

Species and Class Traits / Force Powers Emotionally Blunted You have Disadvantage on Persuasion and Insight checks. Nightbrothers are deeply guarded, stoic, and socially hardened. Witch-Blooded If you are a Force-using class, you learn 1 additional Force Power at Level 1. It must be Kinetic or Dark-aligned. When you drop to 50% HP or less, you may enter a Frenzy for a number of rounds equal to your Constitution modifier (minimum 1). While Frenzied, you gain +2 to melee attack rolls and +2 melee damage, your AC is reduced by -2, and you can only take the Attack action, always Battle Frenzy targeting the nearest hostile creature. When the Frenzy ends, you become Fatigued until the end of your next turn and cannot make attack Force Training You gain 1 + your Wisdom modifier Force Powers of your choice from the Force Powers list. Make a Use the Force check opposed by the target's Strength save; on a success, you push the target 10 ft, plus an additional 5 ft for every 5 Force Push (1 FP) points your check exceeds their result. If the target is pushed into a solid object, it takes 1d6 kinetic damage from the impact. You can pull a target toward you up to a maximum distance equal to (Proficiency Bonus + Wisdom modifier) \times 5 ft. Creatures may contest the pull with a Strength saving throw; on a success, they are pulled only half the total distance. Objects do not get a save and are pulled the full Force Pull (1 FP) distance unless they are heavy, secured, or not freely movable, in which case the GM sets an appropriate DC for your Use the Force check. If the pulled target collides with a solid object or a creature, it takes 1d6 kinetic damage from the impact. Force Speed (2 FP) Double movement speed for 1 round. You hurl crushing Force energy at a creature, dealing 2d6 + your Proficiency Bonus + your Wisdom modifier Force damage. The target makes Force Slam (3 FP) a Constitution saving throw; on a failure, it is also knocked Prone. On a success, it takes half damage and remains standing. Energy Absorbtion I As a Reaction, when you are hit by a blaster attack, you use the Force to absorb part of the impact, reducing the damage taken by half. (2FP) While not wearing armor, your connection to the Force grants you supernatural protection. You gain a +1 bonus to AC, which increases to +2 Unarmored Defense at level 6, +3 at level 11, and +4 at level 17.

Charatcer Backstory and Roleplaying Tips

Dhron Daal was born beneath the iron skies of Dathomir, in the blood-soaked ravines of Nightbrother territory where strength is survival and weakness is a death sentence. From childhood, he fought — not for glory, but simply to endure the brutal rites of his clan. His early years were marked by bruised knuckles, spear drills, and endless contests of dominance among boys raised to be weapons.

But Dhron was different.

Where other Nightbrothers embraced rage without thought, Dhron felt something simmering beneath the fury — a silent, heavy pressure in his chest that flared during conflict. At thirteen, during a ritual combat trial, that pressure erupted outward as raw kinetic force that hurled his opponent ten feet through the dust. The elders recognized the gift immediately.

Witch-blood. The spark of a Force-touched warrior.

This brought both fear and expectation. Nightbrothers with Force talent are valuable... and watched carefully. The witches found him volatile, too blunt to bend to their rituals. The warriors found him strange, too thoughtful behind the eyes for a proper berserker. So Dhron found himself trapped between two worlds — feared by the trained, distrusted by the mystic.

He endured anyway.

In secret, he trained alone, meditating in the shadow of the Singing Mountain and practicing crude forms of Force manipulation. He pushed boulders. Pulled fallen trees. Learned to channel his frenzy, not drown in it. And over time, he discovered a dangerous truth:

He did not want to be used by the witches, nor controlled by the Nightbrothers.

He wanted to leave Dathomir—

to choose his own path.

When he finally departed at age twenty-one, it was not with celebration but with quiet understanding. Some of his clan believed he would die off-world. Others believed he would return stronger. Dhron made no promises either way.

Now he walks the galaxy with a spear in hand and the Force at his back — a warrior shaped by brutality, disciplined by solitude, and driven by a hunger to discover what power means outside the chains of Dathomir.

He speaks little. Watches much. And when the fury breaks loose, the ground itself seems to recoil.

Roleplaying Tips:

- Quiet and stoic: He speaks rarely and only when necessary; words are tools, not decoration.
- Controlled anger: Rage exists in him, but he clamps down on it until it's needed then unleashes it with terrifying precision.
- Warrior-philosopher vibe: He thinks deeply but expresses simply; short statements with weight.
- Instinct over charm: Struggles with persuasion or reading emotions relies on intuition, survival sense, and physical presence.
- Protective by nature: He bonds slowly, but once he does, he becomes fiercely loyal and throws himself into danger for allies without hesitation.