

Species and Class Traits / Force Powers

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Force Sight Dependency	You are physically blind and cannot use any skills that rely on normal sight. You perceive your surroundings through the Force rather than vision. Within 60 feet, you automatically sense living beings, objects, and movement, even in darkness or through light cover. However, you cannot read text, view visual displays, or interpret holograms without adaptive assistance.
Strong with the Force	Once Per Long Rest, you can use a Force Power without expending Force Points.
Spiritual Focus	Once per Short Rest, you may reroll a failed Wisdom saving throw.
Distant Presence	You have Disadvantage on Deception, Intimidation, and Persuasion checks due to your reserved demeanor and lack of facial expressions.
Sensitive to the Dark Side	When you begin combat within the presence of a powerful Dark Side entity or location, make a DC 12 Wisdom saving throw. On a failure, you have Disadvantage on all attack rolls until the end of your next turn.
Unarmored Defense	While not wearing armor, your connection to the Force grants you supernatural protection. You gain a +1 bonus to AC, which increases to +2 at level 11, and +4 at level 17.
Force Training	You gain 1 + your Wisdom modifier Force Powers of your choice from the Force Powers list.
Mind Trick (2 FP)	As an Action, spend 2 Force Points to influence a creature within 30 ft. It must make a Wisdom saving throw (DC = $8 + PB + Wis$) or be Charmed or Confused (your choice) until the end of your next turn.
Force Perception (1 FP)	Your awareness is guided through the Force. You may substitute your Use the Force check for any Perception check.
Force Push (1 FP)	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 points your check exceeds their result. If the target is pushed into a solid object, it takes 1d6 kinetic damage from the impact.
Force Slam	You hurl crushing Force energy at a creature, dealing 2d6 + your Proficiency Bonus + your Wisdom modifier Force damage. The target makes a Constitution saving throw; on a failure, it is also knocked Prone. On a success, it takes half damage and remains standing.

Charatcer Backstory and Roleplaying Tips

Shoanni Navvi was born on Alpheridies into a secluded Miraluka enclave known as the Vale of Echoes, where speech was carefully rationed and silence was treated as a sacred resource. The Vale's belief was simple: noise disrupts the current of the Force, but stillness reveals it. Shoanni grew up learning to read the world through ripples in the Force rather than through sensory reaction. While most Miraluka are serene, Shoanni was considered exceptionally introspective even among her people, spending hours meditating in solitude long after her peers had finished.

From early childhood she exhibited a rare sensitivity to emotional disturbances—she could feel fear within another being like a tremor beneath the floor, or sense dishonesty as a jolt of dissonant energy. This gift was considered valuable but dangerous, as excessive empathy risked overloading her dual-brained Miraluka physiology. Her elders taught her tight mental discipline to prevent emotional strain, which only deepened her reserved demeanor.

When Shoanni was fifteen, a starship carrying Zabraki pilgrims crashed near the Vale during a violent electromagnetic storm. Zabraki culture was as foreign to her as it was loud—bold speech, warrior pride, passionate debates. The surviving pilgrims were brought into the Vale for healing, creating an unusual mix of Miraluka silence and Zabraki intensity under one roof. Despite the cultural gulf, Shoanni was captivated.

One of the survivors, an elderly Zabraki lorekeeper named Nerak Thull, sensed Shoanni's curiosity. He found her quietness not unsettling but refreshing, and in exchange for healing and guidance, he taught her the fundamentals of Zabraki language, poetry, and the Iridonian philosophy of willpower. Through him, Shoanni discovered a perspective that challenged the Vale's rigid emotional abstinence. Nerak taught her that emotion is not the enemy—losing control of it is. The two formed a close, mentor-like bond; Nerak often said he felt her sightless gaze read him more clearly than any watcher with eyes.

During a final night at the Vale, Shoanni had a powerful vision: countless distant voices crying for help, familiar stars choked by swirling darkness, and one particular voice—urgent, resolute—calling her by name. Nerak believed this was a sign. He urged her not to stay hidden among the silent but to carry her unique blend of Miraluka intuition and Zabraki resilience into the galaxy.

Shortly after, a Jedi seeker arrived to evaluate the Vale's children. Shoanni was not part of the group under consideration—her people did not seek Jedi training. But the seeker sensed the same intense potential that had drawn Nerak, along with a rare clarity in Shoanni's Force presence. For the first time in years, Shoanni spoke her own will: she asked to leave Alpheridies.

Her departure was quiet, solemn, and full of unspoken emotion. The Vale blessed her path with silence; Nerak gifted her a quarterstaff carved with Zabraki runes symbolizing resilience and self-mastery.

Now twenty-one, Shoanni walks the galaxy as a young Force Adept—half raised by serene mystics, half shaped by fiery warriors. She follows the Force with unwavering devotion, guided by glimpses of futures only she can feel. Her serenity is genuine, but beneath it pulses a Zabraki spark of willpower that surfaces when danger threatens the innocent.

Roleplaying Tip:

- Soft-spoken but perceptive rarely speaks, but when she does, it's with calm certainty.
- Emotionally muted her face reveals almost nothing; reactions are subtle or internal.
- Guided by instinct trusts the Force over logic, reading the "current" of a situation.
- Genuinely kind helps others quietly, without seeking recognition or praise.
- Uncomfortable with deceit or loud personalities prefers truth, stillness, and gentle honesty.