



Character Creation

Character creation in Star Wars Next is even simpler than in Dungeons & Dragons 5e. You pick a species, then you pick a class. Each class sets its own base ability scores and grants abilities at certain levels. There is no multiclassing and no feats. This ruleset assumes that you know the basics of Dungeons & Dragons 5e and the Star Wars universe.

Player Class—Jedi

Level	Proficiency Bonus	Force Points	Increased Movement	Features
1 st	+2	—	—	Lightsaber Training, Force Speed Force Defense
2 nd	+2	2	+5 ft.	Force Points, Force Powers
3 rd	+2	3	+5 ft.	Jedi Tradition, Deflect Bolts
4 th	+2	4	+5 ft.	Enhanced Training
5 th	+3	5	+10 ft.	Extra Attack
6 th	+3	6	+10 ft.	Additional Force Powers
7 th	+3	7	+10 ft.	—
8 th	+3	8	+10 ft.	Enhanced Training
9 th	+4	9	+15 ft.	—
10 th	+4	10	+15 ft.	Battle Meditation

Base Ability Scores: Str 10, Dex 16, Con 14, Int 10, Wis 16, Cha 10

Hit Points

Hit Dice: 1d8

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

Hit Points at Higher Levels: 5 + your Constitution modifier

Proficiencies

Armor: None

Weapons: Lightsabers

Tools: None

Skills: Choose any six.

Exotic Melee Weapons

Name	Damage	Properties
Lightsaber	1d8 radiant	Finesse

Class Features

Lightsaber Training. At 1st level, when you take the Attack action with a lightsaber on your turn, you can make one additional lightsaber attack as a bonus action. Also, when you make a melee attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

Force Speed. Your speed increases by 5 feet while you are not wearing armor. This bonus increases when you reach certain class levels, as shown in the Jedi class table.

Kicker (2nd level)—You can spend 1 force point to take the Disengage or Dash action as a bonus action on your turn. When you do, your jump distance is also tripled for the duration of your turn.

Force Defense. While you are wearing no armor, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

Kicker (2nd level)—You can spend 1 force point to take the Dodge action as a bonus action on your turn.

Force Points. At 2nd level, your access to the force is represented by a number of force points. The Jedi table shows how many force points you have at your level. You can cast any force power available to you, as long as you have force points available to fuel to those powers. When you spend a force point, it is unavailable until you finish a short or long rest. You must spend at least 30 minutes of the rest meditating to regain your force points. Some of your force powers require you to make a force attack roll, consisting of your proficiency bonus plus your Wisdom modifier, to hit your target.

Force Powers. Also at 2nd level, you learn the *Force Guidance*, *Jedi Mind Trick*, *Telekinesis*, *Telepathy* and *Force Push* powers. At 3rd and 6th level, you learn one additional power from your force tradition.

Jedi Tradition. At 3rd level, you must choose between the *Jedi Guardian* and *Jedi Consular* force traditions. Your choice determines which additional force powers you gain at 3rd and 6th level.

Deflect Bolts. Also at 3rd level, when you are not surprised, you can use your lightsaber to deflect blaster bolts. **Trigger:** An enemy you can see within 60 feet of you makes a blaster attack against you. **Effect:** You can spend 1 force point to use your reaction to impose disadvantage on all ranged blaster attack rolls made against you until the beginning of your next turn.

Kicker (6th level)—If an enemy you can see within 60 feet of you misses you with a blaster attack, you can spend 1 additional force point to make a ranged attack with the bolt, sending it flying back towards your attacker. You make this attack with proficiency, regardless of your weapon proficiencies.

Enhanced Training. At 4th level, and again at 8th level, your Dexterity score increases by 2, and your Wisdom score increases by 1.

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

Battle Meditation. At 10th level, you can use the *Battle Meditation* ability. As an action, you can use your connection to the force to strengthen your allies and weaken your enemies for 1 minute, or until you end the effect as a free action. While you are engaged in Battle Meditation, all allies within 60 feet of you have advantage on their attack rolls, and all enemies within 60 feet of you have disadvantage on their attack rolls. While concentrating on this force power, you can neither move nor take any actions, and the effect ends if you are killed or knocked unconscious. Once you use this ability, you must complete a long rest before you can use it again.

Force Powers

Force Guidance. You touch one willing creature. Once before the effect ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The effect then ends.

Jedi Mind Trick. You use your Force Arcana skill instead of your Deception skill when making a bluff check. Some species are immune to the Jedi Mind Trick and might become hostile if you attempt to use it against them.

Telekinesis. You move an object you can see within 60 feet of you that weighs no more than 10 pounds.

Kicker (6th level)—You can spend 1 force point to extend the range of this power to 180 feet, and increase the amount you can lift to 100 pounds. This effect lasts for 1 minute.

Telepathy. You communicate telepathically with one creature you can see within 60 feet of you.

Kicker (6th level)—You can spend 1 force point to communicate telepathically with one creature you are familiar with. You must be on the same planet for this power to work. This effect lasts for 1 minute.

Force Push. 2 force points. You make a ranged force attack against a creature you can see within 30 feet of you. On a hit, the target takes 3d10 bludgeoning damage and is pushed up to 20 feet away from you and knocked prone.

Kicker (6th level)—You can spend 1 additional force point to use this power as a bonus action.

Healing Touch (3rd Level Jedi Consular Required). 2 force points. You touch a nearby creature and restore a number of hit points to that creature equal to 2d8 + your Wisdom modifier. This power has no effect on droids.

Kicker (6th level)—You can spend 1 additional force point to cure one disease or poison affecting the target.

Force Shield (3rd Level Jedi Guardian Required). 1 bonus action. 2 force points. You gain a +2 bonus to AC for 1 minute.

Kicker (6th level)—When you use this power, you can spend 1 additional force point to also have it affect a second target within 30 feet of you.

Inspire Hope (6th Level Jedi Consular Required). 1 bonus action. 3 force points. Choose any number of creatures within 30 feet of you. For 1 minute, each target's hit point maximum and current hit points increase by 5, and each target regains the maximum number of hit points possible from any healing.

Energy Resistance (6th Level Jedi Guardian Required). 3 force points. You gain resistance to radiant damage for 1 minute.

Player Class—Scoundrel

Level	Proficiency	Illegal	Features
	Bonus	Modification	
1 st	+2	1d6	Gunslinger, Illegal Modification
2 nd	+2	1d6	Expertise, Quick Action
3 rd	+2	2d6	Combat Medic
4 th	+2	2d6	Enhanced Training
5 th	+3	3d6	Heightened Evasion
6 th	+3	3d6	Stealth Field Generator
7 th	+3	4d6	—
8 th	+3	4d6	Enhanced Training
9 th	+4	5d6	—
10 th	+4	5d6	Reliable Talent

Base Ability Scores: Str 10, Dex 16, Con 12, Int 14, Wis 10, Cha 14

Hit Points

Hit Dice: 1d8

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

Hit Points at Higher Levels: 5 + your Constitution modifier

Proficiencies

Armor: Light Armor

Weapons: Blaster Pistols

Tools: Slicer Tools

Skills: Choose any six.

Simple Ranged Weapons

Name	Damage	Properties
Blaster Pistol	1d6 radiant	(Range 80/320), Light

Light Armor

Name	Armor Class	Strength	Stealth
Leather Duster	12 + Dex modifier	—	—

Class Features

Gunslinger. At 1st level, being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls with a blaster pistol. When you use the Attack action and attack with a one-handed weapon in your main hand, you can use a bonus action to attack with a blaster pistol you are holding in your off-hand.

Illegal Modification. At 1st level, you have modified your blaster with illegal parts that allow you to do enhanced damage. Once per turn, you can deal extra damage to one creature you hit with a blaster pistol attack. The amount of the extra damage increases as

you gain levels in this class, as shown in the Illegal Modification column of the Scoundrel table.

Expertise. At 2nd level, choose four of your skill proficiencies, or three of your skill proficiencies and your proficiency with slicer tools. Your proficiency bonus is doubled for any ability check you make that uses any of the chosen proficiencies.

Quick Action. At 2nd level, you can take a bonus action on each of your turns in combat. This action can be used to take the Dash, Disengage, Hide or Use an Object action, to make a Dexterity (Sleight of Hand) check, or to use your slicers tools.

Combat Medic. At 3rd level, you can use the bonus action granted by your Quick Action to tend to a creature with a medpac and restore 1d6 + 4 hit points to it, plus additional hit points equal to the creature's level. The creature can't regain hit points from this feature again until it finishes a short or long rest.

Enhanced Training. At 4th level, and again at 8th level, your Dexterity score increases by 2, and your Intelligence and Charisma scores each increase by 1.

Heightened Evasion. 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.

Stealth Field Generator. At 6th level, you have advantage on all Stealth checks.

Reliable Talent. At 10th level, 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.

Player Class—Soldier

Level	Proficiency	
	Bonus	Features
1 st	+2	Blaster Rifle Training, Stimpak
2 nd	+2	Blaster Rifle Volley
3 rd	+2	Blaster Rifle Critical
4 th	+2	Enhanced Training
5 th	+3	Extra Attack (1)
6 th	+3	Enhanced Training
7 th	+3	—
8 th	+3	Enhanced Training
9 th	+4	—
10 th	+4	Extra Attack (2), Perfect Focus

Base Ability Scores: Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 10

Hit Points

Hit Dice: 1d10

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

Hit Points at Higher Levels: 6 + your Constitution modifier

Proficiencies

Armor: Heavy Armor

Weapons: Blaster Rifles

Tools: None

Skills: Choose any four.

Martial Ranged Weapons

Name	Damage	Properties
Blaster Rifle	1d10 radiant	(Range 150/600), Heavy, Two-Handed

Heavy Armor

Name	Armor Class	Stealth
Trooper Armor	18	Disadvantage

Class Features

Blaster Rifle Training. At 1st level, you gain a +2 bonus to attack rolls you make with blaster rifles. Attacking at long range with a blaster rifle doesn't impose disadvantage on your ranged weapon attack rolls. Your blaster rifle attacks ignore half cover and three-quarters cover. Before you make an attack with a blaster rifle, you can choose to take a –5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

Stimpak. Also at 1st level, on your turn, you can use a bonus action to regain hit points equal to 1d10 + your soldier level. Once you use this feature once, you must finish a short or long rest before you can use it again.

Blaster Rifle Volley. At 2nd level, on your turn, you can take one additional Attack action on top of your regular Attack action and a possible bonus action. Once you use this feature once, you must finish a short or long rest before you can use it again.

Blaster Rifle Critical. At 3rd level, your blaster rifle attacks score a critical hit on a roll of 18, 19 or 20.

Enhanced Training. At 4th level, and again at 6th and 8th level, your Dexterity score increases by 2.

Extra Attack. At 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 10th level in this class.

Perfect Focus. At 10th level, when you make a ranged attack roll with your blaster rifle, you can gain a +10 bonus to the roll. Once you use this feature once, you must finish a short or long rest before you can use it again.

New Skills

Aside from the skills listed in the *Dungeon & Dragons 5e Player's Handbook*, *Star Wars* Next adds a few additional skills that suit the sci-fi setting.

Intelligence

Force Arcana—Replaces “Arcana”

Repair—Repair ships, droids, etc.

Splicing—Hack computer terminals, doors, etc.

Creature Codex

B1 Battle Droid

Medium droid, unaligned

Armor Class 10

Hit Points 4

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Skills N/A

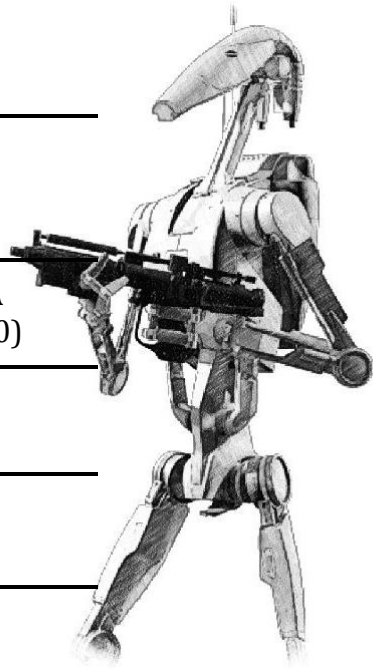
Challenge 1/8

***Droid Immunity.** ???.*

ACTIONS

Droid Blaster. +2 to hit, range 80 ft., one target.

Hit: 4 radiant damage.



B2 Super Battle Droid

Medium droid, unaligned

Armor Class 11

Hit Points 20

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Skills Athletics +4

Challenge 1/2

***Droid Immunity.** ???.*

ACTIONS

Droid Blaster. +4 to hit, range 80 ft., one target.

Hit: 7 radiant damage.

