



FORCE-USER

Her lightsaber is a blur as they deflect an incoming hail of arrows, a half-elf summersaults over a barricade and throws herself into the massed ranks of hobgoblins on the other side. She whirls among them, knocking their blows aside and sending them amputated by her lightsaber to the ground, until at last she stands alone.

Taking a deep breath, a human covered in tattoos settles into a battle stance. As the first charging orcs reach him, he exhales and a blast of force from his hands, throws his foes.

Moving with the silence of the night, a black clad halfling steps into a shadow beneath an arch and emerges from another inky shadow on a balcony a stone's throw away. She slides her lightsaber free of its utility belt and peers through the open window at the tyrant prince, so vulnerable in the grip of sleep.

Whatever their discipline, Force-User are united in their ability to harness the energy that flows in all living things. Whether channeled as a striking display of combat prowess or a subtler focus of defensive ability and speed, this energy infuses all that a Force-User does.

THE POWER OF FORCE

Force-User make careful study of a mystical energy that most temple traditions call force. This energy is an element of the energy that suffuses the multiverse - specifically, the element that flows through living bodies. Force-User harness this power within themselves to

create mystical effects and exceed their bodies' physical capabilities, and some of their special attacks can hinder the flow of force in their opponents. Using this energy, Force-User channel uncanny speed and strength into their unarmed strikes. As they gain experience, their martial training and their mastery of the force gives them more power over their bodies and the bodies of their foes.

For a Force-User, becoming an adventurer means leaving a structured, communal lifestyle to become a wanderer. This can be a harsh transition, and Force-User don't undertake it lightly. Those who leave their temples take their work seriously, approaching their adventures as personal tests of their physical and spiritual growth. As a rule, Force-User care little for material wealth and are driven by a desire to accomplish a greater mission than merely slaying monsters and plundering their treasure.

CREATING A FORCE-USER

As you make your Force-User character, think about your connection to the monastery where you learned your skills and spent your formative years. Were you an orphan or a child left on the monastery's threshold? Did your parents promise you to the monastery in gratitude for a service performed by the Force-User? Did you enter this secluded life to hide from a crime you committed? Or did you choose the monastic life for yourself?

Consider why you left. Did the head of your monastery choose you for a particularly important mission beyond the cloister? Perhaps you were cast out because of some violation of the community's rules. Did you dread leaving, or were you happy to go? Is there something you hope to accomplish outside the temple? Are you eager to return to your home?

As a result of the structured life of a temple community and the discipline required to harness the force, Force-User are almost always lawful in alignment.

QUICK BUILD

You can make a Force-User quickly by following these suggestions. First, make Wisdom your highest ability score, followed by Dexterity. Second, choose the hermit background.

CLASS FEATURES

As a Force-User, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per Force-User level

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

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

PROFICIENCIES

Armor: None

Weapons: Simple weapons, Lightsaber

Tools: Choose any one

Saving Throws: Dexterity & Wisdom

Skills: Choose two from Acrobatics, Athletics, History, Insight, Perception, and Stealth

- (a) a Lightsaber or (b) any simple weapon
- (a) a dungeoneer's pack or (b) an explorer's pack

EQUIPMENT

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

The Force-User

Level	Proficiency Bonus	Superiority Die	Force Points	Unarmored Movement	Features
1 st	+2		0	+0 ft.	Unarmored Defense, Lightsaber Techniques, Danger Sense
2 nd	+2		2	+10 ft.	Force, Unarmored Movement
3 rd	+2	d6	3	+10 ft.	Deflection, Combat Superiority, Order Feature (Force Jump, Fighting Style or Improved Critical)
4 th	+2	d6	4	+10 ft.	Ability Score Improvement
5 th	+3	d6	5	+10 ft.	Build Lightsaber, Extra Attack
6 th	+3	d6	6	+15 ft.	Order Feature (Jedi Knight, Grey Paladin or Sith Marauder)
7 th	+3	d6	7	+15 ft.	Evasion
8 th	+3	d6	8	+15 ft.	Ability Score Improvement
9 th	+4	d6	9	+15 ft.	Maneuver
10 th	+4	d8	10	+20 ft.	Purity of Body
11 th	+4	d8	11	+20 ft.	Order Feature (Supreme Deflect, Improved Initiative or Brutal Critical)
12 th	+4	d8	12	+20 ft.	Ability Score Improvement
13 th	+5	d8	13	+20 ft.	Speaking in Tongues
14 th	+5	d8	14	+25 ft.	Diamond Soul,
15 th	+5	d8	15	+25 ft.	Maneuver
16 th	+5	d8	16	+25 ft.	Ability Score Improvement
17 th	+6	d8	17	+25 ft.	Order Feature (Jedi Synthesis, Master Duelist or Superior Critical)
18 th	+6	d10	18	+30 ft.	Maneuver
19 th	+6	d10	19	+30 ft.	Ability Score Improvement
20 th	+6	d10	20	+30 ft.	Perfect Self

UNARMORED DEFENSE

Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

LIGHTSABER TECHNIQUES

At 1st level, your practice of lightsaber techniques gives you mastery of lightsaber combat styles.

You gain the ability to use Dexterity instead of Strength for the attack and damage rolls of your lightsaber attacks.

DANGER SENSE

Beginning at 1st level, through your connection to the force and your training you gain the following benefits.

- Your proficiency bonus is doubled for You gain a 2x your proficiency bonus to initiative.
- You cannot be surprised while you are conscious.

Other creatures do not gain advantage on attack rolls against you as a result of being unseen by you.

FORCE

Starting at 2nd level, your training allows you to harness the mystic energy of force. Your access to this energy is represented by a number of force points. Your force-user level determines the number of points you have, as shown in the Force Points column of the Force-User table plus your Wisdom modifier (not per level).

You can spend these points to fuel various force powers. You start knowing four such powers: As an action, you can spend 1 force points to cast Mage Hand (Invisible only), Charm Person, Comprehend Languages, Cure Wounds (Self Only). With a spell slot equal to 1/3 the force-user level. You gain the Minor Illusion cantrip if you do not already know it. You learn more force powers as you gain levels in this class.

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

Some of your force features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

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

UNARMORED MOVEMENT

Starting at 2nd level, your speed increases by 10 feet while you are not wearing armor or wielding a shield. This bonus increases when you reach certain force-user levels, as shown in the Force-user table.

FORCE-USER ORDER

When you reach 3rd level, you commit yourself to an Order; (listed below) are all detailed at the end of the class description. Your Order grants you features at 3rd level and again at 6th, 11th, and 17th level.

- Way of the Force-user
- Way of the Grey
- Way of the Sith

DEFLECTION

Starting at 3rd level, you can use your reaction to deflect a melee or ranged attack targeting you with your lightsaber. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your Force-user level. You must be wielding a lightsaber in order to use this feature.

If you reduce the damage to 0, you can redirect the missile if it is small enough for you to hold in one hand. If you redirect a missile in this way, you can spend 1 force point to make a ranged attack with the weapon or piece of ammunition you just deflected as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a lightsaber for the attack, which has a normal range of 20 feet and a long range of 60 feet.

Also, you can spend 1 Force point as a reaction to deflect a weapon when you are hit by a melee weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your Force-user level.

If you reduce the damage to 0 and you have at least one hand free, the opponent must make a Dexterity saving throw or be disarmed of the weapon used in the attack. You can spend another force point to make a melee attack with the weapon you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and it counts as a lightsaber for the attack.

COMBAT SUPERIORITY

At 3rd level, your focus on your chosen lightsaber style allows you to make attacks of refined skill. Choose two maneuvers (PHB 74). You can spend 1 force point to use a maneuver to enhance an attack made with your lightsaber. You may only use one maneuver per attack. You gain an additional maneuver at 9th, 15th, and 18th level. Each time you learn a new maneuver you can replace an old maneuver with a different one.

SAVING THROWS: Some of your maneuvers require your target to make a saving throw to resist the maneuver's effects. The saving throw DC is calculated as follows:

Maneuver save: DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).

ABILITY SCORE IMPROVEMENT

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

BUILD LIGHTSABER




At 5th level you draw near your initiation as a Force-user Knight, Paladin or Marauder. One of the core aspects of this appointment is the construction of your own personal lightsaber. This ritual requires time and materials. You must spend 100 GPs to obtain the basic components (if you do not possess them already) and 24 uninterrupted hours constructing the weapon. At the end of this time, make a DC 15 Force skill check. If the check succeeds, you complete the lightsaber's construction. If the check fails, you must spend another 24 hours dismantling and rebuilding the weapon.

Once the lightsaber is constructed, you must spend 1 Force point to attune it as an Action. From that point on, you gain a +2 bonus on attack rolls and damage rolls made with your personal scratch-built lightsaber.






No one else who wields the weapon gains this bonus.

You can build a double-bladed lightsaber or two identical lightsabers (long or short), but the cost for components increases to 300 GPs.

Determining the Kyber Cristal Color (Roll D6)

1-2	Blue	
3-4	Green	
5	Yellow	
6	Rare	Roll on Rare Cyristal Color Chart

Rare Cyristal Color Chart (D10)

1-2	Magenta	
3-4	White	
5-6	Orange	
7-8	Purple	
9-10	Cyan	

Sith Characters corrupt their Kyber Crystals with the dark side of the force causing them to change colors to red.



EXTRA ATTACK

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

EVASION

At 7th level, your instinctive agility lets you dodge out of the way of certain area effects, such as a blue dragon's lightning breath or a fireball 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.

PURITY OF BODY

At 10th level, your mastery of the force flowing through you makes you immune to disease and poison.

SPEAKING IN TONGUES

Starting at 13th level, you learn to touch the force of other minds so that you understand all spoken languages. Moreover, any creature that can understand a language can understand what you say.

DIAMOND SOUL

Beginning at 14th level, your mastery of force grants you proficiency in all saving throws.

Additionally, whenever you make a saving throw and fail, you can spend 1 force point to reroll it and take the second result.

PERFECT SELF

At 20th level, when you roll for initiative and have no force points remaining, you regain 4 force points.

ORDER TRADITIONS

Three traditions of Force-User pursuit are common in the Temples scattered across the multiverse. All temples practice one tradition exclusively. All three traditions rely on the same basic techniques, diverging as the student grows more adept. But a Force-User must choose a tradition upon beginning his training at 1st level.

WAY OF THE JEDI

"My weapon and I are as one."

The Jedi Order is made up of the Force-users of purely Light side users. They are of *Good* alignment (Lawful, Neutral or Chaotic although Mostly Lawful Good in alignment) and may use the universal powers as well as the Light Side powers.

The Jedi Code

*There is no emotion, there is **Peace**.*
*There is no ignorance, there is **Knowledge**.*
*There is no passion, there is **Serenity**.*
*There is no chaos. There is **Harmony**.*
*There is no death, there is the **Force**.*

The Jedi is a student of a particular lightsaber type of their choice, or the specialty of the school or temple they trained under. As their mastery of the weapon progresses, it becomes an extension of their physical, and even spiritual self.



FORCE JUMP

At 3rd level you gain the ability to use the Force to make an incredible jump. As a bonus action and 1 force point your jump distance is tripled for 1 minute.

JEDI KNIGHT

When you reach 6th level you can also spend 2 force points to cast Detect Thoughts, Hold Person, Telekinesis or Suggestion. With a spell slot equal to 1/3 the Jedi level. Additionally, you have advantage on saving throws to being charmed, frightened, or put to sleep by magical effects.

SUPREME DEFLECTION

At 11th level, you improve your deflection abilities. You may deflect ranged spell attacks with Deflection.

JEDI SYNTHESIS

At 17th level, your unity with your lightsaber allows you to combine the maneuvers you know in devastating attacks. You can use up to two maneuvers per attack. You still have to pay 1 force per maneuver.

WAY OF THE GREY

The Grey Order is Force-users who walked the line between the light and dark sides of the Force without surrendering to the dark side. They are of *Neutral* alignment (Lawful, Neutral or Chaotic although Mostly

True Neutral in alignment) and may use all of the Force powers without any side effects. The Grey believe in total balance of the force.

The Grey Code

There is no dark side, not a light side

There is only **THE FORCE**

I will do what I must to keep the

BALANCE

There is no good without evil, but evil must not be allowed to flourish.

There is **PASSION**, yet **PEACE**

There is **SERENITY**, yet **EMOTION**

There is **CHAOS**, yet **ORDER**



FIGHTING STYLE

Also starting at 3rd level, you adopt a style of fighting as your specialty. Choose one of the following options. You cannot take a Fighting style option more than once, even if you later get to choose again. At 10th level, you can choose a second option from the Fighting Style class feature.

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

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

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

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

GREY PALADIN

When you reach 6th level you choose any 4 of the following powers which you can cast by spending 2 force points; Detect Thoughts, Hold Person, Telekinesis, Witch Bolt, Bigby's Hand or Suggestion. With a spell slot equal to 1/3 the jedi level. Additionally, you have advantage on saving throws to being charmed, frightened, or put to sleep by magical effects.

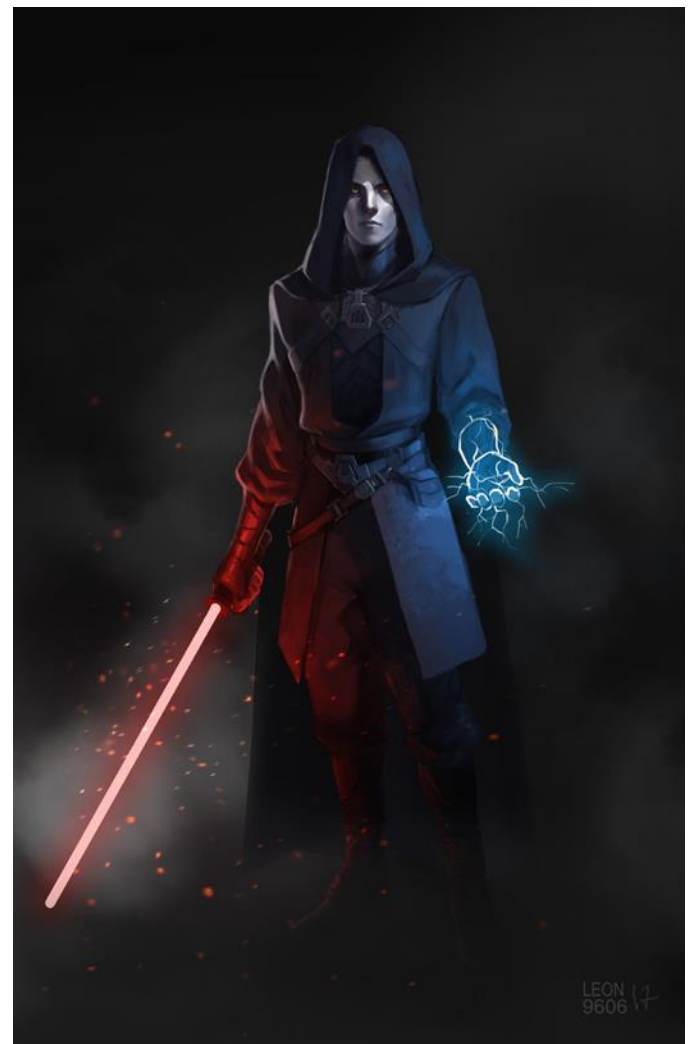
IMPROVED INITIATIVE

Beginning at 11th level, you are at advantage on all initiative rolls.

MASTER DUELIST

Beginning at 17th level, your mastery of the blade lets you turn failure into success in combat. If you miss with an attack roll, you can roll it again with advantage. Once you do so, you cannot use this feature again until you finish a short or long rest.

WAY OF THE SITH



The Sith Order is an ancient religious order of Force-Users devoted to the dark side of the Force. They are of *Evil* alignment (Lawful, Neutral or Chaotic although Mostly

Chaotic Evil in alignment) and may use the universal powers as well as the Dark Side powers. Driven by their emotions, including hate, anger, and greed, the Sith were deceptive and obsessed with gaining power no matter the cost.

The Sith focused on primal emotions like anger and pain in order to gain power from the dark side of the Force. They followed a code that was the antithesis of the Jedi Code. The Sith code insisted on the importance of passion and the rejection of peace.

The Sith Code

*Peace is a lie. There is only **PASSION**.*

*Through passion I gain **STRENGTH**.*

*Through strength I gain **POWER**.*

*Through power I gain **VICTORY**.*

Through victory my chains are broken.

THE FORCE shall free me

IMPROVED CRITICAL

Beginning at 3rd level, your lightsaber attacks score a critical hit on a roll of 19 or 20.

SITH MARAUDER

When you reach 6th level you can also spend 2 force points to cast Witch Bolt, Bigby's Hand, Telekinesis or Suggestion. With a spell slot equal to 1/3 the jedi level. Additionally, you have advantage on saving throws to being charmed, frightened, or put to sleep by magical effects.

BRUTAL CRITICAL

Beginning at 11th level, you can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

This increases to two additional dice at 15th level and three additional dice at 20th level.

SUPERIOR CRITICAL

Starting at 17th level, your weapon attacks score a critical hit on a roll of 18-20.

LIGHTSABER ATTRIBUTES

When the lightsaber is activated the blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet. Deactivated the blade puts out the light. The Lightsaber is considered a magical weapon for the purposes of hitting creatures that require magical weapons to cause damage.

The Lightsaber acts as a Sword of Sharpness with the following abilities.

- A. When you attack an object a lightsaber and hit, maximize your weapon damage dice against the target.
- B. When you attack a creature with this weapon and roll a 20+ (Considers only the lightsaber's attunement bonus of + 2) on the attack roll, that target takes an extra 14 radiant damage. Then roll another d20. If you roll a 20+, (Considers only the lightsaber's attunement bonus of + 2) you lop off one of the target's limbs, with the effect of such loss determined by the DM. If the creature has no limb to sever, you lop off a portion of its body instead.

HIT LOCATION CHART

Roll	Location
1	Head
2	Left Hand
3	Left Arm
4	Left Foot
5	Left Leg
6	Stomach

Roll	Location
7	Full Body (Waist)
8	Right Hand
9	Right Arm
10	Right Foot
11	Right Leg
12	Chest

Only a Jedi, Grey Jedi or Sith traditions who wields the weapon gains this bonus.



EQUIPMENT

Jedi Martial Melee Weapons

Weapon	Cost	Damage	Weight	Properties
Lightsaber	1,500 gp	1d8 radiant	3 lb.	Finesse, Light, Versatile (1d10)
Lightsaber (Double)	4,000 gp	1d8 radiant	5 lb.	Finesse, Light, Two-Handed
Lightsaber (Short)	1,000 gp	1d6 radiant	2 lb.	Finesse, Light

