



STAR WARS UNIVERSE ROLEPLAYING GAME

SWURPG

CORE RULEBOOK

SWURPG.COM · FREE D20 TTRPG

VERSION 1.9

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Welcome. SWURPG is a fan-made tabletop roleplaying game in the Star Wars universe. It blends the depth of *Saga Edition* with the streamlined feel of *D&D 5E* — if you've played either, you'll have a character built in about 5 minutes and the system mostly onboarded in about 15. If you've never played a TTRPG before, this page tells you exactly what to read and in what order.

Quick Start: a 90-second SWURPG primer

Whatever else you read, here's the entire rule system in 5 bullets:

Resolution roll. When the outcome is uncertain, you roll a **d20**, add your relevant **ability modifier**, add your **Proficiency Bonus** (if you're trained in the skill / weapon / save), and compare to a **Difficulty Class (DC)**. Equal or higher = success.

Combat goes in rounds. When initiative is rolled, each round on your turn you get **1 Action**, **1 Bonus Action** (if you have a class trait that uses it), and **1 Reaction** (off-turn, in response to a trigger). You can also move up to your **Speed**.

Attacks vs. AC. Attack rolls are $d20 + \text{ability mod} + \text{PB}$ vs the target's **Armor Class**. On a hit, you roll the weapon's damage dice + ability mod.

Force users spend Force Points. If your class is a Jedi or Force Adept (or one of their subclasses), you have a pool of **Force Points** that fuel Force powers — push enemies, sense intentions, heal allies, and so on. FP refresh on a long rest.

At 0 HP you start dying. Drop to 0 HP and you make **death saves** ($d20 \geq 10$) at the start of each of your turns. Three failures = dead. Three successes = stable. Your party can also revive you with healing or medpacs.

That's the entire engine. Everything else is detail.

What to read first (recommended order)

If you're a new player

Character Creation — abilities, dice, proficiency, skills. The page that gets you from "blank sheet" to "I have a character."

Combat System — initiative, actions, attacks, damage, conditions. The most-referenced page in actual play.

Your class page under [/classes](#) — covers your specific class abilities. Each class also has a "How to play it at the table" section for newcomers.

Your species page — much shorter; just check your stat bonuses and special traits.

(If you're playing a Jedi or Force Adept) **The Force** — Force Points, Force Training, Force DCs.

If you're a new GM

Read everything above, plus:

Monsters & NPCs — the GM Resources hub with the **Threat Rating (TR)** system, encounter math, "How to read a stat block," 86 pre-built enemies, and per-faction running guides (Imperial, Black Sun, Pyke Syndicate, Hutt Cartel, Underworld, Battle Droids, Creatures & Wildlife, Nihil Forces).

LEGO Play Guide — practical advice on running combat with bricks if you don't have a battle map.

What's core vs. optional

Not every rule applies to every campaign. Here's the quick split:

Core (everyone reads): Character Creation, Combat, The Force (if your class uses it), Rests and Medpacs, Conditions.

Specialized (read when relevant): Droid rules (if anyone at the table is playing a droid), Heroic Surge Points (an optional metacurrency some tables use), Starship Combat (only when ships are flying), Equipment Rules (rarity, encumbrance — usually GM reference).

Plain-English glossary

Terms you'll see scattered throughout the rules. Click any to jump to its full explanation.

AC (Armor Class) — how hard you are to hit. Higher = harder. See [Combat → Armor Class](#).

ASI (Ability Score Improvement) — the level-up bonus that lets you bump abilities or pick a special trait. Available at levels 4, 8, 12, 16, 20. See [Leveling](#) for ability score improvements and the full ASI Alternative Trait catalog.

Bonus Action — a separate action slot some class traits unlock. Most characters don't have one most turns.

DC (Difficulty Class) — the number your roll has to meet or beat. Easy DC 10, Moderate 15, Hard 20.

TR (Threat Rating) — how dangerous a *single enemy* is. Used for building encounters; see [Monsters & NPCs → TR system](#).

Death Saves — d20 rolls you make when you're at 0 HP. ≥ 10 = success; 3 successes stabilize you, 3 failures kill you.

FP (Force Points) — the resource Jedi and Force Adepts spend on Force powers. See [The Force](#).

HP (Hit Points) — how much damage you can take before going down. Starts at hit-die-max + CON mod at level 1; grows on level-up.

Initiative — d20 + DEX mod (+ class bonuses) at the start of combat. Highest goes first; play descends from there.

PB (Proficiency Bonus) — +2 at levels 1–4, +3 at 5–8, +4 at 9–12, +5 at 13–16, +6 at 17–20. Added to anything you're proficient in.

Reaction — an off-turn action you can take *once per round* in response to a trigger (e.g. opportunity attacks, Lightsaber Defense).

A note on "Star Wars rules vs. SWURPG mechanics"

You might know that lightsabers cut through anything in the films, that Force pushes throw stormtroopers across rooms, that Jedi can sense each other across galaxies. SWURPG abstracts all of that into mechanics that have *boundaries* — limited Force Points, range increments, finite damage dice. The rules pages explain those abstractions. Stick with the mechanics on the page; the cinematic flavor lives in the roleplay.

When in doubt: **rule of cool wins, but the GM has the final call**. Talk to your group.

Character Creation

SWURPG uses a **d20 core resolution system** with six ability scores, a tiered proficiency bonus, and a focused list of 19 skills designed for Star Wars adventuring.

Streamlined Play – What SWURPG Doesn't Track

SWURPG is a *cinematic* tabletop RPG. We deliberately skip the bookkeeping micro-rules that bog down tabletop play. Unless your GM rules otherwise for a specific scenario, characters do **not** track:

Food, water, or rations. Your character eats and drinks; you don't roll for it. Survival becomes interesting only when the GM frames a "no food on this Outer-Rim moon for 5 days" scenario as a story beat.

Sleep. Long Rests cover whatever recovery a character needs — no separate sleep counters.

Ammunition or energy cells. Blasters fire. They don't run dry mid-fight unless the GM rules a power cell drain as a dramatic complication.

Weapon maintenance. Lightsabers stay lit. Vibroblades stay sharp. Mechanic's Toolkits handle deeper repair via Mechanics checks when the story calls for it.

What SWURPG *does* track in detail: **carrying capacity**, **Force Points**, **Heroic Surge Points**, **Hit Points & Temp HP**, the use-counts on **per-rest abilities**, and your **inventory** for narrative + encumbrance purposes. Everything else is GM-adjudicated when the moment matters.

Dice System

When an outcome is uncertain, a character rolls:

d20 + Ability Modifier + Proficiency Bonus (if proficient) + situational modifiers

The result is compared to a **Difficulty Class (DC)**. If the total equals or exceeds the DC, the action succeeds. If it is lower, the action fails — or succeeds with a complication at GM discretion.

Difficulty Class Guidelines

DIFFICULTY	DC
Very Easy	5
Easy	10
Moderate	15
Hard	20
Very Hard	25
Nearly Impossible	30+

★ **EXAMPLE** — Climbing a sandcrawler hull

A Lv 3 Wookiee Bounty Hunter (STR +4, proficient in Athletics, PB +2) tries to climb up the side of a Jawa sandcrawler — DC 15 (Moderate). The roll is $d20 + 4$ (STR) + 2 (Proficiency) = $d20 + 6$. She needs a **9 or higher** on the d20 to succeed.

Natural 20

A natural 20 is always a hit on attack rolls and often triggers extra damage or a special effect depending on your weapon or class. On skill checks and saving throws a natural 20 does not automatically override the DC, but GMs should treat it as an exceptionally strong success — granting extra information, a bonus side-effect, or a faster-than-expected result.

Natural 1

A natural 1 is always a miss on attack rolls, no matter how high your bonus is. On skill checks and saving throws a natural 1 does not automatically override the DC, but GMs may introduce complications, delays, or unwanted attention.

Advantage and Disadvantage

Some situations grant Advantage or Disadvantage on a roll.

Advantage: roll two d20s and use the higher result.

Disadvantage: roll two d20s and use the lower result.

Multiple sources of Advantage or Disadvantage do not stack — you always roll at most two dice. If a roll has both Advantage and Disadvantage from any source, regardless of how many sources of each, they cancel out and the roll is made normally with a single d20. Two sources of Advantage and one source of Disadvantage still cancel to a normal roll.

★ **EXAMPLE** — Cancellation

A Trandoshan Smuggler is hiding in a smoke-filled corridor (Advantage on Stealth from cover) but is also Bleeding (Disadvantage on physical checks from a species GM ruling). The two cancel out — she rolls a single d20, no Advantage, no Disadvantage. Adding a *second* source of Advantage (an ally helping) doesn't override the Disadvantage; it still cancels.

Opposed Checks

When two characters directly contest each other, both roll the relevant check. The higher total wins. Ties favor the defender.

Group Checks

When a group attempts a task together, each member rolls. If at least half the group succeeds, the group as a whole succeeds.

Ability Scores

SWURPG uses six core ability scores:

ABILITY	ROLE
Strength	Physical power, melee force, climbing, grappling, jumping, swimming.
Dexterity	Agility, reflexes, ranged accuracy, stealth, piloting, dodging.
Constitution	Endurance, toughness, resisting stun, poison, disease, and exhaustion.
Intelligence	Knowledge, hacking, mechanics, investigation, tactics.
Wisdom	Perception, insight, survival, medicine, Force awareness.
Charisma	Leadership, persuasion, deception, intimidation, presence.

Generating Your Scores

Three supported methods:

Roll 4d6, drop the lowest die. Repeat six times and assign results to abilities.

Standard Array. Assign the following scores to abilities in any order: **15, 14, 13, 12, 10, 8**. Recommended for faster balanced play.

Point Buy (27 Points). Start with 8 in each ability. Spend 27 points to increase scores. The maximum score before species bonuses is 15. Recommended for campaigns where balance matters most.

POINT BUY COSTS

TARGET SCORE	TOTAL COST
9	1
10	2
11	3
12	4
13	5
14	7
15	9

Ability Modifier Formula

Modifier = (Ability Score – 10) ÷ 2, rounded down

★ **EXAMPLE** — Building a Twi'lek Diplomat

You roll the standard array (15, 14, 13, 12, 10, 8) and assign: **CHA 15, DEX 14, INT 13, WIS 12, CON 10, STR 8**. Twi'leks get **+2 DEX, +2 CHA**, and **–2 CON** as species modifiers, so the final scores are **CHA 17 (+3), DEX 16 (+3), INT 13 (+1), WIS 12 (+1), CON 8 (–1), STR 8 (–1)**. A nimble, persuasive operator — and don't push her into a wrestling match.

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

Proficiency Bonus

Proficiency Bonus scales by level and applies wherever you have proficiency. Proficiency in attacks, saving throws, and skills can be granted by your class, your species, or gained as you level up. It applies to:

- Weapon attacks** you are proficient with
- Saving throws** you are proficient in
- Skills** you are trained in
- Force powers and class abilities** that reference proficiency

Using a weapon you are not proficient with imposes a **-5 penalty** to the attack roll (you do not add your Proficiency Bonus, and instead subtract 5). This reflects the lack of trained technique and muscle memory required for effective combat with unfamiliar weapons.

★ EXAMPLE — Non-proficient blaster

A Lv 5 Jedi Padawan (PB +3) picks up a fallen stormtrooper's blaster rifle. She isn't proficient with Ranged (Medium) weapons. With DEX +2, her attack roll is $d20 + 2$ (DEX) $- 5$ (non-prof) = $d20 - 3$. If she had been proficient, it would be $d20 + 2 + 3 = d20 + 5$ — an **8-point swing** for the lack of training.

LEVEL	PROFICIENCY BONUS
1–4	+2
5–8	+3
9–12	+4
13–16	+5
17–20	+6

Skills

SWURPG uses a focused skill list designed for Star Wars adventuring.

SKILL	ABILITY
Acrobatics	Dexterity
Athletics	Strength
Deception	Charisma
Endurance	Constitution
Investigation	Intelligence
Intimidation	Charisma
Insight	Wisdom
Knowledge: Galactic Lore	Intelligence
Knowledge: Sciences	Intelligence
Knowledge: Tactics	Intelligence
Mechanics	Intelligence
Perception	Wisdom
Persuasion	Charisma
Pilot	Dexterity
Stealth	Dexterity
Survival	Wisdom
Treat Injury	Wisdom
Use Computer	Intelligence
Use the Force	Wisdom

Skill Check Formula

d20 + Ability Modifier + Proficiency Bonus (if proficient) + Proficiency Bonus again (if expert) + modifiers

Expertise

Expertise represents deep specialization. If a character has Expertise in a skill, they add their Proficiency Bonus a *second* time. Classes grant Expertise points that can be assigned to skills you are already proficient in. Some species also grant Expertise in specific skills, allowing for highly specialized characters from level 1.

★ **EXAMPLE** — Tech Specialist Use Computer roll

A Lv 5 Tech Specialist (INT +2, PB +3, Expertise in Use Computer) tries to slice an Imperial security terminal — DC 20 (Hard). The roll is **d20 + 2 (INT) + 3 (Proficient) + 3 (Expert) = d20 + 8**. She needs a **12 or higher** to crack it. Without expertise it would be d20 + 5 — needing 15+, a much steeper climb.

Trait Interactions with Athletics

When a species or class trait grants Advantage or a bonus on a specific physical activity (such as climbing or swimming), the character still makes an Athletics check — they simply apply the bonus or roll with Advantage as the trait specifies.

Combat System

Combat in SWURPG is fast, dangerous, tactical, and cinematic. Players should care about where they stand, whether they have cover, how far away enemies are, whether they move before attacking, which traits or Force powers they spend, and whether to disable, kill, push, grapple, flank, hide, or retreat. The goal is not "stand still and attack" — it's *play the scene*.

Building an encounter? The Threat Rating (TR) system, encounter math, and HP-by-tier guidance for monsters and NPCs lives on the [Monsters & NPCs page](#) under GM Resources.

Initiative

At the start of combat, each participant rolls:

d20 + Dexterity Modifier + Proficiency Bonus

The GM determines whether any side is surprised. Surprised creatures cannot act during the first round and cannot take Reactions until their first turn ends.

★ **EXAMPLE** — Lv 5 Smuggler ambushed in a cantina

DEX +3, PB +3 → initiative roll is **d20 + 6**. He rolls a 14 → goes on **20**. The two stormtroopers (DEX +1, PB +2) roll **d20 + 3** each — a 9 (12) and a 17 (20). On a tie, the GM resolves by higher DEX modifier; the Smuggler (+3) goes first.

Round and Turn Structure

Combat happens in rounds. Each round, every participant takes one turn in Initiative order. On each turn, a character may:

- Move up to their Speed before acting
- Take 1 Action
- Take 1 Bonus Action if available
- Use 1 Reaction during the round when triggered

Turn Flow

- Start of turn
- Movement
- Action
- Bonus Action, if available and conditions are met
- End of turn

Reactions happen outside the character's turn when triggered.

Object Interaction

Once per turn, you may interact with one object as part of your movement or another action — drawing or sheathing a weapon, opening a door, retrieving a stim, picking up a dropped item, activating a tool, etc. This first interaction is **free**. Additional object interactions in the same turn require your Action. Some species traits, class traits, or talents grant additional free interactions per turn (e.g., four-armed species can draw or swap weapons more freely).

★ **EXAMPLE** — Switching from blaster to lightsaber

A Jedi holsters her blaster (free object interaction), draws her lightsaber, and attacks a Sith — she has used her free Object Interaction (drawing the saber counts), her Movement, and her Action (the attack). She *cannot* drop a thermal detonator afterward without spending her Action — she's out of free interactions for the turn.

Movement Restriction

By default, a character must complete movement before taking their Action. They cannot continue moving after acting unless a trait, Force power, or special feature allows it. This rule creates more meaningful tactical decisions and gives battlefield positioning real weight.

Core Combat Actions

ACTION	EFFECT
Attack	Make a melee, ranged, unarmed, natural weapon, special attack, or Force power attack.
Aim	Forgo all movement this turn to gain +1 to your next attack roll.
Dash	Move up to double your Speed this turn.
Dodge	Until the start of your next turn, attacks against you have Disadvantage and you make Dexterity saves with Advantage.
Help	Grant Advantage to an ally's next ability check or attack roll against a creature within 5 feet of you.
Hide	Make a Stealth check to become hidden if you have cover, darkness, concealment, or distraction.
Ready	Prepare an Action to occur when a specific trigger happens.
Use a Trait	Activate a class, subclass, species, or other trait that requires an Action.
Use a Force Power	Activate a Force Power that requires an Action.
Use an Object	Interact with an item meaningfully — activate a device, open a blast door panel, throw a detonator, use specialized equipment.
Push	Attempt to shove a creature away or knock it prone. Roll Athletics contested by the target's Athletics or Acrobatics.
Grapple	Use the Attack action to attempt a grapple (contested Athletics vs. Athletics or Acrobatics). On success, the target gains the Grappled condition.
Search	Look for hidden creatures, traps, clues, weak points, concealed compartments, or environmental opportunities.
Treat Injury	Use a Medpac and the Treat Injury skill to heal or stabilize a creature.

Area Attacks

Autofire

A character may use a full-auto-capable weapon to spray a 2×2 area (10 ft × 10 ft). The attack roll takes a **–5 penalty** (–2 if the attacker is braced). Every creature in the area must make a Dexterity saving throw against the attack roll total. Creatures that fail take full damage; creatures that succeed take half damage.

Grenades and Explosives

Grenades do not require an attack roll, and **no proficiency is needed to throw one** — anyone can pull the pin. Designate a 10-ft radius blast zone. Every creature in the zone must make a **Dexterity saving throw against DC 13**. Failures take full damage (or suffer the grenade's full effect — Stunned, EMP shutdown, etc.); successes take half damage (or avoid the effect entirely for non-damage grenades). Area effects may reach creatures in Full Cover depending on positioning.

The base DC of 13 is character-independent — the grenade's own design fixes it, not the thrower's stats. Class traits like Tech Specialist's **Grenadier** raise the DC further (+1 / +2 / +3 / +4 at L3 / L7 / L13 / L17) and, from L13 onward, impose **disadvantage** on the save.

By default, grenades land in the chosen space without a skill check. At GM discretion, an Athletics or Acrobatics check may be required in extreme conditions (throws over 30 ft, high winds, zero gravity, tight openings). On failure, the grenade may scatter.

Improvised, Thrown & Falling Objects

When a creature throws a loose object as a weapon — by hand, telekinetically (see [Move Object](#) and the Telekinesis rule in [The Force](#)), or flung by a shockwave — resolve it as a ranged attack against the target's AC, or as a Dexterity saving throw against the effect's DC for an area or a Force power. On a hit, the object deals **bludgeoning** (Kinetic) damage scaled to its size:

OBJECT SIZE	IMPACT DAMAGE (GUIDELINE)
Tiny / Small (rock, tool, helmet)	1d6
Medium (a person, a crate)	2d6
Large (heavy crate, swoop bike)	3d6
Huge (landspeeder)	4d6
Gargantuan and larger (starfighter, walker)	5d6+ (GM scales)

These numbers are **guidance, not gospel** — the GM adjusts for the object (a durasteel girder hits harder than a stack of empty crates), its speed, and what it strikes. An extreme or high-velocity impact may deal far more, knock the target Prone, or be ruled lethal outright. **Falling objects and falling creatures** use the same guideline by the faller's size and the distance dropped.

Area of Effect Shapes

Cone: Expands outward in a widening triangle from the origin. At 5 ft: ~1 square wide. At 10 ft: ~3 squares wide. At 15 ft: ~5 squares wide.

Burst (Radius): Spreads from a central point in all directions. A "10-ft radius" burst affects all spaces within 10 ft of the origin.

Line: Extends in a straight path from the origin. One square wide unless specified otherwise.

Square / Area: Covers its exact footprint on the grid (e.g., "10 × 10 ft").

Movement

Each character has a Speed in feet. Most Medium species have a Speed of 30 ft.

Move up to Speed before taking an Action.

Difficult terrain costs double movement.

Standing from prone costs half movement.

Crawling while prone costs double movement.

Movement after an Action requires a trait, feature, or special rule.

Creature Sizes

SIZE	SPACE
Tiny	2.5 ft × 2.5 ft
Small	5 ft × 5 ft
Medium	5 ft × 5 ft
Large	10 ft × 10 ft
Huge	15 ft × 15 ft
Gargantuan	20+ ft × 20+ ft

Prone

A creature may drop prone as part of movement or instead of moving.

While prone:

Speed is 0 until the creature crawls or stands.

Standing costs half movement.

Melee attacks against the creature gain +5 to hit.

Ranged attacks against the creature suffer -5 to hit.

The prone creature suffers -5 on melee attack rolls.

Prone is a tactical tradeoff: useful against blaster fire, dangerous in melee.

Cover

Cover is central to SWURPG combat. Blaster fights should make the environment matter.

COVER TYPE	BONUS
Standard Cover	+2 to +5 AC and Dexterity saves
Improved Cover	+6 to +10 AC and Dexterity saves
Full Cover	Cannot be directly targeted

Standard examples: low wall (+2), cargo crate (+2 to +4), speeder engine block (+4), rock outcropping (+3 to +5).

★ **EXAMPLE** — Ducking behind crates

A Smuggler with AC 14 dives behind a stack of cargo crates — the GM rules **Standard Cover +3**. Until he leaves cover, his AC against ranged attacks is **17**, and he gets +3 on Dexterity saves vs area-of-effect grenades. A stormtrooper rolls $d20 + 4 = 16$ to shoot him — **misses by 1**.

Improved examples: firing slit (+8), reinforced blast door partially open (+10), fortified barricade (+6 to +10).

Full Cover: if a creature is completely behind solid cover, it cannot be directly targeted. Area effects may still reach it depending on positioning.

Ranged Attacks and Distance

DISTANCE	PENALTY
Point Blank, 0–20 ft	0
Short Range, 21–60 ft	–2
Medium Range, 61–120 ft	–5
Long Range, 121–250 ft	–10

Attacks beyond 250 feet generally require specialized equipment (sniper scopes, targeting systems). Force powers that require ranged attack rolls use the same range categories unless otherwise specified.

Ranged Attack & Damage Formulas

Attack bonus = DEX modifier + Proficiency Bonus + weapon upgrade bonuses + trait bonuses

Damage = weapon dice only + weapon upgrade bonuses + trait bonuses

Ranged weapons always use DEX — never STR. Ranged weapons do **not** add any ability modifier to damage; there are no per-weapon exceptions, since adding DEX to ranged damage would scale too aggressively at high levels.

★ **EXAMPLE** — Blaster Pistol shot at 50 ft

A Lv 3 Marksman (DEX +4, PB +2, proficient with Ranged Light) fires at a stormtrooper 50 ft away — Short Range (–2 penalty). **Attack:** $d20 + 4 + 2 - 2 = d20 + 4$. Roll a 12 → total 16 vs the stormtrooper's AC 14 → **hit**. **Damage: 1d8 (Energy)** — say 6 damage. No DEX or class trait added to damage; just the weapon dice.

Melee and Unarmed Attacks

Attack bonus = STR modifier (or DEX if the weapon has the *finesse* property and DEX > STR) + Proficiency Bonus + weapon upgrade bonuses + trait bonuses

Damage = weapon dice + STR modifier + weapon upgrade bonuses + trait bonuses

Melee weapons always add STR to damage, regardless of whether DEX was used for the attack roll.

Unarmed strikes deal **1 + STR modifier** damage (or DEX if the character has a trait that permits it). Natural weapons may replace this damage if granted by species traits.

★ EXAMPLE — Lightsaber strike

A Lv 7 Jedi Guardian (STR +3, DEX +4, PB +3, Lightsaber Discipline +1) strikes a Sith. Lightsabers have *finesse*, so she uses DEX for the attack roll: **d20 + 4 (DEX) + 3 (PB) + 1 (Lightsaber Discipline) = d20 + 8**. Damage uses STR (always, even when *finesse* is used for the attack): **1d10 + 3 (STR) + 1 (Lightsaber Discipline) = 1d10 + 4 Energy/Slashing**.

Dual Wielding

A character may wield a weapon in each hand. Dual wielding applies to both melee and ranged combat — a Smuggler with two blaster pistols, a Jedi with two lightsabers, a four-armed Besalisk with twin vibroaxes.

Action Economy

Main-hand attack is taken with your **Action**.

Off-hand attack is taken with your **Bonus Action** on the same turn.

You may dual-wield without making the off-hand attack — wielding two weapons does not, by itself, force a Bonus Action.

★ EXAMPLE — Smuggler with two pistols

A Smuggler dual-wielding two Hold-Out Blasters fires the main-hand pistol with her **Action**, then triggers the off-hand pistol with her **Bonus Action** — two separate attack rolls, both at the dual-wield penalty. If she chooses *not* to use the Bonus Action shot, she could instead use it for *Lucky Shot* or to draw a thermal detonator — dual-wielding doesn't lock the Bonus Action away.

Attack Penalty

While dual wielding (an off-hand weapon is also wielded), **both** attacks take a **-5 penalty** to the attack roll. This penalty is reduced by the *Dual Wielder* ASI Alternative Traits:

SOURCE	OFF-HAND PENALTY
Default	-5
<i>Dual Wielder I</i> (ASI)	-2
<i>Dual Wielder II</i> (ASI; requires I)	0

Four-armed species do **not** auto-grant *Dual Wielder I* — they must take it as an ASI like any other character.

★ **EXAMPLE** — Penalty progression

A dual-wielding Lv 1 Smuggler (DEX +3, PB +2, proficient Ranged Light) attacks with her main-hand: $d20 + 3 + 2 - 5 = d20 + 0$. Painful. At Lv 4 she takes *Dual Wielder I* — her attack becomes $d20 + 3 + 2 - 2 = d20 + 3$. At Lv 8 she takes *Dual Wielder II* — penalty gone: $d20 + 3 + 2 = d20 + 5$. By the time PB has bumped to +3, she's at $d20 + 6$ with both hands — the same as a single-wielder.

Off-Hand Damage

The off-hand attack deals **basic weapon damage only** — the weapon's listed damage dice, with **no positive ability-modifier bonus, no class trait bonuses** (e.g., specialization, expertise, Lightsaber Discipline), and **no species damage bonuses**.

STR penalty exception: if your Strength modifier is **negative**, the penalty *still applies* to off-hand damage. You don't get the bonus when STR is positive, but you can't escape the penalty when it's negative. Both hands feel a weak swing.

Melee damage always uses **STR**, even on finesse weapons (finesse affects the attack roll only, not the damage). The main-hand attack uses normal damage rules.

Per-weapon upgrade contributions (crystals, lenses, energy cells) do still apply to off-hand damage — they are properties of the weapon, not the wielder. Only positive ability/class/species mods are suppressed.

★ **EXAMPLE** — Lightsaber main vs off-hand damage

A Lv 13 Jedi Guardian (STR +4, Lightsaber Discipline +2, Lightsaber Specialization +1) wielding two lightsabers: **Main hand damage:** $1d10 + 4$ (STR) + 2 (Lightsaber Discipline) + 1 (Specialization) = **1d10 + 7** Energy/Slashing. **Off-hand damage: 1d10 only.** STR bonus, Discipline, Specialization all suppressed by the basic-damage rule. *If* both lightsabers had **Phond Crystal** upgrades (+1d6 damage each), each weapon adds its own crystal die to its own attack — main becomes $1d10 + 1d6 + 7$, off becomes $1d10 + 1d6$.

★ **EXAMPLE** — Negative STR off-hand penalty

A Lv 3 Scoundrel Smuggler with **STR -2** (DEX-focused build) dual-wielding two Vibroknives: **Main hand damage:** $1d4 + (-2)$ STR = **1d4 - 2** Kinetic. **Off-hand damage: 1d4 - 2.** The STR penalty applies even on the off-hand — you don't add a positive bonus, but you can't dodge a negative one. The basic-damage rule only suppresses *bonuses*, not penalties.

Off-Hand Weapon Restrictions

OFF-HAND WEAPON	ALLOWED?
Two-handed (any size; weapons with the <i>two-handed</i> property)	Not allowed unless the wielder is four-armed and has Strength 14+
Light (size Small/Tiny, or Ranged Light, or any weapon ≤ 1.5 kg)	Always allowed
Medium (size Medium > 1.5 kg, or Ranged Medium, not two-handed)	Requires Strength 13+
Heavy (size Large+, or Ranged Heavy, not two-handed)	Not allowed

The 1.5 kg threshold reclassifies physically-light Medium-size weapons (lightsabers, vibrorapier, lightweight pistols) as light for off-hand purposes — a 1 kg lightsaber is wieldable one-handed regardless of its Medium size class.

Four-Armed Species Exception

Species whose anatomy provides four functional arms — **Besalisk**, **Codru-Ji**, **Hysalrian** — may wield two two-handed weapons at once if their **Strength is 14+**. The four-arms anatomy gives the *capability*; it does not grant *Dual Wielder I* — the standard -5 dual-wield penalty still applies until the player picks up the ASI feat.

★ EXAMPLE — Besalisk Vanguard with two Vibroaxes

A Besalisk (four-armed species) Vanguard with **STR 16 (+3)** wields a Vibroaxe in his upper arms (main) and a second Vibroaxe in his lower pair (off). Both are *two-handed* Melee Advanced weapons — normally barred from off-hand wield, but the four-arms anatomy plus STR ≥ 14 unlocks it. He still takes the standard **-5 dual-wield penalty** on both hands until he buys *Dual Wielder I*. Off-hand damage is **basic** (weapon dice only, no STR mod).

Stacking Bonuses

Bonuses that apply specifically to dual wielding (e.g., the *Shoto Grip* lightsaber upgrade: "+1 to attack with the off-hand shoto when dual-wielding") apply only to the indicated hand. The dual-wield penalty is computed first; the bonus is added on top.

Damage Types

TYPE	EXAMPLES
Energy	Blasters, lightsabers, turbolasers, plasma casters.
Kinetic	Umbrella for all physical impact damage (see subtypes below).
— Bludgeoning	Clubs, fists, blunt impacts, falling debris, shockwaves.
— Slashing	Blades, claws, vibro-weapons, cutting edges.
— Piercing	Slug rounds, spears, bowcaster bolts, shrapnel.
Fire	Explosions, plasma torches, flamethrowers, burning fuel.
Cold	Cryogenic weapons, vacuum exposure, freezing environments.
Ion	Droid and electronics-disrupting weapons.
Electric	Force lightning, shock batons, arc emitters.
Chemical / Toxic	Venom, toxins, gas, poison, biological weapons.
Force	Raw Force energy from select powers (often, but not exclusively, dark-side techniques like Force Crush).
Stun	Stun bolts, stun batons (see Stun Damage below; does not reduce HP).
Sonic	Sonic grenades, sound-based weapons.

Resistances and immunities can apply at the broad **Kinetic** level (covering all three subtypes) or at the subtype level (e.g., resistance to Bludgeoning only). When a trait or species ability specifies a Kinetic subtype, it applies only to that subtype.

Resistance and Vulnerability

Resistance halves incoming damage of a type.

Vulnerability doubles incoming damage of a type.

Immunity negates all damage of a type entirely.

Apply Resistance, Vulnerability, or Immunity *after* all other modifiers.

Stacking Rules

Multiple sources of Resistance to the same damage type do not stack — you simply have Resistance.

If you have both Resistance and Vulnerability to the same damage type, they cancel out and you take normal damage.

Immunity always overrides Resistance and Vulnerability for that type.

Damage Resistance X (Flat)

Some armor upgrades and abilities grant **Damage Resistance X** vs a specific damage type — for example, "Damage Resistance 2 vs Energy damage." This subtracts X from each incoming hit of that type before applying other modifiers. Minimum damage after reduction is 0. Flat Damage Resistance and halving Resistance are separate mechanics and do not combine — if both apply to the same hit, apply the flat reduction first, then halve the remainder.

Regeneration X

Some armor upgrades and abilities grant **Regeneration X**. At the start of each of the creature's turns, it regains X HP. Regeneration does not function while the creature is at 0 HP.

Stun Damage

Stun damage does not reduce Hit Points. Instead, it forces the target to resist incapacitation through a Constitution saving throw.

Stun DC = Weapon Base DC + attacker's Proficiency Bonus

WEAPON CATEGORY	BASE DC
Light Weapons	8
Medium Weapons	10
Heavy Weapons	12

RESULT	EFFECT
Fail	Target gains the Stunned condition.
Succeed by 1–3	Target becomes Dazed until end of its next turn (Disadvantage on attacks).
Succeed by 4+	No effect.

At the end of each of its turns, a Stunned target may repeat the Constitution saving throw against the same DC. On a success, the Stunned condition ends. Force Powers that cause stun effects use their own Force DCs and are not affected by this rule.

★ EXAMPLE — Stun bolt vs CON save

A Bounty Hunter with PB +3 fires a stun bolt from a Light blaster pistol. Stun DC = **8 (Light) + 3 (PB) = 11**. The target — a Trandoshan goon with CON +2 — rolls **d20 + 2 = 9**. Failed by 2 → **Stunned** until end of his next turn (when he can re-roll). Had he rolled a 10 → 12, succeeded by 1–3 → **Dazed** (Disadvantage on attacks). Had he rolled a 13 → 15, succeeded by 4 → no effect.

Armor Class

AC = 10 + Dexterity modifier (limited by armor) + Armor Bonus + Shield Bonus + Size Modifier + other modifiers

Armor has a Maximum Dexterity Bonus. A character wearing armor cannot apply more Dexterity to AC than the armor allows.

Size Modifiers to AC

SIZE	MODIFIER
Gargantuan	-3
Huge	-2
Large	-1
Medium	+0
Small	+1
Tiny	+2
Diminutive	+3

Size and Stealth

Diminutive, Tiny, or Small: Advantage on Stealth checks.

Medium: No modifier.

Large, Huge, or Gargantuan: Disadvantage on Stealth checks.

If a species trait also grants advantage or disadvantage on Stealth, advantage and disadvantage cancel out as normal.

Armor Categories

Light Armor: AC bonus +1 to +4. Full Dexterity modifier applies (Max Dex +4 or higher). No speed limit. No inherent Stealth penalty.

Medium Armor: AC bonus +4 to +8. DEX modifier capped at +1 to +3. Speed may be capped at 20 ft (most medium armor) or unrestricted (lighter medium variants).

Heavy Armor: AC bonus +6 to +10. DEX modifier capped at +0 to +1. Speed capped at 20 ft. May impose Stealth penalties.

A few rare armors fall outside these bands by design — flagged in their stat block's *notes*. Examples: legendary biological armor (Vonduun Crabshell — above-band Light AC) and survival gear (Vacuum Pod — below-band Heavy AC, since it's a vehicle, not combat armor). Treat them as the explicit exceptions they are.

Armor Proficiency

A character can only wear armor in a category they are proficient with. Proficiency is granted by your class or subclass; additional categories can be acquired through the *Armor Proficiency* ASI Alternative Trait. Without the appropriate proficiency, a character cannot effectively wear that armor — it is too unfamiliar to provide its protective benefit.

Unarmored Defense

Unarmored characters use: **AC = 10 + Dexterity modifier + Size Modifier + other bonuses.**

Certain classes or subclasses grant Defensive Training, which adds a scaling AC bonus to unarmored defense. This stacks with Dexterity and species bonuses but does not stack with replacement AC formulas.

Examples

★ EXAMPLE — Heavy armor

Heavy armor with **+6 Armor Bonus** and **Max Dex +2** worn by a character with **DEX +4**: $AC = 10 + 2$ (DEX capped) $+ 6 = 18$. The character's natural **DEX +4** is wasted past **+2** — heavy armor sacrifices reflexes for raw protection.

★ EXAMPLE — Unarmored Jedi

Unarmored Jedi with **DEX +4** and **Defensive Training +2** (subclass trait): $AC = 10 + 4 + 2 = 16$. No DEX cap, no speed limit — agility-first defense.

★ EXAMPLE — Armored Soldier in medium armor

Soldier with **+5 Medium armor** (e.g. Stormtrooper Armor — $AC+6$ / **Max Dex +3** in this case using a **+5 medium** variant), **DEX +1**, and a shield (**+1**): $AC = 10 + 1 + 5 + 1 = 17$. The DEX cap doesn't bite because **DEX +1** is already below the **Max Dex +3** ceiling.

Hit Points and 0 HP

Hit Points represent vitality, stamina, luck, grit, and survival under fire. Temporary HP absorbs damage before regular HP and is lost first. Temporary HP does not stack — if you receive Temporary HP while already having some, take the higher value.

When damage reduces a creature to 0 HP, it falls Unconscious and begins **Death Saving Throws**.

Death Saving Throws

At the start of each of its turns, the unconscious creature rolls 1d20:

RESULT	OUTCOME
10+	1 success.
9 or lower	1 failure.
Natural 20	Regain 1 HP, become conscious, act normally on this turn.
Natural 1	Counts as 2 failures.

3 Successes: Stabilized. The creature remains Unconscious at 0 HP and no longer makes Death Saving Throws.

3 Failures: The creature dies.

Damage while at 0 HP: Each hit causes 1 automatic failure. A Critical Hit causes 2 failures.

★ EXAMPLE — Down but not out

A Smuggler drops to 0 HP from a stormtrooper crit. **Round 1:** rolls 13 → 1 success. **Round 2:** rolls 6 → 1 failure. **Round 3:** the Wookiee ally pushes the troopers back; Smuggler rolls **natural 20** → he regains 1 HP, becomes conscious, and acts on this turn. The natural-20 result is the cinematic "stand back up" moment that turns the tide of a fight.

Stabilization

A dying character can be stabilized in the following ways:

Medpac: Applying a Medpac restores Hit Points and immediately ends the dying state.

Treat Injury (DC 25): A successful DC 25 Treat Injury check stabilizes the target without a Medpac.

Any healing: Any effect that restores at least 1 HP ends the dying state and returns the character to consciousness.

Unconscious Effects

Incapacitated.

Falls Prone.

Drops held items.

Speed becomes 0.

Automatically fails Strength and Dexterity saving throws.

Attacks against the creature have Advantage.

Any melee hit from within 5 feet is a Critical Hit.

Conditions

Stunned

Cannot move or take Actions, Bonus Actions, or Reactions.

Automatically fails Strength and Dexterity saving throws.

Attackers have Advantage against the creature.

At the end of each of its turns, the creature may repeat the Constitution saving throw (same DC) — on a success, the condition ends.

Dazed

Disadvantage on attack rolls.

Duration: until end of the creature's next turn.

Grappled

Speed becomes 0.

Disadvantage on attacks not targeting the grappler.

Escape using an Action: contested Athletics or Acrobatics vs. grappler's Athletics.

If the grappler becomes Incapacitated or is moved out of reach, the grapple ends.

Prone

Melee attacks against the creature gain +5 to hit.

Ranged attacks against the creature suffer –5 to hit.

The creature suffers –5 on its own melee attack rolls.

Standing from prone costs half movement.

Bleeding

Takes 1d8 kinetic damage at the end of each of its turns.

Cured by a Medpac, Force healing, or a DC 12 Treat Injury check.

Does not stack — applying Bleeding again does not increase the damage.

Burning

Takes 1d6 fire damage at the start of each of its turns.

May have Disadvantage on delicate Dexterity checks at GM discretion.

The creature or an adjacent ally can use an Action to extinguish the flames.

Entering water or being fully doused ends the condition immediately.

Frightened

Disadvantage on attack rolls and ability checks while the source of fear is visible.

Cannot willingly move closer to the source of fear.

Must use movement to move away from the source if within 20 feet.

If moving away would provoke opportunity attacks, the creature may Disengage as a Bonus Action.

At the end of each of its turns, the creature may repeat the Wisdom saving throw to end the condition.

Poisoned

Disadvantage on attack rolls and ability checks.

Some poisons inflict ongoing damage or additional effects.

Many poisons allow a Constitution saving throw at the end of each turn to end the condition.

Unconscious

Incapacitated and unaware of surroundings.

Falls Prone.

Drops held items.

Speed becomes 0.

Automatically fails Strength and Dexterity saving throws.

Attacks against the creature have Advantage.

Any melee hit from within 5 feet is a Critical Hit.

Surprised

On the first round of combat only, cannot take Actions, Bonus Actions, or Reactions.

Still rolls Initiative normally.

The condition ends at the end of the first round.

Blinded

Cannot see; automatically fails sight-based checks.

Attack rolls against the creature have Advantage.

The creature's attack rolls have Disadvantage unless it has special senses.

Charmed

Cannot intentionally harm the creature that Charmed it.

The charmer has Advantage on social checks against the creature.

If the charmer or their allies harm the creature, it usually gets an immediate saving throw or the condition ends.

Confused

Cannot take Reactions.

At the start of each of its turns, roll 1d6: 1–2 the creature attacks the nearest creature; 3–4 it moves in a random direction and takes no Action; 5–6 it acts normally.

At the end of each of its turns, the creature may repeat the saving throw to end the condition.

Shaken

Cannot take Reactions.

–1 penalty to attack rolls and saving throws.

Disadvantage on saving throws against fear or Intimidation effects.

At the end of each of its turns, the creature may repeat the saving throw (if one was allowed) to end the condition.

Freezing

Speed is halved.

Disadvantage on Dexterity checks and Dexterity saving throws.

May take cold damage each round as specified by the effect.

Heat sources or a successful saving throw can end the condition.

Paralyzed

Incapacitated; cannot move or speak.

Automatically fails Strength and Dexterity saving throws.

Attack rolls against the creature have Advantage.

Any melee hit from within 5 feet is a Critical Hit.

The Force System

The Force is the energy field that binds the galaxy. In SWURPG, only certain classes and species access it — through Force Points (the resource that fuels powers), Force Training (the trait that grants known powers), and a Force DC tied to your Wisdom and proficiency.

Force Points

Force Points are the resource that powers Force abilities.

Force Points = (Wisdom Modifier × 2) + Character Level + Proficiency Bonus

★ **EXAMPLE** — Lv 5 Jedi Consular

WIS +3, Lv 5, PB +3 → $(3 \times 2) + 5 + 3 = 14$ **Force Points** at full pool. She uses *Move Object* (cost 1 FP), then *Force Heal* (cost 3 FP) → $14 - 4 = 10$ **FP remaining** until her next rest.

Force Point Recovery

REST TYPE	RECOVERY AMOUNT
Short Rest	One-third of total Force Points (rounded up, min. 1).
Long Rest	All Force Points restored.

★ **EXAMPLE** — Short rest math

Same Lv 5 Jedi with a 14 FP max: a Short Rest restores $[14 \div 3] = 5$ **FP**. If she's at 4 FP after a tough fight, she comes out at 9 FP. A Long Rest sets her back to 14 regardless of how depleted she was.

Force Training

A character who gains the **Force Training** trait learns a number of Force Powers equal to **1 + Wisdom modifier (minimum 1)**. A character with a negative Wisdom modifier still learns 1 power — a negative modifier never reduces the number of powers known below 1. This represents their initial attunement to the Force.

Force Training Rules

The character must meet each power's listed prerequisites.

The same power cannot be selected twice.

Known powers are persistent — no daily preparation is required.

Additional Force Training selections may be gained through level advancement or class traits.

Force-Using Classes

The Force-sensitive classes:

Base classes (start here at level 1): Jedi Padawan, Force Adept.

Jedi specializations (level 3+): Jedi Guardian, Jedi Sentinel, Jedi Consular, Jedi Pathfinder.

Force Adept specializations (level 3+): Force Warrior, Force Mystic.

Other classes may gain limited Force access through story events, class traits, or GM approval.

Force Power Categories

CATEGORY	DESCRIPTION
Energy Powers	Direct damage and destructive Force projection.
Kinetic Powers	Movement manipulation — pushes, pulls, telekinesis, throws.
Mind Powers	Mental influence, illusions, emotion manipulation.
Sense Powers	Awareness, perception, foresight, and reading intent.
Lightsaber Form Powers	Combat stances that enhance attacks, defense, or mobility.

Force DC

When a Force power requires a saving throw, the target rolls against the user's Force DC.

Force DC = 8 + Proficiency Bonus + Wisdom modifier

★ **EXAMPLE** — Mind Trick on a hired thug

A Lv 7 Jedi Consular (PB +3, WIS +4) casts *Mind Trick* — Force DC = $8 + 3 + 4 = 15$. The thug has WIS +0 → rolls $d20 + 0 = 11$. Failed by 4 → the trick takes hold. A higher-rank captain (WIS +3) would roll $d20 + 3$ → **needs a 12+** to resist. Force DC scales with the user, not the target.

Mind Trick has no effect on droids. Droids are immune to the Charmed condition (per the [Droids rules](#)), and Mind Trick relies on Charm to take hold — droids automatically succeed on the save. This matches canon (Obi-Wan to TC-14: "These aren't the droids you're looking for" *fails*; droids are unaffected by Mind Trick across the films and TV).

Concentration

Some Force powers require concentration to maintain their effect.

A character can only concentrate on **one power at a time**. Starting a new concentration power immediately ends the previous one.

When a concentrating character takes damage, they must make a Constitution saving throw. The DC equals **10 or half the damage taken, whichever is higher**. On a failure, concentration breaks and the power ends.

Concentration also breaks if the character becomes Incapacitated or chooses to end it voluntarily.

★ **EXAMPLE** — Holding a barrier under fire

A Force Mystic concentrates on *Force Barrier*. A blaster bolt hits her for **8 damage**. Half = 4, but the floor is 10 → **CON save DC 10**. She has CON +2 → **d20 + 2 = 9. Failed** — the barrier collapses. On her next turn she takes a **24-damage** rocket. Half = 12, > 10 → **DC 12 CON save**. She rolls a 16 → **d20 + 2 = 18. Held**.

Force Power Resolution

Force powers use one of two resolution methods depending on the power:

Use the Force skill check vs. a GM-set DC.

Saving throw — the target rolls Wisdom, Dexterity, or Constitution against the user's Force DC.

Most Force powers cost an **Action**. Some cost a **Bonus Action** or **Reaction** as noted in their description.

Telekinesis & Resistance

Telekinetic powers — **Move Object**, and the forced movement in Force Wave, Whirlwind, Maelstrom, Choke, and Crush — all work on the same principle: the Force pushes, pulls, lifts, or grips, and the only question is how hard the target is to move. They are **not** split into "object powers" and "creature powers."

Creatures resist with a **Strength saving throw** against your Force DC, bracing against the force. (A GM may call for a Wisdom save instead against effects that grip and hold.) A larger or stronger creature resists better because it has the Strength to. The target is affected only if it fails.

Objects don't save. To lift or move an unattended object, make a **Use the Force check** (d20 + Wisdom modifier + Proficiency Bonus) against a DC set by its size:

OBJECT SIZE	LIFT / MOVE DC
Tiny / Small (blaster, datapad, rock)	10
Medium (a person, a footlocker)	15
Large (swoop bike, heavy crate)	20
Huge (landspeeder, small vehicle)	25
Gargantuan (a starfighter)	30
Colossal (a building section, an AT-AT)	35

There is no level cap. A low-level character strong in the Force can heave a heavy object on a good roll; spending extra Force Points (a power's Force Surge) adds to the check, letting you exert harder to clear a tougher DC.

Range of a telekinetic effect is **(Proficiency Bonus + Wisdom modifier) × 5 ft** unless the power says otherwise.

Hurling a lifted object at a target deals damage by the object's size — see [Improvised, Thrown & Falling Objects](#).

Anchoring and the situation are the GM's call. A bolted, rooted, or strongly held object raises the DC or calls for a contest against whatever holds it. The table is a baseline; the GM has the final word on edge cases — unusual materials, environment, and creative uses.

★ **EXAMPLE** — Lifting the X-wing

A Lv 5 Jedi (PB +3, WIS +4 → Use the Force +7) tries to raise a starfighter (Gargantuan, DC 30). A bare roll can't reach it — but spending +2 Force Points on Move Object's Surge adds $2 \times WIS = +8$, for +15. A roll of **15 or better** heaves it free. Strong in the Force, not high of level.

Force Surge

Some Force powers may be **amplified at cast time** by spending additional Force Points beyond the power's base cost. Each Surge-eligible power lists one or two **scaling vectors** — reach, duration, target count, area, or a special rider — and the player allocates extra FP at the moment of casting to enhance one of those vectors.

Force Surge is an optional rule. Tables that prefer the flat-cost baseline can ignore it entirely; the catalog still works without it.

Core rule:

A Force user may spend **up to +3 additional Force Points** on a single cast, on top of the power's base FP cost.

Each Surge-eligible power's catalog page lists what each +FP tier does. Effects are cumulative — +2 FP includes the +1 FP benefit, and so on.

Surge and class-trait FP-burns are mutually exclusive on a single cast. If a class trait says "spend N extra FP to enhance this cast" (e.g. Force Warrior's *Kinetic Ripple*), you cannot also Surge the underlying power. The trait IS the Surge for that cast.

Surge does NOT change the action economy. The cast still costs whatever action type the base power specifies (Action / Bonus Action / Reaction).

Eligibility:

Surge-eligible powers carry a "Force Surge" callout on their catalog page. The pilot rollout covers three powers (Move Object, Mind Trick, Force Barrier); more may be added as playtest feedback comes in.

Not Surge-eligible: any Force power without a Surge callout — typically high-tier powers (Lv 10+), Lightsaber Form powers, and powers that already scale on a different axis (e.g. Force Healing scales with Proficiency Bonus by default; Vital Transfer scales with the HP you choose to sacrifice).

Common Surge patterns:

Reach & exertion (Move Object): each extra FP adds your **WIS modifier** to the Use the Force check (to lift a heavier object) and extends reach and push/pull distance by **WIS modifier × 5 ft**. How far a target is driven depends on how much reach you spend AND its position — a target close to you is pushed far; one at the edge of reach barely moves.

Save at disadvantage: most Surge tiers cause the target's saving throw to be rolled at disadvantage, making the Surged effect more reliable in addition to bigger.

Tier-3 rider effects: the +3 FP tier typically unlocks a qualitatively different effect — a cone conversion on Push, a Bonus Action melee attack rider on Pull, +2 rounds + +1 target on Mind Trick, or a width/duration max on Barrier.

Worked example — Move Object (Push mode) at +2 FP, Lv 5 caster (PB +3, WIS +4):

Base reach $(PB+WIS) \times 5 = 35$ ft. With +2 FP: reach = $35 + (2 \times 4 \times 5) = 75$ ft, and the target's Strength save is at disadvantage.

A foe stands 15 ft away with a wall 25 ft behind it. It fails its Strength save → it's driven back until the wall stops it (about 15 ft of actual push) and knocked **Prone**.

Slamming into the wall, it takes impact damage at the GM's call — treat it as a fall for that distance, or use the Improvised, Thrown & Falling Objects guidance.

On a successful save, the foe holds its ground: no forced movement, not Prone.

Light Side and Dark Side

SWURPG does not use an alignment score. A character's relationship with the light or dark side is expressed through **narrative choices and the powers they select**. NPC reactions and story consequences are determined by the GM based on observable Force usage patterns.

Each power in the catalog carries a **Light / Dark / Universal** tag. This is a *descriptive label* of how the power is typically used — nothing more. It has **no mechanical effect**: it does not gate who can learn the power, change how it works, or feed any kind of alignment score. It's there to help you browse the catalog and to flag the powers a Jedi might think twice about reaching for.

Falling to the dark side

There is no Sith class in SWURPG — and that's deliberate. A Force user's slide toward the dark side is a **GM call, made from the story**, not a mechanical trigger you opt into: it happens through the choices a character makes at the table — the powers they reach for, the lines they cross, the bargains they justify.

Once the GM decides a character has truly fallen, they step off the standard Jedi tradition tracks. From that point the GM **carves a custom progression** — granting dark-side-themed traits as the character levels, in place of the Jedi subclass traits they would otherwise gain. Every fallen character ends up bespoke: a fallen Guardian plays nothing like a fallen Consular. Treat the existing Jedi subclass traits as a palette to reskin and twist, not a track to follow.

See the [Force Powers Catalog](#) for every power's costs, ranges, effects, and prerequisites — filterable by category (Energy, Kinetic, Mind, Sense, Lightsaber Form). New to the blade arts? The [Lightsaber Forms](#) guide walks through all seven classic forms — Shii-Cho to Vaapad — and how each one plays.

Rests, Medpacs, and Healing

Combat in SWURPG is fast and lethal. Knowing how and when to recover is a survival skill — for both players and GMs. This page covers the three healing systems characters lean on: rests (which restore HP and class traits over time), medpacs (which heal mid-encounter), and the Treat Injury skill (which extends what a medpac can do).

Short Rest

A **Short Rest** is at least **1 hour** of uninterrupted downtime. It's the breather a party takes between encounters — patching wounds, eating ration bars, swapping ammo packs.

HP Regained = Character Level + Constitution Modifier + Proficiency Bonus

A character may take up to **3 Short Rests** before requiring a Long Rest.

★ **EXAMPLE** — Short Rest math at level 6

A Lv 6 Soldier with CON +2 and PB +3 (level 5–8 tier) regains $6 + 2 + 3 = 11$ HP on a Short Rest. After 3 Short Rests they've recovered 33 HP without sleeping a wink.

Long Rest

A **Long Rest** is at least **6 hours** of safe sleep or genuine recuperation.

Benefits:

Full HP restored.

All Force Points restored.

All **per-Long-Rest** class traits recharge (Second Wind, signature class abilities, etc.).

Conditions may recover at GM discretion (most non-permanent conditions clear; permanent ones don't).

A Long Rest is the "we slept at the safehouse" beat in your story. Most campaigns assume the party gets one Long Rest per in-game day when conditions allow.

★ **EXAMPLE** — Long Rest reset on a Lv 8 Jedi Consular

A Lv 8 Jedi Consular ends the day at **34 / 60 HP, 3 / 14 Force Points**, having spent both daily uses of Force Heal. After a Long Rest at the temple safehouse: **HP back to 60, FP back to 14, Force Heal available 2× again**. The cantina chase that left them on fumes is fully erased — their next session starts at full readiness.

Medpacs

Medpacs are tiered medical kits. **Using one is an Action** (some class traits let you use them as a Bonus Action instead).

TIER	HEALING	COST	CURES
I	1d6 HP	50 cr	—
II	2d6 HP	150 cr	—
III	3d6 HP	350 cr	Basic toxins and diseases.
IV	4d6 HP	700 cr	Rare toxins and diseases.
V	5d6 HP	1,500 cr	Very rare toxins and diseases.

Medpacs are single-use. Carry several — you'll need them.

Full medpac stat data is also exposed at </equipment/medpacs> for in-builder reference.

Treat Injury with a Medpac

A character who applies their **Treat Injury** skill alongside a medpac heals more than the base medpac amount. Roll a Treat Injury check (Wisdom-based) to see how much:

TREAT INJURY RESULT	HP RESTORED
Below 10	Medpac base amount only.
10–14	Base + Wisdom modifier.
15–19	Base + Wisdom modifier + Proficiency Bonus.
20+	Base + Wisdom modifier + (Proficiency Bonus × 2).
Natural 20	2 × (Base + Wisdom modifier + Proficiency Bonus).

★ EXAMPLE — A clutch Treat Injury

A Lv 5 Jedi Consular (WIS +4, PB +3) uses a Medpac III on a downed ally. They roll a 17 on Treat Injury. The ally regains $3d6 + 4 + 3 = 3d6 + 7$ HP. Average roll: 17 HP. That's the difference between "stable but on the floor" and "back in the fight."

Stabilization without a medpac: A successful **DC 25 Treat Injury** check stabilizes a dying creature without using a medpac at all. The creature stops making death saves but doesn't regain HP.

★ EXAMPLE — Stabilization on a budget

The party's Soldier drops to 0 HP. The Tech Specialist is out of medpacs. The Tech Specialist rolls Treat Injury (WIS +1, PB +3, Trained = total +4) and gets a 21 → **DC 25 missed by 4**. Death saves continue. Next round the Jedi steps in with WIS +4 and PB +3 (total +7), rolls a 19 → **26**. Stabilization succeeds. The Soldier won't bleed out — but they're still on the floor at 0 HP until someone heals them properly.

Second Wind

Some classes (Soldier, Vanguard) and the **Toughness** ASI Alternative Trait grant the **Second Wind** feature.

HP Regained = 1d10 + Character Level

Usage: Once per Long Rest, as a **Bonus Action**. Second Wind is the iconic "I'm not done yet" combat heal — when your tank drops below half HP and pulls themselves back into the fight without burning a medpac.

★ **EXAMPLE** — Vanguard Second Wind under fire

A Lv 7 Vanguard is at **18 / 65 HP** after a stormtrooper squad focus-fired them. On their turn they take an Action to attack a sergeant, then spend their **Bonus Action on Second Wind**: rolls **1d10 + 7** = average **12 HP** restored. Now at 30 / 65 HP. The encounter doesn't end, but the Vanguard isn't one bad save from going down anymore — and the party's medpacs stay in reserve for someone with no Second Wind feature.

When to spend what

A practical decision flow for newer players:

Out of combat, low pressure → take a Short Rest. Free HP, no resources spent.

Mid-combat, you're hurt → use a medpac (Action) or Second Wind (Bonus Action) if you have it.

Mid-combat, an ally is at 0 HP → medpac on them, or Treat Injury check to stabilize without one.

End of a session / safe sleep → Long Rest. Full HP, full FP, all features back.

The party's medpac stockpile is usually the dividing line between "we can keep going" and "we have to retreat to the ship."

Playing as a Droid

Droids are a fully playable species option in SWURPG — from astromechs and protocol units to security enforcers and assassin models. They are nonliving constructs with different strengths, different weaknesses, and a completely different relationship with healing, hazards, and the Force.

Droids are selected as a species during character creation. After choosing a droid subtype, follow the normal flow: choose a class, assign ability scores, pick skills, and gear up.

Ion Damage Vulnerability

Droids are **vulnerable to ion weapons**. Where Stun weapons scramble a living nervous system, Ion does the same to a chassis — system lockups, seized servos, cascading malfunctions, and temporary shutdowns.

When a droid takes Ion damage, it makes a **Strength saving throw** to resist the disruption. Ion is a Constitution-type save, and droids make every Constitution save with **Strength** (they have no Constitution score — structural robustness is what a chassis braces with; see *Hit Points and Repair* below). A heavier, sturdier frame shrugs ion off better. The save DC is set by the ion source — for a weapon, **8 + the attacker's Proficiency Bonus + the attacker's governing ability modifier**.

On a **failed** save, the droid suffers a disruption effect **specific to its model** — each droid species' *Ion Sensitivity* trait spells out its own result (Stunned, Confused, Restrained, Speed halved, lost Reaction, or Disadvantage on attacks, depending on the chassis). On a **success**, it shrugs the surge off.

★ EXAMPLE — Ion bolt vs an IG-RM Enforcer

An Imperial Technician fires an Ion Pistol at the IG-RM (ion save DC 13). The IG-RM resists with its **Strength** saving throw — and **fails**. Per its *Ion Susceptibility* trait, its **movement speed is halved for 1 round** as its leg servos seize, and the Technician closes the distance while it's hobbled. A flimsier **B1 Battle Droid** in the same spot would instead be **Stunned** — same ion bolt, different chassis, different failure.

Nonliving Construct Immunities

Droids are immune to the following unless a specific effect explicitly states it works on droids:

Poison and disease.

Radiation and noncorrosive atmospheric hazards.

Vacuum.

Mind-affecting effects (fear, charm, and similar effects).

Stun weapons and other effects that work only on a living nervous system. (**Ion** is the droid-specific analogue — see *Ion Damage Vulnerability* above — so a droid that is immune to a Stun bolt can still be locked up by Ion. The two are separate tracks.)

Droids can still be affected by physical Force effects such as pushes, pulls, and thrown debris.

No Force Connection

Droids have **no connection to the Force**. They cannot gain Force Sensitivity, learn Force Powers, or use class options that require a Force connection. **Force-using classes and the Force Training trait are not available to droids.**

Maintenance Instead of Sleep

Droids do not sleep, eat, or breathe. During downtime, droids enter maintenance cycles: diagnostics, calibration, cooling, and software checks. This is narrative flavor unless the GM uses maintenance as a story hook (damage, degraded parts, memory corruption, etc.).

When a class trait assumes biology — sleep, food, breathing — treat it as not applicable or reskin it as maintenance or programming, provided it does not create a balance issue.

Automatic Languages

All droids can speak, read, and process **Binary**, and understand one additional language chosen at character creation (typically Basic). Additional languages may be added through upgrades or programming packages.

Hit Points and Repair

No Constitution Score – STR Replaces CON for HP and Saves

Droids do not have a Constitution score. Their Hit Points come from their base class Hit Die (for player droids) or their model Hit Die (for NPC droids), and **droids use their Strength modifier in place of Constitution modifier** when computing HP per level. This is the canonical rule for translating chassis durability into HP: a heavier, more reinforced frame is the durable one.

The formula is otherwise identical to the organic rule: **HP at L1 = max hit die + STR mod**, and **HP per level after L1 = (rolled, average, or max die value) + STR mod**, with a floor of 1 per level. A KX-series Security Droid (STR +2) gains the same +2 per level an organic Soldier with CON +2 would; a Pit Droid (STR -3) takes -3 per level (floored to 1). HP can also be increased through chassis upgrades — reinforced frames, structural overhauls, redundant actuators — which add flat HP on top of the per-level math.

Constitution saving throws use Strength. The STR-for-CON substitution applies to saves as well as HP: because a droid has no Constitution score, it makes any Constitution saving throw with its **Strength modifier** — bracing a chassis against ion, concussion, sonic shock, or being physically overpowered is a matter of structural robustness, not metabolism. **Save proficiency still applies normally:** a class that grants Constitution-save proficiency (e.g. Vanguard) grants it to a droid too, adding the proficiency bonus on top of STR. The character builder applies this automatically.

★ EXAMPLE — HP under the STR-for-CON rule

A Lv 4 **MagnaGuard Soldier** (STR +1, d10 hit die) has: 10 (L1 max) + 6 + 6 + 6 (L2-L4 avg = $(10/2)+1 = 6$) + 4 × (+1 STR) = **32 HP**. A Lv 4 **ID9 Seeker Droid Scoundrel** (STR -2, d6 hit die) has: 6 + 4 + 4 + 4 (L2-L4 avg) + 4 × (-2 STR) = 18 - 8 = **10 HP** before chassis upgrades. The same Scoundrel as a Cathar (CON +2, d6 hit die) would have **26 HP** — the frame matters.

Repair (Mechanical Healing)

Droids do not naturally heal and cannot benefit from biological healing sources such as **Medpacs**. They regain lost Hit Points through repairs, most commonly using the **Mechanics skill**. The DC and HP restored are determined by the GM

based on the tools available, time spent, and the condition of the droid.

★ **EXAMPLE** — Repairing a battered BD-Series

After a fight, the BD-Series Scoundrel is at 6/24 HP. The party's Tech Specialist has INT +3, PB +2, and a Mechanic's Toolkit. The GM rules **DC 15** for full-shop repairs (1 hour, full toolkit available). She rolls $d20 + 3 + 2 = d20 + 5 \rightarrow 18$.

Success: she patches the BD back to full HP. Without the toolkit she'd have rolled at Disadvantage; without an hour of downtime, the GM might cap the heal at half HP.

Armor Class, Plating, and Shields

Droid AC and survivability are driven by **chassis quality and upgrades** rather than worn armor:

Plating upgrades increase AC through heavier plating, specialized materials, or defensive subroutines.

Shield generators absorb damage before HP is lost.

Specialized frames may trade speed for durability, or stealth for protection.

Droid AC formula: $10 + \text{DEX modifier} + \text{Size Modifier} + \text{base plating} + \text{chassis upgrade AC bonus}$. No worn-armor term — droid armor is the chassis itself.

★ **EXAMPLE** — BD-Series chassis AC

A Lv 1 BD-Series Supporter Droid: DEX +2, Diminutive size (+3 to AC), base_plating 0, no chassis upgrades yet $\rightarrow \text{AC} = 10 + 2 + 3 + 0 + 0 = 15$. After installing **Plasteel Plating Mk I** (+2 AC), her AC rises to **17** — better protection than a Lv 1 organic gets from Light armor, and without sacrificing any DEX cap or speed.

★ **EXAMPLE** — IG-RM Enforcer at Lv 12

DEX +1, Medium size (0), base_plating 1, **Beskar Plating** (+6) installed: $\text{AC} = 10 + 1 + 0 + 1 + 6 = 18$. Plus the Beskar's intrinsic **Damage Resistance 5 vs B/P/S** and **lightsaber-crit suppression** — a tank-tier droid.

Chassis Armaments

Some chassis upgrades install a **weapon as integrated hardware** — a Mini Grenade Launcher built into a forearm, a Blowtorch wired into a manipulator, an Ion Pulse Emitter mounted on a torso plate. These armaments behave like any other weapon in combat (attack roll, damage, range, ammunition — **except grenade-type armaments**, which use the area-of-effect save mechanic from [Grenades and Explosives](#) instead of attack rolls), with three rules that differ from carried weapons:

Always proficient (where proficiency applies). A droid is automatically proficient with any weapon installed on its own chassis, regardless of class or species weapon proficiencies. The integration *is* the training. No -5 non-proficiency penalty. Grenade-type armaments require no proficiency to begin with — same baseline as carried grenades.

Specialization and Expertise still apply. The player can take an ASI **Weapon Specialization** trait targeting a specific chassis armament for +1 damage, then later upgrade it via **Weapon Expertise** for the +2 expertise bonus. Mastering an installed weapon is a meaningful character investment even though the base proficiency is automatic.

Cannot be dropped, dual-wielded, or off-handed. A chassis armament is mounted on the droid — it doesn't occupy main-hand / off-hand slots, doesn't trigger the dual-wield -5 penalty, and remains available even while the droid's hands are full carrying gear.

See the [Droid Chassis Upgrades catalog](#) for the full list of installable armaments and their stat blocks.

Class Availability

Droids may take **any non-Force class**. Force-using classes and the Force Training trait are not available (see *No Force Connection* above). Droid subtypes should influence class roleplay: some models were built to negotiate, others to eliminate negotiation entirely.

Non-Verbal Models

Droids without vocal speech (e.g. BD-Series) cannot vocalize Persuasion or Intimidation — those skills are blocked at the table. **Deception remains available** — non-verbal trickery (fake malfunctions, forged holograms, mimicked droid IDs, spoofed comms, false sensor readings) is canonical droid behavior. The character builder enforces these rules automatically.

Speech-Limited Communication

Droids and certain organic species (Wookiee, Aloxian, Amanin, Gamorrean, Ugnaught, Ewok, Jawa, Yam'rii) have physiologies that comprehend but cannot vocalize Galactic Basic. They communicate via their native language(s), gestures, written messages, or a translator companion. The character sheet annotates "(understand only)" on languages they cannot speak.

Leveling Up

Characters in SWURPG advance from level 1 to 20 over the course of a campaign. Each level brings new HP, expanded class traits, and — at every fourth level — an **Ability Score Improvement (ASI)** that lets you customize the character's mechanical edge. This page covers the mechanics; check your [class page](#) for what specific traits unlock at which level.

The cleanest way to level up a character is in the [Character Builder](#) — bump the level field and the tool recomputes every derived stat (HP, proficiency bonus, save / skill modifiers, class traits at the new level, ASI slots available, eligible Force powers), surfaces any creation-time choices the new level unlocks, and exports the updated sheet as a PDF. The math below explains *what* the tool is doing so you can sanity-check it at the table, but you don't have to run it by hand.

Advancement Method

SWURPG uses **milestone-based advancement** by default. The GM determines when characters level up based on story progression, major accomplishments, or campaign milestones — not XP tables.

Experience Points are an **optional rule** if your group prefers them. Either way, the rest of the leveling math is identical.

Hit Points at Level Up

Each level, your character's **maximum HP** increases. You pick one of two methods (most groups stick with one or the other for the whole campaign):

Roll: roll your class's Hit Die and add your Constitution modifier.

Average: use the rounded-up average of your Hit Die and add your Constitution modifier.

HIT DIE	AVERAGE
d6	4
d8	5
d10	6
d12	7

★ **EXAMPLE** — Average HP at level-up

A d10 class (Soldier, Vanguard) with **CON +2** gains $6 + 2 = 8$ HP per level when using the average. Over 20 levels that's 160 HP from levels alone — plus your level-1 max-HP starting bundle.

Ability Score Improvements

Characters gain an **Ability Score Improvement (ASI)** at levels **4, 8, 12, 16, and 20** — five total over a full 20-level career.

At each ASI, choose one of:

Increase one ability score by +2.

Increase two ability scores by +1 each.

Select one ASI Alternative Trait (see below).

Ability scores cannot exceed the campaign's max — typically **20** for ability scores and **22** for special species pushes.

★ **EXAMPLE** — ASI choice — pump or pick?

A Lv 4 Soldier has STR 16 / DEX 14 / CON 14. Their ASI options:

+2 STR → 18 (mod goes from +3 to +4 — better attacks, damage, and athletics)

+1 STR / +1 CON → 17 / 15 (slight DPS gain + a touch more HP)

Toughness Alt Trait (+2 HP per character level past first + free Second Wind)

If the party already has a Vanguard tanking, the **+2 STR** is probably the bigger contribution. If the Soldier *is* the tank, **Toughness** at level 4 gives them ~32 extra HP across the full 20-level career — which can outweigh the +1 to-hit / damage from +2 STR. Talk to your group; both are correct.

ASI Alternative Traits

Instead of pumping ability scores, you can pick one of **22 Alternative Traits**. Each is a passive trait that adds a unique mechanical wrinkle to your character.

Combat traits

Toughness — gain extra HP per character level + Second Wind.

Point Blank Shot — +1 to attack and damage rolls within 20 ft.

Far Shot — reduced disadvantage at long range.

Burst Fire — autofire-like option on compatible weapons.

Power Attack — sacrifice accuracy for damage on melee strikes.

Assured Attack — reroll a low attack roll once per encounter.

Force & Movement

Force Training — gain Force sensitivity / Force Points (one-time pickup, even for non-Force classes).

Long Strider — +10 ft to your base speed.

Mobility — better movement during combat without provoking.

Martial Arts & Defense

Martial Arts I / II / III — scaling unarmed strike dice (1d4 / 2d4 / 3d4) and unarmored AC bonus.

Armor Mastery — improve your armor's Max Dex cap.

Weapon & Armor

Weapon Proficiency — gain proficiency in a weapon category your class doesn't normally cover.

Weapon Specialization — +1 attack and damage with a specific weapon.

Weapon Expertise — +2 attack and damage with a specific weapon (requires Specialization first).

Dual Wielder I / II — better dual-wielding mechanics.

Armor Proficiency — gain proficiency in an armor category your class doesn't normally cover.

Skill Training

Skill Proficiency — gain proficiency in a skill you didn't have.

Skill Expertise — double your Proficiency Bonus on a skill you're already proficient in.

Tactical

Improved Initiative — Advantage on initiative rolls.

Full prerequisites and effect text for each trait surface inside the [Character Builder](#)'s ASI tab when you reach level 4.

Retraining

With GM approval, every level-up you may swap **one** of the following:

One known **Force Power**.

One **skill proficiency**.

One **trait** (a class trait choice or an ASI Alternative Trait).

This is the rule that catches characters when their original concept doesn't survive contact with the campaign — your sniper-Marksman is somehow always brawling? Swap the Far Shot trait for Power Attack. Your Jedi Consular thought they'd heal, but the party already has a healer and they want to mind-trick? Swap a healing Force Power for Force Persuasion. Use it sparingly; lean on it when characters genuinely outgrow choices that no longer serve their stories.

★ **EXAMPLE** — Retraining a Force Power that never lands

A Lv 6 Jedi Consular took **Force Lightning** at level 5, expecting an offensive option. After 4 sessions, they've cast it twice and missed both times — their party's playstyle keeps them at conversation-range, not blaster-range. At level 7 they ask the GM to retrain Force Lightning into **Force Persuasion**, which fits their actual play (charisma-supported social pressure). GM agrees because the swap is character-narrative-justified, not min-maxing. The Consular's effective in-play power *increases* — and the player stops feeling stuck with a dead choice.

At the table

A few practical leveling tips for new players:

Plan two ASIs ahead. At level 1, sketch what you want at level 4 and level 8. ASIs are five total — they're spaced out, but they shape the character significantly.

Don't skip ASI Alternatives if you're already in a good spot statwise. A +1 to STR is fine; *Improved Initiative* (Advantage on initiative) is often the better choice if your starting STR is already 16+.

Talk to your GM before retraining. It's a strong tool but not free — GMs generally approve when retraining is justified narratively.

For class-specific advice on which ASI to take when, see your [class page](#) — each one has a "Common pitfalls for new players" section that flags ASI traps for that build.

Multiclassing

Multiclassing lets a character take **two classes** instead of one — picking up the durability of a Soldier and the Force sensitivity of a Jedi, or the social toolkit of a Scoundrel and the heavy armor of a Vanguard. It's a powerful customization lever, and it requires GM approval to use. Most campaigns can run perfectly well without it.

Builder support. The [Character Builder](#) is single-class only today — the engine assumes one base class and one subclass. The rule below is still fully playable at the table: build your character on the [printable blank sheet](#) and apply each class's traits manually. If multiclassing in the builder is something you'd actually use, drop a note in the [SWURPG Discord](#) — community demand is what drives the roadmap, and a multiclass overhaul is a meaningful build investment we'll only take on if there's enough interest.

Eligibility

A character may multiclass starting at **Level 4** — never earlier.

A character may have **at most two classes** across their entire career. No third class.

Multiclassing requires **GM approval** and a story justification. The Soldier doesn't randomly wake up Force-sensitive at level 4 — something has to happen in the story to unlock it.

Character Level and Proficiency Bonus

Your **character level** is the sum of all class levels.

Your **Proficiency Bonus** is based on total character level, not any single class level.

★ **EXAMPLE** — Multiclass PB math

A character with **5 levels in Soldier** and **3 levels in Tech Specialist** is **character level 8**, with **Proficiency Bonus +3** (the level-5–8 tier). Both their Soldier and Tech features benefit from the same +3 PB.

Entering a second class

When you take your first level in a second class, you gain:

Weapon and armor proficiencies from the new class (if you don't already have them).

Use the Force proficiency, if the new class is Force-sensitive (granted even if you already had it).

HP equal to the new class's Hit Die + your Constitution modifier.

You do **not** gain:

The new class's starting **skill proficiencies**.

The new class's starting **equipment**.

The new class's starting **credits**.

In other words: the new class brings combat training and HP, not character-creation freebies. Your first class still defines your starting kit.

★ **EXAMPLE** — HP and proficiencies on first multiclass level

A Lv 5 **Scoundrel** with CON +1 multiclassed into **Soldier** at character level 6. They gain:

+11 HP (Soldier d10 hit die: rolled 10, plus +1 CON — *or* 6 by average plus +1 = 7).

Proficiency in **Heavy weapons** and **Medium armor** (Soldier's class proficiencies they didn't already have).

They do **not** get a Soldier's starting skill proficiencies, starting gear, or starting credits.

Net: they're now a Lv 5 Scoundrel / Lv 1 Soldier at character level 6. Their Scoundrel subclass traits still scale on Scoundrel levels only.

Subclass progression

A character must complete **levels 1 and 2** of a class before choosing a subclass at **level 3** of that class.

Subclass traits unlock only at the **class-level threshold** (e.g. Vanguard's level-7 trait requires 7 Soldier levels, not 7 character levels).

A character **cannot enter a second class at a subclass level directly** — you always start at level 1 of the new class and choose the subclass at level 3 of that class.

★ **EXAMPLE** — Subclass timing on a multiclass build

A character with **6 levels in Soldier (subclassed Vanguard at Soldier level 3)** decides to multiclass into Tech Specialist at character level 7. They begin at Tech Specialist **level 1**. Their Vanguard traits still scale only on Soldier-class levels — the new Tech levels don't accelerate them.

Trait scaling

Class traits scale by levels in that **specific class** only. A character never gains double scaling from two classes for the same trait. Minimum level requirements (e.g. "at level 5 you gain Extra Attack") count only toward levels in *that* class.

This is the rule that prevents "dip 1 level in Soldier for Extra Attack" cheese — Extra Attack at Soldier level 5 means *Soldier level 5*, not character level 5.

Force Points when multiclassing

Force Points = (Wisdom Modifier × 2) + Force Class Level + Proficiency Bonus

Force Class Level counts only total levels in **Force-sensitive classes** (Jedi Padawan + Jedi Guardian / Sentinel / Consular / Pathfinder, Force Adept + Force Warrior / Force Mystic).

Non-Force class levels do **not** contribute to Force Points. A Soldier-7 / Jedi Padawan-3 has Force Class Level 3 — their FP pool is built off only the 3 Jedi levels.

★ **EXAMPLE** — Force Points on a multiclass build

A **Soldier 7 / Jedi Padawan 3** is character level 10. They have **WIS +2** and **PB +4** (Lv 10 tier). FP math:

$(\text{WIS Mod} \times 2) + \text{Force Class Level} + \text{PB}$

$(2 \times 2) + 3 + 4 = \mathbf{11 \text{ Force Points}}$

Compare to a single-class Lv 10 Jedi Padawan with the same WIS: $(2 \times 2) + 10 + 4 = \mathbf{18 \text{ FP}}$. The multiclass costs 7 FP — that's the trade-off for getting Soldier's heavy armor and Extra Attack on top.

ASIs when multiclassing

ASIs are tied to **total character level** (levels 4, 8, 12, 16, and 20) — multiclassing doesn't add or remove ASIs. A 20-level character gets exactly 5 ASIs regardless of how those 20 levels are split.

When multiclassing is worth it

Multiclassing is *strong* but it costs you spotlight time on your primary class's late-game features. A general guide:

Don't multiclass for a 1-level dip. The character creation bonuses you skip make 1-level dips usually weaker than just staying single-class.

Multiclass when the second class genuinely changes your fantasy. You started as a Soldier and your character became Force-sensitive mid-campaign — multiclass into Force Adept. That's a story-driven dip that earns the trade-off.

Multiclass for capabilities you can't get any other way. Heavy armor on a Scoundrel? Lightsaber on a Soldier? Multiclassing unlocks them in a way ASI Alternative Traits often can't.

When NOT to multiclass

Your campaign is shorter than 12 sessions. By the time multiclassing pays off, you're past the campaign.

Your group hasn't been playing long. Single-class characters are easier to learn and remember.

You just want one feature from the second class. Look at [ASI Alternative Traits](#) first — Weapon Proficiency, Armor Proficiency, Force Training, etc. often cover what you actually wanted, without the multiclass overhead.

If after all that you still want to multiclass, talk to your GM, write the story justification, and have fun with it.

Heroic Surge Points

Heroic Surge is SWURPG's **meta-resource for cinematic defiance**. It represents the moment a character leaps across a chasm, fires the impossible shot, shakes off mind control, or throws themselves between a friend and disaster. Mechanically, it's a small currency players can spend to bend a moment in their favor.

Heroic Surge is **optional**. If your group prefers a grittier game without metacurrency, skip the rule entirely. If you keep it, it adds a satisfying "main character energy" beat to crucial scenes.

Heroic Surge Points

Characters begin **each session with 1 Heroic Surge Point**.

Maximum capacity: **3 points**.

Spending a point is **always a free action**, usable at any time — including outside the character's turn.

Points carry over between sessions only up to the 3-point cap. Don't hoard them for a "campaign finale" that may never come — the rule rewards using them in the moment.

Earning additional points

The GM may award Heroic Surge Points for:

Exceptional bravery or self-sacrifice — taking a hit for an ally, refusing to surrender despite the cost.

Standout roleplay during emotional or high-stakes scenes — a confession, a reckoning, a moment of clarity.

Clever tactical solutions — solving an encounter through ingenuity rather than overwhelming force.

Major story milestones — completing a mission, finishing a character arc, surviving an impossible situation.

Awards should be **rare and meaningful** — usually 1–2 per session, given to recognize moments the table will remember.

Spending Heroic Surge (1 point per use)

OPTION	EFFECT
Reroll	Reroll any d20 roll and choose either result.
Extra Action	Gain an additional Action on your turn.
Act Immediately	Interrupt initiative order and act before the current creature finishes its turn.
Resist Fear / Mental Influence	Gain Advantage on a saving throw against a fear or mind-affecting effect.

You can only spend **1 point per use** — no chaining multiple options off a single point — but you can spend multiple points on different uses in the same round if you have them.

Why this rule exists

Heroic Surge fixes a problem TTRPGs hit constantly: the moment your character *should* succeed by every narrative measure, the d20 says "no." Heroic Surge gives the player one rope to pull when the dice betray the story. It's the difference between an anticlimactic miss and the cinematic shot that ends the act.

It's also the GM's tool for spotlighting players. Awarding a point in front of the table after a great roleplay moment makes the recognition concrete. The player feels seen; the table watches it happen.

★ **EXAMPLE** — Reroll at the worst moment

A Lv 8 Marksman lines up the killing shot on the Inquisitor — a 30-damage critical would end the encounter. They roll a 2. They spend a Heroic Surge Point to **Reroll** and roll a 17. The shot connects, the Inquisitor goes down, and the table cheers. Without Heroic Surge, that moment dies on the dice.

★ **EXAMPLE** — Acting before the bomb goes off

A Tech Specialist is one initiative away from disarming the bomb. The Imperial sapper acts first and finishes the timer. The Tech spends a Heroic Surge Point on **Act Immediately**, taking a turn out of order to try the Mechanics check. They beat the DC by 1. Bomb defused.

★ **EXAMPLE** — Extra Action — closing a Sith duel

A Lv 12 Jedi Guardian has the Sith Inquisitor at **6 HP** and the Inquisitor's turn is next. The Jedi has already used their Action attacking, their Bonus Action on Lightsaber Defense, and their Reaction earlier. They spend a Heroic Surge Point on **Extra Action**, take a second lightsaber strike, hit for 14 damage, and finish the Inquisitor before the boss can act. Without Heroic Surge, the boss gets one more devastating turn.

★ **EXAMPLE** — Resist Mental Influence

The party's Scoundrel is hit by a Sith **Mind Trick** (WIS save DC 18). They have WIS +0 and PB +3 — total +3 to the save. They roll a 6 → 9, failing by 9, and would betray the party's hideout. They spend a Heroic Surge Point to gain **Advantage on the save**, reroll, and hit 17 → 20, success. The Mind Trick fails. Without the Surge, the campaign pivots around the Scoundrel turning informant.

GM guidance

Don't be stingy. Players who never see new points after the session-1 freebie stop engaging with the rule.

Don't be generous either. Awarding a point for any decent action devalues them.

Tell the player why when you award one. "That was selfless. Take a Heroic Surge Point." Recognition is half the value of the rule.

If a player has 3 points, they're capped. Encourage them to spend before the cap pinches.

Starship Combat

Browse the chassis catalog → [/starships](#) lists every player-friendly chassis with full stat blocks (HP, Shields, SIB, Handling, AC, weapons, hardpoints, hyperdrive). 10 canonical Star Wars light transports — YT-1300, VCX-100, Lambda shuttle, Firespray-31, and more.

Starship combat in SWURPG runs on a **parallel initiative track** — separate from ground combat — and assigns each player a **crew role** (Pilot, Gunner, Engineer, or Commander). The system is designed for the cinematic dogfight: tight-quarters chases through asteroid fields, capital-ship runs, escape attempts under pursuit. Don't reach for it for mundane in-system travel; reserve it for the moments your party is actually flying *for their lives*.

Starship Initiative

Starship Initiative = d20 + Pilot's Initiative Bonus + Ship Handling Bonus

Starship combat runs on its **own initiative order**, rolled and tracked separately from any ground fight. When a single scene has both — a boarding action where the boarders trade fire on deck while the pilots dogfight outside — don't fold them into one count. Run them as alternating blocks: resolve a full round on the starship track, then a full round on the ground track (the GM calls which goes first to fit the moment). Within each track, higher initiative acts first, the usual way.

Starship Armor Class

Starship AC = 10 + Handling Bonus + Size Modifier + Structural Integrity Bonus (SIB)

Size modifiers (starships)

SIZE	MODIFIER
Tiny	+3
Small	+2
Medium	+0
Large	-2
Huge	-4
Gargantuan	-6
Colossal	-8

Smaller craft are harder to hit (positive modifier); capital ships are easy targets but make up for it in HP and shielding.

Example starships

SHIP	SIZE	SIB	HP	HANDLING
X-Wing (T-65B)	Small	+2	45	+2
YT-1300 Freighter	Medium	+2	120	+0
Imperial Star Destroyer	Gargantuan	+5	800	-2

★ EXAMPLE — X-Wing AC

An X-Wing has Handling +2, Small size (+2), and SIB +2. $AC = 10 + 2 + 2 + 2 = 16$. Dogfighting at close range, that's a tough target.

Starship Range Categories

Starship combat uses **range bands** instead of feet. Most actions modify the band relative to the target.

RANGE	DISTANCE	NOTES
Dogfight	0–500 m	Small craft gain Advantage; large ships suffer Disadvantage. Ramming is possible at this range.
Close	500 m – 2 km	Standard blaster and torpedo range. Tractor beam locks possible.
Medium	2–10 km	Starfighters fire at Disadvantage; heavy weapons fire normally.
Long	10–50 km	Only capital-scale weapons are reliable. Maintain Long Range for 3 rounds without pursuit = escape.

The "escape" rule at Long Range is the chase climax — once the fleeing ship reaches Long for 3 rounds, the encounter ends.

★ EXAMPLE — Escape from a Star Destroyer

A YT-1300 freighter is at **Close range** with a pursuing TIE squadron. The Pilot rolls **Increase Range** for 3 consecutive rounds — Close → Medium (round 1) → Long (round 2) → maintained at Long (round 3). The TIEs can only hit at Disadvantage (Medium) and then not at all (Long). After 3 rounds at Long without TIE breakthrough, the encounter ends — the freighter has escaped to hyperspace.

Actions per round

Each crew role gets one action per round, simultaneously.

Pilot actions (choose one)

ACTION	MECHANIC
Evasive Maneuvers	Pilot check + Handling vs. a GM-set DC (typically 12–20, scaled to battle difficulty, pursuer count, and environmental pressure). The check is NOT against enemy AC. The margin of success/failure determines the outcome.
Increase / Reduce Range	Pilot check + Handling vs. a GM-set DC (typically 12–18 depending on situation).
Hold Range	Maintain current position relative to target.

DCs are GM-set. Starship checks compare the Pilot's roll to a difficulty number the GM picks based on the encounter (more pursuers, tighter terrain, higher stakes → higher DC). They do NOT compare against an enemy ship's Armor Class.

EVASIVE MANEUVER RESULTS

Margin is measured against the GM-set DC.

MARGIN	OUTCOME
Fail by 5+	Botched — enemy gains Advantage on next attack.
Fail by 1–4	Partial — no effect.
Success 0–4	Standard — +2 AC or 1 range band shift.
Success 5–9	Skilled — +4 AC or 1 range shift + enemy at Disadvantage.
Success 10+	Ace — +4 AC, all attacks at Disadvantage, enemy must make a Pilot check.

★ **EXAMPLE** — Skilled evasive maneuver

Two TIEs are pursuing the X-Wing through a debris field at Close range. The GM calls **DC 15** for this round's Evasive Maneuvers (mid-tier dogfight, two pursuers, moderate clutter). The X-Wing pilot has Pilot +6 (PB +3, DEX +3) and ship Handling +2 = total +8 to the check. They roll a **15** → **23** vs. DC 15 → success by **8** = **Skilled** outcome. The X-Wing gains **+4 AC** (their AC this round goes from 16 to 20) **OR** can shift one range band, plus the enemy attacks at **Disadvantage**. The Pilot picks the +4 AC since two TIEs are firing this round. Both TIE attacks roll at Disadvantage against AC 20 — neither connects.

Crew actions (simultaneous with the Pilot)

ROLE	ACTION
Gunner	d20 + Proficiency + Ability Modifier + Weapon Accuracy vs. target's Starship AC.
Engineer	d20 + Mechanics; success restores 1d6 + Intelligence modifier HP or Shields.
Commander	Grants Advantage to one ally's action this round.

A 4-player party fits these roles cleanly: one Pilot, one Gunner (or two if the ship has multiple turret stations), one Engineer (Tech Specialist territory), one Commander (Leader territory). Other classes can take any role with a successful skill check.

Weapon Accuracy

Every ship-mounted weapon carries an **Accuracy Modifier** (0 to +2) representing the mount's stability, targeting computer assistance, and fire-control integration. Accuracy is *not* a measure of weapon quality — a Light Laser Cannon and a Heavy Turbolaser can both hit at +1 if they share the same mount class. It's a measure of how much the *ship's hardware* helps the gunner land the shot, separate from the gunner's own skill (PB + ability).

MOUNT / WEAPON TYPE	ACCURACY	NOTES
Fixed, single, hand-aimed (Light Laser Cannon)	+0	Pilot points the ship at the target; no integrated targeting
Fixed, multi-barrel / linked (Twin Lasers, Quad Lasers, "Cannons" plural, "Pair")	+1	Multiple barrels widen the shot pattern
Fixed, heavy single-barrel (Forward Heavy Laser)	+1	Heavy mount = stable but only one bore
Fixed, heavy multi-barrel (Forward Heavy Laser Cannons, Heavy Forward Turbolaser Batteries)	+2	Stable + multi-barrel = best fixed-mount accuracy
Turret, light (Twin Laser Turret, Targeting Laser)	+1	Pivots freely, small targeting computer
Turret, heavy / quad / capital (Quad Turbolaser Battery, Octuple Turbolaser)	+2	Stable mount + dedicated targeting computer
Tractor Beam (any size)	+2	The targeting <i>is</i> its purpose — locked-on tracking
Anti-Fighter Laser Battery / Turret	+2	Purpose-built fighter-tracking system
Heavy Ion Cannon (any)	+2	Heavy stable mount + ion focus
Missile / torpedo, dumb-fire (rack, tubes, bay)	+0	Launch and pray
Missile / torpedo, guided (launcher, battery)	+1	Onboard seeker reduces miss chance

The cap of +2 is intentional: stacked with full Proficiency Bonus and ability modifier, higher accuracy values pushed high-level pilots into auto-hit territory against typical targets. The cap preserves miss tension across the level range while keeping mount type a meaningful axis of weapon differentiation.

★ **EXAMPLE** — A round of starship combat (4-player crew)

The freighter is at **Close range** with 2 TIE pursuers. The GM sets **DC 14** for Evasive Maneuvers this round (two pursuers, open space). All four PCs act simultaneously:

Pilot (Scoundrel) — Evasive Maneuvers, rolls **18** vs DC 14 → success by 4 → **Standard** outcome → **+2 AC** for the freighter this round.

Gunner (Soldier) — fires the dorsal turret at the lead TIE, rolls **22** vs TIE's AC 16, **hits** for **3d10** damage. TIE takes 18 — its 12 HP melts; **TIE destroyed**.

Engineer (Tech Specialist) — Mechanics check 19, success → restores **1d6 + INT mod = 5 Shields**. Cushioning for whatever the second TIE does.

Commander (Leader) — grants **Advantage to next round's Gunner action**. (No need to use Advantage *this* round; the Gunner already hit and killed.)

Net: 1 TIE down, freighter still at Close range with 1 TIE remaining, shields topped up, Gunner has Advantage queued for round 2. Strong round. Note that the Pilot's Evasive Maneuvers DC was set by the GM (14); the Gunner's attack **DOES** use the enemy ship's AC (16) — those are different checks.

Shield and Hull System

Damage applies to **Shields first**. When Shields reach 0, all remaining damage reduces Hull HP directly.

At 0 Hull HP

RESULT	OUTCOME
Disabled	Ship drifts without power. Emergency repairs require Mechanics DC 20 ; success restores 10 HP.
Destroyed	Catastrophic damage. The GM determines the level of destruction (cinematic explosion vs. survivable wreck).

GMs typically rule "Disabled" first when the party is in the ship — destruction without warning rarely makes for good stories. Save "Destroyed" for enemy ships and the rare narrative gut-punch.

Space environmental hazards

Roll 1d8 when the GM introduces a space hazard mid-combat:

ROLL	HAZARD	EFFECT
1	Asteroid Field	Pilot check or 2d8 damage; success grants Disadvantage to enemies for the round.
2	Debris Cloud	Pilot check or Disadvantage on attacks next turn.
3	Gravity Well	Pilot check or lose 1 range category.
4	Ion Storm	Engineer check or shields disabled for 1 round.
5	Minefield	Perception check or 3d10 damage.
6	Enemy ECM	Disadvantage on Pilot and Attack rolls next action.
7	Solar Flare	Constitution save or sensors and weapons disabled for 1 round.
8	Boarding Pods	Pilot check at Dogfight range or boarding commences.

Hazard DCs are GM-set. Pick a DC for each hazard based on its intensity and the encounter stakes (suggested range: 12–18, with 20+ for genuinely deadly hazards). A scattered asteroid belt isn't the same threat as a dense one; a routine ion storm isn't the same as a stellar-scale event.

Don't roll a hazard every round — once or twice per dogfight is plenty. Hazards exist to spice up an encounter that's settled into a damage-trade rhythm.

★ **EXAMPLE** — Hazard mid-dogfight: Asteroid Field

Round 3 of a dogfight feels like a damage stalemate. The GM rolls a 1 on the d8 hazard table → **Asteroid Field**. The GM sets **DC 16** for this asteroid field (medium density, narrow channel). The Pilot must make a Pilot check or take 2d8 damage. They roll Pilot **+8 + d20 9 = 17 vs DC 16** → success by 1. No damage; the freighter weaves through. Bonus: the asteroids grant **Disadvantage to enemy attacks** for the round. The pursuing TIEs miss; the freighter pulls ahead. The hazard turned a stalled fight into a defining moment.

Vehicle Combat

Ground vehicles (speeders, walkers, landspeeders) use the **same core mechanics** as starship combat — same Pilot/Gunner/Engineer/Commander roles, same evasive-maneuver math — with narratively adjusted range categories (street blocks instead of kilometers, canyons instead of debris fields).

Vehicle drivers can be **individually targeted** with cover bonuses: +2 AC (half cover) or +5 AC (three-quarters cover) depending on the vehicle's design. An open speeder driver is exposed; a turret gunner inside an AT-AT is mostly covered.

Vehicle hazard table (1d8)

Vehicle hazard DCs are GM-set — same convention as space hazards. Pick a DC based on terrain, speed, and stakes (suggested range: 10–18).

ROLL	HAZARD	EFFECT
1	Sharp Turn	Pilot check or 1d6 collision damage, lose 1 range.
2	Heavy Traffic	Pilot check or 2d6 collision damage.
3	Collapsed Stall	Dexterity save or 1d8 damage, halted for 1 round.
4	Narrow Passage	Pilot check or 3d6 crash damage.
5	Jump / Gap	Pilot check; success clears, failure = 4d6 damage.
6	Enemy Interference	Disadvantage on next Pilot check.
7	Fire	Dexterity save or 1d6 fire damage per turn until extinguished.
8	Crowd Panic	Pilot check or lose 1 range category.

Running a starship encounter

A few practical tips for GMs:

Set the stakes upfront. Why does this fight matter? Escape from Imperials? Protect a convoy? Boarding action? The objective shapes how aggressively players play.

Use the Long Range escape rule. Letting the players flee successfully is fine — escape is a valid resolution, not a loss.

Don't roll hazards until the fight has rhythm. Rolling a hazard on round 1 buries the players before they understand the encounter.

Lean on Disabled, not Destroyed. Disabled is a story turn; Destroyed is a TPK. Most starship encounters should end with Disabled and an opportunity for narrative cleanup.

For ship-specific stat blocks beyond the three example ships, build them off the same shape: Size + SIB + HP + Handling. Most published ship roles fit cleanly into the table above.

Building and Upgrading Ships

Players in SWURPG can own and customize a starship the same way they own a character — pick a **chassis**, give it a name, add **upgrades** as the campaign progresses, and apply **traits** that reflect the ship's history and personality. Browse the chassis catalog at the [Starships hub](#) to compare hulls before committing.

How ships differ from characters

CONCEPT	CHARACTERS	STARSHIPS
Base platform	Species	Chassis
Progression	Levels (1 → 20)	Upgrades (no levels)
Customization	Class, ASI, gear	Weapons, shields, engines, systems, traits
Limits	Class proficiencies	Hardpoints (fixed / turret / missile bay slots)

Where characters grow through levels, ships grow through upgrades. There is no "Level 5 YT-1300." There is a stock YT-1300 with one quad laser turret, and there's a heavily-modified YT-1300 with a Class 0.5 mil-spec hyperdrive, beskar inlays, three extra hardpoints, and a backup shield generator — but no level number connects the two.

Chassis

A chassis is the base hull. SWURPG's starter catalog covers ten **canonical Star Wars light transports** ideal for player parties — YT-1300, YT-2400, VCX-100, HWK-290, Ghtroc 720, G9 Rigger, YV-666, Firespray-31, Lambda-class T-4a Shuttle, and Wayfarer-class Medium Transport. Each chassis declares its base stats (HP, Shields, Handling, SIB, Speed, Hyperdrive), its **crew stations** (Pilot / Gunner / Engineer / Commander seats), its **hardpoints** (how many fixed-forward, turret, and missile-bay weapons it can carry), and its **default weapon loadout**.

Hardpoints

Hardpoints are the cap on a chassis's weapon slots. A chassis with `hardpoints: { fixed: 2, turret: 0, missile: 1 }` can carry up to two forward-fixed weapons, zero turret-mounted weapons, and one missile bay. Filling those slots is up to the player; weapons come from the ship-scale weapon catalog or are custom-crafted with GM approval. Upgrades like **Extra Hardpoint (Fixed)** raise the cap.

Upgrades

Upgrades are **constructive improvements** — Reinforced Shield Generator (+10 shields), Heavy Armor Plating (+20 HP / +2 SIB / -1 Handling), Combat Thrusters (+2 Handling / +1 speed band), Mil-Spec Hyperdrive (Class 1 → Class 0.5), Targeting Computer (+1 to all attack rolls), Sensor Mask, Tractor Beam Installation, etc. Each upgrade has a reference price in credits, a category (shields / armor / engines / hyperdrive / weapons / sensors / utility), and optional prerequisites (chassis size minimum, or a smaller upgrade installed first).

Traits

Traits are **narrative or trade-off characteristics** that reflect the ship's history — Jury-Rigged (cheap and unreliable, with a Mechanics-check-or-system-shorts quirk), Hot-Shot (faster but fragile under critical hits), Salvaged (cheap with a complicated past), Veteran Crew, Smuggler's Special (hidden compartment), Cursed (pure flavor, no mechanics). Traits can carry positive effects, negative effects, both, or none. Many traits feed the ship sheet's **Special Conditions** panel directly.

Credits as reference

Every chassis, weapon, upgrade, and trait carries a **reference price in credits**. **There is no credit pool to spend down** — prices exist so GMs and players can sanity-check feasibility ("a brand-new YT-1300 with a backup shield, mil-spec hyperdrive, and beskar inlays runs about 280,000 credits — is that plausible for the campaign?"). Whether the party can actually afford or acquire any item is a story-level decision, not a math one.

GM discretion on custom equipment

Every category in the ship sheet supports **custom entry**. Players can add a custom weapon, custom upgrade, custom trait, or custom flavor quirk in any tab. Custom content is the GM's call to approve — if it fits the campaign's tone and balance, it goes on the sheet; if it doesn't, it doesn't. The catalog covers the canonical shipyard floor; custom slots cover the rest of the galaxy.

Where to build

The [Starship Builder](#) is the canonical tool — pick a chassis, install upgrades and traits, name your ship, and export a printable sheet. The [Starships catalog](#) is the browseable companion for picking your chassis and reviewing canon lore.

Equipment Rules

This page covers the **rules layer** on top of equipment — how rarity gating works, how carrying capacity and encumbrance work, and where to find the structured data for each gear category. For *what individual items do*, browse the catalog directly:

Weapons — 224 entries with damage, range, and properties.

Armor — 76 entries. Categories and the Max Dex / AC bonus rules live in [Combat → Armor Class](#).

Gear — 62 utility items across 9 categories.

Medpacs — 5 tiers, healing dice, costs.

Upgrades — weapon, armor, and droid chassis upgrades.

Force Powers — 63 powers (rules-side, not equipment).

Rarity

Equipment is categorized by **rarity**, which affects availability, typical cost, and whether an item can be purchased openly or must be sourced through black markets, military channels, or underworld contacts.

RARITY	DESCRIPTION	EXAMPLE
Common	Standard civilian gear. Widely available and affordable.	Blaster Pistol (300 cr)
Uncommon	Military or specialized tools. Requires connections or luck to find.	Vibroblade (750 cr)
Rare	Advanced, restricted, or outlawed gear. Found in black markets or elite factions.	Jetpack (3,500 cr)
Very Rare	Prototype, ancient, or heavily restricted. Requires GM discretion.	Beskar Armor (20,000+ cr)
Unique	One-of-a-kind items tied to lore, quests, or legendary NPCs.	A Jedi's handcrafted lightsaber

GMs can use rarity to gate powerful equipment behind story beats, reputation thresholds, or faction favors — making gear progression feel **earned** rather than purely transactional. A party shouldn't be buying Beskar armor at the spaceport gear shop in session 2.

★ EXAMPLE — Rarity gating in practice

A Lv 5 party wants to buy a **Jetpack** (Rare, 3,500 cr) before infiltrating an Imperial garrison. They have the credits — but the GM rules that nobody on this Outer-Rim moon openly sells one. The party has to either spend a session **earning a contact** in the local syndicate (who will broker the sale at +50% markup), or **steal** one off a stormtrooper sergeant during a separate engagement. The cost in credits was never the gate; the *story friction* was. Rarity working as designed.

Some armors and weapons in the catalog are flagged as **legendary outliers** in their **notes** field — exotic species-shell armor like *Vonduun Crabshell*, or specialty pieces that intentionally exceed standard band rules. Treat them as Unique-rarity finds, not regular shop stock.

Carrying Capacity and Encumbrance

Every character has a carrying limit. Exceeding it causes encumbrance.

$$\text{Carrying Capacity (kg)} = (\text{Strength score}^2 \div 2) \times \text{Size Multiplier}$$

The formula scales **quadratically** with STR — each point above 10 adds proportionally more capacity than the prior point, so genuinely strong characters carry dramatically more than average ones. A STR 10 Medium humanoid carries 50 kg; a STR 18 Medium humanoid carries 162 kg — about 3.2× as much, not 1.8× as a linear formula would give.

Size multipliers

SIZE	MULTIPLIER
Diminutive	0.25
Tiny	0.50
Small	0.75
Medium	1.00
Large	2.00
Huge	4.00
Gargantuan	8.00

★ **EXAMPLE** — Carrying capacity at typical sizes

A **Medium** character with **STR 15** carries up to $15^2 \div 2 \times 1 = 112.5$ kg. A **Diminutive** BD-series droid with **STR 8** carries up to $8^2 \div 2 \times 0.25 = 8$ kg — barely the weight of a backpack, which is why small chassis specializations lean toward lightweight gear.

Encumbrance effects

A character carrying more than their Carrying Capacity is **Encumbered**:

Speed reduced by 10 ft.

Disadvantage on Dexterity checks and Dexterity saving throws.

Cannot Dash or use movement-based reactions.

GMs may **waive encumbrance tracking** for fast-paced, cinematic play and apply it strictly only in survival, heist, or wilderness scenarios where loadout management is a core challenge. The *Streamlined Play* design pillar applies here too — track encumbrance when it matters to the story; ignore it otherwise.

★ **EXAMPLE** — Encumbrance triggering during a desert trek

A Lv 4 Soldier (Medium, STR 14) has a carrying capacity of $14^2 \div 2 \times 1 = 98$ kg. After looting a downed AT-ST they're carrying their normal kit (~25 kg) plus a salvaged repeater (12 kg), spare power packs (8 kg), the AT-ST's secondary scope (15 kg), and a captured Imperial officer's ceremonial armor (16 kg) — total ~76 kg. Just under cap, with a 22 kg buffer.

Now they try to drag the unconscious officer (~80 kg) out of the wreck while keeping their gear. Total load: $76 + 80 = 156$ kg — well over the 98 kg cap. The Soldier is **Encumbered**: -10 ft speed (relevant in a sandstorm chase scene), Disadvantage on DEX saves (also relevant when the Imperials open fire). They could drop the loot, or have an ally take the officer, to get back under cap. Most GMs hand-wave it; some make it the whole scene. Either choice is valid.

Armor categories – quick reference

The detailed band rules live in [Combat → Armor Class](#), but here's the one-line summary so you can spot what's what at a glance:

CATEGORY	AC BONUS	MAX DEX	SPEED CAP
Light	+1 to +4	≥ 4 (full Dex)	None
Medium	+4 to +8	+1 to +3	20 ft (or no limit on lighter variants)
Heavy	+6 to +10	+0 to +1	20 ft

Pick armor your class is **proficient with**. Without proficiency, the armor doesn't grant its benefits and you suffer penalties — see [Combat → Armor Proficiency](#).

Buying, selling, and finding equipment

A few practical conventions:

Catalog prices are list prices. Negotiation, supply, and faction influence move them. A weapons fence might pay 50% of list; a desperate buyer might pay 200%.

Most starting characters have ~250 credits plus class-specific starting gear. Players don't routinely need to track every credit; just track major purchases.

Looted gear from enemies is fair game. A stormtrooper has armor + a blaster + a comlink — the party can take all of it after the fight, GM permitting. (And the GM permits it whenever it's not narratively absurd.)

Custom and crafted gear uses the **Mechanics** skill — see [Tech Specialist](#) for the build that excels at it.

Appendix A: Force Powers

The complete catalog of 98 Force powers available to Force-using classes, grouped by category. Each entry lists Force Point (FP) cost, activation type, range, concentration requirement, minimum character level, prerequisites, and the full effect text.

Energy

Energy Absorption I

Cost: 2 FP · **Activation:** Reaction · **Range:** Self · **Min Level:** 1

As a Reaction, when you are hit by an attack or effect that deals energy damage (such as blaster fire, plasma, or Force lightning), you can wrap yourself in a protective field of Force. For that instance of damage, you take only half the final damage (rounded down) after all other modifiers are applied. You may use this reaction when a source of energy damage targets you, before you roll any saving throws.

Force Barrier

Cost: 2 FP · **Activation:** Action · **Range:** 20 ft · **Min Level:** 1

As an Action, you project a shimmering wall of Force within 20 ft on a point you can see, forming a barrier that fits in a 10 ft by 10 ft area. The barrier lasts until the start of your next turn. • Creatures fully behind the barrier gain +2 AC against ranged attacks that pass through it and have advantage on Dexterity saving throws against area effects that originate on the opposite side. • Any energy damage that passes through the barrier is reduced by half.

Force Cloak

Cost: 2 FP · **Activation:** Bonus Action · **Range:** Self · **Min Level:** 1

As a Bonus Action, you bend light and sound around yourself, becoming nearly invisible. Until the start of your next turn, or until you make an attack, use a Force power that targets another creature, or take a hostile action, you are considered Invisible. Creatures have disadvantage on Perception checks to detect you, and you have advantage on Stealth checks made to hide during this time. Outside of combat, a GM may allow you to maintain Force Cloak for up to 1 minute with concentration.

Force Healing

Cost: 2 FP · **Activation:** Action · **Range:** Touch or 5 ft · **Min Level:** 1

As an Action, you channel the living Force to mend wounds. Choose a creature you can touch or that is within 5 ft. The target regains hit points equal to 1d8 + your Proficiency Bonus + your Wisdom modifier.

Force Projection

Cost: 3 FP · **Activation:** Action · **Range:** 60 ft · **Concentration** · **Min Level:** 1

As an Action, you create an illusory projection of yourself in an unoccupied space within 60 ft that you can see. The projection looks and sounds like you, mimics your movements and speech, and can move up to 30 ft on your turn as you direct it (no Action required). It cannot attack, use Force powers, or physically interact with objects. The projection lasts for up to 1 minute while you maintain concentration. You can see and hear from the projection's space as well as your own, but you do not gain any additional actions through it. Creatures that suspect the illusion can use an Action to make an Investigation check (DC = 8 + your Proficiency Bonus + your Wisdom modifier). On a success, they recognize it as an illusion. Any attack automatically hits the projection, causing it to vanish instantly.

Force Stun

Cost: 2 FP · **Activation:** Action · **Range:** 30 ft · **Min Level:** 1

As an Action, you bombard a creature you can see within 30 ft with overwhelming Force energy, disrupting its nervous system. The target must succeed on a Constitution saving throw (DC = 8 + your Proficiency Bonus + your Wisdom modifier) or be Stunned until the start of your next turn. On a success, the target is not stunned but has disadvantage on its next attack roll before the end of its next turn.

Pyrokinesis

Cost: 2 FP · **Activation:** Action · **Range:** 15 ft cone or 10x10 ft square within 30 ft · **Min Level:** 1

As an Action, you superheat the air and ignite it with the Force, unleashing flame in a 15 ft cone originating from you or creating a 10 ft by 10 ft square of fire within 30 ft that you can see. Each creature in the cone or in the chosen square must make a Dexterity saving throw (DC = 8 + your Proficiency Bonus + your Wisdom modifier). On a failed save, the creature takes 2d6 fire damage and catches fire, taking 1d6 fire damage at the start of each of its turns until it or another creature uses an Action to extinguish the flames. On a successful save, the creature takes half damage and does not ignite.

Vital Transfer I

Cost: 1 FP · **Activation:** Action · **Range:** Touch · **Min Level:** 1

As an Action, you touch a willing creature within 5 ft and give them a portion of your own life force. Before rolling, choose an amount of hit points to sacrifice, up to a maximum equal to half of your current HP (rounded down). You take that amount as unavoidable Force damage that cannot be reduced and ignores temporary HP. The target regains hit points equal to the sacrificed amount + your Wisdom modifier. This power has no effect on droids or creatures that cannot benefit from biological healing.

Combustion

Cost: 2 FP · **Activation:** Action · **Range:** 60 ft (10 ft radius) · **Min Level:** 5 · **Prerequisites:** LVL 5

As an Action, you focus on a point or an unattended object within 60 ft and hyper-excite its molecules, causing a violent explosion. Creatures within a 10 ft radius of that point must make a Dexterity saving throw (DC = 8 + your Proficiency Bonus + your Wisdom modifier). On a failed save, a creature takes 3d6 fire damage; on a success, it takes half damage. Combustion does not ignite terrain or create ongoing flames.

Cryokinesis

Cost: 2 FP · **Activation:** Action · **Range:** 15 ft cone or 10 ft radius within 30 ft · **Min Level:** 5 · **Prerequisites:** LVL 5

As an Action, you rapidly draw heat out of the environment, freezing air, ground, or surfaces. Choose either a 15 ft cone originating from you or a 10 ft radius patch of ground within 30 ft that you can see. Each creature in the area must make a Dexterity saving throw (DC = 8 + your Proficiency Bonus + your Wisdom modifier). On a failed save, the creature takes 2d6 cold damage and its movement speed becomes 0 until the start of its next turn. On a successful save, the creature takes half damage and its movement speed is halved until the start of its next turn. The frozen ground in the affected area counts as difficult terrain until the start of your next turn.

Detoxify

Cost: 2 FP · **Activation:** Action · **Range:** Touch · **Min Level:** 5

As an Action, you touch a creature and flush the toxins from its body with the Force. End the Poisoned condition on the target, neutralize one nonmagical poison or toxin affecting it, and halt the progression of one disease. For the next hour the target has advantage on saving throws against poison. This power cleanses the body's chemistry; it does not restore hit points or mend wounds.

Force Armor

Cost: 3 FP · **Activation:** Bonus Action · **Range:** Self or Touch · **Min Level:** 5 · **Prerequisites:** LVL 5

As a Bonus Action, you surround yourself or a willing creature you can touch with a shimmering field of protective Force energy. For 3 rounds, the target gains a +2 bonus to AC and has advantage on saving throws against Force powers and effects that deal energy damage. The effect ends early if you become incapacitated or if you use this power again.

Force Deflection

Cost: 2 FP · **Activation:** Reaction · **Range:** Self · **Min Level:** 5

As a Reaction when you are hit by a ranged weapon attack, you catch the incoming bolt or projectile on a cushion of Force. Halve the attack's damage. As you turn it aside, you may make a Use the Force check against the original attack roll; on a success you redirect the shot at another creature within 30 ft, which is hit for the attack's normal (full) damage. Unlike a lightsaber's deflection, this needs no blade in hand — only the Force.

Force Drain

Cost: 3 FP · **Activation:** Action · **Range:** 30 ft · **Min Level:** 5 · **Prerequisites:** LVL 5

As an Action, choose a creature you can see within 30 ft. The target must make a Constitution saving throw (DC = 8 + your Proficiency Bonus + your Wisdom modifier). On a failed save, it takes 2d8 + your Proficiency Bonus + your Wisdom modifier Force damage, and you regain hit points equal to half the total damage dealt (rounded down). On a successful save, the target takes half damage and you do not regain hit points. This power has no effect on droids or creatures without a living life force.

Force Rage

Cost: 2 FP · **Activation:** Bonus Action · **Range:** Self · **Min Level:** 5

As a Bonus Action, you give yourself over to the dark tide of your own anger. For the next 3 rounds you gain temporary hit points equal to your level, deal an extra 1d6 damage on melee attacks, and have advantage on Strength checks and Strength saving throws. The fury also clouds you: you have disadvantage on Wisdom and Intelligence checks, and you cannot cast Mind or Sense powers while it lasts. Reaching for rage like this is a step toward the dark side, and the GM will take note.

Force Wound

Cost: 3 FP · **Activation:** Action · **Range:** 30 ft · **Min Level:** 5 · **Prerequisites:** LVL 5

As an Action, you crush and twist the target's internal energies. Choose a creature you can see within 30 ft; it must make a Constitution saving throw (DC = 8 + your Proficiency Bonus + your Wisdom modifier). On a failed save, the creature takes 2d6 Force damage immediately and begins to suffer searing internal pain for up to 3 rounds. At the start of each of its turns, it takes an additional 1d6 Force damage and must repeat the saving throw; on a success, the effect ends early. On the initial successful save, the creature takes only half of the initial 2d6 damage and suffers no ongoing effect.

Rebuke

Cost: 2 FP · **Activation:** Reaction · **Range:** Self · **Min Level:** 5 · **Prerequisites:** LVL 5

As a Reaction, when a creature you can see targets you with a Force power that requires a saving throw or an attack roll, you may attempt to turn the Force back on its user. Make a Use the Force check contested by the attacker's Use the Force check or their Force save DC (GM's choice). On a success, you negate the effect of the power on you. If your result exceeds theirs by 5 or more, the originator also takes Force damage equal to your Wisdom modifier (minimum 1).

Force Scream

Cost: 3 FP · **Activation:** Action · **Range:** Self (15 ft radius) · **Min Level:** 7

As an Action, you loose a wave of raw dark-side energy in a scream of pain and fury. Each creature of your choice within 15 ft of you takes 3d6 Force damage and must succeed on a Constitution saving throw against your Force DC or be Frightened of you until the end of your next turn. To pour grief and rage into the Force this way marks you, and the GM will take note.

Plant Surge

Cost: 3 FP · **Activation:** Action · **Range:** 30 ft (15 ft radius) · **Concentration** · **Min Level:** 7

As an Action, you pour the living Force into the plant life of a 15 ft radius area centered on a point within 30 ft, and roots, vines, and branches surge into sudden, grasping growth. The area becomes difficult terrain for the duration. When you cast the power, and again at the start of each of your turns while you concentrate, every creature in the area must succeed on a Strength saving throw against your Force DC or be Restrained by clutching vines (a Restrained creature can use its action to repeat the save and break free). In a barren place with no plant life to call on, the power has no effect.

Energy Absorption II

Cost: 3 FP · **Activation:** Reaction · **Range:** Self · **Min Level:** 10 · **Prerequisites:** LVL 10, Energy Absorption I

As a Reaction, when you are hit by an attack or effect that deals energy damage, you can fully absorb and nullify that instance of damage. If you negate the damage this way, you also gain resistance to energy damage until the start of your next turn against further attacks from the same source (such as the same turret, weapon, or Force power).

Force Light

Cost: 4 FP · **Activation:** Action · **Range:** 30 ft (15 ft radius) · **Min Level:** 10 · **Prerequisites:** LVL 10

As an Action, you become a vessel for the light side and loose its radiance against the dark. Choose a point within 30 ft. Every dark-side creature within 15 ft of it takes 4d8 Force damage (light-side and unaligned creatures are unharmed), and you may immediately end one active dark-side or Nightsister Magick effect of your choice in the area. Against a being sunk deep in the dark side, the GM may also impose disadvantage on its next attack as the light sears at its connection.

Force Lightning

Cost: 4 FP · **Activation:** Action · **Range:** 30 ft line or 15 ft cone · **Min Level:** 10 · **Prerequisites:** LVL 10

As an Action, you unleash a torrent of crackling dark energy in a 30 ft line or a 15 ft cone (your choice) originating from you. Each creature in the area must make a Dexterity saving throw (DC = 8 + your Proficiency Bonus + your Wisdom modifier). On a failed save, a creature takes 4d6 electric damage + your Proficiency Bonus + your Wisdom modifier; on a successful save, it takes half as much damage. Creatures that fail the save cannot take Reactions until the start of your next turn. Targets may use reactions that reduce or negate damage before making the saving throw.

Phase Shift

Cost: 2 FP · **Activation:** Bonus Action · **Range:** Self · **Min Level:** 10 · **Prerequisites:** LVL 10

As a Bonus Action, you partially shift your body into the energy of the Force. Until the end of your current turn, you can move through creatures and solid, non-energy-based objects as if they were difficult terrain. You must end your movement in an unoccupied space; if you would end inside an object or creature, you are shunted to the nearest unoccupied space and take 1d6 Force damage. While Phase Shift is active, you have resistance to kinetic and energy damage from weapon attacks, but you cannot make opportunity attacks or physically manipulate unattended objects.

Vital Transfer II

Cost: 2 FP · **Activation:** Action · **Range:** Touch · **Min Level:** 10 · **Prerequisites:** LVL 10, Vital Transfer I

You may apply this improved version when using Vital Transfer. You choose an amount of HP to sacrifice as normal (up to half your current HP). The target regains hit points equal to the sacrificed amount + your Wisdom modifier. However, you only take half the sacrificed amount as damage (rounded up). If this healing would raise the target above its hit point maximum, any excess becomes temporary hit points up to a maximum equal to your character level + your Wisdom modifier.

Kinetic

Force Blast

Cost: 2 FP · **Activation:** Action · **Range:** 30 ft · **Min Level:** 1

As an Action, you fire a concentrated bolt of compressed Force energy at a creature within 30 ft. The target makes a Dexterity saving throw (DC = 8 + your Proficiency Bonus + your Wisdom modifier). On a failed save, it takes 2d6 + your Proficiency Bonus + your Wisdom modifier bludgeoning damage. On a successful save, it takes half as much damage.

Force Jump

Cost: 2 FP · **Activation:** Bonus Action · **Range:** Self · **Min Level:** 1

As a Bonus Action, you enhance your movement with the Force. Until the end of your turn, your jump distance becomes (Proficiency Bonus x 10 ft), up to a maximum vertical or horizontal jump equal to that distance. You do not provoke opportunity attacks from movement made as part of this jump. If you land adjacent to a creature, you have advantage on your next melee attack against that creature before the end of your turn.

Force Speed

Cost: 2 FP · **Activation:** Bonus Action · **Range:** Self · **Min Level:** 1

As a Bonus Action, you surge with preternatural quickness. Until the end of your current turn, your movement speed is doubled and you have advantage on Dexterity saving throws. You do not provoke opportunity attacks from movement made during this turn.

Lightsaber Throw

Cost: 1 FP · **Activation:** Action · **Range:** 30 ft · **Min Level:** 1 · **Prerequisites:** Wielding an ignited lightsaber

As an Action, you can hurl your ignited lightsaber at a target within 30 ft, making a ranged attack using your Dexterity or Wisdom modifier (your choice). On a hit, it deals its normal lightsaber damage. Whether the attack hits or misses, the lightsaber immediately returns to your hand.

Move Object

Cost: 1 FP · **Activation:** Action · **Range:** (Proficiency Bonus + Wisdom modifier) × 5 ft · **Min Level:** 1

As an Action, you reach out with the Force and seize a creature or object within your telekinetic reach of (Proficiency Bonus + Wisdom modifier) × 5 ft. Choose one mode each time you cast it: • Push — drive the target straight away from you. • Pull — draw it toward you. • Lift & Move — raise and guide the target up to 30 ft in any direction (open a blast door, wrench a lever, hoist a foe off its feet). Sustaining a lift across rounds requires concentration. • Hurl — throw a held object at a creature as a ranged Force attack for bludgeoning damage scaled by the object's size (see the Improvised, Thrown and Falling Objects rule). A creature resists with a Strength saving throw against your Force DC and is affected only if it fails. Moving an unattended object instead calls for a Use the Force check against the DC for its size (see the Telekinesis rule). No character level caps what you can lift — a harder pull on the Force, paid in extra Force Points, heaves heavier loads. The GM has the final say on cases these rules don't cleanly cover: unusual materials, anchored or held loads, and the situation at hand. Force Blast, Wave, Whirlwind, Choke, and Crush are specialized expressions of this same telekinesis.

Force Wave

Cost: 3 FP · **Activation:** Action · **Range:** 15 ft radius · **Min Level:** 5 · **Prerequisites:** LVL 5

As an Action, you slam the Force outward in all directions. Each creature of your choice within 15 ft of you must make a Strength saving throw (DC = 8 + your Proficiency Bonus + your Wisdom modifier). On a failed save, a creature takes 2d6 + your Wisdom modifier bludgeoning damage, is pushed 10 ft directly away from you, and is knocked Prone. On a successful save, it takes half damage and is not pushed or knocked Prone.

Force Whirlwind

Cost: 3 FP · **Activation:** Action · **Range:** 30 ft · **Concentration** · **Min Level:** 5 · **Prerequisites:** LVL 5

As an Action, you trap a creature you can see within 30 ft in a swirling vortex of telekinetic force. The target must make a Strength saving throw (DC = 8 + your Proficiency Bonus + your Wisdom modifier). On a failed save, it is lifted a few feet off the ground, becomes Restrained, and takes 1d6 + your Wisdom modifier bludgeoning damage. While Restrained in the whirlwind, the creature's speed is 0, attack rolls it makes have disadvantage, and attack rolls against it have advantage. At the start of each of its turns while affected, it takes 1d6 bludgeoning damage, and at the end of each of its turns it may repeat the saving throw, ending the effect on a success. On a successful initial save, the creature is not Restrained and takes no damage. The effect lasts for up to 3 rounds while you maintain concentration.

Force Choke

Cost: 3 FP · **Activation:** Action · **Range:** 30 ft · **Min Level:** 10 · **Prerequisites:** LVL 10

As an Action, you seize the throat of a creature you can see within 30 ft with an invisible grip of the Force. The target must make a Constitution saving throw (DC = 8 + your Proficiency Bonus + your Wisdom modifier). On a failed save, the creature takes 2d8 + your Wisdom modifier Force damage, is lifted slightly off the ground, and becomes Restrained until the effect ends. While Restrained in this way, its speed is 0, it cannot speak or vocalize clearly, and it has disadvantage on Strength and Dexterity checks. At the end of each of its turns, the creature may repeat the saving throw, ending the effect on a success. On a successful initial save, the creature takes half damage and is not Restrained. You must use your Action each round to maintain the choke; if you take no Action to maintain it, become incapacitated, or choose to release the target, the effect ends.

Improved Lightsaber Throw

Cost: 3 FP · **Activation:** Action · **Range:** 30 ft cone · **Min Level:** 10 · **Prerequisites:** Wielding an ignited lightsaber, LVL 10

As an Action, you can hurl your ignited lightsaber in a sweeping 30 ft cone originating from you. Choose any number of creatures within that cone. Make a separate ranged attack against each creature using your Dexterity or Wisdom modifier (your choice). The first attack is made normally; each subsequent attack suffers a cumulative -2 penalty (-2 on the second attack, -4 on the third, -6 on the fourth, and so on). On a hit, a creature takes normal lightsaber damage. Creatures you choose to ignore in the cone are unaffected. After completing its path, the lightsaber immediately returns to your hand.

Saber Barrage

Cost: 4 FP · **Activation:** Action · **Range:** Melee reach · **Min Level:** 10 · **Prerequisites:** Wielding an ignited lightsaber, LVL 10

As an Action, you unleash a rapid sequence of three enhanced lightsaber strikes against one or more creatures within reach. Each attack uses your normal attack bonus and deals normal lightsaber damage plus your Strength or Dexterity modifier and your Proficiency Bonus. You may divide the attacks among different targets within reach.

Force Crush

Cost: 5 FP · **Activation:** Action · **Range:** 30 ft · **Concentration** · **Min Level:** 12 · **Prerequisites:** LVL 12

As an Action, you focus overwhelming telekinetic pressure on a creature you can see within 30 ft. The target must make a Constitution saving throw (DC = 8 + your Proficiency Bonus + your Wisdom modifier). On a failed save, the creature takes 4d6 + your Wisdom modifier Force damage, is slammed to the ground, and becomes Restrained until the effect ends. While Restrained by Force Crush, the creature has disadvantage on Strength and Dexterity saving throws and on attack rolls. At the start of each of its turns while affected, it takes 4d6 Force damage. At the end of each of its turns, it may repeat the saving throw; on a success, the effect ends. On a successful initial save, the creature takes half damage and is not Restrained and suffers no ongoing damage. You must maintain concentration on this effect for up to 3 rounds; if your concentration is broken or you choose to end the effect, Force Crush ends immediately.

Force Maelstrom

Cost: 4 FP · **Activation:** Action · **Range:** 60 ft (10 ft radius) · **Min Level:** 12 · **Prerequisites:** LVL 12

As an Action, you create a churning storm of telekinetic energy centered on a point you can see within 60 ft. The maelstrom fills a 10 ft radius around that point. Each creature of your choice in the area must make a Dexterity saving throw (DC = 8 + your Proficiency Bonus + your Wisdom modifier). On a failed save, a creature takes 3d6 + your Wisdom modifier bludgeoning damage, is knocked Prone, and is pulled up to 10 ft toward the center of the area. On a successful save, it takes half damage and is neither knocked Prone nor pulled. The affected area becomes difficult terrain until the start of your next turn as debris and compressed air continue to swirl.

Mind

Harmonize

Cost: 2 FP · **Activation:** Action · **Range:** 30 ft · **Min Level:** 1

As an Action, you channel the Force to steady an ally's mind and body. Choose a creature you can see within 30 ft. You may end one condition affecting it: Charmed, Frightened, Confused, Restrained by a mental or Force effect, Blinded or Deafened by non-physical causes, or any emotion-based effect at the GM's discretion. Harmonize does not restore hit points or cure physical injuries.

Mind Trick

Cost: 2 FP · **Activation:** Action · **Range:** 30 ft · **Min Level:** 1

As an Action, you can influence a creature you can see within 30 ft. The target must make a Wisdom saving throw (DC = 8 + your Proficiency Bonus + your Wisdom modifier). On a failed save, it is either Charmed or Confused (your choice) until the start of your next turn. On a successful save, it is unaffected. Creatures that are immune to being Charmed or that have an Intelligence of 4 or less automatically succeed the saving throw.

Tame Beast

Cost: 2 FP · **Activation:** Action · **Range:** 30 ft · **Min Level:** 1

As an Action, you calm one beast or wild creature within 30 ft that can see or sense you. The creature must make a Wisdom saving throw (DC = 8 + your Proficiency Bonus + your Wisdom modifier) or become non-hostile toward you and your allies. If the creature was already non-hostile, you instead form a temporary Force bond. While bonded, you gain advantage on Perception and Survival checks. If the bonded creature is attacked, it remains by your side for a number of rounds equal to your Proficiency Bonus, after which the bond is severed permanently.

Telepathy

Cost: 1 FP · **Activation:** Bonus Action · **Range:** 30 ft · **Min Level:** 1

As a Bonus Action, you project a simple thought, image, or brief phrase into the mind of one creature you can see within 30 ft that shares a language with you. If the creature is willing, it can silently reply in kind until the start of your next turn. If the creature is unwilling or hostile, it may make a Wisdom saving throw (DC = 8 + your Proficiency Bonus + your Wisdom modifier) to block the contact. This power does not allow you to read thoughts or memories, only to send and receive intentional messages.

Valor

Cost: 2 FP · **Activation:** Bonus Action · **Range:** 15 ft radius · **Min Level:** 1

As a Bonus Action, you bolster your allies with courage and clarity. You and allied creatures within 15 ft gain temporary hit points equal to your Wisdom modifier + your Proficiency Bonus, and have advantage on saves against fear effects until the start of your next turn. Temporary hit points from Valor cannot stack; if you already have temporary hit points, you only keep the higher value.

Battle Meditation

Cost: 3 FP · **Activation:** Action · **Range:** 30 ft · **Min Level:** 5 · **Prerequisites:** LVL 5

As an Action, you extend your awareness and strengthen the resolve of your allies. Choose any number of allied creatures within 30 ft who can see or hear you. Until the end of your next turn, those allies have advantage on attack rolls and gain a bonus to their damage rolls equal to your Wisdom modifier (minimum 1). You must maintain line of sight or telepathic contact with affected allies for the benefit to continue.

Beast Bond

Cost: 2 FP · **Activation:** Action · **Range:** 30 ft · **Min Level:** 5 · **Prerequisites:** Tame Beast

As an Action, you reach into the mind of a beast or unintelligent creature within 30 ft and forge a bond of trust. For the next hour the target treats you as a friend: it will not attack you or your allies unless threatened, obeys simple commands within its nature (come, stay, carry, guard, follow), and allows you to approach and handle it. You can also share simple images, ideas, and emotions with creatures bonded this way. An intelligent or Force-resistant creature may refuse the bond with a Wisdom saving throw against your Force DC.

Fear

Cost: 3 FP · **Activation:** Action · **Range:** 30 ft · **Min Level:** 5 · **Prerequisites:** LVL 5

As an Action, you project a wave of terror into the mind of a creature within 30 ft. The target must make a Wisdom saving throw (DC = 8 + your Proficiency Bonus + your Wisdom modifier). On a failed save, the creature becomes Frightened of you for 3 rounds. While Frightened in this way, it cannot willingly move closer to you and has disadvantage on attack rolls and ability checks. The target may repeat the saving throw at the end of each of its turns, ending the effect on a success.

Improved Telepathy

Cost: 2 FP · **Activation:** Action · **Range:** 60 ft · **Min Level:** 5 · **Prerequisites:** LVL 5

As an Action, you open a brief telepathic link between yourself and a small group. Choose up to a number of creatures equal to your Proficiency Bonus that you can see within 60 ft, each of which must share a language with you. For 1 minute, you and the chosen creatures can silently exchange simple thoughts, emotions, and brief phrases with one another as long as they remain within 60 ft of you. Unwilling creatures may make a Wisdom saving throw (DC = 8 + your Proficiency Bonus + your Wisdom modifier) to resist being included. This power does not allow you to read thoughts or memories, only to send and receive intentional messages.

Mind Shield

Cost: 2 FP · **Activation:** Bonus Action · **Range:** Self or Touch · **Min Level:** 5

As a Bonus Action, you raise a ward around a mind — your own, or that of a creature you touch. For the next 3 rounds the warded creature has advantage on saving throws against the Charmed and Frightened conditions and against Force powers that target the mind, including Mind Trick, Fear, Drain Knowledge, and Dominate Mind. A creature can be protected by only one Mind Shield at a time.

Slow

Cost: 2 FP · **Activation:** Action · **Range:** 30 ft · **Min Level:** 5 · **Prerequisites:** LVL 5

As an Action, you cloud the reflexes of a creature you can see within 30 ft. The target must make a Wisdom saving throw (DC = 8 + your Proficiency Bonus + your Wisdom modifier). On a failed save, its movement speed is halved, it has disadvantage on Dexterity saving throws, and it cannot take Reactions until the end of its next turn. On a successful save, it suffers no effect.

Drain Knowledge

Cost: 3 FP · **Activation:** Action · **Range:** Touch or 10 ft · **Min Level:** 7

As an Action, you force your way into the mind of a creature you touch or that is within 10 ft and tear loose what it knows. The target must succeed on a Wisdom saving throw against your Force DC or take 2d6 psychic damage and surrender one piece of knowledge you seek — the answer to a single question it knows, a face, a passcode, a location. On a success it takes half damage, gives up nothing, and knows its mind was assaulted. To rip at a mind this way is a dark-side act, and the GM will take note.

Force Corruption

Cost: 3 FP · **Activation:** Action · **Range:** 30 ft · **Min Level:** 7 · **Prerequisites:** LVL 7

As an Action, you assault the mind of a creature within 30 ft with disruptive and disorienting Force energy. The target must make a Wisdom saving throw (DC = 8 + your Proficiency Bonus + your Wisdom modifier). On a failed save, it has disadvantage on all saving throws until the end of its next turn. On a successful save, it suffers no effect.

Improved Mind Trick

Cost: 3 FP · **Activation:** Action · **Range:** 30 ft · **Min Level:** 7 · **Prerequisites:** LVL 7

As an Action, you attempt a deeper and more forceful manipulation of a creature's mind. Choose a creature you can see within 30 ft. The target must make a Wisdom saving throw (DC = 8 + your Proficiency Bonus + your Wisdom modifier). On a failed save, overwhelming mental suggestion disrupts its thoughts and reflexes, and the creature becomes Stunned until the start of your next turn. On a successful save, it is unaffected and is immune to your Improved Mind Trick for 24 hours. Creatures immune to being Charmed or with an Intelligence of 4 or less automatically succeed the saving throw.

Force Suppression

Cost: 4 FP · **Activation:** Action · **Range:** 30 ft · **Min Level:** 10 · **Prerequisites:** LVL 10

As an Action, you wrench the currents of the Force around a creature you can see within 30 ft, disrupting its ability to channel the Force. The target must make a Wisdom saving throw (DC = 8 + your Proficiency Bonus + your Wisdom modifier). • On a failed save, the creature cannot use Force powers until the end of its next turn and has disadvantage on Use the Force checks for 3 rounds. • On a successful save, the creature has disadvantage on its next Force power or Use the Force check before the end of its next turn. Creatures that do not use the Force are immune to Force Suppression.

Distant Telepathy

Cost: 3 FP · **Activation:** Action · **Range:** Same planet · **Min Level:** 12 · **Prerequisites:** LVL 12

As an Action, you reach out with the Force to communicate mentally with a creature you are familiar with. If the creature is on the same planet, it feels your presence and may send back a brief emotional impression or a single short thought. If the creature is unwilling or hostile to you, it may make a Wisdom saving throw (DC = 8 + your Proficiency Bonus + your Wisdom modifier) to block the contact. This power does not allow you to read memories or control the creature's thoughts.

Dominate Mind

Cost: 4 FP · **Activation:** Action · **Range:** 30 ft · **Concentration** · **Min Level:** 12 · **Prerequisites:** LVL 12

As an Action, you can fully dominate the mind of a creature you can see within 30 ft. The target must make a Wisdom saving throw (DC = 8 + your Proficiency Bonus + your Wisdom modifier). On a failed save, you control the creature for up to 3 rounds while you maintain concentration. While dominated, the creature follows your commands to the best of its ability. At the end of each of its turns, it repeats the Wisdom saving throw, ending the effect on a success. Creatures that are immune to being Charmed or that have a higher Wisdom score than yours are unaffected and become immune to your Dominate Mind for 24 hours.

Sever Force

Cost: 5 FP · **Activation:** Action · **Range:** 30 ft · **Concentration** · **Min Level:** 12 · **Prerequisites:** LVL 12

As an Action, you reach out to smother a target's connection to the Force itself. A creature within 30 ft must succeed on a Wisdom saving throw against your Force DC or be cut off from the Force while you concentrate, up to 3 rounds: it cannot cast Force powers, spend Force Points, or use any Force-fueled trait or ability, and any concentration it was holding ends at once. This is a graver, longer severing than Force Suppression's momentary block — and to turn it on another living being is to flirt with the dark side. The GM will take note.

Sense

Empathy

Cost: 1 FP · **Activation:** Action · **Range:** 30 ft · **Min Level:** 1

As an Action, you extend your senses into a creature's surface feelings within 30 ft. You learn its current emotional state — calm, afraid, hostile, grieving, or deceptive — and whether its most recent statement was a deliberate lie. A creature that does not wish to be read can resist with a Wisdom saving throw against your Force DC, sensing the brush of your awareness. This reads the emotional truth beneath the words, not the specific thoughts above them.

Forsight

Cost: 1 FP · **Activation:** Bonus Action · **Range:** Self · **Min Level:** 1

As a Bonus Action, you extend your senses into the immediate future. Before the start of your next turn, you may roll one ability check, attack roll, or saving throw with advantage. You must choose to use this benefit before you roll.

Feel the Force

Cost: 1 FP · **Activation:** Bonus Action · **Range:** 30 ft · **Min Level:** 1

As a Bonus Action, you heighten your awareness through the Force. Until the end of your next turn, you automatically sense the presence and general location of creatures within 30 ft, even if they are behind cover, hidden, or invisible. This does not allow you to see through objects, remove cover bonuses, or target creatures you cannot physically draw a line of effect to. You simply know where they are within a few feet of accuracy.

Force Echo

Cost: 1 FP · **Activation:** Action · **Range:** Touch · **Min Level:** 1

As an Action, you touch an object, surface, or location and sense emotional imprints left behind. You learn one of the following: • the strongest emotion recently tied to the object or place; • whether violence occurred here within the last hour; • or the general identity or emotional state of the most recent creature to interact with it. This effect cannot reveal precise memories or detailed images.

Force Perception

Cost: 1 FP · **Activation:** Action · **Range:** Self · **Min Level:** 1

As an Action, you focus your senses through the Force. Until the end of your next turn, you may substitute your Use the Force check for any Perception check you make. This does not reveal information that Perception could not normally uncover.

Force Sight

Cost: 1 FP · **Activation:** Action · **Range:** 60 ft · **Min Level:** 1

See through walls and detect life forms up to 60 ft away.

Combat Precognition

Cost: 2 FP · **Activation:** Bonus Action · **Range:** Self · **Min Level:** 5

As a Bonus Action, you let the Force flow a heartbeat ahead of the moment, sensing strikes before they come. For the next 3 rounds you cannot be Surprised, and the first attack roll made against you each round is rolled with disadvantage as you slip aside from blows you feel coming. If you reach for this power in the instant before a fight begins, the GM may also let you act in the surprise round or grant advantage on your Initiative check.

Sense Surroundings

Cost: 2 FP · **Activation:** Bonus Action · **Range:** Self · **Min Level:** 5

As a Bonus Action, you let the Force map the space around you, perceiving without your eyes. For the next 3 rounds you have blindsight out to 30 ft: • you sense the exact position of every creature and object in range, • act with no penalty while Blinded or in darkness or smoke, • and ignore the Invisible condition on creatures within range. Total cover still blocks this sense.

Deep Force Echo

Cost: 2 FP · **Activation:** Action · **Range:** Touch · **Min Level:** 7 · **Prerequisites:** LVL 7

As an Action, you touch an object, surface, or location and draw out a stronger impression of recent events imprinted in the Force. You perceive up to three brief flashes of sensory and emotional impressions chosen by the GM, each tied to a significant event that occurred here within roughly the last 24 hours (or longer at the GM's discretion). These flashes may reveal broad details such as the rough number of creatures present, their emotional state, a strong image, or a distinct sound or phrase. For the next 10 minutes, you have advantage on Investigation checks made to piece together what happened in this area. Using Deep Force Echo on the same object or location again before you finish a Long Rest does not reveal additional information.

Farseeing

Cost: 3 FP · **Activation:** Action · **Range:** Special (a known person or place) · **Concentration** · **Min Level:** 7

As an Action, you reach across distance toward a person or place you know well. While you concentrate (up to 10 minutes) you perceive their immediate surroundings as though you stood nearby — the sights, sounds, and emotional currents of the moment. You cannot act through the vision, only witness it, and a Force-sensitive subject may feel your attention. The Force shows what it wills, not always what you seek; the clarity of the vision is the GM's to describe.

Precognition

Cost: 3 FP · **Activation:** Action · **Range:** Self · **Min Level:** 7

As an Action, you still your mind and open to the flow of possible futures. Name a course of action you are weighing; the GM tells you whether the Force senses its likely outcome over roughly the next hour as safe, risky, or dire. In addition, once before your next long rest you may seize on this glimpsed future to reroll any one d20 you have just rolled, keeping the new result. The future is always in motion — the warning reflects the path only as it stands now.

Shatterpoint

Cost: 3 FP · **Activation:** Action · **Range:** 30 ft · **Min Level:** 10 · **Prerequisites:** LVL 10

As an Action, you perceive the hidden lines of fault that run through all things — the single point where the lightest pressure breaks them. Choose a creature or object within 30 ft. Until the end of your turn, the next attack that hits that target is a critical hit. Against an unattended nonmagical object or structure you may instead sever or shatter it outright — a blast door's hinges, a load-bearing strut, a captive's binders — at the GM's discretion. Reading a shatterpoint demands total focus; you can hold only one at a time.

Lightsaber Form

Ataru – Flowing Assault

Cost: 1 FP · **Activation:** Free (part of attack) · **Range:** Self · **Min Level:** 1 · **Prerequisites:** Wielding a lightsaber

When you move at least 10 ft before making a lightsaber attack, you may gain Advantage on that attack. If it hits, you can immediately move 10 ft without provoking opportunity attacks.

Niman – Harmonized Strike

Cost: 1 FP · **Activation:** Free (part of attack) · **Range:** Self · **Min Level:** 1 · **Prerequisites:** Wielding a lightsaber

Your next lightsaber attack this turn is made with Advantage and deals an additional 1d4 Force damage. Until the start of your next turn, the first attack made against you is made with Disadvantage.

Shii-Cho – Momentum Flow

Cost: 1 FP · **Activation:** Free (part of attack) · **Range:** 5 ft radius · **Min Level:** 1 · **Prerequisites:** Wielding a lightsaber

When you hit a target with a melee lightsaber attack, you may immediately make a second attack against a different creature within 5 ft. This second attack is made with Disadvantage.

Soresu – Defensive Spiral

Cost: 1 FP · **Activation:** Action · **Range:** Self · **Min Level:** 1 · **Prerequisites:** Wielding a lightsaber

As an Action, enter a defensive stance until the start of your next turn. You gain +2 AC and Advantage on Dexterity saving throws against area effects such as grenades or explosives. You cannot make attacks this turn.

Jar'Kai – Dual Saber Flurry

Cost: 2 FP · **Activation:** Free (part of attack) · **Range:** Self · **Min Level:** 7 · **Prerequisites:** Wielding dual lightsabers, LVL 7

While dual-wielding lightsabers, you double your Dexterity or Strength modifier to your attack's damage.

Makashi – Dueling Focus

Cost: 2 FP · **Activation:** Bonus Action · **Range:** 5 ft · **Min Level:** 7 · **Prerequisites:** Wielding a lightsaber, LVL 7

As a Bonus Action, mark one target within 5 ft. Until the start of your next turn, you gain +2 AC against that target and Advantage on your next attack against them.

Sokan – Tactical Footwork

Cost: 2 FP · **Activation:** Bonus Action · **Range:** 15 ft · **Min Level:** 7 · **Prerequisites:** Wielding a lightsaber, LVL 7

As a Bonus Action, Disengage and move up to 15 ft without provoking opportunity attacks. If you end your movement adjacent to an enemy, you gain Advantage on your next attack against them.

Shien – Rebounding Defense

Cost: 2 FP · **Activation:** Reaction · **Range:** Varies · **Min Level:** 10 · **Prerequisites:** Wielding a lightsaber, LVL 10

When you successfully Deflect a ranged energy attack, you may enhance the redirection with precise Shien technique as part of the same reaction. Choose one of the following benefits: • (1) Increase the redirected attack's range to 60 ft and ignore half-cover when choosing your target; • (2) Make the redirected attack with Advantage; • (3) After making the redirected attack, you may immediately redirect a second beam toward a different target within 30 ft — this second redirection uses the same attack roll but deals half damage. Shien does not reduce the cumulative penalty to Deflect checks and may only be used once per reaction.

Djem So – Counterstrike Form

Cost: 4 FP · **Activation:** Reaction · **Range:** Melee · **Min Level:** 12 · **Prerequisites:** Wielding a lightsaber, LVL 12

When a melee attack hits you, you may make an immediate lightsaber counterattack with Advantage. If it hits, deal +2d8 Force damage, and the attacker is pushed back 10 ft. At level 17+, your counterattack no longer provokes reactions and deals +3d8 instead.

Juyo – Ferocity Unleashed

Cost: 3 FP · **Activation:** Free (declared before attack) · **Range:** Self · **Min Level:** 12 · **Prerequisites:** Wielding a lightsaber, LVL 12

Before making a lightsaber attack, declare Juyo. On a hit, deal +3d6 Force damage, but take 1d6 damage yourself. If you score a critical hit, add +3d6 more Force damage. The cost of victory is the fury itself.

Tràkata – Deceptive Strike

Cost: 3 FP · **Activation:** Free (part of attack) · **Range:** Melee · **Min Level:** 12 · **Prerequisites:** Wielding a lightsaber, LVL 12

When you make a melee lightsaber attack, you may extinguish and reignite your blade mid-strike. On a hit, deal +2d6 Force damage, and the target has Disadvantage on its next attack. On a critical hit, triple the damage.

Vaapad – Channel the Storm

Cost: 5 FP · **Activation:** Action · **Range:** Melee · **Min Level:** 12 · **Prerequisites:** Wielding a lightsaber, LVL 12

As an Action, make two lightsaber attacks. If both hit the same target, regain 1 Force Point and deal +2d6 Force damage per hit. If either attack is a critical hit, you instead regain 2 Force Points. While using Vaapad, you have Advantage on melee attacks against Dark Side-aligned foes.

Nightsister Magick

Dark Imbuement

Cost: 2 FP · **Activation:** Bonus Action · **Range:** Self · **Min Level:** 1

As a Bonus Action, you channel Dathomir's dark ichor into your weapon or fist. The next time you hit with a melee attack this turn, the target takes an extra 1d8 Force damage.

Hex

Cost: 2 FP · **Activation:** Action · **Range:** 30 ft · **Min Level:** 1

As an Action, you mutter a dark incantation against a creature you can see within 30 ft. The target must make a Wisdom saving throw (DC = 8 + your Proficiency Bonus + your Wisdom modifier). On a failed save, it has disadvantage on its next attack roll and its next ability check before the end of its next turn. On a success, it is unaffected.

Ichor Bolt

Cost: 2 FP · **Activation:** Action · **Range:** 60 ft · **Min Level:** 1

As an Action, you hurl a bolt of crackling green ichor-energy at a creature you can see within 60 ft. Make a ranged Use the Force attack against the target. On a hit, it takes 2d8 energy damage.

Spirit's Guidance

Cost: 1 FP · **Activation:** Bonus Action · **Range:** Touch · **Min Level:** 1

As a Bonus Action, you whisper the counsel of ancestral spirits to a creature you can touch. The next attack roll or saving throw it makes before the end of your next turn gains a +1d4 bonus. The creature must choose to use this bonus before it rolls.

Witch's Veil

Cost: 2 FP · **Activation:** Bonus Action · **Range:** Self · **Min Level:** 1

As a Bonus Action, you wreath yourself in a shifting veil of dark-side energy. Until the end of your next turn, attack rolls against you have disadvantage. The veil ends early if you become incapacitated.

Ancestral Vigor

Cost: 3 FP · **Activation:** Bonus Action · **Range:** Self or Touch · **Min Level:** 5 · **Prerequisites:** LVL 5

As a Bonus Action, you call on ancestral spirits to fortify a creature (yourself or one you touch). For 3 rounds, it gains temporary hit points equal to your Wisdom modifier + your Proficiency Bonus and its speed increases by 10 ft. Temporary hit points from Ancestral Vigor do not stack with themselves.

Shadow Step

Cost: 2 FP · **Activation:** Bonus Action · **Range:** Self · **Min Level:** 5 · **Prerequisites:** LVL 5

As a Bonus Action, you step through the spirit-shadows of Dathomir. You teleport up to 30 ft to an unoccupied space you can see that is in dim light or darkness. You cannot teleport into an area of bright light with this power.

Shroud of Dathomir

Cost: 3 FP · **Activation:** Action · **Range:** Self (10 ft aura) · **Concentration** · **Min Level:** 5 · **Prerequisites:** LVL 5

As an Action, you draw a shroud of swirling mist and shadow around yourself. For up to 3 rounds while you concentrate, you and allies within 10 ft of you are lightly obscured to your enemies — attack rolls against any of you have disadvantage. The shroud moves with you.

Spirit Ichor

Cost: 3 FP · **Activation:** Action · **Range:** Touch · **Min Level:** 5 · **Prerequisites:** LVL 5

As an Action, you anoint a willing creature you can touch with luminous spirit-ichor. It gains 2d8 + your Wisdom modifier temporary hit points, and gains a +1d4 bonus to its attack rolls until the end of its next turn.

Toxic Ichor

Cost: 3 FP · **Activation:** Action · **Range:** 30 ft · **Min Level:** 5 · **Prerequisites:** LVL 5

As an Action, you fling a gout of corrosive ichor at a creature within 30 ft. Make a ranged Use the Force attack. On a hit, the target takes 2d6 chem-toxic damage and must succeed on a Constitution saving throw (DC = 8 + your Proficiency Bonus + your Wisdom modifier) or become Poisoned for 3 rounds. The Poisoned creature repeats the saving throw at the end of each of its turns, ending the effect early on a success.

Witch's Alchemy

Cost: 0 FP · **Activation:** Ritual (1/Long Rest) · **Range:** Touch · **Min Level:** 5 · **Prerequisites:** LVL 5

Over a few minutes of ritual brewing (once per long rest, no Force Points spent), you craft one alchemical item, which persists until used or until you finish your next long rest. Choose one. • COVEN TOXIN: applied to a weapon as an Action; the weapon's next 3 hits each deal an extra 1d6 chem-toxic damage. • VEIL-SMOKE BOMB: thrown as an Action to a point within 30 ft, creating a 10-ft-radius heavily obscured cloud for 3 rounds. • RESTORATIVE DRAUGHT: a creature can drink it as an Action to regain 2d8 + your Wisdom modifier hit points and end one Poisoned condition affecting it.

Wrack

Cost: 3 FP · **Activation:** Action · **Range:** 30 ft · **Min Level:** 7 · **Prerequisites:** LVL 7

As an Action, you wrench at a creature's nerves with phantom pain. The target must make a Wisdom saving throw (DC = 8 + your Proficiency Bonus + your Wisdom modifier). On a failed save, it takes 2d6 psychic damage and has disadvantage on attack rolls until the end of its next turn. On a success, it takes half damage and suffers no other effect.

Coven's Hex

Cost: 4 FP · **Activation:** Action · **Range:** 15 ft radius · **Concentration** · **Min Level:** 10 · **Prerequisites:** LVL 10

As an Action, you unleash a chorus of dark-side dread. Each enemy of your choice within 15 ft of you must make a Wisdom saving throw (DC = 8 + your Proficiency Bonus + your Wisdom modifier). On a failed save, a creature becomes Frightened of you while you concentrate (up to 3 rounds). A Frightened creature cannot willingly move closer to you and has disadvantage on attack rolls and ability checks. Each affected creature repeats the saving throw at the end of its turns, ending the effect on itself early on a success.

Hex of Decay

Cost: 4 FP · **Activation:** Action · **Range:** 30 ft · **Concentration** · **Min Level:** 10 · **Prerequisites:** LVL 10

As an Action, you curse a creature within 30 ft with rotting decay. The target must make a Constitution saving throw (DC = 8 + your Proficiency Bonus + your Wisdom modifier). On a failed save, it takes 2d8 chem-toxic damage immediately, becomes Poisoned, and takes 1d8 chem-toxic damage at the start of each of its turns while you concentrate (up to 3 rounds). At the end of each of its turns it repeats the saving throw, ending the effect early on a success. On the initial successful save, it takes half the initial damage and suffers no ongoing effect.

Ichor Storm

Cost: 4 FP · **Activation:** Action · **Range:** 60 ft (10 ft radius) · **Min Level:** 10 · **Prerequisites:** LVL 10

As an Action, you conjure a churning storm of green ichor-energy centered on a point you can see within 60 ft, filling a 10 ft radius. Each creature in the area must make a Dexterity saving throw (DC = 8 + your Proficiency Bonus + your Wisdom modifier), taking 3d8 energy damage on a failed save, or half as much on a success.

Spirit Warrior

Cost: 4 FP · **Activation:** Action · **Range:** 30 ft · **Concentration** · **Min Level:** 10 · **Prerequisites:** LVL 10

As an Action, you summon the spectral warrior-spirit of a fallen Nightsister into an unoccupied space you can see within 30 ft. The spirit acts on your initiative, obeys your commands, and fights for up to 3 rounds while you concentrate. Its statistics are set by the GM — a basic spectral warrior, roughly a level-appropriate melee combatant that is resistant to non-Force physical damage. If the spirit drops to 0 hit points or your concentration ends, it dissipates.

Agony

Cost: 5 FP · **Activation:** Action · **Range:** 30 ft · **Concentration** · **Min Level:** 13 · **Prerequisites:** LVL 13

As an Action, you fill a creature within 30 ft with overwhelming, mind-shattering pain. The target must make a Constitution saving throw (DC = 8 + your Proficiency Bonus + your Wisdom modifier). On a failed save, it becomes Incapacitated and takes 3d8 psychic damage at the start of each of its turns while you concentrate (up to 3 rounds). At the end of each of its turns it repeats the saving throw, ending the effect early on a success. On the initial successful save, it takes 3d8 psychic damage once and is not Incapacitated.

Fleshshape

Cost: 5 FP · **Activation:** Action · **Range:** Touch · **Concentration** · **Min Level:** 13 · **Prerequisites:** LVL 13

As an Action, you reshape the flesh of a willing creature you touch with Dathomiri alchemy. For up to 3 rounds while you concentrate, the target grows claws or fangs that count as a natural weapon dealing 1d8 kinetic (slashing) damage on an unarmed strike, gains a climbing speed equal to its walking speed, and gains a +2 bonus to one physical ability score of your choice (Strength, Dexterity, or Constitution).

Reanimation

Cost: 5 FP · **Activation:** Action (1/Long Rest) · **Range:** 10 ft · **Min Level:** 13 · **Prerequisites:** LVL 13

As an Action (once per long rest), you raise a Medium or smaller fresh corpse within 10 ft as a Nightsister zombie thrall. The thrall acts on your initiative and obeys your commands. Its statistics are set by the GM — a basic undead minion. The thrall remains until it is destroyed or the current scene ends, whichever comes first. You may control only one reanimated thrall at a time.

Wrath of the Ancestors

Cost: 6 FP · **Activation:** Action · **Range:** 60 ft (20 ft radius) · **Min Level:** 13 · **Prerequisites:** LVL 13

As an Action, you call down the fury of the Dathomiri dead on a point you can see within 60 ft, filling a 20 ft radius. Each creature in the area must make a Dexterity saving throw (DC = 8 + your Proficiency Bonus + your Wisdom modifier). On a failed save, a creature takes 5d8 energy damage and is knocked Prone. On a successful save, it takes half damage and is not knocked Prone.