**General**

Add Shocked condition

**Classes**

Berserker Brawling Approach – Increase unarmed strike damage one step

Berserker Armored Brute – Allow rage while wearing heavy armor

Aqinos Form - Require tech casting as a prerequisite

Combo list of Tool and Weapon proficiencies

~~Force Points and Tech Points~~

Berserker Dewback’s Instinct – Cannot choose and apply three damage resistances

~~Savage Diplomat – Allow choice between Persuasion, Intimidation or a language~~

Consular Subtle Control – Toggle between CHA and WIS as saving throw DC

Consular Bendu – Add WIS and CHA modifier to total force points

Consular TechCasting Secrets – Let player choose tech powers on the indicated schedule and incorporate into Way of Technology

~~Darkvision Visor – Check for darkvision and make it 60 or add 30 depending on if the character already has it.~~

Engineer Accuracy Focus – Change display for modification based on level

Engineer Amplifying Barrel – Change display for modification based on level

Engineer Contoured Grip – Change display for modification based on level

Engineer Tech Blast – Set Ability modifier to INT

Engineer ForceCasting Secrets – Let player choose Force powers on the indicated schedule and incorporate into Artificer Engineering

Engineer Adegan Crystal – Change display for modification based on level

Engineer Beam Gem Lens – Change display for modification based on level

Engineer AI Amplifier – Change display for modification based on level

Engineer AI Rangefinder – Change display for modification based on level

Engineer Frailcasting Controller - Change display for modification based on level

Engineer Rendcasting Controller – Change display for modification based on level

Engineer Withercasting Controller – Change display for modification based on level

Engineer Audiotech Engineering – Gain three musical instruments

Engineer Long Range Noise – Increase range on Potent Amplitude

Engineer Magnifying Device – Change display for modification based on level

Engineer Prototype Battle Enhancement – Increase charges on the song

Engineer Shock Mount – Change display for modification based on level

Engineer Biochemist’s Amplifier – Change display for modification based on level.

Engineer

Engineer Auto-Defibrillator – Set CON appropriately

Engineer Celerity Leg Prosthesis – Update AC and DEX saves depending on hero’s DEX.

Engineer Frailcasting Inhibitor - Change display for modification based on level

Engineer Hardy Torso Prosthesis – Set CON appropriately

Engineer Rendcasting Inhibitor – Change display for modification based on level

Engineer Sound Dampeners – Add 15 languages

Engineer Swift Gait Attuner – Update AC and DEX saves depending on hero’s DEX

Engineer Vector Amplifier - Change display for modification based on level

Engineer Vector Rangefinder - Change display for modification based on level

Engineer Voice Synthesizer – Add 5 languages

Engineer Withercasting Inhibitor – Change display for modification based on level

Engineer Arkayd Vector – Change display for modification based on level

Engineer Belasco Dynamics – Change display for modification based on level

Engineer Intelligence Core Override – Add Override Interface power

Engineer Oil Spill – Add Oil Slick power

Engineer Advanced Grounding System – Remove Lightning Resistance

Fighter Unstoppable Force – Add freedom of movement power

Fighter Studied Shooter – Add choice of tech powers to take

Fighter Resilient Retainer – Check for WIS save proficiency and give it or offer INT or CHA save option.

Fighter Improved Combat Superiority – Add maneuvers and superiority dice

Fighter Totem of the Hawk – Toggle between CHA and WIS as saving throw DC

Fighter Totemic Might – Check for carrying capacity doubled and triple it if it is.

~~Primal Avatar – Add a third totem~~

Fighter Techcasting Secrets – Allow choice of two tech powers

Fighter Repulsing Wave – Toggle between CHA and WIS as saving throw DC

Fighter One with the Force – Add script to choose force power

Fighter Fighting Style – Brawler Style increase die type of unarmed strikes

Fighter Fighting Style – Brawler Mastery increase die type of unarmed strikes

Fighter Formfighting Style – Prereq casting force powers

Fighter Formfighting Mastery – Prereq casting force powers

~~Guardian Channel the Force – Make uses selectable~~

Guardian Way of the Sarlaac – Change save DC ability between STR and DEX

Guardian Channel the Force: Disarming Slash – Change save DC ability between WIS and CHA

Guardian Phasestorm – Change save DC ability between WIS and CHA

Monk Primary abilities – Need to figure out how to make them DEX and (WIS or CHA)

Monk – Need to make saving throw DC based on WIS or CHA

Monk Unarmored Defense – Need to figure out how to add DEX and (WIS or CHA)

Monk Vow of the Devoted – Figure out how to add force powers (and add vow to the user file)

Monk Vow of the Focused - Figure out how to substitute STR, CON or INT for DEX or WIS

Monk Vow of the Nemesis – Plug Saving Throw in

Monk Vow of the Open Hand – Add chosen skill to proficiency list.

Monk Vow of Serenity – Choose ability and increase focus

Monk Echani Weapons – Get them to enable properly at the right levels

Monk Echani Weapons – Remove weapons you are proficient in from selection

Monk Elemental Adept Powers – Change save based on CHA or WIS

Monk Extort Truth – Change save based on CHA or WIS

Monk Kro Var Order - Change saves for all powers to be based on CHA or WIS

~~Monk Kro Var Order – Make Elemental Master and Elemental Paragon tabs not appear until ability unlocks~~

Monk Kro Var Order – Make Elemental Master Powers appear

Monk Absorb Damage – Make uses based off WIS or CHA bonus

Operative Expertise – Switch Thieves’ tools for other proficient tools

Operative Learner’s Exploit – Only allow one skill to be chosen

Operative Skill’s Exploit – Create each one with a dependency on skill proficiency

Operative Technologist’s Exploit – Add Tech powers

Operative Weaponmaster’s Exploit – Fix weapon list, add third selection

Operative Clinch Strike – Increase unarmed die type one step

Operative Artful Dancer – Add one musical instrument proficiency exclusively

Operative Blitz Attack – Make Saving Throw based on STR or DEX

Scholar Sage Advice – Reduce usage period to /short rest at 13th level

Scholar Lifelong Learning – Only allow one skill to be chosen

Scholar Tech Amateur – Add Tech powers

Scholar – Build sub-classes

Scout – Primary abilities should be (STR or DEX) and INT

Scout Crippling Shot – Make save based on STR or DEX

Scout Disarming Shot – Make save based on STR or DEX

Scout – Build Inquisitor Class

Scout – Build Mechanist Class

Scout – Build Mechanist (Companion) Class

~~Sentinel – Force Empowered Self – change die type based on level~~

Sentinel – Ideal of the Artisan – Figure out how to choose a skill or tool and add a chosen attribute for a bonus.

Sentinel – Ideal of the contender – Make unarmed attacks versatile and increase die type.

~~Sentinel – Ideal of the Hunter – Make darkvision work (if someone solves Umbral Sight, can steal this code).~~

Sentinel – Ideal of the Vigorous – Replace CON as modifier for hit points with WIS or CHA.

**Feats**

Armor Expert – Stage levels of proficiency and bonuses at each level

Augmented Cyborg – Add Augmentation

Blinding Agility – Add DEX Saving Throw proficiency/expertise

Bountiful Luck – Set prerequisite to 4th level and Luck Feat

Brawny – Check to see if encumbrance is already doubled and triple it

Casting Specialist – Add prereqs, add chooser for casting type, increase save DC

Close Quarters Caster – Add at-will power, add prereqs

Cinbat Caster – Add prereqs

Competitor – Add proficiency in one gaming set

Crafter – Add proficiency in one artisan’s implement

Cunning Intellect – Add INT Saving Throw proficiency/expertise

Customized Droid – Add Droid customization

Dual Focused Caster – Add Prereqs

Entertainer – Add proficiency in one instrument

Exalted Awareness – Add WIS Saving Throw proficiency/expertise

Fanatic – Set prerequisite to 4th level

Fighting Stylist - Set prerequisite to 4th level

Fighting Master - Set prerequisite to 4th level

Formfighting Dabbler – Add casting requirements

Force Guidance – Choose a skill/tool to add bonus to. Choose CHA or WIS to add bonus from. Prereq Force usage.

Force-Sensitive – Add force powers, remove force-insensitive

Investigative Attunement – Increase maximum attuned items

Lucky – Set prerequisite to 4th level

Mounted Caster – Casting prereq

Naturalist – Add *toxin scan* tech power

Overwhelming Presence – Add CHA Saving Throw proficiency/expertise

Power Adept – Add 4th level and casting ability prerequisites; limit damage selections to ones not currently chosen

Power Channeling - Add 4th level and casting ability prerequisites

Quick Caster – Add prereqs

Quick-Witted – Replace DEX modifier with INT modifier for initiative

Savage Shorty – Remove undersized trait, set prereq to STR 13, Size Small

Shard Modification – Remove Force Insensitive, add sense force, allow choice of trait, add droid prereq

Sniping Caster – Add prereqs, add at-will power

Supreme Accuracy – Set all prerequisites

Supreme Aptitude – Set all prerequisites

Supreme Durability – Set all prerequisites

Survivalist – Add Alarm

Tech Dabbler – Add tech powers, remove Tech-Impaired

Techie- Add Repair droid

Tiny Terror – Remove pintsized trait, add undersized trait, set prereq to STR 13, Size Tiny

Titan’s Power – Add STR Saving Throw proficiency/expertise

Tough – Add 4th level and Durable feat prerequisites

Unnatural Resilience – Add CON Saving Throw proficiency/expertise

War Caster – Add casting prereq

Weapon Expert – Make sure all weapon proficiencies are added

Weapon Focused – Add focus selection, set min level to 4

**Backgrounds**

~~Add selectable feat to each background~~

Mandalorian – Automatically add Mando’a as a language

**Spells**

Calculate saving throw based on Dark, Light or Universal tag