

STAR WARS



UNOFFICIAL DUNGEONS AND DRAGONS FIFTH EDITION CONVERSION

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SPECIES

The *Star Wars* galaxy contains a bewildering variety of species, each with its own unique outlook and civilization. Although Humans dominate the known galaxy, there are many intelligent alien species that can be encountered wherever you travel.

KNOWN LANGUAGES

The primary language used throughout known space is called Basic. Most characters can speak Basic, and all characters understand it even if they can't speak it. Nonhuman characters can also speak, read, and write the language associated with their species. Other prevalent languages include Huttese (particularly common in the Outer Rim), Binary (used by droids and programmers), and Bocce (a trade language that can be spoken by almost any species). A few of the more common languages are listed below:

Basic	Gamorrean	Quarrenese
Binary	High Galactic	Rodese
Bocce	Huttese	Ryl
Bothese	Ithorese	Shyriiwook
Cerean	Jawa Trade	Sullustese
Dosh	Kel Dor	Zabrak
Durese	Mon Calamarian	

HUMANS



Humans dominate the Core Worlds can be found in virtually every corner of the galaxy. They are the descendants of early spacefaring pioneers, conquerors, traders, travelers, and refugees. Humans have always been people on the move. As a result, they can be found on almost every inhabited planet. As a species, Humans are physically, culturally, and politically diverse. Hardy or fine, light-skinned or dark, Humans remain one of the most dominant species throughout all eras of play.

Ability Score Increase. Two different ability scores of your choice increase by 1.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You know Basic and one language of your choice.

Skills. You gain proficiency in one skill of your choice.

Feat. You gain one feat of your choice.

BOTHANS



Native to Bothawui, these short, fur-covered humanoids have had hyper-space travel for thousands of years. Bothans use information as a measure of wealth and power, even wielding it as a weapon when necessary. The Bothan SpyNet, one of the largest intelligence agencies during most eras, plays an

important role in the Galactic Civil War.

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

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You know Basic and Bothese.

Iron Will. You have advantage on Wisdom saves.

SpyNet. You have advantage on Charisma checks made to gather information.

CEREANS



Cereans are a sophisticated and cultured humanoid species native to Cerea, a world on the fringes of known space. Their elongated heads distinguish them from most other humanoid species.

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

Wisdom increases by 1.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You know Basic and Cerean.

Intuitive Initiative. You may choose to reroll any Initiative check, but the result of the reroll must be accepted even if it is worse.

Perceptive. You are proficient in the Perception skill.

DROIDS



From small probes to massive haulers, droids can be found virtually anywhere in the galaxy. They are used for communication, personal accompaniment, maintenance, or combat. Where there are many droid makes and models, those of the Fourth Degree are the most

independent variety – making them the most likely to be encountered on adventures.

Ability Score Increase. Your Strength and Constitution scores increase by 1.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You know Basic and Binary.

Chassis. You can permanently adhere any armor you wear to your frame with 1 hour of work. Once adhered, you suffer no ill effects of resting while wearing armor. You can remove your armor with another 1 hour of work.

Composite Plating. Your base frame grants you a +1 bonus to your Armor Class.

Construct. You are immune to poison damage, as well as the effects of poison and disease. You do not need to eat or breathe. Instead of sleeping, you enter an inactive state for 2 hours each day. You are not aware of your surroundings for this time period, though you become awakened if you are moved or affected in any way.

Electronics. You are vulnerable to lightning damage.

DUROS



Tall, hairless humanoids from the Duro system, Duros were one of the first species to become a major influence in the Galactic Republic, and many respected scholars credited the Duros with creating the first hyperdrive. The Duros have a natural affinity for space travel, possessing an innate grasp of the mathematical underpinnings of astrogational computations.

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

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You know Basic and Durese.

Expert Pilot. You gain proficiency in Vehicles (Space). You also have advantage on Vehicle (Space) skill checks.

Galactic Traveler. You gain proficiency in Galactic Lore.

GAMORREANS



Gamorreans are green-skinned, porcine creatures native to Gamorr. Their tendency toward violence makes them valued as criminal enforcers. Though viewed as mindless brutes, they don't care so long as they are paid to fight.

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

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You know Basic (but cannot speak it) and Gamorrean.

Great Fortitude. You have advantage on Constitution saves.

Toughness. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

ITHORIANS



Ithoreans are tall humanoids whose appearance leads many to refer to them colloquially as "Hammerheads." Peaceful and gently, Ithoreans are widely recognized as talented artists, brilliant agricultural engineers,

and skilled diplomats.

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

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You know Basic and Ithorian.

Bellow. As an action, you can open all four of your throats and emit a terrible subsonic bellow. Each creature and unattended object within a 15 foot cone originating from you must make a Constitution save, the DC equal to your Constitution score. On a failed save, they take 3d6 sonic damage. Once you use this ability, you must take a short or long rest to use it again.

Green Thumb, Silver Tongue. You gain proficiency in Nature and Persuasion.

KEL DOR



The Kel Dor evolved on Dorun, a world with an atmosphere consisting mostly of helium and a gas that is unique to that world. As such, Kel Dor cannot breathe on planets with common atmospheres. Conversely, Dorin's atmosphere is toxic to most nonnative life. Calm and kind, the Kel Dor never

turn away a being in need. Still, most believe in quick, simple justice.

Ability Score Increase. Your Dexterity and Wisdom ability scores increase by 2.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You know Basic and Kel Dor.

Darkvision. Having evolved on a planet with a dense atmosphere, you have superior vision in dark and dim 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.

Keen Force Sense. You are proficient in Force and have advantage on Force ability checks.

Special Equipment. You suffer limitations outside of your native atmosphere. Without protective goggles, you are considered blind. Without an antiox breath mask, you suffer a level of exhaustion every round. You begin with this equipment, which is also poisonous to other species.

MIRALUKA



Miraluka are remarkable similar to Humans, except for two important and distinctive differences. Miraluka have no eyes, but they do have a natural ability to "see" by using the Force. Since they appear Human – including their speech and mannerisms – Miraluka attempt to

blend with Humans when traveling throughout the galaxy. Thus,

estimating how often they travel or how many live off their home planet of Alpheridies is difficult, but the number is relatively low. Since their homeworld was decimated during the Jedi Civil War, no major Miraluka settlements exist outside of Alpheridies, though individuals can still be encountered anywhere in the galaxy.

Ability Score Increase. Your Wisdom or Charisma score increases by 2, at your choice.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You know Basic and Miralukese.

Force Sight. Although blind, you can "see" by using the Force. You act normally without taking any penalties for blindness or darkness. This trait enables you to make Perception checks, and can read and write as a sighted person. You also have blindsight to 30 feet.

Keen Force Sense. You are proficient in Force and have advantage on Force ability checks.

MON CALAMARI



Amphibious land-dwellers, the Mon Calamari share their Outer Rim homeworld with the aquatic Quarren. They tend to be soft-spoken but vigorously defend causes that inspire them. Mon Calamari suffered under great oppression at the hands of the Galactic Empire, thus it was one of the first worlds to openly

declare support for the Rebel Alliance.

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

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet. Your base swim speed is 20 feet.

Languages. You know Basic and Mon Calamarian.

Amphibious. You can breathe both air and water, and cannot drown in water.

Darkvision. Hailing for an underwater realm, you have superior vision in dark and dim 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.

Expert Swimmer. You have advantage on Strength (Athletics) ability checks used to swim. In addition, if you roll less than a 10 on these checks, you are treated as if you had rolled a 10.

QUARREN



The Quarren hail from the distant Outer Rim world of Mon Calamari, sharing the world with the sentient humanoid species of the same name. The Mon Calamari live on the surface of the world, while the more isolationist Quarren dwell in oxygen-filled cities in

the deep recesses of the oceans.

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

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet. Your base swim speed is 20 feet.

Languages. You know Basic and Quarrenese.

Amphibious. You can breathe both air and water, and cannot drown in water.

Darkvision. Hailing from an underwater realm, you have superior vision in dark and dim 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.

Negotiator. You are proficient in Persuasion, and have advantage on Persuasion ability checks if you do not have a weapon visible.

RODIANS



Rodians hail from the Tyrius star system in the Mid Rim, their homeworld humid and choked with heavy rain forests teeming with dangerous life forms. In this hostile environment, the Rodians evolved into brutal hunters and killers to survive. As a result, the Rodian culture centers

around the concept of "the hunt." Their art glorifies violence and the act of stalking prey. The more intelligent and dangerous a hunter's prey, the more honorable the hunt.

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

Size. Your size is Medium.

Speed. Your base walking speed is 35 feet.

Languages. You know Basic and Rodese.

Darkvision. Having been raised under a dense canopy, you have superior vision in dark and dim 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.

Heightened Awareness. You have advantage on Wisdom (Perception) ability checks.

Hunter. You are proficient in Survival and Stealth.

SULLUSTANS



To survive the natural perils of their harsh, volcanic homeworld, the Sullustans evolved in the planet's numerous caves. They prefer to dwell underground, constructing highly advanced cities of such great beauty that wealthy sightseers come from all over the galaxy to visit them.

Living underground helped the Sullustans to develop acute senses, and they are renowned for their navigational and piloting skills.

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

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You know Basic and Sullustese.

Expert Climber. You have advantage on Strength (Athletics) ability checks used to climb. In addition, if you roll less than a 10 on these checks, you are treated as if you had rolled a 10.

Heightened Awareness. You have advantage on Wisdom (Perception) ability checks.

Superior Darkvision. 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.

TOGRUTA



Togruta are natives of the planet Shili, a world of dense forests, wild scrublands, and ever-growing urban areas. The most striking features of Togruta are their brightly colored horns, head, tails, and skin. These patterns serve as a

sort of camouflage that helps them stalk prey through the red and white, tall turu-grass of the scrublands.

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

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You know Basic and Togruti.

Pack Hunter. You have advantage on melee attacks against creatures if an ally is adjacent to the enemy and threatening it.

Sneaky. You are proficient in Stealth.

Spatial Awareness. You can sense your surroundings using passive echolocation. You have blindsight to 15 feet. Creatures that attack you within this radius do not have advantage for being invisible or during a surprise round.

TRANDOSHANS



The reptilian Trandoshans are known for their great strength and warlike natures. Many of these beings dedicate themselves to martial training, and some follow the path of the hunter on their native world. A few have even become renowned (or infamous) bounty hunters in galactic society. Trandoshans

have a long-standing enmity with Wookiees, and the two species have fought often over the centuries.

Ability Score Increase. Your Strength score increases by 2.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You know Basic and Dosh.

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.

Natural Armor. Your thick skin grants you a +1 bonus to your Armor Class.

Regeneration. When you expend hit dice to regain hit points during a short rest, you regain an additional amount equal to your Constitution modifier.

Toughness. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

TWI'LEKS



From the dry, rocky world of Ryloth, Twi'leks have made a place for themselves along the galactic rim. These tall, thin humanoids include a variety of distinct subraces, but all are instantly recognizable by their tentacular "head-tails" (called lekku) that protrude from the backs of their heads.

Sly, calculating beings, Twi'leks prefer to avoid trouble and stick to the shadows until an opportunity to act without undue danger to themselves presents itself.

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

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You know Basic and Togruti.

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.

Deceptive. You are proficient in Deception.

Great Fortitude. You have resistance to poison damage, and you have advantage on ability saves against environmental hazards.

WOOKIEES



Wookiees are widely recognized as one of the strongest and fiercest intelligent species in the galaxy. Wookiees have many customs and traditions that revolve around honor and loyalty, including the special bond called the life debt. A Wookiee never uses his or her climbing claws

in combat; doing this is considered dishonorable and a sign of madness.

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

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You know Basic (but cannot speak it) and Shyriiwook.

Expert Climber. You have advantage on Strength (Athletics) ability checks used to climb. In addition, if you roll less than a 10 on these checks, you are treated as if you had rolled a 10.

Rage. As a bonus action, you can launch into a rage that lasts for 1 minute. You gain a bonus to strength-based melee attack rolls and damage rolls equal to your Constitution modifier. Once you use this ability, you must take a long rest to use it again.

Recuperation. When you expend hit dice to regain hit points during a short rest, you regain an additional amount equal to your Constitution modifier.

ZABRAK



The Zabrak are an early spacefaring race distinguished by patterns of vestigial horns on their heads. Zabrak hail from many worlds and have been spacefarers for so long that they define themselves and each other according to their colony of origin. The harness of Iridonia, their homeworld, forged in the Zabrak an

unbreakable will to survive and escape their planet.

Ability Score Increase. One ability score of your choice increases by 1.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You know Basic and Zabrak.

Heightened Awareness. You have advantage on Wisdom (Perception) ability checks.

Great Fortitude. You have resistance to poison damage, and you have advantage on ability saves against environmental hazards.

Feat. You gain one feat of your choice.



THE DARK SIDE

The Force has two aspects, one light and one dark. The dark side lurks in the shadows, whispering to Force-users, tempting them with quick and easy access to power. While seemingly stronger, the dark side is only easier. It consists of the destructive impulses of all living beings. Anger, fear, hatred, and aggression are expressions of the dark side, and such emotions can quickly lead a Force-user down the dark side's corrupting path. Early on in her training, a Force-user finds that the dark side greatly enhances her abilities. After a time, the dark side demands more and more of those in its embrace.

DARK SIDE SCORE

Your Dark Side score measures the extent to which you've been corrupted by the dark side of the Force. A 1st-level character begins play with a Dark Side Score of 0. The only way to increase one's Dark Side Score is to commit evil acts.

A character who commits an evil act increases his Dark Side Score by 1. What constitutes an evil act is discussed under Dark Side Transgressions, below. Regardless of how many evil acts a character commits, the maximum Dark Side Score a character can possess is equal to his Wisdom Ability Score. For example, a character with a Wisdom score of 15 can have a maximum Dark Side Score of 15.

A character whose Dark Side Score equals his higher ability score has fully embraced the dark side and is wholly evil. A hero who falls to the dark side becomes an NPC (unless the GM chooses to allow the player to continue playing the dark side character as a sort of campaign anti-hero).

DARK SIDE TRANSGRESSIONS

The GM should use the considerations detailed below as guidelines for whether or not to increase a character's Dark Side Score. The guidelines are separated by degree: Major transgressions are acts that definitely deserve an increase, moderate transgressions are acts that probably deserve an increase, and minor transgressions are acts that could be considered dark but probably don't deserve an increase.

MAJOR TRANSGRESSIONS

Any of the following transgressions should increase a character's Dark Side Score by 1:

Performing a blatantly evil act: This includes deliberately killing or injuring another character who hasn't done anything wrong or who honestly seeks redemption for evil acts performed in the past.

Using a Force power with the Dark descriptor: A few Force powers are, by their very nature, evil. Examples of Force powers with the Dark descriptor include Force lightning, which channels dark energy, and dark rage, which feeds on negative emotions.

Using the Force in anger: Using the Force in anger or hatred is bad, but this can be hard to enforce. The GM should increase a character's Dark Side Score by 1 in these situations only when the player specifically states that his character is feeling fear, anger, hatred, pride, jealousy, greed, vengeance, and so forth.

MODERATE TRANSGRESSIONS

Any of the following transgressions might increase a character's Dark Side Score by 1, at the GM's discretion:

Using the Force to cause undue harm: Many of the uses of the Force are not overtly of the dark side, but they can be harmful or even fatal in their applications. When a Force power that isn't specifically tied to the dark side is used to harm living beings, the GM should consider increasing the character's Dark Side Score to 1.

Performing a questionably evil act: Some acts, while seemingly cruel, aren't necessarily evil. The GM should consider the intent behind the action before deciding to increase a character's Dark Side Score. For example, it may be a transgression to deliberately kill or injure (or allow someone else to kill or injure) a character known to have committed evil acts without remorse, but who is otherwise helpless.

MINOR TRANSGRESSIONS

Any of the following transgressions should probably not increase a character's Dark Side Score, unless the GM feels there's a good cause to make an exception

:

Performing a dubiously evil act: Increase a character's Dark Side Score only when the act is out of proportion to the situation. In most cases, the GM shouldn't increase a character's Dark Side Score for a single incident, but multiple incidents may indicate that a character has an unconscious cruel streak. For example, a hero who kills an opponent in combat while ignoring opportunities to end the situation without the loss of life might deserve an increased Dark Side Score, though a specific situation might not appear so clear.

DARK SIDE SCORE TRACKER

The Dark Side Score tracker is a useful tool for tracking a hero's devotion to the dark side. The box below could be drawn or copied onto a standard character sheet. A character's Dark Side Score tracker should have a number of empty boxes equal to the character's Wisdom score. Any extra boxes should be shaded in or blacked out. For example, a character with a Wisdom Score of 13 has a tracker that looks like this:

DARK SIDE SCORE									
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20

Whenever a hero's Dark Side Score increases by 1, the player fills in one of the empty boxes on the character's Dark Side Score tracker. When a character has no more empty boxes on his Dark Side Score tracker, he is considered to be dark. He is now effectively lost to the dark side and has little hope of finding redemption.

Whenever a character's Wisdom score increases by 1, he gets an additional empty box on his Dark Side Score tracker. This box remains empty until his Dark Side Score increases by 1.

A hero who still has empty boxes on his Dark Side Score tracker may be tainted by the dark side, but not beyond redemption. A tainted character can rid himself of the dark side's corruption through heroic deeds (as determined by the GM) and certain Force powers. A dark character's only path back to the light is to accomplish a truly epic act of heroism against the dark and in the service of the light. The road back from darkness is a long and difficult one, but possible for all.

DRAMATIC HEROISM

A dark character may attempt to turn away from the dark side by performing an act of dramatic heroism without calling upon the dark side of the Force. Such an act should require extreme personal cost, made in a selfless manner, and provide a significant benefit to the galactic balance.

Darth Vader performed such an act of dramatic heroism at the end of *Return of the Jedi* when he sacrificed his own life to save his son and destroy the Emperor. Kyp Durrion (in the

expanded *Star Wars* universe) performed a similar act of dramatic heroism by destroying the Sun Crusher, a super weapon prototype. Additionally, Jedi history tells of a Jedi named Bastila Shan (from *Knights of the Old Republic*) falling to the dark side, but in an act of dramatic heroism she turned the Republic fleet against Darth Malak using a powerful form of Battle Meditation.

If the GM accepts the act as being appropriately heroic, dramatic, and selfless, the character's Dark Side Score drops to 1, and he clears all but one of the boxes on his Dark Side Score tracker (so that he has a number of empty boxes equal to one less than is Wisdom or score). Henceforth, the character must strive to walk the path of the light side.

THE POWER OF THE DARK SIDE

The Dark Side is not without its benefits. While some, such as dark adepts or Sith, revel in its power, it holds an allure than being enticing to anyone. All characters can voluntarily tap into the dark side, increasing their Dark Side Score by 1, to gain any of the following benefits or abilities:

- Immediately reroll a missed weapon or Force power attack.
- Automatically cause an attack made against you to miss (even once the attack is resolved).
- Take an action on someone else's turn.
- Cause an adjacent creature to take the same amount of damage as you just received as a reaction.
- As an action, regain a number of expended Force power slots equal to your current Dark Side score.





CLASSES, SKILLS AND BACKGROUNDS

Star Wars heroes seek credits, glory, justice, fame, influence, and knowledge, among other goals. Some of these goals are honorable, some base. Each character chooses a different way to achieve these goals, from brutal combat power to subtle skills to mastery of the Force. Some adventurers prevail and grow in experience, wealth, and power. Others die.

The new features in this handbook represent much of the more common archetypes and personalities to be found throughout the galaxy. There is always room for expansion, but the following builds onto the *Dungeons & Dragons 5th Edition* mechanics to cover the basics.

NEW CLASSES

Six new classes are available in this *Star Wars* homebrew conversion. They are:

Adept: Mystic users of the Force that focus more on mental power than physical combat.

Fringer: Tricky, skillful rogues who succeed by stealth and wit instead of brute force.

Jedi: Guardians of peace and justice in the galaxy, balancing use of the Force and skill with the lightsaber.

Noble: Shrewd bargainers and negotiators who inspire confidence as leaders and speakers.

Soldier: Warriors with exceptional combat capability and unequalled skill with weapons.

Specialist: Skilled professionals whose expertise keeps any team up and running.

OLD CLASSES

The original classes found in Chapter 3 of the Player's Handbook, while still compatible with this conversion, do not fit well into the *Star Wars* universe. They could possibly be used to represent a more primitive character, but it would be a rarity.

Beyond the nature of the classes, virtually all aspects of the original classes have been borrowed, edited or incorporated in some way into the new classes. Having a character of an original class may find their features less unique as they interact with characters of the new classes.

SKILLS

All of the original skills in the Player's Handbook are compatible with this conversion, and are used by *Star Wars* characters.

In addition, there are three new skills added into the mix:

INTELLIGENCE (GALACTIC LORE)

Your Intelligence (Galactic Lore) measures your ability to recall general information about planets and whether they are safe, whether a species is known for something in particular, what languages someone is likely to speak, or similar information.

INTELLIGENCE (MECHANICS)

Your Intelligence (Mechanics) check represents your skill and knowledge with electronics systems, either hardware or software. Make an Intelligence (Mechanics) check whenever you want to diagnose damage to machinery, hack a secure computer, locate archived records, or disable an errant droid.

WISDOM (FORCE)

Wisdom (Force) not only represents your knowledge of the Force, its techniques, and its practitioners, but proficiency also indicates that you are Force-sensitive. Make a Wisdom (Force) check whenever you want to sense the strength of the Force in another, ask the DM if you have an uneasy feeling about a place or action, or identify a Force power or technique.

CHARISMA (FORCE)

Charisma (Force) functions identically to the Wisdom version, but is geared more toward the Dark Side. It is used by Adepts instead of Wisdom, as they wrest control of the Force using their own strength of personality through deception and intimidation – as opposed to the open conduit and perception that Wisdom provides.

BACKGROUNDS

All of the original backgrounds in the Player's Handbook are compatible with this conversion, and are used by Star Wars characters. With some slight adjustment and imagination, there is no need to replace or add anything.

Luke Skywalker, for example, could easily have the Folk Hero background. Obi-Wan Kenobi could be an Acolyte in the prequel films, or a Hermit in the original trilogy. Han Solo would likely be a Criminal. The list goes on.

One minor adjustment is to the Acolyte background. Representing monastic orders like the Jedi, Sith, Jai Shey, and others, the associated skills would more appropriately be History and Force.

Similarly the Sailor background could be Spacer, with associated skills being Mechanics and Perception, and of course space vehicles instead of sea.

HEALING

One other homebrew note. In this Star Wars conversion, characters do not fully heal with a long rest. There are several class abilities and other features to aid in healing over time, but heroes cannot do it on their own. Instead, a long rest is treated the same as a short rest in regards to regaining hit points.



ADEPT

A Twi'lek in black robes steps a terrified Rodian, who scampers away on the ground. He pulls and ignites a red-bladed lightsaber, which complements his red and black tattoos. The Rodian's pleas for mercy fall on deaf ears as the Sith brings down the blade and cuts his failed underling in twain.

Sitting cross-legged on a dense patch of grass, a Miralukan mystic meditates on the Force. With every breath, the trees sway with a rhythmic breeze. Though she has no eyes, for a time she feels as though she can see everything around her.

A dark-skinned human quickly runs down a corridor, the metal armor under his grey cloak clanking with each step. He round 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.

Adepts come from all walks of life, and embark on many paths. They are Force-users outside of the Jedi Order, often possessing philosophies and origins too difficult or dark for most to comprehend.

DARK SECRETS

Adepts usually hail from primitive cultures that revere or fear them for their Force powers. Some strive to keep their powers secret, both because they do not fully understand them and because they are afraid of how others might treat them. Others embrace their power and use it to dominate or intimidate their enemies. Depending on how they are encountered and treated, they can be powerful allies or deadly adversaries.

BY ANY OTHER NAME

The Adept is strong in the Force, but follows a different path than the Jedi. To the Adept, the Force and the air it provides is more mysterious, more supernatural. They come from varied traditions, with different beliefs and codes of conduct. Some call the Force by its familiar name, while others refer to it by some other term entirely. Adepts themselves might be called wizards, shamans, witches, or prophets, depending on where they come from and what traditions they follow.

Most Adepts follow the Light Side of the Force (or at least their version of it), but some fully embrace the Dark Side and use the Force for evil or selfish intent.

CREATING AN ADEPT

While creating your Adept character, consider your personal philosophy in regards to the Force and its most famous practitioners – the Jedi. Perhaps you were ostracized from your primitive village out of superstition or jealousy. You may have been brutally trained from a young age in Dark Arts, fueling your innate thirst for power.

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 an Adept quickly by following these suggestions. First, make Charisma your highest ability score, followed by Strength. (Some Adepts who prefer more finesse may opt for Dexterity instead.) Second, choose the Hermit background.

CLASS FEATURES

As an Adept you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per Adept level

Hit Points at 1st Level: 8 + your Constitution modifier

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



PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, unarmed

Tools: Choose any one

Saving Throws: Strength, Wisdom

Skills: Choose Force and any two others from Acrobatics, Athletics, History, Intimidation, Nature, Perception, Religion and Survival.

Languages: None

EQUIPMENT

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

- (a) a lightsaber or (b) any simple weapon
- (a) a sling and 20 stones or (b) any simple weapon
- (a) initiate armor or (b) ceremonial armor (if proficient)
- (a) a mystic's pack or (b) a traveler's pack
- A Force crystal power focus

FORCE POWERS

As both a conduit and source of great energy, you can cast Force powers.

FORCE TRICKS

You know three Force tricks of your choice from the Adept Force power list. You learn additional tricks of your choice at higher levels, as shown in the Tricks Known column of the Adept table.

PREPARING AND CASTING POWERS

The Adept table shows how many power slots you have to cast your powers of 1st level and higher. To cast one of these powers, you must expend a slot of the power's level or higher. You regain all expended power slots when you finish a long rest.

You prepare the list of Adept powers that are available for you to cast, choosing from the Adept power list. When you do so, choose a number of Adept powers equal to your Charisma modifier + your Adept level (minimum of one power). The powers must be of a level for which you have power slots.

The Adept

Level	Proficiency Bonus	Features	Tricks Known	Power Slots										
				1st	2nd	3rd	4th	5th	6th	7th	8th	9th		
1st	+2	Force Powers, Tradition	3	2	--	--	--	--	--	--	--	--	--	--
2nd	+2	Channel Force (1/rest) Tradition Feature	3	3	--	--	--	--	--	--	--	--	--	--
3rd	+2	----	3	4	2	--	--	--	--	--	--	--	--	--
4th	+2	Ability Score Improvement	4	4	3	--	--	--	--	--	--	--	--	--
5th	+3	Power Recovery 1	4	4	3	2	--	--	--	--	--	--	--	--
6th	+3	Channel Force (2/rest) Tradition Feature	4	4	3	3	--	--	--	--	--	--	--	--
7th	+3	----	4	4	3	3	1	--	--	--	--	--	--	--
8th	+3	Ability Score Improvement, Power Recovery 2, Tradition Feature	4	4	3	3	2	--	--	--	--	--	--	--
9th	+4	----	4	4	3	3	3	1	--	--	--	--	--	--
10th	+4	Force Ghost	5	4	3	3	3	2	--	--	--	--	--	--
11th	+4	Power Recovery 3	5	4	3	3	3	2	1	--	--	--	--	--
12th	+4	Ability Score Improvement	5	4	3	3	3	2	1	--	--	--	--	--
13th	+5	----	5	4	3	3	3	2	1	1	--	--	--	--
14th	+5	Power Recovery 4	5	4	3	3	3	2	1	1	--	--	--	--
15th	+5	----	5	4	3	3	3	2	1	1	1	--	--	--
16th	+5	Ability Score Improvement	5	4	3	3	3	2	1	1	1	1	--	--
17th	+6	Power Recovery 5, Tradition Feature	5	4	3	3	3	2	1	1	1	1	1	1
18th	+6	Channel Force (3/rest)	5	4	3	3	3	3	1	1	1	1	1	1
19th	+6	Ability Score Improvement	5	4	3	3	3	3	2	1	1	1	1	1
20th	+6	One With the Force	5	4	3	3	3	3	2	2	1	1	1	1

Table 1-1: The Adept

For example, if you are a 3rd-level Adept, you have four 1st-level and two 2nd-level power slots. With a Charisma of 16, your list of prepared powers can include six powers of 1st or 2nd level, in any combination. If you prepare the 1st-level power *charm person*, you can cast it using a 1st-level or 2nd-level slot. Casting the power doesn't remove it from your list of prepared powers.

You can change your list of prepared powers when you finish a long rest. Preparing a new list of Adept powers requires time spent in focus and meditation: at least 1 minute per power level for each power on your list.

FORCE CASTING ABILITY

Charisma is your Force casting ability for your Adept powers. Your power comes from a command of the Force, which both bends to your will and subverts the will of others. You can use your Charisma whenever a power refers to your Force casting ability. In addition, you use your Charisma modifier when setting the saving throw DC for an Adept power you cast and making an attack roll with one.

Power save DC = 8 + your proficiency bonus +
Your Charisma modifier

Power attack modifier = your proficiency bonus +
your Charisma modifier

RITUAL CASTING

You can cast an Adept power as a ritual if that power has the ritual tag and you have the power prepared.

POWER FOCUS

You can use a Force crystal (see rules on inventory) as a Force casting focus for Adept powers that require one. This most often takes the form of a finely-crafted pendant.

TRADITION

Choose one code of ethics that guides your path: Dark, Gray, or Mystic. Your choice grants you path powers and other features when you choose it at 1st level. It also grants you additional ways to use Channel Force when you gain that feature at 2nd level, and additional benefits at 6th, 8th, and 17th levels.

PATH POWERS

Each Tradition has a list of path powers – that you gain at the Adept levels noted in the tradition description. Once you gain a path power, you always have it prepared, and it doesn't count against the number of powers you can prepare each day.

CHANNEL FORCE

At 2nd level, you gain the ability to channel the Force, using that energy to fuel incredible effects. You start with two such effects: Power Recovery and an effect determined by your tradition. Some traditions grant you additional effects as you advance in levels, as noted in the tradition description.

When you use your Channel Force, you choose which effect to create. You must then finish a short or long rest to use your Channel Force again.

Some Channel Force effects require saving throws.

When you use such an effect from this class, the DC equals your Adept power save DC.

Beginning at 6th level, you can use your Channel Force twice between rests, and beginning at 18th level you can use it three times between rests. When you finish a short or long rest, you regain your expended uses.

CHANNEL FORCE: POWER RECOVERY

As an action, you extend your hand and reach out with the Force. Each living creature within 30 feet of you must make a Constitution saving throw. If at least one creature fails its saving throw, you regain the use of one level of power slots. This initially grants one additional use of a 1st level power.

At 8th level, this increases to two levels of power slots. It could then immediately restore either one 2nd level slot or two 1st level slots, at your choice. This increases to three power slots levels at 11th level, four levels at 14th level, and five levels at 17th level. If all creatures succeed in their Constitution saves, this ability has no effect. It is not expended, however, and you can attempt it again in later rounds until you succeed.

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 2 ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

FORCE GHOST

Beginning at 10th level, you draw the attention of a Force ghost. These are often the spirits of mentors, ancestors, or other personal acquaintances. They follow you, unseen, but can be called upon in times of need.

Imploring your ghost's aid requires you to use your action. Describe the assistance you seek, and roll a percentile dice. If you roll a number equal to or lower than your Adept level, your ghost accepts your plea. Assistance can come in the form of granting knowledge, exploring areas, contacting others, or similar endeavors. The DM chooses the nature of the aid, and the ghost usually returns to confirm the deed is done.

If your ghost assists you, you can't use this feature again for 3 days. Otherwise you can use it again after finishing a long rest.

ONE WITH THE FORCE

At 20th level, your call for assistance succeeds automatically, no roll required. Furthermore, if you die your spirit becomes a Force ghost. You are then free to aid another worthy Adept.

TRADITIONS

The Jedi Order is far from the only Force tradition in the galaxy, nor are they the oldest. From primitive jungle moons to underground cities to the seat of the Galactic Senate, Force Adepts can be found everywhere. While each sect has its own unique views and practices, they can be categorized into three primary traditions – Dark, Gray, and Mystic.

DARK ADEPT

The shadows of the galaxy shelter many who revel in the darkness. From the vengeful Sith to secretive Dathomir Witches, these Adepts not only use the Dark Side of the Force but thirst for more of the power that it provides. Dark Adepts excel in coercion, corruption and the intimidation of their foes.

DARK PATH POWERS

Adept Level	Powers
1 st	<i>false life, witchbolt</i>
3 rd	<i>crown of madness, darkness</i>
5 th	<i>fear, lightning bolt</i>
7 th	<i>confusion, phantasmal killer</i>
9 th	<i>dominate person, seeming</i>

BONUS PROFICIENCY

When you choose this tradition at 1st level, you gain proficiency with martial weapons.

POWER OF THE DARK SIDE

At 1st level, you gain proficiency in either Deception or Intimidation, at your choice. You also have advantage on ability saves against fear effects.

CHANNEL FORCE: RAGE

You let your anger swell into a rage. For one minute, or until you end your rage as an action, you gain a bonus on melee weapon attack rolls and melee damage rolls equal to your Charisma modifier.

While raging, you cannot use skills that require patience and concentration, such as Mechanics or Stealth, nor can you cast Force powers or rituals that take longer than one action.

EMBRACE THE DARK SIDE

Starting at 6th level, you have advantage on any attack rolls for Force powers with the Dark descriptor. Creatures also have disadvantage on their ability saves against Force powers you cast with the Dark descriptor.

DARK HEALING

At 8th level, you gain the ability to infuse your weapon strikes with dark energy. Once on each of your turns when you hit a creature with a weapon attack or Force power that deals damage, you can cause the attack to deal an extra 1d8 + your Charisma modifier in necrotic damage. If the creature you hit has a Dark Side score of 0 or higher, they have resistance to this extra damage.

TEMPTATION

Starting at 17th level, you perfect the Dun Möch, an ancient and vile technique for tempting others to tap into the Dark Side of the Force. As an Action, you target one creature within 30 feet of you that must make a Wisdom save against your Force casting DC. If that save fails, the target is filled with fear or anger, briefly giving in to the Dark Side. If the target makes an attack or casts a Force power that deals damage before your next turn, it must either add 1 point to its Dark Side score or take an amount of nonlethal damage equal to your Charisma modifier as it is overcome by nightmarish fury.

GRAY ADEPT

Often called Gray Jedi, not all Gray Adepts are related to the order. They are Force practitioners who walk the line between Light and Dark, never straying to either side. They see the Force as little more than a tool, but one which requires dedication and an open mind, without ethical bias, to use properly.

GRAY PATH POWERS

Adept Level Powers

1 st	<i>cure wounds, detect magic</i>
3 rd	<i>blur, invisibility</i>
5 th	<i>counterspell, dispel magic</i>
7 th	<i>dimension door, greater invisibility</i>
9 th	<i>telekinesis, wall of force</i>

BONUS PROFICIENCIES

When you choose this tradition at 1st level, you gain proficiency with medium armor and two weapons of your choice.

BALLISTAKINESIS

Also at 1st level, with a flick of your wrist you can interpose a piece of debris between yourself and an attacking enemy. When you are attacked by a creature within 30 feet of you that you can see, you can use your reaction to impose disadvantage on the attack roll, causing a stone or other small object to fly in the way of the attack before it hits or misses.

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

CHANNEL FORCE: BALANCE

You know how to use aspects of the Force many would consider dark or unnatural, without falling to the Dark Side. For 1 minute, you can use Force powers with the Dark descriptor even if you don't have any Dark Side points. Furthermore, any Dark Force powers you cast do not increase your Dark Side points for the duration of your Balance feature.

IMPROVED BALLISTAKINESIS

Starting at 6th level, you can also use your Ballistakinesis feature when a creature that you can see within 30' of you attacks a creature other than you.

POTENT FORCE

Starting at 8th level, you add your Charisma modifier to the damage you deal with any Adept Force trick.

FORCE CLOAK

When you reach 17th level, you fade into the river of the Force. You are considered invisible to electronic surveillance, including droids. As an action you can also render yourself invisible to any living creatures that fail a Wisdom save, the DC equal to your Force casting DC. Enemies can attempt this save every round, and if you make an attack or cast a Force power, the cloak ends. Otherwise the cloak lasts for 1 minute or until you dismiss it with another action.

MYSTIC ADEPT

From the Voss Seers to Mirialan Sages, mystics constitute the oldest and most common Force tradition in the galaxy. Seen as primitive shaman to many civilized cultures, including the Jedi, Mystic Adepts wield a power and connection to the natural forces of the universe that most cannot fathom.

MYSTIC PATH POWERS

Adept Level	Powers
1 st	<i>comprehend languages, detect thoughts</i>
3 rd	<i>beastsense, detect thoughts</i>
5 th	<i>clairvoyance, fly</i>
7 th	<i>arcane eye, dominate beast</i>
9 th	<i>commune with nature, scrying</i>

BONUS PROFICIENCIES

When you choose this tradition at 1st level, you gain proficiency in two of the following skills of your choice: Animal Handling, Insight, Nature or Survival.

ATTUNE ITEM

Also at 1st level, you can form a connection with your Force focus. As long as you wear the focus, your proficiency bonus is doubled for two skills of your choice.

Alternatively, you can attune your armor. As long as you wear that armor, you receive a bonus to your armor class equal to your Charisma modifier.

Attuning an item is a ritual that requires 10 minutes of uninterrupted meditation and focus, and you can change the items you have attuned with a new ritual. You can only perform this ritual once per long rest.



CHANNEL FORCE: CHARM BEASTS AND PLANTS

Starting at 2nd level, you can use your Channel Force to charm animals and plants.

As an action, you focus on your attuned crystal and reach out with an open hand. Each beast or plant creature that can see or hear you within 30 feet of you must make a Charisma saving throw. If the creature fails its saving throw, it is charmed by you for 1 minute or until it takes damage. While it is charmed by you, it is friendly to you and other creatures you designate.

READ THOUGHTS

Starting at 6th level, you can use your action to read a creature's thoughts. You can then use your access to the creature's mind to command it.

As an action, choose one creature that you can see within 60 feet of you. That creature must make a Charisma saving throw. If the creature succeeds on the saving throw, you can't use this feature on it again until you finish a long rest.

If the creature fails its save, you can read its surface thoughts (the foremost on its mind, reflecting its current emotions and what it is actively thinking about) when it is within 60 feet of you. This effect lasts until the end of your next turn.

During that time, you can use your action to end this effect and cast the mind trick power on the creature without expending a Force slot. The target automatically fails its saving throw against the power.

OPPORTUNE MOMENT

Beginning at 8th level, you occasionally see a window of opportunity in a threat before it happens. When a creature rolls a 1 on an attack roll against you, either with a weapon or Force power, you can use your reaction to either attack them with your own weapon (provided they are valid targets within range) or a Force power of your own that targets only one creature.

SIGNS AND PORTENTS

Starting at 17th level, glimpses of the future begin to press in on your awareness. When you finish a long rest, roll four d20s and record the numbers rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with one of these foretelling rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn.

Each foretelling roll can only be used once. When you finish a long rest, you lose any unused foretelling rolls.



FRINGER

A Bothan infiltrator takes a moment to adjust her infrared goggles. Nimbly sidestepping the laser grid in the room, she slips to the computer at the far end. Counting down the seconds in her head, she hacks 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 shoved into his mouth. He has no time to shout before the assassin pulls the trigger.

Fringers are rogues – good, bad, and neutral – who either live outside the law or fight against it in order 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.

LOOKING OUT FOR NUMBER ONE

Fringers have a knack for getting into and 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 fringers 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.

ON THE FRINGES

Fringers 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 FRINGER

While creating your Fringer character, consider how you first stepped outside the bounds of law and society. 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 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 Fringer quickly by following these suggestions. First, make Dexterity your highest ability score, followed by Charisma. (Some Fringers who rely more on awareness than people skills opt for Wisdom instead.) Second, choose the Criminal background.

CLASS FEATURES

As a Fringer you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per Fringer level

Hit Points at 1st Level: 8 + your Constitution modifier

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

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, unarmed, pistols, rifles

Tools: Security kit, tool kit

Saving Throws: Dexterity, Charisma

Skills: Choose four from Acrobatics, Athletics, Deception, Galactic Lore, Insight, Intimidation, Investigation, Mechanics, Perception, Performance, Persuasion, Sleight of Hand, and Stealth.

Languages: Choose any two

EQUIPMENT

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

- (a) a blaster pistol or (b) any simple weapon
- (a) a blaster pistol or (b) a rifle
- (a) a smuggler's pack or (b) a traveler's pack
- Blast armor, a vibrodagger, and security kit

EXPERTISE

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

At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

SNEAK ATTACK

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

The Fringer

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

Table 1-3: The Fringer

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 Fringer table.

BAD FEELING

You have a wary eye, bordering on paranoia. When you roll for initiative, you can make an immediate move action before the initiative order is determined. This movement is considered part of a surprise round, even if you are surprised yourself.

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

CUNNING ACTION

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

PROFESSION

At 3rd level, you choose an archetype that you emulate in the exercise of your abilities: Assassin, Infiltrator, or Smuggler. Your choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

UNCANNY DODGE

Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

EVASION

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a grenade or a radius Force power. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

RELIABLE TALENT

By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

BLINDSENSE

At 14th level, if you are able to hear, you are aware of the location of hidden or invisible creatures 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.

PROFESSIONS

Fringers 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 fringers steer those talents in varying directions, embodied by the fringer professions. Your skills, after all, determine your primary source of income.

ASSASSIN

You focus your training on the grim art of death. Those who adhere to this archetype are diverse: hired killers, spies, bounty hunters, and even lone rebels looking for revenge. Stealth, poison, and disguise help you eliminate your foes with deadly efficiency.

BONUS PROFICIENCIES

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

ASSASSINATE

Starting at 3rd level, you are at your deadliest when you get the drop on your enemies. You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit.

ESPIONAGE

Starting at 9th level, you can unfailingly create false identities for yourself. You must spend seven days and 100 credits 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 the Galactic Senate from a remote planet so you can insinuate yourself into the company of other politicians.

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.

IMPOSTER

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.

INFILTRATOR

Infiltrators come in many guises, such as spies, moles, special forces operatives, and secret agents. Infiltrators specialize in secretly penetrating enemy strongholds or organizations and carrying out their missions from within.

FAST HANDS

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

LIGHT FEET

Also beginning at 3rd level, you have advantage on Dexterity saving throws against effects that you can see, such as explosives or Force powers from a visible opponent. To gain this benefit, you can't be blinded, deafened, or incapacitated.

In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

SUPREME SNEAK

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

UNARMED TAKEDOWN

By 13th level, you have learned to rely on nonlethal techniques to avoid detection. Your unarmed damage increases to 1d8. When you deal nonlethal damage, you deal an extra 1d8 – in addition to sneak attack or other damage bonuses.

If you damage an opponent that is unaware of you, the opponent cannot speak or make other noises until the end of your next turn. This is a stunning effect.

LEAD INFILTRATOR

When you reach 17th level, you have become an effective leader of infiltration teams. As long as allies are within 30 feet of you and within line of sight, they can use the result of your Dexterity (Stealth) checks in place of their own.

SMUGGLER

Smugglers can be found in nearly every spaceport and cantina in the galaxy. They make their living by transporting illegal or restricted goods under the watchful eye of local governments, turning a profit and undermining the authorities. They tend to be fast talkers, and even faster with the trigger finger.

WHO SHOT FIRST?

Starting at 3rd level, you make a Dexterity (Sleight of Hand) check to draw and attack with a weapon without being seen, opposed by a Wisdom (Perception) check. If your target fails the check, you have advantage on the attack.

Other observers can make the Perception check as well. If they fail, they do not notice where the attack came from.

EMPTY SLEEVES

Also beginning at 3rd level, you have advantage on Sleight of Hand checks you make to hide weapons or objects on your body. This does not apply to the Who Shot First feature.

NOTHING TO SEE HERE

Starting at 9th level, you can attempt to persuade watchful eyes to look elsewhere. As an action, you can target anyone within 30 feet of you that you can see and that can hear you. Those targets must make a Wisdom saving throw against your Deception check. On a failure, the targets move to a location of your choosing, no more than 100 feet from you. The targets will continue moving to the location every round until they reach it, they are attacked, or they are persuaded otherwise.

IMPROVED COVER

Beginning at 13th level, any time you have half cover, you are treated as if you have three-quarters cover. Any time you actually do have three-quarters cover, you are treated as if you have total cover.

TRICK SHOT

When you reach 17th level, you can add half of your Fringer level (rounded up) to the damage you deal with pistols. This damage is doubled on a critical hit, as normal.

In addition, when you deliver a critical hit you can also add one of the following effects:

- The target is disarmed of one held weapon
- The target is knocked prone
- The target is stunned until the end of its next turn
- The target's speed is reduced by half until the end of its next turn

JEDI

A human female meditates in an empty room, sitting cross-legged on the floor. Reaching out with her mind she visualizes the face and voice of her sister. When the image and sound returns to her, her heart races. Her sister is in peril. The padawan opens her eyes and, despite the warning of her master, runs toward the exit.

A Zabrak general twirls his yellow lightsaber, deflecting multiple blaster bolts as he ducks around the corner. Both ends of the hallway are swarming with enemy mercenaries and he takes a moment to focus. Finally he turns back out and extends a hand, knocking the thugs to the ground with a blast of Force energy.

Carrying her wounded and heavily-armored companion through a cave, a Togruta Jedi takes a moment to lower the soldier to the ground. She places a hand to his bleeding ribs, healing him with almost divine power. The battle outside sound like distant thunder which shakes a stalactite loose. The Jedi quickly raises her hands, levitating the falling stones with her mind. With one last push, she hurls them away.

The Jedi are defenders of peace and guardians against darkness. Few are strong enough in the Force to walk the Jedi's path, but those few are rewarded with a powerful ally indeed.

STRONG IN THE FORCE

While the Force can be sensed and even used by an uncommon minority in the cosmos, fewer still have the strength and control to become Jedi. The Jedi Order is an ancient institution of rigid tenants and near endless training. A Jedi is taught to wield a lightsaber and use the Force, but above all practice peace and diplomacy. They are the first and last line of defense for much of the civilized galaxy.

ENEMY OF ONE

It is said that the greatest threat a Jedi will face is himself. The Jedi, who possess an innate power far greater than most, must constantly focus to prevent that power from becoming an



obsession. This inner struggle is often lost, with Jedi from the newest Padawan to the strongest Master falling to the Dark Side. As such the Jedi's greatest asset is self-control, and forgiveness their greatest weapon.

CREATING A JEDI

While creating your Jedi character, consider how you first took your steps toward mastering the Force. Perhaps you were indoctrinated into the Jedi Order at a young age. Maybe you're a Force-sensitive adept who was only recently learned the ways of the Jedi from one of the order's knights or masters.

How do your skills with the lightsaber (or other primary weapon) compare to that of the Force? What has propelled you from leaving your cloistered life to adventure throughout the galaxy? Who or what keeps you focused, or deters you from the Dark Side?

QUICK BUILD

You can make a Jedi quickly by following these suggestions. First, make Wisdom your highest ability score, followed by Dexterity. (Some Jedi who prefer brute force to finesse may opt for Strength instead.) Second, choose the Acolyte background.

CLASS FEATURES

As a Jedi you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per Jedi level

Hit Points at 1st Level: 10 + your Constitution modifier

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

PROFICIENCIES

Armor: None

Weapons: Simple weapons, unarmed, lightsabers

Tools: Choose any one

Saving Throws: Dexterity, Wisdom

Skills: Choose Force and any two others from Acrobatics, Athletics, Galactic Lore, History, Insight, Investigation, Perception and Persuasion.

Languages: Choose any two

EQUIPMENT

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

- (a) a lightsaber or (b) any simple weapon
- (a) a tool kit or (b) a utility belt
- (a) a diplomat's pack or (b) a traveler's pack

FORCE POWERS

Through training and focus you have begun to gain control of the Force, and can use it in remarkable ways. You can use the powers of the Force to aid you in battle, sense your surroundings or unravel the secrets of the galaxy.

FORCE TRICKS

You know two Force tricks of your choice from the Jedi Force power list. You learn additional tricks of your choice at higher levels, as shown in the Tricks Known column of the Jedi table.

FORCE SLOTS

The Jedi table shows how many Force slots you have. The table also shows what the level of those slots is; all of your Force slots are the same level. To use one of your Jedi powers of 1st level or

The Jedi

Level	Proficiency Bonus	Features	Force Points	Tricks Known	Powers Known	Force Slots	Slot Level
1st	+2	Force Powers, Unarmored Defense	—	2	2	1	1st
2nd	+2	Force Pool	2	2	3	2	1st
3rd	+2	Deflect, Jedi Branch	2	2	4	2	2nd
4th	+2	Ability Score Improvement	2	3	5	2	2nd
5th	+3	Build Lightsaber	2	3	6	2	3rd
6th	+3	Branch Feature, Force Trance	3	3	7	2	3rd
7th	+3	—	3	3	8	2	4th
8th	+3	Ability Score Improvement	4	3	9	2	4th
9th	+4	—	4	3	10	2	5th
10th	+4	Redirect	5	4	10	2	5th
11th	+4	—	5	4	11	3	5th
12th	+4	Ability Score Improvement	6	4	11	3	5th
13th	+5	—	6	4	12	3	5th
14th	+5	Branch Feature	6	4	12	3	5th
15th	+5	—	7	4	13	3	5th
16th	+5	Ability Score Improvement	7	4	13	3	5th
17th	+6	—	7	4	14	4	5th
18th	+6	—	8	4	14	4	5th
19th	+6	Ability Score Improvement	8	4	15	4	5th
20th	+6	Branch Feature, Jedi Master	8	4	15	4	5th

Table 1-3: The Jedi

higher, you must expend a Force slot. You regain all expended Force slots when you finish a short or long rest.

For example, when you are 5th level, you have two 3rd-level Force slots. To cast the 1st level power *force blast*, you must spend one of those slots, and you cast it as a 3rd-level power.

POWERS KNOWN OF 1ST LEVEL AND HIGHER

At 1st level, you know two 1st-level powers of your choice from the Jedi power list.

The Powers Known column of the Jedi table shows when you learn more Jedi powers of your choice of 1st level and higher. A power you choose must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach 6th level, for example, you learn a new Jedi power, which can be 1st, 2nd or 3rd level.

Additionally, when you gain a level in this class, you can choose one of the Jedi powers you know and replace it with another power from the Jedi power list, which also must be of a level for which you have power slots.

FORCE CASTING ABILITY

Wisdom is your Force casting ability for your Jedi powers, so you can use your Wisdom whenever a power refers to your Force casting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a Jedi power you cast and making an attack roll with one.

Power save DC = 8 + your proficiency bonus + your Wisdom modifier

Power attack modifier = your proficiency bonus + your Wisdom modifier

POWER FOCUS

You can use a lightsaber (see rules on inventory) as a Force casting focus for Jedi powers that require one.

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.

FORCE POOL

Starting at 2nd level, your training allows you to harness the mystic power of the Force is a pool of energy that flows through you. Your Jedi level determines the number of Force points you have, as show in the Force Points column of the Jedi table.

You can spend these points to fuel various Force features. You start knowing three such features: Rapid Strike, Recovery and Surge. You learn more Force features as you gain levels in this class.

When you spend a Force point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your meditate on the Force to regain the points back into yourself. You must spend at least 30 minutes of the rest meditating to regain your points.

Some of your Force features require your target to make a saving throw to resist the feature's effects. The saving throw DC in this case is equal to your Force power DC as listed above.

RAPID STRIKE

Immediately after you take the Attack action on your turn, you can spend 1 Force point to make an additional unarmed attack or with a lightsaber as a bonus action.

RECOVERY

Immediately after falling prone by some effect, you can spend 1 Force point as a bonus action to regain your standing and upright position.

Alternatively, you can spend 1 Force point as a bonus action to draw your lightsaber or use the Force to pull it to your hand from up to 30 feet away. The lightsaber is ignited immediately upon reaching your hand. If another target possesses your lightsaber at the time, they can make a Dexterity save against your Force casting DC. On a success they maintain possession, but on a failure you wrench it from their grasp.

SURGE

You can spend 1 Force point to take the Disengage or Dodge action as a bonus action on your turn, and your jump distance is doubled for the turn.

JEDI BRANCH

When you reach 3rd level, you begin your Jedi trials that guide you into one of the three primary Jedi branches: Jedi Consular, Jedi Guardian or Jedi Sentinel. All are detailed at the end of the class description. Your tradition grants you features at 3rd level and again at 6th, 14th and 20th level.

DEFLECT

Starting at 3rd level, you can use your reaction to deflect a melee or ranged attack targeting you with your lightsaber. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your Jedi level. You are not wielding a lightsaber in order to use this feature.

Alternatively you can also spend 1 Force point as part of your reaction to help resist Force powers used against you. When you do this, you have advantage on any ability save you must make to resist the Force power.

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 2 ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

BUILD LIGHTSABER

At 5th level you draw near your initiation as a Jedi Knight. One of the core aspects of this appointment is the construction of your own lightsaber. This ritual requires time and materials. You must spend 1,000 credits to obtain the basic components (if you do not possess them already) and 24 uninterrupted hours constructing the weapon. At the end of this time, make a DC 15 Force skill check. If the check succeeds, you complete the lightsaber's construction. If the check fails, you must spend another 24 hours dismantling and rebuilding the weapon.

Once the lightsaber is constructed, you must spend a Force point to attune it as an Action. From that point on, you gain a +2 bonus on attack rolls and damage rolls made with your scratch-built lightsaber. No one else who wields the weapon gains this bonus.

You can build a double-bladed lightsaber or two identical lightsabers (long or short), but the cost for components increases to 3,000 credits.

FORCE TRANCE

Starting at 6th level, you no longer need to sleep. Instead, you can meditate deeply, remaining semiconscious, for 4 hours a day. While meditating, you can use the Force skill to sense the emotions and general status of any target with whom you are

familiar, regardless of distance as long as they are conscious.

After resting in this way, you gain the same benefit that you normally would from 8 hours of sleep.

Alternatively, you can also spend 1 Force point on your turn in combat to enter a Force Trance. In doing so, you regain a number of hit points equal to 1d8 + your Jedi level. You can maintain this Trance in subsequent rounds by spending further Force points. Once you break out of your Trance in this fashion, you cannot enter another Trance until you take a long rest.

REDIRECT

Beginning at 10th level, your Deflect feature improves. If you successfully reduce a melee or ranged attack against you to zero hit point damage, you can then make a counterattack against the attacking target. If it was a melee attack, you make a melee attack with your lightsaber or unarmed strike. If it was a ranged attack, you make a ranged attack using your Force power attack bonus and the damage on a successful hit equals the original damage caused by the ranged attack.

If you had spent a Force point to rebuke a Force power and succeed in the ability save, you suffer no partial effects from the power. Furthermore the attacking target must immediately make the same ability save or suffer the effects of the Force power as normal.

JEDI MASTER

When you reach 20th level, you reach the pinnacle of training within the Jedi Order. By obtaining the rank of Jedi Master, you take it upon yourself to turn your attention toward younger or newer padawans and knights who look up to you.

You receive a number of Force points equal to your Wisdom modifier, in addition to your normal allotment. When you enter a Force Trance, you can also make Perception checks at any range, regardless of line of sight. To do so, you must sense a familiar target in the area or be familiar with the area.

JEDI BRANCHES

While the Jedi Order has many branches and divisions, they are primarily defined as Consulars, Guardians or Sentinels. These branches form columns that support the Order as diplomats, warriors and keepers of peace throughout the galaxy.

JEDI CONSULAR

Jedi that follow the path of the Consular are skilled negotiators and talented ambassadors. They prefer to use the strength of their words and the wisdom that the Force provides to solve conflicts. By relying less on physical combat than the other branches, Consulars become exceptionally strong in the Force and wield it with great power and effect.

ADEPT NEGOTIATOR

Beginning at 3rd level, you use your words to distract and hinder those who would do you harm. Choose one target you can see. You have advantage on any Charisma checks or Charisma-based skill checks against that target. You also add your Charisma modifier to your Armor Class when attacked by your chosen target. Both of these bonuses disappear if you attack or use Force powers against that target or its allies.

DEMAND SURRENDER

Starting at 6th level, you can attempt to force your enemies into compliance through sheer will. As an action, you can shout to a target with 60 feet that can see and hear you. Roll 1d10 + your Jedi level + your Charisma modifier. If the total matches or exceeds the target's remaining hit points, they immediately drop their weapon and surrender to you.

Once you use this feature, you must take a short or long rest to use it again.

FORCE SECRET

At 14th level, your diligent training unlocks stronger Force power that most Jedi have access to. Choose one 6th level power from the Jedi power list as this secret.

You can cast your secret once without expending a Force slot. You must finish a long rest before you can do so again.

At higher levels, you gain more Jedi powers of your choice that can be cast in this way: one 7th-level power at 16th level, one 8th-level power at 18th level, and one 9th level power at 20th level. You regain all uses of your Force Secrets when you finish a long rest.

AMBASSADOR OF PEACE

By reaching 20th level, you become an icon of peaceful negotiations. When you use the Demand Surrender feature, you can target all enemies with a 60' radius. The amount you roll is applied to each target individually. Even those targets who you fail to force into surrendering are stunned for 1 round.

JEDI GUARDIAN

Jedi that follow the path of the Guardian are more combat-oriented than other Jedi, honing their skills to become deadly combatants. They are often the first on the ground when conflicts arise, and the last to remain behind as they ensure others make it to safety.

BONUS PROFICIENCIES

At 3rd level, you become proficient with all martial weapons.

FIGHTING STYLE

Also starting at 3rd level, you adopt a 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.

DEFENSE: While wielding a lightsaber or other finesse weapon, you gain a +1 bonus to AC.

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

GREAT WEAPON FIGHTING: When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

PROTECTION: When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a lightsaber.

TWO-WEAPON FIGHTING: When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

BATTLE MEDITATION

Starting at 6th level, you can spend 1 Force point as a bonus action to create a 60' radius centered on yourself. Any allies within the radius, including you, have advantage on the first attack they make every round. This aura lasts for 1 minute or until you are incapacitated or stunned.

Allies with this aura, including you, also have advantage to saves against fear effects.

ELUSIVE TARGET

Beginning at 14th level, whenever an enemy misses you with a melee or ranged attack, you can immediately move up to 10 feet as a reaction. This movement provokes opportunity attacks as normal.

Alternatively, if you are adjacent to a different enemy when the attack misses, you can choose to have the attack target that second enemy instead.

WALL OF LIGHT

When you reach 20th level, you can use Deflect and Redirect to defend allies who are adjacent to you. You also no longer have a limit on how many times you can Deflect in a round.

JEDI SENTINEL

Jedi that follow the path of the Sentinel are the true enemies of the Dark Side, hunting down evil and stopping the spread of darkness wherever they go. They are masters of subtlety and difficult to tempt with the Dark Side, even when constantly confronted with its power.

DARK SIDE SENSE

The presence of the Dark Side registers on your senses like a noxious odor, and you are trained to sniff it out. At 3rd level you can, as an action, expend 1 Force point to open your awareness to detect such darkness. For the remainder of your turn, you know the location of any creature within 60 feet of you that has a Dark Side score of 1 or higher. You know of their presence, but not their identity. If the creature is within 30 feet of you, you also know their Dark Side score. You can maintain this sense as an action in subsequent rounds.

DARK SIDE SCOURGE

Starting at 6th level, you become resistant to necrotic damage. Furthermore, you add your Wisdom modifier to any weapon or Force power damage you deal to creatures with a Dark Side score of 1 or higher.

FORCE HAZE

Beginning at 14th level, you can spend 1 Force point to create a 30' radius aura centered on yourself that lasts for 1 minute. You and any allies within that radius are considered invisible to any targets that fail a Wisdom save, the DC equal to your Force casting DC. Enemies can attempt this save every round, and if you or any allies within the haze makes an attack or casts a Force power, the enemy creature has advantage on their save.

REDEMPTION

When you reach 20th level, whenever you deal weapon or Force power damage to a creature with a Dark Side score of 1 or higher, you reduce their Dark Side score by an amount equal to your Wisdom modifier. If the creature's Dark Side score reaches 0 in this fashion, they are incapacitated for 1 round.





NOBLE

With a practiced smile and rigid bow, a human senator bows to his constituents from the balcony above. He gives a rousing speech, shouting to be heard above the roaring masses. If he expected to remain in office for a record seventh term, he would have to choose his words carefully.

A green-skinned Twi'lek lowers her heels, which were kicked up on her desk, as three mercenaries enter her dark room. She sighs through the bad news. More trouble with the Hutts. One mercenary demands more pay, to which the beautiful and deadly boss snaps her fingers. Six well-armed Gamorrean bodyguards arrive to give the mercenary his pay.

Ducking enemy fire, a Cerean lieutenant reloads his spent blaster pistol. A half-dozen of his men dress their wounds, looking to him for direction. With quick gestures and clear commands, he stirs them back into action.

Nobles are leaders of incredible charisma, clarity and respect. They are coordinators on the battlefield and orchestrators behind the scenes. Whether the voice of the people or their dictator, nobles are a presence to be reckoned with.

MOUTHS AND MINDS

Most nobles wind up in dangerous situations because of something they believe in or because their job calls for it. Others hope to use their negotiating talents to navigate a course through the troubles around them, or seek to find profit in the troubles of others. Whatever their initial motivations, nobles usually wind up taking to a cause and a goal that sustains them through the roughest missions.

WALKS OF LIFE

Nobles come to their profession in a variety of ways. Altruistic nobles believe it is their duty and responsibility to serve and lead. More selfish nobles seek the fame, wealth, and power often associated with the positions they aspire to.



Power-hungry nobles take advantage of the system and wind up helping others only to help themselves. The halls of power are calling. How the noble answers can make all the difference.

CREATING A NOBLE

While creating your Noble character, consider how you obtained authority and what you intend to do with it. You could be from a rich and prosperous family, who uses wealth to buy loyalty from those around you. Perhaps you are a military officer, who earns respect by leading from the front.

How did you first come to power? Who or what do you consider your greatest enemies? If you no longer have the support of your subordinates, what will you do?

QUICK BUILD

You can make a Noble quickly by following these suggestions. First, make Charisma your highest ability score, followed by Intelligence. Second, choose the Noble background.

CLASS FEATURES

As a Noble you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per Noble level

Hit Points at 1st Level: 6 + your Constitution modifier

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

PROFICIENCIES

Armor: None

Weapons: Simple weapons, pistols

Tools: Choose any two

Saving Throws: Intelligence, Charisma

Skills: Choose any four from Deception, Galactic Lore, History, Insight, Intimidation, Investigation, Performance or Persuasion.

Languages: Choose any three

EQUIPMENT

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

- (a) a hold-out blaster or (b) any simple weapon
- (a) a tool kit or (b) a utility belt
- a diplomat's pack
- a credit stick with 500 credits

INSPIRATION

You can inspire others through stirring words or dire threats. To do so, use your 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 Inspiration 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 Inspiration die, but must decide before the GM says whether the roll succeeds or fails. Once the Inspiration die is rolled, it is lost. A creature can have only one Inspiration die at a time.

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

Your Inspiration 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.

The Noble

Level	Proficiency Bonus	Features	Leadership Points
1st	+2	Leadership (1), Inspiration (1d6)	1
2nd	+2	Restful Oratory (d6)	2
3rd	+2	Lineage, Expertise	3
4th	+2	Ability Score Improvement	4
5th	+3	Inspiration (d8), Font of Inspiration	5
6th	+3	Leadership (2), Lineage Feature	6
7th	+3	Minion (1)	7
8th	+3	Ability Score Improvement	8
9th	+4	Restful Oratory (d8)	9
10th	+4	Inspiration (d10), Expertise, Expanded Knowledge	10
11th	+4	Minion (2)	11
12th	+4	Ability Score Improvement	12
13th	+5	Restful Oratory (d10)	13
14th	+5	Expanded Knowledge, Lineage Feature	14
15th	+5	Leadership (3), Inspiration (d12)	15
16th	+5	Ability Score Improvement	16
17th	+6	Restful Oratory (d12)	17
18th	+6	Expanded Knowledge	18
19th	+6	Ability Score Improvement	19
20th	+6	Superior Inspiration	20

Table 1-4: The Noble

LEADERSHIP

Starting at 1st level, your presence swells into a reserve of influence that you can extend to your followers. Your Noble level determines the number of leadership points you have, as shown in the Leadership Points column of the Noble table.

You can spend these points to fuel various Noble features. You start knowing four such features: Cease Fire, Delegate, Fervor, and Presence. You learn more leadership features as you gain levels in this class.

When you spend a leadership point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your remaining points back into your aura. You must spend at least 30 minutes of the rest speaking to your followers to regain your points.

Some of your Leadership features require your target to make a saving throw to resist the feature's effects. The saving throw DC in this case is equal 8 + your proficiency bonus + your Charisma modifier.

At 6th level, the core Leadership features below can be used on two targets instead of one. This increases to three targets at 15th level of this class.

CEASE FIRE

Immediately after you or one of your allies reduces an enemy you can see to 0 Hit Points, you can expend 1 Leadership Point as a reaction to spare that enemy from death. The creature is instead left with 1 Hit Point and is stable, but is incapacitated for 1 round.

DELEGATE

You can expend 1 Leadership Point as a bonus action to select one ally within 30 feet of you. That ally can then immediately make either a move or an action, chosen by you.

FERVOR

When you are hit by an attack or affected by a Force power, provided you are not incapacitated by the action, you can spend 1 Leadership Point as a reaction to designate one ally within 30 feet. That ally can immediately make an attack on the target who attacked you, and they do so with advantage.

PRESENCE

When you are attacked by a creature within 30 feet of you that you can see, you can use your reaction to impose disadvantage on the attack roll, shouting a threat or demand that causes them to second-guess their attack before it hits or misses.

RESTFUL ORATORY

Beginning at 2nd level, you can use your words of wisdom and motivation to revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your speech regain hit points at the end of the short rest, each of those creatures regains an extra 1d6 hit points.

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

LINEAGE

When you reach 3rd level, your noble roots branch out to fulfill your true calling in one of three archetypes: Aristocrat, Officer, or Vigo. All are detailed at the end of the class description. Your choice grants you features at 3rd level and again at 6th and 14th level.

EXPERTISE

At 3rd level, choose two of your skill 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 skill proficiencies to gain this benefit.

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 2 ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

FONT OF INSPIRATION

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

MINION

At 7th level, you gain the services of a minion. This person can serve as a person aid, bodyguard or other capacity as you choose with unquestioning loyalty. Should your minion be killed, you receive a new one in about 24 hours – provided you are in an area where civilized reinforcements can find you. Your lineage determines the NPC template for your minion.

At 11th level, you receive a second minion.

EXPANDED KNOWLEDGE

By 10th level, you have explored the galaxy and learned many new things. Choose one skill from any class, including this one. You are proficient in that skill.

You gain proficiency in another skill from any class at 14th level and again at 18th level.

SUPERIOR INSPIRATION

At 20th level, when you roll initiative and have no uses of Inspiration left, you regain one use.

LINEAGES

The first step a noble takes into the cosmos often guides the rest. A noble's origin is also their occupation, and serves as a template for their leadership abilities.

ARISTOCRAT

Senators. Royalty. Wealthy patrons. Aristocrats are the social elite of the galaxy, whose power and influence can be felt on even the most backwater of worlds. From altruistic politicians to greedy businessmen, they have the connections to pull many strings from the safety of their luxurious estates.

WEALTH

Beginning at 3rd level, your rich inheritance comes to fruition. Every time you gain a level from this class (including this one), you receive an amount of credits equal to 1,000 x your noble level. You can spend these credits as you see fit. The credits appear in a civilized, accessible location of your choice or in your private bank account.

CONNECTIONS

Starting at 6th level, you can obtain licensed, restricted, military, or illegal equipment without having to pay a licensing fee or endure a background check, provided the total cost of the desired equipment is equal to or less than your Noble level x 1,000 credits.

In addition, you make Deception, Intimidation and Persuasion checks with advantage if you can cite the organization or authority of the creature you are targeting.

MINION: BODYGUARD

At 7th level, you are assigned a bodyguard for your protection. This bodyguard uses the statistics found at the end of this packet. A bodyguard will fight to the death for you under most circumstances, but shrewd nobles may find the loyalty of their underlings wanting.

Use the Guard NPC template from Appendix B of the *Monster Manual*, changing the ranged damage to Radiant.

REGAL PRESENCE

Beginning at 14th level, you and any allies within 60 feet of you have advantage on Persuasion checks.

In addition, you gain a bonus to your Armor Class equal to your Charisma modifier.

OFFICER

Even the best-trained troops need someone to make decisions and provide direction. The officer fills that role but also takes responsibility when the troops fail in their appointed tasks. Yet still they frequently suffer the disrespect of their subordinates, who often see the uniform as a symbol of oppression.

BONUS PROFICIENCIES

At 3rd level, you become proficient with rifles and tool kits.

SHIFT MANEUVER

Also starting at 3rd level, can spend 1 Leadership point as an action to grant yourself and all allies within 60 feet that can hear you advantage on attack rolls, but enemies also have advantage on their attacks against you and affected allies.

Alternatively, you can impose attack roll disadvantage on yourself and all allies within 60 feet that can hear you. If so, enemies also have disadvantage on attack rolls against you and affected allies.

Allies can choose not to listen to you, and thus not be affected, though this would be insubordination.

TACTICAL EDGE

Starting at 6th level, you can spend a Leadership point to perform any appropriate maneuver as a bonus action, instead of an action.

MINION: TROOPER

At 7th level, you are assigned a trooper under your military or civil command. This trooper uses the statistics found at the end of this packet. A trooper will fight to the death for you under most circumstances, but dishonorable officers may find the loyalty of their troopers wanting.

Use the Scout NPC template from Appendix B of the *Monster Manual*, changing the ranged damage to Radiant.

TAKE COVER

Beginning at 14th level, whenever an enemy damages an ally within 30 feet that you can see, you can use your reaction to shout a warning and reduce their damage taken by half.

If you spend 1 Leadership point when using this feature, you can reduce the damage of all allies within 30 feet who are damaged by an area attack – including yourself.

VIGO

Though coined by the notorious Black Sun Syndicate, a Vigo is a crime boss or leader of organized and illicit activities. Vigo's often buy the loyalty of those they cannot intimidate or inspire, and are as cunning and deadly as the mercenaries they hire.

INSPIRE FEAR

Beginning at 3rd level, your infamy and reputation are such that any opponent whose character level is equal to or less than your Noble level suffer disadvantage on attack rolls and opposed ability checks made against you. You also have advantage against any Force powers they may use against you. This is a mind-affecting fear effect.

TAKE THE HIT

Starting at 6th level, when standing adjacent to an ally loyal to you, you can use your reaction to interpose them between you and an attacker. You and the ally take half of the damage from the attack. You can attempt to command an unwitting ally into taking the hit, forcing them to make a Charisma save against a DC of 8 + your proficiency bonus + your Charisma modifier.

If you spend 1 Leadership point when using the feature, the ally still takes half damage but you suffer no damage. Once you use this feature, you must take a short or long rest to use it again.

MINION: THUG

At 7th level, you are assigned two thugs for your protection, instead of the usual one. These thugs use the statistics found at the end of this packet. A thug can often be paid off by enemies, but particularly intimidating or wealthy vigos may have more loyal hirelings. At 11th level, you receive a third minion.

Use the Thug NPC template from Appendix B of the *Monster Manual*, changing the ranged damage to Radiant.

NOTORIOUS

Beginning at 14th level, your infamy and reputation are such that any opponent whose character level is equal to or less than your Noble level suffer disadvantage on attack rolls and opposed ability checks made against you. You also have advantage against any Force powers they may use against you. This is a mind-affecting fear effect.





SOLDIER

A Trandoshan runs frantically across rooftops, constantly looking over his shoulder. As he prepares to leap a gap, a bolt of electricity hit 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 and cybernetic arms held wide, a grizzled-looking human grins to his bloodthirsty crowd. He turns back to his arena opponent just in time to see the Wookiee take a swing. He ducks, punching the furry fighter in the gut. Two wild haymakers later, and he stands alone as the gladiatorial champion.

Taking a deep breath, a Clone Trooper looks out onto the war zone waging across the sands of Genoshia. He grips his carbine rifle tightly then, with a nod to the dozen identical squadmates beside him, he charges onto the battlefield.

Soldiers combine discipline with martial skills to become the best pure warriors in the galaxy. Soldiers 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 soldiers see adventures, raids on enemy strongholds, and dangers missions as their jobs. Some want to defend those who can't defend themselves. Others seek to use their muscle to carve their own place of importance in the galaxy. Soldiers can take the form of guards, champions, bounty hunters, enforcers, mercenaries, freedom fighters, or simply armed explorers.

CODE RED

Most soldiers 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 soldier may have taken up his weapon to escape a mundane life. Another may be following a proud family tradition. Whatever their origins, most soldiers share an unshakeable loyalty to their cause, unit, or employer. Soldiers follow orders with little hesitation, as failure could mean death for themselves or those under their watch.

CREATING A SOLDIER

While creating your Soldier 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 Soldier 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.

CLASS FEATURES

As a Soldier you gain the following class features.

HIT POINTS

Hit Dice: 1d12 per Soldier level

Hit Points at 1st Level: 12 + your Constitution modifier

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

PROFICIENCIES

Armor: All armor, shields

Weapons: Simple weapons, martial weapons, unarmed, pistols, rifles

Tools: Medical kit, tool kit

Saving Throws: Strength, Constitution

Skills: Choose two skills from Acrobatics, Athletics, Galactic Lore, History, Insight, Intimidation, Investigation, Mechanics, Perception, and Survival

Languages: None

EQUIPMENT

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

- (a) a blaster pistol or (b) any martial weapon
- (a) a blaster pistol or (b) a rifle
- (a) blast armor, (b) trooper armor or (c) power armor
- (a) a soldier's pack or (b) a traveler's pack
- A vibrodagger and a utility belt

FIGHTING STYLE

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.

BOMBARDIER

When you roll a 1 or 2 on a damage die for an attack you make with a weapon that damages an area (such as a grenade or autofire weapon), you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

DEFENSE

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

The Soldier

Level	Proficiency Bonus	Features
1st	+2	Fighting Style, Second Wind
2nd	+2	Action Surge (1)
3rd	+2	Martial Archetype
4th	+2	Ability Score Improvement
5th	+3	Extra Attack
6th	+3	Ability Score Improvement
7th	+3	Martial Archetype feature
8th	+3	Ability Score Improvement
9th	+4	Indomitable (1)
10th	+4	Martial Archetype feature
11th	+4	Extra Attack (2)
12th	+4	Ability Score Improvement
13th	+5	Indomitable (2)
14th	+5	Ability Score Improvement
15th	+5	Martial Archetype feature
16th	+5	Ability Score Improvement
17th	+6	Action Surge (2), Indomitable (3)
18th	+6	Martial Archetype feature
19th	+6	Ability Score Improvement
20th	+6	Extra Attack (3)

Table 1-5: The Soldier

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon. This applies to unarmed damage as well, but only for the primary attack, not an off-hand attack.

PROTECTION

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll.

TWO-WEAPON FIGHTING

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

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 soldier 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.

MARTIAL ARCHETYPE

At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques: Bounty Hunter, Brawler, or Vanguard. Your archetype grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 6th, 8th, 12th, 14th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

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

The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

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.

MARTIAL ARCHETYPES

Different soldiers choose different approaches to perfecting their fighting prowess. The martial archetype you choose to emulate reflects your approach.

BOUNTY HUNTER

The bounty hunter capitalizes on the vendettas of others, tracking down fugitives for their enemies, their masters, or simply for justice. The best bounty hunters are the ones who can stay emotionally detached from their employers or their quarry – although bounty hunters who hate their prey make even more dangerous predators.

HUNTER'S TARGET

Beginning at 3rd level, you have significant experience studying, tracking, hunting and investigating your assigned mark.

Choose one target that you either know personally or on whom you were given a significant amount of background information. You have advantage on Wisdom (Survival) checks to track them, on Intelligence checks to recall information about them, and on Charisma checks to gather intel on them.

In addition, you gain a bonus on weapon damage rolls equal to your Wisdom modifier against your target. You can change your Hunter's Target as an action once per long rest.

NOWHERE TO HIDE

Starting at 7th level, you ignore half cover and three-quarters cover when attacking your Hunter's Target. You also do not suffer disadvantage for attacking them in dim light.

NOTORIOUS

At 10th level, your skill as a bounty hunter becomes known throughout the galaxy, even on fringe worlds. When you are not disguised, you have advantage on Charisma (Intimidation) checks.

The first time you damage a creature in an encounter, you can force them to make a Wisdom save against your Intimidation check. On a failure, they are Frightened until either you take damage, they are incapacitated, or the end of the encounter. Once you use this feature, you must take a short or long rest to use it again.

RELENTLESS

Beginning at 15th level, your pursuit of your target hardens you to their attacks. You have resistance to all damage caused by your Hunter's Target.

NEMESIS

By 17th level, you have become so familiar with hunting dangerous foes that your skill in fighting them is legendary. When attacking your Hunter's Target, you always have advantage. Your target also has disadvantage against you, and does not gain advantage for attacking you while unseen.

BRAWLER

Not all soldiers prefer guns. Some prefer, or are forced, to favor their bare fists or melee weapons instead. From cantina bouncers to martial artists, the close range of brawlers should never be mistaken as a disadvantage.

IMPROVED UNARMED

Beginning at 3rd level, your unarmed damage begins to increase greatly over time. Your unarmed damage becomes 1d6, and you can choose to use either your Strength or Dexterity modifier for attack and damage rolls.

Your unarmed damage increases to 1d10 at 7th level and 1d12 at 15th level.

STUNNING STRIKE

Starting at 7th level, you can attempt to knock an opponent senseless. When you hit another creature with a melee weapon attack, the target must succeed on a Constitution saving throw or be stunned until the end of your next turn. The DC is equal to 8 + your proficiency bonus + your Strength or Dexterity modifier (depending on which ability you used for your attack).

You can use this feature a number of times equal to your Constitution modifier, and then you must take a short or long rest to use it again. You cannot use this feature more than one time per round, even if you have multiple attacks.

MOVING TARGET

At 10th level, you begin to truly hone your skill in combating ranged opponents. You can Dodge as a bonus action.

In addition, when an enemy misses you with a ranged attack, you can use your reaction to move up to your base move speed.

STUNNING FLURRY

Beginning at 15th level, when any of your Stunning Strikes stuns an enemy, you can make two additional unarmed attacks. These attacks do not need to be made against the same opponent. You can only use this feature one per round.

IRON GRIP

By 17th level, you have mastered close-quarters combat and grappling. You have advantage on Strength (Athletics) checks to grapple creatures. Those you grapple can make no actions or reactions on their turns other than trying to escape. Every round that you maintain the grapple, you deal unarmed damage to the grappled creature automatically.

In addition, you can move up to your normal speed while holding a grappled enemy, instead of the usual half.

VANGUARD

The vanguard represents an individual who has received advanced combat training. More than a mere soldier, the vanguard is highly trained and capable of taking on any number of combat-related missions, whether defending an important location or participating in a forward assault.

COMBAT SUPERIORITY

At 3rd level, you learn maneuvers that are fueled by special dice called superiority dice.

Maneuvers. You learn three maneuvers of your choice, which are detailed under “Maneuvers” below. Many maneuvers enhance an attack in some way. You can use only one maneuver per attack.

You learn two additional maneuvers of your choice at 7th, 10th, and 15th level. Each time you learn new maneuvers, you can also replace one maneuver you know with a different one.

Superiority Dice. You have four superiority dice, which are d8s. 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.

You gain another superiority die at 7th level and one more at 15th level.

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:

$$\text{Maneuver save DC} = 8 + \text{your proficiency bonus} + \text{your Strength or Dexterity modifier (your choice)}$$

GALACTIC TRAVELER

Also at 3rd level, you gain proficiency in Galactic Lore and one language of your choice.

PROWESS

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.

ELITE TRAINING

At 10th level, your superiority dice turn into d10s. Your weapon attacks score a critical hit on a roll of 19–20.

At 15th level, your superiority dice turn into d12s, and 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.

MANEUVERS

The maneuvers are presented in alphabetical order.

Bunker Buster. When a creature is behind total cover, you can expend one superiority die as an action to target one of the squares of cover. The target must make a Dexterity save or take full damage, or half damage on a successful save. The cover takes the full damage amount.

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.

Goaded 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.

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

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

Sweeping Attack. When you hit a creature with a melee weapon attack, you can expend one superiority die to attempt to damage another creature with the same attack. Choose another creature within 5 feet of the original target and within your reach. If the original attack roll would hit the second creature, it takes damage equal to the number you roll on your superiority die. The damage is of the same type dealt by the original attack.

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



SPECIALIST

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

Inside, the human captain jumps into the cockpit. She nods to her droid co-pilot, who quickly begins charting a course home. Before the calculations can be completed, enemy Starfighters scream in from the clouds. The pilot rolls the ship, nimbly evading incoming fire. She reroutes the power to shields, leaving just enough for astrogation. 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 medic waits until warp travel has been established before he walks along the frigate corridors. He enters the medical bay, where his Rodian patient is waiting. Examining the blaster scorch marks, he gathers supplies and begins medical care. A few injections and an energy scan later, and the Rodian breathes more easily. The wounds heal slowly and, patient stabilizing, the medic pardons himself to examine the rest of the crew.

Every machine needs a specialist to run it, and a living crew is no different. Specialists are the experts and professionals who rely on skill and bravery 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 Jedi, specialists are no less vital to group dynamic. They are electricians, welders, medics, psychologists, pilots or any other facet to be found in facilities across the galaxy. Their work, often unsung, is what keeps starships (and their crew) intact.



UNSHAKEABLE

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. Specialists 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 A SPECIALIST

While creating your Specialist 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 a Specialist by following these suggestions. First, make Intelligence your highest ability score, followed by Dexterity. Second, choose the Folk Hero background.

CLASS FEATURES

As a Specialist you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per Specialist level

Hit Points at 1st Level: 6 + 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 weapons, pistols

Tools: Security kit, tool kit

Saving Throws: Dexterity, Charisma

Skills: Choose four skills

Languages: Choose any three

EQUIPMENT

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

- (a) a blaster pistol or (b) any simple weapon
- (a) a medical kit or (b) a tool kit
- (a) a smuggler's pack or (b) a traveler's pack
- Blast armor and a vibrodagger

EXPERTISE

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

At 6th level, you have advantage on all ability checks you make that use either of the chosen proficiencies. At 20th level, any time you roll less than a 15 on either of the chosen proficiencies, you are treated as if you had rolled a 15.

SPECIALTY

At 1st level, you choose a primary focus of your skills and profession: Medicine, Piloting, and Technology. Your choice grants you features at 3rd level and then again at 9th, 13th, and 17th level. It also determines the Knack you learn at 1st level, and qualifications for Talents beginning at 3rd level.

The Specialist

Level	Proficiency Bonus	Features	Talents	Knack
1st	+2	Expertise, Knack, Specialty	--	1d6
2nd	+2	Diversity, Talents	2	1d6
3rd	+2	Specialty Feature	2	2d6
4th	+2	Ability Score Improvement	2	2d6
5th	+3	Steady Hands	3	3d6
6th	+3	Expertise Focus	3	3d6
7th	+3	Quick Talent (1)	4	4d6
8th	+3	Ability Score Improvement	4	4d6
9th	+4	Specialty Feature	5	5d6
10th	+4	Ability Score Improvement	5	5d6
11th	+4	Always a Chance	5	6d6
12th	+4	Ability Score Improvement	6	6d6
13th	+5	Specialty Feature	6	7d6
14th	+5	Quick Talent (2)	6	7d6
15th	+5	Potent Knack	7	8d6
16th	+5	Ability Score Improvement	7	8d6
17th	+6	Specialty Feature	7	9d6
18th	+6	Improved Steady Hands	8	9d6
19th	+6	Ability Score Improvement	8	10d6
20th	+6	Expertise Mastery	8	10d6

Table 1-6: The Specialist

KNACK

Beginning at 1st level, your Specialty determines a primary ability as described in the Specialty details. Knacks are potent abilities usable without limit, and serves as one of the Specialist's core functions.

Using a Knack requires an action or reaction, and provides 1d6 of a benefit determined by your Specialty. You can use a Knack a number of times equal to your class level + your Intelligence modifier, after which you must take a long rest to use it again.

At 15th level, you can make your Knack a Potent Knack. In doing so, the numerical value of the Knack is maximized. For example, at 15th level the Knack – which is at 8d6 – would be considered 48. Once you use a Potent Knack, you must take a long rest to use it again.

TALENTS

In your dedication of skill perfection and focus, you learn talents and tools that aid you in your pursuits.

At 2nd level, you gain two talents of your choice. Your talent options are detailed at the end of the class description. When you gain certain Specialist levels, you gain additional talents of your choice, as show in the Talents column of the Specialist table.

Additionally, when you gain a level in this class, you can choose one of the talents you know and replace it with another talent that you could learn at that level.

ATTACK ROLLS AND SAVING THROWS

Some talents can be used as weapons, allowing you to make an attack roll. The ability score bonus added to this attack roll is listed in the text for the description for that particular gadget.

Talent attack modifier = your proficiency bonus + your Intelligence modifier.

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

ACTIVATING TALENTS

Some talents provide a continuous benefit for certain durations. Other talents have an effect that requires you to take an action in order to activate it. The type of action required to activate the effect will be listed in the description of the talent. Most talents that need to be activated require you to take a short or long rest to use again, taking the time to reset or reestablish the talent involved.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase 1 ability score of your choice by 2, or increase two scores of your choice by 1. As normal, you can't increase an ability above 20 using this feature.

STEADY HANDS

Starting at 5th level, you learn to operate under pressure. You gain advantage on ability saves against fear effects.

At 18th level, you become immune to fear effects.

Furthermore, any ally within 30 feet of you that can see and hear you gains advantage on ability saves against fear effects.

QUICK TALENT

Beginning at 7th level, you can rapidly perform a talent that requires an action – instead using it as a bonus action. Once you use a Quick Talent in this fashion, you must take a short or long rest to accelerate one again.

At 14th level, you can use two Quick Talents before needing to take a short or long rest.

ALWAYS A CHANCE

Starting at 14th level, whenever you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die.

SPECIALTIES

Specialists place great emphasis on their primary field of study, source of training or set of skills. These Specialties guide their abilities and, by extension, their profession and role at large.

MEDICINE

The galaxy is a dangerous place. Vicious creatures, massive battles, barroom brawls, lethal environments, and other kinds of threats imperil people everywhere. Doctors, nurses, and other medical personnel provide vital care to the critically injured, but are less available to those operating in the field. The Medicine Specialist fills this void, providing on-the-spot advanced medical treatment and support.

KNACK: TREAT INJURY

When you choose this archetype at 1st level, you gain the ability to heal a creature with a touch. As an action, you utilize tools on an adjacent ally, healing them for 1d6 damage. The amount you heal increases as you take more levels in this class, as listed in the Knack column of the Specialist Table.

HEALER

Starting at 3rd level, you can gain the Healer feat. When you use a healer's kit to stabilize a dying creature, that creature also regains a number of hit points equal to your Intelligence modifier – instead of the usual 1 hit point.

LONG-TERM CARE

Starting at 9th level, you get used to busy night shifts in the medical bay. You only need 4 hours of sleep to benefit from the effects of a long rest. You can use the remainder of the long rest to tend to your allies. When do so, each ally you treat is healed once by your Knack talent.

INNOCULATION

At 13th level, you become immune to the effects of poison and disease, and have resistance to poison damage. Furthermore, if an ally is currently being affected by a poison or disease, they are cured of the condition when healed by your Knack.

You also have advantage on ability saves against environmental hazards, such as smoke or gas.

BRING THEM BACK

Starting at 17th level, you can revitalize fallen allies. When you use your Knack on a creature that was died anytime within a number of minutes equal to your Intelligence modifier, they are brought back to life at 1 hit point. The revived creature does not benefit from any other healing from the use of the Knack, but can be healed normally with subsequent uses thereafter.

PILOTING

Pilot specialists often define themselves by the vehicles they fly. Their arms and armor are the weapons and shields of a sleep starship soaring through space or an airspeeder shrieking through the atmosphere. A veteran of countless engagements, the pilot has proven his or her skill again and again by virtue of facing the enemy and surviving – and making sure the enemy did not.

KNACK: VEHICULAR DODGE

When you choose this archetype at 1st level, you become skilled at veering away from enemy fire. As a reaction when you're a vehicle you are piloting is damaged by an outside source, you can reduce that damage by 1d6. You must be able to see the damage source, such as an enemy fighter or space hazard. The amount you decrease increases as you take more levels in this class, as listed in the Knack column of the Specialist Table.

VEHICULAR EVASION

Starting at 3rd level, when a vehicle you are piloting is subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw and only half damage if you fail.

If by combination of Vehicular Evasion and Vehicular Dodge you take no damage from such an effect, you can Dash with your vehicle as a bonus action.

BOOST SHIELDS

Starting at 9th level, you've learn how to reroute systems to keep your ship in the fight. As an action, you can roll your Knack and add the result to the temporary hit points granted by your vehicle's shields. You must take a short or long rest before using this feature again.

DOGFIGHTER

At 13th 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 Attack, Dash, Dodge or Disengage and all such actions apply only to the vehicle you are piloting.

KEEP IT TOGETHER

Starting at 17th level, you can keep your vehicle intact for a few precious moments. When the vehicle you are piloting is reduced to 0 hit points but not destroyed outright, you can have it drop to 1 hit point instead. You can use this feature a number of times equal to your Intelligence modifier, after which you can't use it again until you finish a long rest.

TECHNOLOGY

As prevalent as they are diverse, tech specialists focus on modifying and enhanced fantastic technology to fit his or her needs. Tech specialists range from brilliant engineers to prodigious outlaw techs, though all share a love for the guns, gear, and gadgets found throughout the galaxy. They are mechanics, engineers, and designers – found from cosmopolitan city-planets to remote jungle moons.

KNACK: REPAIR

When you choose this archetype at 1st level, you gain the ability to repair damaged droids, vehicles, and other machinery. As an action, you use your tool kit on an adjacent machine, healing it for 1d6 damage. The amount you repair increases as you take more levels in this class, as listed in the Knack column of the Specialist Table.

GIMMICK

Starting at 3rd level, can use the Interact With Object option as a bonus action instead of a normal action. This can only be used on mechanical devices, and not weaponry.

OUTLAW TECH

Starting at 9th level, you can temporarily improve the gear of yourself and your allies. By spending 1 minute adjusting a set of armor, a vehicle, or a weapon, you can add one of the following benefits. These benefits last for 24 hours.

- Increase armor AC by 1 x your INT modifier
- Remove heavy armor speed reduction
- Grant armor (helmet) darkvision to 60 feet
- Grant armor damage resistance against 1 damage type
- Increase vehicle speed by 1 square x your INT modifier
- Increase vehicle armor by 1 x your INT modifier
- Increase vehicle hit points by 10 x your INT modifier
- Increase weapon damage by 1 x your INT modifier
- Grant +1 weapon accuracy bonus x your INT modifier
- Allow weapon to bypass damage type reduction

A set of armor, a vehicle, or a weapon cannot have more than one tech improvement at any given time. If you adjust the gear to add a different improvement, the prior improvement is removed.

You can add a number of improvements total equal to your Intelligence modifier. You must then take a long rest to use this feature again.

REASSEMBLE

At 13th level, you can rebuild destroyed machines and droids. When you use your Knack on a machine that was destroyed anytime within a number of minutes equal to your Intelligence modifier, they are rebuilt and stable at 1 hit point. The reassembled machine does not benefit from any other repairs from the use of the Knack, but can be repaired normally with subsequent uses thereafter.

MASTER TECH

Starting at 17th level, your Outlaw Tech upgrades become greatly improved. The upgrades are now permanent, and you can place two improvements on an item instead of one.

TALENTS

If a Specialist Talent has prerequisites, you must meet them to learn it. You can learn the talent at the same time that you meet the prerequisites.

ADAPTIVE ARMOR

Prerequisite: Technology specialist

With this enhancement equipped to armor, the wearer can use their reaction to activate it whenever they are targeted by an attack, power, or effect that deals acid, cold, fire, lightning, sonic, or radiant damage. Until the end of their next turn, you gain resistance to damage of the same type as the attack. Once used this enhancement must be recharged and cannot be reset again until you complete a short or a long rest. You can use this talent on multiple sets of armor.

BACTA TANK

Prerequisite: 15th level, Medicine specialist

You can select a number of creatures equal to your Intelligence modifier. Each creature, when taking a long rest, regains all lost hit points and is fully healed. Those who are missing limbs reattach or regrow one limb per long rest with this talent.

DOGFIGHT

Prerequisite: 3rd level, Piloting specialist

You can make a Dexterity (Space Vehicles) proficiency check opposed by another target, who does the same. If you meet or exceed their result, you lock onto their ship. Enemy vehicles caught in a dogfight move at half speed, and you automatically move with and behind them. You have advantage on attack rolls against the enemy, and they have disadvantage against you. Once you use this talent you must take a short or long rest to use it again.

DROID SCANNER

Prerequisite: 5th level, Technology specialist

When this talent is equipped you can use your action to scan for droids in your vicinity. You can detect how many droids are within 100 feet of you. You know the number of droids, the target size, and their approximate distance and direction from you. If remote-controlled, you also detect the direction and approximate distance of the droid controller. Living creatures cannot be detected in this way. You can maintain this scan every round as an action. Once used, the gadget must be recharged and cannot be used again until you complete a short or long rest.

EVASIVE MANEUVERS

Prerequisite: Piloting specialist

You can add your Dexterity modifier to the armor class of any vehicle you pilot.

EXEMPLARY SKILL

Prerequisite: 10th level

Choose two skills with which you are proficient. Allies that you designate with 30 feet of you, that can see and hear you, receive a bonus to those skills equal to your Intelligence modifier.

EXTRA HEALING

Prerequisite: 5th level, Medicine specialist

When you use your Knack, you can use it again as a bonus action. You can either heal the same creature or a different one, but both must be adjacent to you.

GHOST SHIP

Prerequisite: 7th level, Piloting specialist

You have learned to utilize frequencies, security signals, and other measures to mask the electronic signature of your ship. You can make a Charisma (Deception) check to trick a spaceport tower, carrier, or other landing authority that your ship is something other than it is – or carrying passengers it is not. You can add your Intelligence modifier to this roll.

HERBAL REMEDIES

Prerequisite: Medicine specialist

You become proficient in Nature and Survival. Furthermore, you can create your own healer's kit with an hour of work and a DC 15 Survival check. If you fail the check, it takes another hour to gather materials and make the attempt again.

HOLOGRAPHIC DISGUISE

Prerequisite: 7th level, Technology specialist

When you activate this gadget by taking an object interaction, it projects a three dimensional holographic image around you or an ally, making either of you—including your clothing, armor, weapons, and other belongings on your person—look different. You can seem up to 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the disguise is up to you: you might use the hologram to add or change a minor feature, make yourself appear to be wearing different clothing, or to look like a completely different person.

The changes wrought by this gadget fail to hold up to physical inspection. For example, if you use the hologram to add a helmet to your outfit, objects pass through the helmet, and anyone who attempts to touch the helmet would feel nothing or would feel your head and hair. If you use this gadget to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.

To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your Intelligence (Mechanics) check.

The disguise lasts for 10 minutes or until you take an object interaction to cancel it. Once used, it cannot be used again until you complete a short or a long rest.

IMPROVED SABOTAGE

Prerequisite: 15th level, Technology specialist, Sabotage

Droids of vehicles rendered inoperable or put under your control by the Sabotage talent remain so permanently, unless someone else makes an Intelligence (Mechanics) check that meets or exceeds the one you made.

LIFE FORM SCANNER

Prerequisite: 10th level, Medicine specialist

When this talent is equipped you can use your action to scan for living beings in your vicinity. You can detect how many creatures are within 100 feet of you. You know the number of creatures, the creature size, and their approximate distance and direction from you, but no other information about them. Droids and other lifeless creatures cannot be detected in this way. You can maintain this scan every round as an action. Once used, the gadget must be recharged and cannot be used again until you complete a short or long rest.

LINGUIST

Prerequisite: 15th level

You are able to communicate in any language, provided you read it or a creature first speaks the language to you. You cannot write in the language, unless you know it already.

LIST LAZILY TO THE LEFT

Prerequisite: 10th level, Piloting specialist

As an action, you can perform a deceptively simple set of maneuvers to lost pursuers. You can make a Dexterity (Stealth) check. If an observer fails its Perception check against the result, you are effectively invisible to that observer's vessel for a number of rounds equal to your Intelligence modifier, or until you attack. Once you use this talent, you must take a short or long rest to use it again.

MILITIA TRAINING

Prerequisite: 3rd level

You gain proficiency in one of the following: martial weapons, medium armor or rifles.

NIGHT SCOPE

Prerequisite: Technology specialist

The ranged weapon to which you adhere this gadget grants its user darkvision to 120 feet while looking through it, and its base range is doubled.

NURSE

Prerequisite: 3rd level, Medicine specialist

You gain the services of a Nurse NPC. A nurse will not accompany you into battle, but will maintain a designated medical area in your absence – including administration of medpacks, healing kits, and other forms of care.

SABOTAGE

Prerequisite: 10th level, Technology specialist

As an action, you can attempt to override the circuitry of an adjacent droid or vehicle. To do so, make an Intelligence (Mechanics) check against a DC of 15 or opposed by the target's Constitution save, if it has one. For a droid, they must be helpless or grappled first. On a success, you choose either to render the droid or vehicle inert an inoperable for 1 minute or under your control for the same duration. You can delay the onset of sabotage by a number of minutes equal to your Intelligence modifier, chosen when you use this talent. After using this talent, you must take a long rest before using again.

SET TO STUN

Prerequisite: 5th level

Whenever you deal nonlethal damage with a ranged or melee weapon, the target creature must make a Constitution save against a DC equal 8 + your proficiency bonus + your Intelligence modifier. On a failure, they are stunned for 1 round. Enemy pilots use the ship's Constitution instead of their own.

SHIP SCANNER

Prerequisite: 5th level, Piloting specialist

When this talent is equipped you can use your action to scan for ships in your vicinity. You can detect how many droids are within 20 squares of you. You know the number of vehicles, the vehicle size, and their approximate distance and direction from you. You also detect the approximate number of creatures on board – choosing either living or droid when you scan.

SPECIALIZED ARMOR

Prerequisite: 3rd level, Technology specialist

With this enhancement equipped to armor, the wearer becomes resistant to bludgeoning, slashing, piercing, acid, cold, fire, lightning, sonic, or radiant damage – chosen by you when applied. This resistance lasts for 24 hours. You cannot use this talent again until you complete a short or a long rest.

STIM PACK

Prerequisite: 7th level, Medicine specialist

As an action, you can grant one of the following to an adjacent living creature. The effects last for 1 minute.

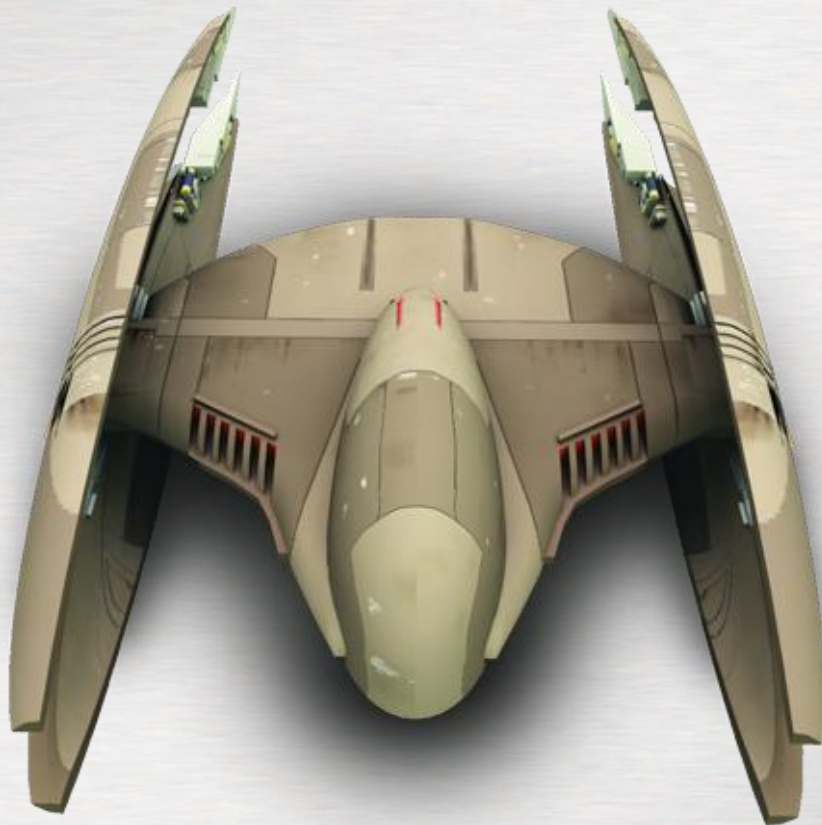
- Grants one additional bonus action per round
- Regenerates hit points per round equal to your INT modifier
- Removes one condition affecting the target
- Increases base land speed by 5 feet

Once you use this talent, you must take a short or long rest to use it again.

VITALITY SCANNER

Prerequisite: Medicine specialist

With you use this talent as an action, you instantly know the current hit points of every creature within a 15 foot cone, as well as detect any poison or disease they may have. Once you use this talent you must take a short or long rest to use it again.





EQUIPMENT

In a galaxy of high-tech wonders, the only limits to what types of equipment are commercially available depend on the inventors, merchants, and corporations that manufacture and supply them. Most of the items described in this section are available through legitimate arms and equipment traders.

The Star Wars universes credits as the standard currency. For the sake of simplicity, they are considered equivalent to gold pieces in this conversion.

While a host of weapons, armor, gear and gadgets will be released in future homebrew materials, the following is a general collection of common gear.

Ranged weapons with the Ammunition property have a clip of 20 shots before requiring a reload.

ARMOR					
Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight
<i>Light Armor</i>					
Padded	5 cr	11 + Dex modifier	---	Disadvantage	8 lb.
Blast	10 cr	11 + Dex modifier	---		10 lb.
Initiate	45 cr	12 + Dex modifier	---		13 lb.
<i>Medium Armor</i>					
Scout	50 cr	13 + Dex modifier (max 2)	---		20 lb.
Ceremonial	50 cr	14 + Dex modifier (max 2)	---	Disadvantage	40 lb.
Trooper	750 cr	15 + Dex modifier (max 2)	---	Disadvantage	45 lb.
<i>Heavy Armor</i>					
Mercenary	75 cr	15	---	Disadvantage	40 lb.
Power	200 cr	16	Str 13	Disadvantage	60 lb.
Armored Spacesuit	1,500 cr	18	Str 15	Disadvantage	65 lb.
<i>Shield</i>					
Energy Shield	10 cr	+2	--	--	5 lb.

WEAPONS				
Weapon	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Club	.1 cr	1d4 bludgeoning	2 lb.	Light
Combat Gloves	1 cr	1d4 piercing	1 lb.	Light
Knife	2 cr	1d4 piercing	1 lb.	Finesse, light, thrown (range 20/60)
Mace	5 cr	1d6 bludgeoning	4 lb.	---
Spear	1 cr	1d6 piercing	3 lb.	Thrown (range 20/60), versatile (1d8)
Stun Baton	7 cr	1d6 lightning (nonlethal)	2 lb.	Light
Quarterstaff	.2 cr	1d6 bludgeoning	4 lb.	Versatile (1d8)
Unarmed Strike	--	1 bludgeoning	---	---
Vibroblade	5 cr	1d6 slashing	2 lb.	Light
Vibrodagger	5 cr	1d6 piercing	1 lb.	Light
<i>Simple Ranged Weapons</i>				
Bowcaster	25 cr	1d8 radiant	5 lb.	Ammunition (range 80/320), loading, two-handed
Sling	.1 cr	1d4 piercing	---	Ammunition (range 30/120)

WEAPONS (CONTINUED)				
Weapon	Cost	Damage	Weight	Properties
<i>Martial Melee Weapons</i>				
Electrostaff	20 cr	1d10 lightning	6 lb.	Heavy, reach, two-handed
Force Pike	20 cr	1d10 piercing	10 lb.	Heavy, reach, two-handed
Lightsaber	1,500 cr	1d8 radiant	3 lb.	Finesse, versatile (1d10)
Lightsaber (Double)	4,000 cr	1d8 radiant	5 lb.	Two-Handed
Lightsaber (Short)	1,000 cr	1d6 radiant	2 lb.	Finesse, light
Sith Sword	1,000 cr	1d8 slashing	3 lb.	Finesse, versatile (1d10)
Vibroaxe	10 cr	1d8 slashing	7 lb.	Versatile (1d10)
<i>Martial Ranged Weapons</i>				
Flamethrower	75 cr	1d10 fire	2 lb.	Ammunition (range 30 line)
Grenade, Frag	50 cr	2d8 force and piercing	1 lb.	Finesse, thrown (range 20/60)
Grenade, Ion	50 cr	2d8 force and lightning	1 lb.	Finesse, thrown (range 20/60)
Grenade, Stun	50 cr	2d8 force (nonlethal)	1 lb.	Finesse, thrown (range 20/60)
<i>Pistols</i>				
Blaster	50 cr	1d8 radiant	5 lb.	Ammunition (range 80/320)
Heavy Blaster	70 cr	1d10 radiant	8 lb.	Ammunition (range 100/400), heavy
Hold-Out Blaster	20 cr	1d6 radiant	2 lb.	Ammunition (range 30/120)
Ion Blaster	30 cr	1d8 lightning	5 lb.	Ammunition (range 80/320)
<i>Rifles</i>				
Blaster	70 cr	1d10 radiant	8 lb.	Ammunition (range 150/600), loading, two-handed
Heavy Carbine	200 cr	1d12 radiant	12 lb.	Ammunition (range 100/400), heavy, two-handed
Ion Rifle	60 cr	1d10 lightning	8 lb.	Ammunition (range 150/600), loading, two-handed
Light Repeating	150 cr	1d10 radiant	3 lb.	Ammunition (range 30/120), light

EQUIPMENT PACKS

The starting equipment you get from your class includes a collection of useful adventuring gear, put together in a pack. Most of the original packs found on Page 151 of the Dungeons & Dragons Player's Handbook are applicable – with some imagination for what space adventures necessitate. The new packs listed in the Star Wars class descriptions are detailed below. If you are buying your starting equipment, you can purchase a pack for the price shown.

Mystic's Pack (15 cr). Includes a handful of inert crystals, a piece of animal fur or scales, 10 days of rations, a glow rod (15 foot radius), three writing tablets, a symbol of your order or tribe, and 10 feet of synthrope.

Soldier's Pack (75 cr). Includes a spare power cell for a pistol, a spare power cell for a rifle, a comlink (1 mile range), a small knife, a heat belt, 5 days of rations, a crest of your order or division, and 20 feet of synthrope.

Smuggler's Pack (50 cr). Includes a security kit, false documentation for arrival at one space port, 3 digital maps, a spare power cell for a pistol, and a medpac (which heals 1d8 HP as an action).

Traveler's Pack (50 cr). Includes a sleeping sac, a self-building tent, 10 days of rations, a small knife, 2 digital maps, a change of common clothes, two glow rods, a medpac, and 50 feet of synthrope.

Utility Belt (75 cr). Includes 3 days of rations, a medpack, a tool kit, a spare power cell for a pistol or lightsaber, a glow rod, a comlink (1 mile range), and 20 feet of synthrope.

VEHICLES

Space combat is an integral facet of the *Star Wars* experience. While there are countless dozens of ships and options pertaining to them, such as class skills and feats, the following is a brief introduction. More ships and materials are planned for future homebrew releases and errata.

The ships below, and to come, use the following statistics as illustrated in the table:

Armor Class. The Armor Class of the vehicle is mechanically the same as armor worn by heroes, in regards to attacks made against them. Unless the pilot of the vehicle has traits that say otherwise, there are no modifiers such as Dexterity added to the AC.

Shields. Functionally, shields are extra hit points before attacks hit the vehicle itself. Whenever the vehicle takes damage, the shield takes the damage instead. If this damage reduces the shield to 0 hit points, the vehicle takes any remaining damage. Once reduced to 0 hit points, shields are considered inert unless restored. Otherwise, shields return to full capacity following a short rest.

Hit Points. Every vehicle has a finite amount of damage it can take. Once it reaches 0 hit points, the vehicle is destroyed. All creatures within the vehicle are automatically reduced to 0 hit points and Dying. If they manage to make their Death Saves, they suffer 1 level of exhaustion every round thereafter.

Speed. Vehicle speed is represented by squares. Land vehicles move at the same ratio as characters, with one square representing 5 feet of movement. Air and space vehicles, however, cover far greater and more abstract distances. These squares are not adaptable to character distances, and are considered their own scale without representing a specific unit of measurement.

Gunners. Regardless of how many types of weapons are aboard a vehicle, they need gunners to fire them. The pilot is always considered Gunner #1. Any numbers of 2 or higher represent weapons that can be manned by co-pilots, turret operators, or the like. For example, the YT-1300 has one weapon type listed, but 2 gunners. Either pilot or one other gunner could fire the primary weapon, if they chose to.

Weapon 1. This is the primary weapon of the vehicle (if any).

Weapon 2. This is the secondary weapon of the vehicle (if any).

Crew. The crew represents the minimum number of characters required to operate the vehicle under normal circumstances. The pilot is always considered Crew #1. Vehicles with an asterisk (*) in this column indicate the addition is a droid only, generally an astromech droid.

Passengers. This column lists the capacity for characters besides the pilot and crew, or “nonessential personnel.” This includes travelers, medical staff, or other transported units.

Cost. While some vehicles may be difficult or nearly impossible to acquire, depending on the setting or militaristic nature of the vehicle, the cost is a general estimate in credits what one could feasibly expect to pay in appropriate situations.

VEHICLES										
Name	AC	SH	HP	SPD	Gun	Weapon 1	Weapon 2	Crew	Pass	Cost
<i>Land Vehicles</i>										
Land Speeder	14	--	50	10	0	----	----	1	3	1,000
Swoop Bike	18	--	40	12	1	----	----	1	1	2,000
<i>Starfighters</i>										
TIE Fighter	16	20	80	8		Laser Cannon 4d10 Radiant Damage Range 20/80 sq	----	1	0	80,000
X-Wing Fighter	18	10	100	8	1	Laser Cannon 4d10 Radiant Damage Range 20/80 sq	Proton Torpedo (Ammo 10) 4d10 Fire Damage Range 20/80 sq	2*	0	80,000
<i>Freighters</i>										
Ghtroc 720	14	--	120	6	2	Laser Cannon 6d10 Radiant Damage Range 30/120 sq	----	2	10	90,000
YT-1300 Transport	13	30	120	6	2	Laser Cannon 6d10 Radiant Damage Range 30/120 sq	----	2	6	100,000



FORCE POWERS

Functionally and mechanically, Force Powers are identical to magic spells from the core *Dungeons & Dragons 5th Edition* source material. Some powers may have a more familiar *Star Wars* name (included in parenthesis for comparison). Refer to the Player's Handbook or other materials as noted for spell descriptions.

A key difference is Force powers do not use verbal or material components. Somatic components are still required for the powers or spells that require them.

[D] Dark. Increases Dark Side Score by 1

[L] Light. Requires Dark Side Score of 0

ADEPT POWERS

TRICKS (0 LEVEL)

Blade Ward
 Eldritch Blast (Force Blast)
 Friends
 Guidance
 Light [L]
 Mage Hand (Move Light Object)
 Mending
 Message
 Minor Illusion
 Resistance
 True Strike

1st LEVEL

Charm Person (Mind Trick)
 Comprehend Languages
 Cure Wounds (Force Heal)
 Detect Magic
 Disguise Self
 Expeditious Retreat (Surge)

False Life [D]
 Feather Fall
 Identify
 Inflict Wounds [D]
 Jump
 Mage Armor
 Magic Missile
 Ray of Sickness [D]
 Shield
 Silent Image
 Sleep
 Speak with Animals
 Thunderwave
 Unseen Servant
 Witch Bolt [D]

2nd Level

Beast Sense
 Blindness/Deafness
 Blur
 Crown of Madness [D]
 Darkness
 Darkvision
 Detect Thoughts
 Gust of Wind (Force Push)
 Hold Person (Force Stun)
 Invisibility
 Levitate
 Locate Animals or Plants
 Locate Object
 Mirror Image
 Moonbeam
 Pass Without Trace
 Phantasmal Force [D]
 See Invisibility
 Shatter
 Suggestion (Mind Trick 2)

3rd LEVEL

Bestow Curse [D]
 Blink
 Clairvoyance
 Counterspell (Rebuke)
 Daylight [L]
 Dispel Magic
 Fear [D]
 Fly
 Haste
 Lightning Bolt [D]
 Major Image
 Nondetection
 Protection from Energy
 Remove Curse
 Revivify [D]
 Sending
 Slow
 Spirit Guardians
 Tongues
 Vampiric Touch [D]

4th LEVEL

Arcane Eye
 Confusion
 Dimension Door
 Dominate Beast
 Evard's Black Tentacles [D]
 Grasping Vine
 Greater Invisibility
 Locate Creature
 Otiluke's Resilient Sphere
 Phantasmal Killer [D]
 Polymorph

5th LEVEL

Animate Objects
 Bigby's Hand
 Commune with Nature

Dominate Person
Dream
Geas
Hold Monster
Legend Lore
Modify Memory
Raise Dead [D]
Rary's Telepathic Bond
Scrying (Farseeing)
Seeming
Telekinesis (Move Object)
Teleportation Circle
Wall of Force

6th LEVEL

Chain Lightning [D]
Circle of Death [D]
Disintegrate [D]
Eyebite
Globe of Invulnerability
Harm
Mass Suggestion
Sunbeam [L]
True Seeing

7th LEVEL

Blight [D]
Etherealness
Finger of Death [D]
Forcecage
Project Image
Regenerate
Resurrection
Reverse Gravity
Sequester
Teleport

8th LEVEL

Antimagic Field
Antipathy/Sympathy
Clone
Dominate Monster
Feeblemind
Maze
Mind Blank
Power Word Stun
Sunburst [L]
Telepathy
Trap the Soul [D]

9th LEVEL

Antilife Shell [D]
Cloudkill [D]
Astral Projection
Foresight
Gate
Imprisonment
Power Word Kill [D]
Time Stop
True Resurrection [D]
Weird [D]
Wish

JEDI POWERS

TRICKS (0 LEVEL)

Blade Ward
Eldritch Blast (Force Blast)
Friends
Guidance
Light [L]
Mage Hand (Move Light Object)
Mending
Message
Resistance
Spare the Dying
True Strike

1st LEVEL

Bane
Bless
Charm Person (Mind Trick)
Command
Comprehend Languages
Cure Wounds
Detect Magic
Expeditious Retreat (Surge)
Feather Fall
Identify
Jump
Mage Armor
Magic Missile
Shield
Sleep
Thunderwave
Unseen Servant

2nd Level

Aid
Augury
Calm Emotions

Darkvision
Detect Thoughts
Gust of Wind (Force Push)
Hold Person (Force Stun)
Invisibility
Lesser Restoration
Levitate
Locate Object
See Invisibility
Shatter
Suggestion (Mind Trick 2)

3rd LEVEL

Beacon of Hope
Clairvoyance
Counterspell (Rebuke)
Daylight [L]
Dispel Magic
Haste
Sending
Slow
Tongues

4th LEVEL

Divination
Freedom of Movement
Guardian of Faith
Greater Invisibility
Locate Creature

5th LEVEL

Commune
Dominate Person
Geas
Greater Restoration
Hold Monster
Legend Lore
Mass Cure Wounds
Modify Memory
Rary's Telepathic Bond
Scrying (Farseeing)
Telekinesis (Move Object)
Wall of Force

6th LEVEL

Find the Path
Globe of Invulnerability
Heal
Mass Suggestion
True Seeing

7th LEVEL

Etherealness
Forcecage
Reverse Gravity
Regenerate
Sequester

8th LEVEL

Antimagic Field
Antipathy/Sympathy
Feeblemind
Mind Blank
Power Word Stun
Sunburst [L]
Telepathy

9th LEVEL

Astral Projection
Foresight
Imprisonment
Power Word Heal
Time Stop

