

# **STAR WARS 5E PLAYER'S HANDBOOK**

**THIS IS A DEFINITIVE GUIDE TO PLAYING A STAR WARS THEMED 5E D&D CAMPAIGN.**

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## CHAPTER 2: RACES



Credit: Chris Trevas - Bothan

## BOTHANS

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

### SLIM AND SHADY

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

### BOTHAN NAMES

#### Names

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

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

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

### BOTHAN TRAITS

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

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

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

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

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

**Speed.** Your base movement speed is 40 feet.

**Darkvision.** 60ft.

**Proficiency.**

**Tool Proficiency.**

**Languages.**

# DATHOMIRIAN

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

## WITCHES OF DATHOMIR

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

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

## DATHOMIRIAN NAMES

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

## DATHOMIRIAN TRAITS

Your {race} character has many different attributes that might be useful in the field:

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

**Age.**

**Alignment.**

**Size.**

**Speed.**

**Darkvision.**

**Proficiency.**

**Tool Proficiency.**

**Languages.**

# DROID

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

## SMART OR TOO SMART?

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

## DROID NAMES

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

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

## DROID TRAITS

Your {race} character has many different attributes that might be useful in the field:

**Ability Score Increase.** You can increase one ability score by 2 another score by one.

**Age.** Droids can live as long as they are maintained.

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

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

## ASSASSIN

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

**Alternate Ability Score** Instead of the standard Droid ability score increase, those who pick the Assassin subrace can opt to have 1 added to each ability score.

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

**Speed.** 35ft.

**Proficiency.**

**Tool Proficiency.**

**Languages.** Basic and Binary

## PROTOCOL

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

**Alignment.**

**Speed.** 20ft.

**Proficiency.**

**Tool Proficiency.**

**Languages.** All of them.

## SECURITY

Security droids were used to guard businesses, households, and other buildings. Security droids carried nonlethal weapons or simple alarms.

**Alignment.** Security droids are aligned heavily to

**Speed.** 30ft.

**Proficiency.**

**Tool Proficiency.**

**Languages.**



Credit: Star Wars: The Clone Wars - Malastare; William O'Connor - Dug

## DUG

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

### CRUEL AND CRAFTY

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

### DUG NAMES

#### Names

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

### DUG TRAITS

Your {race} character has many different attributes that might be useful in the field:

**Ability Score Increase.** Add +1 to Constitution and +2 to Strength.

**Age.** Up to 75 years.

**Alignment.**

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

**Speed** Because they use their upper limbs for locomotion, a dug's base movement speed is 20 feet.

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

**Proficiency.**

**Tool Proficiency.**

**Languages.**

# DUROS

## DUROS THING

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## DUROS NAMES

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Names

Male Names:

Female Names:

## DUROS TRAITS

---

Your {race} character has many different attributes that might be useful in the field:

*Ability Score Increase.*

*Age.*

*Alignment.*

*Size.*

*Speed.*

*Darkvision.*

*Proficiency.*

*Tool Proficiency.*

*Languages.*

# GAMMOREAN

## RACE THING

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### GAMMOREAN NAMES

---

Names

Male Names:

Female Names:

### GAMMOREAN TRAITS

---

Your {race} character has many different attributes that might be useful in the field:

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

*Age.*

*Alignment.*

*Size.*

*Speed.*

*Proficiency.*

*Tool Proficiency.*

*Languages.*

# GEONOSIAN

## GEONOSIAN THING

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## GEONOSIAN NAMES

---

Names

Male Names:

Female Names:

## GEONOSIAN TRAITS

---

Your {race} character has many different attributes that might be useful in the field:

*Ability Score Increase.*

*Age.*

*Alignment.*

*Size.*

*Speed.*

*Darkvision.*

*Proficiency.*

*Tool Proficiency.*

*Languages.*

# GUNGAN

## GUNGAN THING

---

## GUNGAN NAMES

---

Names

Male Names:

Female Names:

## GUNGAN TRAITS

---

Your {race} character has many different attributes that might be useful in the field:

*Ability Score Increase.*

*Age.*

*Alignment.*

*Size.*

*Speed.*

*Darkvision.*

*Proficiency.*

*Tool Proficiency.*

*Languages.*

# HUMAN

## HUMAN THING

---

### HUMAN NAMES

---

Names

Male Names:

Female Names:

## HUMAN TRAITS

---

Your {race} character has many different attributes that might be useful in the field:

*Ability Score Increase.*

*Age.*

*Alignment.*

*Size.*

*Speed.*

*Darkvision.*

*Proficiency.*

*Tool Proficiency.*

*Languages.*

# JAWA

## JAWA THING

## JAWA NAMES

Names

Male Names:

Female Names:

## JAWA TRAITS

Your {race} character has many different attributes that might be useful in the field:

*Ability Score Increase.*

*Age.*

*Alignment.*

*Size.*

*Speed.*

*Darkvision.*

*Proficiency.*

*Tool Proficiency.*

*Languages.*

# LASAT

## LASAT THING

---

## LASAT NAMES

---

Names

Male Names:

Female Names:

## LASAT TRAITS

---

Your {race} character has many different attributes that might be useful in the field:

*Ability Score Increase.*

*Age.*

*Alignment.*

*Size.*

*Speed.*

*Darkvision.*

*Proficiency.*

*Tool Proficiency.*

*Languages.*

# **MON CALAMARI**

## **MON CALAMARI THING**

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## **MON CALAMARI NAMES**

---

Names

**Male Names:**

**Female Names:**

## **MON CALAMARI TRAITS**

---

Your {race} character has many different attributes that might be useful in the field:

*Ability Score Increase.*

*Age.*

*Alignment.*

*Size.*

*Speed.*

*Darkvision.*

*Proficiency.*

*Tool Proficiency.*

*Languages.*

# RODIAN

## RODIAN THING

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## RODIAN NAMES

---

Names

Male Names:

Female Names:

## RODIAN TRAITS

---

Your {race} character has many different attributes that might be useful in the field:

*Ability Score Increase.*

*Age.*

*Alignment.*

*Size.*

*Speed.*

*Darkvision.*

*Proficiency.*

*Tool Proficiency.*

*Languages.*

# SITH

## SITH THING

---

## SITH NAMES

---

Names

Male Names:

Female Names:

## SITH TRAITS

---

Your {race} character has many different attributes that might be useful in the field:

*Ability Score Increase.*

*Age.*

*Alignment.*

*Size.*

*Speed.*

*Darkvision.*

*Proficiency.*

*Tool Proficiency.*

*Languages.*

# TOGRUTA

## TOGRUTA THING

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### TOGRUTA NAMES

---

Names

Male Names:

Female Names:

### TOGRUTA TRAITS

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Your {race} character has many different attributes that might be useful in the field:

*Ability Score Increase.*

*Age.*

*Alignment.*

*Size.*

*Speed.*

*Darkvision.*

*Proficiency.*

*Tool Proficiency.*

*Languages.*

# TRANDOSHAN

## TRANDOSHAN THING

---

## TRANDOSHAN NAMES

---

Names

Male Names:

Female Names:

## TRANDOSHAN TRAITS

---

Your {race} character has many different attributes that might be useful in the field:

*Ability Score Increase.*

*Age.*

*Alignment.*

*Size.*

*Speed.*

*Darkvision.*

*Proficiency.*

*Tool Proficiency.*

*Languages.*

# **TWI'LEK**

## **TWI'LEK THING**

---

## **TWI'LEK NAMES**

---

Names

**Male Names:**

**Female Names:**

## **TWI'LEK TRAITS**

---

Your {race} character has many different attributes that might be useful in the field:

*Ability Score Increase.*

*Age.*

*Alignment.*

*Size.*

*Speed.*

*Darkvision.*

*Proficiency.*

*Tool Proficiency.*

*Languages.*

# WEEQUAY

## WEEQUAY THING

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## WEEQUAY NAMES

---

Names

Male Names:

Female Names:

## WEEQUAY TRAITS

---

Your {race} character has many different attributes that might be useful in the field:

*Ability Score Increase.*

*Age.*

*Alignment.*

*Size.*

*Speed.*

*Darkvision.*

*Proficiency.*

*Tool Proficiency.*

*Languages.*

# WOOKIEE

## WOOKIEE THING

---

## WOOKIEE NAMES

---

Names

Male Names:

Female Names:

## WOOKIEE TRAITS

---

Your {race} character has many different attributes that might be useful in the field:

*Ability Score Increase.*

*Age.*

*Alignment.*

*Size.*

*Speed.*

*Darkvision.*

*Proficiency.*

*Tool Proficiency.*

*Languages.*

# ZABRAK

## ZABRAK THING

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### ZABRAK NAMES

---

Names

Male Names:

Female Names:

## ZABRAK TRAITS

---

Your {race} character has many different attributes that might be useful in the field:

*Ability Score Increase.*

*Age.*

*Alignment.*

*Size.*

*Speed.*

*Darkvision.*

*Proficiency.*

*Tool Proficiency.*

*Languages.*

# CHAPTER 3: CLASSES PART I

## NON-FORCE WIELDING CLASSES

Class	Description	Primary Ability	Saving Throw Proficiencies	Armor and Weapon Proficiencies
Mercenary	A master of martial combat, as well as most blaster combat, the Constitution bounty hunter can enter into a battle rage making him a fierce opponent even for a force wielder	Constitution & Dexterity	Constitution & Dexterity	Light and medium armor, simple and martial weapons, all blasters
Pilot	asdf	Intelligence	Dexterity & Intelligence	Light and medium armor, simple and martial weapons, all blasters
Scoundrel	Need something done quickly and quietly? The Scoundrel is your guy	Dexterity & Charisma	Dexterity & Charisma	Light and medium armor, simple weapons, light and medium blasters
Senator	The Senator is a formidable opponent, not because they themselves are dangerous, it's who they <i>know</i> that makes them dangerous	Intelligence & Wisdom	Intelligence & Charisma	Light armor, simple weapons, light and medium blasters
Trooper	Hardened by battle, the Trooper is well-versed in the use of weapons and tactics to take down an opponent	Strength or Constitution	Strength & Constitution	All armor, simple and martial weapons, all blasters

# MERCENARY

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

## THE MERCENARY

Level	Proficiency Bonus	Sneak Attack	Features
1st	+2	1d6	Expertise, Sneak Attack
2nd	+2	1d6	Cunning Action
3rd	+2	2d6	Mercenary Archetype
4th	+2	2d6	Ability Score Improvement
5th	+3	3d6	Uncanny Dodge
6th	+3	3d6	Expertise
7th	+3	4d6	Evasion
8th	+3	4d6	Ability Score Improvement
9th	+4	5d6	Archetype Ability
10th	+4	5d6	Ability Score Improvement
11th	+4	6d6	Reliable Skills
12th	+4	6d6	Ability Score Improvement
13th	+5	7d6	Archetype Ability
14th	+5	7d6	Blindsight
15th	+5	8d6	Mental Acuity
16th	+5	8d6	Ability Score Improvement
17th	+6	9d6	Archetype Ability
18th	+6	9d6	Elusive
19th	+6	10d6	Ability Score Improvement
20th	+6	10d6	Stroke of Luck

# CLASS FEATURES

As a mercenary, you have the following class features.

## HIT POINTS

**Hit Dice:** 1d8 per rogue level

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

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

## PROFICIENCIES

**Armor:** Light armor

**Weapons:** Simple weapons, hand crossbows, longswords, rapiers, shortswords **Tools:** Thieves' tools

**Saving Throws:** Constitution, Dexterity

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

## EQUIPMENT

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

- (a) a {finesse non-light} or (b) a {finesse light}
- (a) a {light range} and ammo or (b) a {finesse light}
- (a) a burglar's pack, (b) a dungeoneer's pack, or (c) an explorer's pack
- Leather armor, two daggers, and thieves' tools

## EXPERTISE

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

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

## SNEAK ATTACK

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

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Rogue table.

## CUNNING ACTION

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

## MERCENARY ARCHETYPE

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At 3rd level, you choose an archetype that you emulate in the exercise of your rogue abilities: Thief, Assassin, or Arcane Trickster, all detailed at the end of the class description. Your archetype choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

### ABILITY SCORE IMPROVEMENT

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

### UNCANNY DODGE

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

### EVASION

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Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

### RELIABLE SKILLS

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

### BLINDSENSE

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Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

### MENTAL ACUITY

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By 15th level, you have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

### ELUSIVE

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Beginning at 18th level, you are so evasive that attackers rarely gain the upper hand against you. No attack roll has advantage against you while you aren't incapacitated.

### STROKE OF LUCK

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At 20th level, you have an uncanny knack for succeeding when you need to. If your attack misses a target within range, you can turn the miss into a hit. Alternatively, if you fail an ability check, you can treat the d20 roll as a 20.

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

## ASSASSIN

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## MERCENARY ARCHETYPES

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### BOUNTY HUNTER

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# PILOT

Pilots are skilled in the art of dogfighting

## THE PILOT

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

## CLASS FEATURES

As a pilot, you have the following class features.

### HIT POINTS

**Hit Dice:** 1d10 per pilot level

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

**Hit Points at Higher Levels:** 1d10 (or 7) + your Constitution modifier per pilot level after 1st

### PROFICIENCIES

**Armor:** Light armor

**Weapons:**

**Tools:** Engineers's tools

**Saving Throws:** Dexterity, Intelligence

**Skills:** Choose four from Acrobatics, Arcana, History, Investigation, Nature, Religion, Sleight of Hand, Stealth

## EQUIPMENT

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

- (a) a {finesse non-light} or (b) a {finesse light}
- (a) a {light range} and ammo or (b) a {finesse light}
- Leather armor, a vibroblade, and an engineer's pack

## STARSHIP PROFICIENCY

Starting at level 1, you are proficient with one starship in the light starship category. Pilots gain one more Starship Proficiency at levels 3, 5, 8, 12, 17, and 20. In order to become proficient with a new starship, a pilot must spend one week piloting a new type of starship to become proficient with it. At level 5, pilots are able to be proficient with medium starship, and large starship at level 12.

Level	Class
1	Small Starships
5	Medium Starships
12	Large Starships

## AUXILIARY POWER

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

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

**Shields:** Your starship gains 25 SP

**Targeting:** You gain advantage on your next attack roll

**Weapons:** Add 10 to the total damage roll the next time an attack is made, before any multipliers

## PILOT TRAINING

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

### CONSCIOUS BUYER

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

### FAST REFLEXES

Starting at level 6, pilots have gained the mental acuity to use the Evasion or Disengage action as a bonus action. This is used as if it were an Auxiliary Power system, and as such can only be used once before completing a docked repair.

### LVL9

#### REPAIR

At level 11, once per docked repair you can use your engineer's kit to try and repair your ship. **You must be out of combat to use this ability.** Roll  $nd12$  where:

$$n = (1d20 + INT) / 4 \text{ rounded down}$$

### LVL13

### LVL15

### LVL17

### LVL20

## PILOT TRAINING

### ACE

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

### CUSTOM BOOSTERS

At level 3 ace pilots can rotate  $120^\circ$  by moving 500ft instead of only  $60^\circ$ . This is restricted to small and medium starships.

### CRACK SHOT

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

### WEAK POINTS

Once an ace pilot has reached level 10, he or she has had enough training to determine a starship's weak points. Once per docked repair a pilot can choose to deal maximum damage when an attack lands.

### POWER CONSERVATION

At level 14, ace pilots have mastered the art of Auxiliary Power, allowing each Auxiliary Power system to have two uses. This does not apply to Fast Reflexes and Overcharge.

### OVERCHARGE

When you reach level 18, if you attack with your action you can use your bonus action to make a second attack. You can use this ability once before needing a docked repair to recharge it.

### SQUAD LEADER

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

### MARKING TARGETS

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

- To mark a target it must be within range of your targeting computer.
- To keep a target marked, it must be within range of your targeting computer at the end of your turn.
- You and your wingman can mark a total number of targets equal to the number of wingmen you have.

When a target is marked, you get a +2 bonus to attacks made against the target while the target is in your attack vector.

### WINGMAN

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

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

### IMPROVED MARKING TARGETS

Starting at level 10, you and your wingman have learned to communicate well, allowing you both to mark targets. You can now mark one target each, and the bonus for the target being in your attack vector adds together.

For instance if the target is in your attack vector and the attack vector of your wingman, you will get a +4 bonus to an attack made against the target.

### SQUADRON

At level 14 you can have a second wingman. In addition, you and your wingmen can mark a total of three targets.

### LVL18

# SCOUNDREL

## ABOUT

### THE BERSERKER-TYPIST

Level	Proficiency Bonus	Features	Gunpowder Torturer
1st	+2	—	+1
2nd	+2	Astrological Botany	+1
3rd	+2	Sixgun Poisoner	+1
4th	+2	Ability Score Improvement	+1
5th	+3	Pharmaceutical Gunslinger	+1
6th	+3	Ability Score Improvement, Mathematical Pharmacist	+1
7th	+3	—	+1
8th	+3	Ability Score Improvement, Malefic Chemist	+2
9th	+4	—	+2
10th	+4	Immunological Incantations	+3
11th	+4	Gunpowder Torturer	+4
12th	+4	Ability Score Improvement, Consecrated Biochemistry	+4
13th	+5	Police Cultist	+4
14th	+5	Ability Score Improvement	+5
15th	+5	Astrological Chemistry	+6
16th	+5	Ability Score Improvement, Ritual Astronomy	+7
17th	+6	Police Necromancer	+7
18th	+6	Statistical Occultism	+7
19th	+6	Ability Score Improvement, Malefic Chemist	+8
20th	+6	Gunslinger Corruptor	+8

## CREATING A SCOUNDREL

### CLASS FEATURES

### SCOUNDREL PATH

#### SMUGGLER

#### BEAST MASTER

# SENATOR

## ABOUT

### THE LINGUIST

Level	Proficiency Bonus	Features	Consecrated Biochemistry
1st	+2	Exo Interfacer	+1
2nd	+2	Phased Linguist	+1
3rd	+2	Plasma Outlaw	+1
4th	+2	Ability Score Improvement	+2
5th	+3	—	+2
6th	+3	Ability Score Improvement, Pharmaceutical Gunslinger	+3
7th	+3	Plasma Outlaw	+4
8th	+3	Ability Score Improvement, Plasma Outlaw	+4
9th	+4	Plasma Outlaw	+4
10th	+4	Orbital Gravedigger	+4
11th	+4	Police Cultist	+5
12th	+4	Ability Score Improvement	+5
13th	+5	Consecrated Biochemistry	+6
14th	+5	Ability Score Improvement, Ritual Astronomy	+7
15th	+5	Nuclear Illusionism	+8
16th	+5	Ability Score Improvement	+8
17th	+6	Police Cultist	+9
18th	+6	Exo Interfacer	+10
19th	+6	Ability Score Improvement, Biochemical Sorcery	+11
20th	+6	Torque Interfacer	+11

## CREATING A SENATOR

### CLASS FEATURES

# TROOPER

## THE TROOPER

Level	Proficiency Bonus	Features	Exo Interfacer
1st	+2	Spiritual Biochemistry	+1
2nd	+2	Divinatory Mineralogy	+2
3rd	+2	Gunpowder Torturer	+2
4th	+2	Ability Score Improvement, Sixgun Poisoner	+2
5th	+3	Hermetic Geography	+3
6th	+3	Ability Score Improvement	+4
7th	+3	Divinatory Mineralogy	+4
8th	+3	Ability Score Improvement	+5
9th	+4	Mathematical Pharmacist	+6
10th	+4	Spiritual Biochemistry	+7
11th	+4	Orbital Gravedigger	+8
12th	+4	Ability Score Improvement, Immunological Incantations	+8
13th	+5	Civil Alchemy	+8
14th	+5	Ability Score Improvement, Ritual Astronomy	+9
15th	+5	Divinatory Mineralogy	+10
16th	+5	Ability Score Improvement, Exo Interfacer	+11
17th	+6	Hermetic Geography	+11
18th	+6	—	+12
19th	+6	Ability Score Improvement, Astrological Chemistry	+13
20th	+6	Ritual Astronomy	+14

## ABOUT

## CREATING A TROOPER

## CLASS FEATURES

# CHAPTER 4: CLASSES PART II

## FORCE WIELDING CLASSES

Class	Description	Primary Ability	Saving Throw Proficiencies	Armor and Weapon Proficiencies
Adept	A force adept whose power with and use of the force knows no rules	Intelligence or Charisma	Intelligence & Charisma	Light armor, light blasters
Consular	Consulars seek to perfect the art of diplomacy and mediation, hoping to calm a tense situation or get what they want through reasoning, rather than drawing their lightsabers and cutting down an attacker	Charisma or Wisdom	Charisma & Wisdom	Light armor, light blasters
Guardian	Concentrating on martial training and combat, Guardians engage in combat more than either of the other two classes of trained force wielders	Constitution or Strength	Constitution & Strength	Light armor, light blasters
Sentinel	Sentinels blended both schools of teaching and amplified them with a series of non-Force skills, such as in the fields of security, computers, stealth techniques, demolitions, repair or medicine	Dexterity or Intelligence	Dexterity & Intelligence	Light armor, light blasters

# CHAPTER 5: PERSONALITY AND BACKGROUND

## Languages

Your race indicates the languages your character can speak by default, and your background might give you access to one or more additional languages of your choice. Note these languages on your character sheet.

Choose your languages from the Standard Languages table, or choose one that is common in your campaign. With your DM's permission, you can instead choose a language from the Exotic Languages table or a secret language, such as mercenary's cant or the tongue of the .

Some of these languages are actually families of languages with many dialects. For example, the Primordial language includes the Auran, Aquan, Ignan, and Terran dialects, one for each of the four elemental planes. Creatures that speak different dialects of the same language can communicate with one another.

### STANDARD LANGUAGES

Language	Typical Speakers	Script
Basic	Most races	Basic
Binary	Droids	Basic
Bothese	Bothans	Botha
Dug	Dug	Dug
Durese	Duros	Basic
Gammorese	Gammorean	Gammorese
Huttese	Hutss, Weequay	Huttese
Jawaese	Jawa	Jawaese
Lasat	Lasat	Lasat
Mon Calamarian	Mon Calamari	Basic
Rodese	Rodian	Rodese
Ryl	Twi'lek	Ryl
Shyriwook	Wookiee	Shyriwook
Zabraki	Zabrak	Zabraki

### EXOTIC LANGUAGES

Language	Typical Speakers	Script
Geonosian	Geonosian	Geonosian
Mando'a	Mandalorians	Mando'a
Old Gungan	Gungan	Old Gungan
Sith	Sith	Sith
Thykarrann	Wookiee	Shyriwook
Togruti	Togruta	Togruti
Xaczik	Wookiee	Shyriwook



## BACKGROUND: MANDALORIAN

*In five millennia, the Mandalorians fought with and against a thousand armies on a thousand worlds. They learned to speak as many languages and absorbed weapons technology and tactics from every war. And yet, despite the overwhelming influence of alien cultures, and the absence of a true homeworld and even species, their own language not only survived but changed little, their way of life and their philosophy remained untouched, and their ideals and sense of family, of identify, of nation, were only strengthened.*

### TRIBAL WARRIORS

The Mandalorians—known in Mando'a as the Mando'ade, or "Children of Mandalore"—were a nomadic group of clan-based people consisting of members from multiple species and multiple genders, all bound by a common culture.

In their early years, Mandalorian culture revolved around battle, with war being a source of honor and pride in their community. The leader of the Mandalorians was known as the Mand'alor, translating to "Sole Ruler" and was rendered as "Mandalore" in Basic. Throughout their history, the Mandalorians were frequently allied with the Sith, perhaps most notably the Sith Lord Exar Kun, and held a certain distrust and general dislike for the Jedi Order. However, they would not hesitate to cooperate with the Jedi if a partnership between the two groups was mutually beneficial.

In later years, the Mandalorians moved away from their obsessively war-like and conqueror ways and instead, most became bounty hunters and mercenaries, selling their skills to various individuals and factions in the galaxy. However, the Mandalorian Protectors sided with the Alliance to Restore the Republic ever since about 3 ABY and even continued to serve the Alliance of Free Planets, the New Republic, and finally the Galactic Alliance.

### RACE

A Dathomirian, Human, or Zabrak can be a Mandalorian.

### MANDALORIAN NAMES

Mandalorians placed little importance on birthplace or citizenship, and so had no official "state" as understood by galactic politics. Mandalorian society was a classical meritocracy, where rank and status meant nothing in comparison to a being's actions and achievements.<sup>[3]</sup> Mandalorian clans were led by chieftains—usually senior members of the clans chosen for their wisdom—and the loose affiliation and cooperation between them was the closest the Mandalorians had to a standard government.

**Male Names:** Aker, Baltan, Boba, Cassuss, Jango, Levet, Takan, Thraijon, Vhonte

**Female Names:** Hayar, Karin, Mari, Mij, Ohta, Sabine, Vera

**Clan Names:** Bralor, Beviin, Fett, Ordo, Skirata, Vevut, Vizsla, Wren

### MANDALORIAN TRAITS

The following traits apply to a Mandalorian, overwriting your character's race traits.

**Ability Score Increase.** Add 2 to your Constitution score, and the main score from your main race.

**Alignment.** Mandalorians tend to align with lawful evil, but can be any alignment.

**Proficiency.** You are proficient with Mandalorian armor and Mandalorian-made weapons only.

**Languages.** Basic, Mando'a.

## CHAPTER 6: EQUIPMENT

## CHAPTER 7: CUSTOMIZATION OPTIONS

# CHAPTER 8: FORCE ABILITIES

# CHAPTER 9: STARSHIPS AND DOGFIGHTING



tarships are what pilots use to traverse the galaxy in search of new worlds and adventures. Starships can be as small as a single-man starfighter or as large as a Star-Dreadnaught. As with normal combat, there are rules to starship combat as well. They are similar to normal combat rules, but with a few changes. These changes are detailed in this section.

## MOVEMENT

Just like with characters, ships have a turn-based movement speed. In order to make a 60° turn, a ship must move at least one space-unit of distance.

**Space unit of distance:** 500ft

## COMBAT

Combat is more or less the same, but with a few changes.

**Surprise, Initiative, and Reaction are the same, but initiative uses an Intelligence check instead of Dexterity.**

## DEFENSE

Starship combat revolves heavily around the Intelligence score and whether or not your character is proficient with the starship they are piloting.

Starship AC is calculated by the following formula:

$$\text{AC} = \text{Armor AC} + \lfloor (\text{Ship Speed} / 1000) \rfloor + \text{INT} \text{ (if proficient)}$$

For ships larger than a starfighter, the AC when shields are up is restricted to 8.

## TURNS

In a given round, the player may perform the following:

- The player can move his or her starship up to its movement and handling limits.
- The player can perform a singular action: Attack, Evade, or Disengage.
- The player can perform a bonus action.
- The player can perform a singular reaction.

## ATTACKING

Unless you are manning a turret, a ship can only hit a target in a 60° cone in front of itself. This 60° cone is called the **attack vector**.

Attack value is calculated by the following formula:

$$\text{Attack} = 1d20 + \text{INT} \text{ (if proficient)}$$

All turrets can rotate completely around in one turn. **If no one is manning a turret, the pilot may use the turret as if it were mounted, thus imposing the 60° restriction for targeting.**

As well as being restricted by direction, any mounted weapons are also restricted by how far away a target is in a similar fashion to ranged weapons. See the table below for details.

## TARGETING COMPUTERS

Class	Range	Cost
Class 1	3000ft/5000ft	Standard
Class 2	5000ft/7000ft	50,000 cr
Class 3	7000ft/9000ft	150,000 cr

## SMALL STARSHIPS

### STARFIGHTERS

Class	Speed	HP	SP	Hardware	Cost
TL-7 Thunderclap	3000ft	100	50	Light Laser Cannon x2 Missiles Targeting Computer Class 1	10,000 cr
Fury Interceptor	4000ft	100	50	Light Laser Cannon x2 Missiles Targeting Computer Class 1	14,000 cr
Sith Starfighter	3500ft	150	-	Laser Cannon x2 Targeting Computer Class 1	14,000 cr
Liberator	3500ft	150	50	Laser Cannon x2 Concussion Missiles Targeting Computer Class 1	16,000 cr
D-5 Mantis	3000ft	200	100	Weapon slot x3 Missiles Targeting Computer Class 1	20,000 cr
Aurek Strikefighter	4500ft	200	100	Heavy Laser Cannon x2 Proton Torpedo Launcher x2 Targeting Computer Class 1	20,000 cr

## MEDIUM STARSHIPS

### FREIGHTERS

Class	Speed	HP	SP	Hardware	Cost
XS Stock	2500ft	500	200	Quad Laser Turret x2 Missiles Targeting Computer Class 1	25,000 cr
Dynamic	3000ft	700	300	Turbolaser Turret x2 Laser Cannon x2 Missiles Targeting Computer Class 1	40,000 cr

### SHUTTLES

Class	Speed	HP	SP	Hardware	Cost
Ministry	3000ft	200	100	Laser Cannon x2 Targeting Computer Class 1	7,500 cr

### YACHTS

Class	Speed	HP	SP	Hardware	Cost
X-70B Phantom	4500ft	150	100	Weapon slot x4 Missiles Stealth Plating Cloaking Device Targeting Computer Class 1	100,000 cr

# LARGE STARSHIPS

## FRIGATES

Class	Speed	HP	SP	Hardware	Cost
Derridian Class	1500ft	1500	SP	Auto Cannon x6 Concussion Missile Launcher x2 Targeting Computer Class 1	200,000 cr
Praetorian	1500ft	1500	500	Turbolaser Cannon x2 Ion Cannon x2 Point-Defense Battery x2 Tractor Beam Generator x2 Targeting Computer Class 1	250,000 cr

## CRUISERS

Class	Speed	HP	SP	Hardware	Cost
Hammerhead	1500ft	3000	1000	Dual Light Turbolaser Cannon x4 Turbolaser Cannon x2 Ion Cannon x2 Point-Defense Battery x2 Tractor Beam Generator Targeting Computer Class 1	2,500,000 cr
Hammerhead II	1500ft	6000	2000	Turbolaser Cannon x12 Dual Heavy Turbolaser Cannon x8 Heavy Ion Cannon x2 Point-Defense Battery Tractor Beam Generator Targeting Computer Class 1	5,000,000 cr
Valor	1500ft	10,000	3000	Dual Light Turbolaser Cannon x8 Turbolaser Cannon x12 Dual Heavy Turbolaser Cannon x8 Heavy Ion Cannon x4 Point-Defense Battery x4 Tractor Beam Generator x2 Targeting Computer Class 1	10,000,000 cr

# STARSHIP WEAPONS & ARMOR

## LASER WEAPONRY

Name	Cost	Damage	Damage Modifiers
Autocannon	1000 cr	3d8	-
Light Laser Cannon	1500 cr	2d10	-
Laser Cannon	1750 cr	3d10	-
Heavy Laser Cannon	2000 cr	4d10	-
Quad Laser Turret	2000 cr	4d8	-
Light Turbolaser Cannon	2500 cr	2d12	-
Turbolaser Cannon	2750 cr	3d12	-
Heavy Turbolaser Cannon	3000 cr	4d12	-
Light Ion Cannon	2000 cr	2d8	x2 Damage against shields
Ion Cannon	2250 cr	3d8	x2 Damage against shields
Heavy Ion Cannon	2500 cr	4d8	x2 Damage against shields

## MISSILE WEAPONRY

Name	Cost	Damage	Damage Modifiers
Standard Missile	500 cr	3d8	-
Concussion Missile	600 cr	2d8	x2 Damage against hulls
Ion Missile	600 cr	2d8	x2 Damage against shields
Proton Torpedo	750 cr	4d10	-
Heavy Standard Missile	1000 cr	3d12	-
Heavy Concussion Missile	1200 cr	2d12	x2 Damage against hulls
Heavy Ion Missile	1200 cr	2d12	x2 Damage against shields

## ARMOR

Name	Cost (S/M/L)	AC
Corellian Engineering Durasteel	Installed by default	8
Republic Sienar Systems Mark I Starship Armor	1000/3000/9000 cr	8
Gallofree Starship Plating	1500/4500/13,500 cr	9
SoroSuub Plastisteel Armor	2000/6000/18,000 cr	10
Koensayr Plastisteel Plating	2500/7500/22,500 cr	11
Republic Sienar Systems Mark II Starship Armor	3000/9000/27,000 cr	12
MandalMotors Durasteel Plating	3500/10,500/31,500 cr	12
Republic Sienar Systems III Starship Armor	4000/12,000/36,000 cr	13