

JEDI

His cool gaze lingered only for mere moments on his foes before assailed him from every direction. The rod in his hand suddenly snapped to life with a glowing blade of its own. He moved as if he knew already what his foes would do before they did, his blade sizzling as it intercepted killing blows with speed and grace.

She closed her eyes and kept them closed as she stretched out her senses. The room looked jovial, but underneath it all there was tension. She could sense them, a handful of people tense and ready to act. They were people she of course did not travel with, but ones who were ready to stir up trouble. On the other hand, that was why she was there.

To be vigilant and ready to defend was a noble concept, however he was more proactive. He slipped through the halls of the enemy fort unseen, as if he owned the place. The creatures that stalked the halls would see him if he let them, but the Force had a power over the weak minded, and even those with some strength of will were still susceptible.

Jedi are masters of the unseen arts, wielders of a cosmic energy known as the Force. Like Ki and magic, the Force is an unseen energy that is created by all living things. The Jedi stand as wielders of the Force for the sake of defending others. But there are still some who choose a different path, to walk a path of darkness, and many start upon this path by starting as Jedi.



The Power of the Force

Jedi spend much of their lives in training and study of a mystical energy field they call “the Force.” This energy is a magic like energy often thought to be the power from which the Gods gain their power. The Force flows through all living things, connecting all life together in hidden ways. This universal life force is the source of the Jedi’s power, and the source of power for several other beings. It stands separate from the elements that comprise magic, or the magic gifted to clerics. Bending the Force to one’s will requires training and aptitude. With it one can alter the perceptions of those around them, or affect the physical world. But more importantly one can control their own physical capabilities, and even attune their senses to the flow of the world around them to make them appear to have reflexes well beyond the norm for a person.

There is No Death, only The Force

Temples of grandeur or small alcoves can play home to the Jedi. It is not the aesthetics of a dwelling that make it home, but how it is used. The Jedi who live in these places train to use the Force, they contemplate the Force – its light and dark sides. People do not simply become Jedi, most those with the aptitude are found amongst orphans, or children that parents have come to fear or worry about the powers they display. In some cases, children are born within their order as well.

Jedi are sociable, but some can come across being distant or withdrawn from the world and its troubles as they contemplate the extent of their actions before acting, making their order to appear lethargic in their actions. Their

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capabilities as warriors and diplomats is highly sought after, and many kingdoms try to retain the services of Jedi though establishment of temples for their order to use.

Those Jedi that do adventure often do so out of a desire to help others, or to expand their knowledge of the world and the Force. For a Jedi, material needs are inconsequential. Jedi dress in simple robes and carry only the basic items they need for travel. The only other item they carry is a sword, that is until the time when the Force calls to them to build a lightsaber.

Creating a Jedi

Creating a Jedi character requires one to think about the character's motivation to adventure. What sort of person are they? How did they come to join the Jedi order? Is the Force for knowledge & defense, or perhaps it is a means to an end? Are you one for diplomacy, or do you utilize more forceful tactics? Did you fall to the dark side? Rather than standing on the side of the light or darkness do you walk a middle ground?

Jedi that move into a life of adventure are hard workers, often using the Force in their daily lives in either subtle ways or profound ways depending upon what is needed. Those that go out into the world care little for wealth and the accumulation of political power. And with adventure can come opportunities to learn about love. And while love is a thing they look upon with some degree of reserve, as attachment is not entirely a good thing, but it is not evil either.

As a result of extensive training and upbringing to serve the light side of the Force, nearly all Jedi are good aligned.

QUICK BUILD

You can make a Jedi quickly by following these suggestions. First, make Dexterity your highest ability score, followed by Wisdom. Second, choose the scholar background.

CLASS FEATURES

As a Jedi, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per Jedi level

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

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

PROFICIENCIES

Armor: Light

Weapons: Simple Weapons, Short Sword, Long Sword, Great Sword

Tools: Jewlers tools

Saving Throws: Dexterity, Wisdom

Skills: Choose two from Acrobatics, Athletics, Insight, Investigation, Nature, Persuasion.

EQUIPMENT

You start with the following:

- 1 Long Sword
- Explorer's Pack

Level	Proficiency Bonus	Force Points	Features
1	+2	2	Unarmored Defense, Use the Force
2	+2	2	Attuned Senses
3	+2	4	Knights Dedication, Hone Lightsaber, Lightsaber Deflection
4	+2	4	Ability Score Improvement, Extra Attack
5	+3	6	Improved Force Use
6	+3	6	Knights Dedication
7	+3	8	Calmness of Mind
8	+3	8	Ability Score Improvement
9	+4	10	Peerless Protection
10	+4	10	Improved Lightsaber
11	+4	12	Knights Dedication
12	+4	12	Ability Score Improvement
13	+5	14	Greater Force Use
14	+5	14	Force Meditation
15	+5	16	Force Awakening
16	+5	16	Ability Score Improvement
17	+6	18	Knights Dedication
18	+6	18	Master's Power
19	+6	20	Force Stance
20	+6	20	Ability Score Improvement

UNARMORED DEFENSE

Beginning 1st level, you gain the unarmored defense similar to that of the Monk.

USE THE FORCE

At 1st level you have the ability to use the Force. You gain a starting 2 Force Points, and from there you gain an additional number of points every 2 levels thereafter. Force points are spent on the use of various Force powers that a Jedi learns to use as they gain in experience. Force powers are associated with one of three basic disciplines of Force use; Alter, Control, and Sense. Once a Jedi has expended their Force points they may regain a number of expended Force points equal to their WIS modifier +1 (with a minimum of 1) with a short rest, or all of their Force points with a long rest. Jedi gain the use of the following basic powers as they start at the "Padawan" level. If a saving throw is needed for any Force power the difficulty is 8 + your Proficiency Bonus + your WIS Modifier. Sense and Control based Force powers may be used as a bonus action.

- **Force Kinesis (Alter):** For 1 Force point you may move a one handed object that you can see clearly to you, or away from you up 60ft. If used for attack the damage is 1d6 + WIS modifier in force damage. The target must also make a DEX saving throw. If they fail they are knocked prone, and if they succeed they remain standing.
- **Enhance Self (Control):** For 1 Force point you may gain advantage on either STR, DEX, or CON based skill rolls and Saving throws. This is concentration based, but also requires 1 Force point to be expended each turn that the power is maintained. You may also choose to instead grant this benefit to a single chosen ally within line-of-sight of you as a bonus action.
- **Force Sense (Sense):** You can heighten your senses, becoming attuned to the flow of the Force in the world around you. This is concentration based and while in use you have advantage on Insight, and Perception rolls. For 1 Force point, and while maintaining concentration, you can act normally if blinded or in the effect of a Darkness spell or effect, though you still cannot see.

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Jedi all suffer from the lure of the Dark side. The Force has two sides, light and darkness. For more on Jedi and the Dark and Light sides of the Force

ATTUNED SENSES

At 2nd level your senses in the Force have become more attuned to its flow. When using a one or two handed weapon with which you are proficient you may choose to gain either a +2 bonus to your defense as your Force attuned senses allow you to anticipate your opponent's actions. Or you may gain a +2 bonus to your attack rolls. If you are using a shield you may not apply the bonus to defense, but if dual wielding you are allowed to retain the bonus.

KNIGHTS DEDICATION

Upon reaching 3rd level, you must choose a path upon which to commit yourself as you move from "Padawan" to "Knighthood." These dedications are: Way of the Guardian, Way of the Consular, Way of the Sentinel, and Way of the Sith. Your dedication grants you features at 3rd, 6th, 11th, and 17th levels.

HONE LIGHTSABER

At 3rd level you gain the ability to craft a lightsaber. To do this the Jedi requires a crystal which they must cut and then infuse the Force with. With a crystal ready the Jedi then needs to have parts and pieces ready to assemble to form the hilt of their lightsaber, encasing the crystal in the protective casing. With the hilt crafted the Jedi can ignite the blade of this weapon creating a longsword like blade that deals damage like a long sword, but has the following weapon properties: Finesse, Light, Thrown, and Versatile. A lightsaber's blade is treated as a magical weapon and its damage is fire based (it can be used to ignite combustible objects). You may also use other lightsabers that you may find, but you must attune the weapon to you first before you can use it. The lightsaber that you craft is automatically attuned to you, and counts as an attuned weapon for such purposes.

LIGHTSABER DEFLECTION

At 3rd level you may use your lightsaber to deflect missiles like the Monk's "Deflect Missiles" class feature. However, you may only deflect missiles, you cannot catch them. You also must use a lightsaber for this to be used at its full effect. If you use any other weapon you are proficient with for this attempt you roll 1d6 instead of 1d10. The lightsaber however can also deflect magical attacks, including the Magic Missile spell. By expending a Force point per level of the spell deflected, the Jedi may attempt to reflect the attack back at the attacker, requiring an attack roll at a disadvantage. Magical attacks that cannot be deflected are ones that do more damage than can be deflected, otherwise the damage against the user is reduced by their deflection, this does include area affecting attacks as the blade can be used to split the path of the damage. Additionally, every 4 levels allow the Jedi to apply an additional 1d10 to the amount of damage they can deflect.

ABILITY SCORE IMPROVEMENT

This is gained as per the same feature for every class in the PHB.

EXTRA ATTACK

This is gained as per the same feature for some classes in the PHB (at level 5).

IMPROVED FORCE USE

At 5th level the extent of your Force powers increases. You may select up to 3 of the following powers.

- **Improved Force Kinesis (Alter):** You can move objects equal to what you can lift and carry up to your maximum weight. If striking an opponent, the damage die is increased to 2d6. For an additional Force point you can use the strike to hit all opponents in a 30ft cone.
- **Improved Enhance Self (Control):** You no longer need to spend a Force point per turn to maintain the power. You instead need only spend a point to activate the power and maintain concentration. For an additional Force Point you may apply your WIS modifier to any roll that you have chosen to enhance.

- **Improved Force Sense (Sense):** For an additional Force Point you can sense the location of individuals who are invisible or hidden from sight.
- **Force Heal (Light Side, Alter):** You can use the Force to heal the wounds of others (not yourself). Each Force point spent allows you to heal 1d8 + your WIS modifier in HP to the target. The target must be touched by you in order for them to receive the effect. This also can be used to draw out poisons and diseases, but only 1 at a time for 2 Force points.
- **Force Repulse (Alter):** You project the Force out from you, pushing any opponent within 15ft of you. For 2 Force points, each target must make a STR save. If the save is failed, the target takes 2d8 damage and is pushed back a number of feet equal to the damage rolled and are prone. If they succeed they take half damage, and are pushed back half the distance of what is rolled on the dice (they also remain on their feet). You can spend another Force die to increase the dice rolled by an additional d8.
- **Mind Trick (Alter):** You can use the Force to cloud the minds of others allowing you to influence them without their realizing it. The mind trick has a few different uses.
 - **Influence Perceptions:** The power can be used to influence the perceptions of others. This allows you to create sounds and sights to fool those that you can perceive. This works like the Prestidigitation spell, except that it creates a mental illusion of the effect, and cannot be used to do some of the more physical capabilities of the spell. But because of this the power can mix both sight and sound. This can affect any target within sight, and it requires concentration to maintain. Targets must make an INT save in order to not be affected by this. Targets that possess a resistance to psychic damage are unaffected by this power.
 - **Compel:** For 2 Force points you can use the Force to compel a person's actions to follow certain directions, and concentration must be maintained while the commands are given. Those who are affected by this typically don't know that they have been affected unless something happens to contradict the compulsion. All targets within line-of-sight to the character must make a WIS save. If they fail they are compelled to follow the directions of the user, where in they can issue commands that the individual would normally not be opposed to, (we are not the adventurers you are looking for – we can go about our business – move along). If it's a command that the individual might be opposed to then for each command given they are allowed an additional saving throw. Commands given cannot include actions that would result in injury or loss of life to the individual. If such commands are given, then the effect immediately ends.
 - **Command (Dark Side):** For 2 Force points, and acquiring a Dark Side point, you can use the Compel ability to issue commands that essentially allow you to force a single target to follow your instructions, no matter what they are. The target is still allowed a WIS saving throw for each command given, but you can force them to execute themselves, fight their comrades, and so forth. Concentration must be maintained on the target however for this to continue to work.
- **Force Absorption (Control):** As a reaction you can spend 2 Force points you gain advantage on spell saving throws that do damage. If you succeed on your saving throw you are treated as if you have resistance to the spell's damage. For an additional Force point, when you successfully save against the power, you may shunt that energy to allow yourself a reactionary attack against any target within striking distance to you (you can use a Force power if desired).
- **Momentum Control (Control):** You may spend a Force point to increase your base movement by x2. Your leaping distance also is doubled. Or if falling or leaping down you may spend the Force point to reduce the fall distance proportionately thus reducing potential damage you would sustain.
- **Presence (Control):** You exude your presence in the Force allowing you to influence others in more subtle ways. For 1 Force point you gain advantage on Deception, Intimidation, and Persuasion skill checks. If you spend an additional Force point you may add your WIS bonus to the skill rolls.
- **Heal (Light Side, Control):** If you spend 2 Force points you can make use of the "Cure Wounds" spell. In the place of casting at higher levels you can expend 1 additional Force point for each level that the spell is cast at a higher level for. However, unlike the spell, the power can only be used during a short rest.

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- **Harm (Dark Side, Alter):** For 3 Force points you can inflict harm in the opposite way one would heal. With a gesture you can essentially strangle the target. Distance does not matter, but you must be able to clearly see the target. Targets must make a CON saving throw. If they succeed they take half damage, but if they fail they will take full damage. The target takes 2d12 damage from the power. Additionally, the target is unable to breath and cannot concentrate at all on the use of powers. You may also choose to maintain the power each round for 1 Force point, where the target continues to make a saving throw against the damage. You can choose not to kill the target with this power, but instead render them unconscious. For an additional Force point you use the Force to lift them into the air by their neck, this renders the target immobile, but they are still capable of fighting and defending themselves.
- **Life Sense (Light Side Sense):** For 1 Force point, and as long as you concentrate, you can sense the life forces of all things around you with the Force up to 1 mile away. While you may not know what they are, you know the locations of all beings in a 1-mile area. If something is not alive then you cannot sense it so much as an absence of life.
- **Detect Falsehoods (Sense):** For 2 Force points, and as long as you concentrate, you will know if there are illusions around you, if someone is telling a lie, or if someone has assumed a form that is not their own.
- **Battle Meld (Sense):** For 1 Force point per person you wish to affect, so long as you concentrate and can perceive them, you may grant every person affected a +1 to attack rolls and +1 to their AC (except yourself). So long as you maintain this, your allies gain the bonus.
- **Empathy (Light Side, Sense):** For 2 Force points you can empathize with any living being. The target may make a WIS saving throw. If they succeed they don't see you as a threat, but their disposition remains unchanged.
- **Move Unseen (Control):** For 3 Force points you can move as if no one can see you. This functions like the Invisibility spell, lasting 1hour as long as you concentrate. This can only affect you however.
- **Far-sight (Sense):** With the Force you can see into the past, what is happening in the present, and with the future you can catch glimpses of what could be. Use of this power requires concentration, but the character also cannot be in combat as it takes at least a minute of time to focus on using this power. While in use the character can clearly see the past and present, regardless of distance, however the future is always in motion and the character will be assailed with images of what could be. The power essentially grants guidance, to a course of action.

CALMNESS OF MIND

At 7th level your focus and calm mind grant you resistance to charms and being frightened. You have advantage on saving throws against these powers. You also can spend your action to recover a number of Force points equal to your WIS modifier +1 per 3 levels.

PEERLESS PROTECTION

At 9th level when an ally is adjacent to you, you may use your action to defend, in doing so those adjacent to you gain a +2 bonus to their AC so long as you are using your lightsaber, and are using your "Attuned Senses" to grant yourself a +2 bonus to your AC as well.

IMPROVED LIGHTSABER

At 10th level the damage dice you roll for your lightsaber increases by an additional die.

GREATER FORCE USE

At 13th level you gain the use of an additional 3 chosen Force powers from the Improved Force Use list.

FORCE MEDITATION

At 14th level you gain the skill to meditation with the Force. Instead of taking a long rest the Jedi may meditate for half the time to gain the same benefits. If meditating as part of a short rest, the Jedi may recover an additional Force point.

FORCE AWAKENING

At 15th level you are aware on a day to day basis of the ebbs and flow of the Force. You cannot be the subject of a surprise attack, and you are aware of danger in your vicinity (within 180ft), though you won't know if it is directed at you or not). More over if a person dies while you are around you will sense their death through the Force.

MASTERS POWER

At 18th level your powers in the Force are at their height. You may select an additional 3 powers either from the Improved Force Use list, or you may select 3 from the following list.

- **Force Negation (Light Side, Alter):** You can use the Force to negate any one spell (or Force Power) that you are aware of that is being cast, or is on an area (excluding enchantments). You may expend a number of Force points equal to the spells level, or those used in the Force Power, to negate the effect. You must make an attack roll against the saving throw of the spell/power, or its attack roll. If you succeed the effect is negated, if you fail the effect is diminished doing half its intended effect.
- **Greater Force Kinetics (Alter):** Your telekinetic powers are at their peak. The amount you can lift can be doubled for each Force point you spend in addition to the base requirements. If used to strike with the already doubled dice double a second time.
- **Domination (Dark Side, Alter):** This powerful Dark Side Force power requires training, unlike other Dark Side powers (see The Dark Side for more details). Domination works similar to Mind Trick except that the effect has you completely dominating the mind of another. The target must make a WIS save. If successful they are able to ward off the Domination...however if they fail they are not the puppet of the Jedi, and they can be commanded to do anything, even things they would be morally opposed to doing. Each turn they act against their will they may make a WIS save to break free. This affects only 1 target that you can perceive and who can perceive you. The base cost is 5 Force points, plus you may spend an additional number of Force points to increase the DC of the roll while the target is dominated by 1 point per Force point spent. Each time they fail a save however the DC reduces by 1.
- **Force Lightning (Dark Side, Alter):** This powerful Dark Side Force power requires training, unlike other Dark Side powers (see the Dark Side for more details). For 5 Force points you can unleash Force Lightning from your fingertips. This deals 8d8 Necrotic damage, that inhibits any regeneration, and leaves the target stunned until the start of your next turn. Targets may make a DEX saving throw for half damage, and Jedi can deflect it. If they fail the save they take the full damage and are stunned. The power can be used to target an individual or a 30ft cone. Use of this power gives an immediate Dark Side point.
- **Force Enlightenment (Light Side, Control):** Through the Force you can awaken a broader world to those you choose to. A single chosen target can have their senses temporarily awakened to the Force. For 1hr the person has 3 Force points (that don't recover) and can spend 1 Force point to grant you either advantage on your next WIS based skill rolls, or you gain a +2 to Defense until the start of your next turn. To use this the character needs at least a short rest to temporarily awaken the person to the Force.
- **Battle Meditation (Control):** For 5 Force points you can enter a battle meditation. In this state you have advantage on all attack rolls you make while you concentrate. You can spend an additional Force point to add a +2 to your Defense, or you can do an additional die of damage (equal to the weapon you're using). While in the battle meditation you are immune to charms, intimidation, and fear effects so long as you maintain your concentration.
- **Force Armor (Control):** For 3 Force points you gain resistance to harm as long as you concentrate. While this is active you have resistance to Slashing, Piercing, and Bludgeoning damage. For 1 additional Force point (or more) you can gain resistance to an additional damage source type.

FORCE STANCE

At 19th level the character's strength in the Force allows them to better control their destiny and where they stand in the Force. You gain one of the following traits depending on your stance toward the Light Side or Dark Side of the Force.

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Note that if your stance in the Force shifts from Light to Dark, you lose the use of the feature until your stance can shift back.

- **Champion of the Light:** You are resistant to the pull of the Dark Side, and oppose evil. When fighting Dark Side Force users, or evil opponents, one of your attacks can be made with advantage – once per turn.
- **Defender of the Light:** You stand against the tide of darkness and corruption of the world. On your turn, choose one of your saves that you can have advantage on.
- **Seeker of Balance:** You stand in neither Light nor Darkness for both are at balance in you. You are not susceptible to the pull of the Light or Dark Side of the Force and are immune to actions that would incur a Light or Dark side point (including if one is forced on you). However, you cannot use Force powers that are aligned with either side of the Force. When targeted by Light or Dark side powers you are treated as if having resistance to them, this includes helpful Force powers.
- **Corrupter in the Dark:** You have fallen into darkness and through the dark you can corrupt the hearts of others. You can force an opponent who is within 30ft of you to make a WIS save. If they fail, they gain 1 Dark Side point if they are susceptible to the pull of light and darkness in the Force, and they are at disadvantage on their next attack roll. Those who are good aligned however just suffer the disadvantage. If they make their save you cannot use this against them again until you have taken a long rest.
- **Marauder in the Dark:** You are a ravager, a brutal warrior for the Dark Side. If you roll a natural 19 or 20 on your attack roll it is a critical hit. If attacking a Light Side or Good aligned opponent, you may add an additional die of damage to the critical hit equal to that of the weapon you are using.

MASTER FORCE USE

At 20th level you gain the use of an additional 2 Force powers from either the Improved Force Use list, and 1 power from the Master Power list.

KNIGHTS DEDICATION

Upon reaching 3rd level, you must choose a path upon which to commit yourself as you move from “Padawan” to “Knighthood.” These dedications are: Path of the Guardian, Path of the Consular, path of the Sentinel, and Path of the Sith. Your dedication grants you features at 3rd, 6th, 11th, and 17th levels.

PATH OF THE GUARDIAN

Jedi who follow the Path of the Guardian are defenders of others. They learn to defend themselves and others while leading others into openings that they can take advantage of.

GUARDIAN'S COUNTER

Starting at 3rd level you learn to lead your opponent's attacks into an opening for you to strike at. If your opponent misses an attack roll you may use your reaction to make an immediate counter attack at advantage. You may also spend a Force point instead of taking a reaction to make use of this if desired.



INSIGHTFUL REFLEXES

At 6th level you your senses in the Force allow you to sense what is going to happen moments before it will. You cannot be the subject of a surprise attack and may act normally if this occurs. Additionally, you have advantage on DEX saving throws against effects that you can and cannot see. Thus your attuned senses can cancel out penalties for being blinded, fighting an invisible target, as well as assisting you in dealing with traps and spells. This does not allow you to know if something is there, just that when something is about to happen you become aware of the danger and where it is coming from.

GUARDIAN'S STRIKE

At 11th level your ability to strike an opponent is guided by the Force. For one of your attacks, you may add an additional die equal to that of the weapon you are using to your roll.

MASTER GUARDIAN

At 17th level the guardian is a master of the Force and how it is used for defense of one's self and others. As a bonus action, you can do one of the following:

- **Master Deflection:** When using the Lightsaber Deflection feature you may roll d12's instead of d10s when using a lightsaber (roll d8's if using any other weapon). You may also use this to protect adjacent allies as well.
- **Yielding Strike:** When you hit an opponent with a melee attack and do damage you may, as a bonus action, demand that they surrender. The opponent must be able to understand you for this to work. You may make either a Persuasion or Intimidation roll (depending on the circumstance and how you approach them). The roll is at advantage. If you succeed the opponent will yield, surrender, or flee. If you fail the roll then the opponent simply continues to act normally. However, if you or anyone in your party attacks the opponent after this, the opponent's next attack roll is at an advantage.
- **Inspire:** Your presence can reassure and inspire your allies. As a bonus action you may spend a Force point (per person) to grant all of your allies a 1d4 inspiration die to use on one d20 roll on their turn. This lasts until the end of the encounter, and cannot be used again until a short rest is taken.

PATH OF THE CONSULAR



Jedi who follow the Path of the Consular are diplomats. They learn many things other Jedi do not, and prefer diplomacy over violence.

CONSULAR STUDIES

At 3rd level you are more capable and studied than other Jedi, and you have learned to apply your knowledge. When making an INT skill roll, you may add your WIS modifier to the roll made. You may also choose 1 additional INT based skill to have as a class skill.

AGGRESSIVE NEGOTIATIONS

At 6th level you can use a bonus action to make an Intimidation, Deception, or Persuasion skill roll. You may add your WIS modifier as a bonus to the skill roll. Out of combat you may apply the same bonus to your rolls. For 1 Force point you can grant yourself advantage on the roll as well.

CALMING INFLUENCE

At 11th level your presence never comes across as anything but calm. You have advantage on saves vs. fear. Additionally, animals that are not provoked into attacking will treat you as a friend. For a Force point you may force animals that are aggressive toward you to make a WIS save. If they fail, they calm and will leave you alone if possible. If they succeed, then their aggressive attitude continues.

MASTER CONSULAR

At 17th level your diplomatic skills and mastery of the Force are at their best. You may choose either Deception, Intimidation, or Persuasion to be a class skill. You may also select 2 additional Force powers that you do not already possess.

PATH OF THE SENTINEL

Jedi who follow the Path of the Sentinel are silent protectors. They learn to do what other Jedi do not, to use subterfuge and precise action to deal with a problem.

HIDE IN PLAIN SIGHT

At 3rd level you gain the ability to hide in plain sight. First the Stealth skill is a class skill for you if it is not. For 1 Force point you may make a Stealth roll even if you do not have concealment. The only requirement is that a way to conceal yourself must be present. This can be as simple as staying behind someone or making use of a chaotic environment. Once concealed it can be maintained as long as you make a Stealth roll each time you move.

CONCEALED STRIKE

At 6th level whenever you are concealed, or otherwise hidden from view, you may add +1d6 to one of your attack rolls, with an additional +1d6 per 4 levels. For 1 Force point you can make use of this anytime you have advantage on the attack roll, or when an ally or enemy of the target is within 5ft of the intended target. If you are at a disadvantage to your attack roll you cannot use this.

FORCE STEALTH

At 11th level you have learned to use the Force to completely conceal your presence. If you do not already possess it, you get the use of the Move Unseen Force power. If you already possess the power, then its use may last an additional hour. You also may reduce the Force point cost of the power by 1pt.

MASTER SENTINEL

At 17th level you are a master of your art. You may reduce the Force point cost of Move Unseen by an additional point. You also gain the use of the Mind Trick power if you do not already possess it. If you do possess the power then its cost is reduced by 1, and you may add double your WIS Mod to the saving throw for the power.



PATH OF THE SITH

Jedi can fall from grace and those that do often go down the path of the Sith. The accumulation of power for one's own wants and desires is what drives a Sith onwards. Those who set upon this path often take the title of "Darth" as well as a secondary name, often one that has some meaning to the character but is typically



LET THE HATE FLOW

At 3rd level you learn to channel your hatred for power. For 1 Force point you may mark a specific individual who is the source of your hate. While fighting this target you do an additional 1d6 damage, and have advantage on Intimidation rolls made against them.

FEAR THY POWER

At 7th level you learn to channel the fear of others and draw power from it. You may make an Intimidation skill roll as a bonus action. If successful, each target that is affected allows you to draw strength from them. Each person affected allows you to recover 1 Force point. Once intimidated, you cannot recover more Force points again in this manner from the same person(s).

SUFFER MY TOUCH

At 11th level you learn to inflict suffering upon others. By channeling the Dark Side into your touch you can inflict immense pain on whom ever you touch. Make an attack roll against the target. If successful, the target must make a CON saving throw. For 1 Force point you can roll 2d8 damage with an additional 1d8 per Force die spent (up to 5 Force points permitted to be spent). On a failed save the target takes the afore mentioned damage, plus on each turn they take the same damage, just minus 1 dice until all the damage is gone. On each of their turns they are allowed to make a CON save as well. For each CON saving throw they make the damage is halved. Once used on a target you cannot use it again on the same target until the previous effect has faded and a short rest has been taken.

BREACHING MY CHAINS

At 17th level you have found that the Dark Side has freed you from the limitations of power that one expects. You gain immunity to Charms, and Fear effects. Additionally, you can unleash the Dark Side of the Force into a person, clouding their judgment and making them susceptible to your own charms. This can only target one person at a time. The target must make WIS saving throw. If they fail they become susceptible to suggestion, suffering a disadvantage to WIS, INT, and Charm saving throws. If targeted by a Dark Side force power the target is treated as if they had a weakness to it.

LIGHT SIDE vs. DARK SIDE

For Jedi, there is a balance between the light and dark side of the Force. The light serves for knowledge and defense, which includes defending themselves. The dark side however is for the pursuit of personal power and harming others. Those that fall to darkness who are Jedi are known as Sith. For a Jedi and other Force users, there is a risk of falling to the dark side. When characters make use of the Force they determine whether or not they will use it for light or darkness. In some cases, the pull of the dark side is stronger than what one can resist.

When the character uses a Force point for their powers they may choose to use it for the dark side. In using a power for the dark side, the damage is increased by 1 die, or the saving throw required by the target is increased by 2. However,

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when a Force point is spent in this manner it draws the person closer to falling to the dark side and becoming corrupted. On the other hand, following the light is not so simple either. When a Force point is spent to call upon the dark side, or to use a dark side power the Jedi must make a WIS saving throw. If they fail the save, then they begin their shift to the dark side. This gives the character a Dark Side score of 1 point for the first time this happens. Once a score of 5 is gained the character's destiny is now entwined with the dark side. Using light side Force powers becomes difficult increasing the Force point cost by 1 for them. If another 5 points is earned to have a score of 10, the character has fallen to the dark side. The benefit of using a Force point to call on the dark side is no longer available, and one cannot use light side Force powers again.

However, for one who has gained a dark side score there is still hope. In order remove a dark side point the character must either perform a heroic act that would benefit the light. Or they can refuse to use anything but the bare minimum of their Force abilities, nothing that requires a Force point expenditure for a number of days equal to their dark side score. After that time the score is reduced by 1 point. Those who have fallen to the dark side and wish to remain there can no longer advance in any of the Knights Dedication except with the Path of the Sith. If this happens any features previously gained may be swapped out for those for the new path. Once fallen to the dark side the character's alignment also changes, but to "evil". This is due to the dark side's corruption upon them and the shift in personality that often comes with the fall. Finally, the act of self-sacrifice can possibly wipe the slate clean, allowing the character to once again have a dark side score of 0...but this technically should be an act that would cost the character their life; though there are ways of surviving death – including being lucky.