the Force Points column of the Consular class table. You use these force points to cast force powers.

**Max Power Level**

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

You may only cast force powers at 6th, 7th, 8th, and 9th-level once. You regain the ability to do so after a short rest.

**Forcecasting Ability**

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

\[
\text{Force save DC} = 8 + \text{your proficiency bonus} + \text{your Wisdom modifier}
\]

\[
\text{Force attack modifier} = \text{your proficiency bonus} + \text{your Wisdom modifier}
\]

**Force Recovery**

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

**Force-Empowered Casting**

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

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

**Careful Power**

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

**Distant Power**

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

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

**Extended Power**

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

**Heightened Power**

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

**Improved Power**

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

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

**Lingering Power**

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

**Pinpoint Power**

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

**Quickened Power**

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

**Refocused Power**

When you are forced to make a Constitution saving throw to maintain concentration on a power you can use your reaction and spend 2 force points to automatically succeed on the saving throw. You can use this option even if you have already used a different Empowerment option during the casting of the power.
Twinned Power
When you cast a power that targets only one creature and
doesn't have a range of self, you can spend a number of
additional force points equal to the power's level to target a
second creature in range with the same power (1 force point if
the power is at-will).

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

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

One with the Force
At 20th level, your attunement to the Force is absolute. Your
Wisdom scores increase by 4, and your maximum for this
score is now 24.

Additionally, you gain mastery over a single force power,
and can cast it with little effort. Choose one 3rd-level force
power that you know as your signature power. You can cast it
once at 3rd level without expending force points. When you do
so, you can't do so again until you finish a short or long rest.

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

Consular Traditions
Different consuls select different traditions, called Ways, to
follow as they hone their powers.

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

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

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

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

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

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

At-Will Barrier
At 10th level, your at-will universal powers grant a small boost
to your Force Barrier. When you cast an at-will universal
power, the barrier regains a number of hit points equal to your
proficiency bonus.

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

Force Resistance
Starting at 18th level, you have advantage on saving throws
against force powers.

Furthermore, you have resistance against the damage of
force powers.
**Way of Lightning**

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

**Wrath of the Storm**

At 3rd level, you can use the Force rebuke attackers. When a creature within 5 feet of you that you can see hits you with an attack, you can use your reaction to cause the creature to make a Dexterity saving throw. The creature takes 2d8 lightning damage on a failed saving throw, and half as much damage on a successful one.

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

**Heart of the Storm**

At 6th level, you gain resistance to lightning and thunder damage. In addition, whenever you start casting a force power of 1st level or higher that deals lightning damage, lightning energy erupts from you. This eruption causes creatures of your choice that you can see within 10 feet of you to take lightning damage equal to half your consular level.

**Stormstrike**

At 10th level, when you deal lightning damage to a Large or smaller creature, you can also push it up to 10 feet away from you.

**Storm’s Fury**

Starting at 14th level, when you are hit by a melee attack, you can use your reaction to deal lightning damage to the attacker. The damage equals your consular level. The attacker must also make a Strength saving throw against your force save DC. On a failed save, the attacker is pushed in a straight line up to 20 feet away from you.

**Storm Soul**

At 18th level, you gain immunity to lightning damage. You also gain a flying speed of 60 feet. As an action, you can reduce your flying speed to 30 feet for 1 hour and choose a number of creatures within 30 feet of you equal to 3 + your Wisdom modifier. The chosen creatures gain a flying speed of 30 feet for 1 hour. Once you reduce your flying speed in this way, you can't do so again until you finish a short or long rest.

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**Way of the Seer**

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

**Disciple of Life**

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

**Preserve Life**

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

**Blessed Healer**

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

**Blessed by the Force**

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

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

**Supreme Healing**

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

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

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

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

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

Behind the Curtain

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

Unflappable

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

Creating an Engineer

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

Quick Build

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

<table>
<thead>
<tr>
<th>Level</th>
<th>Proficiency Bonus</th>
<th>Features</th>
<th>Tech Powers Known</th>
<th>Tech Points</th>
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### Class Features

As a engineer, you gain the following class features.

**Hit Points**

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

**Proficiencies**

- **Armor:** Light armor
- **Weapons:** Simple blasters, simple vibroweapons
- **Tools:** Tinker’s tools
- **Saving Throws:** Constitution, Intelligence
- **Skills:** Choose three from Investigation, Lore, Medicine, Nature, Piloting, and Technology

**Equipment**

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

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

**Variant: Starting Wealth**

- **Class:** Engineer
- **Funds:** 3d4 x 100 cr
Techcasting

During your training you have derived powers from schematics with the aid of your wristpad. See chapter 10 for the general rules of techcasting and chapter 11 for the tech powers list.

Tech Powers Known

You learn 6 tech powers of your choice, and you learn more at higher levels, as shown in the Tech Powers Known column of the Engineer class table. You may not learn a tech power of a level higher than your Max Power Level.

Tech Points

You have a number of tech points points equal to your engineer level x 2, and you earn more at higher levels, as shown in the Tech Points column of the Engineer class table. You use these tech points to cast tech powers.

Max Power Level

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

You may only cast tech powers at 5th, 6th, 7th, 8th, and 9th-level once. You regain the ability to do so after a short rest.

Techcasting Ability

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

\[
\text{Tech save DC} = 8 + \text{your proficiency bonus} + \text{your Intelligence modifier}
\]

\[
\text{Tech attack modifier} = \text{your proficiency bonus} + \text{your Intelligence modifier}
\]

Techcasting Focus

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

Potent Aptitude

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

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls The D20 before deciding to use the Potent Aptitude die, but must decide before the DM says whether the roll succeeds or fails. Once the Potent Aptitude die is rolled, it is lost. A creature can have only one Potent Aptitude die at a time.

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

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

Infuse Item

Beginning at 2nd level, you’ve learned to grant temporary enhancements to weapons and armor by infusing them with tech power.

You can channel tech points into an item that is unenhanced, giving it a boost that lasts for 1 hour, as shown in the Infuse Item table below.

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

Infuse Item

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<th>Enhancement Bonus</th>
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<td>4th</td>
<td>+2</td>
</tr>
<tr>
<td>7th</td>
<td>+3</td>
</tr>
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</table>

Tool Understanding

Starting at 3rd level, you have advantage on any ability check you make that uses any of the tool proficiencies you gain from this class.

Engineering Discipline

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

Ability Score Improvement

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

Quick Thinking

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

Tech Mastery

At 20th level, your mastery of technology is unrivaled. Your Constitution and Intelligence scores increase by 2. Your maximum for those scores is now 22.

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

Engineering Disciplines

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

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

Bonus Proficiencies

When you choose the Armormech Engineering discipline at 3rd level, you gain proficiency in armormech's tools, medium armor, and heavy armor.

Modified Armor

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

Your modified armor requires attunement, and can only be used by you. Your modified armor has a number of upgrade slots available equal to your engineer level.

Over the course of a long rest, you can change a number of upgrades up to your Intelligence modifier (minimum of one).

Damage Avoidance

Additionally at 3rd level, when a creature hits you with an attack roll, you can expend one use of your Potent Aptitude to attempt to turn that hit into a miss. Roll the die and subtract it from the attack roll.

Extra Attack

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Combat Tech

At 14th level, when you use your action to a cast a tech power, you can make one weapon attack as a bonus action.

Suit Reliability

Beginning at 18th level, your suit is like a second skin. Whenever you make an ability check or saving throw that uses Strength, Dexterity, or Constitution, you can treat a d20 roll of 9 or lower as a 10.

Armormech Upgrades

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

Accelerated Movement

Cost: 2 Upgrade Slot
You reduce the weight of your modified armor's bulk and increase the power to joints. If the armor would have a strength requirement, you ignore it. The modified armors weight is reduced by 15 lbs. While wearing your modified armor your speed increases by 10 feet. This applies to all movement speeds you have while wearing your armor.

Adaptable Armor

Cost: 1 Upgrade Slot
You integrate deployable hooks and fins into your armor, augmenting its mobility. While wearing your modified armor, you gain a climbing speed equal to your walking speed, and you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. Additionally, you gain a swim speed equal to your walking speed.

Advanced Enhancement

Prerequisite: 15th level, Prototype Enhancement upgrade
Cost: 3 Upgrade Slots
You fine tune your modified armor. The modified armor gains an additional +1 bonus to armor class.

Advanced Power Fist

Prerequisite: 11th level, Power Fist upgrade
Cost: 3 Upgrade Slots
You further upgrade your modified armor gauntlet with increased reinforcement and weight. Your modified armor’s unarmored strike deals 1d8 kinetic damage and has the following property.

Before you make a melee attack with your power fist, you can choose to forgo your proficiency bonus. If the attack hits, you add double your proficiency bonus to the attack's damage.

Artificially Intelligent

Prerequisite: 7th level
Cost: 1 Upgrade Slot
You install an artificial intelligence into your modified armor. While wearing your modified armor, when you make an ability check, your armor's artificial intelligence can take the Help action.

You can use this feature a number of times equal to your Intelligence modifier (minimum of 1). You regain all expended uses when you complete a long rest.

Cloaking Device

Cost: 2 Upgrade Slots
You install a cloaking device in your modified armor. This device has 2 charges. As an action you can use 1 charge to cast infiltrate targeting yourself.

The cloaking device regains all charges after a long rest.

Collapsible Suit

Prerequisite: 5th level
Incompatible with Heavy Suit upgrade
Cost: 1 Upgrade Slot
Your modified armor can collapse into a case for easy storage. When transformed this way the armor is indistinguishable from a normal case and weights 1/3 its normal weight. As an action you can don or doff the armor, allowing it to transform as needed.

Darkvision Visor

Cost: 1 Upgrade Slot
While wearing your modified armor, you have darkvision to a range of 60 feet. If you already have darkvision, this upgrade increases its range by 30 feet.
**Enhanced Endurance**  
*Cost: 3 Upgrade Slots*  
When you are reduced to 0 hit points while wearing your modified armor but not killed outright, you can drop to 1 hit point instead. You can’t use this feature again until you finish a long rest.

**Enhancement**  
*Prerequisite: 5th level*  
*Cost: 1 Upgrade Slot*  
You fine tune your modified armor. The modified armor gains a +1 bonus to armor class and is now considered enhanced.

**Flight**  
*Prerequisite: 9th level*  
*Cost: 2 Upgrade Slots*  
You integrate a propulsion system into your modified armor. While wearing your modified armor you have an enhanced flying speed of 30 feet.

**Grappling Harpoon**  
*Cost: 1 Upgrade Slot*  
Your modified armor gains an integrated grappling harpoon set into your gauntlet. This attack has a normal range of 30 feet and a maximum range of 60 feet, and it deals only 1d6 kinetic damage. This attack can target a surface, object, or creature.

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

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

Once you use this feature, you can’t use it again until you recover the harpoon.

**Heavy Suit**  
*Prerequisite: 5th level*  
*Incompatible with Collapsible Suit upgrade*  
*Cost: 1 Upgrade Slot*  
You enhance your suit, making it difficult to move. As a bonus action, you can anchor your feet to the ground. While anchored, your speed is 0, you advantage on Strength checks and Strength Saving Throws, and you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

**Power Fist**  
*Cost: 1 Upgrade Slot*  
You upgrade your modified armor gauntlet with increased reinforcement and weight. Your modified armor’s unarmed strike deals 1d6 kinetic damage.

**Prototype Enhancement**  
*Prerequisite: 9th level, Enhancement upgrade*  
*Cost: 2 Upgrade Slots*  
You further fine tune your modified armor. The modified armor gains an additional +1 bonus to armor class.

**Prototype Power Fist**  
*Prerequisite: 7th level, Power Fist upgrade*  
*Cost: 2 Upgrade Slots*  
You further upgrade your modified armor gauntlet with increased reinforcement and weight. Your modified armor’s unarmed strike deals 1d8 kinetic damage and has the following property.

When you take the Attack action and make an unarmed strike while wearing your modified armor, you can make an additional unarmed strike as a bonus action.

**Resistance**  
*Cost: 1 Upgrade Slot*  
You tune your modified armor against certain forms of damage. Choose acid, cold, energy, fire, kinetic, lightning, or sonic damage. While wearing your modified armor you have resistance to that type of damage.

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

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

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

**Sentient Armor**  
*Prerequisite: 13th level, Artificially Intelligent upgrade*  
*Cost: 2 Upgrade Slots*  
Your artificial intelligence has learned to control the suit without you being in it. It then becomes a valid target of the tracker droid interface tech power.

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

**Tech Blast**  
*Cost: 1 Upgrade Slot*  
You upgrade your modified armor gauntlet to allow you to make a ranged tech attack. The weapon fires blasts of energy which deal 1d8 + your Intelligence modifier energy damage. The range is 30 feet. When you take the attack action, you can use this ranged tech attack in place of any attack made.

**Techcasting Armor**  
*Cost: 1 Upgrade Slot*  
You can use your weapon as a techcasting focus for your tech powers instead of your wristpad. Any armor enhancements are applied to your tech attack modifier and tech save DC.
**Armstech Engineering**

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

**Bonus Proficiencies**

When you choose the Armstech Engineering discipline at 3rd level, you gain proficiency in armstech’s tools, medium armor, and one martial blaster or vibroweapon.

**Modified Weaponry**

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

Your modified weapon requires attunement, and can only be used by you. Your modified weapon has a number of upgrade slots available equal to your engineer level.

Over the course of a long rest, you can change a number of upgrades up to your Intelligence modifier (minimum of one).

At 9th level, you can maintain two modified weapons. The total upgrade slots are split across the two weapons.

**Close Call**

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

**Extra Attack**

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

**Combat Tech**

At 14th level, when you use your action to cast a tech power, you can make one weapon attack as a bonus action.

**Variable Shots**

Beginning at 18th level, once per turn, when you hit with your modified weapon, you can change the damage type to acid, cold, energy, fire, ion, kinetic, lightning, or sonic damage.

**Armstech Upgrades**

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

**Advanced Enhancement**

*Prerequisite: 15th level, Prototype Enhancement upgrade*  
*Cost: 3 Upgrade Slots*  
You fine tune your modified weapon. The modified weapon gains an additional +1 bonus to attack and damage rolls made with it.

**Bayonet**

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

**Burst Fire**

*Prerequisite: 9th level, Modified Blaster*  
*Cost: 2 Upgrade Slots*  
Your weapon gains the *burst* property.

**Collapsible Hilt**

*Prerequisite: Modified Vibroweapon*  
*Cost: 1 Upgrade Slot*  
You install an expandable hilt on your modified weapon. Your modified weapon gains the *reach* property.

**Booming Strikes**

*Incompatible with Screening Weapon upgrade*  
*Cost: 2 Upgrade Slots*  
You pack extra power into your modified weapon. Once per turn, when you hit with the weapon, you can deal an additional 1d6 damage. If you do so, the weapon makes a loud boom which can be heard 100 feet away.

**Expanded Magazine**

*Prerequisite: Modified Blaster*  
*Cost: 1 Upgrade Slot*  
Your modified weapon can hold two power cells at a time, allowing you to expend both before a reload is required. You can only reload one power cell at a time.

**Extended Barrel**

*Prerequisite: Blaster Modified Weapon*  
*Cost: 1 Upgrade Slot*  
You extend the length of your modified weapon’s barrel and add rifling. The normal weapon range of your modified weapon increases by 30 feet, and the maximum range by 90 feet.

**Harpoon Reel**

*Prerequisite: 5th level, Modified Blaster*  
*Cost: 2 Upgrade Slots*  
You install a secondary firemode that launches a harpoon attached to a tightly coiled cord. This attack has a normal range of 30 feet and a maximum range of 60 feet, and it deals only 1d6 kinetic damage. This attack can target a surface, object, or creature.

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

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

Once you use this feature, you can’t use it again until you recover and reinsert the harpoon as an action.
Imbue Weapon
Prerequisite: 9th level, Techcasting Weapon upgrade
Cost: 2 Upgrade Slots
You modify your weapon to carry a charge. Over the course of a short rest, you can cast an at-will tech power, channeling it into your weapon. The next time you hit with your weapon, the stored power is released. If the power would require an attack roll, make a tech attack roll. If the power would require a saving throw, the target must make the saving throw as normal. On a hit, or a failure, the target suffers the power's normal effects.

Integrated Magazine
Prerequisite: Expanded Magazine upgrade
Cost: 1 Upgrade Slot
Your modified weapon can hold three power cells at a time, and you can replace all three power cells with the same action.

Keen Edge
Prerequisite: 11th level, Modified Vibroweapon
Cost: 3 Upgrade Slots
You modify your modified vibroweapon, giving it a biting edge. Your weapon attacks with your modified weapon score a critical hit on a roll of 19 or 20.

Overcharge Weapon
Prerequisite: 7th level, Booming Strikes upgrade
Cost: 2 Upgrade Slots
You gain the ability to channel your tech power to enhance your weapon's damage. You can expend one tech slot to deal additional damage to the target. The extra damage is 1d6 for a 1st-level tech slot, plus 1d6 for each slot level higher than 1st, to a maximum of 5d6. The damage is the same time as the weapon damage. If you also use your Booming Strikes with an attack, you add this damage to the extra damage of your Booming Strikes.

Prototype Enhancement
Prerequisite: 9th level, Enhancement upgrade
Cost: 2 Upgrade Slots
You further fine tune your modified weapon. The modified weapon gains an additional +1 bonus to attack and damage rolls made with it.

Returning Weapon
Prerequisite: Modified Vibroweapon
Cost: 1 Upgrade Slot
You install a retractible chain in your modified vibroweapon. If the weapon does not already have the thrown property, it gains it with a range of 20/60. Additionally, when you throw the weapon, it immediately returns to your hand.

Scope
Prerequisite: 5th level
Cost: 1 Upgrade Slot
You add a scope to your modified weapon and enchant the lenses with tech power. The scope has 3 charges. As a bonus action you can use 1 charge to cast hunter's mark. As an action you can use 2 charges to cast detect invisibility.
   The scope regains all charges after a long rest.

Screening Weapon
Incompatible with Booming Strikes upgrade
Cost: 2 Upgrade Slots
You upgrade your modified weapon with a sound dampening module. When you make a weapon attack with your weapon while hidden, Investigation and Perception checks made to locate you that rely on sound have disadvantage.

Siege Weapon
Cost: 1 Upgrade Slot
You modify your weapon to be more effective against barriers. Your weapon deals double damage against structures.

Shock Absorber
Prerequisite: Techcasting Weapon
Cost: 2 Upgrade Slots
You add a reclamation device to your modified weapon to gather energy from the surroundings when it is present. As a reaction to taking acid, cold, energy, fire, ion, kinetic, lightning, or sonic damage, you can cast absorb energy without expending tech points. When absorbed in this method, you can apply the bonus damage granted by Absorb Elements to your next modified weapon attack even if you make a ranged attack.
   Once you use this feature, you must complete a short rest before you can use it again.

Shock Harpoon
Prerequisite: 9th level, Harpoon Reel upgrade
Cost: 2 Upgrade Slots
After hitting a creature with the harpoon fire mode, you can use the connection to deliver an at-will tech power. As a bonus action, you can cast an at-will tech power at the target as if you were standing in the target's space. If the power requires a saving throw, the target has disadvantage.
   Once you use this feature, you can't use it again until you recover the harpoon.

Snap Fire
Prerequisite: 9th level
Cost: 1 Upgrade Slot
You upgrade your modified blaster weapon for quick shots. You can use your reaction to take a opportunity attack with your modified weapon if an enemy comes within 10 ft of you. You have disadvantage on this attack.

Synaptic Feedback
Prerequisite: 9th level
Cost: 2 Upgrade Slots
You install feedback loop into your modified weapon, allowing you to siphon some energy from your modified weapon to empower your reflexes. Once per turn, when you deal damage with your modified weapon, your walking speed increases by 10ft and you can take the Dash or Disengage actions as a bonus action. This boost lasts until the start of your next turn.

Techcasting Weapon
Cost: 1 Upgrade Slot
You can use your modified weapon as a techcasting focus for your tech powers instead of your wristpad. Any weapon enhancements are applied to your tech attack modifier and tech save DC.
Astrotech Engineering

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

Bonus Proficiencies

When you choose the Astrotech Engineering discipline at 3rd level, you gain proficiency in astrotech’s tools.

Droid Companion

Also at 3rd level, you gain the aid of a droid companion, either through construction or purchase. If you choose to construct your droid companion, you must have astrotech’s tools, you must spend half the cost of the droid in materials, and you must spend a number of days equal to the droid’s cost divided by 100. The character is assumed to work for 8 hours each of those days.

Choose a droid companion, which is detailed at the end of this discipline. Over the course of 1 hour, which can be done during a short rest, you can expend 500 credits worth of materials and circuitry to interface your wristpad with that droid. It then becomes a valid target of the tracker droid tech power.

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

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

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

Additionally, you can upgrade your droid. Your droid companion has a number of upgrade slots available equal to your engineer level.

Over the course of a long rest, you can change a number of upgrades up to your Intelligence modifier (minimum of one).

Potent Integration

When your droid makes an attack roll, you can use your reaction to expend one use of your potent aptitude to give it a boost. Roll the die and add it to both the attack and damage rolls, if the attack hits.

Coordinated Attack

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

Droid Defense

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

Superior Droid Defense

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

Astrotech Upgrades

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

Advanced Heavy Plating

Prerequisite: Prototype Heavy Plating upgrade

Cost: 3 Upgrade Slots

You greatly strengthen your droid with the most protective durasteel plating available. Your droid’s armor class becomes 18. If your droid’s Strength score is less than 17, its speed is reduced by 10. While wearing heavy plating, your droid has disadvantage on Dexterity (Stealth) checks that rely on sound.

Advanced Light Plating

Prerequisite: Prototype Light Plating upgrade

Cost: 3 Upgrade Slots

You greatly reinforce your droid with the strongest light-grade plating available. Your droid’s armor class becomes 13 + Dexterity modifier.

Advanced Medium Plating

Prerequisite: Prototype Medium Plating upgrade

Cost: 3 Upgrade Slots

You greatly augment your droid with the strongest deflecting plating available. Your droid’s armor class becomes 15 + Dexterity modifier, to a maximum of +2.

Advanced Power Core

Prerequisite: d10 hit die

Cost: 3 Upgrade Slots

You greatly improve the power core of your droid. It’s hit die becomes a d12.

Arm Cannons

Cost: 1 Upgrade Slot

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

The arm cannons regain all charges after a long rest. You can choose this upgrade multiple times. Each time you do so, the arm cannons gain another charge, to a maximum of 4.
Celerity Augment
Cost: 2 Upgrade Slots
You augment your droid to attack a little faster. Your droid can attack twice, instead of once, whenever it takes the Attack action on its turn.

Energy Shield
Cost: 1 Upgrade Slot
You install an energy shield in your droid. The energy shield has 1 charge. As an action, your droid can use 1 charge to cast the energy shield tech power.

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

Expertise Protocol
Cost: 2 Upgrade Slots
You install a protocol in your droid that grants it expertise in a skill. Choose a skill. Your droid's proficiency bonus is doubled for any ability check it makes with that skill.

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

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

Heavy Plating
Incompatible with Light and Medium Plating upgrades
Cost: 1 Upgrade Slot
You strengthen your droid with protective durasteel plating. Your droid's armor class becomes 16. If your droid's Strength score is less than 13, its speed is reduced by 10. While wearing heavy plating, your droid has disadvantage on Dexterity (Stealth) checks that rely on sound.

Light Plating
Incompatible with Medium and Heavy Plating upgrades
Cost: 1 Upgrade Slot
You reinforce your droid with a thin sheet of alloy plating. Your droid's armor class becomes 11 + Dexterity modifier.

Medium Plating
Incompatible with Light and Heavy Plating upgrades
Cost: 1 Upgrade Slot
You augment your droid with deflecting plating. Your droid's armor class becomes 13 + Dexterity modifier, to a maximum of +2.

Mobility Augment
Cost: 1 Upgrade Slot
You augment your droid to move a little faster. Your droid's speed increases by 5 feet.
You can choose this upgrade twice.

Premium Power Core
Cost: 1 Upgrade Slot
You improve the power core of your droid. It's hit die becomes a d8.

Proficiency Protocol
Cost: 1 Upgrade Slot
You install a protocol in your droid that grants it proficiency in a tool or skill. Your droid gains proficiency in a tool or skill of your choice.

Prototype Heavy Plating
Prerequisite: Heavy Plating upgrade
Cost: 2 Upgrade Slots
You further strengthen your droid with protective durasteel plating. Your droid's armor class becomes 17. If your droid's Strength score is less than 15, its speed is reduced by 10. While wearing heavy plating, your droid has disadvantage on Dexterity (Stealth) checks that rely on sound.

Prototype Light Plating
Prerequisite: Light Plating upgrade
Cost: 2 Upgrade Slots
You further reinforce your droid with additional plating. Your droid's armor class becomes 12 + Dexterity modifier.

Prototype Medium Plating
Prerequisite: Medium Plating upgrade
Cost: 2 Upgrade Slots
You further augment your droid with stronger deflecting plating. Your droid's armor class becomes 14 + Dexterity modifier, to a maximum of +2.

Prototype Power Core
Prerequisite: d8 hit die
Cost: 2 Upgrade Slots
You further improve the power core of your droid. It's hit die becomes a d10.

Repulsor Coil
Cost: 2 Upgrade Slots
You install repulsor coils in your droid's legs. Your droid gains a flight speed equal to its walking speed.

Resilient Motor
Cost: 2 Upgrade Slots
You improve the motor of your droid. Choose one ability score. Increase the chosen ability score by 1, to a maximum of 20. Your droid gains proficiency in saving throws using the chosen ability.
You can choose this upgrade multiple times. You must choose a different ability score each time.

Stun Ray
Cost: 2 Upgrade Slots
You install a stun ray in your droid. The stun ray has 1 charge. As an action, your droid can use 1 charge to cast the hold droid or paralyze humanoid tech power. The saving throw is made against your droid's tech save DC (8 + Intelligence + proficiency).

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

Choosing your droid companion is an integral part of being an Astrotech Engineer. The class of droid you choose determines the upgrade slots they have available. Class two, three, and four droids are all appropriate options that are listed below.

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

Droid Features

All droids share the following features.

Resistances and Vulnerabilities

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

Droid Vulnerabilities: Your droid is vulnerable to ion and lightning damage.

Traits

Creature Type: Droid

Class Two Droid

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

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

Hit Points

Hit Dice: 1d6 per class two droid level

Hit Points at 1st Level: 6 + your droid’s Constitution modifier

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

Proficiencies

Armor: Light armor plating, medium armor plating

Weapons: Simple blasters

Tools: Your choice of demolition’s kit, security kit, or slicer’s kit

Languages: Class two droids can speak, read, and write Binary. They can understand spoken and written Galactic Basic, but they can not speak it.

Saving Throws: Dexterity, Intelligence

Skills: Two of your choice

Features

Size: Small

Speed: 25 ft.

Class Three Droid

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

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

Hit Points

Hit Dice: 1d8 per class three droid level

Hit Points at 1st Level: 8 + your droid’s Constitution modifier

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

Proficiencies

Armor: Light armor plating

Weapons: All blasters, All vibroweapons

Tools: None

Languages: Class three droids can speak and understand all registered languages.

Saving Throws: Wisdom, Cha

Skills: None

Features

Size: Medium

Speed: 20 ft.

Class Four Droid

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

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

Hit Points

Hit Dice: 1d8 per class four droid level

Hit Points at 1st Level: 8 + your droid’s Constitution modifier

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

Proficiencies

Armor: All armor plating

Weapons: All blasters, All vibroweapons

Tools: None

Languages: Class four droids can speak, read, and write Binary and Galactic Basic.

Saving Throws: Strength, Constitution

Skills: None

Features

Size: Medium

Speed: 30 ft.
**Fighter**

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

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

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

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

**All in a Day’s Work**

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

**Code Red**

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

**Creating a Fighter**

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

**Quick Build**

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

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## Class Features

As a fighter, you gain the following class features.

### Hit Points

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

### Proficiencies

**Armor:** All armor  
**Weapons:** All blasters, all vibroweapons  
**Tools:** None  
**Saving Throws:** Strength, Constitution  
**Skills:** Choose two skills from Acrobatics, Animal Handling, Athletics, Lore, Insight, Intimidation, Perception, and Survival

### Equipment

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

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

### Variant: Starting Wealth

**Class**  
**Funds:** 5d4 x 100 cr
Fighting Style

Beginning 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.

Second Wind

You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level.

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

Action Surge

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

Once you 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 on the same turn.

Combat Superiority

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

Maneuvers

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

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

Superiority Dice

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

Saving Throws

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

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

Maneuvers

The maneuvers are presented in alphabetical order.

Commander’s Strike

When you take the Attack action on your turn, you can forgo one of your attacks and use a bonus action to direct one of your companions to strike. When you do so, choose a friendly creature who can see or hear you and expend one superiority die. That creature can immediately use its reaction to make one weapon attack, adding the superiority die to the attack's damage roll.

Disarming Attack

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

Distracting Strike

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

Evasive Footwork

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

Feinting Attack

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

Goading Attack

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

Lunging Attack

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

Maneuvering Attack

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

That creature can use its reaction to move up to half its speed without provoking opportunity attacks from the target of your attack.
Menacing Attack
When you hit a creature with a weapon attack, you can expend one superiority die to attempt to frighten the target. You add the superiority die to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, it is frightened of you until the end of your next turn.

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

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

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

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

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

Sweeping Attack
When you hit a creature with a melee weapon attack, you can expend one superiority die to attempt to damage another creature with the same attack. Choose another creature within 5 feet of the original target and within your reach. If the original attack roll would hit the second creature, it takes damage equal to the number you roll on your superiority die. The damage is of the same type dealt by the original attack.

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

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

Ability Score Improvement
When you reach 4th level, and again at 6th, 9th, 12th, 14th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. Alternatively, you can choose a feat (see Chapter 6 for a list of feats).

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

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

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

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

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

Master of Combat
At 20th level, you are the master of combat. Your Strength or Dexterity score increases by 2, and your Constitution score increases by 2.

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

Fighter Specialties
Different fighters choose different approaches to perfecting their fighting prowess. The fighter specialty you choose to emulate reflects your approach.
**Assault Specialist**

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

**Improved Critical**

Beginning at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

**Remarkable Athlete**

Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn’t already use your proficiency bonus.

In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to your Strength modifier.

**Additional Fighting Style**

At 10th level, you can choose a second option from the Fighting Style class feature.

**Superior Critical**

Starting at 15th level, your weapon attacks score a critical hit on a roll of 18-20.

**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.

**Mounted Specialist**

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

**Bonus Proficiencies**

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

**Born to the Saddle**

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

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

**Unwavering Mask**

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

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

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

**Warding Maneuver**

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

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

**Hold the Line**

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

**Ferocious Charger**

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

**Vigilant Defender**

Starting at 18th level, you respond to danger with extraordinary vigilance. In combat, you get a special reaction that you can take once on every creature’s turn, except your turn. You can use this special reaction only to make an opportunity attack, and you can’t use it on the same turn that you take your normal reaction.
**Shield Specialist**

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

**Techcasting**

When you choose this specialty at 3rd level, you have derived powers from schematics with the aid of your wristpad. See chapter 10 for the general rules of techcasting and chapter 11 for the tech powers list.

**Tech Powers Known**

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

**Tech Points**

You have a number of tech points equal to two-thirds of your fighter level (rounded up), and you earn more at higher levels, as shown in the Tech Points column of the Shield Specialist Techcasting table. You use these tech points to cast tech powers.

**Max Power Level**

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

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

**Techcasting Ability**

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

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

Tech attack modifier = your proficiency bonus + your Intelligence modifier

**Techcasting Focus**

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

**Rallying Cry**

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

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### Shield Specialist Techcasting

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<th>Tech Points</th>
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**Inspiring Surge**

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

Starting at 17th level, you can choose two allies within 60 feet of you, rather than one.

**Bulwark**

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

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

**Improved Combat Superiority**

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

**Additional Maneuvers**

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

**Additional Superiority Dice**

You have two additional superiority dice, and you earn more at higher levels, as shown in the Superiority Dice column of the Tactical Specialist Combat Superiority table.

Additionally, your superiority dice become d6s. This die changes as you gain Fighter levels, as shown in the Combat Superiority column of the Tactical Specialist Combat Superiority table.

**Student of War**

At 3rd level, you gain proficiency with one type of artisan's tools of your choice.

**Know Your Enemy**

Starting at 7th level, if you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:

- Strength score
- Dexterity score
- Constitution score
- Armor Class
- Current hit points
- Total class levels (if any)
- Fighter class levels (if any)

**Signature Maneuver**

At 10th level, you choose a maneuver as your signature maneuver. Whenever you use that maneuver, you can roll a d4 and use it instead of expending a Superiority Dice. You may only use this feature once per turn.

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**Tactical Specialist Combat Superiority**

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<th>Level</th>
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**Relentless**

Starting at 15th level, when you roll initiative and have no superiority dice remaining, you regain 1 superiority die.
Monk

Her vibrostaff a blur as they deflect an incoming hail of blaster bolts, a human springs over a barricade and throws herself into the massed ranks of pirates on the other side. She whirs among them, knocking their blows aside and sending them reeling, until at last she stands alone.

Taking a deep breath, a zabrak covered in tattoos settles into a battle stance. As the first charging mercenaries reach him, he exhales and a blast of negative energy courses from his hands, engulfing his foes.

Moving with the silence of the night, a black-clad mirialan steps into a shadow beneath an arch and nimbly climbs to the balcony a stone’s throw above her. She slides her blade free of its cloth-wrapped scabbard and peers through the open window at the warlord, so vulnerable in the grip of sleep.

Whatever their discipline, monks are united in their ability to harness the energy that flows in their bodies. Whether channeled as a striking display of combat prowess or a subtler focus of defensive ability and speed, this energy infuses all that a monk does.

The Power of Ki

Monks make careful study of a magical energy that most monastic orders call ki. This energy is an element of the power that suffuses the galaxy—specifically, the element that flows through living bodies. Monks harness this energy within themselves to create powerful effects and exceed their bodies’ physical capabilities, and some of their special attacks can hinder the flow of ki in their opponents. Using this energy, monks channel uncanny speed and strength into their unarmed strikes. As they gain experience, their martial training and their mastery of ki gives them more power over their bodies and the bodies of their foes.

Training and Asceticism

Most monks live entirely apart from the surrounding population, secluded from anything that might impede their spiritual progress. Others are sworn to isolation, emerging only to serve as spies or assassins at the command of their leader, a noble patron, or some other power.

The majority of monks don’t shun their neighbors, making frequent visits to nearby towns or villages and exchanging their service for food and other goods. As versatile warriors, monks often end up protecting their neighbors from monsters or brigands.

For a monk, becoming an adventurer means leaving a structured, communal lifestyle to become a wanderer. This can be a harsh transition, and monks don’t undertake it lightly. Those who leave their cloisters take their work seriously, approaching their adventures as personal tests of their physical and spiritual growth.

Creating a Monk

As you make your monk character, think about your connection to the monastery where you learned your skills and spent your formative years. Were you an orphan or a child left on the monastery’s threshold? Did your parents promise you to the monastery in gratitude for a service performed by the monks? Did you enter this secluded life to hide from a crime you committed? Or did you choose the monastic life for yourself?

Consider why you left. Did the head of your monastery choose you for a particularly important mission beyond the cloister? Perhaps you were cast out because of some violation of the community’s rules. Did you dread leaving, or were you happy to go? Is there something you hope to accomplish outside the monastery? Are you eager to return to your home?

As a result of the structured life of a monastic community and the discipline required to harness ki, monks are typically lawful in alignment.

Quick Build

You can make a monk quickly by following these suggestions. First, make Dexterity your highest ability score, followed by Wisdom. Second, choose the hermit background.
## The Monk

<table>
<thead>
<tr>
<th>Level</th>
<th>Proficiency Bonus</th>
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</table>

### Class Features

As a monk, you gain the following class features.

#### Hit Points

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

#### Proficiencies

- **Armor:** None
- **Weapons:** Simple blasters, simple vibroweapons, techblades
- **Tools:** None
- **Saving Throws:** Strength, Dexterity
- **Skills:** Choose two from Acrobatics, Athletics, Insight, Lore, Perception, and Stealth

#### Equipment

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

- (a) a techblade, (b) a simple vibroweapon, or (c) a simple blaster and a power cell
- (a) a dungeoneer's pack or (b) an explorer's pack
- 10 vibrodarts

#### Variant: Starting Wealth

- **Class:** Monk
- **Funds:** 1d4 x 100 cr
Unarmored Defense
Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

Martial Arts
At 1st level, your practice of martial arts gives you mastery of combat styles that use unarmed strikes and monk weapons, which are short swords and any simple melee weapons that don't have the two-handed or heavy property.

You gain the following benefits while you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield:

- You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and monk weapons.
- You can roll a d4 in place of the normal damage of your unarmed strike or monk weapon. This die changes as you gain monk levels, as shown in the Martial Arts column of the Monk table.
- When you use the Attack action with an unarmed strike or a monk weapon on your turn, you can make one unarmed strike as a bonus action. For example, if you take the Attack action and attack with a quarterstaff, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn.

Ki
Starting at 2nd level, your training allows you to harness the mystic energy of ki. Your access to this energy is represented by a number of ki points. Your monk level determines the number of points you have, as shown in the Ki Points column of the Monk table.

You can spend these points to fuel various ki features. You start knowing three such features: Flurry of Blows, Patient Defense, and Step of the Wind. You learn more ki features as you gain levels in this class.

When you spend a ki point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended ki back into yourself. You must spend at least 30 minutes of the rest meditating to regain your ki points.

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

\[
\text{Ki save DC} = 8 + \text{your proficiency bonus} + \text{your Wisdom modifier}
\]

Flurry of Blows
Immediately after you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.

Patient Defense
You can spend 1 ki point to take the Dodge action as a bonus action on your turn.

Step of the Wind
You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

Unarmored Movement
Starting at 2nd level, your speed increases by 10 feet while you are not wearing armor or wielding a shield. This bonus increases when you reach certain monk levels, as shown in the Monk table.

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

Monastic Order
When you reach 3rd level, you commit yourself to one a monastic order, which is detailed at the end of the class description. Your order grants you features at 3rd level and again at 6th, 11th, and 17th level.

Deflect Missiles
Starting at 3rd level, you can use your reaction to deflect a missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your monk level.

If you reduce the damage to 0, you can redirect it at another target if you have a weapon capable of doing so. You can spend 1 ki point to make a ranged attack with the weapon or piece of ammunition as you deflect it, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a monk weapon for the attack.

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

Slow Fall
Beginning at 4th level, you can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your monk level.

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

Stunning Strike
Starting at 5th level, you can interfere with the flow of ki in an opponent's body. When you hit another creature with a melee weapon attack, you can spend 1 ki point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

Ki-Empowered Strikes
Starting at 6th level, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.
Evasion
At 7th level, your instinctive agility lets you dodge out of the way of certain area effects. When you are subjected to an effect, such as a sith's force storm or an engineer's explosion, that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on a saving throw, and only half damage if you fail.

Stillness of Mind
Starting at 7th level, you can use your action to end one effect on yourself that is causing you to be charmed or frightened.

Purity of Body
At 10th level, your mastery of the ki flowing through you makes you immune to disease and poison.

Tongue of the Sun and Moon
Starting at 13th level, you learn to touch the ki of other minds so that you understand all spoken languages. Moreover, any creature that can understand a language can understand what you say.

Diamond Soul
Beginning at 14th level, your mastery of ki grants you proficiency in all saving throws.

Additionally, whenever you make a saving throw and fail, you can spend 1 ki point to reroll it and take the second result.

Timeless Body
At 15th level, your ki sustains you so that you suffer none of the frailty of old age, and you can't be aged abnormally. You can still die of old age, however. In addition, you no longer need food or water.

Empty Body
Beginning at 18th level, you can use your action to spend 4 ki points to become invisible for 1 minute. During that time, you also have resistance to all damage but force damage.

Perfect Self
At 20th level, when you roll for initiative and have no ki points remaining, you regain 4 ki points.

Monastic Orders
Traditions of monastic pursuit are common in the locales scattered across the galaxy. Each order is based in a specific culture and is mutually exclusive, despite relying on the same basic techniques.

Teräš Käsi Order
Monks of the Teräš Käsi Order are the ultimate masters of martial arts combat, whether armed or unarmed. They learn techniques to push and trip their opponents, manipulate ki to heal damage to their bodies, and practice advanced meditation that can protect them from harm.

Open Hand Technique
Starting when you choose this tradition at 3rd level, you can manipulate your enemy's ki when you harness your own. Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can impose one of the following effects on that target:

- It must succeed on a Dexterity saving throw or be knocked prone.
- It must make a Strength saving throw. If it fails, you can push it up to 15 feet away from you.
- It can't take reactions until the end of your next turn.

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

Tranquility
Beginning at 11th level, you can enter a special meditation that surrounds you with an aura of peace. At the end of a long rest, you gain the effect of a sanctuary force power that lasts until the start of your next long rest (the power can end early as normal). The saving throw DC for the power equals 8 + your Wisdom modifier + your proficiency bonus.

Quivering Palm
At 17th level, you gain the ability to set up lethal vibrations in someone's body. When you hit a creature with an unarmed strike, you can spend 3 ki points to start these imperceptible vibrations, which last for a number of days equal to your monk level. The vibrations are harmless unless you use your action to end them. To do so, you and the target must be on the same planet. When you use this action, the creature must make a Constitution saving throw. If it fails, it is reduced to 0 hit points. If it succeeds, it takes 10d10 necrotic damage. You can have only one creature under the effect of this feature at a time. You can choose to end the vibrations harmlessly without using an action.
**Echani Order**

Monks of the Echani Order train relentlessly both with and without their weapons, to the point where the weapon becomes an extension of the body. Founded on a mastery of sword fighting, the tradition has expanded to include many different weapons.

**Path of the Echani**

When you choose this tradition at 3rd level, your special martial arts training leads you to master the use of certain weapons. You gain the following benefits.

**Echani Weapons**

Choose two types of weapons to be your Echani weapons: one vibroweapon and one blaster. Each of these weapons can be any simple or martial weapon that lacks the heavy and special properties. You gain proficiency with these weapons if you don't already have it. Weapons of the chosen types are monk weapons for you. Many of this tradition's features work only with your Echani weapons. When you reach 6th, 11th, and 17th level in this class, you can choose another type of weapon to be an Echani weapon for you, following the criteria above.

**Agile Parry**

If you make an unarmed strike as part of the Attack action on your turn and are holding a Echani weapon, you can use it to defend yourself if it is a melee weapon. You gain a +2 bonus to AC until the start of your next turn, while the weapon is in your hand and you aren't incapacitated.

**Echani's Shot**

You can use a bonus action on your turn to make your ranged attacks with an Echani weapon more deadly. When you do so, any target you hit with a ranged attack using an Echani weapon takes an extra 1d4 damage of the weapon's type. You retain this benefit until the end of the current turn.

**One with the Blade**

At 6th level, you extend your ki into your Echani weapons, granting you the following benefits.

**Enhanced Echani Weapons**

Your attacks with your Echani weapons count as enhanced for the purpose of overcoming resistance and immunity to unenhanced attacks and damage.

**Deft Strike**

When you hit a target with an Echani weapon, you can spend 1 ki point to cause the weapon to deal extra damage to the target equal to your Martial Arts die. You can use this feature only once on each of your turns.

**Sharpen the Blade**

At 11th level, you gain the ability to augment your weapons further with your ki. As a bonus action, you can expend up to 3 ki points to grant one Echani weapon you touch a bonus to attack and damage rolls when you attack with it. The bonus equals the number of points you spent. This bonus lasts for 1 minute or until you use this feature again. This feature has no effect on an enhanced weapon that already has a bonus to attack and damage rolls.

**Unerring Accuracy**

At 17th level, your mastery of weapons grants you extraordinary accuracy. If you miss with an attack roll using a monk weapon on your turn, you can reroll it. You can use this feature only once on each of your turns.

**Nightsister Order**

Monks of the Nightsister Order utilize an innate Force-sensitivity to commune with death. They learn to channel this power to drain the life of their foes to prolong their own existence. Males who join this order are called Nightbrothers.

**Ichor Lightning**

At 3rd level, you gain a new attack option that you can use with the Attack action. This special attack is a ranged force attack with a range of 30 feet. You are proficient with it, and you add your Dexterity modifier to its attack and damage rolls. Its damage is necrotic, and its damage die is a d4. This die changes as you gain monk levels, as shown in the Martial Arts column of the Monk table.

When you take the Attack action on your turn and use this special attack as part of it, you can spend 1 ki point to make the special attack twice as a bonus action.

When you gain the Extra Attack feature, this special attack can be used for any of the attacks you make as part of the Attack action.

When you reduce a creature to 0 hit points with this attack, you gain temporary hit points equal to your Wisdom modifier + your monk level (minimum of 1 temporary hit point).

**Dark Magick**

At 6th level, when you take this action, each creature within 30 feet of you that can see you must succeed on a Wisdom saving throw or be frightened of you until the end of your next turn.

**Mastery of Death**

Beginning at 11th level, when you are reduced to 0 hit points, you can expend 1 ki point (no action required) to have 1 hit point instead.

**Spirit Blade Assault**

At 17th level, as an action, you conjure a blade of negative energy and touch one creature within 5 feet of you with it, expending 1 to 10 ki points. The target must make a Constitution saving throw. On a failed save, it takes 2d10 necrotic damage per ki point spent, or half as much on a successful one.
The Scholar

An overwhelming horde of Tusken Raiders bears down on a Chiss and her fellow adventurers. She gives the order and her allies unleash a single coordinated attack cutting deep into their lines. Under her command the enemy is quickly routed against all odds, all according to plan.

Deep within the once thought abandoned ruins, a nautolan tends to his companions wounds as they rest. Countless long nights of study and training have conditioned him to keep going even when all others have exhausted themselves. He will see them through this.

A twi'lek in fine vestments addresses a gathering crowd. What was the making of an angry mob begins to disperse, his mere presence putting them at ease, giving his companions time to make their escape.

Scholars are master of the mundane arts, using methodical practices to turn the tables to their advantage. From years of study and testing, scholars take in the situation around them and quickly formulate the means to achieve whatever they have minds set to. Whatever pursuit they follow, a scholar will have a plan for anything that comes their way.

The Pursuit of Knowledge

A true scholar is never satisfied. They are always seeking out a new answer to a new question. This often goes hand-in-hand with seeking a life of adventure, to explore new, hidden areas, or accompany those that do. The life of a scholar often times begins in the mundane, as a teacher or sage. Sometimes they serve as doctors, diplomats, or as officers in the military.

To Learn, To Know

For scholars, mundane life is often too slow. When life becomes stagnant or when an answer cannot be found, the call to adventure rings louder. Scholars will often go to ancient, forgotten, and often dangerous places to find something to quench their thirst for knowledge.

Creating a Scholar

As you create a scholar, it's important to think of where you gained your knowledge. Did you serve as an apprentice under a master? Did you attend college or other formal education? Perhaps you gained it on your own, searching out and pouring over dusty tomes found in forgotten places. Where did your thirst for knowledge come from? Insatiable curiosity? Always wanting to know the right answer? Or do you have something to prove? Think about what field you wish to pursue and think of what is driving you in that direction.

Quick Build

You can make a scholar quickly by following these suggestions. First, make Intelligence your highest ability score. Your next-highest score should be Dexterity. Second, choose the student background if you plan on following the Physician Pursuit, the noble background if you plan on following the Politician Pursuit, or the soldier background if you plan on following the Tactician Pursuit.
The Scholar

<table>
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<tr>
<th>Level</th>
<th>Proficiency Bonus</th>
<th>Features</th>
<th>Academic Superiority</th>
<th>Superiority Dice</th>
<th>Maneuvers Known</th>
<th>Discoveries</th>
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Class Features

As a scholar, you gain the following class features:

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

**Proficiencies**
- Armor: Light armor
- Weapons: simple vibroweapons, simple blasters
- Tools: Any one
- Saving Throws: Intelligence, Wisdom
- Skills: Choose three from Arcana, Deception, History, Insight, Intimidation, Investigation, Medicine, Nature, Persuasion, Religion, and Survival

**Equipment**

You start with the following equipment, in addition to the equipment granted by your background:
- (a) a simple vibroweapon or (b) a simple plaster and two power cells
- (a) scholar's pack or (b) explorer's pack
- a combat suit
- any tool of your choice

**Variant: Starting Wealth**

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<th>Funds</th>
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<td>Scholar</td>
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</table>
Academic Superiority

Beginning at 1st level, you know how to apply your studies in practical ways known as maneuvers. Your maneuvers are fueled by special dice called superiority dice.

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

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

Superiority Dice
You have three superiority dice, which are d6s, and you earn more at higher levels, as shown in the Superiority Dice column of the Scholar class table. This die changes as you gain Scholar levels, as shown in the Academic Superiority column of the Scholar table. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest.

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

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

Critical Analysis
At 1st level, you are able to analyze a target, develop a plan on how to best overcome any potential obstacle, and execute that plan with ruthless efficiency. As a bonus action on your turn, you can analyze a target you can see within 60 feet of you. For the next minute, or until you analyze another target, attack rolls and damage rolls made with a finesse or ranged weapon may use your Intelligence modifier instead of Strength or Dexterity.

Additionally, once per turn when you use a maneuver targeting your analyzed target, you can roll an additional d4 and add the number rolled to the total.

The die increases to a d6 at 5th level, a d8 at 10th level, and a d10 at 15th level.

Discovery
As you adventure, your studies have helped you discover new practices you can apply to your skills.

At 2nd level, you master two discoveries of your choice. Your discovery options are detailed at the end of the class description. When you gain certain scholar levels, you gain additional discoveries of your choice, as shown in the Discoveries column of the Scholar class table.

Additionally, when you gain a level in this class, you can choose one of the discoveries you know and replace it with another discovery that you could learn at that level.

Sage Advice
When you reach 2nd level, you can spend 1 minute spreading your knowledge and experience, advising those around you. When you do so, choose a skill or tool you are proficient with and a number of friendly creatures up to your Intelligence modifier within 30 feet of you who can hear you and who can understand you. Once within the next hour, the next time each creature would make an ability check with the chosen skill or tool, they may add their proficiency modifier to the roll, or double their proficiency if they are already proficient. A creature may only benefit from this feature once, if a creature is targeted by this feature again before using it, they can choose to retain the first benefit or replace it with the new skill or tool instead.

Once you've used this feature, it cannot be used again until you complete a short or long rest. Starting at 13th level, you can use it twice before a rest.

Expertise
At 3rd level, choose two of your skill proficiencies, or one of your skill proficiencies and one of your tool proficiencies, or two of your tool proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 10th level, you can choose another two proficiencies (in skills or tools) to gain this benefit.

Academic Pursuit
At 3rd level, you dedicate your studies towards a pursuit, which is detailed at the end of the class description. The pursuit you choose grants you features at 3rd level, and again at 6th, 11th, and 17th level.

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

Unwavering Mind
Starting at 7th level, you gain proficiency in Wisdom saving throws.

Calculated Defenses
Beginning at 14th level, whenever you make a saving throw from an effect you can see, you gain a bonus to the saving throw equal to your Intelligence modifier.

Lightning Execution
At 18th level, your mind works at incredible speeds, seconds turn into minutes allowing you ample time to react to any situation. You may take one additional reaction each round. You may only use one reaction per trigger.
Knowledge Unbound

When you reach 20th level, you are the pinnacle of your pursuit. Your Intelligence score increases by 4. Your maximum for that score is now 24. Additionally, you may use any maneuver you know without expending a superiority die, rolling a d6 instead.

Maneuvers

The maneuvers are presented in alphabetical order.

Administer Aid

As an action, you can expend a superiority die to tend to a creature you can touch. The creature regains a number of hit points equal to the number rolled + your Intelligence modifier.

Assess the Situation

You can expend one superiority die to make a Wisdom (Perception) or Intelligence (Investigation) check as a bonus action, adding the superiority die to the check.

Deliberate Movement

You can expend one superiority die to use the Disengage action as a bonus action and ignore the effects of standard difficult terrain until the end of your turn.

Distracting Strike

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

Evasive Footwork

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

Exploit Weakness

When you hit a creature with a weapon attack, you can expend a superiority die and deal additional damage equal to the number rolled. This damage cannot be reduced in any way.

Goading Attack

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

Measured Action

As a reaction when you make a roll for a contested skill check, you can expend a superiority die to add to the roll. You can use this maneuver before or after making the contested skill check roll, but before any effects of the contested skill check are determined.

One Step Ahead

As a reaction when you roll initiative, you can expend a superiority die and add the number rolled to your initiative.

Reasoned Defense

As a reaction when you are forced to make a saving throw against an effect you can see, you can expend a superiority die and add the number rolled to your saving throw. You can use this maneuver before or after making the saving throw roll, but before any effects of the saving throw are determined.

Academic Pursuits

Your pursuit is a representation of which fields you have studied or how you practically apply your knowledge.
**Physician Pursuit**

The Physician Pursuit reflects your studies into the medical, anatomical, and biological sciences. Those who follow this pursuit use their knowledge to mend their allies on the field and deal crippling blows with surgical accuracy.

**Bonus Proficiencies**

Beginning at 3rd level when you select this pursuit, you gain proficiency in the Medicine and Nature skills, and with alchemist’s supplies.

**Medical Practitioner**

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

- **Dazing Strike**
  When you hit a creature with a melee weapon attack, you can expend a superiority die to temporarily daze the creature. Add the number rolled to the damage of the weapon attack and the creature must succeed a Constitution saving throw or be stunned until the end of their next turn.

- **Dull the Pain**
  You can use an action and expend one superiority die to dull the feeling of a creature. When you do so, a creature you can touch gains temporary hit points equal to the superiority die roll + your Intelligence modifier. These temporary hit points last 1 minute.

- **Hamstring**
  When you hit a creature with a weapon attack, you can expend one superiority die to cripple the creature. You add the superiority die to the attack’s damage roll and the creature’s speed is reduced by 10 feet until the end of their next turn.

- **Lacerate**
  When you hit a creature with a melee weapon attack, you can expend a superiority die to cause a lacerating wound. Add the number rolled to the damage of the weapon attack and the creature must succeed a Constitution saving throw or take 1d4 necrotic damage at the end of each of its turns for 1 minute or until it or another creature uses its action to stop the bleeding.

- **Neuroblock**
  When you hit a creature with a melee weapon attack, you can expend a superiority die to halt its ability to heal. Add the number rolled to the damage of the weapon attack and the creature cannot regain hit points until the end of your next turn.

- **Rapid Response**
  While moving, you can expend a superiority die and add 5 times the number rolled to your movement speed.

- **Reassure**
  As an action, you can call out to a creature within 60 feet that can hear or see you that has been charmed or frightened. When you do, expend a superiority die and the creature can immediately make another saving throw with advantage to end the effect.

- **Remove Toxins**
  As an action, you can expend a superiority die to purge the toxins from a creature you can touch. The target regains hit points equal to the number rolled and is the target is cured of one disease or one poison affecting it.

- **Smelling Salts**
  As a bonus action, you can expend a superiority die to heal a creature you can touch a number of hit points equal to the number rolled.

- **Field Surgeon**
  At 6th level, whenever you expend superiority dice to restore hit points or grant temporary hit points to a creature, you can expend up to two dice instead of just one, adding both to the roll. Both dice are expended as normal. When you do, if the target regaining hit points is the target of your Critical Analysis feature, you also roll your Critical Analysis dice twice, adding both to the roll.

- **Resuscitate**
  Beginning at 11th level, your medical studies have revealed to you how to cheat death itself. As an action, you can tend to a creature you can touch that has died since the end of your last turn to bring it back to life with 1 hit point remaining.

- **Panacea**
  When you reach 17th level, you developed the formula to concoct a cure-all miracle solution: a panacea. Over the course of 10 minutes, you can expend rare medicinal herbs and oils worth 100 gp to create your panacea in a simple vial. The panacea retains its potency for 24 hours.

- **Rapid Response**
  While moving, you can expend a superiority die and add 5 times the number rolled to your movement speed.

  As an action, a creature can drink the elixir or administer it to another creature. The drinker has their exhaustion level reduced by one or has one of the following debilitating effects end:
  - One effect that petrified or cursed the target.
  - One effect afflicting the creature.
  - Any reduction to one of the target’s ability scores.
  - One effect reducing the target’s hit point maximum.

  Once you create a panacea, you can’t create another until you finish a short or long rest.
**Politician Pursuit**
Scholars who choose to follow the Politician Pursuit are those who study social & political sciences. They use their knowledge of the people to manipulate the masses into doing their bidding or allow them and their allies to carry out their business without being impeded.

**Silver Tongue**
Beginning at 3rd level you add half your proficiency bonus to any Charisma skill check you are not already proficient in. Additionally, You learn one additional language of your choice.

**Learned Diplomat**
At 3rd level, you gain access to new maneuvers which reflect the progress of your studies into the political world. Whenever you learn a new maneuver, you can choose from any of the following as well. The maneuvers are listed in alphabetical order.

**Call to Arms**
If you are surprised at the beginning of combat and aren't incapacitated, you can expend one superiority die to act normally. On your first turn as a bonus action you can make a call to arms. When you do so, creatures you choose within 30 feet who can see or hear you who haven't gone yet may act normally on their first turn.

**Overwhelming Presence**
As an action, you can make a Charisma (Persuasion) or Charisma (Intimidation) skill check and expend one superiority die to attempt to charm or frightened a humanoid creature who can see or hear you within 60 feet. Add the superiority die to the roll. The target makes a contested Wisdom (Insight) check. If your check succeeds, the target is charmed by you if you used Persuasion, or frightened of you if you used Intimidation, until the end of your next turn.

**Charge**
As a bonus action on your turn, you can expend one superiority die to spurn your allies to move. Until the start of your next turn, creatures you choose within 30 feet who can see or hear you, have their speed increased by 10 feet and ignore standard difficult terrain.

**Inspiring Defense**
As a reaction when an ally you can see within 30 feet who can see or hear you, makes a saving throw, you can expend a superiority die. Add the number rolled to the targets saving throw. You can use this maneuver before or after making the saving throw, but before any effects of the saving throw are determined.

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

**Targeted Feint**
You can expend one superiority die and use a bonus action on your turn to feint, choosing one creature within 30 feet of you as your target. You have advantage on your next attack roll against that creature. If that attack hits, add the superiority die to the attacks damage roll.

**Tyrannical Strike**
When you hit a creature with a weapon attack, you can expend one superiority die and issue a one-word command to a creature who can see or hear you. You add the superiority die to the attacks damage roll, and the target must succeed on a Wisdom saving throw. On a failed save, the target must follow the command on its next turn. The target automatically succeeds if it is Undead, can't be charmed, it doesn't understand your language, or if your command is directly harmful to it.

**Forge of Personality**
At 6th level, as an action, you suggest a course of activity (limited to a sentence or two) to influence a creature you can see within range that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act ends the effect.

The target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for up to 24 hours. If the suggested activity can be completed in a shorter time, the effect ends when the subject finishes what it was asked to do.

You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a knight give her warhorse to the first beggar she meets. If the condition isn't met before the effect ends, the activity isn't performed.

If you or any of your companions damage the target, the effect ends.

You may only use this feature once before finishing a short or long rest.

**Beguiling Presence**
Beginning at 11th level, humanoids within 30 feet are particularly susceptible to your presence. Humanoids within range have disadvantage on saving throws against any charm or fear effects from you. Creatures who can't be charmed are immune to this effect.

**Call to Victory**
Starting at 17th level, you can call out to your allies, beckoning them to victory. As an action, you can expend any number of superiority die, giving each to a creature of your choice within 60 feet who can see or hear you.

Once, within the next minute, a creature may roll their die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20, but before any effects are determined. Once the superiority die is rolled, it is lost. A creature can have only one superiority die at a time.
**Tactician**

To a tactician, the ways of war is just another subject to be studied. They train themselves and their allies in combat maneuvers to deftly eliminate their foes through clever positioning, and fierce, timely attacks.

**Bonus Proficiencies**

Beginning at 3rd level when you select this pursuit, you gain proficiency in martial blasters, martial vibroweapons, and medium armor.

**Tactic Mastery**

At 3rd level, you gain access to new maneuvers which reflect your mastery in the field of combat. Whenever you learn a new maneuver, you can choose from any of the following as well. The maneuvers are listed in alphabetical order. Additionally, You learn one additional maneuver of your choice.

**Commander’s Strike**

When you take the Attack action on your turn, you can forgo one of your attacks and use a bonus action to direct one of your companions to strike. When you do so, choose a friendly creature within 60 feet who can see or hear you and expend one superiority die. That creature can immediately use its reaction to make one weapon attack, adding your superiority die to the attack's damage roll.

**Disarming Attack**

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

**Lunging Attack**

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

**Maneuvering Attack**

When you hit a creature with a weapon attack, you can expend one superiority die to maneuver one of your comrades into a more advantageous position. You add the superiority die to the attack's damage roll, and you choose a friendly creature who can see or hear you. That creature can use its reaction to move up to half its speed without provoking opportunity attacks from the target of your attack.

**Pushing Attack**

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

**Riposte**

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

**Scholar’s Parry**

When a creature damages you with a weapon attack, you can use your reaction and expend one superiority die to reduce the damage by your superiority die + your Intelligence modifier.

**Sweeping Attack**

When you hit a creature with a melee weapon attack, you can expend one superiority die to attempt to damage another creature with the same attack. Choose another creature within 5 feet of the original target and within your reach. If the original attack roll would hit the second creature, it takes damage equal to the number you rolled on your superiority die. The damage is of the same type dealt by the original attack.

**Targeted Attack**

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

**Trip Attack**

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

**Combat Survey**

At 6th level, you can survey the field, allowing you a moment to formulate a plan. When you are in combat, you can use your action to survey the field and recover one expended superiority die. You can use this feature once before finishing a short or long rest.

**Multi-Target Analysis**

At 11th level, when you use your Critical Analysis feature, you can analyze two targets within range at once and can have two analyzed targets at any one time.

**All-Out Attack**

At 17th level, you can use your action to initiate an all-out attack. Choose a number of allies up to your Intelligence modifier within 60 feet who can see or hear you. The chosen allies may then immediately use their reaction to make one weapon attack against a target of your choice. You may choose the target for each attack separately.

Once you use this feature, you cannot use it again until you finish a short or long rest.
Discoveries
The discoveries are presented in alphabetical order. If a discovery has prerequisites, you must meet them to learn it. If a discovery requires a level, you must be that level in this class to learn the discovery. You can learn the discovery at the same time you meet its prerequisites.

Adaptive
Prerequisite: 7th level
When the target of your critical analysis feature is reduced to 0 hit points, you can use your reaction to change the target of your analysis to another creature within range.

Backstab
Prerequisite: 15th level, Politician Pursuit
When you hit a creature that is charmed or frightened of you, the attack is a critical hit. You can't use this feature again on the same creature until you finish a short or long rest.

Charming Feint
Prerequisite: 12th level, Politician Pursuit
Add your Charisma modifier to melee attack rolls you make against humanoids within 5 feet.

Clever Applications
You become proficient in Improvised Weapons. Additionally, when you make an attack with an improvised weapon, it deals 1d6 damage instead.

Cold Logic
Prerequisite: Politician Pursuit
You may use your Intelligence modifier instead of your Charisma modifier when you make an Intimidation skill check.

Contingency Plan
Prerequisite: 9th level, Tactician Pursuit
When the target of your critical analysis feature attacks you and scores a critical hit, you can expend a superiority die to treat the attack as a normal hit instead.

Once you use this feature, you can't do so again until you finish a long rest.

Developed Resistance
Prerequisite: 9th level
You gain resistance to poison damage and advantage on saving throws against poison.

Discerning Eyes
Prerequisite: 5th level
You have advantage on saving throws against illusions and on Intelligence checks to discern them from reality.

Dominating Presence
Prerequisite: 15th level, Politician Pursuit
As an action, you can call out to a humanoid who can understand you that is charmed by you or frightened of you to direct their next action. The target must succeed a Wisdom saving throw (DC 8 + your proficiency bonus + your Intelligence modifier) or until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do.

During this time you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Once you use this feature, you can't do so again until you finish a long rest.

Dungeoneer
You have advantage on Perception (Wisdom) checks and Investigation (Intelligence) checks to locate any secret doors or traps.

Explorer
When you make a Survival skill check, you may use your Intelligence modifier instead of your Wisdom modifier.

Extra Attack
Prerequisite: 5th level, Tactician Pursuit
You can attack twice, instead of once, whenever you take the Attack action on your turn.

Fighting Style
Prerequisite: Tactician Pursuit
You adopt a particular style of fighting as your specialty. Choose one of the options available to the Fighter class. You can’t take a Fighting Style option more than once, even if you later get to choose again.

Hardened Mind
Prerequisite: 15th level
You gain resistance to Psychic damage.

Lifelong Learning
Gain proficiency in two skills or two tools, or one skill and one tool.

You can select this discovery multiple times, each time choosing two new skills or tools.

Lingering Advice
Prerequisite: 7th level
When you use your sage advice feature, the targeted creatures retain the benefit from your instruction for the full duration.

Linguist
You learn two additional languages.

You may choose this discovery multiple times, each time choosing two new languages.

Master’s Advice
Prerequisite: 15th level
When you use your sage advice feature, the first time each targeted creature makes the chosen skill check, they gain an additional +10 bonus to the roll.
MEDICAL GENIUS
Prerequisite: Physician Pursuit
When you make a Medicine skill check, you may use your Intelligence modifier instead of your Wisdom modifier.

MORTICIAN
Prerequisite: Physician Pursuit
You can use your critical analysis feature to examine a body that has died within the last 7 days. At the DM’s discretion, you are able to accurately determine the cause of death. This may require additional checks, such as determining a spell, type of poison, or bite marks of a creature.

PERFECT MANEUVER
Prerequisite: 15th level
When you roll a superiority die, you can choose to take the result. If you were to roll multiple die, it only applies to one. You can’t do so again until you finish a short or long rest.

PHYSICAL CONDITIONING
Your hit point maximum increases by 1 for every level you have in the scholar class, and increases by 1 again whenever you gain a level in this class.

QUICK ANALYSIS
Prerequisite: 7th level
When you roll initiative and aren’t surprised, you can use your reaction to use your critical analysis feature.

RELIABLE SOURCES
Prerequisite: 12th level
When you make an Arcana, History, Nature, or Religion skill check and may add your proficiency bonus to the check, treat any roll of 9 or lower as if you had rolled a 10.

RELIABLE WORDS
Prerequisite: 12th level, Politician Pursuit
When you make a Deception, Insight, Intimidation, or Persuasion skill check and may add your proficiency bonus to the check, treat any roll 9 or lower as if you had rolled a 10.

RESOLUTE
Prerequisite: 9th level
You have advantage on saving throws to resist charm and fear effects.

REASONED VIGILANCE
You may add your Intelligence modifier to your Initiative roll.

RUTHLESS EXECUTION
Prerequisite: 9th level
When you would expend one or more superiority dice, you can expend one additional die, add the number rolled to the total.

SOUND REASONING
Prerequisite: Politician Pursuit
You may use your Intelligence modifier instead of your Charisma modifier when you make a Persuasion skill check.

SURGICAL PRECISION
Prerequisite: 5th Level, Physician Pursuit
When you hit a creature with a weapon attack, it takes additional damage equal to your Intelligence modifier.

TACTICAL RETREAT
Prerequisite: Tactician Pursuit
When you take the dash action, opportunity attacks made against you are made at disadvantage.

TARGETED ANALYSIS
Attack rolls made against the target of your critical analysis feature cannot suffer from disadvantage.

TECH AMATEUR
Choose one 1st-level tech power. You learn that power and can cast it at its lowest level without expending tech points. Once you cast it in this way, you must finish a long rest before you can cast it again. Your techcasting ability for this power is Intelligence.
You can select this discovery multiple times. Each time you do so, you must choose a different power.

TEND THE WOUNDED
Prerequisite: 5th level, Physician Pursuit
If you or any friendly creatures you can touch regain hit points by spending Hit Dice at the end of the Short Rest, each of those creatures regain additional hit points equal to your superiority die.

THEORETICAL ADVICE
Prerequisite: 12th level
When you use your sage advice feature, you may choose a skill you are not proficient in. When you do, targeted creatures add half their proficiency bonus (rounded down) instead.

TYRANT’S FEROCITY
Prerequisite: Politician Pursuit
You have advantage on any attack against a creature that is charmed by you or frightened of you.

UNARMORED DEFENSE
While wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Intelligence modifier.

UNIVERSAL LANGUAGE
You can communicate simple ideas with any creature with an Intelligence of 6 or more through basic expressions and gestures.
Scout

ROUGH AND GRIZZLED LOOKING, A HUMAN STALKS ALONE THROUGH THE shadows of trees, hunting the quarry he knows is planning a raid on a nearby settlement. Clutching a techblade in each hand, he becomes a whirlwind of steel, cutting down one enemy after another.

After tumbling away from the shrapnel of a missile’s explosion, a bothan finds her feet and quick-fires two shots from her carbine at the oncoming tank. Shrugging off the wave of fear that threatens to permeate her entire being, shestrafes around her foe, firing shot after shot to try to penetrate the tank’s thick armor.

Glancing at his wristpad, a sullustan looks through the eyes of his tracker droid. Transmitting instructions, he sends his droid to distract the houk he’s been tracking while he readies his sniper rifle for the shot.

Scouts are the first on the trail and the last to lose it, tracking their quarry for miles unimpeded. They are adaptable, wielding both tech powers and their weaponry to overcome their foes.

Deadly Hunters

Warriors in their own right, scouts specialize in tracking and hunting the monsters that threaten civilization—humanoid raiders, rampaging beasts and monstrosities, terrible Force-wielders, and rogue droids. They learn to track their quarry as a predator does, moving stealthily through any terrain and hiding themselves in brush and rubble. Scouts focus their combat training on techniques that are particularly useful against their specific favored foes.

Scouts acquire the ability to cast tech powers through utilization of a wristpad. Their powers, like their combat abilities, emphasize speed, stealth, and the hunt. A scout’s talents and abilities are honed with deadly focus on the grim task of protecting the civilization.

Independent Adventurers

Though a scout might make a living as a bounty hunter, a guide, or a tracker, a scout’s true calling is to defend civilization from the ravages of monsters and humanoid hordes that press in. In some places, scouts gather in secretive orders, though many scouts are independent almost to a fault, knowing that, when a rancor or a band of pirates attacks, a scout might be the first—and possibly the last—line of defense. This fierce independence makes scouts well suited to adventuring, since they are accustomed to life far from the comforts of a dry bed and a hot bath. Faced with city-bred adventurers who grouse and whine about the hardships of the wild, scouts respond with some mixture of amusement, frustration, and compassion. But they quickly learn that other adventurers who can carry their own weight in a fight against civilization’s foes are worth any extra burden. Coddled city folk might not know how to feed themselves or find fresh water in the wild, but they make up for it in other ways.

Creating a Scout

As you create your scout character, consider the nature of the training that gave you your particular capabilities. Did you train with a single mentor, tracking together until you mastered the scout’s ways? Did you leave your apprenticeship, or was your mentor slain—perhaps by the same kind of monster that became your favored enemy? Or perhaps you learned your skills as part of a band of mercenaries.

What’s the source of your particular hatred of a certain kind of enemy? Did a monster kill someone you loved or destroy your home village? Or did you see too much of the destruction these monsters cause and commit yourself to reining in their depredations? Is your adventuring career a continuation of your work, or a significant change?

What made you join up with a band of adventurers? Do you find it challenging to teach new allies the ways of the wild, or do you welcome the relief from solitude that they offer?

Quick Build

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

As a scout, you gain the following class features.

### Hit Points

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

### Proficiencies

**Armor:** Light armor, medium armor  
**Weapons:** All blasters, all vibroweapons  
**Tools:** None  
**Saving Throws:** Strength, Dexterity  
**Skills:** Choose three from Animal Handling, Athletics, Insight, Investigation, Perception, Piloting, Stealth, Survival, and Technology

### Equipment

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

- (a) light battle armor or (b) combat suit, blaster carbine, and two power cells  
- (a) a simple vibroweapon and a light or medium shield generator or (b) two simple vibroweapons  
- (a) a hold-out and a power cell or (b) two vibrodaggers  
- (a) a dungeoneer’s pack, (b) an explorer’s pack, or (c) a monster hunter’s pack  
- A wristpad

### Variant: Starting Wealth

**Class:** Scout  
**Funds:** 5d4 x 100 cr

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### The Scout

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Favored Enemy
Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy commonly encountered in the wilds.

Choose a type of favored enemy: beasts, constructs, droids, Force-wielding humanoids, or non-Force-wielding humanoids. You gain a +2 bonus to damage rolls with weapon attacks against creatures of the chosen type. Additionally, you have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

When you gain this feature, you also learn one language of your choice, typically one spoken by your favored enemy or creatures associated with it. However, you are free to pick any language you wish to learn.

Skilled Explorer
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.

In addition, you are skilled at navigating the untamed wilds. You gain the following benefits when traveling for an hour or more:

- Difficult terrain doesn’t slow your group’s travel.
- Your group can’t become lost by unenhanced means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

Fighting Style
Beginning at 2nd 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.

Techcasting
Also at 2nd level, you have derived powers from schematics with the aid of your wristpad. See chapter 10 for the general rules of techcasting and chapter 11 for the tech powers list.

Tech Powers Known
You learn 4 tech powers of your choice, and you learn more at higher levels, as shown in the Tech Powers Known column of the Scout class table. You may not learn a tech power of a level higher than your Max Power Level.
**Ability Score Improvement**

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

**Extra Attack**

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

**Greater Favored Enemy**

At 6th level, you are ready to hunt even deadlier game. Choose a second type of favored enemy. You gain all the benefits against this chosen enemy that you gain against your favored enemy, including an additional language. Your bonus to damage rolls against all your favored enemies increases to +4.

Additionally, you have advantage on saving throws against the powers and abilities used by a greater favored enemy.

**Fleet of Foot**

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

**Hide in Plain**

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. If you avoid moving, creatures that attempt to detect you take a −10 penalty to their Wisdom (Perception) checks until the start of your next turn. You lose this benefit if you move or fall prone, either voluntarily or because of some external effect. You are still automatically detected if any effect or action causes you to no longer be hidden.

If you are still hidden on your next turn, you can continue to remain motionless and gain this benefit until you are detected.

**Vanish**

Starting at 14th level, you can use the Hide action as a bonus action on your turn. Also, you can’t be tracked by unenhanced means, unless you choose to leave a trail.

**Feral Senses**

At 18th level, you gain preternatural senses that help you fight creatures you can’t see. When you attack a creature you can’t see, your inability to see it doesn’t impose disadvantage on your attack rolls against it.

You are also aware of the location of any invisible creature within 30 feet of you, provided that the creature isn’t hidden from you and you aren’t blinded or deafened.

**Foe Slayer**

At 20th level, you become an unparalleled hunter. Your Strength or Dexterity score increases by 2, and your Intelligence score increases by 2. Your maximum for these scores is now 22.

Additionally, once on each of your turns, you can add your Intelligence modifier to the attack roll or the damage roll of an attack you make. You can choose to use this feature before or after the roll, but before any effects of the roll are applied.

**Scout Techniques**

Scouts tend to share knowledge amongst themselves, focusing on specific techniques and honing them to perfection. Those scouts who adopt the same technique tend to share a camaraderie with each other.
Hunter Technique

Some scouts seek to master weapons to better protect civilization from the terrors of their enemies. Followers of the Hunter Technique learn specialized fighting techniques for use against the most dire threats, from an onslaught of soldiers to towering walkers.

Hunter’s Prey

At 3rd level, you gain one of the following features of your choice.

**Colossus Slayer**

Your tenacity can wear down the most potent foes. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it’s below its hit point maximum. You can deal this extra damage only once per turn.

**Giant Killer**

When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the creature.

**Horde Breaker**

Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

Defensive Tactics

At 7th level, you gain one of the following features of your choice.

**Escape the Horde**

Opportunity attacks against you are made with disadvantage.

**Multiattack Defense**

When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

**Steel Will**

You have advantage on saving throws against being frightened.

Multiattack

At 11th level, you gain one of the following features of your choice.

**Volley**

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

**Whirlwind Attack**

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

Superior Hunter’s Defense

At 15th level, you gain one of the following features of your choice.

**Evasion**

When you are subjected to an effect, such as a sith's *force storm* or an engineer's *explosion*, that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on a saving throw, and only half damage if you fail.

**Stand Against the Tide**

When a hostile creature misses you with a melee attack, you can use your reaction to force that creature to repeat the same attack against another creature (other than itself) of your choice.

**Uncanny Dodge**

When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack’s damage against you.
**Stalker Technique**

Some scouts become consumed by the thrill of the hunt. Followers of the Stalker Technique hone their abilities to track others, often enjoying toying with their quarry. They revel in the violence of battle.

**Accomplished Ambusher**

At 3rd level, you master the art of the ambush. On your first turn during combat, you gain a +10 bonus to your speed, and if you use the Attack action, you can make one additional attack.

You are also adept at evading creatures that rely on darkvision. Such creatures gain no benefit when attempting to detect you in dark and dim conditions. Additionally, when the DM determines if you can hide from a creature, that creature gains no benefit from its darkvision.

**Dread Strikes**

Also at 3rd level, your strikes carry fear of death and your visage carries with it an unspoken notion of impending doom. When you hit a creature with a weapon attack, that creature must make a Wisdom saving throw against your power save DC. On a failure, the target becomes frightened of you. The creature repeats the save at the start of each of its turns and on a success ends the effect and becomes immune for 24 hours.

**Iron Mind**

At 7th level, you gain proficiency in Wisdom saving throws.

**Stalker’s Flurry**

Starting at 11th level, once on each of your turns when you miss with an attack, you can make another attack.

**Stalker’s Dodge**

At 15th level, whenever a creature attacks you and does not have advantage, you can use your reaction to impose disadvantage on the creature’s attack roll against you. You can use this feature before or after the attack roll is made, but it must be used before the outcome of the roll is determined.

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**Slayer Technique**

Some scouts seek to learn the most about their foes and to capitalize on that knowledge. Followers of the Slayer Technique focus on identifying the strengths and weaknesses of their prey, taking advantage of that knowledge to vanquish their foes.

**Slayer’s Prey**

At 3rd level, as a bonus action, you designate one creature you can see within 60 feet of you as the target of this feature. You immediately learn whether the creature has any damage immunities, resistances, or vulnerabilities and what they are. Additionally, the first time each turn that you hit that target with a weapon attack, it takes an extra 1d6 damage from the weapon.

This benefit lasts until you finish a short or long rest. It ends early if you designate a different creature.

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

**Supernatural Defense**

At 7th level, whenever the target of your Slayer’s Prey forces you to make a saving throw and whenever you make an ability check to escape that target’s grapple, add 1d6 to your roll.

**Nemesis**

At 11th level, when you see a creature casting a power or teleporting within 60 feet of you, you can use your reaction to try to disrupt it. The creature must succeed on a Wisdom saving throw against your power save DC, or its power or teleport fails and is wasted.

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

**Slayer’s Counter**

At 15th level, if the target of your Slayer’s Prey forces you to make a saving throw, you can use your reaction to make one weapon attack against the quarry. You make this attack immediately before making the saving throw. If your attack hits, your save automatically succeeds, in addition to the attack’s normal effects.
Sentinel

Clad in black robes, the rattataki pulls his hood forward and steps into the shadowy alcove, only to reappear further down the hall. As his quarry walks past, he presses the hilt of his lightsaber to the back of their head, quickly toggling it on-and-off. He is gone before the corpse hits the ground.

The togruta dashes across the battlefield, doublesaber deflecting blaster shots to the ground. She pulls her wounded padawan to her feet, and guides her away from the warzone.

Green-bladed lightsaber a blur, the cathar ferociously presses the attack. With each strike, she guides her opponent closer to the ravine’s edge. A flurry of blows followed by a quick force push and her foe tumbles over the edge.

Sentinels are the masters of blending force powers with weapon attacks. They weave the two together so expertly that their foes have trouble predicting them.

The Middle of the Road

The sentinel uses stealth and subterfuge to accomplish the will of the Force. Where the consular focuses on mastery of the Force and the warrior focuses on the mastery of the lightsaber, the sentinel focuses on merging the two.

Solitary Action

Sentinels are notoriously independent, most comfortable acting alone and without backup; where some use a team to make up for their weaknesses, they sentinel uses the Force to overcome theirs. While some take this independent streak to the extreme, they are usually accepting of authority, as long as they are allowed to carry out directions using their preferred methods.

Creating a Sentinel

While creating your sentinel, consider your personal philosophy in regards to the Force and its most famous practitioners – the Jedi and the Sith. Are you a member of one of the two orders, or do you walk a different path? Are you a specialist tapping into a latent Force-sensitivity? Were you trained in the force from a young age, or did you discover it as an adult? How do you treat those weaker than you? What was your family like? Do you see the Force as light and dark, or an impartial river of gray?

Quick Build

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

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## 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 level.

### Proficiencies

**Armor:** Light armor

**Weapons:** Simple vibroweapons, simple lightsabers, doublesaber, doublesword, hidden blade, lightfoil, saberwhip, vibrorapier, vibrowhip

**Tools:** None

**Saving Throws:** Dexterity, Charisma

**Skills:** Choose two from Acrobatics, Animal Handling, Insight, Intimidation, Perception, Persuasion, Piloting, Stealth, and Technology

### Equipment

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

- (a) two simple lightsabers or vibroweapons, (b) a doublesword, or (c) a doublesaber
- (a) a dungeoneer’s pack or (b) an explorer’s pack
- a combat suit and a light shield generator

### Variant: Starting Wealth

**Class:** Sentinel

**Funds:** 3d4 x 100 cr
Forcecasting

In your meditations on the force, you have learned powers, fragments of knowledge that imbue you with an abiding force ability. See chapter 10 for the general rules of forcecasting and chapter 11 for the force powers list.

Force Powers Known

You learn 6 force powers of your choice, and you learn more at higher levels, as shown in the Force Powers Known column of the Sentinel class table. You may not learn a force power of a level higher than your Max Power Level, and you may learn a force power at the same time you learn its prerequisite.

Force Points

You have a number of force points equal to your sentinel level x 3, and you earn more at higher levels, as shown in the Force Points column of the Sentinel class table. You use these force points to cast force powers.

Max Power Level

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

You may only cast force powers at 5th, 6th, 7th, 8th, and 9th-level once. You regain the ability to do so after a short rest.

Forcecasting Ability

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

- **Force save DC** = 8 + your proficiency bonus + your Wisdom modifier
- **Force attack modifier** = your proficiency bonus + your Wisdom modifier

Kinetic Combat

At 1st level, you’ve learned how to blend your weapon attacks with unarmed strikes while wielding sentinel weapons, which are weapon proficiencies granted by this class.

You gain the following benefits while you are unarmed or wielding only sentinel weapons and you aren’t wearing medium or heavy armor:

- You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and sentinel weapons.
- You can roll a d4 in place of the normal damage of your unarmed strike or sentinel weapon. This die changes as you gain sentinel levels, as shown in the Kinetic Combat Damage Die column of the Sentinel table.
- When you use the Attack action with an unarmed strike or a sentinel 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 doublesaber, you can also make an unarmed strike as a bonus action, assuming you haven’t already taken a bonus action this turn.

Force-Empowered Self

Starting at 2nd level, your training allows you to harness the mystical energy of the Force throughout your body. You learn to use your Force Points to fuel various Force-Empowered features. You start knowing three such features: Deflection, Double Strike, and Slow Time.

Deflection

You can spend 3 force points to take the Dodge action as a bonus action on your turn.

Double Strike

Immediately after you take the Attack action on your turn, you can spend 2 force points to make two unarmed strikes as a bonus action.

Slow Time

You can spend 1 force point to take the Disengage or Dash action as a bonus action on your turn.

Sentinel Tradition

When you reach 3rd level, you choose a sentinel tradition, which is detailed at the end of the class description. Your tradition grants you features at 3rd level and again at 7th, 13th, and 18th level.

Ability Score Improvement

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

Extra Attack

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

Evasion

Starting at 10th level, when you are subjected to an effect, such as a sith’s force storm or an engineer’s explosion, that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on a saving throw, and only half damage if you fail.

Battle Readiness

When you reach 15th level, you have fully learned how to blend the Force with your weapon strikes. When you use your action to cast a force power, you can use your Kinetic Combat and Force-Empowered Self features.
Center of the Force
At 20th level, you are perfectly centered with the Force. Your Dexterity and Wisdom scores increase by 2. Your maximum for these scores is now 22.
Additionally, once per turn, when you would roll a Kinetic Combat Damage Die, you can instead choose the maximum.

Sentinel Traditions
Different sentinels select different traditions, called Paths, to follow as they hone their powers.

Path of Darkness
In darkness, there is protection. Those sentinels who follow the Path of Darkness utilize a calculated plan, moving in the shadows. When the time is right, they press the attack: subduing their opponent before they know what hit them.

Shadow's Training
Starting when you choose this tradition at 3rd level, you can spend 1 force point to take the Hide action as a bonus action on your turn. You can spend an additional force point to make this check with advantage.

Shadow Step
At 6th level, you gain the ability to step from one shadow into another. When you are in dim light or darkness, as a bonus action you can teleport up to 60 feet to an unoccupied space you can see that is also in dim light or darkness. You then have advantage on the first melee attack you make before the end of the turn.

Cloak of Shadows
By 13th level, you have learned to become one with the shadows. When you are in an area of dim light or darkness, you can use your action to become invisible. You remain invisible until you make an attack, cast a power, or are in an area of bright light.

Opportunist
At 18th level, you can exploit a creature's momentary distraction when it is hit by an attack. Whenever a creature within 5 feet of you is hit by an attack made by a creature other than you, you can use your reaction to make a melee attack against that creature.
Path of Focus
The ways of the Force can reveal themselves to a sentinel through intense concentration and, most importantly, focus. Those sentinels who follow the Path of Focus use debilitating bursts of lightsaber strikes and force powers to exhaust their foes, crushing any hopes they had of mounting an effective defense.

Focused Burst
Starting when you choose this tradition at 3rd level, you can learn to overcome even the hardest of defenses. When you would make a melee weapon attack roll, you can spend 1 force point to instead force the target to make a Dexterity saving throw. On a failure, they take normal weapon damage.

Blade Dance
At 6th level, when a creature takes melee weapon damage from you, you can move up to 5 feet. This movement does not provoke opportunity attacks.

Blade Storm
By 13th level, your bursts become even more focused. When a creature makes a saving throw caused by your Focused Burst, and they roll a 1, they take damage as if suffering a critical hit.

Master Strike
When you take the Attack action, you can choose to make an additional attack as part of that action. Once you do so, you must complete a short or long rest before you can do so again.

Path of Serenity
Those who follow the Path of Serenity are ever mindful that the Force ebbs and flows, and uses this knowledge to great advantage. They use their connection to the Force to draw the opposition’s attention while also warding off their attacks, serving as an effective bulwark against even the most implacable of foes.

Kinetic Ward
Starting when you choose this tradition at 3rd level, you can use your reaction to deflect a strike when you are hit by a melee weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your sentinel level.

If you reduce the damage to 0, you can redirect it at another target if you have a weapon capable of doing so. You can spend 1 force point to make a melee weapon attack at a target within 5 feet of you with the weapon deflect it, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the weapon counts as a sentinel weapon for the attack. If saber ward is active, you have advantage on the attack roll.

Kinetic Bulwark
Starting at 6th level, you can extend your Kinetic Ward to a creature within 5 feet of you when they are hit by a melee weapon attack. If this damage is not reduced to 0, the warded creature takes any remaining damage.

Indomitable
At 13th level, the Force flowing through you makes it harder for movement to be upon you. You have advantage on saving throws and ability checks to avoid being grappled or moved. If you fail the saving throw or ability check, you can spend 1 force point to reroll one of the d20s. You must use the new roll. You can only use this ability once per saving throw.

Kinetic Bastion
At 18th level, you can protect allies even further from you. When a creature within 30 feet of you is hit by a melee weapon attack, you can teleport to them and extend your Kinetic Ward. If this damage is not reduced to 0, the warded creature takes any remaining damage.

You can use this feature a number of times equal to your Wisdom modifier. You regain all expended uses when you finish a long rest.
A Bothan spy takes a moment to adjust her infrared goggles. Nimblly sidestepping the laser grid in the room, she slips to the computer at the far end. Counting down the seconds in her head, she slices the mainframe. Twenty seconds. Ten seconds. A handful of soldiers bursts into the room, but she is already gone—with the data in hand.

With a wary eye on the door, a scruffy-looking Duros plays pazaak in a seedy cantina. When two city guards appear at the exit, he smiles and reaches under the table. Before they can move in, the smuggler flips the table and opens fire. The crowd scatters in panic, giving him just enough cover to escape.

A gorgeous young human dances before an intoxicated senator in his parlor. She winks enticingly through her golden blonde hair as she sways closer. Leaning in for a kiss, the senator is instead surprised by the barrel of a hold-out blaster pistol shoved into his mouth. He has no time to shout before the assassin pulls the trigger.

Specialists, whether good, bad, or neutral, are those who focus on a specific practice and utilize it to get the upper hand. They can come from any world or region in the galaxy, with origins from the lowliest scoundrel to the once social elite.

Evading Danger
Specialists have a knack for getting out of trouble. They have an instinct for self-preservation that keeps them alive, but it’s usually tempered with a need to experience the thrills that their profession has to offer, and many adventurous specialists are also saddled with a sense of honor that sometimes makes them go against their natural inclinations. No matter what their immediate concerns may be, survival is the name of the game.

Outside the Law
Specialists don’t often start out seeking to defy authority and break the law. Some are thrust into the profession as a means of rebellion. Others wind up on the wrong side of the law due to bad luck, poor decisions, or circumstances beyond their control. The skills they pick up along the way make them great members of any mission team.

Creating a Specialist
While creating your specialist character, consider how you first started on your path. Maybe you were raised on the street and fell into the criminal element as a means of survival. You could be a simple trader who decided to strike against the Sith Empire when it encroached on your business. What would you say is your greatest skill set? What is your core, the truest essence about yourself that keeps you focused? Why would society treat you as a criminal, yet your allies hold you as a loyal companion?

Quick Build
You can make a Specialist quickly by following these suggestions. First, make Dexterity your highest ability score, followed by Intelligence or Charisma. Second, choose the faction agent background.
Class Features

As a specialist, you have the following class features.

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

Proficiencies
Armor: Light armor
Weapons: Simple vibroweapons, simple blasters, blaster pistol, vibrorapier, techblade, hidden blade
Tools: Your choice of demolitions kit, security kit, or slicer’s kit

Saving Throws: Dexterity, Intelligence
Skills: Choose four from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, and Stealth

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

- (a) a vibrorapier, (b) a hidden blade, (c) a simple blaster and a power cell, or (d) a simple vibroweapon
- (a) a simple blaster and two power cells or (b) a simple vibroweapon and a light shield
- (a) a burglar’s pack, (b) a dungeoneer’s pack, or (c) an explorer’s pack
- (a) a demolitions kit, (b) a security kit, or (c) a slicer’s kit
- Combat suit and a vibrodagger

Variant: Starting Wealth

Class

Specialist

Funds

4d4 x 100 cr
**Expertise**

At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and one of your tool proficiencies. 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 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 Rogue table.

**Bad Feeling**

Starting at 2nd level, you have a wary eye, bordering on paranoia. At 1st level, when you roll for initiative, you can move up to your speed. This movement happens before the initiative order is determined.

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

**Cunning Action**

Also at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

**Specialist Practice**

At 3rd level, you choose a practice that you emulate in the exercise of your specialist abilities, which is detailed at the end of the class description. Your practice choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

**Ability Score Improvement**

When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can’t increase an ability score above 20 using this feature. Alternatively, you can choose a feat (see Chapter 6 for a list of feats).

**Uncanny Dodge**

Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack’s damage against you.

**Evasion**

When you are subjected to an effect, such as a sith’s force storm or an engineer’s explosion, that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on a saving throw, and only half damage if you fail.

**Reliable Talent**

By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

**Blindsense**

Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

**Slippery Mind**

By 15th level, you have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

**Elusive**

Beginning at 18th level, you are so evasive that attackers rarely gain the upper hand against you. No attack roll has advantage against you while you aren’t incapacitated.

**Stroke of Luck**

At 20th level, you have an uncanny knack for succeeding when you need to. 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.

**Specialist Practice**

Specialists 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 specialists steer those talents in varying directions, embodied by the different specialist practices.
**Lethality Practice**

Those specialists who choose the Lethality Practice use disguises to get close to their enemies, then leverage the toxic power of poisons to debilitate them and capitalize on their weaknesses.

**Bonus Proficiencies**

When you choose this 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 250 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 noble house from a remote city so you can insinuate yourself into the company of other aristocrats.

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.

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**Ruffian Practice**

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

**Fancy Footwork**

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

**Rakish Audacity**

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

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

**Panache**

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

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

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

**Elegant Maneuver**

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

**Master Duelist**

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

Those specialists who choose the Saboteur Practice enhanced their fine-honed skills of stealth and agility with tech, learning tricks to distract and beguile or using explosives and advanced tech to sustain a longer assault.

Techcasting

When you choose this practice at 3rd level, you have derived powers from schematics with the aid of your wristpad. See chapter 10 for the general rules of techcasting and chapter 11 for the tech powers list.

Tech Powers Known

You learn the tracker droid interface tech power, plus 3 tech powers of your choice, and you learn more at higher levels, as shown in the Tech Powers Known column of the Saboteur Practice Techcasting table. You may not learn a tech power of a level higher than your Max Power Level.

Tech Points

You have a number of tech points equal to two-thirds of your specialist level (rounded up), and you earn more at higher levels, as shown in the Tech Points column of the Saboteur Practice Techcasting table. You use these tech points to cast tech powers.

Max Power Level

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

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

Techcasting Ability

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

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

Techcasting Focus

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

Tracker Droid Improvements

Starting at 3rd level, when you cast tracker droid interface, you can modify the tracker droid, and you can perform the following additional tasks with it:

- You can make the tracker droid invisible.
- You can stow one object the tracker droid is carrying in a container worn or carried by another creature.
- You can retrieve an object in a container worn or carried by another creature.
- You can use demolitions kits, security kits, and slicer's kits at range.

You can perform one of these tasks without being noticed by a creature if your tracker droid succeeds on a Dexterity (Sleight of Hand) check contested by the creature's Wisdom (Perception) check.

In addition, you can use the bonus action granted by your Cunning Action to control the hand.

Powered Ambush

Starting at 9th level, if you are hidden from a creature when you cast a power on it, the creature has disadvantage on any saving throw it makes against the power this turn.
**Versatile Tracker**
At 13th level, you gain the ability to distract targets with your tracker droid. As a bonus action on your turn, you can designate a creature within 5 feet of the tracker droid. Doing so gives you advantage on attack rolls against that creature until the end of the turn.

**Powered Thief**
At 17th level, you gain the ability to magically steal the knowledge of how to cast a spell from another techcaster. Immediately after a creature casts a tech power that targets you or includes you in its area of effect, you can use your reaction to force the creature to make a saving throw with its techcasting ability modifier. The DC equals your tech save DC. On a failed save, you negate the power’s effect against you, and you steal the knowledge of the power if it is at least 1st level and of a level you can cast. For the next 8 hours, you know the power and can cast it using your tech points. The creature can’t cast that power until the 8 hours have passed.

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

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

**General Practice**
When you choose this archetype at 3rd level, you gain proficiency in Medicine if you don’t already have it, and you can use your Intelligence modifier instead of your Wisdom modifier for checks made with it. Additionally, you can expend one use of a healer’s kit to help revitalize your wounded allies during a short rest. If you or any friendly creatures within 30 feet of you regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points, and can’t regain hit points from this feature again until it finishes a long rest.

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

**Swift Surgery**
Also starting at 3rd level, you know how to quickly patch up wounds, given the right tools. You are able to use a medkit or administer a medpac as a bonus action, and when you use a medkit to stabilize a dying creature, that creature also regains a number of hitpoints equal to your Intelligence modifier.

**Debilitating Strike**
At 9th level, you learn to apply your anatomical knowledge in direct combat, in order to hinder your targets. When you deal Sneak Attack damage to a creature, you may choose to forgo three of your Sneak Attack Dice in order to hinder the creature, provided they have the appropriate physiology. The target must succeed on a Constitution saving throw (DC 8 + your proficiency bonus + your Intelligence modifier) or suffer one of the following effects of your choice:

**Bleed**
At the start of each of the target’s turns, it loses 2d6 hitpoints due to blood loss.

**Hamper**
The target’s move speed is reduced by 15 feet, and it has disadvantage on Dexterity saving throws.

**Pain**
The target has disadvantage on attack rolls. At the end of each of its turns, the target can make another Constitution saving throw. On a success, or after 1 minute, the effect ends on the target.

**Dosage Control**
Starting at 13th level, your knowledge of medicine allows you to partition and ration healing supplies very effectively, without impacting its potency. Over the course of 1 hour, which can be done during a rest, you can carefully measure and mark out dosages of a medpac within reach. The medpac can now be used twice before it is consumed. At your DM’s discretion, you may be able to use this feature on other pacs, stims, or adrenals, most likely involving an ability check to succeed.

**Self-Sustain**
Beginning at 17th level, you have advantage on death saving throws. Additionally, when you are stabilized, you regain 1 hit point. Once you use this feature, you can’t use it again until you finish a short or long rest.
A dark-skinned human quickly runs down a corridor, the metal armor under his grey cloak clanking with each step. He rounds the corner into the prison while the lights and power are still out, urging the weakened prisoners to escape. Just then a handful of slavers arrive and ready their blasters. The man draws and ignites a white-bladed lightsaber, ready to die for the strangers behind him.

A sith pureblood, clad head to toe in black and red armor, charges towards a line of soldiers. Shot after shot deflects off his armor until he reaches his prey, where he unleashes his fury in a series of devastating lightsaber sweeps.

A zabrak general dramatically leaps to his soon-to-be overrun squad, landing with a flurry of lightsaber attacks. At the arrival of this powerful Jedi, the attackers fall back.

Warriors are the master of the art of lightsaber combat. They focus on utilizing the everpresent power of the Force to enable devastating attacks, often single-handedly turning the tide of battle.

**Protector or Predator**

An unstoppable agent of the Force, the warrior channels the power flowing through him into his weapons. Their skills with a lightsaber are unrivalled. Subduing their enemies and bolstering their allies, the warrior uses the Force to control what happens around them.

**Natural Leaders**

The warrior's command of the Force lends them a powerful presence. Whether through fear and intimidation or respect and admiration, the warrior is one of the greatest generals on the battlefield. They are a symbol of power to their followers.

**Creating a Warrior**

While creating your warrior, consider your attraction to the Force and its most famous practitioners – the Jedi and the Sith. Are you a member of one of the two orders, or do you walk a different path? Are you a soldier tapping into a latent Force-sensitivity? Were you trained in the force from a young age, or did you discover it as an adult? How do you treat those weaker than you? What was your family like? Do you see the Force as light and dark, or an impartial river of gray?

**Quick Build**

You can make a warrior quickly by following these suggestions. First, make Strength your highest ability score, followed by Constitution. Second, choose the Jedi or Sith background.
### The Warrior

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<th>Force Powers Known</th>
<th>Force Points</th>
<th>Max Power Level</th>
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#### Class Features

As a warrior, you gain the following class features.

**Hit Points**

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

**Proficiencies**

- **Armor:** All armor
- **Weapons:** All lightsabers, all vibroweapons
- **Tools:** None
- **Saving Throws:** Constitution, Charisma
- **Skills:** Choose two from Athletics, Insight, Intimidation, Lore, Perception, Persuasion, and Piloting

**Equipment**

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

- (a) a martial lightsaber or vibroweapon and a light or medium shield or (b) two martial lightsabers or vibroweapons
- (a) a priest’s pack or (b) an explorer’s pack
- Durasteel armor

**Variant: Starting Wealth**

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<th>Class</th>
<th>Funds</th>
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<td>Warrior</td>
<td>5d4 x 100 cr</td>
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</table>
**Forcecasting**

In your meditations on the force, you have learned powers, fragments of knowledge that imbue you with an abiding force ability. See chapter 10 for the general rules of forcecasting and chapter 11 for the force powers list.

**Force Powers Known**

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

**Force Points**

You have a number of force points equal to your Warrior level x 2, and you earn more at higher levels, as shown in the Force Points column of the Warrior class table. You use these force points to cast force powers.

**Max Power Level**

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

You may only cast force powers at 5th, 6th, 7th, 8th, and 9th-level once. You regain the ability to do so after a short rest.

**Forcecasting Ability**

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

\[
\text{Force save DC} = 8 + \text{your proficiency bonus} + \text{your Wisdom modifier}
\]

\[
\text{Force attack modifier} = \text{your proficiency bonus} + \text{your Wisdom modifier}
\]

**Channel the Force**

You know how to channel the Force to create a unique effect. You start with two such effects: Force Sight and Lend Aid. Your warrior tradition grants you additional effects, as noted in the tradition description.

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

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

**Lend Aid**

As a bonus action action, you can touch a creature within 5 feet of you. That creature regains hit points equal to your Warrior level. Alternatively, if the creature is poisoned or diseased, you neutralize the poison or disease. If more than one poison or disease afflicts the target, you neutralize one poison or disease that you know is present, or you neutralize one at random.

**Force Sight**

As an action, you can cast the force sight power without expending force points.

**Fighting Style**

Beginning at 2nd 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.

**Force-Empowered Strikes**

Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend force points to deal additional damage to the target. The extra damage is 2d8 for a 1st-level force slot, plus 1d8 for each slot level higher than 1st, to a maximum of 5d8. The damage is the same type as the weapon's damage.

**Force Purity**

By 3rd level, the Force flowing through you makes you immune to disease.

**Warrior Tradition**

When you reach 3rd level, you choose a warrior tradition, which is detailed at the end of the class description. Your tradition grants you features at 3rd level and again at 7th, 15th, and 20th level.

**Ability Score Improvement**

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

**Extra Attack**

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

**Aura of Presence**

Starting at 6th level, whenever you or a friendly creature within 10 feet of you must make a saving throw, the creature gains a bonus to the saving throw equal to your Wisdom (with a minimum bonus of +1). You must be conscious to grant this bonus.

At 18th level, the range of this aura increases to 30 feet.

**Aura of Conviction**

Starting at 10th level, you and friendly creatures within 10 feet of you can't be frightened while you are conscious.

At 18th level, the range of this aura increases to 30 feet.
**Improved Force-Empowered Strikes**

By 11th level, you are so suffused with righteous might that all your melee weapon strikes carry the power of the Force with them. Whenever you hit a creature with a melee weapon, the creature takes an extra 1d8 damage. If you also use your Force-Empowered Strikes with an attack, you add this damage to the extra damage of your Force-Empowered Strikes. The damage is the same type as the weapon's damage.

**Purifying Touch**

Beginning at 14th level, you can use your action to end one power on yourself or on one willing creature that you touch. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain expended uses when you finish a long rest.

**Warrior Traditions**

Different warriors select different traditions, called Oaths, to follow as they hone their powers.

---

**Oath of Combat**

The pursuit of combat as an artform is the desire of many warriors, believing in improving for the sake of improvement. Those warriors who follow the Oath of Combat utilize devastating leaps and agile strikes to subdue their opponents.

**Channel the Force**

When you take this oath at 3rd level, you gain the following Channel the Force options.

**Powerful Leap**

As a bonus action, you can cast the *force jump* power. When you land, each creature within 5 feet of you takes kinetic damage equal to your Wisdom modifier.

**Vow of Enmity**

As a bonus action, you can utter a vow of enmity against a creature you can see within 10 feet of you, using your Channel Divinity. You gain advantage on attack rolls against the creature for 1 minute or until it drops to 0 hit points or falls unconscious.

**Relentless Pursuer**

By 7th level, your supernatural focus helps you close off a foe's retreat. When you hit a creature with an opportunity attack, you can move up to half your speed immediately after the attack and as part of the same reaction. This movement doesn't provoke opportunity attacks.

**Soul of Vengeance**

Starting at 15th level, the authority with which you speak your Vow of Enmity gives you greater power over your foe. When a creature under the effect of your Vow of Enmity makes an attack, you can use your reaction to make a melee weapon attack against that creature if it is within range.

**Bladestorm**

At 20th level, you are a paragon of extraordinary martial prowess. Your Strength and Dexterity scores increase by 2. Your maximum for those scores is now 22.

Additionally, you can use your action to gain the following benefits for 1 minute:

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

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

The protection of the defenseless is one of the most noble uses of the Force, and the warrior is best suited to the task. Those warriors who follow the Oath of Defense swear to protect their allies by absorbing their attacks, helping them survive even the hardest of hits.

**Channel the Force**

When you take this oath at 3rd level, you gain the following Channel the Force options.

**Warding Strike**

As a reaction, you can cast the *saber reflect* power in response to an ally within 5 feet of you being hit by a ranged attack.

**Warding Call**

As a bonus action, you can bolster injured creatures with your Channel the Force. Each creature of your choice that can hear you within 30 feet of you regains hit points equal to \( \text{ld6} + \text{your Wisdom modifier} \) (minimum of 1) if it has no more than half of its hit points.

**Guardianship**

Starting at 7th level, when a creature within 5 feet of you takes damage, you can use your reaction to substitute your own health for that of the target creature, causing that creature not to take the damage. Instead, you take the damage. This damage to you can’t be reduced or prevented in any way.

**Unyielding Spirit**

Starting at 15th level, you have advantage on saving throws to avoid becoming paralyzed or stunned.

**Exalted Champion**

At 20th level, your presence on the field of battle is an inspiration to your allies. Your Constitution score increases by 4. Your maximum for that score is now 24.

Additionally, you can use your action to gain the following benefits for 1 hour:

- You have resistance to kinetic and energy damage from unenhanced weapons.
- Your allies have advantage on death saving throws while within 30 feet of you.
- You have advantage on Wisdom saving throws, as do your allies within 30 feet of you.

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

**Oath of Vengeance**

The devastation of their enemies and subjugation of the weak is one of the most effective, albeit ignoble, uses of the Force, and the warrior is the most practiced at it. Those warriors who follow the Oath of Vengeance stop at nothing to crush their enemies, leaving none in their wake who might challenge them.
Chapter 4: Personality and Backgrounds

Characters are defined by much more than their race and class. They're individuals with their own stories, interests, connections, and capabilities beyond those that class and race define. This section expounds on the details that distinguish characters from one another, including the basics of name and physical description, the rules of backgrounds and languages, and the finer points of personality and alignment.

Character Details

Your character's name and physical description might be the first things that the other players at the table learn about you. It's worth thinking about how these characteristics reflect the character you have in mind.

Name

Your character's race description includes sample names for members of that race. Put some thought into your name even if you're just picking one from a list.

Sex

You can play a male or female character without gaining any special benefits or hindrances. Think about how your character does or does not conform to the broader culture's expectations of sex, gender, and sexual behavior.

You don't need to be confined to binary notions of sex and gender. Some races believe in companionship that doesn't take into account gender. You could also play a female character who presents herself as a man or a man who feels trapped in a female body. Likewise, your character's sexual orientation is for you to decide.

Height and Weight

You can decide your character's height and weight, using the information provided in your race description. Think about what your character's ability scores might say about his or her height and weight. A weak but agile character might be thin. A strong and Durable character might be tall or heavy.

You can also roll randomly for your character's height and weight using that race's Physical Characteristics table, as shown above. The first dice roll given in the second column determines the character's extra height (in inches) beyond the base height. That same number multiplied by the second dice roll or quantity given in the second column determines the character's extra weight (in pounds) beyond the base weight.

For example, as a human, Vinto has a height of 4 feet 8 inches plus 2d10 inches. Rickey rolls 2d10 and gets a total of 12, so Vinto stands 5 feet 8 inches tall. Then Rickey uses that same roll of 12 and multiplies it by 2d4 pounds. His 2d4 roll is 3, so Vinto weighs an extra 36 pounds (12x3) on top of his base 110 pounds, for a total of 146 pounds.

Other Physical Characteristics

You choose your character's age and the color of his or her hair, eyes, and skin. To add a touch of distinctiveness, you might want to give your character an unusual or memorable physical characteristic, such as a scar, a limp, or a tattoo.

Alignment

A typical creature in the galaxy has an alignment, which broadly describes its moral and personal attitudes. Alignment is a combination of two factors: one identifies morality, and is typically defined in terms of the Force: (light, dark, or gray), and the other describes attitudes toward society and order (lawful, chaotic, or neutral). Thus, nine distinct alignments define the possible combinations.

These brief summaries describe the typical behavior of a creature with that alignment. Individuals might vary significantly from that typical behavior, and few people are perfectly and consistently faithful to the precepts of their alignment.

You can pick your alignment or roll to determine it randomly. Roll separately for Morality and Society.

<table>
<thead>
<tr>
<th>d6 Morality</th>
<th>d6 Society</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Light:</strong> Usually the needs of others outweigh my own, (...)</td>
<td><strong>Lawful:</strong> (...) but the means are as important as the end.</td>
</tr>
<tr>
<td>1-2</td>
<td>1-2</td>
</tr>
<tr>
<td><strong>Dark:</strong> Usually my needs outweigh others’, (...)</td>
<td><strong>Chaotic:</strong> (...) but the ends justify the means.</td>
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<tr>
<td>3-4</td>
<td>3-4</td>
</tr>
<tr>
<td><strong>Gray:</strong> Usually circumstances dictate whose needs are more important, (...)</td>
<td><strong>Neutral:</strong> (...) but either the ends or the means may be more important, depending.</td>
</tr>
<tr>
<td>5-6</td>
<td>5-6</td>
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</tbody>
</table>
Alignment in the Galaxy
For many thinking creatures, alignment is a moral choice. Humans and gnawhaints can choose whether to follow the paths of darkness or light, of law or chaos. Lammirans tend to follow the light side, while sith purebloods tend toward the dark. Chiss are lawful, while aqualish are often chaotic.

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 based on the races you commonly interact with. If you have a wookiee sidekick, you might understand if not speak-Shyriiwook. Alternatively, if you commonly trade with Jawas, you might speak Jawaese.

Personal Characteristics
Fleshing out your character's personality—the array of traits, mannerisms, habits, beliefs, and flaws that give a person a unique identity—will help you bring him or her to life as you play the game. Four categories of characteristics are presented here: personality traits, ideals, bonds, and flaws. Beyond those categories, think about your character’s favorite words or phrases, tics and habitual gestures, vices and pet peeves, and whatever else you can imagine.

Each background presented later in this chapter includes suggested characteristics that you can use to spark your imagination. You're not bound to those options, but they're a Light starting point.

Personality Traits
Give your character two personality traits. Personality traits are small, simple ways to help you set your character apart from every other character. Your personality traits should tell you something interesting and fun about your character. They should be self-descriptions that are specific about what makes your character stand out. "I’m smart" is not a Light trait, because it describes a lot of characters. "I've read every book I can get my hands on" tells you something specific about your character's interests and disposition.

Personality traits might describe the things your character likes, his or her past accomplishments, things your character dislikes or fears, your character's self-attitude or mannerisms, or the influence of his or her ability scores.

A useful place to start thinking about personality traits is to look at your highest and lowest ability scores and define one trait related to each. Either one could be positive or negative: you might work hard to overcome a low score, for example, or be cocky about your high score.

Ideals
Describe one ideal that drives your character. Your ideals are the things that you believe in most strongly, the fundamental moral and ethical principles that compel you to act as you do. Ideals encompass everything from your life goals to your core belief system.

Ideals might answer any of these questions: What are the principles that you will never betray? What would prompt you to make sacrifices? What drives you to act and guides your goals and ambitions? What is the single most important thing you strive for?

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Ideals might answer any of these questions: What are the principles that you will never betray? What would prompt you to make sacrifices? What drives you to act and guides your goals and ambitions? What is the single most important thing you strive for?
Additionally, if you have inspiration, you can reward another player for Light roleplaying, clever thinking, or simply doing something exciting in the game. When another player character does something that really contributes to the story in a fun and interesting way, you can give up your inspiration to give that character inspiration.

**Backgrounds**

Every story has a beginning. Your character’s background reveals where you came from, how you became an adventurer, and your place in the world. Your fighter might have been a pit fighter or a grizzled soldier. Your consular could have been a student or an envoy. Your specialist might have gotten by as a government agent or commanded audiences as an entertainer.

Choosing a background provides you with important story cues about your character’s identity. The most important question to ask about your background is what changed? Why did you stop doing whatever your background describes and start adventuring? Where did you get the money to purchase your starting gear, or, if you come from a wealthy background, why don't you have more money? How did you learn the skills of your class? What sets you apart from ordinary people who share your background?

The sample backgrounds in this chapter provide both concrete benefits (features, proficiencies, and languages) and roleplaying suggestions.

**Proficiencies**

Each background gives a character proficiency in two skills. Skills are described in chapter 7.

In addition, most backgrounds give a character proficiency with one or more tools. Tools and tool proficiencies are detailed in chapter 5.

If a character would gain the same proficiency from two different sources, he or she can choose a different proficiency of the same kind (skill or tool) instead.

**Languages**

Some backgrounds also allow characters to learn additional languages beyond those given by race. See “Languages” earlier in this chapter.

**Equipment**

Each background provides a package of starting equipment. If you use the optional rule from chapter 5 to spend coin on gear, you do not receive the starting equipment from your background.

**Feat**

Each background gives a character a starting feat. Feats are described in chapter 6.

**Suggested Characteristics**

A background contains suggested personal characteristics based on your background. You can pick characteristics, roll dice to determine them randomly, or use the suggestions as inspiration for characteristics of your own creation.

**Customizing a Background**

You might want to tweak some of the features of a background so it better fits your character or the campaign setting. To customize a background, you can replace one feature with any other one, choose any two skills, and choose a total of two tool proficiencies or languages from the sample backgrounds. You can either use the equipment package from your background or spend coin on gear as described in chapter 5. (If you spend coin, you can't also take the equipment package suggested for your class.) Finally, choose two personality traits, one ideal, one bond, and one flaw. If you can't find a feature that matches your desired background, work with your DM to create one.

*DM approval required for custom backgrounds.*
**Barbarian**

Though you might have only recently arrived in civilized lands, you are no stranger to the values of cooperation and group effort when striving for supremacy. You learned these principles, and much more, as a member of your tribe.

Your people have always tried to hold to the old ways. Tradition and taboo have kept your tribe strong while the kingdoms of others have collapsed into chaos and ruin. But for the last few generations, some bands among the tribes were tempted to settle, make peace, trade, and even to build towns. Perhaps this is why your tribe chose to raise up the totems among the people as living embodiments of his power. Perhaps they needed a reminder of who they were and from whence they came. The Chosen of your tribe led bands back to the old ways, and most of your people abandoned the soft ways of civilization.

You might have grown up in one of the tribes that had decided to settle down, and now that they have abandoned that path, you find yourself adrift. Or you might come from a segment of your tribe that adheres to tradition, but you seek to bring glory to your tribe by achieving great things as a formidable adventurer.

**Skill Proficiencies:** Athletics, Survival

**Tool Proficiencies:** One type of musical instrument or artisan's tools

**Languages:** One of your choice

**Equipment:** A hunting trap, a totemic token or set of tattoos marking your loyalty to Uthgardt and your tribal totem, a set of traveler's clothes, and a pouch containing 100 cr

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**Feature: Barbarian Heritage**

You have an excellent knowledge of not only your tribe's territory, but also the terrain and natural resources of the rest of the worlds. You are familiar enough with any wilderness area that you find twice as much food and water as you normally would when you forage there.

Additionally, you can call upon the hospitality of other tribes in times of need.

**Background Feat**

As a further embodiment of the experience and training of your background, you can choose from the following feats:

<table>
<thead>
<tr>
<th>d6</th>
<th>Feat</th>
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</thead>
<tbody>
<tr>
<td>1</td>
<td>Brawny</td>
</tr>
<tr>
<td>2</td>
<td>Survivalist</td>
</tr>
<tr>
<td>3</td>
<td>Nimble Hands</td>
</tr>
<tr>
<td>4</td>
<td>Crafter</td>
</tr>
<tr>
<td>5</td>
<td>Athlete</td>
</tr>
<tr>
<td>6</td>
<td>Weapon Expert</td>
</tr>
</tbody>
</table>
Suggested Characteristics

Often considered rude and uncouth among civilized folk, barbarians have little respect for the niceties of life in the cities. The ties of tribe, clan, family, and the natural world of which they are a part are the most important bonds to most outlanders.

**d8 Personality Trait**

1. I'm driven by a wanderlust that led me away from home.
2. I watch over my friends as if they were a litter of newborn pups.
3. I once ran twenty-five miles without stopping to warn my clan of an approaching orc horde. I'd do it again if I had to.
4. I have a lesson for every situation, drawn from observing nature.
5. I place no stock in wealthy or well-mannered folk. Money and manners won't save you from a hungry owlbear.
6. I'm always picking things up, absently fiddling with them, and sometimes accidentally breaking them.
7. I feel far more comfortable around animals than people.
8. I was, in fact, raised by wolves.

**d6 Ideal**

1. **Change.** Life is like the seasons, in constant change, and we must change with it. (Chaotic)
2. **Greater Light.** It is each person’s responsibility to make the most happiness for the whole tribe. (Light)
3. **Honor.** If I dishonor myself, I dishonor my whole clan. (Lawful)
4. **Might.** The strongest are meant to rule. (Dark)
5. **Nature.** The natural world is more important than all the constructs of civilization. (Neutral)
6. **Glory.** I must earn glory in battle, for myself and my clan. (Any)

**d6 Bond**

1. My family, clan, or tribe is the most important thing in my life, even when they are far from me.
2. An injury to the unspoiled wilderness of my home is an injury to me.
3. I will bring terrible wrath down on the Darkdoers who destroyed my homeland.
4. I am the last of my tribe, and it is up to me to ensure their names enter legend.
5. I suffer awful visions of a coming disaster and will do anything to prevent it.
6. It is my duty to provide children to sustain my tribe.

**d6 Flaw**

1. I am too enamored of ale, wine, and other intoxicants.
2. There’s no room for caution in a life lived to the fullest.
3. I remember every insult I’ve received and nurse a silent resentment toward anyone who’s ever wronged me.
4. I am slow to trust members of other races, tribes, and societies.
5. Violence is my answer to almost any challenge.

Don’t expect me to save those who can’t save themselves. It is nature’s way that the strong thrive and the weak perish.
Bounty Hunter

Before you became an adventurer, your life was already full of conflict and excitement, because you made a living tracking down people for pay. Unlike some people who collect bounties, though, you aren't a savage who follows quarry into or through the wilderness. You're involved in a lucrative trade, in the place where you live, that routinely tests your skills and survival instincts. What's more, you aren't alone, as a bounty hunter in the wild would be: you routinely interact with both the criminal subculture and other bounty hunters, maintaining contacts in both areas to help you succeed.

You might be a cunning thief-catcher, prowling the rooftops to catch one of the myriad burglars of the city. Perhaps you are someone who has your ear to the street, aware of the doings of thieves' guilds and street gangs. You might be a "velvet mask" bounty hunter, one who blends in with high society and noble circles in order to catch the criminals that prey on the rich, whether pickpockets or con artists.

As a member of an adventuring party, you might find it more difficult to pursue a personal agenda that doesn't fit with the group's objectives - but on the other hand, you can take down much more formidable targets with the help of your companions.

Skill Proficiencies: Choose two from among Deception, Insight, Persuasion, and Stealth

Tool Proficiencies: Your choice of demolitions kit, security kit, or slicer's kit

Languages: One of your choice

Equipment: A set of clothes appropriate to your duties, a set of binders, and a pouch containing 200 cr

Feature: Ear to the Ground

You are in frequent contact with people in the segment of society that your chosen quarries move through. These people might be associated with the criminal underworld, the rough-and-tumble folk of the streets, or members of high society. This connection comes in the form of a contact in any city you visit, a person who provides information about the people and places of the local area.

BackgroundFeat

As a further embodiment of the experience and training of your background, you can choose from the following feats:

<table>
<thead>
<tr>
<th>d6</th>
<th>Feat</th>
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</thead>
<tbody>
<tr>
<td>1</td>
<td>Silver-Tongued</td>
</tr>
<tr>
<td>2</td>
<td>Empathic</td>
</tr>
<tr>
<td>3</td>
<td>Demolitionist</td>
</tr>
<tr>
<td>4</td>
<td>Bypass</td>
</tr>
<tr>
<td>5</td>
<td>Slicer</td>
</tr>
<tr>
<td>6</td>
<td>Diplomat</td>
</tr>
</tbody>
</table>
**Suggested Characteristics**

Your bond might involve other bounty hunters or the organizations or individuals that employ you. Your ideal could be associated with your determination always to catch your quarry or your desire to maintain your reputation for being dependable.

**d8 Personality Trait**

1. I always have a plan for what to do when things go wrong.
2. I am always calm, no matter what the situation. I never raise my voice or let my emotions control me.
3. The first thing I do in a new place is note the locations of everything valuable – or where such things could be hidden.
4. I would rather make a new friend than a new enemy.
5. I am incredibly slow to trust. Those who seem the fairest often have the most to hide.
6. I don't pay attention to the risks in a situation. Never tell me the odds.
7. The best way to get me to do something is to tell me I can't do it.
8. I blow up at the slightest insult.

**d6 Ideal**

1. **Honor.** I don't steal from others in the trade. (Lawful)
2. **Freedom.** Chains are meant to be broken, as are those who would forge them. (Chaotic)
3. **Charity.** I steal from the wealthy so that I can help people in need. (Light)
4. **Greed.** I will do whatever it takes to become wealthy. (Dark)
5. **People.** I'm loyal to my friends, not to any ideals, and everyone else can take a trip down the Styx for all I care. (Neutral)
6. **Redemption.** There's a spark of good in everyone. (Light)

**d6 Bond**

1. I'm trying to pay off an old debt I owe to a generous benefactor.
2. My ill-gotten gains go to support my family.
3. Something important was taken from me, and I aim to steal it back.
4. I will become the greatest thief that ever lived.
5. I'm guilty of a terrible crime. I hope I can redeem myself for it.
6. Someone I loved died because of a mistake I made. That will never happen again.

**d6 Flaw**

1. When I see something valuable, I can't think about anything but how to steal it.
2. When faced with a choice between money and my friends, I usually choose the money.
3. If there's a plan, I'll forget it. If I don't forget it, I'll ignore it.
4. I have a “tell” that reveals when I'm lying.
5. I turn tail and run when things look bad.
6. An innocent person is in prison for a crime that I committed. I'm okay with that.
City Watch
You have served the community where you grew up, standing as its first line of defense against crime and wildlife. You aren't a soldier, directing your gaze outward at possible enemies. Instead, your service to your hometown was to help police its populace, protecting the citizenry from lawbreakers and malefactors of every stripe.

Even if you're not city-born or city-bred, this background can describe your early years as a member of law enforcement. Most settlements of any size have their own law enforcement forces.

**Skill Proficiencies:** Athletics, Insight

**Languages:** Two of your choice

**Equipment:** A uniform in the style of your unit and indicative of your rank, a horn with which to summon help, a set of binders, and a pouch containing 100 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.

**Background Feat**
As a further embodiment of the experience and training of your background, you can choose from the following feats:

<table>
<thead>
<tr>
<th>d6</th>
<th>Feat</th>
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<tbody>
<tr>
<td>1</td>
<td>Brawny</td>
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<tr>
<td>2</td>
<td>Empathic</td>
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<td>3</td>
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<td>5</td>
<td>Athlete</td>
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<tr>
<td>6</td>
<td>Durable</td>
</tr>
</tbody>
</table>
Suggested Characteristics
Years of service in the City Watch have led to the rigid discipline most often seen in military service. Working with your comrades has created a strong family bond and pride in your community.

d8 Personality Trait
1. I’m always polite and respectful.
2. I’m haunted by memories of war. I can’t get the images of violence out of my mind.
3. I’ve lost too many friends, and I’m slow to make new ones.
4. I’m full of inspiring and cautionary tales from my guard service relevant to almost every combat situation.
5. I can stare down a hell hound without flinching.
6. I enjoy being strong and like breaking things.
7. I have a crude sense of humor.
8. I face problems head-on. A simple, direct solution is the best path to success.

d6 Ideal
1. **Greater Light.** Our lot is to lay down our lives in defense of others. (Light)
2. **Responsibility.** I do what I must and obey just authority. (Lawful)
3. **Independence.** When people follow orders blindly, they embrace a kind of tyranny. (Chaotic)
4. **Might.** In life as in war, the stronger force wins. (Dark)
5. **Live and Let Live.** Ideals aren’t worth killing over or going to war for. (Neutral)
6. **Nation.** My city, nation, or people are all that matter. (Any)

d6 Bond
1. I would still lay down my life for the people I served with.
2. Someone saved my life on the battlefield. To this day, I will never leave a friend behind.
3. My honor is my life.
4. I’ll never forget the crushing defeat my company suffered or the enemies who dealt it.
5. Those who fight beside me are those worth dying for.
6. I fight for those who cannot fight for themselves.

d6 Flaw
1. The monstrous enemy we faced in battle still leaves me quivering with fear.
2. I have little respect for anyone who is not a proven warrior.
3. I made a terrible mistake in battle cost many lives—and I would do anything to keep that mistake secret.
4. My hatred of my enemies is blind and unreasoning.
5. I obey the law, even if the law causes misery.
6. I’d rather eat my armor than admit when I’m wrong.


**Courtier**

In your earlier days, you were a personage of some significance in a noble court or a bureaucratic organization. You might or might not come from an upper-class family; your talents, rather than the circumstances of your birth, could have secured you this position.

You might have been one of the many functionaries, attendants, and other hangers-on in Coruscant's upper echelons, or perhaps you traveled in Nar Shaddaa's baroque and sometimes cutthroat conglomeration of guilds, nobles, adventurers, and secret societies. You might have been one of the behind-the-scenes law-keepers or functionaries on Dromund Kaas, or you might have grown up on some other affluent planet.

Even if you are no longer a full-fledged member of the group that gave you your start in life, your relationships with your former fellows can be an advantage for you and your adventuring comrades. You might undertake missions with your new companions that further the interest of the organization that gave you your start in life. In any event, the abilities that you honed while serving as a courtier will stand you in good stead as an adventurer.

**Skill Proficiencies:** Insight, Persuasion

**Languages:** Two of your choice

**Equipment:** A set of fine clothes and a pouch containing 150 cr

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**Feature: Court Functionality**

Your knowledge of how bureaucracies function lets you gain access to the records and inner workings of any noble court or government you encounter. 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.

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<td>6</td>
<td>Gourmand</td>
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</table>
**Suggested Characteristics**

The noble court or bureaucratic organization where you got your start is directly or indirectly associated with your bond (which could pertain to certain individuals in the group, such as your sponsor or mentor). Your ideal might be concerned with the prevailing philosophy of your court or organization.

**d8 Personality Trait**

1. I believe that anything worth doing is worth doing right. I can't help it—I'm a perfectionist.
2. I'm a snob who looks down on those who can't appreciate fine art.
3. I always want to know how things work and what makes people tick.
4. I'm full of witty aphorisms and have a proverb for every occasion.
5. I'm rude to people who lack my commitment to hard work and fair play.
6. I like to talk at length about my profession.
7. I don't part with my money easily and will haggle tirelessly to get the best deal possible.
8. I'm well known for my work, and I want to make sure everyone appreciates it. I'm always taken aback when people haven't heard of me.

**d6 Ideal**

1. **Community.** It is the duty of all civilized people to strengthen the bonds of community and the security of civilization. (Lawful)
2. **Generosity.** My talents were given to me so that I could use them to benefit the world. (Light)
3. **Freedom.** Everyone should be free to pursue his or her own livelihood. (Chaotic)
4. **Greed.** I'm only in it for the money. (Dark)
5. **People.** I'm committed to the people I care about, not to ideals. (Neutral)
6. **Aspiration.** I work hard to be the best there is at my craft. (Any)

**d6 Bond**

1. The workshop where I learned my trade is the most important place in the world to me.
2. I created a great work for someone, and then found them unworthy to receive it. I'm still looking for someone worthy.
3. I owe my guild a great debt for forging me into the person I am today.
4. I pursue wealth to secure someone's love.
5. One day I will return to my guild and prove that I am the greatest artisan of them all.
6. I will get revenge on the Dark forces that destroyed my place of business and ruined my livelihood.

**d6 Flaw**

1. I'll do anything to get my hands on something rare or priceless.
2. I'm quick to assume that someone is trying to cheat me.
3. No one must ever learn that I once stole money from guild coffers.
4. I'm never satisfied with what I have—I always want more.
5. I would kill to acquire a noble title.
6. I'm horribly jealous of anyone who can outshine my handiwork. Everywhere I go, I'm surrounded by rivals.
**Criminal**

You are an experienced criminal with a history of breaking the law. You have spent a lot of time among other criminals and still have contacts within the criminal underworld. You’re far closer than most people to the world of murder, theft, and violence that pervades the underbelly of civilization, and you have survived up to this point by flouting the rules and regulations of society.

**Skill Proficiencies:** Deception, Stealth

**Tool Proficiencies:** One type of gaming set, your choice of demolitions kit, security kit, or slicer’s kit

**Equipment:** A set of common clothes with a hood, a gaming set (one of your choice), and a belt pouch containing 150 cr

**Criminal Specialty**

There are many kinds of criminals, and within a thieves’ guild or criminal enterprise, individual members have particular specialties. Even criminals who operate outside of such organizations have strong preferences for certain kinds of crimes over others. Choose the role you played in your criminal life, or roll on the table below.

<table>
<thead>
<tr>
<th>d8</th>
<th>Specialty</th>
<th>d8</th>
<th>Specialty</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Blackmailer</td>
<td>5</td>
<td>Highway robber</td>
</tr>
<tr>
<td>2</td>
<td>Burglar</td>
<td>6</td>
<td>Hired killer</td>
</tr>
<tr>
<td>3</td>
<td>Enforcer</td>
<td>7</td>
<td>Pickpocket</td>
</tr>
<tr>
<td>4</td>
<td>Fence</td>
<td>8</td>
<td>Smuggler</td>
</tr>
</tbody>
</table>

**Feature: Criminal Contact**

You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy sailors who can deliver messages for you.

**Background Feat**

As a further embodiment of the experience and training of your background, you can choose from the following feats:

<table>
<thead>
<tr>
<th>d8</th>
<th>Feat</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Silver-Tongued</td>
</tr>
<tr>
<td>2</td>
<td>Ace Pilot</td>
</tr>
<tr>
<td>3</td>
<td>Quick-Fingered</td>
</tr>
<tr>
<td>4</td>
<td>Stealthy</td>
</tr>
<tr>
<td>5</td>
<td>Nimble Hands</td>
</tr>
<tr>
<td>6</td>
<td>Demolitionist</td>
</tr>
<tr>
<td>7</td>
<td>Bypassier</td>
</tr>
<tr>
<td>8</td>
<td>Slicer</td>
</tr>
</tbody>
</table>
**Suggested Characteristics**

Criminals might seem like villains on the surface, and many of them are villainous to the core. But some have an abundance of endearing, if not redeeming, characteristics. There might be honor among thieves, but criminals rarely show any respect for law or authority.

**d8 Personality Trait**

1. I always have a plan for what to do when things go wrong.
2. I am always calm, no matter what the situation. I never raise my voice or let my emotions control me.
3. The first thing I do in a new place is note the locations of everything valuable – or where such things could be hidden.
4. I would rather make a new friend than a new enemy.
5. I am incredibly slow to trust. Those who seem the fairest often have the most to hide.
6. I don't pay attention to the risks in a situation. Never tell me the odds.
7. The best way to get me to do something is to tell me I can't do it.
8. I blow up at the slightest insult.

**d6 Ideal**

1. **Honor.** I don't steal from others in the trade. (Lawful)
2. **Freedom.** Chains are meant to be broken, as are those who would forge them. (Chaotic)
3. **Charity.** I steal from the wealthy so that I can help people in need. (Light)
4. **Greed.** I will do whatever it takes to become wealthy. (Dark)
5. **People.** I'm loyal to my friends, not to any ideals, and everyone else can take a trip down the Styx for all I care. (Neutral)
6. **Redemption.** There's a spark of good in everyone. (Light)

**d6 Bond**

1. I'm trying to pay off an old debt I owe to a generous benefactor.
2. My ill-gotten gains go to support my family.
3. Something important was taken from me, and I aim to steal it back.
4. I will become the greatest thief that ever lived.
5. I'm guilty of a terrible crime. I hope I can redeem myself for it.
6. Someone I loved died because of a mistake I made. That will never happen again.

**d6 Flaw**

1. When I see something valuable, I can't think about anything but how to steal it.
2. When faced with a choice between money and my friends, I usually choose the money.
3. If there's a plan, I'll forget it. If I don't forget it, I'll ignore it.
4. I have a "tell" that reveals when I'm lying.
5. I turn tail and run when things look bad.
6. An innocent person is in prison for a crime that I committed. I'm okay with that.
**Entertainer**

You thrive in front of an audience. You know how to entrance them, entertain them, and even inspire them. Your poetics can stir the hearts of those who hear you, awakening grief or joy, laughter or anger. Your music raises their spirits or captures their sorrow. Your dance steps captivate, your humor cuts to the quick. Whatever techniques you use, your art is your life.

**Skill Proficiencies:** Acrobatics, Performance

**Tool Proficiencies:** Disguise kit, one type of musical instrument

**Equipment:** A musical instrument (one of your choice), the favor of an admirer (love letter, lock of hair, or trinket), a costume, and a belt pouch containing 150 cr

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**Entertainer Routines**

A good entertainer is versatile, spicing up every performance with a variety of different routines. Choose one to three routines or roll on the table below to define your expertise as an entertainer.

<table>
<thead>
<tr>
<th>d10 Entertainer Routine</th>
<th>d10 Entertainer Routine</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Actor</td>
<td>6 Instrumentalist</td>
</tr>
<tr>
<td>2 Dancer</td>
<td>7 Poet</td>
</tr>
<tr>
<td>3 Fire-eater</td>
<td>8 Singer</td>
</tr>
<tr>
<td>4 Jester</td>
<td>9 Storyteller</td>
</tr>
<tr>
<td>5 Juggler</td>
<td>10 Tumbler</td>
</tr>
</tbody>
</table>

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**Feature: By Popular Demand**

You can always find a place to perform, usually in an inn or cantina but possibly with a circus, at a theater, or even in a noble’s court. At such a place, you receive free lodging and food of a modest or comfortable standard (depending on the quality of the establishment), as long as you perform each night. In addition, your performance makes you something of a local figure. When strangers recognize you in a town where you have performed, they typically take a liking to you.

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**Background Feat**

As a further embodiment of the experience and training of your background, you can choose from the following feats:

<table>
<thead>
<tr>
<th>d6</th>
<th>Feat</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Acrobat</td>
</tr>
<tr>
<td>2</td>
<td>Performer</td>
</tr>
<tr>
<td>3</td>
<td>Master of Disguise</td>
</tr>
<tr>
<td>4</td>
<td>Nimble Hands</td>
</tr>
<tr>
<td>5</td>
<td>Athlete</td>
</tr>
<tr>
<td>6</td>
<td>Actor</td>
</tr>
</tbody>
</table>
**Suggested Characteristics**

Successful entertainers have to be able to capture and hold an audience’s attention, so they tend to have flamboyant or forceful personalities. They’re inclined toward the romantic and often cling to high-minded ideals about the practice of art and the appreciation of beauty.

**d8 Personality Trait**

1. I know a story relevant to almost every situation.
2. Whenever I come to a new place, I collect local rumors and spread gossip.
3. I’m a hopeless romantic, always searching for that “special someone.”
4. Nobody stays angry at me or around me for long, since I can defuse any amount of tension.
5. I love a Light insult, even one directed at me.
6. I get bitter if I’m not the center of attention.
7. I’ll settle for nothing less than perfection.
8. I change my mood or my mind as quickly as I change key in a song.

**d6 Ideal**

1. **Beauty.** When I perform, I make the world better than it was. (Light)
2. **Tradition.** The stories, legends, and songs of the past must never be forgotten, for they teach us who we are. (Lawful)
3. **Creativity.** The world is in need of new ideas and bold action. (Chaotic)
4. **Greed.** I’m only in it for the money and fame. (Dark)
5. **People.** I like seeing the smiles on people’s faces when I perform. That’s all that matters. (Neutral)
6. **Honesty.** Art should reflect the soul; it should come from within and reveal who we really are. (Any)

**d6 Bond**

1. My instrument is my most treasured possession, and it reminds me of someone I love.
2. Someone stole my precious instrument, and someday I’ll get it back.
3. I want to be famous, whatever it takes.
4. I idolize a hero of the old tales and measure my deeds against that person’s.
5. I will do anything to prove myself superior to my hated rival.
6. I would do anything for the other members of my old troupe.

**d6 Flaw**

1. I’ll do anything to win fame and renown.
2. I’m a sucker for a pretty face.
3. A scandal prevents me from ever going home again. That kind of trouble seems to follow me around.
4. I once satirized a noble who still wants my head. It was a mistake that I will likely repeat.
5. I have trouble keeping my true feelings hidden. My sharp tongue lands me in trouble.
6. Despite my best efforts, I am unreliable to my friends.
**Faction Agent**

Many organizations active in the North and across the face of Faerun aren’t bound by strictures of geography. These factions pursue their agendas without regard for political boundaries, and their members operate anywhere the organization deems necessary. These groups employ listeners, rumormongers, smugglers, sellswords, cache-holders (people who guard caches of wealth or magic for use by the faction’s operatives) haven keepers, and message drop minders, to name a few. At the core of every faction are those who don’t merely fulfill a small function for that organization, but who serve as its hands, head, and heart.

As a prelude to your adventuring career (and in preparation for it), you served as an agent of a particular faction. You might have operated openly or secretly, depending on the faction and its goals, as well as how those goals mesh with your own. Becoming an adventurer doesn't necessarily require you to relinquish membership in your faction (though you can choose to do so), and it might enhance your status in the faction.

**Skill Proficiencies:** Insight and one Intelligence, Wisdom, or Charisma skill of your choice, as appropriate to your faction

**Languages:** Two of your choice

**Equipment:** Badge or emblem of your faction, a copy of a seminal faction text (or a code-book for a covert faction), a set of common clothes, and a pouch containing 150 cr

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**Feature: Safe Haven**

As a faction agent, you have access to a secret network of supporters and operatives who can provide assistance on your adventures. You know a set of secret signs and passwords you can use to identify such operatives, who can provide you with access to a hidden safe house, free room and board, or assistance in finding information. These agents never risk their lives for you or risk revealing their true identities.

**Background Feat**

As a further embodiment of the experience and training of your background, you can choose from the following feats:

<table>
<thead>
<tr>
<th>d6</th>
<th>Feat</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Empathic</td>
</tr>
<tr>
<td>2</td>
<td>Loremaster</td>
</tr>
<tr>
<td>3</td>
<td>Diplomat</td>
</tr>
<tr>
<td>4</td>
<td>Silver-Tongued</td>
</tr>
<tr>
<td>5</td>
<td>Linguist</td>
</tr>
<tr>
<td>6</td>
<td>Alert</td>
</tr>
</tbody>
</table>
**Suggested Characteristics**

Agents are shaped by their experience in their faction’s communities. Their study of the history and tenets of their faction and their relationships to it affect their mannerisms and ideals. Their flaws might be some hidden hypocrisy or heretical idea, or an ideal or bond taken to an extreme.

**d8 Personality Trait**

1. I idolize a particular hero of my faction, and constantly refer to that person’s deeds and example.

2. I can find common ground between the fiercest enemies, empathizing with them and always working towards peace.

3. I see omens in every event and action.

4. Nothing can shake my optimistic attitude.

5. I quote (or misquote) sacred texts and proverbs in almost every situation.

6. I am tolerant (or intolerant) of other factions and respect (or condemn) them.

7. I’ve enjoyed fine food, drink, and high society among my faction’s elite. Rough living grates on me.

8. I have little practical experience dealing with people in the world.

**d6 Ideal**

1. **Tradition.** The ancient traditions of worship and sacrifice must be preserved and upheld. (Lawful)

2. **Charity.** I always try to help those in need, no matter what the personal cost. (Light)

3. **Change.** We must help bring about the changes the gods are constantly working in the world. (Chaotic)

4. **Power.** I hope to one day rise to the top of my faith’s religious hierarchy. (Lawful)

5. **Faith.** I trust that my leader will guide my actions, I have faith that if I work hard, things will go well. (Lawful)

6. **Aspiration.** I seek to prove myself worthy of my leader’s favor by matching my actions against his or her teachings. (Any)

**d6 Bond**

1. I would die to recover an artifact of my faction that was lost long ago.

2. I will someday get revenge on the corrupt faction hierarchy who branded me a heretic.

3. I owe my life to the faction member who took me in when my parents died.

4. Everything I do is for the common people.

5. I will do anything to protect the faction where I served.

6. I seek to preserve a sacred text that my enemies consider heretical and seek to destroy.

**d6 Flaw**

1. I judge others harshly, and myself even more severely.

2. I put too much trust in those who wield power within my faction’s hierarchy.

3. My piety sometimes leads me to blindly trust those that profess faith in my faction.

4. I am inflexible in my thinking.

5. I am suspicious of strangers and expect the worst of them.

6. Once I pick a goal, I become obsessed with it to the detriment of everything else in my life.
**Far Traveler**

Almost all of the common people and other folk that one might encounter throughout the galaxy have one thing in common: they live out their lives without ever traveling more than a few miles from where they were born.

You aren’t one of those folk.

You are from a distant place, one so remote that few of the common folk realize that it exists, and chances are good that even if some people you meet have heard of your homeland, they know merely the name and perhaps a few outrageous stories. You have left your homeland for your own reasons, which you might or might not choose to share.

Although you will undoubtedly find some of this land’s ways to be strange and discomfiting, you can also be sure that some things its people take for granted will be to you new wonders that you’ve never laid eyes on before. By the same token, you’re a person of interest, for good or ill, to those around you almost anywhere you go.

**Skill Proficiencies:** Insight, Perception

**Tool Proficiencies:** Any one musical instrument or gaming set of your choice, likely something native to your homeland

**Languages:** Any one of your choice

**Equipment:** One set of traveler’s clothes, any one musical instrument or gaming set you are proficient with, poorly wrought maps from your homeland, a small piece of jewelry worth 100 cr in the style of your homeland’s craftsmanship, and a pouch containing 50 cr

**Why Are You Here?**

A far traveler might have set out on a journey for one of a number of reasons, and the departure from his or her homeland could have been voluntary or involuntary. To determine why you are so far from home, roll on the table below or choose from the options provided. The following section, discussing possible homelands, includes some suggested reasons that are appropriate for each location.

<table>
<thead>
<tr>
<th>d6</th>
<th>Reason</th>
<th>d6</th>
<th>Reason</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Emissary</td>
<td>4</td>
<td>Pilgrim</td>
</tr>
<tr>
<td>2</td>
<td>Exile</td>
<td>5</td>
<td>Sightseer</td>
</tr>
<tr>
<td>3</td>
<td>Fugitive</td>
<td>6</td>
<td>Wanderer</td>
</tr>
</tbody>
</table>

**Feature: All Eyes On You**

Your accent, mannerisms, figures of speech, and perhaps even your appearance all mark you as foreign. Curious glances are directed your way wherever you go, which can be a nuisance, but you also gain the friendly interest of scholars and others intrigued by far-off lands, to say nothing of everyday folk who are eager to hear stories of your homeland.

You can parley this attention into access to people and places you might not otherwise have, for you and your traveling companions. Noble lords, scholars, and merchant princes, to name a few, might be interested in hearing about your distant homeland and people.

**Background Feat**

As a further embodiment of the experience and training of your background, you can choose from the following feats:

<table>
<thead>
<tr>
<th>d6</th>
<th>Feat</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Empathic</td>
</tr>
<tr>
<td>2</td>
<td>Perceptive</td>
</tr>
<tr>
<td>3</td>
<td>Nimble Hands</td>
</tr>
<tr>
<td>4</td>
<td>Linguist</td>
</tr>
<tr>
<td>5</td>
<td>Athlete</td>
</tr>
<tr>
<td>6</td>
<td>Skilled</td>
</tr>
</tbody>
</table>
**Suggested Characteristics**
The distance you've traveled manifests itself in the way you speak and carry yourself.

**d6 Personality Trait**

| 1 | I have different assumptions from those around me concerning personal space, blithely invading others' space in innocence, or reacting to ignorant invasion of my own. |
| 2 | I have my own ideas about what is and is not food, and I find the eating habits of those around me fascinating, confusing, or revolting. |
| 3 | I have a strong code of honor or sense of propriety that others don't comprehend. |
| 4 | I express affection or contempt in ways that are unfamiliar to others. |
| 5 | I honor my deities through practices that are foreign to this land. |
| 6 | I begin or end my day with small traditional rituals that are unfamiliar to those around me. |

**d6 Ideal**

| 1 | Open. I have much to learn from the kindly folk I meet along my way. (Light) |
| 2 | Reserved. As someone new to these strange lands, I am cautious and respectful in my dealings. (Lawful) |
| 3 | Adventure. I'm far from home, and everything is strange and wonderful! (Chaotic) |
| 4 | Cunning. Though I may not know their ways, neither do they know mine, which can be to my advantage. (Dark) |
| 5 | Inquisitive. Everything is new, but I have a thirst to learn. (Neutral) |
| 6 | Suspicious. I must be careful, for I have no way of telling friend from foe here. (Any) |

**d6 Bond**

| 1 | So long as I have this token from my homeland, I can face any adversity in this strange land. |
| 2 | The gods of my people are a comfort to me so far from home. |
| 3 | I hold no greater cause than my service to my people. |
| 4 | My freedom is my most precious possession. I'll never let anyone take it from me again. |
| 5 | I'm fascinated by the beauty and wonder of this new land. |
| 6 | Though I had no choice, I lament having to leave my loved one(s) behind. I hope to see them again one day. |

**d6 Flaw**

| 1 | I am secretly (or not so secretly) convinced of the superiority of my own culture over that of this foreign land. |
| 2 | I pretend not to understand the local language in order to avoid interactions I would rather not have. |
| 3 | I have a weakness for the new intoxicants and other pleasures of this land. |
| 4 | I don't take kindly to some of the actions and motivations of the people of this land, because these folk are different from me. |
| 5 | I consider the adherents of other gods to be deluded innocents at best, or ignorant fools at worst. |
| 6 | I have a weakness for the exotic beauty of the people of these lands. |
**Folk Hero**

You come from a humble social rank, but you are destined for so much more. Already the people of your home village regard you as their champion, and your destiny calls you to stand against the tyrants and monsters that threaten the common folk everywhere.

**Skill Proficiencies:** Animal Handling, Survival  
**Tool Proficiencies:** One type of artisan’s tools  
**Languages:** Any one of your choice  
**Equipment:** A set of artisan’s tools (one of your choice), a shovel, an iron pot, a set of common clothes, and a belt pouch containing 100 cr

**Defining Event**

You previously pursued a simple profession among the peasantry, perhaps as a farmer, miner, servant, shepherd, woodcutter, or gravedigger. But something happened that set you on a different path and marked you for greater things. Choose or randomly determine a defining event that marked you as a hero of the people.

**d10 Defining Event**

1. I stood up to a tyrant’s agents.  
2. I saved people during a natural disaster.  
3. I stood alone against a terrible monster.  
4. I stole from a corrupt merchant to help the poor.  
5. I led a militia to fight off an invading army.  
6. I broke into a tyrant’s castle and stole weapons to arm the people.  
7. I trained the peasantry to use farm implements as weapons against a tyrant’s soldiers.  
8. A lord rescinded an unpopular decree after I led a symbolic act of protest against it.  
9. A celestial, fey, or similar creature gave me a blessing or revealed my secret origin.  
10. Recruited into a lord’s army, I rose to leadership and was commended for my heroism.

**Feature: Rustic Hospitality**

Since you come from the ranks of the common folk, you fit in among them with ease. You can find a place to hide, rest, or recuperate among other commoners, unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you.

**Background Feat**

As a further embodiment of the experience and training of your background, you can choose from the following feats:

<table>
<thead>
<tr>
<th>d6</th>
<th>Feat</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Animal Handler</td>
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<tr>
<td>2</td>
<td>Survivalist</td>
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<tr>
<td>3</td>
<td>Crafter</td>
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<tr>
<td>4</td>
<td>Gourmand</td>
</tr>
<tr>
<td>5</td>
<td>Athlete</td>
</tr>
<tr>
<td>6</td>
<td>Healer</td>
</tr>
</tbody>
</table>

Part 1 | Personality and Background
Suggested Characteristics
A folk hero is one of the common people, for better or for worse. Most folk heroes look on their humble origins as a virtue, not a shortcoming, and their home communities remain very important to them.

d8 Personality Trait
1. I judge people by their actions, not their words.
2. If someone is in trouble, I’m always ready to lend help.
3. When I set my mind to something, I follow through no matter what gets in my way.
4. I have a strong sense of fair play and always try to find the most equitable solution to arguments.
5. I’m confident in my own abilities and do what I can to instill confidence in others.
6. Thinking is for other people. I prefer action.
7. I misuse long words in an attempt to sound smarter.
8. I get bored easily. When am I going to get on with my destiny?

d6 Ideal
1. Respect. People deserve to be treated with dignity and respect. (Light)
2. Fairness. No one should get preferential treatment before the law, and no one is above the law. (Lawful)
3. Freedom. Tyrants must not be allowed to oppress the people. (Chaotic)
4. Might. If I become strong, I can take what I want—what I deserve. (Dark)
5. Sincerity. There’s no Light in pretending to be something I’m not. (Neutral)
6. Destiny. Nothing and no one can steer me away from my higher calling. (Any)

d6 Bond
1. I have a family, but I have no idea where they are. One day, I hope to see them again.
2. I worked the land, I love the land, and I will protect the land.
3. A proud noble once gave me a horrible beating, and I will take my revenge on any bully I encounter.
4. My tools are symbols of my past life, and I carry them so that I will never forget my roots.
5. I protect those who cannot protect themselves.
6. I wish my childhood sweetheart had come with me to pursue my destiny.

d6 Flaw
1. The tyrant who rules my land will stop at nothing to see me killed.
2. I’m convinced of the significance of my destiny, and blind to my shortcomings and the risk of failure.
3. The people who knew me when I was young know my shameful secret, so I can never go home again.
4. I have a weakness for the vices of the city, especially hard drink.
5. Secretly, I believe that things would be better if I were a tyrant lording over the land.
6. I have trouble trusting in my allies.
GAMBLER

You are a skilled gambler who spends most of your time in casinos, bar rooms, and gambling dens. Are your activities legal, or do you break the law? Have you ever cheated in a game, or do you play by the rules? No matter what, your life has been one of excitement, chance, and danger.

Skill Proficiencies: Choose two from Deception, Insight, and Sleight of Hand
Tool Proficiencies: Two types of gaming sets
Equipment: A set of common clothes, a set of dice, a deck of playing cards, a lucky charm, and a belt pouch containing 100 cr.

Feature: Let’s Make It Interesting

You can convince nearly anyone to put up something they aren’t normally willing to part with (property or information) in a game of chance. Your DM might rule that they will only agree to a game of their choosing, and they may only agree if they feel the odds are in their favor.

Background Feat

As a further embodiment of the experience and training of your background, you can choose from the following feats:

<table>
<thead>
<tr>
<th>d6</th>
<th>Feat</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Silver-Tongued</td>
</tr>
<tr>
<td>2</td>
<td>Empathic</td>
</tr>
<tr>
<td>3</td>
<td>Quick-Fingered</td>
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<tr>
<td>4</td>
<td>Nimble Hands</td>
</tr>
<tr>
<td>5</td>
<td>Keen Mind</td>
</tr>
<tr>
<td>6</td>
<td>Observant</td>
</tr>
</tbody>
</table>

Suggested Characteristics

Gambling is your passion, for better or for worse. Most gamblers see their vices as virtues, and overlook things in their pursuit of the rush.

d8 Personality Trait

1. I like to impress everyone I meet with a simple trick or a quick joke.
2. I constantly make side bets on everything that happens around me.
3. No matter how high the stakes, I always appear calm.
4. I try to be unpredictable, so no one will know when I’m bluffing.
5. I never back down from a challenge.
6. I can’t get satisfaction out of something if the stakes are too low.
7. I tend to make friends out of enemies, and enemies out of friends.
8. I prefer one game above all others.

d6 Ideal

1. Risk. Nothing worth doing is ever a sure thing. (Chaotic)
2. Victory. Never make a bet unless you’re sure you can win. (Lawful)
3. Gred. Anything that isn’t mine soon will be. (Dark)
4. Charity. I share my winnings with the less fortunate. (Light)
5. Surprise. Life is a game worth playing, because you never know how the dice will land. (Any)
6. Laziness. Working is for chumps. (Any)

d6 Bond

1. I owe a lot of money to the wrong kind of people.
2. I still keep the first coin I ever won. It’s my Light lucky charm.
3. Most of my winnings go to my home.
4. Someday I will own my own casino.
5. I lost a large sum of money to a con artist; I seek to get it back.
6. I hide my gambling behind a normal life. My friends have no idea who I really am.

d6 Flaw

1. I can’t step away from the table when I’m losing.
2. I spend money faster than I can make it.
3. Everyone has a price. Mine happens to be pretty low.
4. I assume everyone is hiding something from me.
5. I tend to value money more than people.
6. I like to think I could drink anyone under the table, but I’m really a lightweight.
Gladiator

A gladiator is as much an entertainer as any minstrel or circus performer, trained to make the arts of combat into a spectacle the crowd can enjoy. This kind of flashy combat is your entertainer routine, though you might also have some skills as a tumbler or actor. Using your A Champion Well Known feature, you can find a place to perform in any place that features combat for entertainment—perhaps a gladiatorial arena or secret pit fighting club.

Skill Proficiencies: Athletics, Performance
Tool Proficiencies: One type of musical instrument
Languages: One of your choice
Equipment: A trophy earned via some sort of competition, clothing suitable to your profession, and a belt pouch containing 150 cr

Feature: A Champion Well Known

You can always find a place to perform, usually in an inn or tavern but possibly with a circus, at a theater, or even in a noble’s court. At such a place, you receive free lodging and food of a modest or comfortable standard (depending on the quality of the establishment) as long as you perform each night. In addition, your performance makes you something of a local figure. When strangers recognize you in a town where you have performed, they typically take a liking to you.

Background Feat

As a further embodiment of the experience and training of your background, you can choose from the following feats:

<table>
<thead>
<tr>
<th>d6</th>
<th>Feat</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Brawny</td>
</tr>
<tr>
<td>2</td>
<td>Performer</td>
</tr>
<tr>
<td>3</td>
<td>Nimble Hands</td>
</tr>
<tr>
<td>4</td>
<td>Linguist</td>
</tr>
<tr>
<td>5</td>
<td>Durable</td>
</tr>
<tr>
<td>6</td>
<td>Martial Adept</td>
</tr>
</tbody>
</table>
**Suggested Characteristics**

Successful entertainers have to be able to capture and hold an audience’s attention, so they tend to have flamboyant or forceful personalities. They’re inclined toward the romantic and often cling to high-minded ideals about the practice of art and the appreciation of beauty.

**d8 Personality Trait**

1. I know a story relevant to almost every situation.
2. Whenever I come to a new place, I collect local rumors and spread gossip.
3. I’m a hopeless romantic, always searching for that “special someone.”
4. Nobody stays angry at me or around me for long, since I can defuse any amount of tension.
5. I love a Light insult, even one directed at me.
6. I get bitter if I’m not the center of attention.
7. I’ll settle for nothing less than perfection.
8. I change my mood or my mind as quickly as I change key in a song.

**d6 Ideal**

1. **Beauty.** When I perform, I make the world better than it was. (Light)
2. **Tradition.** The stories, legends, and songs of the past must never be forgotten, for they teach us who we are. (Lawful)
3. **Creativity.** The world is in need of new ideas and bold action. (Chaotic)
4. **Greed.** I’m only in it for the money and fame. (Dark)
5. **People.** I like seeing the smiles on people’s faces when I perform. That’s all that matters. (Neutral)
6. **Honesty.** Art should reflect the soul; it should come from within and reveal who we really are. (Any)

**d6 Bond**

1. My instrument is my most treasured possession, and it reminds me of someone I love.
2. Someone stole my precious trophy, and someday I’ll get it back.
3. I want to be famous, whatever it takes.
4. I idolize a hero of the old tales and measure my deeds against that person’s.
5. I will do anything to prove myself superior to my hated rival.
6. I would do anything for the other members of my old troupe.

**d6 Flaw**

1. I’ll do anything to win fame and renown.
2. I’m a sucker for a pretty face.
3. A scandal prevents me from ever going home again. That kind of trouble seems to follow me around.
4. I once satirized a noble who still wants my head. It was a mistake that I will likely repeat.
5. I have trouble keeping my true feelings hidden. My sharp tongue lands me in trouble.
6. Despite my best efforts, I am unreliable to my friends.
Adventuring is nothing new to you. Due to the circumstances of how you were raised, you have been involved with wandering heroes for most of your life. Maybe you were part of an adventuring band previously, but split with them after a disagreement or tragedy. Or, perhaps you worked around heroes in a lesser role for most of your young life, and you are now ready to graduate to the front lines.

**Skill Proficiencies:** Athletics, Survival

**Tool Proficiencies:** Your choice demolitions kit, security kit, or slicer’s kit

**Languages:** One of your choice

**Equipment:** 50 feet of rope, a small knife, a trophy, a set of traveler's clothes, and a belt pouch containing 100 cr.

**Adventuring Origin**

You have either been adventuring or assisting other in adventuring since a very young age. To determine what circumstances caused this, roll a d6 or choose from the options on the table below.

<table>
<thead>
<tr>
<th>d6 Origin</th>
<th>Feat</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 My parents are famous adventurers who trained me to follow in their footsteps.</td>
<td>Brawny</td>
</tr>
<tr>
<td>2 I was an apprentice at an adventurer’s guild.</td>
<td>Survivalist</td>
</tr>
<tr>
<td>3 A group of adventurers found me when I was a lost, abandoned child, and they raised me as their own.</td>
<td>Demolitionist</td>
</tr>
<tr>
<td>4 I was trained to be a professional monster hunter.</td>
<td>Bypasser</td>
</tr>
<tr>
<td>5 An adventuring party saved my life, so I swore my loyalty to them and followed them around as a servant.</td>
<td>Slicer</td>
</tr>
<tr>
<td>6 I set out in search of adventure when I was a bright-eyed, optimistic youngster and I never looked back.</td>
<td>Linguist</td>
</tr>
</tbody>
</table>

**Feature: Guild Membership**

You are an established and respected member of an adventurer's guild, allowing you to rely on certain benefits that membership provides. If you are in a town with a headquarters for your adventurer's guild and you are in good standing with the guild, you will be allowed to look at the job postings and find adventuring work to earn money.

Guilds often wield tremendous political power. If you are accused of a crime, your guild 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 guild, if you are a member in Light standing. Such connections might require the donation of money or magic items to the guild’s coffers.

You must pay dues of 50 cr per month to the guild. If you miss payments, you must make up back dues to remain in the guild’s good graces.

**BackgroundFeat**

As a further embodiment of the experience and training of your background, you can choose from the following feats:
Suggested Characteristics

Adventurers are well adjusted to life on the road. They are often comfortable doing dangerous things like dungeoneering and fighting and can stay level-headed in the face of danger, but they may not be so well adapted to other parts of life.

**d8 Personality Trait**

1. I can’t bring myself to ignore a cry for help.
2. I hold onto every mildly interesting item I find, in case it comes in handy someday.
3. After all the weirdness I’ve seen on my travels, nothing can surprise me.
4. I spit and laugh in the face of danger.
5. Giving up is never an option for me.
6. I feel more at home in monster-infested dungeons than in civilized society.
7. I fill silence with wacky stories about my past misadventures, which may or may not be exaggerated.
8. My sense of humor is as dark and grim as the dungeons I explore.

**d6 Ideal**

1. **Adventure.** All I want is to travel the world and see amazing things. (Any)
2. **Heroism.** I am dedicated to helping people in need. (Light)
3. **Order.** I use my power to save the world from the forces of destruction and chaos. (Lawful)
4. **Excitement.** An ordinary life is boring, I’d rather travel around and find trouble. (Chaotic)
5. **Power.** The more powerful enemies I defeat, the stronger I become. (Neutral)
6. **Aspiration.** I want to go down in history as a brave, powerful hero. (Any)

**d6 Bond**

1. I carry with me a strange artifact that I found in a dungeon, but I don’t know what it’s for.
2. My adventuring party means the world to me.
3. I have sworn to hunt down the monster or villain who killed my former adventuring party.
4. I adventure in order to bring honor (or money) to my family.
5. There is a faraway place I’ve always wanted to visit, and I won’t stop until I make it there.
6. All I want is to make the ones who trained me in the way of adventuring proud.

**d6 Flaw**

1. I default to solving problems with violence even when it’s unwise or immoral.
2. I expect to be lavished with praise and attention whenever I do my job, and I get mad when no one acknowledges my heroism.
3. All members of “Dark” races must be Dark, so I will never trust them.
4. Waiting around makes me antsy. I’d rather do something stupid than do nothing at all.
5. My habit of looting dungeons makes me swipe things I shouldn’t.
6. A monstrous enemy I faced in the past still leaves me quivering with fear.
**Guild Artisan**

You are a member of an artisan’s guild, skilled in a particular field and closely associated with other artisans. You are a well-established part of the mercantile world, freed by talent and wealth from the constraints of a feudal social order. You learned your skills as an apprentice to a master artisan, under the sponsorship of your guild, until you became a master in your own right.

**Skill Proficiencies:** Insight, Persuasion

**Tool Proficiencies:** One type of artisan’s tools

**Languages:** One of your choice

**Equipment:** A set of artisan’s tools (one of your choice), a letter of introduction from your guild, a set of traveler’s clothes, and a belt pouch containing 150 cr

**Guild Business**

Guilds are generally found in cities large enough to support several artisans practicing the same trade. However, your guild might instead be a loose network of artisans who each work in a different village within a larger realm. Work with your DM to determine the nature of your guild.

As a member of your guild, you know the skills needed to create finished items from raw materials (reflected in your proficiency with a certain kind of artisan’s tools), as well as the principles of trade and light business practices. The question now is whether you abandon your trade for adventure, or take on the extra effort to weave adventuring and trade together.

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**Feature: Guild Membership**

As an established and respected member of a guild, you can rely on certain benefits that membership provides. Your fellow guild members will provide you with lodging and food if necessary, and pay for your funeral if needed. In some cities and towns, a guildhall offers a central place to meet other members of your profession, which can be a light place to meet potential patrons, allies, or hirelings.

Guilds often wield tremendous political power. If you are accused of a crime, your guild 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 guild, if you are a member in good standing. Such connections might require the donation of money or magic items to the guild’s coffers.

You must pay dues of 50 cr per month to the guild. If you miss payments, you must make up back dues to remain in the guild’s good graces.

**Background Feat**

As a further embodiment of the experience and training of your background, you can choose from the following feats:

<table>
<thead>
<tr>
<th>d6</th>
<th>Feature</th>
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<tbody>
<tr>
<td>1</td>
<td>Empathic</td>
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<tr>
<td>2</td>
<td>Diplomat</td>
</tr>
<tr>
<td>3</td>
<td>Crafter</td>
</tr>
<tr>
<td>4</td>
<td>Linguist</td>
</tr>
<tr>
<td>5</td>
<td>Alchemist</td>
</tr>
<tr>
<td>6</td>
<td>Gourmand</td>
</tr>
</tbody>
</table>
**Suggested Characteristics**

Guild artisans are among the most ordinary people in the world—until they set down their tools and take up an adventuring career. They understand the value of hard work and the importance of community, but they're vulnerable to sins of greed and covetousness.

**d8 Personality Trait**

1. I believe that anything worth doing is worth doing right. I can't help it—I'm a perfectionist.
2. I'm a snob who looks down on those who can't appreciate fine art.
3. I always want to know how things work and what makes people tick.
4. I'm full of witty aphorisms and have a proverb for every occasion.
5. I'm rude to people who lack my commitment to hard work and fair play.
6. I like to talk at length about my profession.
7. I don't part with my money easily and will haggle tirelessly to get the best deal possible.
8. I'm well known for my work, and I want to make sure everyone appreciates it. I'm always taken aback when people haven't heard of me.

**d6 Ideal**

1. **Community.** It is the duty of all civilized people to strengthen the bonds of community and the security of civilization. (Lawful)
2. **Generosity.** My talents were given to me so that I could use them to benefit the world. (Light)
3. **Freedom.** Everyone should be free to pursue his or her own livelihood. (Chaotic)
4. **Greed.** I'm only in it for the money. (Dark)
5. **People.** I'm committed to the people I care about, not to ideals. (Neutral)
6. **Aspiration.** I work hard to be the best there is at my craft. (Any)

**d6 Bond**

1. The workshop where I learned my trade is the most important place in the world to me.
2. I created a great work for someone, and then found them unworthy to receive it. I'm still looking for someone worthy.
3. I owe my guild a great debt for forging me into the person I am today.
4. I pursue wealth to secure someone's love.
5. One day I will return to my guild and prove that I am the greatest artisan of them all.
6. I will get revenge on the Dark forces that destroyed my place of business and ruined my livelihood.

**d6 Flaw**

1. I'll do anything to get my hands on something rare or priceless.
2. I'm quick to assume that someone is trying to cheat me.
3. No one must ever learn that I once stole money from guild coffers.
4. I'm never satisfied with what I have—I always want more.
5. I would kill to acquire a noble title.
6. I'm horribly jealous of anyone who can outshine my handiwork. Everywhere I go, I'm surrounded by rivals.
Guild Merchant

Instead of an artisans’ guild, you might belong to a guild of traders, caravan masters, or shopkeepers. You don’t craft items yourself but earn a living by buying and selling the works of others (or the raw materials artisans need to practice their craft). Your guild might be a large merchant consortium (or family) with interests across the region. Perhaps you transported goods from one place to another, by ship, wagon, or caravan, or bought them from traveling traders and sold them in your own little shop. In some ways, the traveling merchant’s life lends itself to adventure far more than the life of an artisan.

Skill Proficiencies: Insight, Persuasion
Languages: Two of your choice
Equipment: A letter of introduction from your guild, a set of traveler’s clothes, and a belt pouch containing 150 cr

Guild Business
Guilds are generally found in cities large enough to support several artisans practicing the same trade. However, your guild might instead be a loose network of artisans who each work in a different village within a larger realm. Work with your DM to determine the nature of your guild.

As a member of your guild, you know the skills needed to create finished items from raw materials (reflected in your proficiency with a certain kind of artisan’s tools), as well as the principles of trade and Light business practices. The question now is whether you abandon your trade for adventure, or take on the extra effort to weave adventuring and trade together.

Feature: Guild Membership
As an established and respected member of a guild, you can rely on certain benefits that membership provides. Your fellow guild members will provide you with lodging and food if necessary, and pay for your funeral if needed. In some cities and towns, a guildhall offers a central place to meet other members of your profession, which can be a Light place to meet potential patrons, allies, or hirelings.

Guilds often wield tremendous political power. If you are accused of a crime, your guild 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 guild, if you are a member in Light standing. Such connections might require the donation of money or magic items to the guild’s coffers.

You must pay dues of 50 cr per month to the guild. If you miss payments, you must make up back dues to remain in the guild’s good graces.

Background Feat
As a further embodiment of the experience and training of your background, you can choose from the following feats:

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<th>d6</th>
<th>Feat</th>
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</thead>
<tbody>
<tr>
<td>1</td>
<td>Empathic</td>
</tr>
<tr>
<td>2</td>
<td>Diplomat</td>
</tr>
<tr>
<td>3</td>
<td>Linguist</td>
</tr>
<tr>
<td>4</td>
<td>Inspiring Leader</td>
</tr>
<tr>
<td>5</td>
<td>Gourmand</td>
</tr>
<tr>
<td>6</td>
<td>Skilled</td>
</tr>
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Suggested Characteristics

Guild artisans are among the most ordinary people in the world—until they set down their tools and take up an adventuring career. They understand the value of hard work and the importance of community, but they're vulnerable to sins of greed and covetousness.

**d8 Personality Trait**

1. I believe that anything worth doing is worth doing right. I can't help it—I'm a perfectionist.
2. I'm a snob who looks down on those who can't appreciate fine art.
3. I always want to know how things work and what makes people tick.
4. I'm full of witty aphorisms and have a proverb for every occasion.
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6. I like to talk at length about my profession.
7. I don't part with my money easily and will haggle tirelessly to get the best deal possible. I'm well known for my work, and I want to make sure everyone appreciates it. I'm always taken aback when people haven't heard of me.

**d6 Ideal**

1. **Community.** It is the duty of all civilized people to strengthen the bonds of community and the security of civilization. (Lawful)
2. **Generosity.** My talents were given to me so that I could use them to benefit the world. (Light)
3. **Freedom.** Everyone should be free to pursue his or her own livelihood. (Chaotic)
4. **Greed.** I'm only in it for the money. (Dark)
5. **People.** I'm committed to the people I care about, not to ideals. (Neutral)
6. **Aspiration.** I work hard to be the best there is at my craft. (Any)

**d6 Bond**

1. The workshop where I learned my trade is the most important place in the world to me.
2. I created a great work for someone, and then found them unworthy to receive it. I'm still looking for someone worthy.
3. I owe my guild a great debt for forging me into the person I am today.
4. I pursue wealth to secure someone's love.
5. One day I will return to my guild and prove that I am the greatest artisan of them all.
6. I will get revenge on the Dark forces that destroyed my place of business and ruined my livelihood.

**d6 Flaw**

1. I'll do anything to get my hands on something rare or priceless.
2. I'm quick to assume that someone is trying to cheat me.
3. No one must ever learn that I once stole money from guild coffers.
4. I'm never satisfied with what I have—I always want more.
5. I would kill to acquire a noble title.
6. I'm horribly jealous of anyone who can outshine my handiwork. Everywhere I go, I'm surrounded by rivals.
**HERMIT**

You lived in seclusion—either in a sheltered community such as a monastery, or entirely a lone—for a formative part of your life. In your time apart from the clamor of society, you found quiet, solitude, and perhaps some of the answers you were looking for.

**Skill Proficiencies:** Medicine, Lore
**Tool Proficiencies:** Herbalism kit
**Languages:** One of your choice

**Equipment:** A scroll case stuffed full of notes from your studies or prayers, a winter blanket, a set of common clothes, an herbalism kit, and 50 cr

**LIFE OF SECLUSION**

What was the reason for your solitude, and what changed to allow you to end your solitude? You can work with your DM to determine the exact nature of your seclusion, or you can choose or roll on the table below to determine the reason behind your seclusion.

**d8** | **Life of Seclusion**
--- | ---
1 | I was searching for spiritual enlightenment.
2 | I was partaking of communal living in accordance with the dictates of a religious order.
3 | I was exiled for a crime I didn’t commit.
4 | I retreated from society after a life-altering event.
5 | I needed a quiet place to work on my art, literature, music, or manifesto.
6 | I needed to commune with nature, far from civilization.
7 | I was the caretaker of an ancient ruin or relic.
8 | I was a pilgrim in search of a person, place, or relic of spiritual significance.

**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 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.

**BACKGROUND FEAT**

As a further embodiment of the experience and training of your background, you can choose from the following feats:

**d6** | **Feat**
--- | ---
1 | Medic
2 | Loremaster
3 | Herbalist
4 | Linguist
5 | Dungeon Delver
6 | Healer
**Suggested Characteristics**

Some hermits are well suited to a life of seclusion, whereas others chafe against it and long for company. Whether they embrace solitude or long to escape it, the solitary life shapes their attitudes and ideals. A few are driven slightly mad by their years apart from society.

**d8 Personality Trait**

1. I’ve been isolated for so long that I rarely speak, preferring gestures and the occasional grunt.
2. I am utterly serene, even in the face of disaster. The leader of my community had something wise to say on every topic, and I am eager to share that wisdom.
3. I feel tremendous empathy for all who suffer.
4. I’m oblivious to etiquette and social expectations.
5. I connect everything that happens to me to a grand, cosmic plan.
6. I often get lost in my own thoughts and contemplation, becoming oblivious to my surroundings.
7. I am working on a grand philosophical theory and love sharing my ideas.

**d6 Ideal**

1. Greater Light. My gifts are meant to be shared with all, not used for my own benefit. (Light)
2. Logic. Emotions must not cloud our sense of what is right and true, or our logical thinking. (Lawful)
3. Free Thinking. Inquiry and curiosity are the pillars of progress. (Chaotic)
4. Power. Solitude and contemplation are paths toward mystical or magical power. (Dark)
5. Live and Let Live. Meddling in the affairs of others only causes trouble. (Neutral)
6. Self-Knowledge. If you know yourself, there’s nothing left to know. (Any)

**d6 Bond**

1. Nothing is more important than the other members of my hermitage, order, or association.
2. I entered seclusion to hide from the ones who might still be hunting me. I must someday confront them.
3. I’m still seeking the enlightenment I pursued in my seclusion, and it still eludes me.
4. I entered seclusion because I loved someone I could not have.
5. Should my discovery come to light, it could bring ruin to the world.
6. My isolation gave me great insight into a great Dark that only I can destroy.

**d6 Flaw**

1. Now that I’ve returned to the world, I enjoy its delights a little too much.
2. I harbor dark, bloodthirsty thoughts that my isolation and meditation failed to quell.
3. I am dogmatic in my thoughts and philosophy.
4. I let my need to win arguments overshadow friendships and harmony.
5. I’d risk too much to uncover a lost bit of knowledge.
6. I like keeping secrets and won’t share them with anyone.
**INVESTIGATOR**

Rarer than watch or patrol members are a community’s investigators, who are responsible for solving crimes after the fact. Though such folk are seldom found in rural areas, nearly every settlement of decent size has at least one or two watch members who have the skill to investigate crime scenes and track down criminals.

**Skill Proficiencies:** Insight, Investigation  
**Languages:** Two of your choice  
**Equipment:** A uniform in the style of your unit and indicative of your rank, a horn with which to summon help, a set of binders, and a pouch containing 100 coins.

**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 welcomed in the former locations rather than the latter.

**BACKGROUND FEAT**

As a further embodiment of the experience and training of your background, you can choose from the following feats:

<table>
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<tr>
<th>d6</th>
<th>Feature</th>
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<tbody>
<tr>
<td>1</td>
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<tr>
<td>2</td>
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<td>5</td>
<td>Observant</td>
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<tr>
<td>6</td>
<td>Keen Mind</td>
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</table>

**SUGGESTED CHARACTERISTICS**

Years of service in the City Watch have led to the rigid discipline most often seen in military service. Working with your comrades has created a strong family bond and pride in your community.

**d8 Personality Trait**

1. I’m always polite and respectful.
2. I’m haunted by memories of war. I can’t get the images of violence out of my mind.
3. I’ve lost too many friends, and I’m slow to make new ones.
4. I’m full of inspiring and cautionary tales from my guard service relevant to almost every combat situation.
5. I can stare down a hell hound without flinching.
6. I enjoy being strong and like breaking things.
7. I have a crude sense of humor.
8. I face problems head-on. A simple, direct solution is the best path to success.

**d6 Ideal**

1. **Greater Light.** Our lot is to lay down our lives in defense of others. (Light)
2. **Responsibility.** I do what I must and obey just authority. (Lawful)
3. **Independence.** When people follow orders blindly, they embrace a kind of tyranny. (Chaotic)
4. **Might.** In life as in war, the stronger force wins. (Dark)
5. **Live and Let Live.** Ideals aren’t worth killing over or going to war for. (Neutral)
6. **Nation.** My city, nation, or people are all that matter. (Any)

**d6 Bond**

1. I would still lay down my life for the people I served with.
2. Someone saved my life on the battlefield. To this day, I will never leave a friend behind.
3. My honor is my life.
4. I’ll never forget the crushing defeat my company suffered or the enemies who dealt it.
5. Those who fight beside me are those worth dying for.
6. I fight for those who cannot fight for themselves.

**d6 Flaw**

1. The monstrous enemy we faced in battle still leaves me quivering with fear.
2. I have little respect for anyone who is not a proven warrior.
3. I made a terrible mistake in battle cost many lives—and I would do anything to keep that mistake secret.
4. My hatred of my enemies is blind and unreasoning.
5. I obey the law, even if the law causes misery.
6. I’d rather eat my armor than admit when I’m wrong.
JEDI

You are a devout follower of the Jedi Order: an ancient, monastic peacekeeping organization united in its observance of the light side of the Force. A noble order of protectors noted for their ability to tap into the power of the Force, the Jedi serve as guardians of peace and justice in the Galactic Republic. You follow the Jedi Code:

“There is no emotion, there is peace.
There is no ignorance, there is knowledge.
There is no passion, there is serenity.
There is no chaos, there is harmony.
There is no death, there is the Force.”

Skill Proficiencies: Insight, Lore
Languages: One of your choice
Tool Proficiencies: Artificer’s tools
Equipment: A copy of the Jedi code, a set of common clothes including a robe, and a belt pouch containing 150 cr

Feature: Shelter of the Faithful

As a Jedi, you command the respect of those who are loyal to the Jedi Order. You and your adventuring companions can expect to receive free healing and care at any Jedi temple, and those who support your religion will support you (but only you) at a modest lifestyle.

You might also have ties to a specific Jedi temple have a residence there. This could be the temple where you trained, or a temple where you have found a new home. While near your temple, you can call upon the Jedi for assistance, provided the assistance you ask for is not hazardous and you remain in Light standing with your temple.

Background Feat

As a further embodiment of the experience and training of your background, you can choose from the following feats:

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<th>d6</th>
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<tbody>
<tr>
<td>1</td>
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<td>2</td>
<td>Loremaster</td>
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<td>Linguist</td>
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<td>4</td>
<td>Crafter</td>
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<td>5</td>
<td>Healer</td>
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<td>6</td>
<td>Force Sensitive</td>
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</table>
Suggested Characteristics

Jedi are shaped by their experience in their temple. Their study of the history and tenets of the Jedi Order and their relationships to temples, shrines, or hierarchies affect their mannerisms and ideals. Their flaws might be some hidden hypocrisy or heretical idea, or an ideal or bond taken to an extreme.

**d8 Personality Trait**

1. I idolize a particular Jedi, and constantly refer to that person's deeds and example.
2. I can find common ground between the fiercest enemies, empathizing with them and always working towards peace.
3. I see omens in every event and action. The Force tries to speak to us, we just need to listen.
4. Nothing can shake my optimistic attitude.
5. I quote (or misquote) sacred Jedi texts and proverbs in almost every situation.
6. I am tolerant (or intolerant) of those who don't support the Jedi.
7. I've enjoyed fine food, drink, and high society. Rough living grates on me.
8. I've spent so long in the Jedi temple that I have little practical experience dealing with people in the world.

**d6 Ideal**

1. **Tradition.** The ancient traditions of worship and sacrifice must be preserved and upheld. (Lawful)
2. **Charity.** I always try to help those in need, no matter what the personal cost. (Light)
3. **Change.** We must help bring about the changes the Force is constantly working in the world. (Chaotic)
4. **Power.** I hope to one day rise to the rank of Jedi Master. (Lawful)
5. **Faith.** I trust that the Force will guide my actions; I have faith that if I work hard, things will go well. (Lawful)
   - **Aspiration.** I seek to prove myself worthy of the Force by matching my actions against the Jedi teachings. (Any)

**d6 Bond**

1. I would die to recover an ancient Jedi relic that was lost long ago.
2. I will someday get revenge on those who razed my temple.
3. I owe my life to the Jedi who took me in when my parents died.
4. Everything I do is for the common people.
5. I will do anything to protect the temple where I served.
6. I seek to preserve a sacred text that my enemies seek to destroy.

**d6 Flaw**

1. I judge others harshly, and myself even more severely.
2. I put too much trust in those who wield power within my temple’s hierarchy.
3. My piety sometimes leads me to blindly trust those that profess faith in the Force.
4. I am inflexible in my thinking.
5. I am suspicious of strangers and expect the worst of them.
6. Once I pick a goal, I become obsessed with it to the detriment of everything else in my life.
**Lawyer**

Your duty is to uphold the law. Before becoming an adventurer you resided over a court or tribunal, managing proceedings and sentencing criminals to punishments fit for their crimes. Your job required a deep understanding of the law which you used to resolve conflicts both clear-cut and morally grey.

The legal system in the kingdom or country where you worked has a large effect on how you view the law. Was it a court system where a jury gave the final verdict and you simply organized the proceedings, or did you have absolute authority over who was declared guilty and what punishment they received? Was it a fair legal system with plenty of checks, balances, and integrity, or was it rife with abuse and corruption? Did you work on criminal cases, civil law, or something even more specific? Perhaps instead of working for a government you were a judge in an internal tribunal for a temple or military organization.

Consider what compelled you to leave your old occupation behind and begin adventuring. Maybe you seek to bring an Dark force beyond the scope of ordinary law to justice, or maybe you have lost faith in the legal system altogether and have turned to a vigilante approach.

**Skill Proficiencies:** Persuasion, Insight

**Languages:** Two of your choice

**Equipment:** A scroll declaring your legal authority signed by a government official, a book of law, a formal uniform you wear to court, a set of common clothes, and a belt pouch containing 100 cr.

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**Feature: Legal Authority**

You are familiar with the letter of the law and workings of courts, at least in the land that you were a judge in. If you are in a foreign place where you are not familiar with their exact laws, you often will be able to track down the resources you need to learn them.

If you or your party gets into legal trouble, your experience may help you get out of it. If you can prove your credentials, you will be able to represent your party in a court of law without the court taking you less seriously for doing so. You may know of legal loopholes that will help your case. If you are in the region where you originally worked, you will have past connections with many legal professionals there, including judges and law enforcement. You may be able to do them favors or bribe them in exchange for lifting your charges.

**BackgroundFeat**

As a further embodiment of the experience and training of your background, you can choose from the following feats:

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<td>Keen Mind</td>
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**Suggested Characteristics**

A lawyer's career is centered on issues of right, wrong, and punishment, so they will approach adventuring through a similar lens. They are used to being respected and in control, leading many of them to struggle with wild, any situations.

**d8 Personality Trait**

1. I quote the law like a religious fanatic quotes scripture.
2. I bang my weapon like a gavel whenever I want a rowdy group's attention.
3. I remain impartial when making decisions, even when I should have biases and loyalties.
4. Evidence is necessary to back up any claim.
5. I insist on settling all party disagreements through fake court proceedings.
   - I have to hear all sides of a story, but I secretly hate listening to people whine about how unfairly they're treated.
6. I am happy to make sacrifices for the sake of fairness.
7. I will not attack a person unless someone can prove they are doing something wrong.

**d6 Ideal**

1. **Law.** I will follow the letter of the law always, no matter what I believe. (Lawful)
2. **Justice.** My duty is to fight for the disenfranchised underdog. (Light)
3. **Reform.** Laws can be corrupt, and I strive to free people from the bad ones. (Chaotic)
4. **Punishment.** I will punish all those who have committed great Darks. (Lawful)
5. **Control.** I enforce the law only where it benefits myself. (Dark)
6. **Stability.** The purpose of the law is to keep civilization from collapsing. That spirit of that goal is more important than the letter of the law. (Neutral)

**d6 Bond**

1. A dangerous criminal is on the loose, and I plan to hunt them down.
2. All those who strive to uphold the law are my allies.
3. I have sentenced an innocent man to a horrible punishment, and the guilt still haunts me.
4. There is an ethical cause that I would give my life for.
5. I dream of memorizing the laws of every civilization.
6. I am enamored with the legal system of my own culture, and want to spread its tenets everywhere.

**d6 Flaw**

1. Mercy is a foreign concept to me.
2. I am unwilling to admit when I am wrong.
3. I become unreasonably enraged at even the slightest injustice.
4. I expect others to adhere to the law, but I act like I am above it.
5. If there isn't a law in the books to handle a moral dilemma, I can't make a decision.
6. The punishments I deal are cruel and unusual.
**Mercenary**

You thrive in the heat of combat. You've sold your skill to pay for rent and equipment so you can go about your day. You could be a part of a group or guild like the Golden Blades, a bounty hunting agent of the state, or a freelancer keeping bandits and animals off of the farmers' property.

**Skill proficiencies:** Athletics, Persuasion  
**Tool proficiencies:** Herbalism kit  
**Languages:** One additional language of your choice.  
**Equipment:** A set of common clothes, a warm cloak with a hood, a gaming set, a map of a nearby city, a bag of caltrops, a lantern, a letter with the details of a former/completed job or assignment and a belt pouch containing 150 cr.

**Feature: Scuttling Swords**

Information often tends to find you first. Anytime you spend an hour in the epicenter of a village, town, or city you will have come across at least one of the following bits of information: a job offer, significant rumor, referral to a skilled merchant, blacksmith, etc., or a hint towards the pursuit of your current quest.

**Background Feat**

As a further embodiment of the experience and training of your background, you can choose from the following feats:

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<td>2</td>
<td>Diplomat</td>
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<td>Herbalist</td>
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<td>4</td>
<td>Linguist</td>
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<td>Weapon Expert</td>
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<td>6</td>
<td>Durable</td>
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**Suggested Characteristics**

Mercenaries are shaped by their lively nature, for the better and the worse. They tend to be driven by either their commitment to money or something more valuable.

**d8 Personality Traits**

1. I do not fear death, but accept it as part of life.
2. I have a crude sense of humor.
3. I face problems head-on. A simple, direct solution is the best path to success.
4. I find it Light luck to have a flask of ale on me even when the most of my other belongings are gone.
5. I ask a lot of questions.
6. I never pass up a friendly wager.
7. I am always polite and respectful when speaking to those above my station.
8. I like a job well done, especially if I’m not the one doing it.

**d6 Ideal**

1. Greed. I'm only doing it for the money. (Dark)
2. Fairness. We all did the work. It is only right that everyone gets a share of the reward. (Lawful)
3. Live and Let Live. You may not have a family left, but your enemy may. A little compassion goes a long way. (Light)
4. Measure of Last Resort. Sometimes we have to do things that we REALLY don't want to do, but we must remember that we only do them because we have to. (Chaotic)
5. Debts. I never leave a favor left undone and nor will I leave those whom owe me favors on the hook. (Neutral)
6. Aspiration. I have heard a tale of a legendary person of my class. I strive to be more like them. (Any)

**d6 Bond**

1. I have a personal debt that must be paid.
2. I am with friends whom I trust with my life as they should trust me with theirs.
3. I come from a family that dislikes weaknesses, so I push myself to know my weaknesses.
4. My life is my honor. I shall, until death, shape my life to what I want it to be.
5. Without a purpose in the world, I find myself to be broken which I do not like.
6. I secretly pursue a love interest that is forbidden by a family whether it is my own or my love's family.

**d6 Flaw**

1. I am always looking for the bigger pay.
2. I can't tell a lie for the life of me.
3. I judge too easily by racial appearance and pride.
4. I am almost always carrying some ale in with my gear.
5. I believe that I am the only skilled person of the group and am even open about it.
6. I will never let a comrade stand alone, even if it gets me killed.
**Mercenary Veteran**

As a sell-sword who fought battles for coin, you’re well acquainted with risking life and limb for a chance at a share of treasure. Now, you look forward to fighting foes and reaping even greater rewards as an adventurer. Your experience makes you familiar with the ins and outs of mercenary life, and you likely have harrowing stories of events on the battlefield. You might have served with a large outfit or a smaller band of sell-swords, maybe even more than one.

Now you’re looking for something else, perhaps greater reward for the risks you take, or the freedom to choose your own activities. For whatever reason, you’re leaving behind the life of a soldier for hire, but your skills are undeniably suited for battle, so now you fight on in a different way.

**Skill Proficiencies:** Athletics, Persuasion

**Tool Proficiencies:** One type of gaming set

**Languages:** One of your choice

**Equipment:** A uniform of your company (traveler’s clothes in quality), an insignia of your rank, a gaming set of your choice, and a pouch containing the remainder of your last wages (100 cr)

**Feature: Mercenary Life**

You know the mercenary life as only someone who has experienced it can. You are able to identify mercenary companies by their emblems, and you know a little about any such company, including the names and reputations of its commanders and leaders, and who has hired them recently. You can find the taverns and feasthalls 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 (see "Practicing a Profession" under "Downtime Activities" in chapter 8 of the Player’s Handbook).

**Background Feat**

As a further embodiment of the experience and training of your background, you can choose from the following feats:

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<th>Feat</th>
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<td>Brawny</td>
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<tr>
<td>2</td>
<td>Diplomat</td>
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<td>3</td>
<td>Nimble Hands</td>
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<td>4</td>
<td>Linguist</td>
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<td>5</td>
<td>Weapon Expert</td>
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<td>6</td>
<td>Durable</td>
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</tbody>
</table>
**Suggested Characteristics**

Years spent as a mercenary have made their mark on you.

**d8 Personality Trait**

1. I’m always polite and respectful.
2. I’m haunted by memories of war. I can’t get the images of violence out of my mind.
3. I’ve lost too many friends, and I’m slow to make new ones.
4. I’m full of inspiring and cautionary tales from my military experience relevant to almost every combat situation.
5. I can stare down a hell hound without flinching.
6. I enjoy being strong and like breaking things.
7. I have a crude sense of humor.
8. I face problems head-on. A simple, direct solution is the best path to success.

**d6 Ideal**

1. **Greater Light.** Our lot is to lay down our lives in defense of others. (Light)
2. **Responsibility.** I do what I must and obey just authority. (Lawful)
3. **Independence.** When people follow orders blindly, they embrace a kind of tyranny. (Chaotic)
4. **Might.** In life as in war, the stronger force wins. (Dark)
5. **Live and Let Live.** Ideals aren’t worth killing over or going to war for. (Neutral)
6. **Nation.** My city, nation, or people are all that matter. (Any)

**d6 Bond**

1. I would still lay down my life for the people I served with.
2. Someone saved my life on the battlefield. To this day, I will never leave a friend behind.
3. My honor is my life.
4. I’ll never forget the crushing defeat my company suffered or the enemies who dealt it.
5. Those who fight beside me are those worth dying for.
6. I fight for those who cannot fight for themselves.

**d6 Flaw**

1. The monstrous enemy we faced in battle still leaves me quivering with fear.
2. I have little respect for anyone who is not a proven warrior.
3. I made a terrible mistake in battle cost many lives—and I would do anything to keep that mistake secret.
4. My hatred of my enemies is blind and unreasoning.
5. I obey the law, even if the law causes misery.
6. I’d rather eat my armor than admit when I’m wrong.
Noble

You understand wealth, power, and privilege. You carry a noble title, and your family owns land, collects taxes, and wields significant political influence. You might be a pampered aristocrat unfamiliar with work or discomfort, a former merchant just elevated to the nobility, or a disinherited scoundrel with a disproportionate sense of entitlement. Or you could be an honest, hard-working landowner who cares deeply about the people who live and work on your land, keenly aware of your responsibility to them.

Work with your DM to come up with an appropriate title and determine how much authority that title carries. A noble title doesn’t stand on its own—it’s connected to an entire family, and whatever title you hold, you will pass it down to your own children. Not only do you need to determine your noble title, but you should also work with the DM to describe your family and their influence on you.

Is your family old and established, or was your title only recently bestowed? How much influence do they wield, and over what area? What kind of reputation does your family have among the other aristocrats of the region? How do the common people regard them?

What’s your position in the family? Are you the heir to the head of the family? Have you already inherited the title? How do you feel about that responsibility? Or are you so far down the line of inheritance that no one cares what you do, as long as you don’t embarrass the family? How does the head of your family feel about your adventuring career? Are you in your family’s good graces, or shunned by the rest of your family?

Does your family have a coat of arms? An insignia you might wear on a signet ring? Particular colors you wear all the time? An animal you regard as a symbol of your line or even a spiritual member of the family?

These details help establish your family and your title as features of the world of the campaign.

Skill Proficiencies: Lore, Persuasion
Tool Proficiencies: One type of gaming set
Languages: One of your choice
Equipment: A set of fine clothes, a signet ring, a scroll of pedigree, and a purse containing 250 cp

Feature: Position of Privilege

Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.

Background Feat

As a further embodiment of the experience and training of your background, you can choose from the following feats:

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<td>2</td>
<td>Diplomat</td>
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<td>3</td>
<td>Nimble Hands</td>
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<td>4</td>
<td>Linguist</td>
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<td>Inspiring Leader</td>
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<td>Observant</td>
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**Suggested Characteristics**

Nobles are born and raised to a very different lifestyle than most people ever experience, and their personalities reflect that upbringing. A noble title comes with a plethora of bonds—responsibilities to family, to other nobles (including the sovereign), to the people entrusted to the family's care, or even to the title itself. But this responsibility is often a Light way to undermine a noble.

**d8 Personality Trait**

1. My eloquent flattery makes everyone I talk to feel like the most wonderful and important person in the world.
2. The common folk love me for my kindness and generosity.
3. No one could doubt by looking at my regal bearing that I am a cut above the unwashed masses.
4. I take great pains to always look my best and follow the latest fashions.
5. I don’t like to get my hands dirty, and I won’t be caught dead in unsuitable accommodations.
6. Despite my noble birth, I do not place myself above other folk. We all have the same blood.
7. My favor, once lost, is lost forever.
8. If you do me an injury, I will crush you, ruin your name, and salt your fields.

**d6 Ideal**

- **Respect.** Respect is due to me because of my position, but all people regardless of station deserve to be treated with dignity. (Light)
- **Responsibility.** It is my duty to respect the authority of those above me, just as those below me must respect mine. (Lawful)
- **Independence.** I must prove that I can handle myself without the coddling of my family. (Chaotic)
- **Power.** If I can attain more power, no one will tell me what to do. (Dark)
- **Family.** Blood runs thicker than water. (Any)
- **Noble Obligation.** It is my duty to protect and care for the people beneath me. (Light)

**d6 Bond**

1. I will face any challenge to win the approval of my family.
2. My house’s alliance with another noble family must be sustained at all costs.
3. Nothing is more important than the other members of my family.
4. I am in love with the heir of a family that my family despises.
5. My loyalty to my sovereign is unwavering.
6. The common folk must see me as a hero of the people.

**d6 Flaw**

1. I secretly believe that everyone is beneath me.
2. I hide a truly scandalous secret that could ruin my family forever.
3. I too often hear veiled insults and threats in every word addressed to me, and I’m quick to anger.
4. I have an insatiable desire for carnal pleasures.
5. In fact, the world does revolve around me.
6. By my words and actions, I often bring shame to my family.
Nomad
You grew up in the wilds, far from civilization and the comforts of town and technology. You've witnessed the migration of herds larger than forests, survived weather more extreme than any city-dweller could comprehend, and enjoyed the solitude of being the only thinking creature for miles in any direction. The wilds are in your blood, whether you were a nomad, an explorer, a recluse, a hunter-gatherer, or even a marauder. Even in places where you don't know the specific features of the terrain, you know the ways of the wild.

Skill Proficiencies: Athletics, Survival
Tool Proficiencies: One type of musical instrument
Languages: One of your choice
Equipment: A walking stick, a hunting trap, a trophy from an animal you killed, a set of traveler's clothes, and a belt pouch containing 100 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.

BackgroundFeat
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**Suggested Characteristics**

Often considered rude and uncouth among civilized folk, nomads have little respect for the niceties of life in the cities. The ties of tribe, clan, family, and the natural world are the most important bonds to nomads.

### d8 Personality Trait

1. I'm driven by a wanderlust that led me away from home.
2. I watch over my friends as if they were a litter of newborn pups.
3. I once ran twenty-five miles without stopping to warn my clan of an approaching orc horde. I'd do it again if I had to.
4. I have a lesson for every situation, drawn from observing nature.
5. I place no stock in wealthy or well-mannered folk. Money and manners won't save you from a hungry owlbear.
6. I'm always picking things up, absently fiddling with them, and sometimes accidentally breaking them.
7. I feel far more comfortable around animals than people.
8. I was, in fact, raised by wolves.

### d6 Ideal

1. Change. Life is like the seasons, in constant change, and we must change with it. (Chaotic)
2. Greater Light. It is each person’s responsibility to make the most happiness for the whole tribe. (Light)
3. Honor. If I dishonor myself, I dishonor my whole clan. (Lawful)
4. Might. The strongest are meant to rule. (Dark)
5. Nature. The natural world is more important than all the constructs of civilization. (Neutral)
6. Glory. I must earn glory in battle, for myself and my clan. (Any)

### d6 Bond

1. My family, clan, or tribe is the most important thing in my life, even when they are far from me.
2. An injury to the unspoiled wilderness of my home is an injury to me.
3. I will bring terrible wrath down on the Darkdoers who destroyed my homeland.
4. I am the last of my tribe, and it is up to me to ensure their names enter legend.
5. I suffer awful visions of a coming disaster and will do anything to prevent it.
6. It is my duty to provide children to sustain my tribe.

### d6 Flaw

1. I am too enamored of ale, wine, and other intoxicants.
2. There's no room for caution in a life lived to the fullest.
3. I remember every insult I've received and nurse a silent resentment toward anyone who's ever wronged me.
4. I am slow to trust members of other races, tribes, and societies.
5. Violence is my answer to almost any challenge.

Don't expect me to save those who can't save themselves. It is nature’s way that the strong thrive and the weak perish.
Outlaw

You are a notorious free adventurer who due to unfortunate circumstances have lost favor with the law. However, being of the common people, they protect you due to your just nature. A protector of the people, a thorn in the side of authorities.

Skill Proficiencies: Insight, Survival
Tool proficiencies: Disguise kit
Languages: One of your choice
Equipment: A hunting trap, an iron pot, a set of traveler's clothes, and a pouch containing 150 cr

Defining Event
Though you were once just a common civilian, a specific happening caused you to drastically change your lifestyle and take off for a life of dangerous wondering and in some cases revenge. Choose or randomly determine a defining event that marked you as an outlaw.

d10 Defining Event
1  I stood up to a tyrant's agents.
2  I stole from a corrupt Lord to help the poor.
3  I broke into a tyrant's castle and stole weapons to arm the people.
4  I failed to assassinate a tyrant.
5  I loved a noble, and was caught in bed with them.
6  I robbed a bank with unfair interest rates.
7  I murdered a pedophilic priest to save local children.
8  I received a heroic calling from a mysterious creature.
9  I was framed for a crime I didn't commit.
10 Outlaw by choice.

Feature: Notorious
Since you come from the ranks of the common folk, you fit among them with ease. You can find a place to hide, rest, or recuperate among other commoners, unless you shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you.

Background Feat
As a further embodiment of the experience and training of your background, you can choose from the following feats:

<table>
<thead>
<tr>
<th>d6</th>
<th>Feat</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Empathic</td>
</tr>
<tr>
<td>2</td>
<td>Survivalist</td>
</tr>
<tr>
<td>3</td>
<td>Master of Disguise</td>
</tr>
<tr>
<td>4</td>
<td>Linguist</td>
</tr>
<tr>
<td>5</td>
<td>Observant</td>
</tr>
<tr>
<td>6</td>
<td>Nimble Hands</td>
</tr>
</tbody>
</table>
**Suggested Characteristics**

An outlaw is a hero for the common people who takes pride in his humble origins and revels in disrupting authority to help those he's close to.

**d8 Personality Trait**

1. I judge people by their actions, not their words.
2. If someone is in trouble, I'm always ready to lend help.
3. When I set my mind to something, I follow through no matter what gets in my way.
4. I have a strong sense of fair play and always try to find the most equitable solution to arguments.
5. I'm confident in my own abilities and do what I can to instill confidence in others.
6. Thinking is for other people. I prefer action.
7. I misuse long words in an attempt to sound smarter.
8. I get bored easily. When am I going to get on with my destiny?

**d6 Ideal**

1. **Respect.** People deserve to be treated with dignity and respect. (Light)
2. **Fairness.** No one should get preferential treatment before the law, and no one is above the law. (Lawful)
3. **Freedom.** Tyrants must not be allowed to oppress the people. (Chaotic)
4. **Might.** If I become strong, I can take what I want—what I deserve. (Dark)
5. **Sincerity.** There's no Light in pretending to be something I'm not. (Neutral)
6. **Destiny.** Nothing and no one can steer me away from my higher calling. (Any)

**d6 Bond**

1. I have a family, but I have no idea where they are. One day, I hope to see them again.
2. I worked the land, I love the land, and I will protect the land.
3. A proud noble once gave me a horrible beating, and I will take my revenge on any bully I encounter.
4. My tools are symbols of my past life, and I carry them so that I will never forget my roots.
5. I protect those who cannot protect themselves.
6. I wish my childhood sweetheart had come with me to pursue my destiny.

**d6 Flaw**

1. The tyrant who rules my land will stop at nothing to see me killed.
2. I'm convinced of the significance of my destiny, and blind to my shortcomings and the risk of failure.
3. The people who knew me when I was young know my shameful secret, so I can never go home again.
4. I have a weakness for the vices of the city, especially hard drink.
5. Secretly, I believe that things would be better if I were a tyrant lording over the land.
6. I have trouble trusting in my allies.
**Scoundrel**

You have always had a way with people. You know what makes them tick, you can tease out their heart's desires after a few minutes of conversation, and with a few leading questions you can read them like they were children's books. It's a useful talent, and one that you're perfectly willing to use for your advantage. You know what people want and you deliver, or rather, you promise to deliver. Common sense should steer people away from things that sound too Light to be true, but common sense seems to be in short supply when you're around. The bottle of pink-colored liquid will surely cure that unseemly rash, this ointment—nothing more than a bit of fat with a sprinkle of silver dust—can restore youth and vigor, and there's a bridge in the city that just happens to be for sale. These marvels sound implausible, but you make them sound like the real deal.

**Skill Proficiencies:** Deception, Sleight of Hand

**Tool Proficiencies:** Disguise Kit, Forgery Kit

**Equipment:** A set of fine clothes, a disguise kit, tools of the con of your choice (ten stoppered bottles filled with colored liquid, a set of weighted dice, a deck of marked cards, or a signet ring of an imaginary noble), and a belt pouch containing 15 cr

**Favorite Schemes**

Every scoundrel has an angle they use in preference to other schemes. Choose a favorite scam or roll on the table below.

<table>
<thead>
<tr>
<th>d6</th>
<th>Scam</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>I cheat at games involving chance.</td>
</tr>
<tr>
<td>2</td>
<td>I shave creds or forge documents.</td>
</tr>
<tr>
<td>3</td>
<td>I insinuate myself into people's lives to prey on their weakness and secure their fortunes.</td>
</tr>
<tr>
<td>4</td>
<td>I put on new identities like clothes.</td>
</tr>
<tr>
<td>5</td>
<td>I run sleight-of-hand cons on street corners.</td>
</tr>
<tr>
<td>6</td>
<td>I convince people that worthless junk is worth their hard-earned money.</td>
</tr>
</tbody>
</table>

**Feature: False Identity**

You have created a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona. Additionally, you can forge documents including official papers and personal letters, as long as you have seen an example of the kind of document or the handwriting you are trying to copy.

**Background Feat**

As a further embodiment of the experience and training of your background, you can choose from the following feats:

<table>
<thead>
<tr>
<th>d6</th>
<th>Feat</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Silver-Tongued</td>
</tr>
<tr>
<td>2</td>
<td>Quick-Fingered</td>
</tr>
<tr>
<td>3</td>
<td>Master of Disguise</td>
</tr>
<tr>
<td>4</td>
<td>Force of Personality</td>
</tr>
<tr>
<td>5</td>
<td>Snappy Interjection</td>
</tr>
<tr>
<td>6</td>
<td>Actor</td>
</tr>
</tbody>
</table>
**Suggested Characteristics**

Scoundrels are colorful characters who conceal their true selves behind the masks they construct. They reflect what people want to see, what they want to believe, and how they see the world. But their true selves are sometimes plagued by an uneasy conscience, an old enemy, or deep-seated trust issues.

**d8 Personality Trait**

1. I fall in and out of love easily, and am always pursuing someone.
2. I have a joke for every occasion, especially occasions where humor is inappropriate.
3. Flattery is my preferred trick for getting what I want.
4. I’m a born gambler who can’t resist taking a risk for a potential payoff.
5. I lie about almost everything, even when there’s no light reason to.
6. Sarcasm and insults are my weapons of choice.
7. I keep multiple holy symbols on me and invoke whatever deity might come in useful at any given moment.
8. I pocket anything I see that might have some value.

**d6 Ideals**

1. **Independence.** I am a free spirit—no one tells me what to do. (Chaotic)
2. **Fairness.** I never target people who can’t afford to lose a few creds. (Lawful)
3. **Charity.** I distribute the money I acquire to the people who really need it. (Light)
4. **Creativity.** I never run the same con twice. (Any)
5. **Friendship.** Material goods come and go. Bonds of friendship last forever. (Light)
6. **Aspiration.** I’m determined to make something of myself. (Any)

**d6 Bond**

1. I fleeced the wrong person and must work to ensure that this individual never crosses paths with me or those I care about.
2. I owe everything to my mentor—a horrible person who’s probably rotting in jail somewhere.
3. Somewhere out there, I have a child who doesn’t know me. I’m making the world better for him or her.
4. I come from a noble family, and one day I’ll reclaim my lands and title from those who stole them from me.
5. A powerful person killed someone I love. Some day soon, I’ll have my revenge.
6. I swindled and ruined a person who didn’t deserve it. I seek to atone for my misdeeds but might never be able to forgive myself.

**d6 Flaw**

1. I can’t resist a pretty face.
2. I’m always in debt. I spend my ill-gotten gains on decadent luxuries faster than I bring them in.
3. I’m convinced that no one could ever fool me the way I fool others.
4. I’m too greedy for my own light. I can’t resist taking a risk if there’s money involved.
5. I can’t resist swindling people who are more powerful than me.
6. I hate to admit it and will hate myself for it, but I’ll run and preserve my own hide if the going gets tough.
Servant

You have lived much of your life in the service of a lord, noble, merchant, or someone else with much wealth or power. You fetched their coats, drove their chariots, pressed their clothes; and generally did what they asked you to do.

Were you a highly respected butler? A simple scullery maid? Were you born into service, or did you join later? Were you close to your master or masters, or were they distant and cold? Did they treat you well, or beat you at the drop of a hat?

Skill Proficiencies: Insight, Persuasion
Tool Proficiencies: One of your choice
Languages: One of your choice
Equipment: A noble symbol representing your employer, a set of artisan's tools (one of your choice), a set of nice clothes, a set of common clothes, and a belt pouch containing 100 cr

Feature: Decorum

You know how to carry yourself around the elite and their servants. When in the presence of someone of power, or the servants of such a person, you can easily act as if you belong and, barring any extremely outlandish behavior, you can pass off your companions as belonging, too.

Background Feat

As a further embodiment of the experience and training of your background, you can choose from the following feats:

<table>
<thead>
<tr>
<th>d6</th>
<th>Feature</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Empathic</td>
</tr>
<tr>
<td>2</td>
<td>Diplomat</td>
</tr>
<tr>
<td>3</td>
<td>Linguist</td>
</tr>
<tr>
<td>4</td>
<td>Crafter</td>
</tr>
<tr>
<td>5</td>
<td>Gourmand</td>
</tr>
<tr>
<td>6</td>
<td>Keen Mind</td>
</tr>
</tbody>
</table>
**Suggested Characteristics**

A servant, for better or worse, will have their personality affected by their years of servitude.

**d8 Personality Trait**

1. I am compulsively neat, and clean; I feel uncomfortable if my companions and I are ever dirty or unpresentable.
2. I am a bit of a snob, and look down on the common rabble.
3. I am extremely subservient; I rarely raise my voice or object.
4. I may be quite calm and polite around those of higher power than I; but I’m harsh towards all my underlings, flexing the little power I have.
5. I dote over my companions like a concerned mother bird, fixing their clothing and making sure they look nice.
6. I hated my time as a servant, and go out of my way to enjoy myself and let loose; I’m tired of holding my tongue.
7. I rarely show any emotions, remaining calm and stoic even in the worst of situations.
8. I can—or think I can—diffuse the most tense and stressful situations with the right word or phrase.

**d6 Ideal**

1. Service. Your wish is my desire. (Lawful)
2. Helpful. I just enjoy making myself useful. (Light)
3. Free. No one should be bound to the chains of servitude. (Chaotic)
4. Infiltrate. From the position of a servant, I can worm my way into places of power! (Dark)
5. Payment. I don’t care what my masters do; as long as I get paid. (Neutral)
6. Live. I only wish to serve in peace. (Any)

**d6 Bond**

1. I am still loyal to my old master.
2. The Lord I worked for is after my head, and will do anything to capture me.
3. My family still live as servants; I hope to earn a better life for them.
4. An older servant taught me the ropes and looked out for me; and I owe them a great debt.
5. I will exact revenge on the bastards who ruined (or ended) my Master’s life.
6. I have plenty of friends in high places; and they’ve come in useful from time to time.
**Sith**

You are an acolyte of the Sith Order: an ancient order of Force-wielders devoted to the dark side of the Force. Emerging as a divergent faction of the Jedi Order, the Sith are mortal enemies of the Jedi and fight against them. Driven by emotions such as hate, anger, and greed, the Sith are deceptive and ultimately obsessed with amassing power no matter the cost. You follow the Sith Code:

"Peace is a lie. There is only passion.
Through passion I gain strength.
Through strength I gain power.
Through power I gain victory.
Through victory my chains are broken.
The Force shall free me."

**Skill Proficiencies:** Intimidation, Lore

**Languages:** One of your choice

**Tool Proficiencies:** Artificer’s tools

**Equipment:** A copy of the Sith code, a set of common clothes including a robe, and a belt pouch containing 150 cr

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**Feature: Asylum by the Fearful**

As a Sith, you instill fear in those who are aware of your standing. You and your adventuring companions can expect to receive free healing and care at any Sith temple, and those who are aware of your nature will support you (but only you) at a modest lifestyle.

You might also have ties to a specific Sith temple and a residence there. This could be the temple where you trained, or a temple where you have found a new home. While near your temple, you can call upon the Jedi for assistance, provided the assistance you ask for benefits them and you remain in good standing with your temple.

**Background Feat**

As a further embodiment of the experience and training of your background, you can choose from the following feats:

<table>
<thead>
<tr>
<th>d6</th>
<th>Feat</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Empathic</td>
</tr>
<tr>
<td>2</td>
<td>Loremaster</td>
</tr>
<tr>
<td>3</td>
<td>Linguist</td>
</tr>
<tr>
<td>4</td>
<td>Crafter</td>
</tr>
<tr>
<td>5</td>
<td>Keen Mind</td>
</tr>
<tr>
<td>6</td>
<td>Force Sensitive</td>
</tr>
</tbody>
</table>
Suggested Characteristics

Sith are shaped by their training. They study the Sith code and use it to oppress the weak and quell resistance. Their study of the Sith code affects their mannerisms and ideals. Their flaws might be some hidden hypocrisy or heretical idea, or an ideal or bond taken to an extreme.

d8 Personality Trait

1. I idolize a particular Sith, and constantly refer to that person’s deeds and example. I can find common ground between the fiercest enemies, empathizing with them and always working towards peace.
2. I see omens in every event and action. The Force tries to speak to us, we just need to listen.
3. Nothing can shake my optimistic attitude.
4. I quote (or misquote) sacred Sith texts and proverbs in almost every situation.
5. I am tolerant (or intolerant) of those who don't support the Sith.
6. I've enjoyed fine food, drink, and high society. Rough living grates on me.
7. I've spent so long in the Sith temple that I have little practical experience dealing with people in the world.

d6 Ideal

1. Tradition. The ancient traditions of worship and sacrifice must be preserved and upheld. (Any)
2. Disdain. I never try to help those in need, regardless of how simple it would be. (Dark)
3. Change. We must help bring about the changes the Force is constantly working in the world. (Any)
4. Power. I hope to one day rise to the rank of Dark Lord of the Sith. (Any)
5. Faith. I trust that the Force will guide my actions; I have faith that if I work hard, things will go well. (Any)
6. Aspiration. I seek to prove myself worthy of the Force by matching my actions against the Sith teachings. (Any)

d6 Bond

1. I would die to recover an ancient Sith relic that was lost long ago.
2. I will someday get revenge on those who razed my temple.
3. I owe my life to the Sith who took me in when my parents died.
4. Everything I do is for the common people.
5. I will do anything to protect the temple where I served.
6. I seek to preserve a sacred text that my enemies seek to destroy.

d6 Flaw

1. I judge others harshly, and myself even more severely.
2. I put too much trust in those who wield power within my temple’s hierarchy.
3. My piety sometimes leads me to blindly trust those that profess faith in the Force.
4. I am inflexible in my thinking.
5. I am suspicious of strangers and expect the worst of them.
6. Once I pick a goal, I become obsessed with it to the detriment of everything else in my life.
**SOLDIER**

War has been your life for as long as you care to remember. You trained as a youth, studied the use of weapons and armor, learned basic survival techniques, including how to stay alive on the battlefield. You might have been part of a standing national army or a mercenary company, or perhaps a member of a local militia who rose to prominence during a recent war.

When you choose this background, work with your DM to determine which military organization you were a part of, how far through its ranks you progressed, and what kind of experiences you had during your military career. Was it a standing army, a town guard, or a village militia? Or it might have been a noble's or merchant's private army, or a mercenary company.

**Skill Proficiencies:** Choose two from Athletics, Intimidation, Persuasion, and Piloting

**Tool Proficiencies:** One type of gaming set

**Languages:** One of your choice

**Equipment:** An insignia of rank, a trophy taken from a fallen enemy (a dagger, broken blade, or piece of a banner), a set of bone dice or deck of cards, a set of common clothes, and a belt pouch containing 100 cr

**Specialty**

During your time as a soldier, you had a specific role to play in your unit or army. Roll a d8 or choose from the options in the table below to determine your role:

<table>
<thead>
<tr>
<th>d10</th>
<th>Specialty</th>
<th>d10</th>
<th>Specialty</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Officer</td>
<td>6</td>
<td>Quartermaster</td>
</tr>
<tr>
<td>2</td>
<td>Scout</td>
<td>7</td>
<td>Standard bearer</td>
</tr>
<tr>
<td>3</td>
<td>Infantry</td>
<td>8</td>
<td>Pilot</td>
</tr>
<tr>
<td>4</td>
<td>Cavalry</td>
<td>9</td>
<td>Blacksmith</td>
</tr>
<tr>
<td>5</td>
<td>Healer</td>
<td>10</td>
<td>Support Staff</td>
</tr>
</tbody>
</table>

**Feature: Military Rank**

You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

**Background Feat**

As a further embodiment of the experience and training of your background, you can choose from the following feats:

<table>
<thead>
<tr>
<th>d6</th>
<th>Feat</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Brawny</td>
</tr>
<tr>
<td>2</td>
<td>Menacing</td>
</tr>
<tr>
<td>3</td>
<td>Diplomat</td>
</tr>
<tr>
<td>4</td>
<td>Ace Pilot</td>
</tr>
<tr>
<td>5</td>
<td>Nimble Hands</td>
</tr>
<tr>
<td>6</td>
<td>Weapon Expert</td>
</tr>
</tbody>
</table>
**Suggested Characteristics**

The horrors of war combined with the rigid discipline of military service leave their mark on all soldiers, shaping their ideals, creating strong bonds, and often leaving them scarred and vulnerable to fear, shame, and hatred.

**d8 Personality Trait**

1. I’m always polite and respectful.
2. I’m haunted by memories of war. I can’t get the images of violence out of my mind.
3. I’ve lost too many friends, and I’m slow to make new ones.
4. I’m full of inspiring and cautionary tales from my military experience relevant to almost every combat situation.
5. I can stare down a hell hound without flinching.
6. I enjoy being strong and like breaking things.
7. I have a crude sense of humor.
8. I face problems head-on. A simple, direct solution is the best path to success.

**d6 Ideal**

1. **Greater Light.** Our lot is to lay down our lives in defense of others. (Light)
2. **Responsibility.** I do what I must and obey just authority. (Lawful)
3. **Independence.** When people follow orders blindly, they embrace a kind of tyranny. (Chaotic)
4. **Might.** In life as in war, the stronger force wins. (Dark)
5. **Live and Let Live.** Ideals aren’t worth killing over or going to war for. (Neutral)
6. **Nation.** My city, nation, or people are all that matter. (Any)

**d6 Bond**

1. I would still lay down my life for the people I served with.
2. Someone saved my life on the battlefield. To this day, I will never leave a friend behind.
3. My honor is my life.
4. I’ll never forget the crushing defeat my company suffered or the enemies who dealt it.
5. Those who fight beside me are those worth dying for.
6. I fight for those who cannot fight for themselves.

**d6 Flaw**

1. The monstrous enemy we faced in battle still leaves me quivering with fear.
2. I have little respect for anyone who is not a proven warrior.
3. I made a terrible mistake in battle cost many lives—and I would do anything to keep that mistake secret.
4. My hatred of my enemies is blind and unreasoning.
5. I obey the law, even if the law causes misery.
6. I’d rather eat my armor than admit when I’m wrong.
Smuggler

You have spent your life hiding in the darkness, making shady deals behind closed doors. What led you to engage in a life of crime? Do you crave the thrill of lawbreaking, or did you enter the profession to pay off a debt, risking your hide on behalf of a less than honorable noble? A smuggler is an individual trained in the art of acquisition, a professional thug who can deliver anything... for a price. Smugglers tend to be more bolder criminals than most, preferring bribery or distraction over subterfuge and stealth.

**Skill Proficiencies:** Choose two from Deception, Piloting, Sleight of Hand, and Stealth

**Tool Proficiencies:** One type of gaming set and your choice of demolitions kit, security kit, or slicer’s kit

**Equipment:** A crowbar, a set of dark common clothes including a hood, and a belt pouch containing 150 cr

**Feature: Careful Selection**

Some close brushes with the law have taught you that not every city guard can be bribed, and some people are simply too keen to miss minute discrepancies. This feature allows you to study a person and gain insight into whether or not they would accept a bribe, or to pick up on whether they are exceptionally more perceptive than you. It does not reveal how expensive a bribe may be for a given situation, however.

**BackgroundFeat**

As a further embodiment of the experience and training of your background, you can choose from the following feats:

<table>
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<tr>
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<th>Feat</th>
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</thead>
<tbody>
<tr>
<td>1</td>
<td>Silver-Tongued</td>
</tr>
<tr>
<td>2</td>
<td>Ace Pilot</td>
</tr>
<tr>
<td>3</td>
<td>Quick-Fingered</td>
</tr>
<tr>
<td>4</td>
<td>Stealthy</td>
</tr>
<tr>
<td>5</td>
<td>Nimble Hands</td>
</tr>
<tr>
<td>6</td>
<td>Demolitionist</td>
</tr>
<tr>
<td>7</td>
<td>Bypassser</td>
</tr>
<tr>
<td>8</td>
<td>Slicer</td>
</tr>
</tbody>
</table>
Suggested Characteristics

Scou might seem like villains on the surface, and many of them are villainous to the core. But some have an abundance of endearing, if not redeeming, characteristics. There might be honor among thieves, but spies rarely show any respect for law or authority.

**d8 Personality Trait**

1. I am extremely sociable, especially over a mug of ale.
2. I always keep my wares close to me, you never know who might stumble across them otherwise.
3. The only way to hide is in broad daylight. I don't bother with skulking around.
4. I'm a terrible gossip.
   - Being seen with any unsavory figures is a sure way to undermine my work. I only associate with my business partners behind locked doors.
5. Deflecting questions has become second nature to me, so I rarely answer straight.
6. I have dozens of identities and live in constant fear of answering to the wrong name.
   - I act irrationally confident in the face of danger, nobody suspects anything when you seem like you know what you're doing.

**d6 Ideal**

1. Morals. I only smuggle things to improve the lives of the common folk. (Light)
2. Ruthless. I will rise to the top of the heap by any means necessary. (Dark)
3. Friendship. My associates are dear to me, and I want them to rise with me when I hit it big. (Lawful)
4. Dauntless. No border crossing or bribe is too difficult- that's just the coward's way of saying exciting! (Chaotic)
5. Greater. Good I work for a greater cause, and ply my trade only in service to it. (Any)
6. Unperturbed. I only want to make a living for myself, and smuggling is just an edge I can use to do so. (Neutral)

**d6 Bond**

1. A corrupt guard put me out of business back when I was running an honest business, I aim to show him a thing or two about recovery.
2. I never wanted to be a criminal, but it puts bread on my family's table.
3. A bloodthirsty pirate clan stole a shipment from me and killed a dear friend of mine. I will end them with extreme prejudice.
4. Someone I cared about discovered my profession and has publicly denounced me, and I am caught between protecting my reputation and restoring our relationship.
5. My love interest is someone who once stole from right under my nose- but they have no idea who I am or how much I admire them for their accomplishment.
6. My business partners are closer to me than my family.

**d6 Flaw**

1. "Trust nobody, not even yourself." I am plagued by paranoia.
2. I'm so charismatic that sometimes I woo myself. Who am I, Narcissus?
3. Money is my greatest motivator. I'll do almost anything given enough of it, even if I'll regret it later.
4. I would betray anyone to save my own skin.
5. I detach myself from the results of my actions in order to sleep better at night.
6. Someone who knows me well might call me "two-faced" but those who don't have no idea what hit 'em.
As a child, you were inquisitive when your playmates were possessive or raucous. In your formative years, you found your way to one of the galaxy's great institutes of learning, where you were apprenticed and taught that knowledge is a more valuable treasure than gold or gems. Now you are ready to leave your home— not to abandon it, but to quest for new lore to add to its storehouse of knowledge.

The most well-known of the galaxy's fonts of knowledge is the Library of the Republic. The great library is always in need of workers and attendants, some of whom rise through the ranks to assume roles of greater responsibility and prominence. You might be one of Coruscant's own, dedicated to the curatorship of what is likely the most complete body of lore and history in all the world.

**Skill Proficiencies:** Lore, plus your choice of one from among Insight, Investigation, and Nature

**Languages:** Two of your choice

**Equipment:** The scholar's robes of your cloister, a writing kit (small pouch with a quill, ink, folded parchment, and a small penknife), a borrowed book on the subject of your current study, and a pouch containing 100 cr

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### Feature: Library Access

Though others must often endure extensive interviews and significant fees to gain access to even the most common archives in your library, you have free and easy access to the majority of the library, though it might also have repositories of lore that are too valuable, powerful, or secret to permit anyone immediate access.

You have a working knowledge of your cloister's personnel and bureaucracy, and you know how to navigate those connections with some ease.

Additionally, you are likely to gain preferential treatment at other libraries across the galaxy, as professional courtesy shown to a fellow scholar.

### Background Feat

As a further embodiment of the experience and training of your background, you can choose from the following feats:

<table>
<thead>
<tr>
<th>d6</th>
<th>Feat</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Loremaster</td>
</tr>
<tr>
<td>2</td>
<td>Empathic</td>
</tr>
<tr>
<td>3</td>
<td>Investigator</td>
</tr>
<tr>
<td>4</td>
<td>Naturalist</td>
</tr>
<tr>
<td>5</td>
<td>Linguist</td>
</tr>
<tr>
<td>6</td>
<td>Keen Mind</td>
</tr>
</tbody>
</table>
Suggested Characteristics
Cloistered scholars are defined by their extensive studies, and their characteristics reflect this life of study. Devoted to scholarly pursuits, they value knowledge highly—as a worthy goal in itself, or as a means to a desirable end.

**d8 Personality Trait**
1. I use polysyllabic words that convey the impression of great erudition.
2. I’ve read every book in the world’s greatest libraries—or I like to boast that I have.
   - I’m used to helping out those who aren’t as smart as I am, and I patiently explain anything and everything to others.
3. There’s nothing I like more than a Light mystery.
4. I’m willing to listen to every side of an argument before I make my own judgment.
   - I . . . speak . . . slowly . . . when talking . . . to idiots, . . . which . . . almost . . . everyone . . . is . . . compared . . . to me.
5. I am horribly, horribly awkward in social situations.
6. I am convinced that people are always trying to steal my secrets.

**d6 Ideal**
1. **Knowledge.** The path to power and self-improvement is through knowledge. (Neutral)
2. **Beauty.** What is beautiful points us beyond itself toward what is true. (Light)
3. **Logic.** Emotions must not cloud our logical thinking. (Lawful)
4. **No Limits.** Nothing should fetter the infinite possibility inherent in all existence. (Chaotic)
5. **Power.** Knowledge is the path to power and domination. (Dark)
6. **Self-Improvement.** The goal of a life of study is the betterment of oneself. (Any)

**d6 Bond**
1. It is my duty to protect my students.
2. I have an ancient text that holds terrible secrets that must not fall into the wrong hands.
3. I work to preserve a library, university, scriptorium, or monastery.
4. My life’s work is a series of tomes related to a specific field of lore.
5. I’ve been searching my whole life for the answer to a certain question.
6. I sold my soul for knowledge. I hope to do great deeds and win it back.

**d6 Flaw**
1. I am easily distracted by the promise of information.
2. Most people scream and run when they see a demon. I stop and take notes on its anatomy.
3. Unlocking an ancient mystery is worth the price of a civilization.
4. I overlook obvious solutions in favor of complicated ones.
5. I speak without really thinking through my words, invariably insulting others.
6. I can’t keep a secret to save my life, or anyone else’s.
URCHIN

You grew up on the streets alone, orphaned, and poor. You had no one to watch over you or to provide for you, so you learned to provide for yourself. You fought fiercely over food and kept a constant watch out for other desperate souls who might steal from you. You slept on rooftops and in alleyways, exposed to the elements, and endured sickness without the advantage of medicine or a place to recuperate. You’ve survived despite all odds, and did so through cunning, strength, speed, or some combination of each.

You begin your adventuring career with enough money to live modestly but securely for at least ten days. How did you come by that money? What allowed you to break free of your desperate circumstances and embark on a better life?

**Skill Proficiencies:** Sleight of Hand, Stealth

**Tool Proficiencies:** Disguise kit, security kit

**Equipment:** A small knife, a map of the city you grew up in, a pet mouse, a token to remember your parents by, a set of common clothes, and a belt pouch containing 100 cr

**FEATURE: CITY OF 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.

**BACKGROUND FEAT**

As a further embodiment of the experience and training of your background, you can choose from the following feats:

<table>
<thead>
<tr>
<th>d6</th>
<th>Feat</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Quick-Fingered</td>
</tr>
<tr>
<td>2</td>
<td>Stealthy</td>
</tr>
<tr>
<td>3</td>
<td>Master of Disguise</td>
</tr>
<tr>
<td>4</td>
<td>Bypass    er</td>
</tr>
<tr>
<td>5</td>
<td>Alert</td>
</tr>
<tr>
<td>6</td>
<td>Athlete</td>
</tr>
</tbody>
</table>
**Suggested Characteristics**

Urchins are shaped by lives of desperate poverty, for Light and for ill. They tend to be driven either by a commitment to the people with whom they shared life on the street or by a burning desire to find a better life—and maybe get some payback on all the rich people who treated them badly.

*d8 Personality Trait*

1. I hide scraps of food and trinkets away in my pockets.
2. I ask a lot of questions.
3. I like to squeeze into small places where no one else can get to me.
4. I sleep with my back to a wall or tree, with everything I own wrapped in a bundle in my arms.
5. I eat like a pig and have bad manners.
6. I think anyone who’s nice to me is hiding Dark intent.
7. I don’t like to bathe.
8. I bluntly say what other people are hinting at or hiding.

*d6 Ideal*

1. **Respect.** All people, rich or poor, deserve respect. *(Light)*
2. **Community.** We have to take care of each other, because no one else is going to do it. *(Lawful)*
3. **Change.** The low are lifted up, and the high and mighty are brought down. Change is the nature of things. *(Chaotic)*
4. **Retribution.** The rich need to be shown what life and death are like in the gutters. *(Dark)*
5. **People.** I help the people who help me—that’s what keeps us alive. *(Neutral)*
6. **Aspiration.** I’m going to prove that I’m worthy of a better life. *(Any)*

<table>
<thead>
<tr>
<th><em>d8</em></th>
<th><em>Loot</em></th>
<th><em>d8</em></th>
<th><em>Loot</em></th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>100gp</td>
<td>5</td>
<td>500gp</td>
</tr>
<tr>
<td>2</td>
<td>200gp</td>
<td>6</td>
<td>600gp</td>
</tr>
<tr>
<td>3</td>
<td>300gp</td>
<td>7</td>
<td>700gp</td>
</tr>
<tr>
<td>4</td>
<td>400gp</td>
<td>8</td>
<td>1000gp</td>
</tr>
</tbody>
</table>

*d6 Bond*

1. My town or city is my home, and I’ll fight to defend it.
2. I sponsor an orphanage to keep others from enduring what I was forced to endure.
3. I owe my survival to another urchin who taught me to live on the streets.
4. I owe a debt I can never repay to the person who took pity on me.
5. I escaped my life of poverty by robbing an important person, and I’m wanted for it.
6. No one else should have to endure the hardships I’ve been through.

*d6 Flaw*

1. If I’m outnumbered, I will run away from a fight.
2. Gold seems like a lot of money to me, and I’ll do just about anything for more of it.
3. I will never fully trust anyone other than myself.
4. I’d rather kill someone in their sleep then fight fair.
5. It’s not stealing if I need it more than someone else.
6. People who can’t take care of themselves get what they deserve.
Chapter 5: Equipment

The marketplace of a large city teems with buyers and sellers of many sorts: Jawas peddling refurbished wares (or trying to steal from careless travelers), Ugnauts selling various technology scrap, Twi'lek armstechs and Mirialan synthweavers. In the largest cities, almost anything imaginable is offered for sale, from exotic spices and luxurious clothing to speeders and spaceships.

For an adventurer, the availability of armor, weapons, backpacks, rope, and similar goods is of paramount importance, since proper equipment can mean the difference between life and death in a stronghold or the untamed wilds. This chapter details the mundane and exotic merchandise that adventurers commonly find useful in the face of the threats that the worlds of D&D present.

Starting Wealth by Class

<table>
<thead>
<tr>
<th>Class</th>
<th>Funds</th>
</tr>
</thead>
<tbody>
<tr>
<td>Berserker</td>
<td>2d4 x 100 cr</td>
</tr>
<tr>
<td>Consular</td>
<td>2d4 x 100 cr</td>
</tr>
<tr>
<td>Engineer</td>
<td>3d4 x 100 cr</td>
</tr>
<tr>
<td>Fighter</td>
<td>5d4 x 100 cr</td>
</tr>
<tr>
<td>Monk</td>
<td>1d4 x 100 cr</td>
</tr>
<tr>
<td>Scholar</td>
<td>3d4 x 100 cr</td>
</tr>
<tr>
<td>Scout</td>
<td>5d4 x 100 cr</td>
</tr>
<tr>
<td>Sentinel</td>
<td>3d4 x 100 cr</td>
</tr>
<tr>
<td>Specialist</td>
<td>4d4 x 100 cr</td>
</tr>
<tr>
<td>Warrior</td>
<td>5d4 x 100 cr</td>
</tr>
</tbody>
</table>

Wealth

Wealth generally appears in the form of credits. The Galactic Republic and Sith Empire have their own mints, but in most worlds, the coins are interchangeable. Other trade goods, gemstones, artifacts, and property can reflect your character’s financial well-being. Members of the lower class trade in goods, bartering for what they need and paying taxes in raw materials. Members of the nobility trade either in legal rights, such as the rights to a mine, a port, or a company, or in high denomination credits. Only merchants, adventurers, and those offering professional services for hire commonly deal in credits.

Coinage

Credits come in a variety of denominations: from a single chit to cards loaded with incredible value. While the Republic and Empire have their own coins, in most worlds they can be used interchangeably.

With ten credits, a character can buy a belt pouch, a map case, or a glowrod. A skilled (but not exceptional) artisan can earn ten credits a day. The credit is the standard unit of measure for wealth, even if the chit itself is not commonly used. When merchants discuss deals that involve goods or services worth hundreds or thousands of credits, the transactions don’t usually involve the exchange of individual chits. Rather, the credit is a standard measure of value, and the actual exchange is in credit cards, letters of credit, or valuable goods.

A standard chit weighs about a third of an ounce, so fifty chits weigh a pound.

Selling Treasure

Opportunities abound to find treasure, equipment, weapons, armor, and more in the dungeons you explore. Normally, you can sell your treasures and trinkets when you return to a town or other settlement, provided that you can find buyers and merchants interested in your loot.

Arms, Armor, and Other Equipment

As a general rule, undamaged weapons, armor, and other equipment fetch half their cost when sold in a market. Used weapons and armor aren’t always in good enough condition to sell.

Enhanced Items

Selling enhanced items can be problematic. Finding someone to find an overtuned blaster isn’t hard, but the most unique of items are beyond all but the wealthiest denizens. Likewise, aside from a few common enhanced items, you won’t normally come across enhanced items to purchase. The value of special equipment is far beyond simple credits and should always be treated as such.

Gems, Jewelry, and Art Objects

These items retain their full value in the marketplace, and you can either trade them in for credits or use them as currency for other transactions. For exceptionally valuable treasures, the DM might require you to find a buyer in a large city or even another planet.

Trade Goods

In the Outer Rim, many people conduct transactions through barter. Like gems and art objects, trade goods—raw materials like bags of salt, livestock, and so on—retain their full value in the market and can be used as currency.
**Armor and Shield Generators**

The different worlds of Star Wars are a vast tapestry made up of many different cultures, each with its own technology level. For this reason, adventurers have access to a variety of armor types, ranging from basic combat suits to heavy battle armor, with several other kinds of armor in between. The Armor table collects the most commonly available types of armor found in the game and separates them into three categories: light armor, medium armor, and heavy armor. Many warriors supplement their armor with a shield generator.

The Armor table shows the cost, weight, and other properties of the common types of armor worn in the worlds of Star Wars.

**Armor and Shield Proficiency**

Anyone can put on a suit of armor or wield a shield generator. Only those proficient in the armor’s use know how to wear it effectively, however. Your class gives you proficiency with certain types of armor. If you wear armor that you lack proficiency with, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and you can’t force- or tech-cast.

If you have proficiency in armor, you have proficiency in the appropriate shield generator as well.

**Armor Class (AC)**

Armor protects its wearer from attacks. The armor (and shield generator) you wear determines your base Armor Class.

**Strength**

Heavier armor interferes with the wearer’s ability to move quickly, stealthily, and freely. If the Armor table shows “Str 13” or “Str 15” in the Strength column for an armor type, the armor reduces the wearer’s speed by 10 feet unless the wearer has a Strength score equal to or higher than the listed score.

**Stealth**

If the Armor table shows “Disadvantage” in the Stealth column, the wearer has disadvantage on Dexterity (Stealth) checks.
**Light Armor**
Made from supple and thin materials, light armor favors agile adventurers since it offers some protection without sacrificing mobility. If you wear light armor, you add your Dexterity modifier to the base number from your armor type to determine your Armor Class.

**Combat Suit**
Combat suits are seen all over the galaxy, and can be found for sale by almost any merchant who deals in weapons and armor. Many such suits are used by military organizations, such as the Galactic Republic's military, as well as by mercenaries, criminals, bounty hunters and even some Jedi.
The suit itself offers decent protection from most types of attacks while maintaining maximum flexibility and minimum weight. However this armor is only recommended for light skirmishes.

**Heavey Combat Suit**
The heavy combat suit is a type of armor that offers more protection than the basic model of combat suit. The heavy combat suit is heavier overall than other combat suits, and not quite as flexible, but many consider the trade-offs worthwhile. It is a good source of defense from physical attacks and light blaster fire.

**Medium Armor**
Medium armor offers more protection than light armor, but it also impairs movement more. If you wear medium armor, you add your Dexterity modifier, to a maximum of +2, to the base number from your armor type to determine your Armor Class.

**Light Battle Armor**
Providing solid protection for a minimal cost, light battle armor is considered excellent protection for entrenched troops or guards. However, this protection comes at a cost of mobility, limiting its uses by rapidly advancing infantry. Still, it provides more mobility than full battle armor.

**Battle Armor**
Battle armor was constructed from a mesh of metal or composite plates and a padded jumpsuit. Variants of the armor included less plates and more padding for a lighter, though less protective armor, and heavier plating with molded pieces to fit the wearer. Though the armor was available unmodified, most users personalized their armor.

**Powered Battle Armor**
Powered battle armor is a type of armored suit that boosted the abilities of its wearer while offering good protection against most types of weapons. The micro-hydraulics of this type of powered armor provide the operator with both protection and strength enhancement. This type of armor is rarely seen outside of professional mercenaries' and soldiers' use.

**Heavy Armor**
Of all the armor categories, heavy armor offers the best protection. These suits of armor cover the entire body and are designed to stop a wide range of attacks. Only proficient warriors can manage their weight and bulk.

**Heavy Combat Suit**
Heavy combat suit is a type of armor that offers more protection than the basic model of combat suit. The heavy combat suit is heavier overall than other combat suits, and not quite as flexible, but many consider the trade-offs worthwhile. It is a good source of defense from physical attacks and light blaster fire.

**Durasteel Armor**
Durasteel armor is an armor that reduced weight, but restricts movement. The armor is commonly used by mercenaries, bounty hunters, soldiers, and civilians that live in dangerous areas.

**Powered Durasteel Armor**
Powered durasteel armor uses the base durasteel armor, with the benefit of micro-hydraulics that boost the efficacy of the operator. It offers better protection, but increased weight.

**Heavy Durasteel Armor**
Heavy durasteel armor is virtually the heaviest armor acquirable during the Galactic War. It is ideal for extreme combat situations that involved direct damage and also offers a very good level of protection in sacrifice of dexterity. Some consider it claustrophobic but that was the trade-off for safety.

**Shield Generators**
Shields come in varying weights, sizes, and materials. A light shield generator is generally pretty small, affixing to the forearm or belt. A medium shield generator is generally larger and fills the hand. A heavy shield is larger and made of strong composites. You can benefit from only one shield at a time.

**Light Shield Generator**
A light shield generator is generally affixed to the forearm or belt. While a light shield does not fill the hand slot, you gain no benefit from it while the hand is full. You gain no benefit from a light shield while wielding a weapon with the heavy property.

**Medium Shield Generator**
A personal shield generator was a defensive technology that projected a field of energy that protected the user from blaster fire, the elements, or other hazards. Most were designed to be held much like a traditional physical shield.

**Heavy Shield**
Rather than an energy shield, heavy shields are physical composites of metal or plastic. They are much larger and more cumbersome, but they offer more protection than they’re smaller counterparts. Its cumbersome size, however, makes it unwieldy, and requires the use of a weapon with the light property in the other hand.

Small creatures have disadvantage on attack rolls while wielding a heavy shield. A heavy shield's size and bulk make it too large for a Small creature to use effectively.
## Armor

<table>
<thead>
<tr>
<th>Armor</th>
<th>Cost</th>
<th>Armor (AC)</th>
<th>Strength</th>
<th>Stealth</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Light Armor</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Combat suit</td>
<td>100 cr</td>
<td>11 + Dex modifier</td>
<td>—</td>
<td>—</td>
<td>10 lb.</td>
</tr>
<tr>
<td>Heavy combat suit</td>
<td>450 cr</td>
<td>12 + Dex modifier</td>
<td>—</td>
<td>—</td>
<td>13 lb.</td>
</tr>
<tr>
<td><strong>Medium Armor</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Light battle armor</td>
<td>500 cr</td>
<td>13 + Dex modifier (max 2)</td>
<td>—</td>
<td>—</td>
<td>20 lb.</td>
</tr>
<tr>
<td>Battle armor</td>
<td>1,000 cr</td>
<td>14 + Dex modifier (max 2)</td>
<td>—</td>
<td>—</td>
<td>20 lb.</td>
</tr>
<tr>
<td>Powered battle armor</td>
<td>2,500 cr</td>
<td>15 + Dex modifier (max 2)</td>
<td>—</td>
<td>Disadvantage</td>
<td>45 lb.</td>
</tr>
<tr>
<td><strong>Heavy Armor</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Durasteel armor</td>
<td>750 cr</td>
<td>16</td>
<td>Str 13</td>
<td>Disadvantage</td>
<td>55 lb.</td>
</tr>
<tr>
<td>Powered durasteel armor</td>
<td>2,000 cr</td>
<td>17</td>
<td>Str 15</td>
<td>Disadvantage</td>
<td>60 lb.</td>
</tr>
<tr>
<td>Heavy durasteel armor</td>
<td>15,000 cr</td>
<td>18</td>
<td>Str 15</td>
<td>Disadvantage</td>
<td>65 lb.</td>
</tr>
<tr>
<td><strong>Shield</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Light shield generator</td>
<td>50 cr</td>
<td>+1</td>
<td>—</td>
<td>—</td>
<td>7 lb.</td>
</tr>
<tr>
<td>Medium shield generator</td>
<td>100 cr</td>
<td>+2</td>
<td>—</td>
<td>—</td>
<td>14 lb.</td>
</tr>
<tr>
<td>Heavy shield</td>
<td>500 cr</td>
<td>+3</td>
<td>Str 17</td>
<td>Disadvantage</td>
<td>28 lb.</td>
</tr>
</tbody>
</table>

### Getting Into and Out of Armor

The time it takes to don or doff armor depends on the armor’s category.

- **Don.** This is the time it takes to put on armor. You benefit from the armor’s AC only if you take the full time to don the suit of armor.
- **Doff.** This is the time it takes to take off armor. If you have help, reduce this time by half.

### Donning and Doffing Armor

<table>
<thead>
<tr>
<th>Category</th>
<th>Don</th>
<th>Doff</th>
</tr>
</thead>
<tbody>
<tr>
<td>Light armor</td>
<td>1 minute</td>
<td>1 minute</td>
</tr>
<tr>
<td>Medium armor</td>
<td>5 minutes</td>
<td>1 minute</td>
</tr>
<tr>
<td>Heavy armor</td>
<td>10 minutes</td>
<td>5 minutes</td>
</tr>
<tr>
<td>Light shield generator</td>
<td>1 reaction</td>
<td>1 reaction</td>
</tr>
<tr>
<td>Medium shield generator</td>
<td>1 bonus action</td>
<td>1 bonus action</td>
</tr>
<tr>
<td>Heavy shield</td>
<td>1 action</td>
<td>1 action</td>
</tr>
</tbody>
</table>
**Weapons**

Your class grants proficiency in certain weapons, reflecting both the class's focus and the tools you are most likely to use. Whether you favor a vibroweapon or a blaster, your weapon and your ability to wield it effectively can mean the difference between life and death while adventuring.

The Weapons table shows the most common weapons used in the worlds of Star Wars, their price and weight, the damage they deal when they hit, and any special properties they possess. Every weapon is classified as kinetic, lightsaber, or ranged. A kinetic weapon is used to attack a target within 5 feet of you, whereas a ranged weapon is used to attack a target at a distance. Lightsabers are generally used in melee, but due to their nature require separate proficiency.

**Weapon Proficiency**

Your race, class, and feats can grant you proficiency with certain weapons or categories of weapons. The two categories are simple and martial. Most people can use simple weapons with proficiency. These weapons include clubs and other weapons often found in the hands of commoners. Martial weapons, including vibroswords vibrolances, require more specialized training to use effectively. Most warriors use martial weapons because these weapons put their fighting style and training to best use.

Proficiency with a weapon allows you to add your proficiency bonus to the attack roll for any attack you make with that weapon. If you make an attack roll using a weapon with which you lack proficiency, you do not add your proficiency bonus to the attack roll.

**Weapon Properties**

Many weapons have special properties related to their use, as shown in the Weapons table.

**Ammunition**

You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each time you attack with the weapon, you expend one piece of ammunition.

If you use a weapon that has the ammunition property to make a melee attack, you treat the weapon as an improvised weapon (see "Improvised Weapons" later in the section).

**Burst**

A weapon that has the burst property can make a normal single-target attack, or it can spray a 10-foot-cube area within normal range with shots. Each creature in the area must make a Dexterity saving throw (DC = 8 + your proficiency bonus + your Dexterity modifier) or take the weapon's normal damage. This action requires the weapon to be fully loaded, and it consumes the entire power cell.

**Double**

A weapon with the double property functions as if you are wielding two separate weapons. A damage value in parentheses appears with the property—the damage when the weapon is used with two-weapon fighting. See the rules for two-weapon fighting in chapter 9.

**Finesse**

When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

**Heavy**

Small creatures have disadvantage on attack rolls with heavy weapons. A heavy weapon's size and bulk make it too large for a Small creature to use effectively.

**Hidden**

You have advantage on Sleight of Hand checks made to conceal a hidden weapon.

**Light**

A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons. See the rules for two-weapon fighting in chapter 9.

**Range**

A weapon that can be used to make a ranged attack has a range shown in parentheses after the ammunition or thrown property. The range lists two numbers. The first is the weapon's normal range in feet, and the second indicates the weapon's maximum range. When attacking a target beyond normal range, you have disadvantage on the attack roll. You can't attack a target beyond the weapon's long range.

**Reach**

This weapon adds 5 feet to your reach when you attack with it.

**Reload**

A limited number of shots can be made with a weapon that has the reload property. A character must then reload it using an action or a bonus action (the character's choice). You must have one free hand to reload.

**Special**

A weapon with the special property has unusual rules governing its use, explained in the weapon's description (see "Special Weapons" later in this section).

**Thrown**

If a weapon has the thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon. For example, if you throw a vibrospear, you use your Strength, but if you throw a vibrodagger, you can use either your Strength or your Dexterity, since the vibrodagger has the finesse property.

**Two-Handed**

This weapon requires two hands to use.

**Versatile**

This weapon can be used with one or two hands. A damage value in parentheses appears with the property—the damage when the weapon is used with two hands to make a melee attack.
**IMPROVISED WEAPONS**

Sometimes characters don’t have their weapons and have to attack with whatever is close at hand. An improvised weapon includes any object you can wield in one or two hands, such as broken glass, a table leg, a frying pan, a wagon wheel, or a dead jawa.

In many cases, an improvised weapon is similar to an actual weapon and can be treated as such. For example, a table leg is akin to a club. At the DM’s option, a character proficient with a weapon can use a similar object as if it were that weapon and use his or her proficiency bonus.

An object that bears no resemblance to a weapon deals 1d4 damage (the DM assigns a damage type appropriate to the object). If a character uses a ranged weapon to make a melee attack, or throws a melee weapon that does not have the thrown property, it also deals 1d4 damage. An improvised thrown weapon has a normal range of 20 feet and a long range of 60 feet.

**SPECIAL WEAPONS**

Weapons with special rules are described here.

**ASSAULT CANNON**

The assault cannon has a heavy kickback. While wielding it, your speed is reduced by 10 unless your Strength score is 15 or higher.

---

**BLASTERS**

<table>
<thead>
<tr>
<th>Name</th>
<th>Cost</th>
<th>Damage</th>
<th>Weight</th>
<th>Properties</th>
</tr>
</thead>
<tbody>
<tr>
<td>Simple Blasters</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Blaster carbine</td>
<td>300 cr</td>
<td>1d6 energy</td>
<td>6 lb.</td>
<td>Ammunition (range 60/240), two-handed, reload 12</td>
</tr>
<tr>
<td>Hold-out</td>
<td>250 cr</td>
<td>1d4 energy</td>
<td>2 lb.</td>
<td>Ammunition (range 30/120), hidden, light, reload 4</td>
</tr>
<tr>
<td>Scattergun</td>
<td>200 cr</td>
<td>1d6 energy</td>
<td>2 lb.</td>
<td>Ammunition (range 15/60), burst, reload 4</td>
</tr>
<tr>
<td>Slugthrower</td>
<td>350 cr</td>
<td>2d4 energy</td>
<td>12 lb.</td>
<td>Ammunition (range 30/120), burst, heavy, reload 4, two-handed</td>
</tr>
<tr>
<td>Wrist launcher</td>
<td>150 cr</td>
<td>—</td>
<td>1 lb.</td>
<td>Ammunition (range 30/120), reload 1, special</td>
</tr>
<tr>
<td>Martial Blasters</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Assault cannon</td>
<td>500 cr</td>
<td>1d10 energy</td>
<td>18 lb.</td>
<td>Ammunition (range 80/320), burst, heavy, reload 20, special, two-handed</td>
</tr>
<tr>
<td>Blaster pistol</td>
<td>200 cr</td>
<td>1d6 energy</td>
<td>3 lb.</td>
<td>Ammunition (range 40/160), reload 8</td>
</tr>
<tr>
<td>Blaster rifle</td>
<td>400 cr</td>
<td>1d8 energy</td>
<td>8 lb.</td>
<td>Ammunition (range 100/400), reload 16, two-handed</td>
</tr>
<tr>
<td>Ion blaster</td>
<td>200 cr</td>
<td>1d4 ion</td>
<td>3 lb.</td>
<td>Ammunition (range 40/160), reload 8</td>
</tr>
<tr>
<td>Ion rifle</td>
<td>400 cr</td>
<td>1d6 ion</td>
<td>8 lb.</td>
<td>Ammunition (range 100/400), reload 16, two-handed</td>
</tr>
<tr>
<td>Sniper rifle</td>
<td>750 cr</td>
<td>1d12 energy</td>
<td>12 lb.</td>
<td>Ammunition (range 150/600), reload 2, two-handed</td>
</tr>
</tbody>
</table>

**NET**

A Large or smaller creature hit by an net is restrained until it is freed. An net has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 kinetic or energy damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net.

When you use an action, bonus action, or reaction to attack with a net, you can make only one attack regardless of the number of attacks you can normally make.

**HIDDEN BLADE**

A hidden blade does not fill the hand slot, but you can’t use a hidden blade while the hand is full. Additionally, you have advantage on Strength saving throws to avoid being disarmed.

**VIBRODART**

Due to their diminutive size, vibrodarts make ineffective melee weapons. Melee attack rolls made with them are made at disadvantage.

**VIBROLANCE**

You have disadvantage when you use a vibrolance to attack a target within 5 feet of you. Also, a lance requires two hands to wield when you aren’t mounted.

**WRIST LAUNCHER**

Rather than traditional power cells, the wrist launcher fires specialized projectiles in the form of small rockets or darts.
### Lightsabers

<table>
<thead>
<tr>
<th>Name</th>
<th>Cost</th>
<th>Damage</th>
<th>Weight</th>
<th>Properties</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lightdagger</td>
<td>50 cr</td>
<td>1d4 energy</td>
<td>1 lb.</td>
<td>Finesse, light, thrown (20/60)</td>
</tr>
<tr>
<td>Saberspear</td>
<td>100 cr</td>
<td>1d6 energy</td>
<td>2 lb.</td>
<td>Thrown (range 20/60), versatile (1d8)</td>
</tr>
<tr>
<td>Shotosaber</td>
<td>250 cr</td>
<td>1d6 energy</td>
<td>2 lb.</td>
<td>Finesse, light</td>
</tr>
<tr>
<td><strong>Martial Lightsabers</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Doublesaber</td>
<td>700 cr</td>
<td>1d8 energy</td>
<td>4 lb.</td>
<td>Double (1d8), finesse, two-handed</td>
</tr>
<tr>
<td>Greatsaber</td>
<td>500 cr</td>
<td>2d6 energy</td>
<td>3 lb.</td>
<td>Heavy, two-handed</td>
</tr>
<tr>
<td>Lightsaber</td>
<td>150 cr</td>
<td>1d8 energy</td>
<td>2 lb.</td>
<td>Versatile (1d10)</td>
</tr>
<tr>
<td>Lightsaber Pike</td>
<td>200 cr</td>
<td>1d10 energy</td>
<td>3 lb.</td>
<td>Heavy, reach, two-handed</td>
</tr>
<tr>
<td>Lightfoil</td>
<td>250 cr</td>
<td>1d8 energy</td>
<td>2 lb.</td>
<td>Finesse</td>
</tr>
<tr>
<td>Saberwhip</td>
<td>350 cr</td>
<td>1d4 energy</td>
<td>2 lb.</td>
<td>Finesse, reach</td>
</tr>
</tbody>
</table>

### Vibroweapons

<table>
<thead>
<tr>
<th>Name</th>
<th>Cost</th>
<th>Damage</th>
<th>Weight</th>
<th>Properties</th>
</tr>
</thead>
<tbody>
<tr>
<td>Vibroclub</td>
<td>75 cr</td>
<td>1d10 kinetic</td>
<td>10 lb.</td>
<td>Two-handed</td>
</tr>
<tr>
<td>Vibrodagger</td>
<td>50 cr</td>
<td>1d4 kinetic</td>
<td>1 lb.</td>
<td>Finesse, light, thrown (20/60)</td>
</tr>
<tr>
<td>Vibrodart</td>
<td>5 cr</td>
<td>1d4 kinetic</td>
<td>1/4 lb.</td>
<td>Finesse, special, thrown (20/60)</td>
</tr>
<tr>
<td>Vibromace</td>
<td>75 cr</td>
<td>1d6 kinetic</td>
<td>2 lb.</td>
<td>Light</td>
</tr>
<tr>
<td>Vibrostaff</td>
<td>100 cr</td>
<td>1d6 kinetic</td>
<td>4 lb.</td>
<td>Versatile (2d4)</td>
</tr>
<tr>
<td>Vibrospear</td>
<td>100 cr</td>
<td>1d6 kinetic</td>
<td>3 lb.</td>
<td>Thrown (range 20/60), versatile (1d8)</td>
</tr>
<tr>
<td><strong>Martial Vibroweapons</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Doublesword</td>
<td>700 cr</td>
<td>1d8 kinetic</td>
<td>5 lb.</td>
<td>Double (1d8), finesse, two-handed</td>
</tr>
<tr>
<td>Techblade</td>
<td>250 cr</td>
<td>1d6 kinetic</td>
<td>3 lb.</td>
<td>Finesse, light</td>
</tr>
<tr>
<td>Hidden blade</td>
<td>200 cr</td>
<td>1d4 kinetic</td>
<td>1 lb.</td>
<td>Finesse, hidden, light, special</td>
</tr>
<tr>
<td>Net</td>
<td>100 cr</td>
<td>—</td>
<td>3 lb.</td>
<td>Light, special, thrown (range 15)</td>
</tr>
<tr>
<td>Vibroaxe</td>
<td>300 cr</td>
<td>1d12 kinetic</td>
<td>7 lb.</td>
<td>Heavy, two-handed</td>
</tr>
<tr>
<td>Vibroblade</td>
<td>150 cr</td>
<td>1d8 kinetic</td>
<td>2 lb.</td>
<td>Versatile (1d10)</td>
</tr>
<tr>
<td>Vibrolance</td>
<td>100 cr</td>
<td>1d12 kinetic</td>
<td>6 lb.</td>
<td>Reach, special</td>
</tr>
<tr>
<td>Vibropike</td>
<td>200 cr</td>
<td>1d10 kinetic</td>
<td>6 lb.</td>
<td>Heavy, reach, two-handed</td>
</tr>
<tr>
<td>Vibrorapier</td>
<td>250 cr</td>
<td>1d8 kinetic</td>
<td>2 lb.</td>
<td>Finesse</td>
</tr>
<tr>
<td>Vibrosword</td>
<td>500 cr</td>
<td>2d6 kinetic</td>
<td>6 lb.</td>
<td>Heavy, two-handed</td>
</tr>
<tr>
<td>Vibrowhip</td>
<td>120 cr</td>
<td>1d4 kinetic</td>
<td>3 lb.</td>
<td>Finesse, reach</td>
</tr>
</tbody>
</table>
Adventuring Gear

This section describes items that have special rules or require further explanation.

Antitoxin
A creature that drinks this vial of liquid gains advantage on saving throws against poison for 1 hour. It confers no benefit to droids or constructs.

Aquatic Breather
Aquatic breathers are breath masks designed to operate underwater. While worn, the wearer can breathe both air and water.

Ball Bearings
As an action, you can spill these tiny metal balls from their pouch to cover a level area 10 feet square. A creature moving across the covered area must succeed on a DC 10 Dexterity saving throw or fall prone. A creature moving through the area at half speed doesn't need to make the saving throw.

Binders
These durasteel restraints can bind a Small or Medium creature. Escaping the manacles requires a successful DC 20 Dexterity check. Breaking them requires a successful DC 20 Strength check. Each set of binders comes with one key. Without the key, a creature proficient with thieves' tools can pick the binders' lock with a successful DC 15 Dexterity check. Manacles have 15 hit points.

Block and Tackle
A set of pulleys with a cable threaded through them and a hook to attach to objects, a block and tackle allows you to hoist up to four times the weight you can normally lift.

Book
A book might contain poetry, historical accounts, information pertaining to a particular field of lore, diagrams and notes on contraptions, or just about anything else that can be represented using text or pictures.

Caltrops
As an action, you can spread a single bag of caltrops to cover a 5-foot-square area. Any creature that enters the area must succeed on a DC 15 Dexterity saving throw or stop moving and take 1 piercing damage. Until the creature regains at least 1 hit point, its walking speed is reduced by 10 feet. A creature moving through the area at half speed doesn't need to make the saving throw.

Case, Map or Scroll
This cylindrical leather case can hold up to ten rolled-up sheets of paper or five rolled-up sheets of parchment.

Chain
A chain has 10 hit points. It can be burst with a successful DC 20 Strength check.

Chronometer
A chronometer is a device that measures and keeps linear time.

Climber’s Kit
A climber's kit includes special pitons, boot tips, gloves, and a harness. You can use the climber's kit as an action to anchor yourself; when you do, you can't fall more than 25 feet from the point where you anchored yourself, and you can't climb more than 25 feet away from that point without undoing the anchor.

Comlink
Comlinks are standard handheld communication devices, fitted with microphones and receivers.

Crowbar
Using a crowbar grants advantage to Strength checks where the crowbar's leverage can be applied.

Datacron
A datacron is a type of holocron that can be accessed by non-Force-sensitives and are mainly used to store encrypted data. They are complete with an interactive projection to access the information.

Datapad
A datapad is a small electronic device used for the input, storage and displaying of information. It features a holoprojective surface for 3D viewing.

Glowrod
Glowrods create a beam of light illuminating the area around you in bright light for a 20-foot radius and dim light for an additional 20 feet. The glowrod lasts for 10 hours and can be recharged by a power source or replacing the power cell.

Gravity Generator
Gravity generators are special devices typically worn on belts that function as a portable, personal artificial gravity source. Activating or deactivating the belt requires a bonus action and, while active, you are adapted to cold climates, as described in chapter 5 of the Dungeon Master's Guide. The generator lasts for 10 minutes and can be recharged by a power source or replacing the power cell.

Heat Generator
Heat generators are special devices typically worn on belts that function as a portable, personal heat supply. Activating or deactivating the generator requires a bonus action and, while active, you are adapted to cold climates, as described in chapter 5 of the Dungeon Master's Guide. The generator lasts for 10 minutes and can be recharged by a power source or replacing the power cell.

Holocomm
A holocomm is a communications unit that utilizes the HoloNet. It enables users to send and receive messages through holographic-based transmission networks.
**Holocron**
Holocrons are information-storage devices used by both Force Wielders that contain ancient lessons or valuable information in holographic form. They appear as palm-sized, glowing polyhedrons of crystalline material and hardware, and can only be activated and used through the power of the Force.

**Hunting Trap**
When you use your action to set it, this trap forms a saw-toothed steel ring that snaps shut when a creature steps on a pressure plate in the center. The trap is affixed by a heavy chain to an immobile object, such as a tree or a spike driven into the ground. A creature that steps on the plate must succeed on a DC 13 Dexterity saving throw or take 1d4 piercing damage and stop moving. Thereafter, until the creature breaks free of the trap, its movement is limited by the length of the chain (typically 3 feet long). A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success. Each failed check deals 1 piercing damage to the trapped creature.

**Jetpack**
Jetpacks are personal aerial transportation devices that allow the operator to fly into and through the air with great mobility. Activating or deactivating the jetpack requires a bonus action and, while active, you have a flying speed of 30 feet. The jetpack last for 1 minute per power cell (to a maximum of 10 minutes) and can be recharged by a power source or replacing the power cells.

**Lock**
A key is provided with the lock. Without the key, a creature proficient with thieves' tools can pick this lock with a successful DC 15 Dexterity check. Your DM may decide that better locks are available for higher prices.

**Macrobinoculars**
Macrobinoculars are handheld viewing devices that allow users to observe distant objects. Some models are able to see into space from the surface of a planet.

**Medkit**
This kit is a plastic container with bandages, splints, and a reserve of bacta. The kit has ten uses. As an action, you can expend one use of the kit to stabilize a creature that has 0 hit points, without needing to make a Wisdom (Medicine) check.

**Mess Kit**
This tin box contains a cup and simple cutlery. The box clamps together, and one side can be used as a cooking pan and the other as a plate or shallow bowl.

**Mine, Minor Fragmentation**
When you use your action to set it, this mine sets an imperceptible laser line extending up to 15 feet. When the laser is tripped, the mine explodes, and each creature within 15 feet of it must make a DC 13 Dexterity saving throw. On a failed save, a creature takes 2d6 kinetic damage, or half as much on a successful one.

**Poison, Basic**
You can use the poison in this vial to coat one kinetic weapon. Applying the poison takes an action. A creature hit by the poisoned weapon must make a DC 10 Constitution saving throw or take 1d4 poison damage. Once applied, the poison retains potency for 1 minute before drying.

**Pouch**
Cloth or leather pouches are typically worn on belts and serve as easy access storage.

**Power Cell**
Power cells provide energy for blaster weapons and tools.

**Ram, Portable**
You can use a portable ram to break down doors. When doing so, you gain a +4 bonus on the Strength check. One other character can help you use the ram, giving you advantage on this check.

**Rations**
Rations consist of dry foods suitable for extended travel, including jerky, dried fruit, hardtack, and nuts.

**Restraining Bolt**
Restraining bolts are small, cylindrical devices that can be affixed to a droid in order to limit its functions and enforce its obedience. When inserted, a restraining bolt restricts the droid from any movement its master does not desire, and also forced it to respond to signals produced by a hand-held control unit. Installing a restraining bolt takes 1 minute.

**Rocket Boots**
Rocket boots are a form of rocket propulsion system affixed to a pair of boots instead of being worn on the back like a standard jetpack. Activating or deactivating the boots requires a bonus action and, while active, you have a flying speed of 20 feet. The rocket boots last for 1 minute and can be recharged by a power source or replacing the power cell.
**Rope**
Rope has 2 hit points and can be burst with a DC 17 Strength check.

**Scale, Merchant’s**
A scale includes a small balance, pans, and a suitable assortment of weights up to 2 pounds. With it, you can measure the exact weight of small objects, such as raw precious metals or trade goods, to help determine their worth.

**Stealth Field Generator**
Stealth field generators are special devices typically worn on belts that function as a portable, personal cloaking device. Activating or deactivating the generator requires a bonus action and, while active, you have advantage on Dexterity (Stealth) ability checks that rely on sight. The generator lasts for 1 minute and can be recharged by a power source or replacing the power cell. This effect ends early if you make an attack or cast a force- or tech-power.

**Tent**
A simple and portable canvas shelter, a tent sleeps two.

**Tinderbox**
This small container holds flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a torch—or anything else with abundant, exposed fuel—takes an action. Lighting any other fire takes 1 minute.

**Wristpad**
A wristpad is a harness with an integrated datapad and holoprojector interface that fits on the forearm that includes self-charging battery packs.

**Container Capacity**

<table>
<thead>
<tr>
<th>Container</th>
<th>Capacity</th>
</tr>
</thead>
<tbody>
<tr>
<td>Backpack</td>
<td>1 cubic foot, 30 pounds of gear</td>
</tr>
<tr>
<td>Barrel</td>
<td>40 gallons liquid, 4 cubic feet solid</td>
</tr>
<tr>
<td>Basket</td>
<td>2 cubic feet/40 pounds of gear</td>
</tr>
<tr>
<td>Bottle</td>
<td>1 1/2 pints liquid</td>
</tr>
<tr>
<td>Bucket</td>
<td>3 gallons liquid, 1/2 cubic foot solid</td>
</tr>
<tr>
<td>Chest</td>
<td>12 cubic feet/300 pounds of gear</td>
</tr>
<tr>
<td>Flask or tankard</td>
<td>1 pint liquid</td>
</tr>
<tr>
<td>Jug or pitcher</td>
<td>1 gallon liquid</td>
</tr>
<tr>
<td>Pot, iron</td>
<td>1 gallon liquid</td>
</tr>
<tr>
<td>Pouch</td>
<td>1/5 cubic foot/6 pounds of good</td>
</tr>
<tr>
<td>Sack</td>
<td>1 cubic foot/30 pounds of gear</td>
</tr>
<tr>
<td>Vial</td>
<td>4 ounces liquid</td>
</tr>
<tr>
<td>Waterskin</td>
<td>4 pints liquid</td>
</tr>
</tbody>
</table>

You can also strap items, such as a bedroll or a coil of rope, to the outside of a backpack.

---

**Equipment Packs**
The starting equipment you get from your class includes a collection of useful adventuring gear, put together in a pack. The contents of these packs are listed here. If you are buying your starting equipment, you can purchase a pack for the price shown, which might be cheaper than buying the items individually.

- **Burglar’s Pack (160 cr)**. Includes a backpack, a bag of 1,000 ball bearings, 10 feet of string, a bell, 5 candles, a crowbar, a hammer, 10 pitons, a hooded lantern, 2 flasks of oil, 5 days rations, a tinderbox, and a waterskin. The pack also has 50 feet of rope strapped to the side of it.
- **Diplomat’s Pack (390 cr)**. Includes a chest, 2 cases for maps and scrolls, a set of fine clothes, writing implements, a glowrod, 5 sheets of paper, a vial of perfume, sealing wax, and soap.
- **Dungeon Master’s Pack (120 cr)**. Includes a backpack, a crowbar, a hammer, 10 pitons, 2 glowrods, a tinderbox, 10 days of rations, and a waterskin. The pack also has 50 feet of rope strapped to the side of it.
- **Entertainer’s Pack (400 cr)**. Includes a backpack, a bedroll, 2 costumes, 2 glowrods, 5 days of rations, a waterskin, and a disguise kit.
- **Explorer’s Pack (100 cr)**. Includes a backpack, a bedroll, a mess kit, a tinderbox, 2 glowrods, 10 days of rations, and a waterskin. The pack also has 50 feet of rope strapped to the side of it.
- **Priest’s Pack (190 cr)**. Includes a backpack, a blanket, 2 glowrods, a tinderbox, an alms box, 2 blocks of incense, a censer, vestments, 2 days of rations, and a waterskin.
- **Scholar’s Pack (400 cr)**. Includes a backpack, a book of history, writing implements, 10 sheets of paper, and a small knife.
## Adventuring Gear

<table>
<thead>
<tr>
<th>Item</th>
<th>Cost</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Ammunition</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Dart</td>
<td>50 cr</td>
<td>1/2 lb.</td>
</tr>
<tr>
<td>Power cell</td>
<td>10 cr</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Antitoxin (syringe)</td>
<td>500 cr</td>
<td>—</td>
</tr>
<tr>
<td>Aquatic breather</td>
<td>100 cr</td>
<td>2 lb.</td>
</tr>
<tr>
<td>Backpack</td>
<td>50 cr</td>
<td>5 lb.</td>
</tr>
<tr>
<td>Ball bearings (bag of 1,000)</td>
<td>10 cr</td>
<td>2 lb.</td>
</tr>
<tr>
<td>Barrel</td>
<td>20 cr</td>
<td>70 lb.</td>
</tr>
<tr>
<td>Basket</td>
<td>4 cr</td>
<td>2 lb.</td>
</tr>
<tr>
<td>Bedroll</td>
<td>10 cr</td>
<td>7 lb.</td>
</tr>
<tr>
<td>Bell</td>
<td>10 cr</td>
<td>—</td>
</tr>
<tr>
<td>Binders</td>
<td>100 cr</td>
<td>6 lb.</td>
</tr>
<tr>
<td>Blanket</td>
<td>50 cr</td>
<td>3 lb.</td>
</tr>
<tr>
<td>Block and tackle</td>
<td>10 cr</td>
<td>5 lb.</td>
</tr>
<tr>
<td>Book</td>
<td>250 cr</td>
<td>5 lb.</td>
</tr>
<tr>
<td>Bottle, glass</td>
<td>20 cr</td>
<td>2 lb.</td>
</tr>
<tr>
<td>Bucket</td>
<td>5 cr</td>
<td>2 lb.</td>
</tr>
<tr>
<td>Caltrops (bag of 20)</td>
<td>10 cr</td>
<td>2 lb.</td>
</tr>
<tr>
<td>Case, map or scroll</td>
<td>10 cr</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Chain (10 feet)</td>
<td>50 cr</td>
<td>10 lb.</td>
</tr>
<tr>
<td>Chalk (1 piece)</td>
<td>1 cr</td>
<td>—</td>
</tr>
<tr>
<td>Chest</td>
<td>50 cr</td>
<td>25 lb.</td>
</tr>
<tr>
<td>Chronometer</td>
<td>100 cr</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Climber’s kit</td>
<td>250 cr</td>
<td>12 lb.</td>
</tr>
<tr>
<td>Clothes, common</td>
<td>5 cr</td>
<td>3 lb.</td>
</tr>
<tr>
<td>Clothes, costume</td>
<td>50 cr</td>
<td>4 lb.</td>
</tr>
<tr>
<td>Clothes, dress uniform</td>
<td>100 cr</td>
<td>8 lb.</td>
</tr>
<tr>
<td>Clothes, fine</td>
<td>150 cr</td>
<td>6 lb.</td>
</tr>
<tr>
<td>Clothes, traveler’s</td>
<td>20 cr</td>
<td>4 lb.</td>
</tr>
<tr>
<td>Comlink</td>
<td>100 cr</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Crowbar</td>
<td>20 cr</td>
<td>5 lb.</td>
</tr>
<tr>
<td>Datacron</td>
<td>4,000 cr</td>
<td>2 lb.</td>
</tr>
<tr>
<td>Datapad</td>
<td>100 cr</td>
<td>3 lb.</td>
</tr>
<tr>
<td>Glowrod</td>
<td>10 cr</td>
<td>2 lb.</td>
</tr>
<tr>
<td>Grappling hook</td>
<td>20 cr</td>
<td>4 lb.</td>
</tr>
<tr>
<td>Gravity generator</td>
<td>500 cr</td>
<td>3 lb.</td>
</tr>
<tr>
<td>Hammer</td>
<td>10 cr</td>
<td>3 lb.</td>
</tr>
<tr>
<td>Heat generator</td>
<td>400 cr</td>
<td>4 lb.</td>
</tr>
<tr>
<td><strong>Item</strong></td>
<td><strong>Cost</strong></td>
<td><strong>Weight</strong></td>
</tr>
<tr>
<td>Holocomm</td>
<td>300 cr</td>
<td>2 lb.</td>
</tr>
<tr>
<td>Holocron</td>
<td>4,000 cr</td>
<td>2 lb.</td>
</tr>
<tr>
<td>Hunting trap</td>
<td>50 cr</td>
<td>25 lb.</td>
</tr>
<tr>
<td>Jetpack</td>
<td>4,500 cr</td>
<td>20 lb.</td>
</tr>
<tr>
<td>Jug or pitcher</td>
<td>4 cr</td>
<td>4 lb.</td>
</tr>
<tr>
<td>Ladder (10-foot)</td>
<td>50 cr</td>
<td>25 lb.</td>
</tr>
<tr>
<td>Lock</td>
<td>100 cr</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Macrobinooculars</td>
<td>250 cr</td>
<td>—</td>
</tr>
<tr>
<td>Medkit</td>
<td>50 cr</td>
<td>3 lb.</td>
</tr>
<tr>
<td>Mess kit</td>
<td>20 cr</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Mine, minor fragmentation</td>
<td>100 cr</td>
<td>2 lb.</td>
</tr>
<tr>
<td>Mirror</td>
<td>50 cr</td>
<td>1/2 lb.</td>
</tr>
<tr>
<td>Paper (one sheet)</td>
<td>2 cr</td>
<td>—</td>
</tr>
<tr>
<td>Pen</td>
<td>2 cr</td>
<td>—</td>
</tr>
<tr>
<td>Perfume (vial)</td>
<td>75 cr</td>
<td>—</td>
</tr>
<tr>
<td>Pick, miner’s</td>
<td>20 cr</td>
<td>10 lb.</td>
</tr>
<tr>
<td>Piton</td>
<td>3 cr</td>
<td>1/4 lb.</td>
</tr>
<tr>
<td>Poison, basic (vial)</td>
<td>1,000 cr</td>
<td>—</td>
</tr>
<tr>
<td>Pole (10-foot)</td>
<td>5 cr</td>
<td>7 lb.</td>
</tr>
<tr>
<td>Pot</td>
<td>20 cr</td>
<td>10 lb.</td>
</tr>
<tr>
<td>Pouch</td>
<td>5 cr</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Ram, portable</td>
<td>40 cr</td>
<td>35 lb.</td>
</tr>
<tr>
<td>Rations (1 day)</td>
<td>5 cr</td>
<td>2 lb.</td>
</tr>
<tr>
<td>Restraining bolt</td>
<td>35 cr</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Robes</td>
<td>10 cr</td>
<td>4 lb.</td>
</tr>
<tr>
<td>Rocket boots</td>
<td>2,500 cr</td>
<td>3 lb.</td>
</tr>
<tr>
<td>Rope (50 feet)</td>
<td>100 cr</td>
<td>5 lb.</td>
</tr>
<tr>
<td>Sack</td>
<td>1 cr</td>
<td>1/2 lb.</td>
</tr>
<tr>
<td>Scale</td>
<td>50 cr</td>
<td>3 lb.</td>
</tr>
<tr>
<td>Shovel</td>
<td>2 cr</td>
<td>5 lb.</td>
</tr>
<tr>
<td>Signal whistle</td>
<td>3 cr</td>
<td>—</td>
</tr>
<tr>
<td>Signet ring</td>
<td>750 cr</td>
<td>—</td>
</tr>
<tr>
<td>Soap</td>
<td>2 cr</td>
<td>—</td>
</tr>
<tr>
<td>Spikes, iron (10)</td>
<td>10 cr</td>
<td>5 lb.</td>
</tr>
<tr>
<td>Stealth field generator</td>
<td>8,000 cr</td>
<td>3 lb.</td>
</tr>
<tr>
<td>Tent, two-person</td>
<td>20 cr</td>
<td>20 lb.</td>
</tr>
<tr>
<td>Tinderbox</td>
<td>5 cr</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Torch</td>
<td>1 cr</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Waterskin</td>
<td>2 cr</td>
<td>5 lb. (full)</td>
</tr>
<tr>
<td>Wristpad</td>
<td>600 cr</td>
<td>4 lb.</td>
</tr>
</tbody>
</table>
**Tools**
A tool helps you to do something you couldn't otherwise do, such as craft or repair an item, forge a document, or pick a lock. Your race, class, background, or feats give you proficiency with certain tools. Proficiency with a tool allows you to add your proficiency bonus to any ability check you make using that tool. Tool use is not tied to a single ability, since proficiency with a tool represents broader knowledge of its use. For example, the DM might ask you to make a Dexterity check to carve a fine detail with your woodcarver's tools, or a Strength check to make something out of particularly hard wood.

**Artisan’s Tools**
These special tools include the items needed to pursue a craft or trade. The table shows examples of the most common types of tools, each providing items related to a single craft. Proficiency with a set of artisan’s tools lets you add your proficiency bonus to any ability checks you make using the tools in your craft. Each type of artisan’s tools requires a separate proficiency.

**Demolitions Kit**
This kit contains the appropriate equipment for disarming and setting explosives. It contains a plastic face guard and heavy duty gloves, as well as precision cutting and gripping tools, and various common components of grenades and mines. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to disarm or set an explosive.

**Disguise Kit**
This pouch of cosmetics, hair dye, and small props lets you create disguises that change your physical appearance, in addition to a tool that lets them holographically mimic clothing. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a visual disguise.

**Embalmer’s Kit**
The embalmer’s kit includes all the instruments, chemicals, and perfumes necessary to embalm the dead. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to embalm or preserve a body.

**Forgery Kit**
This small box contains a variety of papers and parchments, pens and inks, seals and sealing wax, gold and silver leaf, and other supplies necessary to create convincing forgeries of physical documents. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a physical forgery of a document.

**Gaming Set**
This item encompasses a wide range of game pieces, including dice and decks of cards (for games such as Three-Dragon Ante). A few common examples appear on the Tools table, but other kinds of gaming sets exist. If you are proficient with a gaming set, you can add your proficiency bonus to ability checks you make to play a game with that set. Each type of gaming set requires a separate proficiency.

**Herbalism Kit**
This kit contains a variety of instruments such as clippers, mortar and pestle, and pouches and vials used by herbalists to create remedies and potions. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to identify or apply herbs. Also, proficiency with this kit is required to create antitoxin and potions of healing.

**Musical Instrument**
Several of the most common types of musical instruments are shown on the table as examples. If you have proficiency with a given musical instrument, you can add your proficiency bonus to any ability checks you make to play music with the instrument. Each type of musical instrument requires a separate proficiency.

**Poisoner’s Kit**
A poisoner’s kit includes the vials, chemicals, and other equipment necessary for the creation of poisons. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to craft or use poisons.

**Security Kit**
A security kit includes the tools and electronic components necessary to bypass electronic and mechanical locks. It includes sensor devices, a specialized comlink designed to detect silent alarms, a small file, a set of lockpicks, a small mirror mounted to an elongated handle, a set of narrow-bladed scissors, and a pair of pliers. Proficiency with these tools lets you add your proficiency bonus to any ability checks you make to disarm traps or open locks.

**Slicer’s Kit**
Slicers used specialized computers and scramble keys, many built by the slicers themselves, to eke out a living in the digital world. These computers were carefully guarded and constantly modified and upgraded by the slicer, who rarely discussed its specs except with like-minded individuals. Complex access codes and even self-destruct mechanisms were often used to prevent a slicer’s computer from falling into the wrong hands. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to hack into computers or bypass security.
<table>
<thead>
<tr>
<th>Tools</th>
<th>Item</th>
<th>Cost</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>Artisan’s tools</td>
<td>Armormech’s tools</td>
<td>200 cr</td>
<td>8 lb.</td>
</tr>
<tr>
<td></td>
<td>Armstech’s tools</td>
<td>250 cr</td>
<td>9 lb.</td>
</tr>
<tr>
<td></td>
<td>Artificer’s tools</td>
<td>300 cr</td>
<td>5 lb.</td>
</tr>
<tr>
<td></td>
<td>Astrotech’s tools</td>
<td>400 cr</td>
<td>12 lb.</td>
</tr>
<tr>
<td></td>
<td>Brewer’s supplies</td>
<td>200 cr</td>
<td>9 lb.</td>
</tr>
<tr>
<td></td>
<td>Biochem’s tools</td>
<td>500 cr</td>
<td>8 lb.</td>
</tr>
<tr>
<td></td>
<td>Carpenter’s tools</td>
<td>80 cr</td>
<td>6 lb.</td>
</tr>
<tr>
<td></td>
<td>Cartographer’s tools</td>
<td>150 cr</td>
<td>6 lb.</td>
</tr>
<tr>
<td></td>
<td>Cobbler’s tools</td>
<td>50 cr</td>
<td>5 lb.</td>
</tr>
<tr>
<td></td>
<td>Cybertech’s tools</td>
<td>500 cr</td>
<td>10 lb.</td>
</tr>
<tr>
<td></td>
<td>Leatherworker’s tools</td>
<td>50 cr</td>
<td>5 lb.</td>
</tr>
<tr>
<td></td>
<td>Mason’s tools</td>
<td>100 cr</td>
<td>8 lb.</td>
</tr>
<tr>
<td></td>
<td>Painter’s supplies</td>
<td>100 cr</td>
<td>5 lb.</td>
</tr>
<tr>
<td></td>
<td>Surveyor’s tools</td>
<td>500 cr</td>
<td>6 lb.</td>
</tr>
<tr>
<td></td>
<td>Synthweaver’s tools</td>
<td>250 cr</td>
<td>2 lb.</td>
</tr>
<tr>
<td></td>
<td>Tinker’s tools</td>
<td>500 cr</td>
<td>10 lb.</td>
</tr>
<tr>
<td></td>
<td>Cook’s utensils</td>
<td>10 cr</td>
<td>8 lb.</td>
</tr>
<tr>
<td></td>
<td>Demolitions kit</td>
<td>400 cr</td>
<td>4 lb.</td>
</tr>
<tr>
<td></td>
<td>Disguise kit</td>
<td>250 cr</td>
<td>3 lb.</td>
</tr>
<tr>
<td></td>
<td>Forgery kit</td>
<td>150 cr</td>
<td>5 lb.</td>
</tr>
<tr>
<td>Gaming set</td>
<td>Chance cubes</td>
<td>1 cr</td>
<td>—</td>
</tr>
<tr>
<td></td>
<td>Holochess set</td>
<td>300 cr</td>
<td>8 lb.</td>
</tr>
<tr>
<td></td>
<td>Pazaak deck</td>
<td>100 cr</td>
<td>—</td>
</tr>
<tr>
<td></td>
<td>Sabaac Deck</td>
<td>150 cr</td>
<td>—</td>
</tr>
<tr>
<td>Musical instrument</td>
<td>Herbalism kit</td>
<td>50 cr</td>
<td>3 lb.</td>
</tr>
<tr>
<td></td>
<td>Bagpipes</td>
<td>300 cr</td>
<td>6 lb.</td>
</tr>
<tr>
<td></td>
<td>Bandfill</td>
<td>300 cr</td>
<td>2 lb.</td>
</tr>
<tr>
<td></td>
<td>Drum</td>
<td>60 cr</td>
<td>3 lb.</td>
</tr>
<tr>
<td></td>
<td>Flute</td>
<td>20 cr</td>
<td>1 lb.</td>
</tr>
<tr>
<td></td>
<td>Lute</td>
<td>350 cr</td>
<td>2 lb.</td>
</tr>
<tr>
<td></td>
<td>Horn</td>
<td>30 cr</td>
<td>2 lb.</td>
</tr>
<tr>
<td></td>
<td>Ommini box</td>
<td>250 cr</td>
<td>10 lb.</td>
</tr>
<tr>
<td></td>
<td>Pan flute</td>
<td>120 cr</td>
<td>2 lb.</td>
</tr>
<tr>
<td></td>
<td>Shawm</td>
<td>20 cr</td>
<td>1 lb.</td>
</tr>
<tr>
<td></td>
<td>Viol</td>
<td>300 cr</td>
<td>1 lb.</td>
</tr>
<tr>
<td></td>
<td>Poisoner’s kit</td>
<td>500 cr</td>
<td>2 lb.</td>
</tr>
<tr>
<td></td>
<td>Security kit</td>
<td>650 cr</td>
<td>3 lb.</td>
</tr>
<tr>
<td></td>
<td>Slicer’s kit</td>
<td>800 cr</td>
<td>6 lb.</td>
</tr>
</tbody>
</table>

**Trade Goods**

Most wealth is not in credits. It is measured in livestock, grain, land, rights to collect taxes, or rights to resources (such as a mine or a forest).

Guilds, nobles, and governments regulate trade. Chartered companies are granted rights to conduct trade along certain routes, to send merchant ships to various ports, or to buy or sell specific goods. Guilds set prices for the goods or services that they control, and determine who may or may not offer those goods and services. Merchants commonly exchange trade goods without using currency. The Trade Goods table shows the value of commonly exchanged goods.

<table>
<thead>
<tr>
<th>Trade Goods</th>
<th>Cost</th>
<th>Goods</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 cr</td>
<td>1 lb. of wheat</td>
<td></td>
</tr>
<tr>
<td>2 cr</td>
<td>1 lb. of flour</td>
<td></td>
</tr>
<tr>
<td>5 cr</td>
<td>1 lb. of salt</td>
<td></td>
</tr>
<tr>
<td>10 cr</td>
<td>1 lb. of iron or 1 sq. yd. of canvas</td>
<td></td>
</tr>
<tr>
<td>50 cr</td>
<td>1 lb. of copper or 1 sq. yd. of cotton cloth</td>
<td></td>
</tr>
<tr>
<td>100 cr</td>
<td>1 lb. of ginger</td>
<td></td>
</tr>
<tr>
<td>200 cr</td>
<td>1 lb. of cinnamon or pepper</td>
<td></td>
</tr>
<tr>
<td>300 cr</td>
<td>1 lb. of cloves</td>
<td></td>
</tr>
<tr>
<td>500 cr</td>
<td>1 lb. of silver or 1 sq. yd. of linen</td>
<td></td>
</tr>
<tr>
<td>1,000 cr</td>
<td>1 sq. yd. of silk</td>
<td></td>
</tr>
<tr>
<td>1,500 cr</td>
<td>1 lb. of saffron</td>
<td></td>
</tr>
<tr>
<td>5,000 cr</td>
<td>1 lb. of gold</td>
<td></td>
</tr>
</tbody>
</table>
Mounts and Vehicles

Mounts and vehicles are the two most common types of on-planet transport.

Mounts

A good mount can help you move more quickly through the wilderness, but its primary purpose is to carry the gear that would otherwise slow you down. The Mounts and Other Animals table shows each animal's speed and base carrying capacity.

An animal pulling a cart or wagon can move weight up to five times its base carrying capacity, including the weight of the vehicle. If multiple animals pull the same vehicle, they can add their carrying capacity together.

Mounts other than those listed here are available in the worlds of Star Wars, but they are rare and not normally available for purchase, like aiwhas from Kamino. Acquiring such a mount is often an adventure in and of itself.

Mounts are governed by Animal Handling proficiency.

Barding

Barding is armor designed to protect an animal's head, neck, chest, and body. Any type of armor shown on the Armor table in this chapter can be purchased as barding. The cost is four times the equivalent armor made for humanoids, and it weighs twice as much.

Saddles

A military saddle braces the rider, helping you keep your seat on an active mount in battle. It gives you advantage on any check you make to remain mounted. An exotic saddle is required for riding an exotic mount.

Vehicles

Vehicles are more common on civilized planets than animal mounts. Vehicles do not have access to barding and do not require saddles. Vehicles vary greatly based on price, speed, carrying capacity, personnel capacity, and armaments (if any). Below are some base costs for simple types of speeders.

<table>
<thead>
<tr>
<th>Mounts and Other Animals</th>
<th>Item</th>
<th>Cost</th>
<th>Speed</th>
<th>Carrying Capacity</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tauntaun</td>
<td>500 cr</td>
<td>50 ft.</td>
<td>480 lb.</td>
<td></td>
</tr>
<tr>
<td>Kaadu</td>
<td>450 cr</td>
<td>40 ft.</td>
<td>620 lb.</td>
<td></td>
</tr>
<tr>
<td>Rancor</td>
<td>2,000 cr</td>
<td>40 ft.</td>
<td>3,320 lb.</td>
<td></td>
</tr>
<tr>
<td>Sleen</td>
<td>500 cr</td>
<td>40 ft.</td>
<td>740 lb.</td>
<td></td>
</tr>
<tr>
<td>Varactyl</td>
<td>750 cr</td>
<td>60 ft.</td>
<td>2,200 lb.</td>
<td></td>
</tr>
<tr>
<td>Bantha</td>
<td>1,200 cr</td>
<td>40 ft.</td>
<td>8,000 lb.</td>
<td></td>
</tr>
<tr>
<td>Dewback</td>
<td>900 cr</td>
<td>50 ft.</td>
<td>1,140 lb.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Tack, Harness, and Drawn Vehicles</th>
<th>Item</th>
<th>Cost</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>Barding</td>
<td>x4</td>
<td>x2</td>
<td></td>
</tr>
<tr>
<td>Bit and bridle</td>
<td>20 cr</td>
<td>1 lb.</td>
<td></td>
</tr>
<tr>
<td>Cart</td>
<td>150 cr</td>
<td>200 lb.</td>
<td></td>
</tr>
<tr>
<td>Feed (per day)</td>
<td>1 cr</td>
<td>10 lb.</td>
<td></td>
</tr>
<tr>
<td>Saddle</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Exotic</td>
<td>600 cr</td>
<td>40 lb.</td>
<td></td>
</tr>
<tr>
<td>Military</td>
<td>200 cr</td>
<td>30 lb.</td>
<td></td>
</tr>
<tr>
<td>Pack</td>
<td>50 cr</td>
<td>15 lb.</td>
<td></td>
</tr>
<tr>
<td>Riding</td>
<td>100 cr</td>
<td>25 lb.</td>
<td></td>
</tr>
<tr>
<td>Saddlebags</td>
<td>40 cr</td>
<td>8 lb.</td>
<td></td>
</tr>
<tr>
<td>Stabling (per day)</td>
<td>5 cr</td>
<td>—</td>
<td></td>
</tr>
<tr>
<td>Wagon</td>
<td>350 cr</td>
<td>400 lb.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Vehicles</th>
<th>Item</th>
<th>Cost</th>
<th>Speed</th>
</tr>
</thead>
<tbody>
<tr>
<td>Airspeeder</td>
<td>14,500 cr</td>
<td>750 mph</td>
<td></td>
</tr>
<tr>
<td>Landspeeder</td>
<td>10,000 cr</td>
<td>220 mph</td>
<td></td>
</tr>
<tr>
<td>Speederbike</td>
<td>6,000 cr</td>
<td>300 mph</td>
<td></td>
</tr>
</tbody>
</table>
**EXPENSES**

When not descending into the depths of the earth, exploring ruins for lost treasures, or waging war against the encroaching darkness, adventurers face more mundane realities. Even in a fantastical world, people require basic necessities such as shelter, sustenance, and clothing. These things cost money, although some lifestyles cost more than others.

**LIFESTYLE EXPENSES**

Lifestyle expenses provide you with a simple way to account for the cost of living in a fantasy world. They cover your accommodations, food and drink, and all your other necessities. Furthermore, expenses cover the cost of maintaining your equipment so you can be ready when adventure next calls.

At the start of each week or month (your choice), choose a lifestyle from the Expenses table and pay the price to sustain that lifestyle. The prices listed are per day, so if you wish to calculate the cost of your chosen lifestyle over a thirty-day period, multiply the listed price by 30. Your lifestyle might change from one period to the next, based on the funds you have at your disposal, or you might maintain the same lifestyle throughout your character's career.

Your lifestyle choice can have consequences. Maintaining a wealthy lifestyle might help you make contacts with the rich and powerful, though you run the risk of attracting thieves. Likewise, living frugally might help you avoid criminals, but you are unlikely to make powerful connections.

<table>
<thead>
<tr>
<th>Lifestyle</th>
<th>Price/Day</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wretched</td>
<td>—</td>
</tr>
<tr>
<td>Squalid</td>
<td>1 cr</td>
</tr>
<tr>
<td>Poor</td>
<td>2 cr</td>
</tr>
<tr>
<td>Modest</td>
<td>10 cr</td>
</tr>
<tr>
<td>Comfortable</td>
<td>20 cr</td>
</tr>
<tr>
<td>Wealthy</td>
<td>40 cr</td>
</tr>
<tr>
<td>Aristocratic</td>
<td>100 cr minimum</td>
</tr>
</tbody>
</table>

**WRETCHED**

You live in inhumane conditions. With no place to call home, you shelter wherever you can, sneaking into barns, huddling in old crates, and relying on the good graces of people better off than you. A wretched lifestyle presents abundant dangers. Violence, disease, and hunger follow you wherever you go. Other wretched people covet your armor, weapons, and adventuring gear, which represent a fortune by their standards. You are beneath the notice of most people.

**SQUALID**

You live in a leaky stable, a mud-floored hut just outside town, or a vermin-infested boarding house in the worst part of town. You have shelter from the elements, but you live in a desperate and often violent environment, in places rife with disease, hunger, and misfortune. You are beneath the notice of most people, and you have few legal protections. Most people at this lifestyle level have suffered some terrible setback. They might be disturbed, marked as exiles, or suffer from disease.

**POOR**

A poor lifestyle means going without the comforts available in a stable community. Simple food and lodgings, threadbare clothing, and unpredictable conditions result in a sufficient, though probably unpleasant, experience. Your accommodations might be a room in a flophouse or in the common room above a tavern. You benefit from some legal protections, but you still have to contend with violence, crime, and disease. People at this lifestyle level tend to be unskilled laborers, costermongers, peddlers, thieves, mercenaries, and other disreputable types.

**MODEST**

A modest lifestyle keeps you out of the slums and ensures that you can maintain your equipment. You live in an older part of town, renting a room in a boarding house, inn, or temple. You don't go hungry or thirsty, and your living conditions are clean, if simple. Ordinary people living modest lifestyles include soldiers with families, laborers, students, priests, hedge wizards, and the like.

**COMFORTABLE**

Choosing a comfortable lifestyle means that you can afford nicer clothing and can easily maintain your equipment. You live in a small cottage in a middle-class neighborhood or in a private room at a fine inn. You associate with merchants, skilled tradespeople, and military officers.

**WEALTHY**

Choosing a wealthy lifestyle means living a life of luxury, though you might not have achieved the social status associated with the old money of nobility or royalty. You live a lifestyle comparable to that of a highly successful merchant, a favored servant of the royalty, or the owner of a few small businesses. You have respectable lodgings, usually a spacious home in a good part of town or a comfortable suite at a fine inn. You likely have a small staff of servants.

**ARISTOCRATIC**

You live a life of plenty and comfort. You move in circles populated by the most powerful people in the community. You have excellent lodgings, perhaps a townhouse in the nicest part of town or rooms in the finest inn. You dine at the best restaurants, retain the most skilled and fashionable tailor, and have servants attending to your every need. You receive invitations to the social gatherings of the rich and powerful, and spend evenings in the company of politicians, guild leaders, high priests, and nobility. You must also contend with the highest levels of deceit and treachery. The wealthier you are, the greater the chance you will be drawn into political intrigue as a pawn or participant.
The Food, Drink, and Lodging table gives prices for individual food items and a single night’s lodging. These prices are included in your total lifestyle expenses.

### Food, Drink, and Lodging

<table>
<thead>
<tr>
<th>Item</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ale</td>
<td></td>
</tr>
<tr>
<td>Gallon</td>
<td>2 cr</td>
</tr>
<tr>
<td>Mug</td>
<td>1 cr</td>
</tr>
<tr>
<td>Banquet (per person)</td>
<td>100 cr</td>
</tr>
<tr>
<td>Bread, loaf</td>
<td>1 cr</td>
</tr>
<tr>
<td>Caf</td>
<td></td>
</tr>
<tr>
<td>Cup</td>
<td>2 cr</td>
</tr>
<tr>
<td>Pitcher</td>
<td>8 cr</td>
</tr>
<tr>
<td>Cheese, hunk</td>
<td>1 cr</td>
</tr>
<tr>
<td>Inn stay (per day)</td>
<td></td>
</tr>
<tr>
<td>Squalid</td>
<td>2 cr</td>
</tr>
<tr>
<td>Poor</td>
<td>4 cr</td>
</tr>
<tr>
<td>Modest</td>
<td>7 cr</td>
</tr>
<tr>
<td>Comfortable</td>
<td>15 cr</td>
</tr>
<tr>
<td>Wealthy</td>
<td>30 cr</td>
</tr>
<tr>
<td>Aristocratic</td>
<td>80 cr</td>
</tr>
<tr>
<td>Meals (per day)</td>
<td></td>
</tr>
<tr>
<td>Squalid</td>
<td>1 cr</td>
</tr>
<tr>
<td>Poor</td>
<td>2 cr</td>
</tr>
<tr>
<td>Modest</td>
<td>3 cr</td>
</tr>
<tr>
<td>Comfortable</td>
<td>7 cr</td>
</tr>
<tr>
<td>Wealthy</td>
<td>15 cr</td>
</tr>
<tr>
<td>Aristocratic</td>
<td>30 cr</td>
</tr>
<tr>
<td>Meat, chunk</td>
<td>3 cr</td>
</tr>
<tr>
<td>Wine</td>
<td></td>
</tr>
<tr>
<td>Common (pitcher)</td>
<td>2 cr</td>
</tr>
<tr>
<td>Fine (bottle)</td>
<td>100 cr</td>
</tr>
</tbody>
</table>

---

The expenses and lifestyles described in this chapter assume that you are spending your time between adventures in cities, availing yourself of whatever services you can afford—paying for food and shelter, paying townspeople to repair your equipment, and so on. Some characters, though, might prefer to spend their time away from civilization, sustaining themselves in the wild by hunting, foraging, and repairing their own gear.

Maintaining this kind of lifestyle doesn’t require you to spend any coin, but it is time-consuming. If you spend your time between adventures practicing a profession, as described in chapter 8, you can eke out the equivalent of a poor lifestyle. Proficiency in the Survival skill lets you live at the equivalent of a comfortable lifestyle.

### Services

Adventurers can pay nonplayer characters to assist them or act on their behalf in a variety of circumstances. Most such hirelings have fairly ordinary skills, while others are masters of a craft or art, and a few are experts with specialized adventuring skills.

Some of the most basic types of hirelings appear on the Services table. Other common hirelings include any of the wide variety of people who inhabit a typical town or city, when the adventurers pay them to perform a specific task. For example, a wizard might pay a carpenter to construct an elaborate chest (and its miniature replica) for use in the* Leomund’s secret chest* spell. A fighter might commission a blacksmith to forge a special sword. A bard might pay a tailor to make exquisite clothing for an upcoming performance in front of the duke.

Other hirelings provide more expert or dangerous services. Mercenary soldiers paid to help the adventurers take on a hobgoblin army are hirelings, as are sages hired to research ancient or esoteric lore. If a high-level adventurer establishes a stronghold of some kind, he or she might hire a whole staff of servants and agents to run the place, from a castellan or steward to menial laborers to keep the stables clean. These hirelings often enjoy a long-term contract that includes a place to live within the stronghold as part of the offered compensation.

<table>
<thead>
<tr>
<th>Service</th>
<th>Pay</th>
</tr>
</thead>
<tbody>
<tr>
<td>Coach cab</td>
<td></td>
</tr>
<tr>
<td>Between towns</td>
<td>3 cr per mile</td>
</tr>
<tr>
<td>Within a city</td>
<td>2 cr</td>
</tr>
<tr>
<td>Hireling</td>
<td></td>
</tr>
<tr>
<td>Skilled</td>
<td>20 cr per day</td>
</tr>
<tr>
<td>Untrained</td>
<td>2 cr per day</td>
</tr>
<tr>
<td>Messenger</td>
<td>1 cr per mile</td>
</tr>
<tr>
<td>Road or gate toll</td>
<td>1 cr</td>
</tr>
<tr>
<td>Ship’s passage</td>
<td>2 cr per mile</td>
</tr>
</tbody>
</table>
Chapter 6: Customization Options

The combination of ability scores, race, class, and background defines your character’s capabilities in the game, and the personal details you create set your character apart from every other character. Even within your class and race, you have options to fine-tune what your character can do. But this chapter is for players who—with the DM’s permission—want to go a step further.

This chapter defines two optional sets of rules for customizing your character: multiclassing and feats. Multiclassing lets you combine classes together, and feats are special options you can choose instead of increasing your ability scores as you gain levels. Your DM decides whether these options are available in a campaign.

Multiclassing

Multiclassing allows you to gain levels in multiple classes. Doing so lets you mix the abilities of those classes to realize a character concept that might not be reflected in one of the standard class options.

With this rule, you have the option of gaining a level in a new class whenever you advance in level, instead of gaining a level in your current class. Your levels in all your classes are added together to determine your character level. For example, if you have three levels in consular and two in fighter, you’re a 5th-level character.

As you advance in levels, you might primarily remain a member of your original class with just a few levels in another class, or you might change course entirely, never looking back at the class you left behind. You might even start progressing in a third or fourth class. Compared to a single-class character of the same level, you’ll sacrifice some focus in exchange for versatility.

Multiclassing Example

Drew is playing a 4th-level fighter. When his character earns enough experience points to reach 5th level, Drew decides that his character will multiclass instead of continuing to progress as a fighter. Drew’s fighter has been spending a lot of time with Rickey’s scout, and has even been doing some jobs on the side for the Bounty Broker’s Association as a bounty hunter. Drew decides that his character will multiclass into the specialist class, and thus his character becomes a 4th-level fighter and 1st-level specialist (written as fighter 4/specialist 1).

When Drew’s character earns enough experience to reach 6th level, he can decide whether to add another fighter level (becoming a fighter 5/specialist 1), another rogue level (becoming a fighter 4/specialist 2), or a level in a third class, perhaps dabbling in the Force thanks to a Sith holocron he acquired (becoming a fighter 4/specialist 1/consular 1).

Prerequisites

To qualify for a new class, you must meet the ability score prerequisites for both your current class and your new one, as shown in the Multiclassing Prerequisites table. For example, a fighter who decides to multiclass into the consular class must have either Strength or Dexterity and Wisdom scores of 13 or higher. Without the full training that a beginning character receives, you must be a quick study in your new class, having a natural aptitude that is reflected by higher-than-average ability scores.

Multiclassing Prerequisites

<table>
<thead>
<tr>
<th>Class</th>
<th>Ability Score Minimum</th>
</tr>
</thead>
<tbody>
<tr>
<td>Berserker</td>
<td>Strength 13</td>
</tr>
<tr>
<td>Consular</td>
<td>Wisdom 13</td>
</tr>
<tr>
<td>Fighter</td>
<td>Strength or Dexterity 13</td>
</tr>
<tr>
<td>Monk</td>
<td>Dexterity 13 and Wisdom 13</td>
</tr>
<tr>
<td>Sentinel</td>
<td>Strength or Dexterity 13, Wisdom 13</td>
</tr>
<tr>
<td>Scholar</td>
<td>Intelligence 13</td>
</tr>
<tr>
<td>Scout</td>
<td>Strength or Dexterity 13, Intelligence 13</td>
</tr>
<tr>
<td>Specialist</td>
<td>Dexterity 13</td>
</tr>
<tr>
<td>Engineer</td>
<td>Intelligence 13</td>
</tr>
<tr>
<td>Warrior</td>
<td>Strength or Dexterity 13, Wisdom 13</td>
</tr>
</tbody>
</table>

Experience Points

The experience point cost to gain a level is always based on your total character level, as shown in the Character Advancement table in chapter 1, not your level in a particular class. So, if you are a consular 6/fighter 1, you must gain enough XP to reach 8th level before you can take your second level as a fighter or your seventh level as a consular.

Hit Points and Hit Dice

You gain the hit points from your new class as described for levels after 1st. You gain the 1st-level hit points for a class only when you are a 1st-level character.

You add together the Hit Dice granted by all your classes to form your pool of Hit Dice. If the Hit Dice are the same die type, you can simply pool them together. For example, both the fighter and the sentinel have a d10, so if you are a sentinel 5/fighter 5, you have ten d10 Hit Dice. If your classes give you Hit Dice of different types, keep track of them separately. If you are a fighter 5/specialist 5, for example, you have five d10 Hit Dice and five d8 Hit Dice.

Proficiency Bonus

Your proficiency bonus is always based on your total character level, as shown in the Character Advancement table in chapter 1, not your level in a particular class. For example, if you are a fighter 3/specialist 2, you have the proficiency bonus of a 5th-level character, which is +3.
Proficiencies
When you gain a level in a class other than your first, you gain only some of that class's starting proficiencies, as shown in the Multiclassing Proficiencies table.

Multiclassing Proficiencies

<table>
<thead>
<tr>
<th>Class</th>
<th>Proficiencies Gained</th>
</tr>
</thead>
<tbody>
<tr>
<td>Berserker</td>
<td>Light armor, all vibroweapons</td>
</tr>
<tr>
<td>Consular</td>
<td>-</td>
</tr>
<tr>
<td>Fighter</td>
<td>Light armor, medium armor, all blasters, all vibroweapons</td>
</tr>
<tr>
<td>Monk</td>
<td>Simple vibroweapons, techblades</td>
</tr>
<tr>
<td>Scout</td>
<td>Light armor, medium armor, all blasters, all kinetic weapons, one skill from the class's skill list</td>
</tr>
<tr>
<td>Scholar</td>
<td>light armor, one skill from the class's skill list</td>
</tr>
<tr>
<td>Sentinel</td>
<td>light armor, simple lightsabers, simple vibroweapons</td>
</tr>
<tr>
<td>Specialist</td>
<td>Light armor, one skill from the class’s skill list, one tool from the class’s tool list</td>
</tr>
<tr>
<td>Engineer</td>
<td>Light armor, one skill from the class’s skill list</td>
</tr>
<tr>
<td>Warrior</td>
<td>Light armor, medium armor, all lightsabers, all vibroweapons</td>
</tr>
</tbody>
</table>

Class Features
When you gain a new level in a class, you get its features for that level. A few features, however, have additional rules when you're multiclassing: Extra Attack, Superiority Die, Unarmored Defense, and Force- or Tech-casting.

Extra Attack
If you gain the Extra Attack class feature from more than one class, the features don't add together. You can't make more than two attacks with this feature unless it says you do (as the fighter's version of Extra Attack does).

Superiority Die
If you gain superiority dice from another class, you gain one additional die to your existing pool of dice.

Unarmored Defense
If you already have the Unarmored Defense feature, you can’t gain it again from another class.

Force- and Tech-casting
Your capacity for force- and tech-casting depends partly on your combined levels in all your force- or tech-casting classes and partly on your individual levels in those classes. Once you have the force- or tech-casting feature from more than one class, use the rules below. If you multiclass but have the force-or tech-casting feature from only one class, you follow the rules as described in that class.

Powers Known
You determine what powers you know and can prepare for each class individually, as if you were a single-classed member of that class. If you are a scout 4/consular 3, for example, you know 6 tech powers of no higher than 1st-level. As a 3rd-level consular, you know 11 force powers of no higher than 2nd-level.

Each power you know is associated with one of your classes, and you use the force- or tech-casting ability of that class when you cast the power.

Force and Tech Points
You determine your available force or tech points by adding together the amount given by each class. For instance, a consular 5/sentinel 3 you have 29 force points.

If you have both force and tech points, you keep your pools separate, and they can only be used to fuel force or tech powers, respectively.

Max Power Level
You determine your max power level by adding together all your levels in consular or engineer, two-thirds of your levels (rounded up) in the sentinel class, half your levels (rounded down) in the scout or warrior class, and a third of your fighter or specialist levels (rounded down) if you have the Shield Specialist or Saboteur Practice feature. Use this total to determine your max power level by consulting the Multiclass Max Power Level table.

If you have more than one force- or tech-casting class, this table might give you a higher max power level than the powers you know. You can cast powers at that level if they have an enhanced effect when cast at a higher level.

For example, if you are the aforementioned consular 5/sentinel 3, you count as a 7th-level character when determining your max power level, which is 4. While you don’t know any 4th-level force powers, you can cast powers at that level if they have an enhanced effect at a higher level.

If you have both force- and tech-casting, you determine your max power levels separately, and they can only be used to cast force or tech powers, respectively.

Multiclass Max Power Level

<table>
<thead>
<tr>
<th>Level</th>
<th>Slot Level</th>
<th>Level</th>
<th>Slot Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>1st</td>
<td>11th</td>
<td>6th</td>
</tr>
<tr>
<td>2nd</td>
<td>1st</td>
<td>12th</td>
<td>6th</td>
</tr>
<tr>
<td>3rd</td>
<td>2nd</td>
<td>13th</td>
<td>7th</td>
</tr>
<tr>
<td>4th</td>
<td>2nd</td>
<td>14th</td>
<td>7th</td>
</tr>
<tr>
<td>5th</td>
<td>3rd</td>
<td>15th</td>
<td>8th</td>
</tr>
<tr>
<td>6th</td>
<td>3rd</td>
<td>16th</td>
<td>8th</td>
</tr>
<tr>
<td>7th</td>
<td>4th</td>
<td>17th</td>
<td>9th</td>
</tr>
<tr>
<td>8th</td>
<td>4th</td>
<td>18th</td>
<td>9th</td>
</tr>
<tr>
<td>9th</td>
<td>5th</td>
<td>19th</td>
<td>9th</td>
</tr>
<tr>
<td>10th</td>
<td>5th</td>
<td>20th</td>
<td>9th</td>
</tr>
</tbody>
</table>
FEATS

A feat represents a talent or an area of expertise that gives character special capabilities. It embodies training, experience, and abilities beyond what a class provides. At certain levels, your class gives you the Ability Score Improvement feature. Using the optional feats rule, you can forgo taking that feature to take a feat of your choice instead. You can take each feat only once, unless the feat's description says otherwise.

You must meet any prerequisite specified in a feat to take that feat. If you ever lose a feat's prerequisite, you can't use that feat until you regain the prerequisite. For example, the Grappler feat requires you to have a Strength of 13 or higher. If your Strength is reduced below 13 somehow—perhaps by a withering curse—you can't benefit from the Grappler feat until your Strength is restored.

ACADEMIC

You're quite experienced on the seas and oceans of the world, sailing, fishing, boarding, or perhaps even pirating. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency in the Piloting skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- Whenever you make an Intelligence (Investigation) or Wisdom (Perception) check related to vehicles or ships, you are considered proficient in the Investigation or Perception skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

ACROBAT

You become more nimble, gaining the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency in the Acrobatics skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- As a bonus action, you can make a DC 15 Dexterity (Acrobatics) check. If you succeed, difficult terrain doesn't cost you extra movement until the end of the current turn.

ACTOR

Skilled at mimicry and dramatics, you gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You have advantage on Charisma (Deception) and Charisma (Performance) checks when trying to pass yourself off as a different person.
- You can mimic the speech of another person or the sounds made by other creatures. You must have heard the person speaking, or heard the creature make the sound, for at least 1 minute. A successful Wisdom (Insight) check contested by your Charisma (Deception) check allows a listener to determine that the effect is faked.

ALERT

Always on the lookout for danger, you gain the following benefits:

- You gain a +5 bonus to initiative.
- You can't be surprised while you are conscious.
- Other creatures don't gain advantage on attack rolls against you as a result of being hidden from you.

ANIMAL HANDLER

You master the techniques needed to train and handle animals. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain proficiency in the Animal Handling skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- You can use a bonus action on your turn to command one friendly beast within 60 feet of you that can hear you and that isn't currently following the command of someone else. You decide now what action the beast will take and where it will move during its next turn, or you issue a general command that lasts for 1 minute, such as to guard a particular area.

ASHLA MASTERY

Prerequisite: The ability to cast force powers

Your calmness in the face of adversity allow you to more adeptly channel the light side of the Force. You gain the following benefits:

- You gain a +1 bonus to your force save DC and force attack modifier of your light side force powers.
- You can add one light side power of your max power level or below to the list of powers you can cast. This does not count against your powers known.
- When you successfully cast a light side power, either your or the target's (your choice) hit point maximum and current hit points increase by an amount equal to the spell's level. This effect lasts for 1 minute. You can only have one instance of this effect active at a time.

ATHLETE

You have undergone extensive physical training to gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- When you are prone, standing up uses only 5 feet of your movement.
- Climbing doesn't halve your speed.
- You can make a running long jump or a running high jump after moving only 5 feet on foot, rather than 10 feet.
Bendu Mastery

Prerequisite: The ability to cast force powers

You stride the line between the light side and the dark, lending a strength to your universal powers. You gain the following benefits:

- You gain a +1 bonus to your force save DC and force attack modifier of your universal force powers.
- You can add one universal power of your max power level or below to the list of powers you can cast. This does not count against your powers known.
- A creature affected by a universal power you cast gains disadvantage on the next saving throw or ability check made to resist a power you cast.

Biochemist

You have studied the secrets of alchemy and are an expert in its practice, gaining the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency with biochem’s tools. If you are already proficient with them, you add double your proficiency bonus to checks you make with them.
- As an action, you can identify one medpac, stimpac, or adrenal within 5 feet of you, as if you had tasted it. You must see the liquid for this benefit to work.
- Over the course of any short rest, you can temporarily improve the potency of one medpac. To use this benefit, you must have biochem’s tools with you, and the medpac must be within reach. If the medpac is consumed no more than 1 hour after the short rest ends, the creature using the medpac can forgo the medpac’s die roll and regains the maximum number of hit points that the medpac can restore.

Blade Mastery

You master the doublesaber, doublesword, hidden blade, lightdagger, lightfoil, lightsaber, shotosaber, techblade, vibroblade, vibrodagger, and vibrorapier. You gain the following benefits when using any of these weapons, if you are proficient with it:

- You gain a +1 bonus to the weapon’s attack rolls.
- As a bonus action, you can take a parrying stance. Doing so grants you a +1 bonus to your AC until the start of your next turn or until you’re not holding the weapon.
- When you make an opportunity attack with the weapon, you have advantage on the attack roll.

Bloodthirsty

You fight with reckless abandon, caring not of your own safety. You use your pain to fuel your attacks, causing your enemies even greater pain. You may die one day, but that day will come earlier for your enemies. You gain the following benefits:

- When a creature within 5 feet of you attacks you with a melee attack, you can use your reaction to cause the attack to hit you. If the attack hits and deals damage, you can immediately make a melee weapon attack against that creature.
**Bypass**

You pride yourself on your quickness and your close study of certain clandestine activities. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency with the security kit. If you are already proficient with them, you add double your proficiency bonus to checks you make with them.
- Whenever you make an Intelligence (Investigation) or Wisdom (Perception) check to detect the nature of a lock, you are considered proficient in the Investigation or Perception skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

**Charger**

You can take the Dash action as a bonus action.

If you move at least 10 feet in a straight line immediately after taking this bonus action, you either gain a +5 bonus to your next melee attack's damage roll (if you chose to make a melee attack and hit) or push the target up to 10 feet away from you (if you chose to shove and you succeed).

**Climber**

You excel at scaling cliffsides, hills, trees, and general climbing. You gain the following benefits:

- Your Strength, Dexterity, or Constitution score increases by 1, to a maximum of 20.
- You gain a climbing speed equal to your movement speed.
- You have advantage on ability checks and saving throws to avoid falling off or down while climbing.
- You can spend 5 minutes instructing, pointing out handholds, and guiding other creatures before making a climb. When you do so, choose up to six friendly creatures (which can include yourself) within 30 feet of you. Each creature can add a 1d6 to any ability check or saving throw they make for that climb.

**Close Quarters Caster**

**Prerequisite:** The ability to cast at least one power

You've practiced utilizing powers in close quarters, learning techniques that grant you the following benefits:

- When making a ranged force or tech attack while you are within 5 feet of a hostile creature, you do not have disadvantage on the attack roll.
- Your ranged force and tech attacks ignore half cover and three-quarters cover against targets within 30 feet of you.
- You learn one at-will power that requires an attack roll. Your casting ability for this at-will power depends on the power list you chose from: Wisdom for force powers or Intelligence for tech powers.

**Close Quarters Shooting Master**

You've mastered getting up close and personal with ranged weapons, gaining the following benefits:

- When you take the Attack action, you can choose to fire rapidly at the expense of accuracy. Your ranged weapon attacks are made without the aid of your proficiency bonus, but you use your bonus action to make an additional ranged weapon attack, also without your proficiency bonus.
- Your ranged weapon attacks ignore half cover against targets within 30 feet of you.
- You can make opportunity attacks with ranged weapons against targets within 30 feet of you, but these attacks are made with disadvantage.

**Crafter**

You have a knack for crafting; you work with greater efficiency and produce goods of higher quality. Select one type of artisan's tools. You gain the following benefits whilst using it:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency with the chosen tool. If you are already proficient with them, you add double your proficiency bonus to checks made with them.
- When you craft something with the tool you've selected, the total market value you can craft per day increases by an amount of gp equal to your half your character level, rounded down. If you have expertise in the tools, the market value increases by your full character level.
- If you use the tool you've selected to practice a profession during downtime, you can support a lifestyle one higher than you would normally be able to.

You can select this feat multiple times. Each time you do so, you must choose a different set of artisan's tools.

**Crushing Weapon Mastery**

You master the greatsaber, vibroaxe, vibroclub, vibromace, and vibrosword. You gain the following benefits when using any of these weapons, if you are proficient with it:

- You gain a +1 bonus to the weapon's attack rolls.
- Whenever you have advantage on an attack roll with the weapon and hit, and the lower of the two d20 rolls would also hit, you can attempt to knock the target prone. If the target is not more than one size larger than you (your size or smaller if your weapon as the light property), make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability). If you win the contest, the target is knocked prone.
- You can ready your weapon to deliver a punishing blow against a foe that tries to advance on you. When you take the Ready action on your turn and make a melee attack with the weapon as your reaction, you have advantage on your attack roll.

**Defense Master**

You've mastered the art of defending yourself. While you are wearing armor, you gain the following benefits:

- Critical hits made against you are treated as normal hits.
- When a creature makes a melee attack against you and misses, you can use your Reaction to attempt to shove that creature up to 10 feet directly away from you.
**Demolitionist**

You have extensive experience with explosives, gaining the following benefits:

- Increase your Intelligence by 1, to a maximum of 20.
- You gain proficiency with demolitions kits. If you are already proficient with them, you add double your proficiency bonus to checks you make with them.
- Whenever you make an Intelligence (Demolitions Kit) check to disarm an explosive, you can treat a d20 roll of 9 or lower as a 10, as long as you spend at least one minute disarming it.
- Over the course of a short rest, you can temporarily improve the potency of one grenade or mine. To use this benefit, you must have a demolitions kit, and the explosive must be within reach. The explosive's DC becomes 8 + your proficiency bonus + your Intelligence modifier, and it deals extra damage equal to your Intelligence modifier of the same type it would normally deal. This effect lasts until the end of your next long rest.

**Dervish**

You've learned that you are at your best when you're on the move.

- Your speed increases by 5 feet.
- When you hit a creature with a melee attack, you can move 5 feet at no movement cost as part of the attack.
- When you hit a creature with a melee attack that you have not already attacked on your current turn, you deal 2 additional points of damage.

**Diplomat**

You master the arts of diplomacy, gaining the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain proficiency in the Persuasion skill. If you are already proficient in this skill, you add double your proficiency bonus to checks you make with it.
- If you spend 1 minute talking to someone who can understand what you say, you can make a Charisma (Persuasion) check contested by the creature's Wisdom (Insight) check. If you or your companions are fighting the creature, your check automatically fails. If your check succeeds, the target is charmed by you as long as it remains within 60 feet of you and for 1 minute thereafter.

**Dual Focused Caster**

*Prerequisite: The ability to cast at least one power*

You have learned to bifurcate your attention while concentrating on powers. You gain the following benefits:

- If you attempt to cast a power that requires concentration while already concentrating on an existing power, you can maintain concentration on both powers simultaneously. You must spend your action each subsequent round on maintaining this concentration, or lose concentration for both powers.

- At the end of each of your turns where you have two spells you are concentrating on, you must make a Constitution saving throw (DC equals 10 + the number of complete rounds you've been concentrating on two powers). On a failure, you lose concentration for both powers. You can drop concentration on one of your powers during your turn as a free action to avoid this saving throw.
- Any time you would be forced to make a Constitution saving throw to maintain concentration due to taking damage, the DC equals 10 + both powers' levels combined, or half the damage you take, whichever number is higher. On a failure, you lose concentration on both powers.

**Dueling Master**

Your mastery of fighting with a single melee weapon is unsurpassed. When you are wielding a melee weapon in one hand with which you are proficient and no other weapons, you gain the following benefits:

- When you take the Attack action on your turn, you can decide to attack with haste at the expense of accuracy. Your melee weapon attacks are made without the aid of your proficiency bonus, but you use your reaction to make an additional melee weapon attack, also without your proficiency bonus.
- When a creature hits you with a melee attack, you can use your reaction to add your proficiency bonus to your AC for that attack, potentially causing the attack to miss you.

**Dungeon Delver**

Alert to the hidden traps and secret doors found in many dungeons, you gain the following benefits:

- 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.

**Durable**

Hardy and resilient, you gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- When you roll a Hit Die to regain hit points, the minimum number of hit points you regain from the roll equals twice your Constitution modifier (minimum of 2).
- Your hit point maximum increases by an amount equal to twice your level when you gain this feat. Whenever you gain a level thereafter, your hit point maximum increases by an additional 2 hit points.
**Empathic**

You possess keen insight into how other people think and feel. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain proficiency in the Insight skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- You can use your action to try to get uncanny insight about one humanoid you can see within 30 feet of you. Make a Wisdom (Insight) check contested by the target's Charisma (Deception) check. If your check succeeds, you have advantage on attack rolls and ability checks against the target until the end of your next turn.

**Fanatic**

Every blow that hits your enemies make you feel closer to victory, making you shake in excitement. You gain the following benefits:

- On your turn, when you score a critical hit with an attack or you kill a creature, you can make one weapon attack or one force or attack with an at-will power as a bonus action.
- Whenever an enemy creature you can see is killed, you go into a fervor gaining temporary hit points equal to 1d4 + your proficiency bonus. These hit points last for 1 minute. They end early if your turn ends and you haven’t attacked a hostile creature since your last turn or taken damage since then.

**Fighting Stylist**

You adopt a particular style of fighting as your specialty, gaining the following benefits:

- Increase your Strength, Dexterity, or Constitution score by 1, to a maximum of 20.
- Choose one of the following options.

You can select this feat multiple times. You can’t take a Fighting Style option more than once, even if you later get to choose again.

**Force of Personality**

Rooms never go unalerted to your presence, and the strength of your personality make others lose focus on their own social game. Spells and other effects infrequently override your force of will.

- Your Charisma score increase by 1, to a maximum of 20.
- You can use your Charisma modifier instead of your Wisdom modifier when making Insight checks.
- When you would make a Wisdom saving throw, you can instead make a Charisma saving throw. You can use this feature a number of times equal to your Charisma modifier. You regain all expended uses of this feature when you complete a long rest.

**Gourmand**

You have mastered a variety of special recipes, allowing you to prepare exotic dishes with useful effects. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- You gain proficiency with cook’s utensils. If you are already proficient with them, you add double your proficiency bonus to checks you make with them.
- As an action, you can inspect a drink or plate of food within 5 feet of you and determine whether it is poisoned, provided that you can see and smell it.
- During a long rest, you can prepare and serve a meal that helps you and your allies recover from the rigors of adventuring, provided you have suitable food, cook’s utensils, and other supplies on hand. The meal serves up to six people, and each person who eats it regains two additional Hit Dice at the end of the long rest. In addition, those who partake of the meal have advantage on Constitution saving throws against disease for the next 24 hours.

**Great Weapon 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 two-handed weapon that you are proficient with, you can choose to forgo your proficiency bonus. If the attack hits, you add double your proficiency bonus to the attack’s damage.

**Haggler**

Your skills at bartering have granted you the following benefits:

- Increase Charisma by 1 up to a maximum of 20.
- You have advantage on Charisma (Persuasion) and Charisma (Deception) checks when attempting to barter or trade.
- You are always aware of the current monetary value for any non magical or common magical item. Whenever you identify an item, you gain a rough estimate of its current monetary value.
Healer

You are an able physician, allowing you to mend wounds quickly and get your allies back in the fight. You gain the following benefits:

- When you use a healer's kit to stabilize a dying creature, that creature also regains 1 hit point.
- As an action, you can spend one use of a healer's kit to tend to a creature and restore 1d6 + 4 hit points to it, plus additional hit points equal to the creature's maximum number of Hit Dice. The creature can't regain hit points from this feat again until it finishes a short or long rest.

Heavily Armored

**Prerequisite:** Proficiency with medium armor

You have trained to master the use of heavy armor, gaining the following benefits:

- You gain proficiency with heavy armor. If you are already proficient with heavy armor, instead increase your Strength score by 1, to a maximum of 20.
- While you are wearing heavy armor, bludgeoning, piercing, and slashing damage that you take from non-magical weapons is reduced by an amount equal to your proficiency bonus.

Heavy Weapons Mastery

You master the assault cannon, scattergun, and slugthrower. You gain the following benefits when using any of these weapons, if you are proficient with it:

- You gain a +1 bonus to the weapon's attack rolls.
- When you use the **burst** feature of these weapons, the DC of the Dexterity saving throw increases by 1, and if an enemy rolls a 1 you treat that as a critical hit.
- Whenever you score a critical hit with the weapon against a creature that is holding a weapon, you can attempt to disarm the target as well. If the target is no more than one size larger than you (your size or smaller if your weapon has the **light** property), it must succeed on a Strength saving throw (DC 8 + your proficiency bonus + your Dexterity modifier) or it drops an object of your choice at its feet.

Herbalist

You are adept at harnessing the useful properties of herbs and other plants. You gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- You gain proficiency with herbalism kits. If you are already proficient with them, you add double your proficiency bonus to checks you make with them.
- As an action, you can inspect a plant within 5 feet of you and determine whether it is edible or poisonous, provided that you can see and smell it.
- You can apply herbal remedies to help yourself or your allies recover from maladies. Over the course of a short rest, you can remove one poison or disease from a friendly creature within reach. You must have an herbalism kit and access to local herbs to use this benefit.

Inspiring Leader

**Prerequisite:** Charisma 13 or higher

You can spend 10 minutes inspiring your companions, shoring up their resolve to fight. When you do so, choose up to six friendly creatures (which can include yourself) within 30 feet of you who can see or hear you and who can understand you. Each creature can gain temporary hit points equal to your level + your Charisma modifier. A creature can't gain temporary hit points from this feat again until it has finished a short or long rest.

Investigator

You have an eye for detail and can pick out the smallest clues. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency in the Investigation skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- You can take the Search action as a bonus action.

Jedi Slayer

You have practiced techniques useful in melee combat against force wielders, gaining the following benefits:

- When a creature within 5 feet of you casts a force power, you can use your reaction to make a melee weapon attack against that creature.
- When you damage a creature that is concentrating on a power, that creature has disadvantage on the saving throw it makes to maintain its concentration.
- You have advantage on saving throws against force powers cast by creatures within 5 feet of you.

Keen Mind

You have a mind that can track time, direction, and detail with uncanny precision. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You always know which way is north.
- You always know the number of hours left before the next sunrise or sunset.
- You can accurately recall anything you have seen or heard within the past month.

Lightly Armored

You have trained to master the use of light armor, gaining the following benefits:

- You gain proficiency with light armor. If you are already proficient with light armor, instead increase your Strength or Dexterity score by 1, to a maximum of 20.
- Your speed increases by 5 feet.
**Linguist**

You have studied languages and codes, gaining the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You learn three languages of your choice.
- You can ably create written ciphers. Others can’t decipher a code you create unless you teach them, they succeed on an Intelligence check (DC equal to your Intelligence score + your proficiency bonus), or they use magic to decipher it.

**Loremaster**

Your study of history rewards you with the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency in the Lore skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- When you take the Help action to aid another creature’s ability check, you can make a DC 15 Intelligence (Lore) check. On a success, that creature’s check gains a bonus equal to your proficiency bonus, as you share pertinent advice and historical examples. To receive this bonus, the creature must be able to understand what you’re saying.

**Lucky**

You have inexplicable luck that seems to kick in at just the right moment.

You have 3 luck points. Whenever you make an attack roll, an ability check, or a saving throw, you can spend one luck point to roll an additional d20. You can choose to spend one of your luck points after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw.

You can also spend one luck point when an attack roll is made against you. Roll a d20, and then choose whether the attack uses the attacker’s roll or yours. If more than one creature spends a luck point to influence the outcome of a roll, the points cancel each other out; no additional dice are rolled.

You regain your expended luck points when you finish a long rest.

**Martial Adept**

You have martial training that allows you to perform special combat maneuvers. You gain the following benefits:

- You learn two maneuvers of your choice from among those available to the fighter class. If a maneuver you use requires your target to make a saving throw to resist the maneuver’s effects, the saving throw DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).
- If you already have superiority dice, you gain one more; otherwise, you have two superiority dice, which is a d4. These dice are used to fuel your maneuvers. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest.

**Master of Disguise**

You have honed your ability to shape your personality and to read the personalities of others. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain proficiency with the disguise kit. If you are already proficient with it, you add double your proficiency bonus to checks you make with it.
- If you spend 1 hour observing a creature, you can then spend 8 hours crafting a disguise you can quickly don to mimic that creature. Making the disguise requires a disguise kit. You must make checks as normal to disguise yourself, but you can assume the disguise as an action.

**Medic**

You master the physician’s arts, gaining the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain proficiency in the Medicine skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- During a short rest, you can clean and bind the wounds of up to six willing beasts and humanoids. Make a DC 15 Wisdom (Medicine) check for each creature. On a success, if a creature spends a Hit Die during this rest, that creature can forgo the roll and instead regain the maximum number of hit points the die can restore. A creature can do so only once per rest, regardless of how many Hit Dice it spends.

**Menacing**

You become fearsome to others, gaining the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain proficiency in the Intimidation skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- When you take the Attack action on your turn, you can replace one attack with an attempt to demoralize one humanoid you can see within 30 feet of you that can see and hear you. Make a Charisma (Intimidation) check contested by the target’s Wisdom (Insight) check. If your check succeeds, the target is frightened until the end of your next turn. If your check fails, the target can’t be frightened by you in this way for 1 hour.

**Mobile**

You are exceptionally speedy and agile. You gain the following benefits:

- Your speed increases by 10 feet.
- When you use the Dash action, difficult terrain doesn’t cost you extra movement on that turn.
- When you make a melee attack against a creature, you don’t provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.
Moderately Armored

_Prerequisite: Proficiency with light armor_

You have trained to master the use of medium armor, gaining the following benefits:

- You gain proficiency with medium armor. If you are already proficient with medium armor, instead increase your Strength or Dexterity score by 1, to a maximum of 20.
- You can add 3, rather than 2, to your AC if you have a Dexterity of 16 or higher.
- Wearing medium armor doesn't impose disadvantage on your Dexterity (Stealth) checks.

Mounted Caster

_Prerequisites: The ability to cast at least one power_

You are trained in the use of powers while mounted. While you are mounted and aren't incapacitated, you gain the following benefits:

- When you cast a power targeting yourself, you can also affect your mount with the power.
- You have advantage on melee force or tech attack rolls against any unmounted creature that is smaller than your mount.
- If your mount is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Mounted Combatant

You are a dangerous foe to face while mounted. While you are mounted and aren't incapacitated, you gain the following benefits:

- You have advantage on melee attack rolls against any unmounted creature that is smaller than your mount.
- You can force an attack targeted at your mount to target you instead.
- If your mount is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Naturalist

Your extensive study of nature rewards you with the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency in the Nature skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- You learn the diagnostic scan tech power. You can cast it once, using supplies scavenged around you, without the use of a wristpad and without spending tech points, and you regain the ability to do so when you finish a long rest.

Nimble Hands

You are great with your hands, and have a natural gift for performing and competing. Select one gaming set or musical instrument. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency in the chosen gaming set or musical instrument. If you are already proficient with them, you add double your proficiency bonus to checks you make with them.
- While playing your chosen instrument or game, you can always readily read the emotions of those paying attention to you. During this time, and for up to one minute after completing, you have advantage on Wisdom (Insight) checks to read the emotions of those you performed for or competed against.

You can select this feat multiple times. Each time you do so, you must choose a different gaming set or musical instrument.

Observant

Quick to notice details of your environment, you gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- If you can see a creature's mouth while it is speaking a language you understand, you can interpret what it's saying by reading its lips.
- You have a +5 bonus to your passive Wisdom (Perception) and passive Intelligence (Investigation) scores.

Perceptive

You hone your senses until they become razor sharp. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain proficiency in the Perception skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- Being in a lightly obscured area doesn't impose disadvantage on your Wisdom (Perception) checks if you can both see and hear.

Performer

You master performance so that you can command any stage. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain proficiency in the Performance skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- While performing, you can try to distract one humanoid you can see who can see and hear you. Make a Charisma (Performance) check contested by the humanoid's Wisdom (Insight) check. If your check succeeds, you grab the humanoid's attention enough that it makes Wisdom (Perception) and Intelligence (Investigation) checks with disadvantage until you stop performing.
Poisoner
You have studied the secrets of poisons and toxins, gaining the following benefits:

- Increase your Intelligence by 1, to a maximum of 20.
- You gain proficiency with poisoner’s kits. If you are already proficient with them, you add double your proficiency bonus to checks you make with them.
- As an action, you can identify one poison within 5 feet of you. You must see the poison for this benefit to work.
- Over the course of a short rest, you can temporarily improve the potency of one dose of poison. To use this benefit, you must have a poisoner’s kit, and the poison must be within reach. If the poison is applied within 1 hour after the short rest ends, its DC becomes 8 + your proficiency bonus + your Intelligence modifier, and it deals extra poison damage equal to your Intelligence modifier.

Polearm Mastery
You master the lightsaber pike, saberspear, vibrolance, vibropike, and vibrospear. You gain the following benefits when using any of these weapons, if you are proficient with it:

- You gain a +1 bonus to the weapon’s attack rolls.
- When you take the Attack action and attack with a polearm, you can use a bonus action to make a melee attack with the opposite end of the weapon. The weapon’s damage die for this attack is a d4, and the attack deals bludgeoning damage. If the weapon has the reach property, the bonus action attack does not benefit from this property.
- While you are wielding a polearm other creatures provoke an opportunity attack from you when they enter your reach.

Power Adept
Prerequisite: The ability to cast at least one power
When you gain this feat, choose one of the following damage types: acid, cold, fire, force, lightning, or necrotic. Powers you cast ignore resistance to damage of the chosen type. In addition, when you roll damage for a power you cast that deals damage of that type, you can treat any 1 on a damage die as a 2.

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

Quick-Fingered
Your nimble fingers and agility let you perform sleight of hand. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency in the Sleight of Hand skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- As a bonus action, you can make a Dexterity (Sleight of Hand) check to plant something on someone else, conceal an object on a creature, lift a purse, or take something from a pocket.

Quick-Witted
Great ideas come to you naturally, often when your life depends on it. You always have a plan, or at least parts of it. You gain the following benefits:

- Your Intelligence score increases by 1, to a maximum of 20.
- You can use your Intelligence modifier instead of your Dexterity modifier when making Initiative checks.
- When you would make a Dexterity saving throw, you can instead make an Intelligence saving throw. You can use this feature a number of times equal to your Intelligence modifier. You regain all expended uses of this feature when you complete a long rest.

Quick Caster
Prerequisite: The ability to cast at least one power
You’ve practiced casting powers in quick succession, learning techniques that give you the following benefits:

- When you cast a power with a casting time of a bonus action, you may use your action to cast a power with a power level no higher than half your proficiency bonus (rounded down).

Resilient
Choose one ability score. You gain the following benefits:

- Increase the chosen ability score by 1, to a maximum of 20.
- You gain proficiency in saving throws using the chosen ability.

Rifle Mastery
You master the use of blaster carbine, blaster rifle, ion rifle, and sniper rifle. You gain the following benefits when using any of these weapons, if you are proficient with it:

- You gain a +1 bonus to the weapon’s attack rolls.
- Whenever you have advantage on an attack roll with one of these weapons and hit, and the lower of the two d20 rolls would also hit, you can attempt to snare the target. If the target is no more than one size larger than you (your size or smaller if your weapon has the light property), it must succeed on a Dexterity saving throw (DC 8 + your proficiency bonus + your Dexterity modifier) or its movement speed is halved until the end of your next turn.
- When a creature you can see misses you with an attack roll, you can use your Reaction to disengage and move up to half your speed. You must end up further away from the creature than you started.

Sentinel Mastery
You have mastered techniques to take advantage of every drop in any enemy’s guard, gaining the following benefits:

- When you hit a creature with an opportunity attack, the creature’s speed becomes 0 for the rest of the turn.
- Creatures within 5 feet of you provoke opportunity attacks from you even if they take the Disengage action before leaving your reach.
Sharpshooting Mastery
You have mastered ranged weapons and can make shots that others find impossible, gaining the following benefits:

- Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls.
- Your ranged weapon attacks ignore half cover and three-quarters cover.
- Before you make an attack with a ranged weapon that you are proficient with, you can choose to forgo your proficiency bonus. If the attack hits, you add double your proficiency bonus to the attack's damage.

Shield Mastery
You use shields not just for protection but also for offense. You gain the following benefits while you are wielding a heavy shield, if you are proficient with it:

- If you take the Attack action on your turn, you can use a bonus action to try to shove a creature within 5 feet of you with your shield.
- If you aren't incapacitated, you can add your shield's AC bonus to any Dexterity saving throw you make against a spell or other harmful effect that targets only you.
- If you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you can use your reaction to take no damage if you succeed on the saving throw, interposing your shield between yourself and the source of the effect.

Sidearm Mastery
You master the blaster pistol, ion blaster, hold out, and wrist launcher. You gain the following benefits when using any of these weapons, if you are proficient with it:

- You gain a +1 bonus to the weapon's attack rolls.
- You learn to load and fire your weapon more efficiently. You can now reload these weapons using your reaction. You must have one free hand to reload.
- Whenever you score a critical hit with the weapon against a living creature that has a head, you can attempt to daze the target. If the target is no more than one size larger than you (your size or smaller if your weapon has the light property), it must succeed on a Constitution saving throw (DC 8 + your proficiency bonus + your Dexterity modifier) or be stunned until the end of its next turn.

Silver-Tongued
You develop your conversational skill to better deceive others. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain proficiency in the Deception skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.

Skilled
You gain proficiency in any combination of three skills or tools of your choice.

Skulker
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.

Slicer
You are an expert at finding things in computers you shouldn't. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency with the slicer's kit. If you are already proficient with them, you add double your proficiency bonus to checks you make with them.
- Whenever you make an Intelligence (Investigation) or Wisdom (Perception) check to detect the nature of computer software, you are considered proficient in the Investigation or Perception skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Snappy Interjection
You've mastered a quick tongue to aid your allies. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- When an ally makes an attack roll, an ability check or a saving throw, you may spend your reaction to give them advantage on the roll. Once you use this ability, you can't use it again until you finish a short or long rest.
**Power Sniper**

*Prerequisite: The ability to cast at least one power*

You've practiced casting powers more accurately from long range, learning techniques that give you the following benefits:

- When you cast a power that requires you to make an attack roll, the power's range is doubled.
- Your ranged force and tech attacks ignore half cover and three-quarters cover.
- You learn one at-will power that requires an attack roll. Your casting ability for this at-will power depends on the power list you chose from: Wisdom for force powers or Intelligence for tech powers.

**Stealthy**

You know how best to hide. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency in the Stealth skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- If you are hidden, you can move up to 10 feet in the open without revealing yourself if you end the move in a position where you're not clearly visible.

**Superior Reflexes**

*Prerequisite: Dexterity 13 or higher*

Your agility and reaction time are exceptional. You gain the following benefits:

- You gain 1 additional reaction each round, which can only be used for an opportunity attack.
- Whenever you roll a Dexterity saving throw, you can treat a roll of 9 or lower as a 10.
- When you take the Dodge action, you gain a bonus to Strength saving throws and Strength (Athletics) checks versus being unwillingly moved equal to your Dexterity modifier.

**Supreme Accuracy**

*Prerequisite: Dexterity, Intelligence or Wisdom 13*

You have uncanny aim with attacks that rely on precision rather than brute force. You gain the following benefits:

- Increase your Dexterity, Intelligence, or Wisdom score by 1, to a maximum of 20.
- Whenever you have advantage on an attack roll using Dexterity, Intelligence, or Wisdom, you can reroll one of the dice once.

**Survivalist**

You master wilderness lore, gaining the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain proficiency in the Survival skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.

- You learn the *alarm* tech power. You can cast it once, using supplies scavenged around you, without the use of a wristpad and without spending tech points, and you regain the ability to do so when you finish a long rest.

**Techie**

You master the theory and practice of technology, gaining the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency in the Technology skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- You learn the *repair droid* tech power. You can cast it once, using supplies scavenged around you, without the use of a wristpad and without spending tech points, and you regain the ability to do so when you finish a long rest.

**Tech Dabbler**

You learn two at-will tech powers, and one 1st-level tech power, which you cast at its lowest level. Once you cast it, you must finish a long rest before you can cast it again. Intelligence is your techcasting ability for these powers. You do not require use of a wristpad for these powers.

**Throwing Master**

You master the techniques of throwing weapons, gaining the following benefits:

- You gain a +1 bonus to ranged attack rolls you make with thrown weapons.
- Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls with thrown weapons.
- When you hit a creature with a ranged weapon attack with a thrown weapon, you have advantage on your next melee weapon attack against that creature before the end of your next turn.
- You can use two-weapon fighting even when the one-handed melee weapons you are wielding aren't light, if at least one of them has the thrown property.

**Tough**

*Prerequisite: Durable feat*

You have the blood of heroes flowing through your veins. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- Whenever you take the Dodge action in combat, you can spend one Hit Die to heal yourself. Roll the die, add your Constitution modifier, and regain a number of hit points equal to the total (minimum of 1).
**Trip Weapon Mastery**

You master the net, saberwhip, vibrostaff, and vibrowhip. You gain the following benefits when using any of these weapons, if you are proficient with it:

- You gain a +1 bonus to the weapon's attack rolls.
- As a bonus action on your turn, you can extend your weapon to sweep around and pull down an opponent's shield. Until the end of that creature's next turn, it gains no benefit to armor class from its shield.
- When you score a critical hit with the weapon or hit with an opportunity attack using the weapon, you can attempt to trip the opponent as well. If the target is no more than one size larger (your size or smaller if your weapon has the light property) it must succeed on a Strength saving throw (DC 8 + your proficiency + your choice of either your Strength or Dexterity modifier) or be knocked prone.

**Two-Weapon Mastery**

You master fighting with two weapons, gaining the following benefits:

- You gain a +1 bonus to AC while you are wielding a separate melee weapon in each hand.
- You can use two-weapon fighting even when the one-handed melee weapons you are wielding aren't light.
- You can draw or stow two one-handed weapons when you would normally be able to draw or stow only one.
- You no longer require a bonus action to engage in two-weapon fighting. You may only do it once per round.

**War Caster**

*Prerequisite: The ability to cast at least one power*

You've practiced casting powers in the midst of combat, learning techniques that grant you the following benefits:

- You have advantage on Constitution saving throws that you make to maintain your concentration on a power when you take damage.
- When a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to cast a power at the creature, rather than making an opportunity attack. The power must have a casting time of 1 action and must target only that creature.

**Weapon Expert**

You have practiced extensively with a variety of weapons, gaining the following benefits:

- You gain proficiency with all blasters, lightsabers, and vibroweapons. If you are already proficient with them, instead increase your Strength or Dexterity score by 1, to a maximum of 20.
- Once per turn when you roll damage for a melee weapon attack using a melee weapon in which you are proficient, you can reroll the weapons' damage dice and use either total.
Chapter 7: Using Ability Scores

Six abilities provide a quick description of every creature’s physical and mental characteristics:
- Strength, measuring physical power
- Dexterity, measuring agility
- Constitution, measuring endurance
- Intelligence, measuring reasoning and memory
- Wisdom, measuring perception and insight
- Charisma, measuring force of personality

Is a character muscle-bound and insightful? Brilliant and charming? Nimble and hardy? Ability scores define these qualities—a creature’s assets as well as weaknesses.

The three main rolls of the game—the ability check, the saving throw, and the attack roll—rely on the six ability scores. The book’s introduction describes the basic rule behind these rolls: roll a d20, add an ability modifier derived from one of the six ability scores, and compare the total to a target number.

This chapter focuses on how to use ability checks and saving throws, covering the fundamental activities that creatures attempt in the game. Rules for attack rolls appear in chapter 9.

Ability Scores and Modifiers

Each of a creature’s abilities has a score, a number that defines the magnitude of that ability. An ability score is not just a measure of innate capabilities, but also encompasses a creature’s training and competence in activities related to that ability.

A score of 10 or 11 is the normal human average, but adventurers and many monsters are a cut above average in most abilities. A score of 18 is the highest that a person usually reaches. Adventurers can have scores as high as 20, and monsters and divine beings can have scores as high as 30.

Each ability also has a modifier, derived from the score and ranging from -5 (for an ability score of 1) to +10 (for a score of 30). The Ability Scores and Modifiers table notes the ability modifiers for the range of possible ability scores, from 1 to 30.

To determine an ability modifier without consulting the table, subtract 10 from the ability score and then divide the total by 2 (round down).

Because ability modifiers affect almost every attack roll, ability check, and saving throw, ability modifiers come up in play more often than their associated scores.

### Advantage and Disadvantage

Sometimes a special ability or power tells you that you have advantage or disadvantage on an ability check, a saving throw, or an attack roll. When that happens, you roll a second d20 when you make the roll. Use the higher of the two rolls if you have advantage, and use the lower roll if you have disadvantage. For example, if you have disadvantage and roll a 17 and a 5, you use the 5. If you instead have advantage and roll those numbers, you use the 17.

If multiple situations affect a roll and each one grants advantage or imposes disadvantage on it, you don’t roll more than one additional d20. If two favorable situations grant advantage, for example, you still roll only one additional d20.

If circumstances cause a roll to have both advantage and disadvantage, you are considered to have neither of them, and you roll one d20. This is true even if multiple circumstances impose disadvantage and only one grants advantage or Vice versa. In such a situation, you have neither advantage nor disadvantage.

When you have advantage or disadvantage and something in the game, such as the halfling’s Lucky trait, lets you reroll the d20, you can reroll only one of the dice. You choose which one. For example, if a halfling has advantage on an ability check and rolls a 1 and a 13, the halfling could use the Lucky trait to reroll the 1.

You usually gain advantage or disadvantage through the use of special abilities, actions, or powers. Inspiration (see chapter 4) can also give a character advantage on checks related to the character’s personality, ideals, or bonds. The DM can also decide that circumstances influence a roll in one direction or the other and grant advantage or impose disadvantage as a result.

### Proficiency Bonus

Characters have a proficiency bonus determined by level, as detailed in chapter 1. Monsters also have this bonus, which is incorporated in their stat blocks. The bonus is used in the rules on ability checks, saving throws, and attack rolls.
Your proficiency bonus can't be added to a single die roll or other number more than once. For example, if two different rules say you can add your proficiency bonus to a Wisdom saving throw, you nevertheless add the bonus only once when you make the save.

Occasionally, your proficiency bonus might be multiplied or divided (doubled or halved, for example) before you apply it. For example, the rogue's Expertise feature doubles the proficiency bonus for certain ability checks. If a circumstance suggests that your proficiency bonus applies more than once to the same roll, you still add it only once and multiply or divide it only once.

By the same token, if a feature or effect allows you to multiply your proficiency bonus when making an ability check that wouldn't normally benefit from your proficiency bonus, you still don't add the bonus to the check. For that check your proficiency bonus is 0, given the fact that multiplying 0 by any number is still 0. For instance, if you lack proficiency in the History skill, you gain no benefit from a feature that lets you double your proficiency bonus when you make Intelligence (History) checks.

In general, you don't multiply your proficiency bonus for attack rolls or saving throws. If a feature or effect allows you to do so, these same rules apply.

**Ability Checks**

An ability check tests a character's or monster's innate talent and training in an effort to overcome a challenge. The DM calls for an ability check when a character or monster attempts an action (other than an attack) that has a chance of failure. When the outcome is uncertain, the dice determine the results.

For every ability check, the DM decides which of the 4 abilities is relevant to the task at hand and the difficulty of the task, represented by Difficulty Class. The more difficult a task, the higher its DC. The Typical Difficulty Classes table shows the most common DCs.

<table>
<thead>
<tr>
<th>Task Difficulty</th>
<th>DC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Very easy</td>
<td>5</td>
</tr>
<tr>
<td>Easy</td>
<td>10</td>
</tr>
<tr>
<td>Medium</td>
<td>15</td>
</tr>
<tr>
<td>Hard</td>
<td>20</td>
</tr>
<tr>
<td>Very hard</td>
<td>25</td>
</tr>
<tr>
<td>Nearly impossible</td>
<td>30</td>
</tr>
</tbody>
</table>

To make an ability check, roll a d20 and add the relevant ability modifier. As with other d20 rolls, apply bonuses and penalties, and compare the total to the DC. If the total equals or exceeds the DC, the ability check is a success—the creature overcomes the challenge at hand. Otherwise, it's a failure, which means the character or monster makes no progress toward the objective or makes progress combined with a setback determined by the DM.

**Conquests**

Sometimes one character's or monster's efforts are directly opposed to another's. This can occur when both of them are trying to do the same thing and only one can succeed, such as attempting to snatch up a magic ring that has fallen on the floor. This situation also applies when one of them is trying to prevent the other one from accomplishing a goal—for example, when a monster tries to force open a door that an adventurer is holding closed. In situations like these, the outcome is determined by a special form of ability check, called a contest.

Both participants in a contest make ability checks appropriate to their efforts. They apply all appropriate bonuses and penalties, but instead of comparing the total to a DC, they compare the totals of their two checks. The participant with the higher check total wins the contest. That character or monster either succeeds at the action or prevents the other one from succeeding.

If the contest results in a tie, the situation remains the same as it was before the contest. Thus, one contestant might win the contest by default. If two characters tie in a contest to snatch a ring off the floor, neither character grabs it. In a contest between a monster trying to open a door and an adventurer trying to keep the door closed, a tie means that the door remains shut.

**Skills**

Each ability covers a broad range of capabilities, including skills that a character or a monster can be proficient in. A skill represents a specific aspect of an ability score, and an individual's proficiency in a skill demonstrates a focus on that aspect. (A character's starting skill proficiencies are determined at character creation, and a monster's skill proficiencies appear in the monster's stat block.)

For example, a Dexterity check might reflect a character's attempt to pull off an acrobatic stunt, to palm an object, or to stay hidden. Each of these aspects of Dexterity has an associated skill: Acrobatics, Sleight of Hand, and Stealth, respectively. So a character who has proficiency in the Stealth skill is particularly good at Dexterity checks related to sneaking and hiding.

The skills related to each ability score are shown in the following list. (No skills are related to Constitution.) See an ability's description in the later sections of this chapter for examples of how to use a skill associated with an ability.

- **Strength**: Athletics
- **Dexterity**: Acrobatics, Sleight of Hand, Stealth
- **Intelligence**: Investigation, Lore, Nature, Piloting, Technology
- **Wisdom**: Animal handling, Insight, Medicine, Perception, Survival
- **Charisma**: Deception, Intimidation, Performance, Persuasion
Sometimes, the DM might ask for an ability check using a specific skill—for example, “Make a Wisdom (Perception) check.” At other times, a player might ask the DM if proficiency in a particular skill applies to a check. In either case, proficiency in a skill means an individual can add his or her proficiency bonus to ability checks that involve that skill. Without proficiency in the skill, the individual makes a normal ability check.

For example, if a character attempts to climb up a dangerous cliff, the Dungeon Master might ask for a Strength (Athletics) check. If the character is proficient in Athletics, the character’s proficiency bonus is added to the Strength check. If the character lacks that proficiency, he or she just makes a Strength check.

**Variant: Skills with Different Abilities**

Normally, your proficiency in a skill applies only to a specific kind of ability check. Proficiency in Athletics, for example, usually applies to Strength checks. In some situations, though, your proficiency might reasonably apply to a different kind of check. In such cases, the DM might ask for a check using an unusual combination of ability and skill, or you might ask your DM if you can apply a proficiency to a different check. For example, if you have to swim from an offshore island to the mainland, your DM might call for a Constitution check to see if you have the stamina to make it that far. In this case, your DM might allow you to apply your proficiency bonus to the Constitution check just as you would normally do for a Strength (Athletics) check. Similarly, when your half-orc barbarian uses a display of raw strength to intimidate an enemy, your DM might ask for a Strength (Intimidation) check, even though Intimidation is normally associated with Charisma.

**Passive Checks**

A passive check is a special kind of ability check that doesn’t involve any die rolls. Such a check can represent the average result for a task done repeatedly, such as searching for secret doors over and over again, or can be used when the DM wants to secretly determine whether the characters succeed at something Without rolling dice, such as noticing a hidden monster.

Here’s how to determine a character’s total for a passive check:

10 + all modifiers that normally apply to the check If the character has advantage on the check, add 5. For disadvantage, subtract 5. The game refers to a passive check total as a score.

For example, if a 1st-level character has a Wisdom of 15 and proficiency in Perception, he or she has a passive Wisdom (Perception) score of 14.

The rules on hiding in the “Dexterity” section below rely on passive checks, as do the exploration rules in chapter 8.

**Working Together**

Sometimes two or more characters team up to attempt a task. The character who’s leading the effort is the one with the highest ability modifier—can make an ability check with advantage, reflecting the help provided by the other characters. In combat, this requires the Help action (see chapter 9).

A character can only provide help if the task is one that he or she could attempt alone. For example, trying to open a lock requires proficiency with thieves’ tools, so a character who lacks that proficiency can’t help another character in that task. Moreover, a character can help only when two or more individuals working together would actually be productive. Some tasks, such as threading a needle, are no easier with help.

**Group Checks**

When a number of individuals are trying to accomplish something as a group, the DM might ask for a group ability check. In such a situation, the characters who are skilled at a particular task help cover those who aren’t.

To make a group ability check, everyone in the group makes the ability check. If at least half the group succeeds, the whole group succeeds. Otherwise, the group fails.

Group checks don’t come up very often, and they’re most useful when all the characters succeed or fail as a group. For example, when adventurers are navigating a swamp, the DM might call for a group Wisdom (Survival) check to see if the characters can avoid the quicksand, sinkholes, and other natural hazards of the environment. If at least half the group succeeds, the successful characters are able to guide their companions out of danger. Otherwise, the group stumbles into one of these hazards.

**Using Each Ability**

Every task that a character or monster might attempt in the game is covered by one of the six abilities. This section explains in more detail what those abilities mean and the ways they are used in the game.

**Strength**

Strength measures bodily power, athletic training, and the extent to which you can exert raw physical force.

**Strength Checks**

A Strength check can model any attempt to lift, push, pull, or break something, to force your body through a space, or to otherwise apply brute force to a situation. The Athletics skill reflects aptitude in certain kinds of Strength checks.

**Athletics.** Your Strength (Athletics) check covers difficult situations you encounter while Climbing, jumping, or swimming. Examples include the following activities:

- You attempt to climb a sheer or slippery cliff, avoid hazards while scaling a wall, or cling to a surface while something is trying to knock you off.
- You try to jump an unusually long distance or pull off a stunt midjump.
• You struggle to swim or stay afloat in treacherous currents. storm—tossed waves, or areas of thick seaweed. Or another creature tries to push or pull you underwater or otherwise interfere with your swimming.

**Other Strength Checks.** The DM might also call for a Strength check when you try to accomplish tasks like the following:

- Force open a stuck, locked, or barred door
- Break free of bonds
- Push through a tunnel that is too small
- Hang on to a wagon while being dragged behind it
- Tip over a statue
- Keep a boulder from rolling

**ATTACK ROLLS AND DAMAGE**

You add your Strength modifier to your attack roll and your damage roll when attacking with a melee weapon such as a mace, a battleaxe, or a javelin. You use melee weapons to make melee attacks in hand-to-hand combat, and some of them can be thrown to make a ranged attack.

**LIFTING AND CARRYING**

Your Strength score determines the amount of weight you can bear. The following terms define what you can lift or carry.

- **Carrying Capacity.** Your carrying capacity is your Strength score multiplied by 15. This is the weight (in pounds) that you can carry, which is high enough that most characters don’t usually have to worry about it.

- **Push, Drag, or Lift.** You can push, drag, or lift a weight in pounds up to twice your carrying capacity (or 30 times your Strength score). While pushing or dragging weight in excess of your carrying capacity, your speed drops to 5 feet.

- **Size and Strength.** Larger creatures can bear more weight, whereas Tiny creatures can carry less. For each size category above Medium, double the creature’s carrying capacity and the amount it can push, drag, or lift. For a Tiny creature, halve these weights.

**Variant: Encumbrance**

The rules for lifting and carrying are intentionally simple. Here is a variant if you are looking for more detailed rules for determining how a character is hindered by the weight of equipment. When you use this variant, ignore the Strength column of the Armor table in chapter 5.

If you carry weight in excess of 5 times your Strength score, you are *encumbered*, which means your speed drops by 10 feet.

If you carry weight in excess of 10 times your Strength score, up to your maximum carrying capacity, you are instead *heavily encumbered*, which means your speed drops by 20 feet and you have disadvantage on ability checks, attack rolls, and saving throws that use Strength, Dexterity, or Constitution.

**Dexterity**

**Dexterity Checks**

A Dexterity check can model any attempt to move nimbly, quickly, or quietly, or to keep from falling on tricky footing. The Acrobatics, Sleight of Hand, and Stealth skills reflect aptitude in certain kinds of Dexterity checks.

- **Acrobatics.** Your Dexterity (Acrobatics) check covers your attempt to stay on your feet in a tricky situation, such as when you’re trying to run across a sheet of ice, balance on a tightrope, or stay upright on a rocking ship’s deck. The DM might also call for a Dexterity (Acrobatics) check to see if you can perform acrobatic stunts, including dives, rolls, somersaults, and flips.

- **Sleight of Hand.** Whenever you attempt an act of legerdemain or manual trickery, such as planting something on someone else or concealing an object on your person, make a Dexterity (Sleight of Hand) check. The DM might also call for a Dexterity (Sleight of Hand) check to determine whether you can lift a coin purse off another person or slip something out of another person’s pocket.

- **Stealth.** Make a Dexterity (Stealth) check when you attempt to conceal yourself from enemies, slink past guards, slip away without being noticed, or sneak up on someone without being seen or heard.

**Other Dexterity Checks.** The DM might call for a Dexterity check when you try to accomplish tasks like the following:

- Control a heavily laden cart on a steep descent
- Steer a chariot around a tight turn
- Pick a lock
- Disable a trap
- Securely tie up a prisoner
- Wriggle free of bonds
- Play a stringed instrument
- Craft a small or detailed object

**ATTACK ROLLS AND DAMAGE**

You add your Dexterity modifier to your attack roll and your damage roll when attacking with a ranged weapon, such as a sling or a longbow. You can also add your Dexterity modifier to your attack roll and your damage roll when attacking with a melee weapon that has the finesse property, such as a dagger or a rapier.

- **Armor Class.** Depending on the armor you wear, you might add some or all of your Dexterity modifier to your Armor Class, as described in chapter 5.

- **Initiative.** At the beginning of every combat, you roll initiative by making a Dexterity check. Initiative determines the order of creatures’ turns in combat, as described in chapter 9.
You roll for your hit points. Typically, you add your Constitution modifier to each Hit Die.

Your Constitution modifier contributes to your hit points. You roll your hit points for each level using your new modifier. For example, if you raise your Constitution score when you reach 4th level and your Constitution modifier increases from +1 to +2, you adjust your hit point maximum as though the modifier had always been +2. So you add 3 hit points for your first three levels, and then roll your hit points for 4th level using your new modifier. Or if you’re 7th level and some effect lowers your Constitution score so as to reduce your Constitution modifier by 1, your hit point maximum is reduced by 7.

**Intelligence**

Intelligence measures mental acuity, accuracy of recall, and the ability to reason.

**Intelligence Checks**

An Intelligence check comes into play when you need to draw on logic, education, memory, or deductive reasoning. The Investigation, Lore, Nature, Piloting, and Technology skills reflect aptitude in certain kinds of Intelligence checks.

**Lore.** Your Intelligence (Lore) check measures your ability to recall information about the Force, artifacts, histories, and religions.

**Piloting.** Your Intelligence (Piloting) check measures your ability to control vehicles, aircraft, and spaceships. Piloting governs your ability to maneuver through tight spaces and debris fields or dogfight with enemy craft.

**Investigation.** When you look around for clues and make deductions based on those clues, you make an Intelligence (Investigation) check. You might deduce the location of a hidden object, discern from the appearance of a wound what kind of weapon dealt it, or determine the weakest point in a tunnel that could cause it to collapse. Poring through ancient materials in search of a hidden fragment of knowledge might also call for an Intelligence (Investigation) check.

**Nature.** Your Intelligence (Nature) check measures your ability to recall lore about terrain, plants and animals, the weather, and natural cycles.

**Technology.** Your Intelligence (Technology) checks measure your ability to recall information about droids, vehicles, spaceships, aircraft, and computers, as well as your ability to interface with them.

**Other Intelligence Checks.** The DM might call for an Intelligence check when you try to accomplish tasks like the following:

- Communicate with a creature without using words
- Estimate the value of a precious item
- Pull together a disguise to pass as a city guard
- Forge a document
- Recall lore about a craft or trade
- Win a game of skill

**Techcasting Ability**

Techcasters use Intelligence as their techcasting ability, which helps determine the saving throw DCs of power they cast.

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**Constitution**

Constitution measures health, stamina, and vital force.

**Constitution Checks**

Constitution checks are uncommon, and no skills apply to Constitution checks. Because the endurance this ability represents is largely passive rather than involving a specific effort on the part of a character or monster, a Constitution check can model your attempt to push beyond normal limits, however.

The DM might call for a Constitution check when you try to accomplish tasks like the following:

- Hold your breath
- March or labor for hours without rest
- Go without sleep
- Survive without food or water
- Quaff an entire stein of ale in one go

**Hit Points**

Your Constitution modifier contributes to your hit points. Typically, you add your Constitution modifier to each Hit Die you roll for your hit points.
WINDS
Wisdom reflects how attuned you are to the world around you and represents perceptiveness and intuition.

WINDS CHECKS
A Wisdom check might reflect an effort to read body language, understand someone’s feelings, notice things about the environment, or care for an injured person. The Animal Handling, Insight, Medicine, Perception, and Survival skills reflect aptitude in certain kinds of Wisdom checks.

Animal Handling. When there is any question whether you can calm down a domesticated animal, keep a mount from getting spooked, or intuit an animal’s intentions, the DM might call for a Wisdom (Animal Handling) check. You also make a Wisdom (Animal Handling) check to control your mount when you attempt a risky maneuver.

Insight. Your Wisdom (Insight) check decides whether you can determine the true intentions of a creature, such as when searching out a lie or predicting someone’s next move. Doing so involves gleaning clues from body language, speech habits, and changes in mannerisms.

Medicine. A Wisdom (Medicine) check lets you try to stabilize a dying companion or diagnose an illness.

Perception. Your Wisdom (Perception) check lets you spot, hear, or otherwise detect the presence of something. It measures your general awareness of your surroundings and the keenness of your senses. For example, you might try to hear a conversation through a closed door, eavesdrop under an open window, or hear monsters moving stealthily in the forest. Or you might try to spot things that are obscured or easy to miss, whether they are orcs lying in ambush on a road, thugs hiding in the shadows of an alley, or candlelight under a closed secret door.

Surival. The DM might ask you to make a Wisdom (Survival) check to follow tracks, hunt wild game, guide your group through frozen wastelands, identify signs that owlbears live nearby, predict the weather, or avoid quicksand and other natural hazards.

Other Wisdom Checks. The DM might call for a Wisdom check when you try to accomplish tasks like the following:

- Get a gut feeling about what course of action to follow
- Discern whether a seemingly dead or living creature is undead

FORCECASTING ABILITY
Forcecasters use Wisdom as their forcecasting ability, which helps determine the saving throw DCs of powers they cast.

CHARISMA
Charisma measures your ability to interact effectively with others. It includes such factors as confidence and eloquence, and it can represent a charming or commanding personality.

CHARISMA CHECKS
A Charisma check might arise when you try to influence or entertain others, when you try to make an impression or tell a convincing lie, or when you are navigating a tricky social situation. The Deception, Intimidation, Performance, and Persuasion skills reflect aptitude in certain kinds of Charisma checks.

Deception. Your Charisma (Deception) check determines whether you can convincingly hide the truth, either verbally or through your actions. This deception can encompass everything from misleading others through ambiguity to telling outright lies. Typical situations include trying to fast-talk a guard, con a merchant, earn money through gambling, pass yourself off in disguise, dull someone’s suspicions with false assurances, or maintain a straight face while telling a blatant lie.

Intimidation. When you attempt to influence someone through overt threats, hostile actions, and physical violence, the DM might ask you to make a Charisma (Intimidation) check. Examples include trying to pry information out of a prisoner, convincing street thugs to back down from a confrontation, or using the edge of a broken bottle to convince a sneering vizier to reconsider a decision.

Performance. Your Charisma (Performance) check determines how well you can delight an audience with music, dance, acting, storytelling, or some other form of entertainment.

Persuasion. When you attempt to influence someone or a group of people with tact, social graces, or good nature, the DM might ask you to make a Charisma (Persuasion) check. Typically, you use persuasion when acting in good faith, to foster friendships, make cordial requests, or exhibit proper etiquette. Examples of persuading others include convincing a Chamberlain to let your party see the king, negotiating peace between warring tribes, or inspiring a crowd of townsfolk.

Other Charisma Checks. The DM might call for a Charisma check when you try to accomplish tasks like the following:

- Find the best person to talk to for news, rumors, and gossip
- Blend into a crowd to get the sense of key topics of conversation

FINDING A HIDDEN OBJECT
When your character searches for a hidden object such as a secret door or a trap, the DM typically asks you to make a Wisdom (Perception) check. Such a check can be used to find hidden details or other information and clues that you might otherwise overlook.

In most cases, you need to describe where you are looking in order for the DM to determine your chance of success. For example, a key is hidden beneath a set of folded clothes in the top drawer of a bureau. If you tell the DM that you pace around the room, looking at the walls and furniture for clues, you have no chance of finding the key, regardless of your Wisdom (Perception) check result. You would have to specify that you were opening the drawers or searching the bureau in order to have any chance of success.
A saving throw—also called a save—represents an attempt to resist a power, a trap, a poison, a disease, or a similar threat. You don’t normally decide to make a saving throw; you are forced to make one because your character or monster is at risk of harm.

To make a saving throw, roll a d20 and add the appropriate ability modifier. For example, you use your Dexterity modifier for a Dexterity saving throw.

A saving throw can be modified by a situational bonus or penalty and can be affected by advantage and disadvantage, as determined by the DM.

Each class gives proficiency in at least two saving throws. The wizard, for example, is proficient in Intelligence saves. As with skill proficiencies, proficiency in a saving throw lets a character add his or her proficiency bonus to saving throws made using a particular ability score. Some monsters have saving throw proficiencies as well.

The Difficulty Class for a saving throw is determined by the effect that causes it. For example, the DC for a saving throw allowed by a power is determined by the caster’s force- or tech-casting ability and proficiency bonus.

The result of a successful or failed saving throw is also detailed in the effect that allows the save. Usually, a successful save means that a creature suffers no harm, or reduced harm, from an effect.
Chapter 8: Adventuring

Delving into an ancient sith tomb, slipping through the Black Sun territory of Coruscant, hacking a fresh trail through the thick jungles on the forest moon of Endor—these are the things that Star Wars adventures are made of. Your character in the game might explore forgotten ruins and uncharted lands, uncover dark secrets and sinister plots, and slay foul monsters. And if all goes well, your character will survive to claim rich rewards before embarking on a new adventure.

This chapter covers the basics of the adventuring life, from the mechanics of movement to the complexities of social interaction. The rules for resting are also in this chapter, along with a discussion of the activities your character might pursue between adventures.

Whether adventurers are exploring a dusty dungeon or the complex relationships of a noble court, the game follows a natural rhythm, as outlined in the book's introduction:

1. The DM describes the environment.
2. The players describe what they want to do.
3. The DM narrates the results of their actions.

Typically, the DM uses a map as an outline of the adventure, tracking the characters' progress as they explore enclaves or wilderness regions.

The DM's notes, including a key to the map, describe what the adventurers find as they enter each new area. Sometimes, the passage of time and the adventurers' actions determine what happens, so the DM might use a timeline or a flowchart to track their progress instead of a map.

Time

In situations where keeping track of the passage of time is important, the DM determines the time a task requires. The DM might use a different time scale depending on the context of the situation at hand. In an enclosed environment, the adventurers' movement happens on a scale of minutes. It takes them about a minute to creep down a long hallway, another minute to check for traps on the door at the end of the hall, and a good ten minutes to search the chamber beyond for anything interesting or valuable.

In a city or wilderness, a scale of hours is often more appropriate. Adventurers eager to reach the lonely tower at the heart of the forest hurry across those fifteen miles in just under four hours' time.

For long journeys, a scale of days works best. Following the road from Tatooine to Kashyyk, the adventurers spend four uneventful days before a pirate ambush interrupts their journey.

In combat and other fast-paced situations, the game relies on ‘rounds’, a 6-second span of time described in chapter 9.

Movement

Swimming across a rushing river, sneaking down a building corridor, scaling a treacherous mountain slope—all sorts of movement play a key role in D&D adventures.

The DM can summarize the adventurers' movement without calculating exact distances or travel times: “You travel through the forest and find the ruin entrance late in the evening of the third day.” Even in a dungeon, particularly a large dungeon or a cave network, the DM can summarize movement between encounters: “After killing the guardian at the entrance to the ancient Jedi stronghold you consult your map, which leads you through miles of echoing corridors to a chasm bridged by a narrow stone arch.”

Sometimes it’s important, though, to know how long it takes to get from one spot to another, whether the answer is in days, hours, or minutes. The rules for determining travel time depend on two factors: the speed and travel pace of the creatures moving and the terrain they're moving over.

Speed

Every character and monster has a speed, which is the distance in feet that the character or monster can walk in 1 round. This number assumes short bursts of energetic movement in the midst of a life-threatening situation.

The following rules determine how far a character or monster can move in a minute, an hour, or a day.

Travel Pace

While traveling, a group of adventurers can move at a normal, fast, or slow pace, as shown on the Travel Pace table. The table states how far the party can move in a period of time and whether the pace has any effect. A fast pace makes characters less perceptive, while a slow pace makes it possible to sneak around and to search an area more carefully (see the “Activity While Traveling” section later in this chapter for more information).

Forced March. The Travel Pace table assumes that characters travel for 8 hours in day. They can push on beyond that limit, at the risk of exhaustion.

For each additional hour of travel beyond 8 hours, the characters cover the distance shown in the Hour column for their pace, and each character must make a Constitution saving throw at the end of the hour. The DC is 10 + 1 for each hour past 8 hours. On a failed saving throw, a character suffers one level of exhaustion (see appendix A).

Mounts, Speeders, and Vehicles. For short spans of time (up to an hour), many animals move much faster than humanoids. A mounted character can ride at a gallop for about an hour, covering twice the usual distance for a fast pace. If fresh mounts are available every 8 to 10 miles, characters can cover larger distances at this pace, but this is very rare except in densely populated areas.
Characters in shuttles, speeders, or other vehicles choose a pace as normal. Depending on the vessel and the size of the crew, ships might be able to travel for up to 24 hours per day.

<table>
<thead>
<tr>
<th>Distance</th>
<th>Distance</th>
<th>Distance</th>
</tr>
</thead>
<tbody>
<tr>
<td>per Pace</td>
<td>per Minute</td>
<td>per Hour</td>
</tr>
<tr>
<td>Fast</td>
<td>400 feet</td>
<td>4 miles</td>
</tr>
<tr>
<td>Normal</td>
<td>300 feet</td>
<td>3 miles</td>
</tr>
<tr>
<td>Slow</td>
<td>200 feet</td>
<td>2 miles</td>
</tr>
</tbody>
</table>

**Difficult Terrain**

The travel speeds given in the Travel Pace table assume relatively simple terrain: roads, open plains, or clear enclosed corridors. But adventurers often face dense forests, deep swamps, rubble—filled ruins, steep mountains, and ice—covered ground—all considered difficult terrain.

You move at half speed in difficult terrain—moving 1 foot in difficult terrain costs 2 feet of speed—so you can cover only half the normal distance in a minute, an hour, or a day.

**Special Types of Movement**

Movement through dangerous dungeons or wilderness areas often involves more than simply walking. Adventurers might have to climb, crawl, swim, or jump to get Where they need to go.

**Climbing, Swimming and Crawling**

While climbing or swimming, each foot of movement costs 1 extra foot (2 extra feet in difficult terrain), unless a creature has a climbing or swimming speed. At the DM’s option, climbing a slippery vertical surface or one with few handholds requires a successful Strength (Athletics) check. Similarly, gaining any distance in rough water might require a successful Strength (Athletics) check.

**Jumping**

Your Strength determines how far you can jump.

*Long Jump.* When you make a long jump, you cover a number of feet up to your Strength score if you move at least 10 feet on foot immediately before the jump. When you make a standing long jump, you can leap only half that distance. Either way, each foot you clear on the jump costs a foot of movement.

This rule assumes that the height of your jump doesn’t matter, such as a jump across a stream or chasm. At your DM’s option, you must succeed on a DC 10 Strength (Athletics) check to clear a low obstacle (no taller than a quarter of the jump’s distance), such as a hedge or low wall. Otherwise, you hit it.

When you land in difficult terrain, you must succeed on a DC 10 Dexterity (Acrobatics) check to land on your feet. Otherwise, you land prone.

*High Jump.* When you make a high jump, you leap into the air a number of feet equal to 3 + your Strength modifier if you move at least 10 feet on foot immediately before the jump. When you make a standing high jump, you can jump only half that distance. Either way, each foot you clear on the jump costs a foot of movement. In some circumstances, your DM might allow you to make a Strength (Athletics) check to jump higher than you normally can.

You can extend your arms half your height above yourself during the jump. Thus, you can reach above you a distance equal to the height of the jump plus 1 1/2 times your height.

**Activity While Traveling**

As adventurers travel through a dungeon or the wilderness, they need to remain alert for danger, and some characters might perform other tasks to help the group’s journey.

**Marching Order**

The adventurers should establish a marching order.

A marching order makes it easier to determine which characters are affected by traps, which ones can spot hidden enemies, and which ones are the closest to those enemies when a fight breaks out.

A character might occupy the front rank, one or more middle ranks, or the back rank. Characters in the front and back ranks need enough room to travel side by side with others in their rank. When space is too tight, the marching order must change, usually by moving characters to a middle rank.

*Fewer Than Three Ranks.* If an adventuring party arranges its marching order with only two ranks, they are a front rank and a back rank. If there's only one rank, it's considered a front rank.

**Stealth**

While traveling at a slow pace, the characters can move stealthily. As long as they’re not in the open, they can try to surprise or sneak by other creatures they encounter. See the rules for hiding in chapter 7.

**Noticing Threats**

Use the passive Wisdom (Perception) scores of the characters to determine whether anyone in the group notices a hidden threat. The DM might decide that a threat can be noticed only by characters in a particular rank. For example, as the characters are exploring a maze of tunnels, the DM might decide that only those characters in the back rank have a chance to hear or spot a stealthy creature following the group, while characters in the front and middle ranks cannot. While traveling at a fast pace, characters take a -5 penalty to their passive Wisdom (Perception) scores to notice hidden threats.

*Encountering Creatures.* If the DM determines that the adventurers encounter other creatures while they’re traveling, it’s up to both groups to decide what happens next. Either group might decide to attack, initiate a conversation, run away, or wait to see what the other group does.

*Surprising Foes.* If the adventurers encounter a hostile creature or group, the DM determines whether the adventurers or their foes might be surprised when combat erupts. See chapter 9 for more about surprise.
**Other Activities**

Characters who turn their attention to other tasks as the group travels are not focused on watching for danger. These characters don't contribute their passive Wisdom (Perception) scores to the group's chance of noticing hidden threats. However, a character not watching for danger can do one of the following activities instead, or some other activity with the DM's permission.

- **Navigate.** The character can try to prevent the group from becoming lost, making a Wisdom (Survival) check when the DM calls for it. (The *Dungeon Master's Guide* has rules to determine whether the group gets lost.)
- **Draw a Map.** The character can draw a map that records the group's progress and helps the characters get back on course if they get lost. No ability check is required.
- **Track.** A character can follow the tracks of another creature, making a Wisdom (Survival) check when the DM calls for it. (The *Dungeon Master's Guide* has rules for tracking.)
- **Forage.** The character can keep an eye out for ready sources of food and water, making a Wisdom (Survival) check when the DM calls for it. (The *Dungeon Master's Guide* has rules for foraging.)

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**Splitting Up the Party**

Sometimes, it makes sense to split an adventuring party, especially if you want one or more characters to scout ahead. You can form multiple parties, each moving at a different speed. Each group has its own front, middle, and back ranks.

The drawback to this approach is that the party will be split into several smaller groups in the event of an attack. The advantage is that a small group of stealthy characters moving slowly might be able to sneak past enemies that clumsier characters would alert. A rogue and a monk moving at a slow pace are much harder to detect when they leave their dwarf paladin friend behind.

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**The Environment**

By its nature, adventuring involves delving into places that are dark, dangerous, and full of mysteries to be explored. The rules in this section cover some of the most important ways in which adventurers interact with the environment in such places. The *Dungeon Master's Guide* has rules covering more unusual situations.

**Falling**

A fall from a great height is one of the most common hazards facing an adventurer.

At the end of a fall, a creature takes 1d6 kinetic damage for every 10 feet it fell, to a maximum of 20d6. The creature lands prone, unless it avoids taking damage from the fall.

**Suffocating**

A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds).

When a creature runs out of breath, it can survive for a number of rounds equal to its Constitution modifier (minimum 1 round). At the start of its next turn, it drops to 0 hit points and is dying.

For example, a creature with a Constitution of 14 can hold its breath for 3 minutes. If it starts suffocating, it has 2 rounds to reach air before it drops to 0 hit points.

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**Vision and Light**

The most fundamental tasks of adventuring—notice danger, finding hidden objects, hitting an enemy in combat, and targeting a spell—often rely on sight. Darkness and other effects that obscure vision can prove a significant hindrance.

A given area might be lightly or heavily obscured. In a **lightly obscured area**, such as dim light, patchy fog, or moderate foliage, creatures have disadvantage on Wisdom (Perception) checks that rely on sight.

A **heavily obscured area**—such as darkness, opaque fog, or dense foliage—blocks vision entirely. A creature in a heavily obscured area effectively suffers from the blinded condition (see appendix A).

The presence or absence of light in an environment creates three categories of illumination: bright light, dim light, and darkness.

- **Bright light** lets most creatures see normally. Even gloomy days provide bright light, as do torches, lanterns, fires, and other sources of illumination within a specific radius.
- **Dim light**, also called shadows, creates a lightly obscured area. An area of dim light is usually a boundary between a source of bright light, such as a torch, and surrounding darkness. The soft light of twilight and dawn also counts as dim light. A particularly brilliant full moon might bathe the land in dim light.
- **Darkness** creates a heavily obscured area. Characters face darkness outdoors at night (even most moonlit nights), or within the confines of an unlit dungeon or a subterranean vault.

**Blindsight**

A creature with blindsight can perceive its surroundings without relying on sight, within a specific radius. Creatures without eyes, such as Mirialan, and creatures with echolocation or heightened senses, such as Togruta or Verpine, have this sense.

**Darkvision**

Many creatures in the worlds of Star Wars, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured as far as that creature is concerned. However, the creature can't discern color in darkness, only shades of gray.
FOOD AND WATER

Characters who don't eat or drink suffer the effects of exhaustion (see appendix A). Exhaustion caused by lack of food or water can't be removed until the character eats and drinks the full required amount.

FOOD

A character needs one pound of food per day and can make food last longer by subsisting on half rations. Eating half a pound of food in a day counts as half a day without food.

A character can go without food for a number of days equal to 3 + his or her Constitution modifier (minimum 1). At the end of each day beyond that limit, a character automatically suffers one level of exhaustion.

A normal day of eating resets the count of days without food to zero.

WATER

A character needs one gallon of water per day, or two gallons per day if the weather is hot. A character who drinks only half that much water must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion at the end of the day. A character with access to even less water automatically suffers one level of exhaustion at the end of the day.

If the character already has one or more levels of exhaustion, the character takes two levels in either case.

INTERACTING WITH OBJECTS

A character's interaction with objects in an environment is often simple to resolve in the game. The player tells the DM that his or her character is doing something, such as moving a lever, and the DM describes what, if anything, happens.

For example, a character might decide to pull a lever, which might, in turn, open a door, cause a room to flood with water, or open a secret door in a nearby wall. If the lever is rusted in position, though, a character might need to force it. In such a situation, the DM might call for a Strength check to see whether the character can wrench the lever into place. The DM sets the DC for any such check based on the difficulty of the task.

Characters can also damage objects with their weapons and powers. Objects are immune to poison and sonic damage, but otherwise they can be affected by physical attacks and powers much like creatures can. The DM determines an object's Armor Class and hit points, and might decide that certain objects have resistance or immunity to certain kinds of attacks. (It's hard to cut a rope with a club, for example.)

Objects always fail Strength and Dexterity saving throws, and they are immune to effects that require other saves. When an object drops to 0 hit points, it breaks.

A character can also attempt a Strength check to break an object. The DM sets the DC for any such check.

SOCIAL INTERACTION

Exploring dungeons, overcoming obstacles, and slaying monsters are key parts of D&D adventures. No less important, though, are the social interactions that adventurers have with other inhabitants of the world.

Interaction takes on many forms. You might need to convince an unscrupulous thief to confess to some malfeasance, or you might try to flatter a Hutt so that he will spare your life. The DM assumes the roles of any characters who are participating in the interaction that don't belong to another player at the table. Any such character is called a nonplayer character (NPC).

In general terms, an NPC's attitude toward you is described as friendly, indifferent, or hostile. Friendly NPCs are predisposed to help you, and hostile ones are inclined to get in your way. It's easier to get what you want from a friendly NPC, of course.

Social interactions have two primary aspects: roleplaying and ability checks.

ROLEPLAYING

Roleplaying is, literally, the act of playing out a role. In this case, it's you as a player determining how your character thinks, acts, and talks.

Roleplaying is a part of every aspect of the game, and it comes to the fore during social interactions. Your character's quirks, mannerisms, and personality influence how interactions resolve.

There are two styles you can use when roleplaying your character: the descriptive approach and the active approach. Most players use a combination of the two styles. Use whichever mix of the two works best for you.

DESCRIPTIVE APPROACH TO ROLEPLAYING

With this approach, you describe your character's words and actions to the DM and the other players. Drawing on your mental image of your character, you tell everyone what your character does and how he or she does it.

For instance, Chris plays Tordek the Nikto. Tordek has a quick temper and blames the Black Sun for his family's misfortune. At a bar, an obnoxious Twi'lek specialist sits at Tordek's table and tries to strike up a conversation with the Nikto.

Chris says, "Tordek spits on the floor, growls an insult at the Twi'lek, and stomps over to the bar. He sits on a stool and glares at the specialist before ordering another drink."

In this example, Chris has conveyed Tordek's mood and given the DM a clear idea of his characters attitude and actions.

When using descriptive roleplaying, keep the following things in mind:

- Describe your character's emotions and attitude.
- Focus on your character's intent and how others might perceive it.
- Provide as much embellishment as you feel comfortable with.

Don't worry about getting things exactly right; just focus on thinking about what your character would do and describing what you see in your mind.
Active Approach to Roleplaying

If descriptive roleplaying tells your DM and your fellow players what your character thinks and does, active roleplaying shows them.

When you use active roleplaying, you speak with your character’s voice, like an actor taking on a role. You might even echo your character’s movements and body language. This approach is more immersive than descriptive roleplaying, though you still need to describe things that can’t be reasonably acted out.

Going back to the example of Chris roleplaying Tordek above, here’s how the scene might play out if Chris used active roleplaying:

Speaking as Tordek, Chris says in a gruff, deep voice, “I was wondering why it suddenly smelled awful in here. If I wanted to hear anything out of you, I’d snap your arm and enjoy your screams.” In his normal voice, Chris then adds, “I get up, glare at the Twilek, and head to the bar.”

Results of Roleplaying

The DM uses your character’s actions and attitudes to determine how an NPC reacts. A cowardly NPC buckles under threats of violence. A stubborn Jawa refuses to let anyone badger her. A vain Hutt laps up flattery.

When interacting with an NPC, pay close attention to the DM’s portrayal of the NPC’s mood, dialogue, and personality. You might be able to determine an NPC’s personality traits, ideals, flaws, and bonds, then play on them to influence the NPC’s attitude.

Interactions in D&D are much like interactions in real life. If you can offer NPCs something they want, threaten them with something they fear, or play on their sympathies and goals, you can use words to get almost anything you want. On the other hand, if you insult a proud warrior or speak ill of a senator’s allies, your efforts to convince or deceive will fall short.

Ability Checks

In addition to roleplaying, ability checks are key in determining the outcome of an interaction.

Your roleplaying efforts can alter an NPC’s attitude, but there might still be an element of chance in the situation. For example, your DM can call for a Charisma check at any point during an interaction if he or she wants the dice to play a role in determining an NPC’s reactions. Other checks might be appropriate in certain situations, at your DM’s discretion.

Pay attention to your skill proficiencies when thinking of how you want to interact with an NPC, and stack the deck in your favor by using an approach that relies on your best bonuses and skills. If the group needs to trick a guard into letting them into a pavilion, the scoundrel who is proficient in Deception is the best bet to lead the discussion. When negotiating for a hostage’s release, the force initiate with Persuasion should do most of the talking.

Resting

Heroic though they might be, adventurers can’t spend every hour of the day in the thick of exploration, social interaction, and combat. They need rest time to sleep and eat, tend their wounds, refresh their batteries and spirits for force- and tech-casting, and brace themselves for further adventure.

Adventurers can take short rests in the midst of an adventuring day and a long rest to end the day.

Short Rest

A short rest is a period of downtime, at least 1 hour long, during which a character does nothing more strenuous than eating, drinking, reading, and tending to wounds.

A character can spend one or more Hit Dice at the end of a short rest, up to the character’s maximum number of Hit Dice, which is equal to the character’s level. For each Hit Die spent in this way, the player rolls the die and adds the character’s Constitution modifier to it. The character regains hit points equal to the total. The player can decide to spend an additional Hit Die after each roll. A character regains some spent Hit Dice upon finishing a long rest, as explained below.

Long Rest

A long rest is a period of extended downtime, at least 8 hours long, during which a character sleeps or performs light activity: reading, talking, eating, or standing watch for no more than 2 hours. If the rest is interrupted by a period of strenuous activity—at least 1 hour of walking, fighting, casting powers, or similar adventuring activity—the characters must begin the rest again to gain any benefit from it.

At the end of a long rest, a character regains all lost hit points. The character also regains spent Hit Dice, up to a number of dice equal to half of the character’s total number of them. For example, if a character has eight Hit Dice, he or she can regain four spent Hit Dice upon finishing a long rest.

A character can’t benefit from more than one long rest in a 24-hour period, and a character must have at least 1 hit point at the start of the rest to gain its benefits.

Between Adventures

Between trips to dungeons and battles against ancient evils, adventurers need time to rest, recuperate, and prepare for their next adventure. Many adventurers also use this time to perform other tasks, such as crafting arms and armor, performing research, or spending their hard-earned credits.

In some cases, the passage of time is something that occurs with little fanfare or description. When starting a new adventure, the DM might simply declare that a certain amount of time has passed and allow you to describe in general terms what your character has been doing. At other times, the DM might want to keep track of just how much time is passing as events beyond your perception stay in motion.

Lifestyle Expenses

Between adventures, you choose a particular quality of life and pay the cost of maintaining that lifestyle, as described in chapter 5.

Living a particular lifestyle doesn’t have a huge effect on your character, but your lifestyle can affect the way other individuals and groups react to you. For example, when you lead an aristocratic lifestyle, it might be easier for you to influence the nobles of the city than if you live in poverty.
Downtime Activities

Between adventures, the DM might ask you what your character is doing during his or her downtime. Periods of downtime can vary in duration, but each downtime activity requires a certain number of days to complete before you gain any benefit, and at least 8 hours of each day must be spent on the downtime activity for the day to count. The days do not need to be consecutive. If you have more than the minimum amount of days to spend, you can keep doing the same thing for a longer period of time, or switch to a new downtime activity.

Downtime activities other than the ones presented below are possible. If you want your character to spend his or her downtime performing an activity not covered here, discuss it with your DM.

Crafting

You can craft nonmagical objects, including adventuring equipment and works of art. You must be proficient with tools related to the object you are trying to create (typically artisan’s tools). You might also need access to special materials or locations necessary to create it. For example, someone proficient with smith’s tools needs a forge in order to craft a sword or suit of armor.

For every day of downtime you spend crafting, you can craft one or more items with a total market value not exceeding 50 cr, and you must expend raw materials worth half the total market value. If something you want to craft has a market value greater than 50 cr, you make progress every day in 50—cr increments until you reach the market value of the item. For example, a suit of heavy durasteel armor (market value 15,000 cr) takes 300 days to craft by yourself.

Multiple characters can combine their efforts toward the crafting of a single item, provided that the characters all have proficiency with the requisite tools and are working together in the same place. Each character contributes 50 cr worth of effort for every day spent helping to craft the item. For example, three characters with the requisite tool proficiency and the proper facilities can craft a suit of heavy durasteel armor in 100 days, at a total cost of 7,500 cr.

While crafting, you can maintain a modest lifestyle without having to pay 10 cr per day, or a comfortable lifestyle at half the normal cost (see chapter 5 for more information on lifestyle expenses).

Practicing a Profession

You can work between adventures, allowing you to maintain a modest lifestyle without having to pay 10 cr per day (see chapter 5 for more information on lifestyle expenses). This benefit lasts as long you continue to practice your profession.

If you are a member of an organization that can provide gainful employment, such as a syndicate or guild, you earn enough to support a comfortable lifestyle instead.

If you have proficiency in the Performance skill and put your performance skill to use during your downtime, you earn enough to support a wealthy lifestyle instead.

Recuperating

You can use downtime between adventures to recover from a debilitating injury, disease, or poison.

After three days of downtime spent recuperating, you can make a DC 15 Constitution saving throw. On a successful save, you can choose one of the following results:

- End one effect on you that prevents you from regaining hit points.
- For the next 24 hours, gain advantage on saving throws against one disease or poison currently affecting you.

Researching

The time between adventures is a great chance to perform research, gaining insight into mysteries that have unfurled over the course of the campaign. Research can include poring over dusty tomes and ancient datacrons in a library or buying drinks for the locals to pry rumors and gossip from their lips.

When you begin your research, the DM determines whether the information is available, how many days of downtime it will take to find it, and whether there are any restrictions on your research (such as needing to seek out a specific individual, tome, or location). The DM might also require you to make one or more ability checks, such as an Intelligence (Investigation) check to find clues pointing toward the information you seek, or a Charisma (Persuasion) check to secure someone’s aid. Once those conditions are met, you learn the information if it is available.

For each day of research, you must spend 10 cr to cover your expenses. This cost is in addition to your normal lifestyle expenses (as discussed in chapter 5).

Training

You can spend time between adventures learning a new language or training with a set of tools. Your DM might allow additional training options.

First, you must find an instructor willing to teach you. The DM determines how long it takes, and whether one or more ability checks are required.

The training lasts for 250 days and costs 10 cr per day. After you spend the requisite amount of time and money, you learn the new language or gain proficiency with the new tool.
Chapter 9: Combat

The shriek of blaster fire flying overhead. The clash of a gamorrean's axe striking against a composite shield. The crackle of lightning emanating from a Sith lord's hands. The sharp tang of blood in the air, cutting through the stench of vile monsters. Roars of fury, shouts of triumph, cries of pain. Combat in D&D can be chaotic, deadly, and thrilling.

This chapter provides the rules you need for your characters and monsters to engage in combat, whether it is a brief skirmish or an extended conflict in a dungeon or on a field of battle. Throughout this chapter, the rules address you, the player or Dungeon Master. The Dungeon Master controls all the monsters and nonplayer characters involved in combat, and each other player controls an adventurer. "You" can also mean the character or monster that you control.

The Order of Combat

A typical combat encounter is a clash between two sides, a flurry of weapon swings, feints, parries, footwork, and force-or tech-casting. The game organizes the chaos of combat into a cycle of rounds and turns. A round represents about 6 seconds in the game world. During a round, each participant in a battle takes a turn. The order of turns is determined at the beginning of a combat encounter, when everyone rolls initiative. Once everyone has taken a turn, the fight continues to the next round if neither side has defeated the other.

Surprise

A band of adventurers sneaks up on a Mandalorian camp, springing from cover to attack them. Kath hounds patrol down a hallway, leash to their handler, unnoticed by the adventurers until the hound smells one of them. In these situations, one side of the battle gains surprise over the other.

The DM determines who might be surprised. If neither side tries to be stealthy, they automatically notice each other. Otherwise, the DM compares the Dexterity (Stealth) checks of anyone hiding with the passive Wisdom (Perception) score of each creature on the opposing side. Any character or monster that doesn't notice a threat is surprised at the start of the encounter.

If you're surprised, you can't move or take an action on your first turn of the combat, and you can't take a reaction until that turn ends. A member of a group can be surprised even if the other members aren't.

Your Turn

On your turn, you can move a distance up to your speed and take one action. You decide whether to move first or take your action first. Your speed—sometimes called your walking speed—is noted on your character sheet.

The most common actions you can take are described in the "Actions in Combat" section later in this chapter. Many class features and other abilities provide additional options for your action.

Combat Step By Step

1. Determine surprise. The DM determines whether anyone involved in the combat encounter is surprised.
2. Establish positions. The DM decides where all the characters and monsters are located. Given the adventurers' marching order or their stated positions in the room or other location, the DM figures out where the adversaries are—how far away and in what direction.
3. Roll initiative. Everyone involved in the combat encounter rolls initiative, determining the order of combatants' turns.
4. Take turns. Each participant in the battle takes a turn in initiative order.
5. Begin the next round. When everyone involved in the combat has taken a turn, the round ends. Repeat step 4 until the fighting stops.

The "Movement and Position" section later in this chapter gives the rules for your move.

You can forgo moving, taking an action, or doing anything at all on your turn. If you can't decide what to do on your turn, consider taking the Dodge or Ready action, as described in "Actions in Combat."

Bonus Actions

Various class features, powers, and other abilities let you take an additional action on your turn called a bonus action. The Cunning Action feature, for example, allows a specialist to take a bonus action. You can take a bonus action only when a special ability, power, or other feature of the game states that you can do something as a bonus action. You otherwise don't have a bonus action to take.

You can take only one bonus action on your turn, so you must choose which bonus action to use when you have more than one available.

You choose when to take a bonus action during your turn, unless the bonus action's timing is specified, and anything that deprives you of your ability to take actions also prevents you from taking a bonus action.

Other Activity on Your Turn

Your turn can include a variety of flourishes that require neither your action nor your move.

You can communicate however you are able, through brief utterances and gestures, as you take your turn.

You can also interact with one object or feature of the environment for free, during either your move or your action. For example, you could open a door during your move as you stride toward a foe, or you could draw your weapon as part of the same action you use to attack.

If you want to interact with a second object, you need to use your action. Some modified items and other special objects always require an action to use, as stated in their descriptions.
The DM might require you to use an action for any of these activities when it needs special care or when it presents an unusual obstacle. For instance, the DM could reasonably expect you to use an action to open a stuck door or turn a crank to lower a drawbridge.

### Interacting with Objects Around You

Here are a few examples of the sorts of thing you can do in tandem with your movement and action:

- draw or stow a weapon
- open or close a door
- withdraw a stim from your pack
- pick up a dropped weapon
- take an item from a table
- remove a ring from your finger
- stuff some food into your mouth
- plant a banner in the ground
- fish a few chits from your belt pouch
- drink all the beer in a glass
- throw a lever or a switch
- pull a glowstick from a sconce
- take a book from a shelf you can reach
- extinguish a small flame
- don a mask
- pull the hood of your cloak up and over your head
- put your ear to a door
- kick a small stone
- turn a key in a lock
- tap the floor with a 10-foot pole
- hand an item to another character

### Reactions

Certain special abilities, spells, and situations allow you to take a special action called a reaction. A reaction is an instant response to a trigger of some kind, which can occur on your turn or on someone else’s. The opportunity attack, described later in this chapter, is the most common type of reaction.

When you take a reaction, you can’t take another one until the start of your next turn. If the reaction interrupts another creature’s turn, that creature can continue its turn right after the reaction.

### Movement and Position

In combat, characters and monsters are in constant motion, often using movement and position to gain the upper hand.

On your turn, you can move a distance up to your speed. You can use as much or as little of your speed as you like on your turn, following the rules here.

Your movement can include jumping, climbing, and swimming. These different modes of movement can be combined with walking, or they can constitute your entire move. However you’re moving, you deduct the distance of each part of your move from your speed until it is used up or until you are done moving.

The “Special Types of Movement” section in Chapter 8 gives the particulars for jumping, climbing, and swimming.

### Breaking Up Your Move

You can break up your movement on your turn, using some of your speed before and after your action. For example, if you have a speed of 30 feet, you can move 10 feet, take your action, and then move 20 feet.

### Moving Between Attacks

If you take an action that includes more than one weapon attack, you can break up your movement even further by moving between those attacks. For example, a fighter who can make two attacks with the Extra Attack feature and who has a speed of 25 feet could move 10 feet, make an attack, move 15 feet, and then attack again.

### Using Different Speeds

If you have more than one speed, such as your walking speed and a flying speed, you can switch back and forth between your speeds during your move. Whenever you switch, subtract the distance you’ve already moved from the new speed. The result determines how much farther you can move. If the result is 0 or less, you can’t use the new speed during the current move.

For example, if you have a flying speed of 30 and a walking speed of 40 because a Jedi cast the burst of speed power on you, you could walk 20 feet, then fly 10 feet, and then land to walk 10 feet more.

### Difficult Terrain

Combat rarely takes place in bare rooms or on featureless plains. Boulder-strewn caverns, briar-choked forests, treacherous staircases—the setting of a typical fight contains difficult terrain.

Every foot of movement in difficult terrain costs 1 extra foot. This rule is true even if multiple things in a space count as difficult terrain.

Low furniture, rubble, undergrowth, steep stairs, snow, and shallow bogs are examples of difficult terrain. The space of another creature, whether hostile or not, also counts as difficult terrain.

### Being Prone

Combatants often find themselves lying on the ground, either because they are knocked down or because they throw themselves down. In the game, they are prone, a condition described in appendix A.

You can drop prone without using any of your speed. Standing up takes more effort; doing so costs an amount of movement equal to half your speed. For example, if your speed is 30 feet, you must spend 15 feet of movement to stand up. You can’t stand up if you don’t have enough movement left or if your speed is 0.

To move while prone, you must crawl or use powers that teleport. Every foot of movement while crawling costs 1 extra foot. Crawling 1 foot in difficult terrain, therefore, costs 3 feet of movement.
Moving Around Other Creatures

You can move through a nonhostile creature’s space. In contrast, you can move through a hostile creature’s space only if the creature is at least two sizes larger or smaller than you. Remember that another creature’s space is difficult terrain for you.

Whether a creature is a friend or an enemy, you can’t willingly end your move in its space.

If you leave a hostile creature’s reach during your move, you provoke an opportunity attack, as explained later in the chapter.

Flying Movement

Flying creatures enjoy many benefits of mobility, but they must also deal with the danger of falling. If a flying creature is knocked prone, has its speed reduced to 0, or is otherwise deprived of the ability to move, the creature falls, unless it has the ability to hover.

Creature Size

Each creature takes up a different amount of space. The Size Categories table shows how much space a creature of a particular size controls in combat. Objects sometimes use the same size categories.

<table>
<thead>
<tr>
<th>Size</th>
<th>Space</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tiny</td>
<td>2 1/2 by 2 1/2 ft.</td>
</tr>
<tr>
<td>Small</td>
<td>5 by 5 ft.</td>
</tr>
<tr>
<td>Medium</td>
<td>5 by 5 ft.</td>
</tr>
<tr>
<td>Large</td>
<td>10 by 10 ft.</td>
</tr>
<tr>
<td>Huge</td>
<td>15 by 15 ft.</td>
</tr>
<tr>
<td>Gargantuan</td>
<td>20 by 20 ft. or larger</td>
</tr>
</tbody>
</table>

Space

A creature’s space is the area in feet that it effectively controls in combat, not an expression of its physical dimensions. A typical Medium creature isn’t 5 feet wide, for example, but it does control a space that wide. If a Medium gamorrean stands in a 5-foot-wide doorway, other creatures can’t get through unless the gamorrean lets them.

A creature’s space also reflects the area it needs to fight effectively. For that reason, there’s a limit to the number of creatures that can surround another creature in combat. Assuming Medium combatants, eight creatures can fit in a 5-foot radius around another one.

Because larger creatures take up more space, fewer of them can surround a creature. If five Large creatures crowd around a Medium or smaller one, there’s little room for anyone else. In contrast, as many as twenty Medium creatures can surround a Gargantuan one.

If a square costs extra movement, as a square of difficult terrain does, you must have enough movement left to pay for entering it. For example, you must have at least 2 squares of movement left to enter a square of difficult terrain.

Squeezing into a Smaller Space

A creature can squeeze through a space that is large enough for a creature one size smaller than it. Thus, a Large creature can squeeze through a passage that’s only 5 feet wide. While squeezing through a space, a creature must spend 1 extra foot for every foot it moves there, and it has disadvantage on attack rolls and Dexterity saving throws. Attack rolls against the creature have advantage while it’s in the smaller space.

Variant: Playing on a Grid

If you play out a combat using a square grid and miniatures or other tokens, follow these rules.

Squares. Each square on the grid represents 5 feet.

Speed. Rather than moving foot by foot, move square by square on the grid. This means you use your speed in 5-foot segments. This is particularly easy if you translate your speed into squares by dividing the speed by 5. For example, a speed of 30 feet translates into a speed of 6 squares.

If you use a grid often, consider writing your speed in squares on your character sheet.

Entering a Square. To enter a square, you must have at least 1 square of movement left, even if the square is diagonally adjacent to the square you’re in. (The rule for diagonal movement sacrifices realism for the sake of smooth play. The Dungeon Master’s Guide provides guidance on using a more realistic approach.)

Corners. Diagonal movement can’t cross the corner of a wall, large tree, or other terrain feature that fills its space.

Ranges. To determine the range on a grid between two things—whether creatures or objects—start counting squares from a square adjacent to one of them and stop counting in the space of the other one. Count by the shortest route.

Action in Combat

When you take your action on your turn, you can take one of the actions presented here, an action you gained from your class or a special feature, or an action that you improvise. Many creatures have action options of their own in their stat blocks.

When you describe an action not detailed elsewhere in the rules, the DM tells you whether that action is possible and what kind of roll you need to make, if any, to determine success or failure.

Attack

The most common action to take in combat is the Attack action, whether you are swinging a vibrosword, firing a blaster rifle, or brawling with your fists.

With this action, you make one melee or ranged attack. See the “Making an Attack” section for the rules that govern attacks.

Certain features, such as the Extra Attack feature of the fighter, allow you to make more than one attack with this action.
**Cast a Power**

Force- and tech-casters such as consulars and engineers, as well as many creatures, have access to powers and can use them to great effect in combat. Each power has a casting time, which specifies whether the caster must use an action, a reaction, minutes, or even hours to cast the power. Casting a power is, therefore, not necessarily an action. Most powers do have a casting time of 1 action, so a force- or tech-caster often uses his or her action in combat to cast such a power. See chapter 10 for the rules on force- and tech-casting.

**Dash**

When you take the Dash action, you gain extra movement for the current turn. The increase equals your speed, after applying any modifiers. With a speed of 30 feet, for example, you can move up to 60 feet on your turn if you dash.

Any increase or decrease to your speed changes this additional movement by the same amount. If your speed of 30 feet is reduced to 15 feet, for instance, you can move up to 30 feet this turn if you dash.

**Disengage**

If you take the Disengage action, your movement doesn't provoke opportunity attacks for the rest of the turn.

**Dodge**

When you take the Dodge action, you focus entirely on avoiding attacks. Until the start of your next turn, any attack roll made against you has disadvantage if you can see the attacker, and you make Dexterity saving throws with advantage. You lose this benefit if you are incapacitated (as explained in appendix A) or if your speed drops to 0.

**Help**

You can lend your aid to another creature in the completion of a task. When you take the Help action, the creature you aid gains advantage on the next ability check it makes to perform the task you are helping with, provided that it makes the check before the start of your next turn.

Alternatively, you can aid a friendly creature in attacking a creature within 5 feet of you. You feint, distract the target, or in some other way team up to make your ally's attack more effective. If your ally attacks the target before your next turn, the first attack roll is made with advantage.

**Hide**

When you take the Hide action, you make a Dexterity (Stealth) check in an attempt to hide, following the rules in chapter 7 for hiding. If you succeed, you gain certain benefits, as described in the "Unseen Attackers and Targets" section later in this chapter.

**Improvising an Action**

Your character can do things not covered by the actions in this chapter, such as breaking down doors, intimidating enemies, sensing weaknesses in defenses, or calling for a parley with a foe. The only limits to the actions you can attempt are your imagination and your character's ability scores. See the descriptions of the ability scores in chapter 7 for inspiration as you improvise.

When you describe an action not detailed elsewhere in the rules, the DM tells you whether that action is possible and what kind of roll you need to make, if any, to determine success or failure.

**Ready**

Sometimes you want to get the jump on a foe or wait for a particular circumstance before you act. To do so, you can take the Ready action on your turn so that you can act later in the round using your reaction.

First, you decide what perceivable circumstance will trigger your reaction. Then, you choose the action you will take in response to that trigger, or you choose to move up to your speed in response to it. Examples include "If the soldier steps on the trapdoor, I'll pull the lever that opens it," and "If the gamorrean steps next to me, I move away."

When the trigger occurs, you can either take your reaction right after the trigger finishes or ignore the trigger. Remember that you can take only one reaction per round.

When you ready a power, you cast it as normal but hold its energy, which you release with your reaction when the trigger occurs. To be readied, a power must have a casting time of 1 action, and holding onto the power's effect requires concentration (explained in chapter 10). If your concentration is broken, the power dissipates without taking effect. For example, if you are concentrating on the knight speed power and ready shock, your knight speed power ends, and if you take damage before you release shock with your reaction, your concentration might be broken.

**Search**

When you take the Search action, you devote your attention to finding something. Depending on the nature of your search, the DM might have you make a Wisdom (Perception) check or an Intelligence (Investigation) check.

**Use an Object**

You normally interact with an object while doing something else, such as when you draw a vibrosword as part of an attack. When an object requires your action for its use, you take the Use an Object action. This action is also useful when you want to interact with more than one object on your turn.
Making an Attack

Whether you're striking with a melee weapon, firing a weapon at range, or making an attack roll as part of a power, an attack has a simple structure.

1. Choose a target. Pick a target within your attack's range: a creature, an object, or a location.

2. Determine modifiers. The DM determines whether the target has cover and whether you have advantage or disadvantage against the target. In addition, powers, special abilities, and other effects can apply penalties or bonuses to your attack roll.

3. Resolve the attack. You make the attack roll. On a hit, you roll damage, unless the particular attack has rules that specify otherwise. Some attacks cause special effects in addition to or instead of damage. If there's ever any question whether something you're doing counts as an attack, the rule is simple: if you're making an attack roll, you're making an attack.

Attack Rolls

When you make an attack, your attack roll determines whether the attack hits or misses. To make an attack roll, roll a d20 and add the appropriate modifiers. If the total of the roll plus modifiers equals or exceeds the target's Armor Class (AC), the attack hits. The AC of a character is determined at character creation, whereas the AC of a creature is in its stat block.

Modifiers to the Roll

When a character makes an attack roll, the two most common modifiers to the roll are an ability modifier and the character's proficiency bonus. When a creature makes an attack roll, it uses whatever modifier is provided in its stat block.

- **Ability Modifier.** The ability modifier used for a melee weapon attack is Strength, and the ability modifier used for a ranged weapon attack is Dexterity. Weapons that have the finesse or thrown property break this rule.

- **Proficiency Bonus.** You add your proficiency bonus to your attack roll when you attack using a weapon with which you have proficiency, as well as when you attack with a spell.

Rolling 1 or 20

Sometimes fate blesses or curses a combatant, causing the novice to hit and the veteran to miss.

- If the d20 roll for an attack is a 20, the attack hits regardless of any modifiers or the target's AC. In addition, the attack is a critical hit, as explained later in this chapter.

- If the d20 roll for an attack is a 1, the attack misses regardless of any modifiers or the target's AC.

Unseen Attackers and Targets

Combatants often try to escape their foes' notice by hiding, casting the force camouflage power, or lurking in darkness.

When you attack a target that you can't see, you have disadvantage on the attack roll. This is true whether you're guessing the target's location or you're targeting a creature you can hear but not see. If the target isn't in the location you targeted, you automatically miss, but the DM typically just says that the attack missed, not whether you guessed the target's location correctly.

When a creature can't see you, you have advantage on attack rolls against it.

- If you are hidden—both unseen and unheard—when you make an attack, you give away your location when the attack hits or misses.

Ranged Attacks

When you make a ranged attack, you fire a blaster rifle or pistol, hurl a vibrodagger, or otherwise send projectiles to strike a foe at a distance. A creature might have a natural ranged weapon. Many powers also involve making a ranged attack.

Range

You can make ranged attacks only against targets within a specified range.

- If a ranged attack, such as one made with a power, has a single range, you can't attack a target beyond this range.

- Some ranged attacks, such as those made with a blaster rifle or assault cannon, have two ranges. The smaller number is the normal range, and the larger number is the long range.

Your attack roll has disadvantage when your target is beyond normal range, and you can't attack a target beyond the long range.

Ranged Attacks in Close combat

Aiming a ranged attack is more difficult when a foe is next to you. When you make a ranged attack with a weapon, a power, or some other means, you have disadvantage on the attack roll if you are within 5 feet of a hostile creature who can see you and who isn't incapacitated.

Melee Attacks

Used in hand-to-hand combat, a melee attack allows you to attack a foe within your reach. A melee attack typically uses a handheld weapon such as a vibrosword, a lightsaber, or a vibrowhip. A typical monster makes a melee attack when it strikes with its claws, horns, teeth, tentacles, or other body part. A few powers also involve making a melee attack.

Most creatures have a 5-foot reach and can thus attack targets within 5 feet of them when making a melee attack. Certain creatures (typically those larger than Medium) have melee attacks with a greater reach than 5 feet, as noted in their descriptions.

When you are unarmed, you can fight in melee by making an unarmed strike. You are proficient in your unarmed strikes and, unless otherwise indicated, they do 1 + your Strength modifier bludgeoning damage.

Opportunity Attacks

In a fight, everyone is constantly watching for enemies to drop their guard. You can rarely move heedlessly past your foes without putting yourself in danger; doing so provokes an opportunity attack.
You can make an opportunity attack when a hostile creature that you can see moves out of your reach. To make the opportunity attack, you use your reaction to make one melee attack against the provoking creature. The attack interrupts the provoking creature’s movement, occurring right before the creature leaves your reach.

You can avoid provoking an opportunity attack by taking the Disengage action. You also don’t provoke an opportunity attack when you teleport or when someone or something moves you without using your movement, action, or reaction. For example, you don’t provoke an opportunity attack if an explosion hurls you out of a foe’s reach or if gravity causes you to fall past an enemy.

**Two-Weapon Fighting**

When you take the Attack action and attack with a light weapon that you’re holding in one hand, you can use a bonus action to attack with a different light weapon that you’re holding in the other hand. You don’t add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

If either weapon has the thrown property, you can throw the weapon, instead of making a melee attack with it.

**Contests in Combat**

Battle often involves pitting your prowess against that of your foe. Such a challenge is represented by a contest. This section includes the most common contests that require an action in combat: grappling and shoving a creature. The DM can use these contests as models for improvising others.

**Grappling**

When you want to grab a creature or wrestle with it, you can use the Attack action to make a special melee attack, a grapple. If you’re able to make multiple attacks with the Attack action, this attack replaces one of them.

The target of your grapple must be no more than one size larger than you, and it must be within your reach. Using at least one free hand, you try to seize the target by making a grapple check, a Strength (Athletics) check contested by the target’s Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you succeed, you subject the target to the grappled condition (see appendix A). The condition specifies the things that end it, and you can release the target whenever you like (no action required).

**Escaping a Grapple.** A grappled creature can use its action to escape. To do so, it must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check contested by your Strength (Athletics) check.

**Moving a Grappled Creature.** When you move, you can drag or carry the grappled creature with you, but your speed is halved, unless the creature is two or more sizes smaller than you.

**Shoving**

Using the Attack action, you can make a special melee attack to shove a creature, either to knock it prone or push it away from you. If you’re able to make multiple attacks with the Attack action, this attack replaces one of them.

The target of your shove must be no more than one size larger than you, and it must be within your reach. You make a Strength (Athletics) check contested by the target’s Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you win the contest, you either knock the target prone or push it 5 feet away from you.

**Cover**

Walls, trees, creatures, and other obstacles can provide cover during combat, making a target more difficult to harm. A target can benefit from cover only when an attack or other effect originates on the opposite side of the cover.

There are three degrees of cover. If a target is behind multiple sources of cover, only the most protective degree of cover applies; the degrees aren’t added together. For example, if a target is behind a creature that gives half cover and a tree trunk that gives three-quarters cover, the target has three-quarters cover.

A target with half cover has a +2 bonus to AC and Dexterity saving throws. A target has half cover if an obstacle blocks at least half of its body. The obstacle might be a low wall, a large piece of furniture, a narrow tree trunk, or a creature, whether that creature is an enemy or a friend.

A target with three-quarters cover has a +5 bonus to AC and Dexterity saving throws. A target has three-quarter cover if about three-quarters of it is covered by an obstacle. The obstacle might be a portcullis, an arrow slit, or a thick tree trunk.

A target with total cover can’t be targeted directly by an attack or a power, although some powers can reach such a target by including it in an area of effect. A target has total cover if it is completely concealed by an obstacle.

**Damage and Healing**

Injury and the risk of death are constant companions of those who explore the worlds of D&D. The thrust of a vibrosword, a well-placed blaster shot, or a shock of lightning from a shock spell all have the potential to damage, or even kill, the hardiest of creatures.

**Hit Points**

Hit points represent a combination of physical and mental durability, the will to live, and luck. Creatures with more hit points are more difficult to kill. Those with fewer hit points are more fragile.

A creature’s current hit points (usually just called hit points) can be any number from the creature’s hit point maximum down to 0. This number changes frequently as a creature takes damage or receives healing.

Whenever a creature takes damage, that damage is subtracted from its hit points. The loss of hit points has no effect on a creature’s capabilities until the creature drops to 0 hit points.
**Damage Rolls**

Each weapon, power, and harmful monster ability specifies the damage it deals. You roll the damage die or dice, add any modifiers, and apply the damage to your target. Modified weapons, special abilities, and other factors can grant a bonus to damage.

When attacking with a **weapon**, you add your ability modifier—the same modifier used for the attack roll—to the damage. A **power** tells you which dice to roll for damage and whether to add any modifiers.

If a power or other effect deals damage to **more than one target** at the same time, roll the damage once for all of them. For example, when a consular casts **lightning** or an engineer casts explosion, the power’s damage is rolled once for all creatures caught in the blast.

**Critical Hits**

When you score a critical hit, you get to roll extra dice for the attack’s damage against the target. Roll all of the attack’s damage dice twice and add them together. Then add any relevant modifiers as normal. To speed up play, you can roll all the damage dice at once.

For example, if you score a critical hit with a vibrodagger, roll 2d4 for the damage, rather than 1d4, and then add your relevant ability modifier. If the attack involves other damage dice, such as from the rogue’s Sneak Attack feature, you roll those dice twice as well.

**Damage Types**

Different attacks, damaging spells, and other harmful effects deal different types of damage. Damage types have no rules of their own, but other rules, such as damage resistance, rely on the types.

The damage types follow, with examples to help a DM assign a damage type to a new effect.

- **Acid**: Viles of corrosive liquid or an engineer’s acid splash deal acid damage.
- **Cold**: The chill energy of carbonite and cryogenisis deal cold damage.
- **Energy**: Energy damage is the damage dealt by blaster weapons, lightsabers, and other powers or abilities.
- **Fire**: The concussive damage of an explosion or an open flame deal fire damage.
- **Force**: Certain force powers that channel the pure energy of the Force deal force damage.
- **Ion**: Ion damage is a special damage type that is most effective against mechanical targets, such as droids, constructs, vehicles, or space ships.
- **Kinetic**: Kinetic damage encompasses all physical damage commonly dealt by vibroweapons.
- **Lightning**: The electrifying energy of the force lightning or electroshock powers deal lightning damage.
- **Necrotic**: Necrotic damage, dealt by powers like death field, withers matter and even the soul.
- **Poison**: Venomous stings and the toxic poison spray power deal poison damage.
- **Psychic**: The crippling agony causes by powers like feedback deal psychic damage.
- **Sonic**: Debilitating noises cause sonic damage.

**Damage Resistance and Vulnerability**

Some creatures and objects are exceedingly difficult or unusually easy to hurt with certain types of damage. If a creature or an object has resistance to a damage type, damage of that type is halved against it. If a creature or an object has vulnerability to a damage type, damage of that type is doubled against it.

Resistance and then vulnerability are applied after all other modifiers to damage. For example, a creature has resistance to kinetic damage and is hit by an attack that deals 25 kinetic damage. The creature is also within an aura that reduces all damage by 5. The 25 damage is first reduced by 5 and then halved, so the creature takes 10 damage.

Multiple instances of resistance or vulnerability that affect the same damage type count as only one instance. For example, if a creature has resistance to lightning damage as well as resistance to all nonforce-power damage, the damage of a nonforce-power lightning is reduced by half against the creature, not reduced by three-quarters.

**Healing**

Unless it results in death, damage isn’t permanent. Even death is reversible through certain powers. Rest can restore a creature’s hit points (as explained in chapter 8), and special methods such as a benevolence force power or a stimpack can remove damage in an instant.

When a creature receives healing of any kind, hit points regained are added to its current hit points. A creature’s hit points can’t exceed its hit point maximum, so any hit points regained in excess of this number are lost. For example, a consular grants a specialist 8 hit points of healing. If the specialist has 14 current hit points and has a hit point maximum of 20, the specialist regains 6 hit points from the consular, not 8.

A creature that has died can’t regain hit points until a power such as revitalize has restored it to life.

**Dropping to 0 Hit Points**

When you drop to 0 hit points, you either die outright or fall unconscious, as explained in the following sections.

**Describing the Effects of Damage**

Dungeon Masters describe hit point loss in different ways. When your current hit point total is half or more of your hit point maximum, you typically show no signs of injury. When you drop below half your hit point maximum, you show signs of wear, such as cuts and bruises. An attack that reduces you to 0 hit points strikes you directly, leaving a bleeding injury or other trauma, or it simply knocks you unconscious.
**Instant Death**
Massive damage can kill you instantly. When damage reduces you to 0 hit points and there is damage remaining, you die if the remaining damage equals or exceeds your hit point maximum.

For example, a consular with a maximum of 12 hit points currently has 6 hit points. If she takes 18 damage from an attack, she is reduced to 0 hit points, but 12 damage remains. Because the remaining damage equals her hit point maximum, the consular dies.

**Falling Unconscious**
If damage reduces you to 0 hit points and fails to kill you, you fall unconscious (see appendix A). This unconsciousness ends if you regain any hit points.

**Death Saving Throws**
Whenever you start your turn with 0 hit points, you must make a special saving throw, called a death saving throw, to determine whether you creep closer to death or hang onto life. Unlike other saving throws, this one isn’t tied to any ability score. You are in the hands of fate now, aided only by spells and features that improve your chances of succeeding on a saving throw. Roll a d20. If the roll is 10 or higher, you succeed. Otherwise, you fail. A success or failure has no effect by itself. On your third success, you become stable (see below). On your third failure, you die. The successes and failures don’t need to be consecutive; keep track of both until you collect three of a kind. The number of both is reset to zero when you regain any hit points or become stable.

**Rolling 1 or 20.** When you make a death saving throw and roll a 1 on the d20, it counts as two failures. If you roll a 20 on the d20, you regain 1 hit point.

**Damage at 0 Hit Points.** If you take any damage while you have 0 hit points, you suffer a death saving throw failure. If the damage is from a critical hit, you suffer two failures instead. If the damage equals or exceeds your hit point maximum, you suffer instant death.

**Stabilizing a Creature**
The best way to save a creature with 0 hit points is to heal it. If healing is unavailable, the creature can at least be stabilized so that it isn’t killed by a failed death saving throw.

You can use your action to administer first aid to an unconscious creature and attempt to stabilize it, which requires a successful DC 10 Wisdom (Medicine) check.

A stable creature doesn’t make death saving throws, even though it has 0 hit points, but it does remain unconscious. The creature stops being stable, and must start making death saving throws again, if it takes any damage. A stable creature that isn’t healed regains 1 hit point after 1d4 hours.

**Monsters and Death**
Most DMs have a monster die the instant it drops to 0 hit points, rather than having it fall unconscious and make death saving throws.

Mighty villains and special nonplayer characters are common exceptions; the DM might have them fall unconscious and follow the same rules as player characters.

**Knocking a Creature Out**
Sometimes an attacker wants to incapacitate a foe, rather than deal a killing blow. When an attacker reduces a creature to 0 hit points with a melee attack, the attacker can knock the creature out. The attacker can make this choice the instant the damage is dealt. The creature falls unconscious and is stable.
Temporary Hit Points

Some spells and special abilities confer temporary hit points to a creature. Temporary hit points aren’t actual hit points; they are a buffer against damage, a pool of hit points that protect you from injury.

When you have temporary hit points and take damage, the temporary hit points are lost first, and any leftover damage carries over to your normal hit points. For example, if you have 5 temporary hit points and take 7 damage, you lose the temporary hit points and then take 2 damage.

Because temporary hit points are separate from your actual hit points, they can exceed your hit point maximum. A character can, therefore, be at full hit points and receive temporary hit points.

Healing can’t restore temporary hit points, and they can’t be added together. If you have temporary hit points and receive more of them, you decide whether to keep the ones you have or to gain the new ones. For example, if a power grants you 12 temporary hit points when you already have 10, you can have 12 or 10, not 22.

If you have 0 hit points, receiving temporary hit points doesn’t restore you to consciousness or stabilize you. They can still absorb damage directed at you while you’re in that state, but only true healing can save you.

Unless a feature that grants you temporary hit points has a duration, they last until they’re depleted or you finish a long rest.

Mounted Combat

A trooper charging into battle on a dewback, an engineer casting powers from the seat of a speeder, or a consular soaring through the sky on shuttle all enjoy the benefits of speed and mobility that a mount can provide.

An appropriately sized vehicle or a willing creature that is at least one size larger than you and that has an appropriate anatomy can serve as a mount, using the following rules.

Mounting and Dismounting

Once during your move, you can mount or dismount a vehicle creature that is within 5 feet of you. Doing so costs an amount of movement equal to half your speed. For example, if your speed is 30 feet, you must spend 15 feet of movement to mount a dewback. Therefore, you can’t mount it if you don’t have 15 feet of movement left or if your speed is 0.

If an effect moves your mount against its will while you’re on it, you must succeed on a DC 10 Dexterity saving throw or fall off the mount, landing prone in a space within 5 feet of it. If you’re knocked prone while mounted, you must make the same saving throw.

If your mount is knocked prone, you can use your reaction to dismount it as it falls and land on your feet. Otherwise, you are dismounted and fall prone in a space within 5 feet it.

Controlling a Mount

While you’re mounted, you have two options. You can either control the mount or allow it to act independently. Intelligent creatures act independently.

Underwater Combat

When adventurers pursue Karkarodon back to their undersea domain, fight off Gungans in an ancient shipwreck, or find themselves in a flooded dungeon room, they must fight in a challenging environment. Underwater the following rules apply.

When making a melee weapon attack, a creature that doesn’t have a swimming speed (either natural or granted by a power) has disadvantage on the attack roll unless the weapon is a vibrodagger or vibrospear.

A ranged weapon attack automatically misses a target beyond the weapon’s normal range. Even against a target within normal range, the attack roll has disadvantage.

Creatures and objects that are fully immersed in water have resistance to fire damage.
Chapter 10: Force- and Tech-casting

Magic exists in the worlds of Star Wars in the form of powers. This chapter provides the rules for casting these powers. There are two major sources of these power: the Force and technology. While multiple classes use the Force or technology to fuel their powers, there are only the two sources. Regardless, powers follow the rules here.

What is a Power?

A power is a discrete effect, a single shaping of the energies of the Force or a result of a technological formula, that creates a desired effect. In casting a power, a character carefully constructs the desired effect using the source of their power, and then releases it, all in the span of seconds.

Powers can be versatile tools, weapons, or protective wards. They can deal damage or undo it, impose or remove conditions (see appendix A), drain life energy away, and restore life to the dead.

A great number of powers exist, and over time many have been created and forgotten. An ancient force technique may exist in a long-lost holocron, or a piece of Rakatan schemata may contain revolutionary tech.

Power Level

Every power has a level from 0 to 9. A power’s level is a general indicator of how powerful it is, with the lowly burst of speed at 1st level and the powerful explosion at 9th. At-will powers—simple but effective powers that characters can cast almost by rote—are level 0. The higher a power’s level, the higher level a force- or tech-caster must be to use that power.

Power level and character level don’t correspond directly. Typically, a character has to be at least 17th level, not 9th level, to cast a 9th-level power.

Known Powers

Before a force- or tech-caster can use a power, he or she must have the power learned, or must have access to the power in an enhanced item. Once a power is learned, it is always prepared. The number of powers a caster can have at any given time depends on the character’s level.

Force and Tech Points

Regardless of how many powers a caster knows or prepares, he or she can cast only a limited number of powers before resting. Manipulating the Force and channeling its energy into even a simple power is physically and mentally taxing, and higher-level powers are even more so. Thus, each casting class’s description includes a table showing how many force or tech points a character can use at each character level. For example, the 3rd-level consular Umara has 12 force points.

When a character casts a power, he or she expends a number of points based on the level of the power. At-will powers always cost 0 points, while casting a power at any other level costs that level + 1 points, as shown in the Power Point Cost table below. When Umara casts project, a 1st-level power, she spends two of her 12 force points, leaving 10 remaining.

Finishing a long rest restores any expended force points, and finishing a short or long rest restores any expended tech points (see chapter 8 for the rules on resting).

Casting in Armor

Because of the mental focus and precise gestures required for force- and tech-casting, you must be proficient with the armor you are wearing to cast a power. You are otherwise too distracted and physically hampered by your armor for force- or tech-casting.

Casting a Power at a Higher Level

When a caster casts a power using at a higher level than the power’s normal level, the power assumes the higher level for that casting. For instance, if Umara casts project at 2nd-level, she uses three force points and that project is 2nd level.

Many powers have more powerful effects when cast at a higher level, as indicated in the Force Potency and Overcharge Tech sections of the power’s description.

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At-Will Powers

An at-will power is one that can be cast without expending force or tech points. Repeated practice has fixed the power in the caster’s mind. An at-will power’s level is 0.
Casting a Power

When a character casts any power, the same basic rules are followed, regardless of the character’s class or the power’s effects.

Each power description in chapters 11 and 12 begins with a block of information, including the power’s name, level, alignment (for Force powers), prerequisites (if it has any), casting time, range, and duration. The rest of a power entry describes the power’s effect.

Prerequisites

Certain force powers are built as more powerful version of previous powers. They require that you know the previous power before you can learn the new one. If you are learning two or more powers at the same time, you can learn a power at the same time that you learn its prerequisites.

For instance, to learn the knight speed force power you would first need to learn the burst of speed power, as indicated by its prerequisites. To learn the master speed force power, you would first need to learn knight speed.

Casting Time

Most powers require a single action to cast, but some powers require a bonus action, a reaction, or much more time to cast.

Bonus Action

A power cast with a bonus action is especially swift. You must use a bonus action on your turn to cast the power, provided that you haven’t already taken a bonus action this turn. You can’t cast another power during the same turn, except for an at-will with a casting time of 1 action.

Reactions

Some powers can be cast as reactions. These powers take a fraction of a second to bring about and are cast in response to some event. If a power can be cast as a reaction, the power’s description tells you exactly when you can do so.

Longer Casting Times

Certain powers require more time to cast: minutes or even hours. When you cast a power with a casting time longer than a single action or reaction, you must spend your action each turn casting the power, and you must maintain your concentration while you do so (see “Concentration” below). If your concentration is broken, the power fails, but you don’t expend force or tech points. If you want to try casting the power again, you must start over.

Range

The target of a power must be within the power’s range. For a power like shock, the target is a creature. For a power like explosion, the target is the point in space where the explosion occurs.

Most powers have ranges expressed in feet. Some power can target only a creature (including you) that you touch. Other powers, such as the shield power, affect only you. These powers have a range of self.

Powers that create cones or lines of effect that originate from you also have a range of self, indicating that the origin point of the power’s effect must be you (see “Areas of Effect” later in this chapter).

Once a power is cast, its effects aren’t limited by its range, unless the power’s description says otherwise.

Power Alignments

Most force powers are aligned with one of the opposing sides of the Force - light and dark - while many fall somewhere in the middle - universal. Certain archetypes and feats offer benefits to using powers of a specific alignment.

Duration

A power’s duration is the length of time the power persists. A duration can be expressed in rounds, minutes, hours, or even years. Some powers specify that their effects last until the powers are dispelled or destroyed.

Instantaneous

Many powers are instantaneous. The power harms, heals, creates, or alters a creature or an object in a way that can’t be dispelled, because its effect exists only for an instant.

Concentration

Some powers require you to maintain concentration in order to keep their effect active. If you lose concentration, such a power ends.

If a power must be maintained with concentration, that fact appears in its Duration entry, and the power specifies how long you can concentrate on it. You can end concentration at any time (no action required).

Normal activity, such as moving and attacking, doesn’t interfere with concentration. The following factors can break concentration:

- Casting another power that requires concentration. You lose concentration on a power if you cast another power that requires concentration. You can’t concentrate on two powers at once.
- Taking damage. Whenever you take damage while you are concentrating on a power, you must make a Constitution saving throw to maintain your concentration. The DC equals 10 or half the damage you take, whichever number is higher. If you take damage from multiple sources, such as a blaster shot and a force power, you make a separate saving throw for each source of damage.
- Being incapacitated or killed. You lose concentration on a power if you are incapacitated or if you die. The DM might also decide that certain environmental phenomena, such as turbulences on a ship or rocky terrain on a speeder, require you to succeed on a DC 10 Constitution saving throw to maintain concentration on a power.
Targets
A typical power requires you to pick one or more targets to be affected by the power’s effect. A power’s description tells you whether the power targets creatures, objects, or a point of origin for an area of effect (described below). Unless a power has a perceptible effect, a creature might not know it was targeted by a power at all. An effect like crackling lightning is obvious, but a more subtle effect, such as an attempt to read a creature’s thoughts, typically goes unnoticed, unless a power says otherwise.

A Clear Path to the Target
To target something, you must have a clear path to it, so it can’t be behind total cover.

If you place an area of effect at a point that you can’t see and an obstruction, such as a wall, is between you and that point, the point of origin comes into being on the near side of that obstruction.

Targeting Yourself
If a power targets a creature of your choice, you can choose yourself, unless the creature must be hostile or specifically a creature other than you. If you are in the area of effect of a power you cast, you can target yourself.

Areas of Effect
Powers such as *force storm* and *explosion* cover an area, allowing them to affect multiple creatures at once.

A power’s description specifies its area of effect, which typically has one of five different shapes: cone, cube, cylinder, line, or sphere. Every area of effect has a point of origin, a location from which the power’s effect erupts. The rules for each shape specify how you position its point of origin. Typically, a point of origin is a point in space, but some powers have an area whose origin is a creature or an object.

A power’s effect expands in straight lines from the point of origin. If no unblocked straight line extends from the point of origin to a location within the area of effect, that location isn’t included in the power’s area. To block one of these imaginary lines, an obstruction must provide total cover, as explained in chapter 9.

Cone
A cone extends in a direction you choose from its point of origin. A cone’s width at a given point along its length is equal to that point’s distance from the point of origin. A cone’s area of effect specifies its maximum length.

A cone’s point of origin is not included in the cone’s area of effect, unless you decide otherwise.

Cube
You select a cube’s point of origin, which lies anywhere on a face of the cubic effect. The cube’s size is expressed as the length of each side.

A cube’s point of origin is not included in the cube’s area of effect, unless you decide otherwise.

Cylinder
A cylinder’s point of origin is the center of a circle of a particular radius, as given in the power description. The circle must either be on the ground or at the height of the power effect. The energy in a cylinder expands in straight lines from the point of origin to the perimeter of the circle, forming the base of the cylinder. The power’s effect then shoots up from the base or down from the top, to a distance equal to the height of the cylinder.

A cylinder’s point of origin is included in the cylinder’s area of effect.

Line
A line extends from its point of origin in a straight path up to its length and covers an area defined by its width. A line’s point of origin is not included in the lines area of effect, unless you decide otherwise.

Sphere
You select a sphere’s point of origin, and the sphere extends outward from that point. The sphere’s size is expressed as a radius in feet that extends from the point.

A sphere’s point of origin is included in the sphere’s area of effect.

Saving Throws
Many powers specify that a target can make a saving throw to avoid some or all of a power’s effects. The power specifies the ability that the target uses for the save and what happens on a success or failure.

The DC to resist one of your powers equals 8 + your force- or tech-casting ability modifier + your proficiency bonus + any special modifiers.

Attack Rolls
Some powers require the caster to make an attack roll to determine whether the power effect hits the intended target. Your attack bonus with a power attack equals your force- or tech-casting ability modifier + your proficiency bonus. Most powers that require attack rolls involve ranged attacks. Remember that you have disadvantage on a ranged attack roll if you are within 5 feet of a hostile creature that can see you and that isn’t incapacitated (see chapter 9).

Combining Effects
The effects of different powers add together while the durations of those powers overlap. The effects of the same power cast multiple times don’t combine, however. Instead, the most potent effect—such as the highest bonus—from those castings applies while their durations overlap.

For example, if two consulars cast *guidance* on the same target, that character gains the power’s benefit only once; he or she doesn’t get to roll two bonus dice.
**Chapter 11: Force Powers**

**At-Will**
- Affect Mind
- Denounce
- Enfeeble
- Feedback
- Force Push/Pull
- Give Life
- Guidance
- Mind Trick
- Overcharge Saber
- Resistance
- Saber Ward
- Shock
- Spare the Dying
- Throw Lightsaber
- Turbulence

**1st-Level**
- Battle Precognition
- Beast Trick
- Breath Control
- Burst of Speed
- Cloud Mind
- Curse
- Fear
- Force Body
- Force Jump
- Heal
- Hex
- Improved Feedback
- Project
- Saber Reflect
- Sanctuary
- Sap Vitality

**2nd-Level**
- Slow
- Valor
- Wound
- Affliction
- Battle Meditation
- Calm Emotions
- Coerce Mind
- Darkness
- Dissuade Mind
- Drain Vitality
- Force Barrier
- Force Camouflage
- Force Confusion
- Force Enlightenment
- Force Sight
- Locate Object
- Phasewalk
- Stun
- Stun Droid

**3rd-Level**
- Aura of Vigor
- Choke
- Force Lightning
- Force Scream
- Force Suppression
- Force Trance
- Horror
- Knight Speed
- Plague
- Plant Surge
- Sever Force
- Share Life
- Telekinetic Gust

**4th-Level**
- Aura of Purity
- Disable Droid
- Dominate Beast
- Drain Life
- Force Immunity
- Freedom of Movement
- Grasping Vine
- Improved Force Camouflage
- Locate Creature
- Shocking Shield
- Shroud of Darkness

**5th-Level**
- Dominate Mind
- Greater Feedback
- Improved Battle Meditation
- Improved Force Scream
- Improved Heal
- Improved Phasewalk
- Insanity
- Revitalize
- Skill Empowerment
- Stasis
- Steel Wind Strike
- Syphon Life
- Telekinesis

**6th-Level**
- Force Chain Lightning
- Kill
- Improved Force Immunity
- Mass Coerce Mind
- Mass Dissuade Mind
- Master Force Camouflage
- Rage
- Scourge
- Telekinetic Burst
- Wall of Light

**7th-Level**
- Crush
- Destroy Droid
- Force Lightning Cone
- Force Mend
- Force Project
- Improved Revitalize
- Master Speed
- Whirlwind

**8th-Level**
- Death Field
- Dominate Monster
- Force Link
- Maddening Darkness
- Master Force Immunity
- Master Force Scream
- Mind Blank
- Stasis Field
- Telekinetic Wave

**9th-Level**
- Force Storm
- Master Battle Meditation
- Master Heal
- Master Revitalize
- Precognition
- Master Feedback
**Affect Mind**

*At-will universal power*

**Casting Time:** 1 action  
**Range:** 30 feet  
**Duration:** Concentration, up to 1 minute

Choose a target within range that isn't hostile toward you. The target must make a Wisdom saving throw. On a failed save, you have advantage on all Charisma checks directed at that target.

On a successful save, the creature realizes that you tried to use the Force to influence its mood and becomes hostile toward you. A creature prone to violence might attack you. Another creature might seek retribution in other ways (at the DM's discretion) depending on the nature of your interaction with it. This power has no effect on droids or constructs.

**Affliction**

*2nd-level dark side power*

**Prerequisite:** Slow  
**Casting Time:** 1 action  
**Range:** 30 feet  
**Duration:** Concentration, up to 1 minute

Choose a creature that you can see within range. That creature must make a Wisdom saving throw. On a failed save, the target's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or items, it can't make more than one melee or ranged attack during its turn.

If the creature attempts to cast a power with a casting time of 1 action, roll a d20. On an 11 or higher, the power doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the power. If it can't, the power is wasted.

The creature makes another Wisdom saving throw at the end of its turn. On a successful save, the effect ends.

**Aura of Purity**

*4th-level light side power*

**Casting Time:** 1 action  
**Range:** Self (30-foot radius)  
**Duration:** Concentration, up to 10 minutes

Purifying energy radiates from you in a 30-foot radius. Until the power ends, the aura moves with you, centered on you. Each nonhostile creature in the aura (including you) can't become diseased, has resistance to poison damage, and has advantage on saving throws against effects that cause any of the following conditions: blinded, charmed, deafened, frightened, paralyzed, poisoned, and stunned.

**Aura of Vigor**

*3rd-level light side power*

**Casting Time:** 1 action  
**Range:** Self (30-foot radius)  
**Duration:** Concentration, up to 1 minute

Envigorating energy radiates from you in a 30-foot radius. Until the power ends, the aura moves with you, centered on you. Each nonhostile creature in the aura (including you) deals an extra 1d4 damage with weapon attacks.

**Battle Meditation**

*2nd-level universal power*

**Casting Time:** 1 action  
**Range:** Self (5-foot radius)  
**Duration:** Concentration, up to 1 minute

You exude an aura out to 5 feet that boosts the morale and overall battle prowess you and your allies while simultaneously reducing the opposition's combat-effectiveness by eroding their will to fight.

Whenever you or a friendly creature within your meditation makes an attack roll or a saving throw, they can roll a d4 and add the number rolled to the attack roll or saving throw.

Whenever a hostile creature within your meditation makes an attack roll or saving throw, it must first make a Charisma saving throw. On a failed save, it must roll a d4 and subtract the number rolled from the attack roll or saving throw. On a successful save, it is immune to this power for 1 day.

**Battle Precognition**

*1st-level universal power*

**Casting Time:** 1 action  
**Range:** Self  
**Duration:** 8 hours

Your attunement to the Force warns you when you are about to enter danger. Until the power ends, your base AC becomes 13 + your Dexterity modifier. This power has no effect if you are wearing armor.

**Beast Trick**

*1st-level light side power*

**Casting Time:** 1 action  
**Range:** 30 feet  
**Duration:** ** 24 hours

This power lets you distract a beast. Choose a beast that you can see within range. If the beast's Intelligence is 4 or higher, the power fails. Otherwise, the beast must succeed on a Wisdom saving throw or be charmed by you for the spell's duration. If you or one of your companions harms the target, the power ends.

**Force Potency.** When you cast this power using a force slot of 2nd level or higher, you can affect one additional beast for each slot level above 1st.

**Breath Control**

*1st-level universal power*

**Casting Time:** 1 action  
**Range:** Self  
**Duration:** 10 minutes

You are able to slow your metabolism in such a way that you can stop breathing and resist the effect of toxins in your body. If you are poisoned, you neutralize the poison. If more than one poison afflicts you, you neutralize one poison that you know is present, or you neutralize one at random.

For the duration, you have advantage on saving throws against being poisoned, resistance to poison damage, and you no longer need to breathe.
BURST OF SPEED
1st-level universal power

Casting Time: 1 action
Range: Touch
Duration: 1 hour

You touch a creature. The target's speed increases by 10 feet until the power ends.

Force Potency: When you cast this power using a force slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

CALM EMOTIONS
2nd-level light side power

Casting Time: 1 action
Range: 60 feet
Duration: Concentration, up to 1 minute

You attempt to suppress strong emotions in a group of people. Each humanoid in a 20-foot-radius sphere centered on a point you choose within range must make a Charisma saving throw or be suppressed. The suppression lasts until the end of your next turn. Creatures within 20 feet of a point you choose within range must make a Charisma saving throw to ignore this effect.

Force Potency: When you cast this power using a force slot of 2nd level or higher, you can roll an additional 2d8 for each slot level above 1st.

CHOKE
3rd-level dark side power

Prerequisite: Wound
Casting Time: 1 action
Range: 60 feet
Duration: Instantaneous

You make a constricting gesture at a creature within range. Make a ranged force attack against the target. On a hit, the target takes 3d8 necrotic damage and must make a Constitution saving throw. On a failed save, the target becomes restrained until the end of your next turn.

Force Potency: When you cast this power using a force slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

CLOUD MIND
1st-level light side power

Casting Time: 1 action
Range: 90 feet
Duration: 1 minute

Roll 5d8; the total is how many hit points of creatures this power can affect. Creatures within 20 feet of a point you choose are affected in order of their current hit points.

Starting with the creature that has the lowest current hit points, each creature affected by this power falls unconscious. If the power ends, the sleeper takes damage, or someone uses an action to wake the sleeper, they will be awoken. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

This power has no effect on droids or constructs.

FORCE POTENCY.

When you cast this power using a force slot of 2nd level or higher, you can roll an additional 2d8 for each slot level above 1st.

COERCE MIND
2nd-level universal power

Prerequisite: Affect Mind
Casting Time: 1 action
Range: 30 feet
Duration: Concentration, up to 8 hours

You suggest a course of activity (limited to a sentence or two) and influence with the Force a creature you can see within range that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to harm itself automatically negates the effect of the spell.

The target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the power ends when the subject finishes what it was asked to do.

You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a knight give her warhorse to the first beggar she meets. If the condition isn't met before the power expires, the activity isn't performed.

If you or any of your companions damage the target, the power ends. This power has no effect on droids or constructs.

CRUSH
7th-level dark side power

Casting Time: 1 action
Range: 60 feet
Duration: Instantaneous

You telekinetically crush a creature you can see within range, causing waves of intense pain to assail it. If the target has 100 hit points or fewer, it is subject to crippling pain. Otherwise, the power has no effect on it.

While the target is affected by crippling pain, any speed that it has can be no higher than 10 feet. The target also has disadvantage on attack rolls, ability checks, and saving throws, other than Constitution saving throws. Finally, if the target tries to cast a power, it must first succeed on a Constitution saving throw, or the casting fails and the power is wasted.

A target suffering this pain can make a Constitution saving throw at the end of each of its turns. On a successful save, the pain ends.
**Curse**

1st-level dark side power

**Prerequisite:** Denounce  
**Casting Time:** 1 action  
**Range:** 30 feet  
**Duration:** Concentration, up to 1 minute

Up to three creatures of your choice that you can see within range must make Wisdom saving throws. Whenever a target that fails this saving throw makes an attack roll or a saving throw before the power ends, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw.

**Force Potency:** When you cast this power using a force slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

**Darkness**

2nd-level dark side power  

**Casting Time:** 1 action  
**Range:** 60 feet  
**Duration:** Concentration, up to 10 minutes

Darkness spreads from a point you choose within range to fill a 15-foot-radius sphere until the power ends. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and unenhanced light can't illuminate it.

If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness comes from the object and moves with it. Completely covering the source of the darkness with an opaque object blocks the darkness.

If this power's area overlaps with light created by a 2nd-level power or lower, this power and the light are dispelled.

**Denounce**

At-will dark side power  

**Casting Time:** 1 action  
**Range:** 15 feet  
**Duration:** Concentration, up to 1 minute

A target of your choice within range must make a Wisdom saving throw. On a failed save, when the target makes their next attack roll or saving throw they must roll a d4 and subtract the number from it. The power then ends.

**Death Field**

8th-level dark side power  

**Prerequisite:** Syphon Life  
**Casting Time:** 1 action  
**Range:** 90 feet (30-foot cube)  
**Duration:** Instantaneous

You draw the life force from every creature in a 30-foot cube centered on a point you choose within range. Each creature in that area must make a Constitution saving throw. A creature takes 10d8 necrotic damage on a failed save, or half as much damage on a successful one. If you reduce a hostile creature to 0, you gain temporary hit points equal to half the damage dealt. This power has no effect on droids or constructs.

**Destroy Droid**

7th-level light side power  

**Prerequisite:** Stun Droid  
**Casting Time:** 1 action  
**Range:** 120 feet (30-foot cube)  
**Duration:** Concentration, up to 1 minute

Choose a point that you can see within range. Each droid must succeed on a Constitution saving throw or be paralyzed for the duration. At the beginning of each of its turns, the droid takes energy damage equal to twice your forcecasting modifier and then repeats this saving throw. On a success, the power ends on the target.

**Disable Droid**

4th-level light side power  

**Prerequisite:** Stun Droid  
**Casting Time:** 1 action  
**Range:** 90 feet (15-foot cube)  
**Duration:** Concentration, up to 1 minute

Choose a point that you can see within range. Each droid must succeed on a Constitution saving throw or be paralyzed for the duration. At the beginning of each of its turns, the droid takes energy damage equal to your forcecasting modifier. At the beginning of each of at target's turns, it can make another Wisdom saving throw. On a success, the power ends on the target.

**Dissuade Mind**

2nd-level universal power  

**Prerequisite:** Affect Mind  
**Casting Time:** 1 action  
**Range:** 30 feet  
**Duration:** Concentration, up to 8 hours

You describe a course of activity (limited to a sentence or two) and dissuade with the Force a creature you can see within range that can hear and understand you from performing that activity. Creatures that can't be charmed are immune to this effect.

The target must make a Wisdom saving throw. On a failed save, the target has disadvantage on any ability checks made to carry out the activity you described. You may specify conditions that will end the power early if they are met.

If you or any of your companions damage the target, the power ends. This power has no effect on droids or constructs.
**Dominate Beast**

*4th-level dark side power*

**Casting Time:** 1 action  
**Range:** 60 feet  
**Duration:** Concentration, up to 1 minute

A beast you can see must succeed on a Wisdom save or be charmed. If you or your companions are fighting it, it has advantage on this saving throw.

While it’s charmed, you have a telepathic link to it if you’re on the same planet. You can use this link to issue commands while you are conscious, no action required, which it does its best to obey. You can specify a simple and general course of action. If it completes the order and doesn’t receive further orders, it focuses on defending itself.

You can use your action to take total control of the target. Until the end of your next turn, the beast takes only the actions you choose and nothing you don’t allow it to. You can also have the beast use a reaction, but this takes your reaction as well.

If the beast takes damage, it makes another Wisdom save. On a success, the power ends.

*Force Potency.* When you cast this power using a 5th-level force slot, the duration is up to 10 minutes. At a 6th-level slot, the duration is up to 1 hour. At a slot of 7th or higher, the duration is up to 8 hours.

**Dominate Mind**

*5th-level universal power*

**Prerequisite:** Coerce Mind  
**Casting Time:** 1 action  
**Range:** 60 feet  
**Duration:** Concentration, up to 1 minute

You attempt to beguile a humanoid that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the target is charmed, you have a telepathic link with it as long as you are within 1 mile of it. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as “Attack that creature,” “Run over there,” or “Fetch that object.” If the creature completes the order and doesn’t receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn’t do anything that you don’t allow it to do. During this time you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes another Wisdom saving throw against the power. If the saving throw succeeds, the power ends.

*Force Potency.* When you cast this power using a 9th-level force slot, the duration is concentration, up to 8 hours.

**Drain Life**

*4th-level dark side power*

**Prerequisite:** Drain Vitality  
**Casting Time:** 1 action  
**Range:** 60 feet  
**Duration:** Instantaneous

You draw the life force from a creature you can see within range. The target must make a Constitution saving throw. The target takes 8d8 necrotic damage on a failed save, or half as much damage on a successful one. If you reduce a hostile creature to 0, you gain temporary hit points equal to half the damage dealt. This power has no effect on droids or constructs.

*Force Potency.* When you cast this power using a force slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.
**Drain Vitality**  
*2nd-level dark side power*  
**Prerequisite:** Sap Vitality  
**Casting Time:** 1 action  
**Range:** 60 feet  
**Duration:** Concentration, up to 1 minute

You draw the willpower from a creature you can see within range. Make a ranged force attack against the target. On a hit, the target takes 2d6 necrotic damage and must make a Constitution saving throw. On a failed save, it deals only half damage with weapon attacks that use Strength until the power ends.

At the end of each of the target’s turns, it can make a Constitution saving throw against the power. On a success, the power ends.

*Force Potency.* When you cast this power using a force slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

**Enfeeble**  
*1st-level dark side power*  
**Casting Time:** 1 action  
**Range:** 60 feet  
**Duration:** Instantaneous

A target you choose must succeed on a Wisdom saving throw. If it's is missing any hit points, it takes 1d12 necrotic damage. Otherwise, it takes 1d8.

The spell's damage increases by one die when you reach 5th, 11th, and 17th level.

**Fear**  
*1st-level dark side power*  
**Casting Time:** 1 action  
**Range:** 60 feet  
**Duration:** Concentration, up to 1 minute

You awaken the sense of mortality in one creature you can see within range. The target must succeed on a Wisdom saving throw or become frightened for the duration. A target with 25 hit points or fewer makes the saving throw with disadvantage. This power has no effect on constructs or droids.

**Feedback**  
*At-will dark side power*  
**Casting Time:** 1 action  
**Range:** 60 feet  
**Duration:** Instantaneous

You unleash a burst of psychic energy at a target within range. If the target can hear you (though it need not understand you), it must succeed on a Wisdom saving throw or take 1d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn. This power's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

**Force Barrier**  
*2nd-level light side power*  
**Casting Time:** 1 action  
**Range:** 30 feet  
**Duration:** 8 hours

This power bolsters your allies with toughness and resolve. Choose up to three creatures within range. Each target's hit point maximum and current hit points increase by 5 for the duration.

*Force Potency.* When you cast this power using a force slot of 3rd level or higher, a target's hit points increase by an additional 5 for each slot level above 2nd.

**Force Body**  
*1st-level universal power*  
**Casting Time:** 1 action  
**Range:** Self  
**Duration:** 1 hour

This power enables you to use your health to fuel your force powers. For the duration, when you cast a force power, half the cost is paid by your force points (rounded up) and half the cost is paid by your health points (rounded down).

You may end this effect at any time. If you cast a force power that would reduce your hit points to 0, the power automatically fails and this effect ends.

**Force Breach**  
*5th-level universal power*  
**Casting Time:** 1 action  
**Range:** 120 feet (20-foot cube)  
**Duration:** Instantaneous

Choose a spot within range. All force powers of 5th level or lower in the area end. For each force power of 6th level or higher in the area, make an ability check using your forcecasting ability. The DC equals 10 + the power’s level. On a successful check, the force power ends.

*Force Potency.* When you cast this power using a force slot of 6th level or higher, you automatically end the effects of a force power on the target if the power’s level is equal to or less than the level of the force slot you used.

**Force Camouflage**  
*2nd-level universal power*  
**Casting Time:** 1 action  
**Range:** Self  
**Duration:** Concentration, up to 1 minute

You become invisible until the power ends. Anything you are wearing or carrying is invisible as long as it is on your person. The power ends if you attack or cast a power.
**Force Chain Lightning**  
*6th-level dark side power*

**Prerequisite:** Force Lightning  
**Casting Time:** 1 action  
**Range:** 150 feet  
**Duration:** Instantaneous

You create a bolt of lightning that arcs toward a target of your choice that you can see within range. Three bolts then leap from that target to as many as three other targets, each of which must be within 30 feet of the first target. A target can be a creature or an object and can be targeted by only one of the bolts.

A target must make a Dexterity saving throw. The target takes 10d8 lightning damage on a failed save, or half as much damage on a successful one.

**Force Potency:** When you cast this power using a force slot of 7th level or higher, one additional bolt leaps from the first target to another target for each slot level above 6th.

**Force Confusion**  
*2nd-level universal power*

**Prerequisite:** Mind Trick  
**Casting Time:** 1 action  
**Range:** 120 feet  
**Duration:** Concentration, up to 1 minute

One humanoid of your choice that you can see within range must succeed on a Wisdom saving throw or become charmed by you for the duration. The charmed target must use its action before moving on each of its turns to make a melee attack against a creature other than itself that you mentally choose.

The target can act normally on its turn if you choose no creature or if none are within its reach.

On your subsequent turns, you must use your action to maintain control over the target, or the power ends. Also, the target can make a Wisdom saving throw at the end of each of its turns. On a success, the power ends.

**Force Enlightenment**  
*2nd-level light side power*

**Casting Time:** 1 action  
**Range:** Touch  
**Duration:** Concentration, up to 1 hour

You touch a creature and enhance it with the Force. Choose one of the following effects; the target gains that effect until the power ends.

**Endurance.** The target has advantage on Constitution checks. It also gains 2d6 temporary hit points, which are lost when the power ends.

**Strength.** The target has advantage on Strength checks, and his or her carrying capacity doubles.

**Dexterity.** The target has advantage on Dexterity checks. It also doesn’t take damage from falling 20 feet or less if it isn’t incapacitated.

**Splendor.** The target has advantage on Charisma checks.

**Cunning.** The target has advantage on Intelligence checks.

**Wisdom.** The target has advantage on Wisdom checks.

**Force Potency.** When you cast this power using a force slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

**Force Immunity**  
*4th-level universal power*

**Casting Time:** 1 action  
**Range:** Self  
**Duration:** Concentration, up to 1 minute

An immovable, faintly shimmering barrier springs into existence around you and remains for the duration. The barrier moves with you.

Any force power of 3rd level or lower cast from outside the barrier can’t affect you, even if the power is cast using a higher level force slot. Such a power can target you, but the power has no effect on you. Similarly, the area within the barrier is excluded from the areas affected by such powers.

**Force Potency.** When you cast this power using a force slot of 5th level or higher, the barrier blocks powers of one level higher for each slot level above 4th.

**Force Jump**  
*1st-level universal power*

**Casting Time:** 1 action  
**Range:** Self  
**Duration:** Instantaneous

Using the force to augment the strength in your legs, you leap up to 30 feet to an unoccupied space you can see.

**Force Potency.** When you cast this power using a force slot of 2nd level or higher, your jump distance increases by 5 feet for each slot level above 1st.

**Force Lightning**  
*3rd-level dark side power*

**Prerequisite:** Shock  
**Casting Time:** 1 action  
**Range:** Self (100-foot line)  
**Duration:** Instantaneous

A stroke of lightning forming a line 100 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one.

The lightning ignites flammable objects in the area that aren’t being worn or carried.

**Force Potency.** When you cast this power using a force slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

**Force Lightning Cone**  
*7th-level dark side power*

**Prerequisite:** Force Chain Lightning  
**Casting Time:** 1 action  
**Range:** Self (60-foot cone)  
**Duration:** Instantaneous

Lightning arcs from your hands. Each creature in a 60-foot cone must make a Dexterity saving throw. A creature takes 12d6 lightning damage on a failed save, or half as much on a successful one.

**Force Potency.** When you cast this power using a force slot of 8th level or higher, the damage increases by 2d6 for each slot level above 7th.
Force Link
8th-level universal power
Casting Time: 1 action
Range: Unlimited
Duration: 24 hours

You create a telepathic link between yourself and a willing creature with which you are familiar. Until the power ends, you and the target can instantaneously share words, images, sounds, and other sensory messages with one another through the link, and the target recognizes you as the creature it is communicating with. The power enables a creature with an Intelligence score of at least 1 to understand the meaning of your words and take in the scope of any sensory messages you send to it.

Force Mend
7th-level light side power
Casting time: 1 minute
Range: Touch
Duration: 1 hour

You touch a creature and stimulate its natural healing ability. The target regains 4d8+15 hit points. For the duration of the power, the target regains 1 hit point at the start of each of its turns (10 hit points each minute).

If the creature has a severed part you hold it to the stump, the power instantaneously causes the limb to knit to the stump.

Force Project
7th-level universal power
Casting Time: 1 action
Range: Self
Duration: Concentration, up to 1 day

You create an illusory copy of yourself that lasts for the duration. The copy can appear at any location that you have seen before, regardless of intervening obstacles. The illusion looks and sounds like you but is intangible. If the illusion takes any damage, it disappears, and the power ends.

You can use your action to move this illusion up to twice your speed, and make it gesture, speak, and behave in whatever way you choose. It mimics your mannerisms perfectly.

You can see through its eyes and hear through its ears as if you were in its space. On your turn as a bonus action, you can switch from using its senses to using your own, or back again. While you are using its senses, you are blinded and deafened in regard to your own surroundings.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your force save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and any noise it makes sounds hollow to the creature.

Force Push/Pull
At-will universal power
Casting Time: 1 action
Range: 30 feet
Duration: Instantaneous

You use the Force to push or pull on on a target. Make a ranged force attack against the target. If the attack hits, the creature takes 1d6 force damage, and if the creature is Large or smaller, you push or pull the creature up to 10 feet further or closer to you.

This damage increases to 2d6 at level 5, 3d6 at level 11, and 4d6 at level 17.

Force Scream
3rd-level dark side power
Casting Time: 1 action
Range: Self (15-foot radius)
Duration: Instantaneous

You emit a scream imbued with the power of the Force. Each creature you choose within 15 feet of you must succeed on a Constitution saving throw. On a failed save, a creature take 4d6 psychic damage, 4d6 sonic damage, and is deafened. On a successful save, it takes half as much damage and isn’t deafened.

Force Sight
2nd-level universal power
Casting Time: 1 action
Range: Self
Duration: Concentration, up to 10 minutes

You shift your vision to see through use of the Force; colors fade and inanimate objects appear as shades of gray. You gain the following benefits.

- Living things glow with the power of the Force. Those with an affinity for the light side glow blue, those with an affinity for the dark side glow red, and those with no attunement to either side of the Force glow yellow. How bright they glow is determined by how strong their connection to the Force is.
- You gain blindsight to 30 feet.
- You have advantage on Wisdom (Perception) checks against living targets that rely on sight within 30 feet.

Force Storm
9th-level dark side power
Prerequisite: Force Lightning Cone
Casting Time: 1 action
Range: 150 feet (60-foot cylinder)
Duration: Concentration, up to 1 minute

A crackling storm of lightning appears in a location you choose within range. Whenever a creature enters the storm or starts its turn there, it must make a Dexterity saving throw. On a failed save, it takes 30d6 lightning damage or half as much as a successful one.

The power damages objects in the area and ignites flammable objects that aren’t being worn or carried.
**Force Suppression**  
3rd-level universal power  
Casting Time: 1 action  
**Range:** 120 feet  
Duration: Instantaneous

Choose one creature, object, or force effect within range. Any force power of 3rd level or lower on the target ends. For each force power of 4th level or higher on the target, make an ability check using your forcecasting ability. The DC equals 10 + the power's level. On a successful check, the force power ends.

**Force Potency:** When you cast this power using a force slot of 4th level or higher, you automatically end the effects of a force power on the target if the power's level is equal to or less than the level of the force slot you used.

**Force Trance**  
3rd-level light side power  
Casting Time: 1 action  
**Range:** 30 feet  
Duration: 10 minutes

You make a calming gesture, and up to three willing creatures of your choice that you can see within range fall unconscious for the power's duration. The power ends on a target early if it takes damage or someone uses an action to shake or slap it awake. If a target remains unconscious for the full duration, that target gains the benefit of a short rest, and it can't be affected by this power again until it finishes a long rest.

**Force Potency:** When you cast this power using a force slot of 4th level or higher, you can target one additional willing creature for each slot level above 3rd.

**Freedom of Movement**  
4th-level universal power  
Casting Time: 1 action  
**Range:** Touch  
Duration: 1 hour

You touch a willing creature. Its movement is unaffected by difficult terrain, and powers and enhanced effects can't reduce its speed or cause it to be paralyzed or restrained. The target can spend 5 feet of movement to automatically escape from unenhanced restraints. Additionally, being underwater imposes no penalties on its movement or attacks.

**Give Life**  
At-will light side power  
Casting Time: 1 action  
**Range:** Touch  
Duration: Instantaneous

Placing your hand on another creature you can transfer your own life force to them. You spend and roll one of your hit dice and the creature regains that many hit points.

**Grasping Vine**  
4th-level light side power  
Prerequisite: Plant Surge  
Casting Time: 1 bonus action  
**Range:** 30 feet  
Duration: Concentration, up to 1 minute

You make a vine sprout from the ground in an unoccupied space you can see. When you cast this power, you can make the vine whip a creature up to 30 feet from it, if you can see the target. The creature must pass a Dexterity save or be pulled 20 feet directly toward the vine.

Until the power ends, you can use your bonus action to have the vine lash out again.

**Greater Feedback**  
5th-level dark side power  
Prerequisite: Improved Feedback  
Casting Time: 1 action  
**Range:** 120 feet  
Duration: Instantaneous

You choose a point within range and cause psychic energy to explode there. Each creature in a 20-foot-radius sphere centered on that point must make an Intelligence saving throw. A creature with an Intelligence score of 2 or lower can't be affected by this power. A target takes 8d6 psychic damage on a failed save, or half as much damage on a successful one.

After a failed save, a target has muddled thoughts for 1 minute. During that time, it rolls a d6 and subtracts the number rolled from all its attack rolls and ability checks, as well as its Constitution saving throws to maintain concentration. The target can make an Intelligence saving throw at the end of each of its turns, ending the effect on itself on a success.

**Guidance**  
At-will light side power  
Casting Time: 1 action  
**Range:** Touch  
Duration: Concentration, up to 1 minute

You touch one willing creature. Once before the power ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The power then ends.

**Heal**  
1st-level light side power  
Casting Time: 1 action  
**Range:** Touch  
Duration: Instantaneous

A creature you touch regains a number of hit points equal to 1d8 + your forcecasting ability modifier. This power has no effect on droids or constructs.

**Force Potency:** When you cast this power using a force slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.
**Hex**  
1st-level dark side power  
- **Casting Time:** 1 bonus action  
- **Range:** 90 feet  
- **Duration:** Concentration, up to 1 hour  

You curse an opponent within range. Until the power ends, you deal an extra 1d6 necrotic damage to the target whenever you hit it with an attack. Also, choose one ability when you cast the spell. The target has disadvantage on ability checks made with the chosen ability.

If the target drops to 0 hit points before this power ends, you can use a bonus action on a subsequent turn of yours to curse a new creature.

**Force Potency:** When you cast this power using a force slot of 3rd or 4th level, you can maintain your concentration on the power for up to 8 hours. When you use a force slot of 5th level or higher, you can maintain your concentration on the power for up to 24 hours.

**Improved Feedback**  
1st-level dark side power  
- **Prerequisite:** Feedback  
- **Casting Time:** 1 action  
- **Range:** 60 feet  
- **Duration:** Instantaneous  

You unleash a blast of psychic energy at a target within range. If the target can hear you (though it need not understand you), it must succeed on a Wisdom saving throw. On a failed save, it takes 3d6 psychic damage and must immediately use its reaction, if available, to move as far as its speed allows away from you. A deafened creature automatically succeeds on the save.

**Improved Force Camouflage**  
4th-level universal power  
- **Prerequisite:** Force Camouflage  
- **Casting Time:** 1 action  
- **Range:** Touch  
- **Duration:** Concentration, up to 1 minute  

A willing creature you touch becomes invisible until the power ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The power ends for a target that attacks or casts a power.

**Improved Force Scream**  
5th-level dark side power  
- **Prerequisite:** Force Scream  
- **Casting Time:** 1 action  
- **Range:** Self (30-foot radius)  
- **Duration:** Instantaneous  

You emit a violent scream imbued with the power of the Force. Each creature you choose within 30 feet of you must succeed on a Constitution saving throw. On a failed save, a creature takes 5d6 psychic damage, 5d6 sonic damage, is deafened, and is knocked prone. On a successful save, it takes half as much damage and isn't deafened or knocked prone.
**Improved Force Immunity**  
*6th-level universal power*  
**Prerequisite:** Force Immunity  
**Casting Time:** 1 action  
**Range:** Self (15-foot radius)  
**Duration:** Concentration, up to 1 minute  

An immobile, faintly shimmering barrier springs into existence in a 15-foot radius around you and remains for the duration. The barrier moves with you. Any force power of 5th level or lower cast from outside the barrier can't affect creatures or objects within it, even if the power is cast using a higher level force slot. Such a power can target creatures and objects within the barrier, but the power has no effect on them. Similarly, the area within the barrier is excluded from the areas affected by such powers.  

**Force Potency:** When you cast this power using a force slot of 7th level or higher, the barrier blocks powers of one level higher for each slot level above 6th.

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**Improved Heal**  
*5th-level light side power*  
**Prerequisite:** Heal  
**Casting Time:** 1 action  
**Range:** 60 feet  
**Duration:** Instantaneous  

A wave of healing energy washes out from a point of your choice within range. Choose up to six creatures in a 30-foot-radius sphere centered on that point. Each target regains hit points equal to 3d8 + your spellcasting ability modifier. This power has no effect on droids or constructs.  

**Force Potency:** When you cast this power using a force slot of 6th level or higher, the healing increases by 1d8 for each slot level above 5th.

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**Improved Phasewalk**  
*5th-level universal power*  
**Prerequisite:** Phasewalk  
**Casting Time:** 1 bonus action  
**Range:** Self  
**Duration:** Concentration, up to 1 minute  

You teleport up to 60 feet to an unoccupied space you can see. On each of your turns before the power ends, you can use a bonus action to teleport in this way again.

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**Improved Revitalize**  
*7th-level light side power*  
**Prerequisite:** Revitalize  
**Casting Time:** 10 minutes  
**Range:** Touch  
**Duration:** Instantaneous  

You return a dead creature you touch to life, provided that it has been dead no longer than 1 hour. If the creature's soul is both willing and at liberty to rejoin the body, the creature returns to life with all its hit points. This power also neutralizes any poisons and cures diseases that affected the creature at the time it died. This power closes all mortal wounds and restores any missing body parts. Coming back from the dead is an ordeal. The target takes a -4 penalty to all attack rolls, saving throws, and ability checks. Every time the target finishes a long rest, the penalty is reduced by 1 until it disappears.

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**Insanity**  
*5th-level dark side power*  
**Prerequisite:** Horror  
**Casting Time:** 1 action  
**Range:** Self (30-foot sphere)  
**Duration:** Concentration, up to 1 minute  

This power assaults and twists creatures' minds, spawning delusions and provoking uncontrolled action. Each creature in a 30-foot-radius sphere centered on you must succeed on a Wisdom saving throw when you cast this power or be affected by it. An affected target can't take reactions and must roll a d8 at the start of each of its turns to determine its behavior for that turn. This power has no effect on constructs or droids.

**d8 Behavior**

- **1**: The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.
- **2-6**: The creature doesn't move or take actions this turn.
- **7-8**: The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.

At the end of each of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that target.

**Force Potency:** When you cast this power using a power slot of 6th level or higher, the radius of the sphere increases by 5 feet for each force slot level above 5th.

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**Kill**  
*6th-level dark side power*  
**Prerequisite:** Choke  
**Casting Time:** 1 action  
**Range:** 60 feet  
**Duration:** Instantaneous  

You make a crushing gesture at a creature within range. Make a ranged force attack against the target. On a hit, the target takes 6d8 necrotic damage and must make a Constitution saving throw. On a failed save, it is also paralyzed until the end of your next turn.

**Force Potency:** When you cast this power using a force slot of 7th level or higher, the damage increases by 1d8 for each slot level above 6th.
**Shrieks, gibbering, and mad laughter can be heard within the sphere. Whenever a creature starts its turn in the sphere, it must make a Wisdom saving throw, taking 8d8 psychic damage on a failed save, or half as much damage on a successful one.**

**Mass Coerce Mind**  
*6th-level universal power*  

**Prerequisite:** Coerce Mind  

**Casting Time:** 1 action  

**Range:** 60 feet  

**Duration:** 24 hours  

You suggest a course of activity (limited to a sentence or two) and influence with the Force up to twelve creatures of your choice that you can see within range and that can hear and understand you. Creatures that can’t be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to harm itself automatically negates the effect of the spell. Each target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the power ends when the subject finishes what it was asked to do. You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a group of soldiers give all their money to the first beggar they meet. If the condition isn’t met before the power ends, the activity isn’t performed. If you or any of your companions damage a creature affected by this spell, the power ends for that creature. This power has no effect on droids or constructs.

**Force Potency.** When you cast this power using a 7th-level force slot, the duration is 10 days. When you use an 8th-level force slot, the duration is 30 days. When you use a 9th-level force slot, the duration is a year and a day.

**Mass Dissuade Mind**  
*6th-level universal power*  

**Prerequisite:** Dissuade Mind  

**Casting Time:** 1 action  

**Range:** 60 feet  

**Duration:** 24 hours  

You describe a course of activity (limited to a sentence or two) and dissuade with the Force up to twelve creatures of your choice that you can see within range and that can hear and understand you from performing that activity. Creatures that can’t be charmed are immune to this effect. Each creature must make a Wisdom saving throw. On a failed save, the target has disadvantage on any ability checks made to carry out the activity you described. You may specify conditions that will end the power early if they are met. If you or any of your companions damage a creature affected by this spell, the power ends. This power has no effect on droids or constructs.

**Force Potency.** When you cast this power using a 7th-level force slot, the duration is 10 days. When you use an 8th-level force slot, the duration is 30 days. When you use a 9th-level force slot, the duration is a year and a day.
**Master Battle Meditation**

9th-level universal power

**Prerequisite:** Battle Meditation  
**Casting Time:** 1 action  
**Range:** Self (15-foot sphere)  
**Duration:** Concentration, up to 1 minute

With you, centered on you. Until the power ends, the sphere moves.

Within the sphere, powers can't be cast and enhanced items become mundane. Until the power ends, the sphere moves with you, centered on you.

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**Master Feedback**

9th-level dark side power

**Prerequisite:** Greater Feedback  
**Casting Time:** 1 action  
**Range:** 90 feet  
**Duration:** Instantaneous

You unleash the power of your mind to blast the intellect of up to ten creatures of your choice that you can see within range. Creatures that have an Intelligence score of 2 or lower are unaffected.

Each target must make an Intelligence saving throw. On a failed save, a target takes 14d6 psychic damage and is stunned. On a successful save, a target takes half as much damage and isn't stunned.

A stunned target can make an Intelligence saving throw at the end of each of its turns. On a successful save, the stunning effect ends.

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**Master Force Camouflage**

6th-level universal power

**Prerequisite:** Improved Force Camouflage  
**Casting Time:** 1 action  
**Range:** Touch  
**Duration:** Concentration, up to 1 hour

Up to two willing creatures you touch becomes invisible until the power ends. Anything a target is wearing or carrying is invisible as long as it is on the target's person. The power ends for a target that attacks or casts a power.

**Force Potency:** When you cast this power using a force slot of 7th-level or higher, you can target one additional creature for each slot level above 6th.

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**Master Force Immunity**

8th-level universal power

**Casting Time:** 1 action  
**Range:** Self (10-foot-radius sphere)  
**Duration:** Concentration, up to 1 hour

A 10-foot-radius faintly shimmering barrier surrounds you. Within the sphere, powers can't be cast and enhanced items become mundane. Until the power ends, the sphere moves with you, centered on you.

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Powers and other enhanced effects are suppressed in the sphere and can't protrude into it. A slot expended to cast a suppressed power is consumed. While an effect is suppressed, it doesn't function, but the time it spends suppressed counts against its duration.

**Targeted Effects:** Powers and other enhanced effects that target a creature or an object in the sphere have no effect on that target.

**Enhanced Areas:** The area of another power or enhanced effect, such as force storm, can't extend into the sphere. If the sphere overlaps an enhanced area, the part of the area that is covered by the sphere is suppressed.

**Powers:** Any active power or other enhanced effect on a creature or an object in the sphere is suppressed while the creature or object is in it.

**Enhanced Items:** The properties and powers of enhanced items are suppressed in the sphere. For example, a +1 vibrosword in the sphere functions as an unenhanced vibrosword.

An enhanced weapon's properties and powers are suppressed if it is used against a target in the sphere or wielded by an attacker in the sphere. If an enhanced weapon or a piece of enhanced ammunition fully leaves the sphere (for example, if you fire an enhanced shot or throw an enhanced saberspear at a target outside the sphere), the enhancement of the item ceases to be suppressed as soon as it exits.

**Enhanced Travel:** Teleportation fails to work in the sphere, whether the sphere is the destination or the departure point for such enhanced travel. A portal to another location temporarily closes while in the sphere.

**Creatures and Objects:** A creature or object summoned or created by powers temporarily winks out of existence in the sphere. Such a creature instantly reappears once the space the creature occupied is no longer within the sphere.

**Tech Override/Sever Force:** Powers and enhanced effects such as sever force have no effect on the sphere. Likewise, the spheres created by different scrambling field powers don't nullify each other.

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**Master Force Scream**

8th-level dark side power

**Prerequisite:** Improved Force Scream  
**Casting Time:** 1 action  
**Range:** Self (60-foot radius)  
**Duration:** Instantaneous

You emit a cacophonous scream imbued with the power of the Force. Each creature you choose within 30 feet of you must succeed on a Constitution saving throw. On a failed save, a creature takes 6d6 psychic damage, 6d6 sonic damage, is deafened, knocked prone, and is blinded for 1 minute. On a successful save, it takes half as much damage and isn't deafened, knocked prone, or blinded by this power.

A creature blinded by this power makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded.
**Master Heal**

9th-level light side power

**Prerequisite:** Improved Heal

**Casting Time:** 1 action

**Range:** Touch

**Duration:** Instantaneous

A wave of healing energy washes over the creature you touch. The target regains all its hit points. If the creature is charmed, frightened, paralyzed, or stunned, the condition ends. If the creature is prone, it can use its reaction to stand up. This power has no effect on droids or constructs.

**Master Revitalize**

9th-level light side power

**Prerequisite:** Improved Revitalize

**Casting Time:** 1 hour

**Range:** Touch

**Duration:** Instantaneous

You return a dead creature you touch to life, provided that it has been dead no longer than 1 day. If the creature’s soul is both willing and at liberty to rejoin the body, the creature returns to life with all its hit points.

This power closes all wounds, neutralizes any poison, cures all diseases, and lifts any curses affecting the creature when it died. The power replaces damaged or missing organs and limbs.

**Master Speed**

7th-level universal power

**Prerequisite:** Knight Speed

**Casting Time:** 1 action

**Range:** 30 feet

**Duration:** Concentration, up to 1 minute

Choose up to two willing creatures that you can see within range. Until the power ends, each target’s speed is doubled, they gain a +2 bonus to AC, they have advantage on Dexterity saving throws, and they gain an additional action on each of their turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or the Use an Object Action.

When the power ends, each target can’t move or take actions until after its next turn, as a wave of lethargy sweeps over it.

**Force Potency:** When you cast this power using a force slot of 8th-level or higher, you can target one additional creature for each slot level above 7th.

**Mind Blank**

8th-level universal power

**Prerequisite:** Force Confusion

**Casting Time:** 1 action

**Range:** Touch

**Duration:** 24 hours

Until the power ends, one willing creature you touch is immune to sonic damage, any effect that would sense its emotions or read its thoughts, and the charmed condition. The power foils powers or effects of similar power used to affect the target’s mind or to gain information about the target.

**Mind Trick**

At-will universal power

**Casting Time:** 1 action

**Range:** 30 feet

**Duration:** Concentration, up to 1 minute

Choose a target within range that isn’t hostile toward you. The target must make a Wisdom saving throw. On a failed save, the target has disadvantage on Wisdom (Perception) and Intelligence (Investigation) checks.

On a successful save, the creature realizes that you tried to use the Force to influence its awareness and becomes hostile toward you. A creature prone to violence might attack you. Another creature might seek retribution in other ways (at the DM’s discretion) depending on the nature of your interaction with it. This power has no effect on droids or constructs.

**Overcharge Saber**

At-will universal power

**Casting Time:** 1 action

**Range:** 5 feet

**Duration:** 1 round

You imbue your weapon with lightning. As part of the action used to cast this power, you must make a melee attack with a weapon against one creature within the power’s range, otherwise the power fails. On a hit, the target suffers the attack’s normal effects, and it becomes sheathed in lightning energy until the start of your next turn. If the target willingly moves before then, it immediately takes 1d8 lightning damage, and the power ends.

This power’s damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 lightning damage to the target, and the damage the target takes for moving increases to 2d8. Both damage rolls increase by 1d8 at 11th level and 17th level.

**Phasewalk**

2nd-level universal power

**Casting Time:** 1 bonus action

**Range:** Self

**Duration:** Instantaneous

You teleport up to 30 feet to an unoccupied space that you can see.
Plague
3rd-level dark side power
Prerequisite: Affliction
Casting Time: 1 action
Range: 30 feet
Duration: Concentration, up to 1 minute

Choose up to six creatures of your choice in a 40-foot cube within range. Each target must succeed on a Wisdom saving throw or be affected by this power for the duration.

An affected target's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or items, it can't make more than one melee or ranged attack during its turn.

If the creature attempts to cast a power with a casting time of 1 action, roll a d20. On an 11 or higher, the power doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the power. If it can't, the power is wasted.

A creature affected by this power makes another Wisdom saving throw at the end of its turn. On a successful save, the effect ends for it.

At Higher Levels. When you cast this power using a force slot of 2nd level or higher, you lift and throw an additional pile of debris for each slot level above 1st.

Rage
6th-level dark side power
Casting Time: 1 action
Range: Self
Duration: Concentration, up to 10 minutes

You endow yourself with endurance and martial prowess fueled by the Force. Until the power ends, you can't cast powers, and you gain the following benefits:

- You gain 50 temporary hit points. If any of these remain when the power ends, they are lost.
- You have advantage on attack rolls that you make with lightsabers and vibroweapons.
- When you hit a target with a weapon attack, that target takes an extra 2d12 force damage.
- You have proficiency with all armor, lightsabers, and vibroweapons.
- You have proficiency in Strength and Constitution saving throws.
- You can attack twice, instead of once, when you take the Attack action on your turn. You ignore this benefit if you already have a feature, like Extra Attack, that gives you extra attacks.

Immediately after the power ends, you must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion.

Resistance
At-will universal power
Casting Time: 1 action
Range: Touch
Duration: Concentration, up to 1 minute

You touch one willing creature. Once before the power ends, the target can roll a d4 and add the number rolled to one saving throw of its choice. It can roll the die before or after the saving throw. The power then ends.

Revitalize
5th-level light side power
Prerequisite: Spare the Dying
Casting Time: 1 minute
Range: Touch
Duration: Instantaneous

You return a dead creature you touch to life, provided that it has been dead no longer than 10 minutes. If the creature's soul is both willing and at liberty to rejoin the body, the creature returns to life with 1 hit point.

This power also neutralizes any poisons and cures diseases that affected the creature at the time it died.

This power closes all mortal wounds, but it doesn't restore missing body parts. If the creature is lacking body parts or organs integral for its survival—its head, for instance—the power automatically fails.

Coming back from the dead is an ordeal. The target takes a -4 penalty to all attack rolls, saving throws, and ability checks. Every time the target finishes a long rest, the penalty is reduced by 1 until it disappears.
Saber Reflect
1st-level universal power

Prerequisite: Saber Ward
Casting Time: 1 reaction, which you take in response to being hit by a ranged attack
Range: Self
Duration: Instantaneous

When you use this power, the damage you take from the attack is reduced by 2d10 + your force casting modifier. If you reduce the damage to 0 and you’re wielding a lightsaber, you can reflect the attack at a target within range as part of the same reaction. Make a ranged attack at a target you can see. You make this attack with proficiency, and the attack has a normal range of 20 feet and a long range of 60 feet. On a hit, the target takes the triggering attack’s normal damage. If saber ward is active, you have advantage on the attack roll.

Saber Ward
At-will universal power

Casting Time: 1 action
Range: Self
Duration: Instantaneous

You take a defensive stance. Until the end of your next turn, you have resistance against kinetic and energy damage.

Sanctuary
1st-level universal power

Casting Time: 1 bonus action
Range: 30 feet
Duration: 1 minute

Until the power ends, any creature who targets the warded creature with an attack or a harmful power must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or power. This power doesn’t protect the warded creature from area effects.

If the warded creature makes an attack or casts a power that affects an enemy creature, this power ends.

Sap Vitality
1st-level dark side power

Casting Time: 1 action
Range: Touch
Duration: Instantaneous

Make a melee force attack against a creature you can reach. On a hit, the target takes 3d10 necrotic damage.

Force Potency: When you cast this power using a force slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

Scourge
6th-level dark side power

Prerequisite: Plague
Casting Time: 1 action
Range: Self
Duration: Concentration, up to 1 minute

For the power’s duration, your eyes become an inky void imbued with dread power. One creature of your choice within 60 feet of you that you can see must succeed on a Wisdom saving throw or be affected by one of the following effects of your choice for the duration. On each of your turns until the power ends, you can use your action to target another creature but can’t target a creature again if it has succeeded on a saving throw against this casting of pestilence.

Asleep. The target falls unconscious. It wakes up if it takes any damage or if another creature uses its action to shake the sleeper awake.

Panicked. The target is frightened of you. On each of its turns, the frightened creature must take the Dash action and move away from you by the safest and shortest available route, unless there is nowhere to move. If the target moves to a place at least 60 feet away from you where it can no longer see you, this effect ends.

Sickened. The target has disadvantage on attack rolls and ability checks. At the end of each of its turns, it can make another Wisdom saving throw. If it succeeds, the effect ends.

Sever Force
3rd-level universal power

Casting Time: 1 reaction
Range: 60 feet
Duration: Instantaneous

You attempt to interrupt a creature in the process of casting a force power. If the creature is casting a power of 3rd level or lower, its power fails and has no effect. If it is casting a power of 4th level or higher, make an ability check using your forcecasting ability. The DC equals 10 + the power’s level. On a success, the creature’s power fails and has no effect.

Force Potency: When you cast this power using a force slot of 4th level or higher, the interrupted power has no effect if its level is less than or equal to the level of the force slot you used.

Share Life
3rd-level light side power

Prerequisite: Give Life
Casting Time: 1 action
Range: 30 feet
Duration: Instantaneous

You sacrifice some of your health to mend another creature’s injuries. You take 4d8 necrotic damage, and one creature of your choice that you can see within range regains a number of hit points equal to twice the necrotic damage you take.

At Higher Levels. When you cast this power using a force slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.
**Shock**  
*At-will dark side power*  
*Casting Time:* 1 action  
*Range:* 120 feet  
*Duration:* Instantaneous

You hurl a bolt of lightning at a target within range. Make a ranged force attack against the target. On a hit, the target takes 1d10 lightning damage. The lightning ignites flammable objects in the area that aren't being worn or carried.

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

**Shocking Shield**  
*4th-level dark side power*  
*Casting Time:* 1 action  
*Range:* Self  
*Duration:* 10 minutes

Lightning courses in a sphere surrounding your body, shedding bright light in a 10-foot radius and dim light for an additional 10 feet. You can use your action to end the power early.

Whenever a creature within 5 feet of you hits you with a melee attack, it takes 2d8 lightning damage.

**Shroud of Darkness**  
*4th-level dark side power*  
*Prerequisite:* Darkness  
*Casting Time:* 1 action  
*Range:* Self  
*Duration:* Concentration, up to 1 minute

You become heavily obscured to others. Dim light within 10 feet of you becomes darkness, and bright light becomes dim light.

Until the power ends, you have resistance to force damage. In addition, whenever a creature within 10 feet of you hits you with an attack, it takes 2d8 necrotic damage.

**Skill Empowerment**  
*5th-level light side power*  
*Casting Time:* 1 action  
*Range:* Touch  
*Duration:* Concentration, up to 1 hour

Your power with the Force deepens a creature's understanding of its own talent. You touch one willing creature and give it expertise in one skill of your choice; until the power ends, the creature doubles its proficiency bonus for ability checks it makes that use the chosen skill.

You must choose a skill in which the target is proficient and that isn't already benefiting from an effect, such as Expertise, that doubles its proficiency bonus.

**Slow**  
*1st-level dark side power*  
*Casting Time:* 1 action  
*Range:* 15 feet  
*Duration:* 1 hour

A hostile creature of your choice must make a Dexterity saving throw. On a failed save, the target's speed decreases by 10 feet until the power ends.  

*Force Potency.* When you cast this power using a force slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

**Spare the Dying**  
*At-will light side power*  
*Casting Time:* 1 action  
*Range:* Touch  
*Duration:* Instantaneous

You touch a living creature that has 0 hit points. The creature becomes stable. This power has no effect on droids or constructs.

**Stasis**  
*5th-level light side power*  
*Prerequisite:* Stun  
*Casting Time:* 1 action  
*Range:* 90 feet  
*Duration:* Concentration, up to 1 minute

Choose up to 3 creatures that you can see within range. Each target must succeed on a Wisdom saving throw or be paralyzed for the duration. This power has no effect on droids or constructs. At the end of each of its turns, a target can make another Wisdom saving throw. On a success, the power ends on the target.  

*Force Potency.* When you cast this power using a force slot of 6th level or higher, you can target an additional creature for each slot level above 5th.

**Stasis Field**  
*8th-level light side power*  
*Prerequisite:* Stasis  
*Casting Time:* 1 action  
*Range:* 120 feet (30-foot cube)  
*Duration:* Concentration, up to 1 minute

Choose a target that you can see within range. Each creature must succeed on a Wisdom saving throw or be paralyzed for the duration. This power has no effect on droids or constructs. At the end of each of a target's turns, it can make another Wisdom saving throw. On a success, the power ends on the target.  

*Force Potency.* When you cast this power using a force slot of 9th level, the size of the cube increases to 40 feet.
**Steel Wind Strike**
*5th-level universal power*

**Casting Time:** 1 action  
**Range:** 30 feet  
**Duration:** Instantaneous

Choose up to five creatures you can see within range. Make a force power attack against each one. On hit, a target takes 6d10 force damage. You can then teleport to an unoccupied space you can see within 5 feet of one of the creatures you chose.

**Stun**  
*2nd-level light side power*

**Casting Time:** 1 action  
**Range:** 60 feet  
**Duration:** Concentration, up to 1 minute

Choose a creature that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the power ends on the target.

**Stun Droid**  
*2nd-level light side power*

**Casting Time:** 1 action  
**Range:** 60 feet  
**Duration:** Concentration, up to 1 minute

Choose a droid that you can see within range. The target must succeed on a Constitution saving throw or be paralyzed for the duration. At the beginning of each of its turns, the droid takes energy damage equal to your forcecasting modifier. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the power ends on the target.

**Syphon Life**  
*5th-level dark side power*

**Casting Time:** 1 action  
**Range:** 60 feet  
**Duration:** Concentration, up to 1 minute

A tendril of inky darkness reaches out from you, touching a creature you can see within range to drain life from it. The target must make a Dexterity saving throw. On a successful save, the target takes 2d8 necrotic damage, and the power ends. On a failed save, the target takes 4d8 necrotic damage, and until the power ends, you can use your action on each of your turns to automatically deal 4d8 necrotic damage to the target. The power ends if you use your action to do anything else, if the target is ever outside the power’s range, or if the target has total cover from you.

Whenever the power deals damage to a target, you regain hit points equal to half the amount of necrotic damage the target takes.

**Force Potency:** When you cast this power using a force slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

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**Telekinesis**  
*5th-level universal power*

**Prerequisite:** Force Push/Pull  
**Casting Time:** 1 action  
**Range:** 60 feet  
**Duration:** Concentration, up to 10 minutes

You gain the ability to move or manipulate creatures or objects by thought. When you cast this power, and as your action each round for the duration, you can exert your will on one creature or object that you can see within range, causing the appropriate effect below. You can affect the same target round after round, or choose a new one at any time. If you switch targets, the prior target is no longer affected by the power.

**Creature.** You can try to move a Huge or smaller creature. Make an ability check with your forcecasting ability contested by the creature’s Strength check. If you win the contest, you move the creature up to 30 feet in any direction, including upward but not beyond the range of this power. Until the end of your next turn, the creature is restrained in your telekinetic grip. A creature lifted upward is suspended in mid-air.

On subsequent rounds, you can use your action to attempt to maintain your telekinetic grip on the creature by repeating the contest.

**Object.** You can try to move an object that weighs up to 1,000 pounds. If the object isn’t being worn or carried, you automatically move it up to 30 feet in any direction, but not beyond the range of this power.

If the object is worn or carried by a creature, you must make an ability check with your forcecasting ability contested by that creature’s Strength check. If you succeed, you pull the object away from that creature and can move it up to 30 feet in any direction but not beyond the range of this power.

You can exert fine control on objects with your telekinetic grip, such as manipulating a simple tool, opening a door or a container, stowing or retrieving an item from an open container, or pouring the contents from a vial.

**Telekinetic Burst**  
*6th-level light side power*

**Prerequisite:** Telekinetic Gust  
**Casting Time:** 1 action  
**Range:** Self (60-foot line)  
**Duration:** Concentration, up to 1 minute

A beam of Force energy flashes out from your hand in a 5-foot-wide, 60-foot-long line. Each creature in the line must make a Constitution saving throw. On a failed save, a creature takes 8d6 force damage and is blinded until your next turn. On a successful save, it takes half as much damage and isn’t blinded by this power.

You can create a new line of radiance as your action on any turn until the power ends.

**Force Potency:** When you cast this power using a force slot of 7th level or higher, the damage increases by 2d6 for each slot level above 6th.
Telemnietic Gust
3rd-level light side power
Prerequisite: Turbulence
Casting Time: 1 action
Range: 120 feet
Duration: Instantaneous

Choose a point on the ground that you can see. A 20-foot cube centered on that point becomes difficult terrain. Each creature in the cube's area must make a Dexterity save. It takes 4d6 force damage on a failed save, or half damage on a success.

*Force Potency:* When you cast this power using a force slot of 4th level or higher, the damage increases by 2d6 for each slot level above 1st.

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Telekinetic Wave
8th-level light side power
Prerequisite: Telekinetic Burst
Casting Time: 1 action
Range: 150 feet
Duration: Instantaneous

You manipulate the Force in a 60-foot radius centered on a point you choose within range. Each creature in that area must make a Constitution saving throw. On a failed save, a creature takes 12d6 force damage and is blinded for 1 minute. On a successful save, it takes half as much damage and isn't blinded by this power.

A creature blinded by this power makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded.

*Force Potency:* When you cast this power using a force slot of 9th level, the damage increases by 2d6.

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Throw Lightsaber
At-will universal power
Casting Time: 1 action
Range: 30 feet
Duration: Instantaneous

As a part of the action used to cast this power, you must make a ranged attack with a lightsaber or vibroweapon against one target within the power's range, otherwise the power fails. On a hit, the target takes 1d6 + your forcecasting ability modifier energy damage.

This power can hit multiple targets when you reach higher levels: two targets at 5th level, three targets at 11th level, and four targets at 17th level. Each target must be within 30 feet of the previous target, and the last target must be no further than 30 feet away from you.

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Turbulence
At-will light side power
Casting Time: 1 action
Range: 120 feet
Duration: Instantaneous

Choose one creature, or choose two creatures that are within 5 feet of each other, within range. A target must succeed on a Dexterity saving throw or take 1d6 force damage.

This power's damage increases by 1d6 when you reach 5th, 11th, and 17th level.
**Wound**

*1st-level dark side power*

**Casting Time:** 1 action

**Range:** 60 feet

**Duration:** Instantaneous

You make a piercing gesture at a creature within range. Make a ranged force attack against the target. On a hit, the target takes 2d8 necrotic damage and must make a Constitution saving throw. On a failed save, it is also poisoned until the end of your next turn.

*Force Potency:* When you cast this power using a force slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.
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Absorb Energy
1st-level tech power

Casting Time: 1 reaction, which you take when you take acid, cold, energy, fire, ion, kinetic, lightning, or sonic damage

Range: Self

Duration: 1 round

The power captures some of the incoming energy, lessening its effect on you and storing it for your next melee attack. You have resistance to the triggering damage type until the start of your next turn. Also, the first time you hit with a melee attack on your next turn, the target takes an extra 1d6 damage of the triggering type, and the power ends.

Overcharge Tech. When you cast this power using a power slot of 2nd level or higher, the extra damage increases by 1d6 for each slot level above 1st.

Acid Splash
At-will tech power

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

You emit a burst of acid. Choose one creature within range, or choose two creatures within range that are within 5 feet of each other. A target must succeed on a Dexterity saving throw or take 1d6 acid damage.

This power’s damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Alarm
1st-level tech power

Casting Time: 1 minute

Range: 30 feet

Duration: 8 hours

You set an alarm against unwanted intrusion. Choose a door, a window, or an area within range that is no larger than a 20-foot cube. Until the power ends, an alarm alerts you whenever a Tiny or larger creature touches or enters the warded area. When you cast the power, you can designate creatures that won’t set off the alarm. You also choose whether the alarm is mental or audible.

A mental alarm alerts you with a ping in your mind if you are within 1 mile of the warded area. This ping awakens you if you are sleeping.

An audible alarm produces the sound of a hand bell for 10 seconds within 60 feet.

Analyze
1st-level tech power

Casting Time: 1 minute

Range: Touch

Duration: Instantaneous

You choose one object that you must touch throughout the casting of the power. If it is an enhanced or modified item, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any powers are affecting the item and what they are. If the item was created by a power, you learn which power created it.

If you instead touch a creature throughout the casting, you learn what tech powers, if any, are currently affecting it.

Antipathy/Sympathy
8th-level tech power

Casting Time: 1 hour

Range: 60 feet

Duration: 10 days

This power attracts or repels creatures of your choice. You target something within range, either a Huge or smaller object or creature or an area that is no larger than a 200-foot cube. Then specify a kind of intelligent creature, such as rancors, kath hounds, or twi’leks. You invest the target with an aura that either attracts or repels the specified creatures for the duration. Choose antipathy or sympathy as the aura’s effect.

Antipathy. The enchantment causes creatures of the kind you designated to feel an intense urge to leave the area and avoid the target. When such a creature can see the target or comes within 60 feet of it, the creature must succeed on a Wisdom saving throw or become frightened. The creature remains frightened while it can see the target or is within 60 feet of it. While frightened by the target, the creature must use its movement to move to the nearest safe spot from which it can’t see the target. If the creature moves more than 60 feet from the target and can’t see it, the creature is no longer frightened, but the creature becomes frightened again if it regains sight of the target or moves within 60 feet of it.

Sympathy. The enchantment causes the specified creatures to feel an intense urge to approach the target while within 60 feet of it or to able to see it. When such a creature can see the target or comes within 60 feet of it, the creature must succeed on a Wisdom saving throw or use its movement on each of its turns to enter the area or move within reach of the target. When the creature has done so, it can’t willingly move away from the target.

If the target damages or otherwise harms an affected creature, the affected creature can make a Wisdom saving throw to end the effect, as described below.

Ending the Effect. If an affected creature ends its turn while not within 60 feet of the target or able to see it, the creature makes a Wisdom saving throw. On a successful save, the creature is no longer affected by the target and recognizes the feeling of repugnance or attraction as unnatural. In addition, a creature affected by the power is allowed another Wisdom saving throw every 24 hours while the power persists.

A creature that successfully saves against this effect is immune to it for 1 minute, after which time it can be affected again.

Assess the Situation
At-will tech power

Casting Time: 1 action

Range: 10 feet

Duration: Concentration, up to 1 round

You take a sensory snapshot of a target within range. Your tech grants you a brief insight into the target’s defenses. On your next turn, you gain advantage on your first attack roll against the target, provided that this power hasn’t ended.
**Ballistic Shield**
4th-level tech power

*Casting Time:* 1 action  
*Range:* Self  
*Duration:* Concentration, up to 1 hour

A flickering blue shield surrounds your body. Until the power ends, you have resistance to kinetic and energy damage.

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**Cage**
7th-level tech power

*Casting Time:* 1 action  
*Range:* 100 feet  
*Duration:* 1 hour

An immobile, Invisible, cube-shaped prison composed of energy springs into existence around an area you choose within range. The prison can be a cage or a solid box as you choose.

A prison in the shape of a cage can be up to 20 feet on a side and is made from 1/2-inch diameter bars spaced 1/2 inch apart.

A prison in the shape of a box can be up to 10 feet on a side, creating a solid barrier that prevents any matter from passing through it and blocking any powers cast into or out of the area.

When you cast the spell, any creature that is completely inside the cage's area is trapped. Creatures only partially within the area, or those too large to fit inside the area, are pushed away from the center of the area until they are completely outside the area.

A creature inside the cage can't leave it by nonmagical means. If the creature tries to teleport to leave the cage, it must first make a Charisma saving throw. On a success, the creature can use that power to exit the cage. On a failure, the creature can't exit the cage and wastes the use of the power or effect.

This power can't be dispelled.

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**Carbonite**
6th-level tech power

*Casting Time:* 1 action  
*Range:* 60 feet  
*Duration:* Concentration, up to 1 minute

You attempt to freeze one creature that you can see within range into carbonite. The creature must make a Constitution saving throw. On a failed save, it is restrained as its flesh begins to harden. On a successful save, the creature isn't affected.

A creature restrained by this power must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this power three times, the power ends. If it fails its saves three times, it is turned to stone and subjected to the petrified condition for the duration. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.

If the creature is physically broken while frozen in carbonite, it suffers from similar deformities if it reverts to its original state.

If you maintain your concentration on this power for the entire possible duration, the creature is frozen in carbonite until the effect is removed.

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**Charge Power Cell**
5th-level tech power

*Casting Time:* 1 bonus action  
*Range:* Touch  
*Duration:* Concentration, up to 1 minute

You empower and then load a power cell in your weapon. On each of your turns, you can use a bonus action to make two attacks with the weapon loaded with the power cell.

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**Cloaking Screen**
4th-level tech power

*Casting Time:* 1 action  
*Range:* Touch  
*Duration:* Concentration, up to 1 minute

You or a creature you touch becomes invisible until the power ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person.

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**Contingency**
6th-level tech power

*Casting Time:* 10 minutes  
*Range:* Self  
*Duration:* 10 days

Choose a tech power of 5th-level or lower that you can cast, that has a casting time of 1 action, and that can target you. You cast that power, called the contingent power, as part of casting contingency, expending tech points for both, but the contingent power doesn't come into effect. Instead, it takes effect when a certain circumstance occurs. You describe that circumstance when you cast the two powers.

The contingent power takes effect immediately after the circumstance is met for the first time, whether or not you want it to, and then contingency ends.

The contingent power takes effect only on you, even if it can normally target others. You can use only one contingency power at a time. If you cast this power again, the effect of another contingency power on you ends. Also, contingency ends on you if your wristpad is ever not on your person.

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**Coordination**
2nd-level tech power

*Casting Time:* 1 action  
*Range:* 30 feet  
*Duration:* 8 hours

Your power bolsters your allies with toughness and resolve. Choose up to three creatures within range. Each target's hit point maximum and current hit points increase by 5 for the duration.

*Overcharge Tech.* When you cast this power using a tech slot of 3rd level or higher, a target's hit point maximum and current hit points increase by an additional 5 for each slot level above 2nd.
Corrosive Sphere
4th-level tech power

Casting Time: 1 action
Range: 150 feet
Duration: Concentration, up to 1 minute

Choose up to six creatures of your choice in a 40-foot cube within range. Each target must succeed on a Dexterity saving throw or be affected by this power for the duration.

An affected target's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or items, it can't make more than one melee or ranged attack during its turn.

If the creature attempts to cast a power with a casting time of 1 action, roll a d20. On an 11 or higher, the power doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the power. If it can't, the power is wasted.

Overcharge Tech. When you cast this power using a tech slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

A creature affected by this power makes another Dexterity saving throw at the end of its turn. On a successful save, the effect ends for it.

Cryogenic Suspension
3rd-level tech power

Casting Time: 1 action
Range: 30 feet
Duration: Concentration, up to 1 minute

Choose up to six creatures of your choice in a 40-foot cube within range. Each target must succeed on a Dexterity saving throw or be affected by this power for the duration.

An affected target's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or items, it can't make more than one melee or ranged attack during its turn.

If the creature attempts to cast a power with a casting time of 1 action, roll a d20. On an 11 or higher, the power doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the power. If it can't, the power is wasted.

Overcharge Tech. When you cast this power using a tech slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.
Detect Enhancement
1st-level tech power
Casting Time: 1 action
Range: Self
Duration: Concentration, up to 10 minutes
For the duration, you sense the presence of any enhancements within 30 feet of you. If you sense an enhancement in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears an enhancement, and you learn if its based on the Force or technology.
The power is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Detect Invisibility
2nd-level tech power
Casting Time: 1 action
Range: Self
Duration: 1 hour
For the duration, you see invisible creatures and objects as if they were visible.

Detect Traps
2nd-level tech power
Casting Time: 1 action
Range: 120
Duration: Instantaneous
You sense the presence of any trap within range that is within line of sight. A trap, for this power, includes anything that would inflict a sudden or unexpected effect you consider harmful or undesirable, which was specifically intended by its creator. This spell only reveals that a trap is present. You don’t learn the location of each trap, but you do learn the general nature of the danger.

Disintegrate
6th-level tech power
Casting Time: 1 action
Range: 60 feet
Duration: Instantaneous
A blast of corrosive energy emits from your wristpad. Choose a target within range.
A creature targeted by this power must make a Dexterity saving throw. On a failed save, the target takes 10d6 + 40 acid damage. If this damage reduces the target to 0 hit points, it is disintegrated.
A disintegrated creature and everything it is wearing and carrying are reduced to a pile of fine gray dust. A creature destroyed in this way can not be revitalized.
This power automatically disintegrates a Large or smaller object. If the target is a Huge or larger object, this power disintegrates a 10-foot-cube portion of it.
At Higher Levels. When you cast this power using a tech slot of 7th level or higher, the damage increases by 3d6 for each slot level above 6th.

Disperse Energy
6th-level tech power
Casting Time: 1 action
Range: Self
Duration: Concentration, up to 1 minute
You have resistance to acid, cold, fire, lightning, and sonic damage for the power’s duration.
When you take damage of one of those types, you can use your reaction to gain immunity to that type of damage, including against the triggering damage. If you do so, the resistances end, and you have the immunity until the end of your next turn, at which time the power ends.

Energy Shield
1st-level tech power
Casting Time: 1 reaction
Range: Self
Duration: 1 round
You quickly create an energy shield. Until the start of your next turn, you have a +5 bonus to AC. This includes the triggering attack.

Enhance Weapon
3rd-level tech power
Casting Time: 1 action
Range: Touch
Duration: Concentration, up to 1 hour
Choose one of these damage types: acid, cold, fire, kinetic, or lightning. For the duration, an unenhanced weapon you touch has a +1 to attack rolls and deals an extra 1d4 damage of the chosen type.
Overcharge Tech. When you cast this power using a 5th or 6th level tech slot, the bonus to attack rolls increases to +2 and the extra damage increases to 2d4. When you use a slot of 7th level or higher, the bonus increases to +3 and the extra damage increases to 3d4.

Electrical Burst
At-will tech power
Casting Time: 1 action
Range: 5 feet
Duration: Instantaneous
You emit a burst of electricity. Each creature within range, other than you, must succeed on a Constitution saving throw or take 1d6 lightning damage.
This power’s damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).
**Electroshock**  
*At-will tech power*

**Casting Time:** 1 action  
**Range:** Touch  
**Duration:** Instantaneous  

Lightning springs from your wristpad to deliver a shock to a creature you try to touch. Make a melee tech attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn.  

This power’s damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

**Element of Surprise**  
*1st-level tech power*

**Casting Time:** 1 reaction, which you take in response to being damaged by a creature within 60 feet of you that you can see  
**Range:** 60 feet  
**Duration:** Instantaneous  

You expel a sabotage charge at the creature that attacked you. The creature must make a Dexterity saving throw. It takes 2d10 fire damage on a failed save, or half as much damage on a successful one.

**Overcharge Tech.** When you cast this power using a tech slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

**Elemental Bane**  
*4th-level tech power*

**Casting Time:** 1 action  
**Range:** 90 feet  
**Duration:** Concentration, up to 1 minute

Choose one creature you can see and one damage type: acid, cold, fire, lightning, or sonic. The target must make a Constitution save. If it fails, the first time on each turn when it takes damage of the chosen type, it takes an extra 2d6 damage of it. The target also loses resistance to the type until the power ends.

**Overcharge Tech.** You can target one additional creature for each slot level above 4th. The creatures must be within 30 feet of each other when you target them.

**Energizing Aura**  
*8th-level tech power*

**Casting Time:** 1 action  
**Range:** Self  
**Duration:** Concentration, up to 1 minute  

Energizing light radiates out from you in a 30-foot radius. Creatures of your choice in that radius when you cast this power have advantage on all saving throws, and other creatures have disadvantage on attack rolls against them until the power ends.

**Explosion**  
*3rd-level tech power*

**Casting Time:** 1 action  
**Range:** 150 feet  
**Duration:** Instantaneous  

You expel an explosion at a point within range. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one.

The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

**Overcharge Tech.** When you cast this power using a tech slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

**Find the Path**  
*6th-level tech power*

**Casting Time:** 1 minute  
**Range:** Self  
**Duration:** Concentration, up to 1 day  

This power allows you to find the shortest, most direct physical route to a specific fixed location that you are familiar with on the same planet. If you name a destination that moves (such as a mobile fortress) or a destination that isn’t specific (such as “a Black Sun lair”), the power fails.

For the duration, as long as you are on the same planet as the destination, you know how far it is and in what direction it lies. While you are traveling there, whenever you are presented with a choice of paths along the way, you automatically determine which path is the shortest and most direct route (but not necessarily the safest route) to the destination.

**Firestorm**  
*6th-level evocation*

**Casting Time:** 1 action  
**Range:** 60 feet  
**Duration:** Instantaneous  

Choose a point on the ground within range, incinerating everything in a 15-foot radius. All creatures must make a Dexterity saving throw, taking 8d8 fire damage on a failure or half as much on a success. All large or smaller creatures are pushed to the edge of the power’s radius. You may choose one creature to be at the very center of the firestorm, if you do so that creature has disadvantage on its saving throw and is knocked prone on a failure.

**Overcharge Tech.** When you cast this power using a tech slot of 7th level or higher, the damage increases by 1d8 and the radius increases by 5 feet for each slot level above 6th.
**Flame Sweep**  
*1st-level tech power*  
**Casting Time:** 1 action  
**Range:** Self (15-foot cone)  
**Duration:** Instantaneous

A thin sheet of flames shoots forth from your wristpad. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one.

The fire ignites any flammable objects in the area that aren’t being worn or carried.

**At Higher Levels.** When you cast this power using a tech slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

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**Freedom of Movement**  
*4th-level tech power*  
**Casting Time:** 1 action  
**Range:** Touch  
**Duration:** 1 hour

You touch a willing creature. For the duration, the target’s movement is unaffected by difficult terrain, and powers can neither reduce the target’s speed nor cause the target to be paralyzed or restrained.

The target can also spend 5 feet of movement to automatically escape from restraints, such as manacles or a creature that has it grappled. Finally, being underwater imposes no penalties on the target’s movement or attacks.

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**Greater Explosion**  
*9th-level tech power*  
**Casting Time:** 1 action  
**Range:** 150 feet  
**Duration:** Instantaneous

You expel a massive explosion at a point within range. Each creature in a 40-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 40d6 fire damage and is knocked prone on a failed save, or half as much damage on a successful one but remain standing.

The fire spreads around corners. It ignites flammable objects in the area that aren’t being worn or carried.

**Overcharge Tech.** The power lasts until dispelled without requiring concentration if cast at 6th-level or higher.

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**Greater Image**  
*3rd-level tech power*  
**Casting Time:** 1 action  
**Range:** 120 feet  
**Duration:** Concentration, up to 10 minutes

You create an image no larger than a 20 foot cube. It appears at a spot you can see and lasts for the duration. It seems completely real, sounds and other sensory effects included. You can’t create a sensory effect strong enough to cause damage or a condition.

As long as you are within range of the illusion, you can use your action to make the image to move to any other spot within range. As the image changes location, you can alter it so that its movements appear natural for the image.

Physical interaction with the image reveals it as an illusion. A creature can use its action to determine that it’s an illusion with a successful Investigation check. If a creature learns it’s an illusion, it can see through the image, and the other sensory qualities become faint to it.

**Greater Light**  
*3rd-level tech power*  
**Casting Time:** 1 action  
**Range:** 60  
**Duration:** 1 hour

A 60-foot-radius sphere of light spreads from a point you choose. The sphere is bright light and sheds dim light for an additional 60 feet.

If you chose an object you are holding or one that isn’t being worn or carried, the light shines from and moves with the object. Completely covering the object with something opaque blocks the light.

If any of this power’s area overlaps with enhanced darkness made by a power of 3rd level or lower, the darkness is dispelled.

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**Greater Sabotage Charges**  
*7th-level tech power*  
**Casting Time:** 1 action  
**Range:** Self  
**Duration:** Concentration, up to 10 minutes

You create six medium sabotage charges that last for the power’s duration. When you cast the power, and as a bonus action on subsequent turns, you can hurl up to two of the charges to points you choose within 120 feet. Each charge explodes if it reaches the point or hits a solid surface. Each creature within 10 feet of the explosion must make a Dexterity save. The explosion deals 4d6 fire damage on a failure, or half damage on a success.

**Overcharge Tech.** The number of charges created increases by two for each slot level above 7th.

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**Greater Salvo**  
*9th-level tech power*  
**Casting Time:** 1 action  
**Range:** 120 feet  
**Duration:** Instantaneous

You launch four projectiles at points you can see within range. Each creature in a 40-foot-radius must make a Dexterity saving throw. A creature takes 20d6 fire damage and 20d6 kinetic damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one fiery burst is affected only once.

The power damages objects in the area and ignites flammable objects that aren’t being worn or carried.
**Greater Translocate**  
*5th-level tech power*  
**Casting Time:** 1 bonus action  
**Range:** Self  
**Duration:** Concentration, up to 1 minute  
> Your form shimmers in a holographic configuration, and then collapses. You teleport up to 60 feet to an unoccupied space that you can see. On each of your turns before the power ends, you can use a bonus action to teleport in this way again.

**Hold Droid**  
*2nd-level tech power*  
**Casting Time:** 1 action  
**Range:** 60 feet  
**Duration:** Concentration, up to 1 minute  
> You emit a paralyzing dart at a droid or construct that you can see within range. The target must succeed on a Constitution saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the power ends on the target.  
  
**Overcharge Tech.** When you cast this power using a tech slot of 3rd level or higher, you can target one additional droid or construct for each slot level above 2nd. The targets must be within 30 feet of each other when you target them.

**Hunter’s Mark**  
*1st-level tech power*  
**Casting Time:** 1 bonus action  
**Range:** 90 feet  
**Duration:** Concentration, up to 1 hour  
> You choose a creature you can see within range and mark it as your quarry. Until the power ends, you deal an extra 1d6 damage to the target whenever you hit it with a weapon attack, and you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it. If the target drops to 0 hit points before this power ends, you can use a bonus action on a subsequent turn of yours to mark a new creature.  
  
**Overcharge Tech.** When you cast this power using a tech slot of 3rd or 4th level, you can maintain your concentration on the power for up to 8 hours. When you use a tech slot of 5th level or higher, you can maintain your concentration on the power for up to 24 hours.

**Ion Blast**  
*At-will tech power*  
**Casting Time:** 1 action  
**Range:** 30 feet  
**Duration:** Instantaneous  
> You create a blast of ion energy. Choose one creature within range, or choose two creatures within range that are within 5 feet of each other. A target must succeed on a Dexterity saving throw or take 1d4 ion damage. Droids and constructs have disadvantage on this saving throw.  
> This power's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

**Image**  
*1st-level tech power*  
**Casting Time:** 1 action  
**Range:** 60 feet  
**Duration:** Concentration, up to 10 minutes  
> You create an image that is no larger than a 15-foot cube. The image appears at a spot within range and lasts for the duration. The image is purely visual. If anything passes through it, it is revealed to be an illusion.  
> You can use your action to cause the image to move to any spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image.  
> A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your tech save DC. If a creature discerns the illusion for what it is, the creature can see through the image.

**Immolate**  
*5th-level tech power*  
**Casting Time:** 1 action  
**Range:** 90 feet  
**Duration:** Concentration, up to 1 minute  
> Flames wreathe one creature you can see within range. The target must make a Dexterity saving throw. It takes 8d6 fire damage on a failed save, or half as much damage on a successful one. On a failed save, the target also burns for the power's duration. The burning target sheds bright light in a 30-foot radius and dim light for an additional 30 feet. At the end of each of its turns, the target repeats the saving throw. It takes 4d6 fire damage on a failed save, and the power ends on a successful one. These magical flames can't be extinguished by unenhanced means.  
> If damage from this power kills a target, the target is turned to ash.

**Incendiary Cloud**  
*8th-level tech power*  
**Casting Time:** 1 action  
**Range:** 150 feet  
**Duration:** Concentration, up to 1 minute  
> You create a swirling cloud of smoke shot through with white-hot embers in a 20-foot-radius sphere centered on a point within range. The cloud spreads around corners and is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.  
> When the cloud appears, each creature in it must make a Dexterity saving throw. A creature takes 10d8 fire damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the power's area for the first time on a turn or ends its turn there.  
> The cloud moves 10 feet directly away from you in a direction that you choose at the start of each of your turns.
**Infiltrate**  
2nd-level tech power  
**Casting Time:** 1 action  
**Range:** Touch  
**Duration:** Concentration, up to 1 hour  
A creature you touch becomes invisible. Anything the target is carrying is invisible as long as it is on the target. The power ends if the target that attacks or casts a power.  
**Overcharge Tech.** You can target one additional creature for each slot level above 2nd.

**Invisibility to Cameras**  
3rd-level tech power  
**Casting Time:** 1 action  
**Range:** 10 feet  
**Duration:** Concentration, up to 1 minute  
Up to four creatures of your choice become undetectable to electronic sensors and cameras. Anything the target is wearing or carrying is also undetectable, so long as it's on the target's person. The target is still visible to regular vision.

**Invulnerability**  
9th-level tech power  
**Casting Time:** 1 action  
**Range:** Self  
**Duration:** Concentration, up to 10 minutes  
A flickering blue aura shimmers into being around you. Until the power ends, you are immune to all damage.

**Jet of Flame**  
At-will tech power  
**Casting Time:** 1 action  
**Range:** Self (30-foot sphere)  
**Duration:** 10 minutes  
A flickering flame appears in your hand. The flame remains there for the duration and harms neither you nor your equipment. The flame sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The power ends if you dismiss it as an action or if you cast it again.  
You can also attack with the flame, although doing so ends the power. When you cast this power, or as an action on a later turn, you can hurl the flame at a creature within 30 feet of you. Make a ranged tech attack. On a hit, the target takes 1d8 fire damage.  
This power's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

**Kolto Cloud**  
2nd-level tech power  
**Casting Time:** 1 bonus action  
**Range:** 60 feet  
**Duration:** Instantaneous  
As you expel kolto, up to six creatures of your choice that you can see within range regain hit points equal to 1d4 + your techcasting ability modifier. This power has no effect on droids or constructs.  
**Overcharge Tech.** When you cast this power using a tech slot of 3rd level or higher, the healing increases by 1d4 for each slot level above 2nd.

**Kolto Infusion**  
6th-level tech power  
**Casting Time:** 1 action  
**Range:** 60 feet  
**Duration:** Instantaneous  
Choose a creature that you can see within range. A surge of kolto energy washes over the creature, causing it to regain 70 hit points. This power also ends blindness, deafness, and any diseases affecting the target. This power has no effect on droids or constructs.  
**Overcharge Tech.** When you cast this power using a tech slot of 7th level or higher, the amount of healing increases by 10 for each slot level above 6th.

**Kolto Pack**  
1st-level tech power  
**Casting Time:** 1 bonus action  
**Range:** 60 feet  
**Duration:** Instantaneous  
A creature of your choice that you can see within range regains hit points equal to 1d4 + your techcasting ability modifier. This power has no effect on droids or constructs.  
**Overcharge Tech.** When you cast this power using a tech slot of 2nd level or higher, the healing increases by 1d4 for each slot level above 1st.

**Kolto Reserve**  
4th-level tech power  
**Casting Time:** 1 action  
**Range:** Touch  
**Duration:** 8 hours  
You touch a creature and grant it a small reserve of kolto. The first time the target would drop to 0 hit points as a result of taking damage, the target instead drops to 1 hit point, and the spell ends. If the spell is still in effect when the target is subjected to an effect that would kill it instantaneously without dealing damage, that effect is instead negated against the target, and the spells ends.

**Kolto Waves**  
9th-level tech power  
**Casting Time:** 1 action  
**Range:** 60 feet  
**Duration:** Instantaneous  
A flood of kolto energy flows from you into injured creatures around you. You restore up to 700 hit points, divided as you choose among any number of creatures that you can see within range. Creatures healed by this power are also cured of all diseases and any effect making them blinded or deafened. This power has no effect on droids or constructs.
**Light**  
At-will tech power  
**Casting Time:** 1 action  
**Range:** Touch  
**Duration:** 1 hour  
You touch one object that is no larger than 10 feet in any dimension. Until the power ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The power ends if you cast it again or dismiss it as an action.  
If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the power.

**Mass Repair Droid**  
5th-level tech power  
**Casting Time:** 1 action  
**Range:** 60 feet  
**Duration:** Instantaneous  
Choose up to six droids or constructs in a 30-foot-radius sphere centered on a point. Each target regains hit points equal to 3d8 + your techcasting ability modifier. This power only affects droids and constructs.  
**At Higher Levels.** When you cast this power using a tech slot of 6th level or higher, the healing increases by 1d8 for each slot level above 5th.

**Mending**  
At-will tech power  
**Casting Time:** 1 minute  
**Range:** Touch  
**Duration:** Instantaneous  
This ability repairs a single break or tear in an object you touch, such as broken chain link, two halves of a broken key, a torn strap, or a leaking cup. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage.

**Message**  
At-will tech power  
**Casting Time:** 1 action  
**Range:** 120 feet  
**Duration:** 1 round  
You point your finger toward a creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear.  
You can cast this power through solid objects if you are familiar with the target and know it is beyond the barrier. 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the power. The power doesn’t have to follow a straight line and can travel freely around corners or through openings.

**Minor Illusion**  
At-will tech power  
**Casting Time:** 1 action  
**Range:** 10 feet  
**Duration:** Up to 1 hour  
This ability is a minor tech trick that creates one of the following effects within range.

- You can create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.  
- You instantaneously light or snuff out a source of light.  
- You instantaneously clean or soil an object no larger than 1 cubic foot.  
- You can create a trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.  

If you use this power multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

**Mislead**  
5th-level tech power  
**Casting Time:** 1 action  
**Range:** Self  
**Duration:** Concentration, up to 1 hour  
You become invisible at the same time that an illusory double of you appears where you are standing. The double lasts for the duration, but the invisibility ends if you attack or cast a power.  
You can use your action to move your illusory double up to twice your speed and make it gesture, speak, and behave in whatever way you choose.  
You can see through its eyes and hear through its ears as if you were located where it is. On each of your turns as a bonus action, you can switch from using its senses to using your own, or back again. While you are using its senses, you are blinded and deafened in regard to your own surroundings.

**Oil Slick**  
1st-level tech power  
**Casting Time:** 1 action  
**Range:** 60 feet  
**Duration:** 1 minute  
You cover the ground in a 10-foot square within range in oil. For the duration, it is difficult terrain.  
When the oil appears, each creature standing in its area must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw.
**Overheat**  
2nd-level tech power  
**Casting Time:** 1 action  
**Range:** 60 feet  
**Duration:** Concentration, up to 1 minute

Choose a manufactured metal object, such as a blaster or a suit of heavy or medium metal armor, that you can see within range. You cause the object to glow red-hot. Any creature in physical contact with the object takes 2d8 fire damage when you cast the power. Until the power ends, you can use a bonus action on each of your subsequent turns to cause this damage again.

If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a Constitution saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn.

**Overcharge Tech.** When you cast this power using a tech slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

**Overload**  
1st-level tech power  
**Casting Time:** 1 action  
**Range:** Self (15-foot cube)  
**Duration:** Instantaneous

You expel a burst of power. Each creature in a 15-foot cube originating from you must make a Dexterity saving throw. On a failed save, a creature takes 2d8 fire damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

**Overcharge Tech.** When you cast this power using a tech slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

**Paralyze Creature**  
5th-level tech power  
**Casting Time:** 1 action  
**Range:** 90 feet  
**Duration:** Concentration, up to 1 minute

You emit a paralyzing dart at a creature that you can see within range. The target must succeed on a Constitution saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the power ends on the target.

**Overcharge Tech.** When you cast this power using a tech slot of 6th level or higher, you can target one additional creature for each slot level above 5th. The creatures must be within 30 feet of each other when you target them.

**Paralyze Humanoid**  
2nd-level tech power  
**Casting Time:** 1 action  
**Range:** 60 feet  
**Duration:** Concentration, up to 1 minute

You emit a paralyzing dart at a humanoid that you can see within range. The target must succeed on a Constitution saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the power ends on the target.

**Overcharge Tech.** When you cast this power using a tech slot of 3rd level or higher, you can target one additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.

**Poison Spray**  
At-will tech power  
**Casting Time:** 1 action  
**Range:** 10 feet  
**Duration:** Instantaneous

You extend your hand toward a creature you can see within range and project a puff of noxious gas from your wristpad. The creature must succeed on a Constitution saving throw or take 1d12 poison damage.

This power’s damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

**Preparedness**  
9th-level tech power  
**Casting Time:** 1 minute  
**Range:** Touch  
**Duration:** 8 hours

You touch a willing creature and bestow a limited ability to see into the immediate future. For the duration, the target can’t be surprised and has advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against the target for the duration.

This power immediately ends if you cast it again before its duration ends.
**Programmed Illusion**

*6th-level tech power*

**Casting Time:** 1 action  
**Range:** 120 feet  
**Duration:** Until dispelled

You create an illusion of an object, a creature, or some other visible phenomenon within range that activates when a specific condition occurs. The illusion is imperceptible until then. It must be no larger than a 30-foot cube, and you decide when you cast the power how the illusion behaves and what sounds it makes. This scripted performance can last up to 5 minutes.

When the condition you specify occurs, the illusion springs into existence and performs in the manner you described. Once the illusion finishes performing, it disappears and remains dormant for 10 minutes. After this time, the illusion can be activated again.

The triggering condition can be as general or as detailed as you like, though it must be based on visual or audible conditions that occur within 30 feet of the area. For example, you could create an illusion of yourself to appear and warn off others who attempt to open a trapped door, or you could set the illusion to trigger only when a creature says the correct word or phrase.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your tech save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and any noise it makes sounds hollow to the creature.

**Project Image**

*7th-level tech power*

**Casting Time:** 1 action  
**Range:** 500 miles  
**Duration:** Concentration, up to 24 hours

You create an illusory copy of yourself that lasts for the duration. The copy can appear at any location within range that you have seen before, regardless of intervening obstacles. The illusion looks and sounds like you but is intangible. If the illusion takes any damage, it disappears, and the power ends.

You can use your action to move this illusion up to twice your speed, and make it gesture, speak, and behave in whatever way you choose. It mimics your mannerisms perfectly.

You can see through its eyes and hear through its ears as if you were in its space. On your turn as a bonus action, you can switch from using its senses to using your own, or back again. While you are using its senses, you are blinded and deafened in regard to your own surroundings.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your tech save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and any noise it makes sounds hollow to the creature.

**Repair Droid**

*1st-level tech power*

**Casting Time:** 1 action  
**Range:** Touch  
**Duration:** Instantaneous

A droid or construct you touch regains a number of hit points equal to 1d8 + your techcasting ability modifier. This power only affects droids and constructs.

**At Higher Levels.** When you cast this power using a tech slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

**Sabotage Charges**

*3rd-level tech power*

**Casting Time:** 1 action  
**Range:** Self  
**Duration:** Concentration, up to 10 minutes

You create six tiny sabotage charges that last for the power's duration. When you cast the power, and as a bonus action on subsequent turns, you can hurl up to two of the charges to points you choose within 120 feet. Each charge explodes if it reaches the point or hits a solid surface. Each creature within 5 feet of the explosion must make a Dexterity save. The explosion deals 2d6 fire damage on a failure, or half damage on a success.

**Overcharge Tech.** The number of charges created increases by two for each slot level above 3rd.

**Salvo**

*4th-level tech power*

**Casting Time:** 1 action  
**Range:** 60 feet (20-foot sphere)  
**Duration:** Instantaneous

You launch a projectile at a point you can see within range. Each creature in a 20-foot-radius sphere must make a Dexterity saving throw. A creature takes 4d6 fire damage and 4d6 kinetic damage on a failed save, or half as much damage on a successful one.

The power damages objects in the area and ignites flammable objects that aren't being worn or carried.

**Overcharge Tech.** When you cast this power using a tech slot of 5th level or higher, the damage increases by 1d6 for each slot level above 4th.
Scrambling Field
8th-level tech power

Casting Time: 1 action
Range: Self (10-foot-radius sphere)
Duration: Concentration, up to 1 hour

A 10-foot-radius shimmering sphere of power suppression surrounds you. Within the sphere, powers can't be cast and enhanced items become mundane. Until the power ends, the sphere moves with you, centered on you.

Powers and other enhanced effects are suppressed in the sphere and can't protrude into it. A slot expended to cast a suppressed power is consumed. While an effect is suppressed, it doesn't function, but the time it spends suppressed counts against its duration.

Targeted Effects. Powers and other enhanced effects that target a creature or an object in the sphere have no effect on that target.

Enhanced Areas. The area of another power or enhanced effect, such as explosion, can't extend into the sphere. If the sphere overlaps an enhanced area, the part of the area that is covered by the sphere is suppressed.

Powers. Any active power or other enhanced effect on a creature or object in the sphere is suppressed while the creature or object is in it.

Enhanced Items. The properties and powers of enhanced items are suppressed in the sphere. For example, a +1 lightsaber in the sphere functions as an unenhanced lightsaber.

An enhanced weapon's properties and powers are suppressed if it is used against a target in the sphere or wielded by an attacker in the sphere. If an enhanced weapon or a piece of enhanced ammunition fully leaves the sphere (for example, if you fire an enhanced shot or throw an enhanced vibrospear at a target outside the sphere), the enhancement of the item ceases to be suppressed as soon as it exits.

Enhanced Travel. Teleportation fails to work in the sphere, whether the sphere is the destination or the departure point for such enhanced travel. A portal to another location temporarily closes while in the sphere.

Creatures and Objects. A creature or object summoned or created by powers temporarily winks out of existence in the sphere. Such a creature instantly reappears once the space the creature occupied is no longer within the sphere.

Tech Override/Sever Force. Powers and enhanced effects such as tech override have no effect on the sphere. Likewise, the spheres created by different scrambling field powers don't nullify each other.

Scrambling Shield
6th-level tech power

Casting Time: 1 action
Range: Self (10-foot radius)
Duration: Concentration, up to 1 minute

An immobile, faintly shimmering barrier springs into existence in a 10-foot radius around you and remains for the duration.

Any tech power of 5th level or lower cast from outside the barrier can't affect creatures or objects within it, even if the power is cast using a higher level tech slot. Such a power can target creatures and objects within the barrier, but the power has no effect on them. Similarly, the area within the barrier is excluded from the areas affected by such powers.

Overcharge Tech. When you cast this power using a tech slot of 7th level or higher, the barrier blocks powers of one level higher for each slot level above 6th.

Sensor Probe
4th-level tech power

Casting Time: 1 action
Range: 30 feet
Duration: Concentration, up to 1 hour

You create a small, temporary, invisible probe that hovers in the air for the duration. You mentally receive visual information from the probe. It has darkvision out to 30 feet. The eye can look in every direction.

As an action, you can move the probe up to 30 feet in any direction. There's no limit on how far away from you it can be. A solid barrier blocks the probe's movement, but it can pass through an opening at least 1 inch in diameter.

Shared Shielding
2nd-level tech power

Casting Time: 1 action
Range: Touch
Duration: 1 hour

This power wards a willing creature you touch and creates an energy link between you and the target until the power ends. While the target is within 60 feet of you, it gains a +1 bonus to AC and saving throws, and it has resistance to all damage. Also, each time it takes damage, you take the same amount of damage.

The power ends if you drop to 0 hit points or if you and the target become separated by more than 60 feet. It also ends if the power is cast again on either of the connected creatures. You can also dismiss the power as an action.

Shutdown
5th-level tech power

Casting Time: 1 action
Range: 120 feet
Duration: Concentration, up to 1 minute

Your wristpad emits an EMP, shutting down all electronic devices, with the exception of your wristpad, that are not held by or under the direct control of a creature. If it is, the creature must succeed on an Intelligence saving throw to stop the device from being shut down. While the power is active, no electronic device in range can be started or restarted.
**Slow-release Medpac**

_3rd-level tech power_

**Casting Time:** 1 action  
**Range:** Self (30-foot radius)  
**Duration:** Concentration, up to 1 minute

Kolto energy radiates from you in an aura with a 30-foot radius. Until the power ends, the aura moves with you, centered on you. You can use a bonus action to cause one creature in the aura (including you) to regain 2d6 hit points.

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**Smuggle**

_2nd-level tech power_

**Casting Time:** 1 action  
**Range:** Self  
**Duration:** Concentration, up to 1 hour

For the duration, each creature you choose within 30 feet of you has a +10 bonus to Dexterity (Stealth) checks and can't be tracked except by enhanced means. You can choose yourself as well. A creature that receives this bonus leaves behind no traces of its passage.

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**Spot the Weakness**

_1st-level tech power_

**Casting Time:** 1 action  
**Range:** 30 feet  
**Duration:** Concentration, up to 1 minute

Up to three creatures of your choice that you can see within range must make Dexterity saving throws. Whenever a target that fails this saving throw makes an attack roll or a saving throw before the power ends, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw.

**Overcharge Tech.** When you cast this power using a tech slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

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**Stack the Deck**

_1st-level tech power_

**Casting Time:** 1 action  
**Range:** 30 feet  
**Duration:** Concentration, up to 1 minute

You boost up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the power ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

**Overcharge Tech.** When you cast this power using a tech slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

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**Stun**

_8th-level tech power_

**Casting Time:** 1 action  
**Range:** 60 feet  
**Duration:** Instantaneous

You emit a tiny dart imbued with paralysis at a target within range. If the target has 150 hit points or fewer, it is stunned. Otherwise, the power has no effect.

The stunned target must make a Constitution saving throw at the end of each of its turns. On a successful save, this stunning effect ends.

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**Supercharged Gas**

_7th-level tech power_

**Casting Time:** 1 bonus action  
**Range:** 30 feet  
**Duration:** Instantaneous

You release a series of darts filled with supercharged gas. Choose any number of creatures you can see within range. Each creature must make a Constitution saving throw. On a failed save, a creature suffers an effect based on its current hit points:

- 60 hit points or fewer: poisoned for 1 minute
- 50 hit points or fewer: poisoned and deafened for 1 minute
- 40 hit points or fewer: poisoned, deafened, and blinded for 10 minutes
- 30 hit points or fewer: poisoned, blinded, deafened, and stunned for 1 hour
- 20 hit points or fewer: killed instantly

This power has no effect on droids or constructs.

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**Synchronicity**

_4th-level tech power_

**Casting Time:** 1 action  
**Range:** Touch  
**Duration:** Concentration, up to 1 hour

A creature you touch isn't inconvenienced by mundane delays. Traffic lights are always green, there's always a waiting elevator, and a taxi is always around the corner. The target can run at full speed through dense crowds and attacks of opportunity provoked by the target's movement are made with disadvantage.

The power also grants advantage to stealth checks, since cover is always available. Additionally, the target has advantage on all ability checks made to drive a vehicle.

If two or more creatures under the effect of the power are attempting to avoid being inconvenienced by each other, the creatures make Charisma checks each time the effects would oppose each other. The higher check of the two's power takes effect.

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**Tactical Advantage**

_3rd-level tech power_

**Casting Time:** 1 action  
**Range:** 30 feet  
**Duration:** Concentration, up to 1 minute

Choose a willing creature that you can see within range. Until the power ends, the target's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

When the power ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.
**Tactical Superiority**  
*7th-level tech power*  
**Casting Time:** 1 action  
**Range:** 30 feet  
**Duration:** Concentration, up to 1 minute  

Choose up to two willing creatures that you can see within range. Until the power ends, each target’s speed is doubled, they gain a +2 bonus to AC, they have advantage on Dexterity saving throws, and they gain an additional action on each of their turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or the Use an Object Action.  

When the power ends, each target can’t move or take actions until after its next turn, as a wave of lethargy sweeps over it.  

**Overcharge Tech.** When you cast this power using a tech slot of 8th-level or higher, you can target one additional creature for each slot level above 7th.

**Target Lock**  
*1st-level tech power*  
**Casting Time:** 1 action  
**Range:** 120 feet  
**Duration:** Instantaneous  

You lock on to a target within range and expel a series of three small explosives. Each explosive hits a creature of your choice that you can see within range. An explosive deals 1d4 + 1 fire damage to its target. The explosives all strike simultaneously, and you can direct them to hit one creature or several.  

**Overcharge Tech.** When you cast this power using a tech slot of 2nd level or higher, the power creates one more explosive for each slot level above 1st.

**Tech Override**  
*3rd-level tech power*  
**Casting Time:** 1 reaction  
**Range:** 60 feet  
**Duration:** Instantaneous  

You attempt to interrupt a creature in the process of casting a tech power. If the creature is casting a power of 3rd level or lower, its power fails and has no effect. If it is casting a power of 4th level or higher, make an ability check using your techcasting ability. The DC equals 10 + the power’s level. On a success, the creature’s power fails and has no effect.  

**Overcharge Tech.** When you cast this power using a tech slot of 4th level or higher, the interrupted power has no effect if its level is less than or equal to the level of the force slot you used.

**Temporary Boost**  
*At-will tech power*  
**Casting Time:** 1 action  
**Range:** Touch  
**Duration:** Concentration, up to 1 minute  

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The power then ends.

**Toxic Cloud**  
*5th-level tech power*  
**Casting Time:** 1 action  
**Range:** 120 feet  
**Duration:** Concentration, up to 10 minutes  

You create a 20-foot-radius sphere of poisonous, yellow-green fog centered on a point you choose within range. The fog spreads around corners. It lasts for the duration or until strong wind disperses the fog, ending the power. Its area is heavily obscured.  

When a creature enters the power’s area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. The creature takes 5d8 poison damage on a failed save, or half as much damage on a successful one. Creatures are affected even if they hold their breath or don’t need to breathe.  

The fog moves 10 feet away from you at the start of each of your turns, rolling along the surface of the ground. The vapors, being heavier than air, sink to the lowest level of the land, even pouring down openings.  

**Overcharge Tech.** When you cast this power using a tech slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

**Toxin Purge**  
*2nd-level tech power*  
**Casting Time:** 1 action  
**Range:** Touch  
**Duration:** 1 hour  

You touch a creature. If it is poisoned or diseased, you neutralize the poison or disease. If more than one poison or disease afflicts the target, you neutralize one poison or disease that you know is present, or you neutralize one at random.  

For the duration, the target has advantage on saving throws against being poisoned or diseased, and it has resistance to poison damage.

**Toxin Scan**  
*1st-level tech power*  
**Casting Time:** 1 action  
**Range:** Self  
**Duration:** Concentration, up to 10 minutes  

For the duration, you can see the presence and location of poisons and diseases within 30 feet of you. You also identify the kind of poison or disease in each case.
**Tracker Droid Interface**

*1st-level tech power*

**Casting Time:** 1 hour  
**Range:** 10 feet  
**Duration:** Instantaneous

You interface a tracker droid with your wristpad, creating a permanent link.

Your tracker droid acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A tracker droid can't attack, but it can take other actions as normal.

While your tracker droid is within 100 feet of you, you can communicate with it via your wristpad. Additionally, as an action, you can see through your droid's vision and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the droid has. During this time, you are deaf and blind with regard to your own senses.

You can't maintain an interface between more than one tracker droid and your wristpad at a time.

Finally, when you cast a tech power with a range of touch, your tracker can deliver the power as if it had cast it. Your tracker droid must be within 100 feet of you, and it must use its reaction to deliver the power when you cast it. If the power requires an attack roll, you use your attack modifier for the roll.

**Overcharge Tech.** When you cast this power using a tech slot of 3rd level or higher, you can maintain a link with one more tracker droid for every two slot levels above 1st. Multiple tracker droids act on the same initiative. You can only see through one droid's vision at a time, but you can toggle between droids as a bonus action. Each droid must still be within 100 feet of you.

**Tranquilizer**

*1st-level tech power*

**Casting Time:** 1 action  
**Range:** 90 feet  
**Duration:** 1 minute

You emit a tranquilizing dart that knocks a creature unconscious. Roll 5d8; if the creature's remaining hit points are less than the total, the creature falls unconscious until the power ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. This power has no effect on droids or constructs.

**Overcharge Tech.** When you cast this power using a tech slot of 2nd level or higher, you can target an additional creature for each slot level above 1st. For each target, roll 5d8 separately.

**Translocate**

*2nd-level tech power*

**Casting Time:** 1 bonus action  
**Range:** Self  
**Duration:** Instantaneous

Your form shimmers in a holographic configuration, and then collapses. You teleport up to 30 feet to an unoccupied space that you can see.

**Ward**

*At-will tech power*

**Casting Time:** 1 action  
**Range:** Self  
**Duration:** 1 round

Until the end of your next turn, you have resistance against kinetic and energy damage dealt by weapon attacks.
Appendix A: Conditions

Conditions alter a creature's capabilities in a variety of ways and can arise as a result of a spell, a class feature, a monster's attack, or other effect. Most conditions, such as blinded, are impairments, but a few, such as invisible, can be advantageous.

A condition lasts either until it is countered (the prone condition is countered by standing up, for example) or for a duration specified by the effect that imposed the condition.

If multiple effects impose the same condition on a creature, each instance of the condition has its own duration, but the condition's effects don't get worse. A creature either has a condition or doesn't.

The following definitions specify what happens to a creature while it is subjected to a condition.

Blinded
- A blinded creature can't see and automatically fails any ability check that requires sight.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

Charmed
- A charmed creature can't attack the charmer or target the charmer with harmful abilities or magical effects.
- The charmer has advantage on any ability check to interact socially with the creature.

Deafened
- A deafened creature can't hear and automatically fails any ability check that requires hearing.

Exhaustion
Some special abilities and environmental hazards, such as starvation and the long-term effects of freezing or scorching temperatures, can lead to a special condition called exhaustion. Exhaustion is measured in six levels. An effect can give a creature one or more levels of exhaustion, as specified in the effect's description.

<table>
<thead>
<tr>
<th>Level</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Disadvantage on ability checks</td>
</tr>
<tr>
<td>2</td>
<td>Speed halved</td>
</tr>
<tr>
<td>3</td>
<td>Disadvantage on attack rolls and saving throws</td>
</tr>
<tr>
<td>4</td>
<td>Hit point maximum halved</td>
</tr>
<tr>
<td>5</td>
<td>Speed reduced to 0</td>
</tr>
<tr>
<td>6</td>
<td>Death</td>
</tr>
</tbody>
</table>

If an already exhausted creature suffers another effect that causes exhaustion, its current level of exhaustion increases by the amount specified in the effect's description.

A creature suffers the effect of its current level of exhaustion as well as all lower levels. For example, a creature suffering level 2 exhaustion has its speed halved and has disadvantage on ability checks.

An effect that removes exhaustion reduces its level as specified in the effect's description, with all exhaustion effects ending if a creature's exhaustion level is reduced below 1.

Finishing a long rest reduces a creature's exhaustion level by 1, provided that the creature has also ingested some food and drink.

Frightened
- A frightened creature has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight.
- The creature can't willingly move closer to the source of its fear.

Grappled
- A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- The condition ends if the grappler is incapacitated (see the condition).
- The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect, such as when a creature is hurled away by the thunder-wave spell.

Incapacitated
- An incapacitated creature can't take actions or reactions.

Invisible
- An invisible creature is impossible to see without the aid of magic or a special sense. For the purpose of hiding, the creature is heavily obscured. The creature's location can be detected by any noise it makes or any tracks it leaves.
- Attack rolls against the creature have disadvantage, and the creature's attack rolls have advantage.

Paralyzed
- A paralyzed creature is incapacitated (see the condition) and can't move or speak.
- The creature automatically fails Strength and Dexterity saving throws. Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

Petrified
- A petrified creature is transformed, along with any nonmagical object it is wearing or carrying, into a solid inanimate substance (usually stone). Its weight increases by a factor of ten, and it ceases aging.
- The creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings.
- Attack rolls against the creature have advantage.
- The creature automatically fails Strength and Dexterity saving throws.
- The creature has resistance to all damage.
- The creature has resistance to all damage. Although a poison or disease already in its system is suspended, not neutralized.
**Poisoned**
- A poisoned creature has disadvantage on attack rolls and ability checks.

**Prone**
- A prone creature’s only movement option is to crawl, unless it stands up and thereby ends the condition.
- The creature has disadvantage on attack rolls.
- An attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage.

**Restrained**
- A restrained creature's speed becomes 0, and it can’t benefit from any bonus to its speed.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.
- The creature has disadvantage on Dexterity saving throws.

**Stunned**
- A stunned creature is incapacitated (see the condition), can’t move, and can speak only falteringly.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.

**Unconscious**
- An unconscious creature is incapacitated (see the condition), can’t move or speak, and is unaware of its surroundings.
- The creature drops whatever it’s holding and falls prone.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.