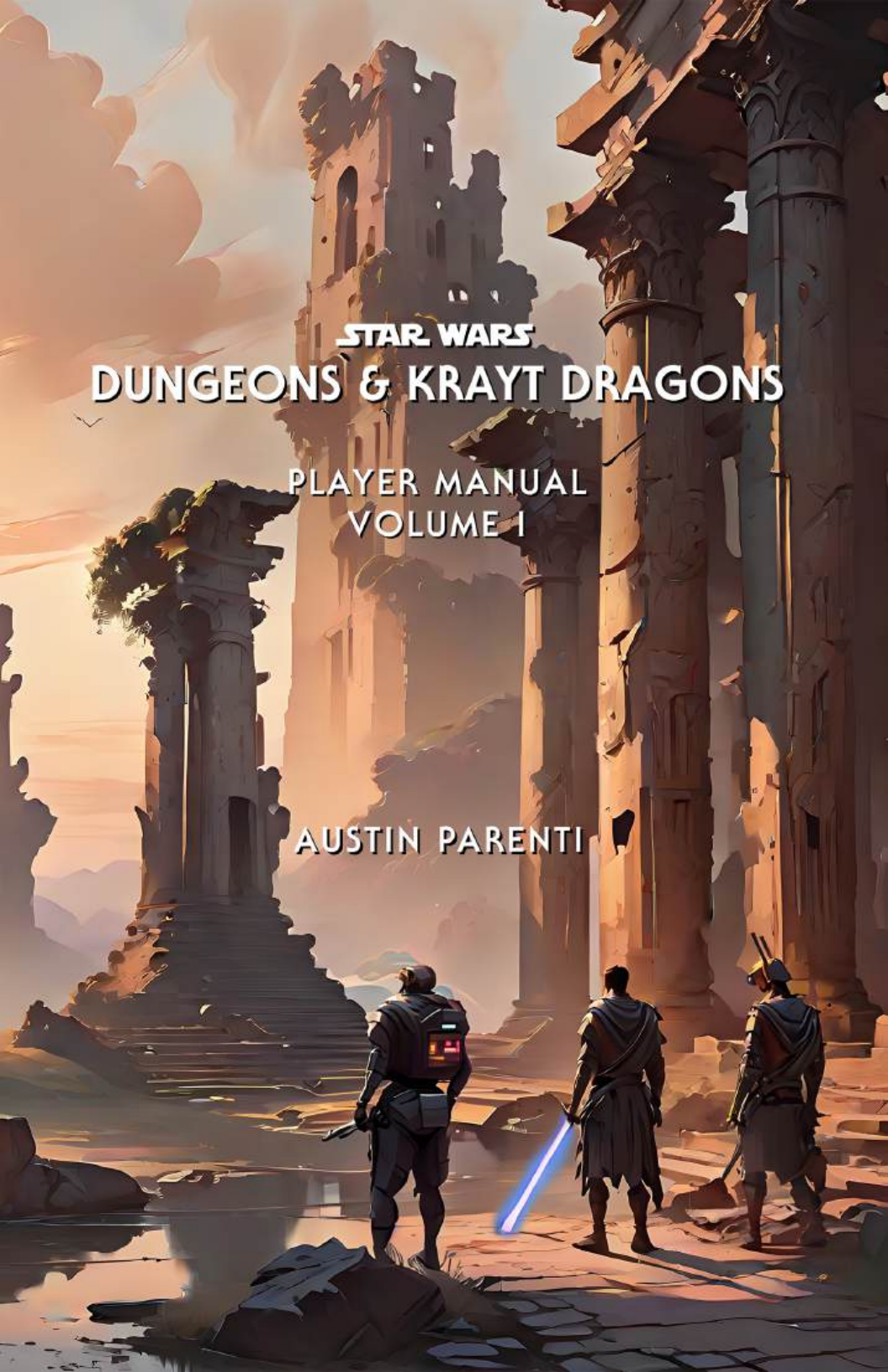


The background of the cover is a digital painting of a desolate, ancient landscape. In the foreground, three figures stand on a rocky, uneven ground. On the left, a figure in dark, tactical armor with a red-lit backpack looks towards the ruins. In the center, a figure in a grey robe holds a glowing blue lightsaber. On the right, a figure in a grey robe and a helmet with a long plume looks towards the ruins. The middle ground is dominated by several large, weathered stone columns and a tall, crumbling tower in the background. The sky is a mix of orange, yellow, and blue, suggesting a sunset or sunrise. The overall mood is one of mystery and adventure.

STAR WARS DUNGEONS & KRAYT DRAGONS

PLAYER MANUAL
VOLUME 1

AUSTIN PARENTI

DUNGEONS and KRAYT DRAGONS
P L A Y E R M A N U A L
V O L U M E I

AUSTIN PARENTI

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INTRODUCTION

Welcome to this fan made role playing game, inspired by Dungeons & Dragons, and set in the Star Wars universe. This adaptation aims to bring fans childlike wonder as they immerse themselves in an authentic and fun Star Wars experience.

To that end, you will find that combat here differs slightly from Dungeons & Dragons and other Star Wars games. Lightsabers and certain blaster rifles have a maximum damage output equal to average humanoid hit points, meaning one-shot kills are possible (as they are in the Star Wars films). Additionally, lightsabers, being an offensive and defensive weapon, add to a force-user's armor class.

We acknowledge this approach to combat is new, challenging, and likely unbalanced. If you have any recommendations for balancing the game, please contact the adapter with your suggestions.

Sincerely yours,
Austin Parenti

DUNGEONS AND KRAYT DRAGONS

FORCE USERS

Force users are functionally two subclasses, labeled as four with respect to their faction. The Dungeon Master and players may choose to start as unspecialized Jedi/Sith and earn their subclasses at an early level. Otherwise, this manual assumes specialization from the start.

Armor: Force users wear light robes to increase their flexibility; their armor class comes from their lightsaber.

Force Sense: All force users can use the force to enhance an ability check of their own or a party member twice per short rest or thrice if in True Affinity (see below). Prior to making the check, roll a d20 + (WIS). If the outcome is greater than ten, the player succeeds and may make their ability check roll with advantage.

Force Levitate: All force users can levitate objects. At level one, they can lift anything half their character's approximate weight. Each level doubles their load capacity. When force users band together to move one object, add 50% of their combined capacity to their total. Force users may hurl objects at enemies as a levitation strike. When using force levitate, the force user cannot move. If he/she is knocked over while levitating, the object drops.

PLAYER MANUAL

Alignment: Throughout the campaign, moral decisions will result in the Dungeon Master awarding players light side or dark side points. True Affinity is when players earn five-hundred points toward the dark or light side. When using a force power in True Affinity, the power grows stronger. When using a force power against True Affinity, players must roll with disadvantage for damage/effect.



DUNGEONS AND KRAYT DRAGONS

Jedi Guardian/Sith Warrior

The Jedi Guardian/Sith Warrior (herein referred to as Guardian) is a melee-focused class, specializing in lightsaber combat. Their proficiency in the blade grants them higher accuracy than the Consular, even when using two blades or a double-bladed saber.

Force Powers: The Guardian receives one force power at level one and earns one more every other level. They can use force powers in combat a total of once times their current level. For example, a level three Guardian may use force push twice and force heal once in a single combat instance.

Force Ultimates: The Guardian receives one force ultimate at level four and one at level eight. They can use an ultimate once per long rest. At level eight, they may use two ultimates per long rest.

Special Ability: The Guardian can leap 30 feet in any direction (or vertically). They can use this move in combat in conjunction with their lightsaber as a Leaping Strike. This does not use one of the Guardian's force power slots.

Hit Points: Roll a d10 and add 18 + (CON) for starting hit points. For following levels, add d6 + (CON).

PLAYER MANUAL

Combat – Guardian

WEAPON	RANGE	AC	HIT/DC	DAMAGE
Lightsaber	5 ft	17	+5	1d12 + (DEX & STR)
Dual-Sabers	5 ft	18	+1	2d12 + (DEX)
Double-Bladed	5 ft	16	+3	2d10 + (DEX)
Leaping Strike	30 ft	-	+7	1d12 + (STR)
Unarmed Strike	5 ft	-	+2	1 + (STR)
Levitation Strike	25 ft	-	+6	1d10 + (WIS)

Movement – 30 ft, Force Leap, Get Up, Levitate

Action – Attack, Use Force, Use Object, Disengage, Hide, Dash, Force Leap

Bonus Action – Determined by Species

Opportunity Attack (if foe is knocked over or fleeing in range)

DUNGEONS AND KRAYT DRAGONS

Jedi Consular/Sith Inquisitor

The Jedi Consular/Sith Inquisitor (herein referred to as Consular) is a force-focused class, specializing in force combat and support. Their proficiency in the force results in less-accurate lightsaber combat, especially with two sabers or a double-bladed saber.

Force Powers: The Consular receives two force powers at level one and earns one per level. They can use force powers in combat a total of two times their current level. For example, a level three Consular may use force push four times and force heal twice in a single combat instance.

Force Ultimates: The Consular receives one force ultimate at level two and one at level 4. They can use two ultimates per long rest. At level eight, they may use four ultimates per long rest.

Special Ability: The Consular can use the force to stealth by enemies, who must make a perception check of +14 when the Consular is within 15 feet. If the perception check succeeds, stealth is broken. The Consular can use this power in conjunction with their lightsaber as a stealth strike. This does not use one of the Consular's force powers. Stealth can only be entered when hidden or out of range of an opponent. Attacking or healing ends stealth.

Hit Points: Roll a d10 and add 16 + (CON) for starting hit points. For following levels, add d4 + (CON).

PLAYER MANUAL

Combat – Consular

WEAPON	RANGE	AC	HIT/DC	DAMAGE
Lightsaber	5 ft	17	+2	1d12 + (DEX & STR)
Dual-Sabers	5 ft	18	-2	2d12 + (DEX)
Double-Bladed	5 ft	16	0	1d20 + (DEX)
Stealth Strike	5 ft	-	+7	2d12 + (WIS)
Unarmed Strike	5 ft	-	+2	1 + (STR)
Levitation Strike	25 ft	-	+5	1d10 + (WIS)

Movement – 35 ft, Get Up, Levitate

Action – Attack, Use Force, Use Object, Disengage, Hide, Dash, Force Stealth (if hidden)

Bonus Action – Determined by Species

Reaction – Opportunity Attack (if foe is knocked over or fleeing in range)

DUNGEONS AND KRAYT DRAGONS

Force Powers

POWER	RANGE	HIT/DC	DAMAGE/EFFECT	TRUE AFFINITY
Heal	30 ft	-	In combat, heal others or self 1d20 + (WIS) Outside combat, heal others or self 3d20 per short rest Light side exclusive	Double dice thrown
Speed	Self	-	On your next turn, triple movement, or attack thrice Light side exclusive	Quadruple movement or attack four times
Shield	30 ft	+3	Shield others or self, temporarily raising hit points until combat ends 1d20 + (WIS)	Double dice thrown 2d20 + (WIS)
Stasis	30 ft	+3	Freezes enemy for two turns; if opponent makes WIS saving throw of 10 or greater, only stunned for one turn	Freezes for three turns; if opponent makes saving throw, only stunned for two turns
Push	30 ft	+5	Pushes enemy 15 ft, knocking them to the ground, taking 1d4 damage	Pushes enemy desired distance up to 30 ft, knocking them to the ground, taking 1d8 damage

PLAYER MANUAL

Force Powers

POWER	RANGE	HIT/DC	DAMAGE/EFFECT	TRUE AFFINITY
Pull	30 ft	+5	Pulls enemy 15 ft, knocking them to the ground, taking 1d4 damage	Pulls enemy desired distance up to 30 ft, knocking them to the ground, taking 1d8 damage
Saber Throw	30 ft	+3	Hurls saber, doing blade's standard damage	Double range 60 ft
Lightning	20 ft	+5	1d10 + (WIS); foe must make a CON saving throw of 14 or be stunned next turn	Increase damage 2d12 + (WIS)
Choke	20 ft	+3	1d12 + (WIS); foe must make a WIS saving throw of 10 or be stunned next turn	Roll to hit with advantage; foe must make a WIS saving throw of 15 or be stunned next turn
Rage	30 ft	-	Enrage others or self, temporarily raising damage till combat ends 1d6 + (WIS)	Roll with advantage
Drain	30 ft	+4	Transfer opponent's hit points to you 1d10 + (WIS)	Increase damage 1d20 + (WIS)

DUNGEONS AND KRAYT DRAGONS

Force Ultimates

POWER	RANGE	HIT/DC	DAMAGE/EFFECT	TRUE AFFINITY
Battle Meditation	40 ft	-	1d6 + (WIS) damage buff to allies and self, plus roll to hit with advantage Light side exclusive	Increase buff 1d12
Cure	40 ft	-	Restore health of allies and self by 2d20 + (WIS) Light side exclusive	Cleanses debuffs
Storm	30 ft	+8	1d12 + (WIS) on up to 8 foes, who must make a CON saving throw of 14 or be stunned next turn Dark side exclusive	Increase damage 2d12 + (WIS)
Insanity	30 ft	+8	Up to 8 foes must make a WIS saving throw of 14 or be stunned for two turns Dark side exclusive	Foes must make a WIS saving throw of 18 or be stunned for two turns
Wave	30 ft	+8	Knocks up to 8 foes 15 ft back, each taking 1d8 + (WIS)	Increase damage 1d12 + (WIS)

PLAYER MANUAL

OTHER FORCE POWERS: Consult Star Wars lore for other force powers and, if desired, work with the Dungeon Master to incorporate them into your character and campaign.



DUNGEONS AND KRAYT DRAGONS

BLASTER USERS

Bounty Hunter

The Bounty Hunter (herein referred to as Hunter) is a ranged class specializing in blasters and gadgets. Their combination of heavy weapons and armor make them a jack-of-all trades with few weaknesses.

Armor: Starting with Heavy Armor, the Hunter begins with 16 Armor Class.

Hit Points: Roll a d10 and add 20 + (CON) for starting hit points. For following levels, add d8 + (CON).

Alignment: Hunters must keep track of their alignment; Their alignment may change the course of conversation among NPC Force Users.

Gadgets: The Hunter begins with one gadget and earns a new gadget each level. They may use each gadget once per combat instance. Using an action to reload a specific gadget allows it to be used again.

Special Ability: Roll with advantage on all intimidation checks.

PLAYER MANUAL

Combat – Bounty Hunter

WEAPON	RANGE	HIT/DC	DAMAGE
Blaster Pistol	30 ft	+6	1d8 + (6 + DEX)
Dual Blasters	30 ft	+3	2d8 + (2 + DEX)
Blaster Carbine	35 ft	+4	1d8 + (8 + DEX)
Sniper	40 ft	+7	1d10 + (8 + DEX)
Vibrosword	5 ft	+7	1d10 + (STR) (Add +2 AC against melee opponents)
Unarmed Strike	5 ft	+2	1 + (STR)

Special Shot – Power: Subtract 4 from Hit/DC, add 5 to overall damage

Special Shot – Critical: Add 4 to Hit/DC, subtract 5 from overall damage

Sniper Note – When wielding a sniper, roll with disadvantage when attacking targets less than 20 ft away.

Movement – 30 ft, Jetpack 50 ft, Grappling Hook 40 ft, Get Up

Action – Attack, Use Gadget, Use Object, Reload, Change Weapon, Disengage, Hide, Dash

Bonus Action – Determined by Species

Reaction – Opportunity Attack (if foe is knocked over or fleeing in range)

DUNGEONS AND KRAYT DRAGONS

Hunter Gadgets

GADGET	RANGE	HIT/DC	DAMAGE/EFFECT
Flamethrower	10 ft	+5	Burn up to two enemies 1d6; foes must make CON saving throw of 12 or suffer from 3 damage-over-time until a successful CON saving throw
Wrist-rocket	25 ft	+5	1d12 + 8
Missile	25 ft	+4	1d12 + 4 on target, half damage on all characters within 15 ft
Stun Shot	15 ft	+5	Stuns foe for two turns; only one turn if foe makes a CON saving throw of 14
Jetpack	50 ft	+4	Rocket into foe, punching or kicking for 1d8 + STR
Grappling Hook	40 ft	+5	Pulls enemy 25 ft, knocking them to the ground, taking 1d6 damage
Kolto Shot	20 ft	-	In combat: heals for 1d20 + INT, outside combat: 3d20 + INT per short rest; distribute across party as you see fit
Death from Above (requires wrist-rocket and jetpack)	30 ft	+6	Flies 15 ft in the air, loosing wrist rocket and a flurry of shots for 1d12 +10 damage and half damage on foes within 15 ft of target. Usable once per combat encounter.

PLAYER MANUAL

OTHER HUNTER GADGETS: Consult Star Wars lore for other tech and gadgets, and, if desired, work with the Dungeon Master to incorporate them into your character and campaign.



DUNGEONS AND KRAYT DRAGONS

Smuggler/Agent

The Smuggler/Agent (herein referred to as Smuggler) is a ranged class specializing in blasters and demolition. Their combination of light weapons and armor make them a hit-and-run support class.

Armor: Starting with Light Armor, the Smuggler begins with 12 Armor Class.

Hit Points: Roll a d10 and add 15 + (CON) for starting hit points. For following levels, add d4 + (CON). When leveling, Smugglers may distribute their hit points to their Support Droid.

Alignment: Smugglers must keep track of their alignment; Their alignment may change the course of conversation among NPC Force Users.

Demolitions: Smugglers begin with one grenade and one mine, earning a new explosive each level. They may use each grenade-type once per combat instance. Using an action to reload a specific grenade allows it to be used again.

Mines must be planted out of combat or when hidden. When enemies enter an area with a planted mine (or if a hidden Smuggler plants a mine in the midst of combat), enemies immediately make a perception check. If they roll a 14 or higher, the mine is detected.

PLAYER MANUAL

Support Droid: Aiding the Smuggler is a support droid; players may choose the exact classification. It has an Armor Class of 12 and, at level one, 14 hit points. The Support Droid may be ordered/controlled by the Smuggler or Dungeon Master. The Support Droid has a movement of 20 feet.

Cover Mechanic: When taking reasonable cover, Smugglers gain 5 AC.

Combat – Smuggler

WEAPON	RANGE	HIT/DC	DAMAGE
Blaster Pistol	30 ft	+6	1d8 + 8 + (DEX)
Dual Blasters	30 ft	+3	2d8 + 4 + (DEX)
Support Droid	20 ft	+4	1d8
Vibro dagger	5 ft	+6	1d8 + (STR & DEX)
Unarmed Strike	5 ft	+2	1 + (STR)

Special Shot – Rapid Fire: If within 15 ft, add 2 to Hit/DC and add 3 to damage, usable twice per combat.

Movement – 40 ft, Get Up

Action – Attack, Use Grenade, Use Object, Reload, Change Weapon, Disengage, Hide, Dash

Bonus Action – Take Cover, Leave Cover, (Additional Determined by Species)

Reaction – Opportunity Attack (if foe is knocked over or fleeing in range)

DUNGEONS AND KRAYT DRAGONS

Grenades

GRENADE	RANGE	HIT/DC	DAMAGE/EFFECT
Frag Grenade	25 ft	+6	1d12 + (INT + DEX) on target, half damage on all characters within 15 ft; foes must make a DEX saving throw of 12 or be knocked back and down 5 ft
Sonic Grenade	25 ft	+5	1d8 + (INT) on target, half damage on all characters within 15 ft; double damage to droids
Cryo Grenade	25 ft	+4	Stuns foe for two turns; only one turn if foe makes a CON saving throw of 13
Poison Grenade	25 ft	+5	Deals 4 damage every turn until foe makes a CON saving throw of 14
Bacta Grenade	25 ft	-	Heals all targets in 15 ft radius by 1d12 + (INT)
Thermal Detonator	35 ft	+7	Must be purchased: 1d20 + (DEX + INT) on all targets in 25 ft radius

PLAYER MANUAL

Mines

MINE	RANGE	HIT/DC	DAMAGE/EFFECT
Frag Mine	-	-	1d12 + 6 on target, half damage on all characters within 15 ft; foes must make a DEX saving throw of 17 or be knocked back and down 5 ft
Fire Mine	-	-	Deals 1d6 damage immediately and 3 every turn after until foe makes a CON saving throw of 13
Bacta Bomb	-	-	Heals all targets in 15 ft radius by 1d20 + INT



DUNGEONS AND KRAYT DRAGONS

SKILLS

Acrobatics	DEX	Your Dexterity (Acrobatics) check covers your attempt to stay on your feet in a tricky situation, such as when you're trying to run across a sheet of ice.
Athletics	STR	Your Strength (Athletics) check covers difficult situations you encounter while climbing, jumping, or swimming.
Creature Handling	WIS	When there is any question whether you can calm down a domesticated animal, keep a mount from getting spooked, or intuit an animal's intentions.
Deception	CHA	Your Charisma (Deception) check determines whether you can convincingly hide the truth, either verbally or through your actions.
Force Lore	WIS	Your Wisdom (Force Lore) check measures your ability to recall lore about the force, holocrons, Jedi/Sith symbols, traditions, the planes of existence, etc.
Galactic Lore	INT	Your Intelligence (Galactic Lore) check measures your ability to recall lore about historical events, legendary people, ancient civilizations, and planets.
Insight	WIS	Your Wisdom (Insight) check decides whether you can determine the true intentions of a creature, such as when searching out a lie or predicting someone's next move.

PLAYER MANUAL

Intimidation	CHA	When you attempt to influence someone through overt threats, hostile actions, and physical violence.
Investigation	INT	When you look around for clues and make deductions based on those clues, you make an Intelligence (Investigation) check.
Treat Injury	WIS	A Wisdom (Treat Injury) check lets you try to stabilize a dying companion or diagnose an illness.
Technology	INT	Your Intelligence (Technology) check measures your ability to repair machinery, pick doors open, and operate or hack complex computers.
Piloting	INT	Your Intelligence (Piloting) check measures your ability to operate and navigate starships, speeders, and other heavy mechs.
Perception	WIS	Your Wisdom (Perception) check lets you spot, hear, or otherwise detect the presence of something. It measures your general awareness of your surroundings and the keenness of your senses.
Performance	CHA	Your Charisma (Performance) check determines how well you can delight an audience with music, dance, acting, storytelling, or some other form of entertainment.

DUNGEONS AND KRAYT DRAGONS

Persuasion	CHA	When you attempt to influence someone or a group of people with tact, social graces, or good nature, the GM might ask you to make a Charisma (Persuasion) check.
Sleight of Hand	DEX	Whenever you attempt an act of leg- erdemain or manual trickery, such as planting something on someone else or concealing an object on your person, make a Dexterity (Sleight of Hand) check.
Stealth	DEX	Make a Dexterity (Stealth) check when you attempt to conceal yourself from enemies, slink past guards, slip away without being noticed, or sneak up on someone without being seen or heard.
Survival	WIS	Make a Wisdom (Survival) check to follow tracks, hunt wild game, guide your group through frozen wastelands, identify signs that owlbears live nearby, predict the weather, or avoid quicksand and other natural hazards.

PLAYER MANUAL

SPECIES

Human



The most common species in the galaxy, humans are thought to have originated on Corellia or Coruscant. Being the most common, they are the standard by which all other species advantages are compared.

Languages: Galactic Basic & Huttese (+2)

Proficiencies: Insight & Persuasion

Species Ability: Adaptability – Choose one biome and, when in it, roll with advantage on INT checks.

DUNGEONS AND KRAYT DRAGONS

Cyborg



Cybernetic augmentation is an invasive process that changes a being's brain functions and physiology in significant ways, so much so that it is irreversible. Cyborg Humans are the most common denomination.

When creating a Cyborg character, work with your Dungeon Master to add relevant, balanced traits.

Languages: Galactic Basic, Astromech, & Original Species Language(s)

Proficiencies: Customize with Dungeon Master

Species Ability/Bonus Action: Customize with Dungeon Master. Options may include scanning, super-leaping, super-strength, self-destruct, etc.

PLAYER MANUAL

Rogue Droid (+3 Int, -3 Cha)



Rogue Droids are battle bots who, through extenuating circumstances, lost their restraining bolt and other restrictive processing faculties, allowing them to function as “free” beings.

Languages: Fluent in all common forms of communication

Proficiencies: Galactic Lore, Technology, and Piloting

Bonus Action: Robotic Strike – Unarmed strike your foe, dealing d10 + STR

DUNGEONS AND KRAYT DRAGONS

Chiss
(+2 Int, -2 Cha)



Clever, proud, familial, and loyal, Chiss are a rare species with a long history in the Sith Empire.

Languages: Galactic Basic, Cheunh, & Sith, (+3)

Proficiencies: Stealth

Bonus Action: Piercing Eyes – Distract any foe once per combat instance by rolling a CHA check of 12. A successful roll lowers an opponent's AC by 5 for the next turn.

PLAYER MANUAL

Twi'lek (+2 Cha, -2 Wis)



Twi'leks are considered one of the most common species in the galaxy; they sport a pair of long appendages called lekku.

Languages: Galactic Basic, Huttese & Twi'leki (+3)

Proficiencies: Performance & Survival

Species Ability: Twi'leks can use their lekku to communicate silently and stealthily with other Twi'leks.

DUNGEONS AND KRAYT DRAGONS

Zabrak
(+2 Str, -2 Dex)



Independent, proud, and carnivorous, most Zabrak have distinctive horns atop their heads, as well as two hearts. Although most Zabraks live on Iridonia, some settled on the planet Dathomir.

Languages: Galactic Basic & Zabraki (+4)

Proficiencies: Survival, Force Lore, & Intimidation

Bonus Action: Enduring Run - Their two hearts allow them enhanced endurance and speed, adding dash as a bonus action.

PLAYER MANUAL

Nautolan
(+2 Con, -2 Int, -2 Wis)



From the planet Glee Anselm, Nautolans are amphibious and adapted to survive in harsh environments. Nautolan society is largely peaceful.

Languages: Galactic Basic & Nautila (+2)

Proficiencies: Survival, Creature Handling, & Athletics

Species Ability: In water, movement doubles and attack rolls gain advantage.

DUNGEONS AND KRAYT DRAGONS

Sith Pureblood
(+2 Con, +2 Str, -2 Int, -2 Cha)



From Korriban, the Sith are a red-skinned species with tendrils, susceptible to using the dark side of the Force.

Languages: Galactic Basic & Sith (+1)

Proficiencies: Deception, Force Lore, & Intimidation

Species Ability: Double all dark side points earned.

PLAYER MANUAL

Duros
(+2 Dex, +2 Int, -2 Con)



Adventurous and intelligent, the Duros are a humanoid species common in the galaxy, native to the planet Duro. Notable Duros include bounty hunter Cad Bane who operated during the Clone Wars.

Languages: Galactic Basic, Huttese, & Durese (+3)

Proficiencies: Technology & Galactic Lore

Bonus Action: Smell Attack - Release Duro Oil from ribs; large creatures must make a CON saving throw of 12 or be scared away.

DUNGEONS AND KRAYT DRAGONS

Trandoshan
(+2 Str, -2 Dex)



Trandoshans are reptilian sentient humanoids from the planet Trandosha, renowned as great hunters. Trandoshans relish the thrill of a hunt and are known to embark on a hunting related rite of passage.

Languages: Galactic Basic, Huttese, & Trandoshan (+3)

Proficiencies: Intimidation & Investigation

Bonus Action: Molting - Once per combat instance, heal 1d12.

PLAYER MANUAL

Togruta (+2 Dex, -2 Con)



Hailing from the planet Shili in the Expansion Region, Togrutas are characterized by their colorful skin tones, large montrals, head tails, and white facial pigments.

Languages: Galactic Basic & Togruti (+2)

Proficiencies: Perception & Insight

Species Ability: Stealthing against a Togruta is impossible; their montrals allow them to sense the movement of objects around them through echolocation

DUNGEONS AND KRAYT DRAGONS

Kaleesh
(+2 Cha, +2 Con, -2 Int, -2 Dex)



Known for their redskin, traditional bone mask, and lack of mercy, the Kaleesh are a sentient species from the Wild Space world of Kalee.

Languages: Galactic Basic & Kaleesh (+2)

Proficiencies: Athletics & Creature Handling

Species Ability: When in group combat, if a Kaleesh is attacked by a number equal to or greater than the foes attacking his/her party, the Kaleesh gains +2 on all attack rolls.

CREATING A CHARACTER

Choose your name and species

1. Enumerate species skill bonuses
2. Enumerate proficiencies
3. Select additional languages (if applicable)

Roll for ability scores

1. Roll 4d6 seven times
2. Reroll any score less than 8
3. Drop the lowest score
4. Assign standing scores to abilities
5. Apply species skill bonuses

Choose your class

1. Roll for hit points
2. Select two additional proficiencies

Develop a backstory

1. Collaborate with the Dungeon Master
2. Together, choose two appropriate skill proficiencies

Dungeon Master assigns starting items and credits.

CHARACTER SHEET TEMPLATE

NAME	SPECIES	CLASS	LEVEL	ARMOR CLASS	<table><tr><th colspan="2">HITPOINTS</th></tr><tr><td></td><td></td></tr><tr><td>CURRENT</td><td>MAXIMUM</td></tr></table>	HITPOINTS				CURRENT	MAXIMUM
HITPOINTS											
CURRENT	MAXIMUM										

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA

INITIATIVE	

ARMOR	
WEAPONS	
TOOLS	
LANGUAGES	

PROF	MOD	SKILL	BONUS
	DEX	Acrobatics	
	STR	Athletics	
	WIS	Creature Handling	
	CHA	Deception	
	WIS	Force Lore	
	INT	Galactic Lore	
	WIS	Insight	
	CHA	Intimidation	
	INT	Investigation	
	WIS	Treat Injury	
	INT	Technology	
	INT	Piloting	
	WIS	Perception	
	CHA	Performance	
	CHA	Persuasion	
	DEX	Sleight of Hand	
	DEX	Stealth	
	WIS	Survival	

ATTACKS			
WEAPON	RANGE	HIT/DC	DAMAGE

LIGHT SIDE	DARK SIDE	TOTAL