

Vaela

Nightsister · Force Adept / Force Warrior · Lv 5

Sex: Female Age: 31 Height: 1.75 m Weight: 63 kg



Combat

AC 13	HP Max 40 Current Temp	Initiative +5	Speed 30ft	Size Medium	Prof +3	Atk/Rd 1
Force Pts 14				Heroic Surge 1		

Ability Scores & Saves

Ability	Score	Mod	Save
Strength	12	+1	+1
Dexterity	14	+2	+2
Constitution	10	+0	+0
Intelligence	10	+0	+0
Wisdom	17	+3	+6
Charisma	11	+0	+0

Skills

Skill	Ab	+/-	M
Acrobatics	DEX	+8	☒
Athletics	STR	+1	
Deception	CHA	+0	
Endurance	CON	+3	●
Investigation	INT	+0	
Intimidation	CHA	+0	
Insight	WIS	+6	●
Knowledge: Galactic Lore	INT	+0	
Knowledge: Sciences	INT	+0	
Knowledge: Tactics	INT	+0	

Skill	Ab	+/-	M
Mechanics	INT	+0	
Perception	WIS	+3	
Persuasion	CHA	+0	
Pilot	DEX	+2	
Stealth	DEX	+2	
Survival	WIS	+6	●
Treat Injury	WIS	+3	
Use Computer	INT	+0	
Use the Force	WIS	+10 (+1)	☒ ☒

☒ expert ● proficient ☒ note ☒ source bonus (species / class trait / equipment upgrade / bio-implant). The parenthesized number after the skill bonus is the sum of those contributions.

Weapons

Name	Attack / DC	Damage	Range	Notes
Ichor Blade	+5	1d8 +1d8 force (Force Strike, once per short rest) Slashing/Energy + 1	5 ft	
Energy Bow	+5	1d8 Energy	100 ft	
Unarmed Strike (Way of the Force Warrior — K'tara)	+6	1d4 bludgeoning + 3	—	

Proficient: Melee (Simple) · Energy Bow, Ichor Blade (named) Non-proficient weapons: **-5 to attack**

Equipped Armor

No armor worn — AC uses base 10 + DEX + size + unarmored bonuses.

Proficient: None

Species Traits

Daughters of Dathomir

Every Nightsister is raised in the dark 'magick' of Dathomir — an aspect of the Force channeled through incantation and the planet's ichor. If you have levels in a Force-using class, you gain +1 to Use the Force checks.

Coven Arms

Every Nightsister is raised to the energy bow and the enchanted blade, the twin arms of the coven. You are proficient with the Energy Bow and the Ichor Blade. (A witch who wants the coven's heavier or rarer weapons — the war pike, chain sickle, or poison dart — trains into them like anyone else.)

Marked by the Dark

Tattooed, ash-pale, and wreathed in dark-side energy, a recognized Nightsister is met with fear and hostility. You have disadvantage on Persuasion checks against anyone who knows you are a Nightsister.

Witch's Veil

The veiling magicks of Dathomir let a Nightsister slip from sight. If you are a Force-using class, you know the Witch's Veil Magick power innately, in addition to the powers you select.

Magick of the Coven

You were raised in the spell-craft of Dathomir. If you are a Force-using class, the Nightsister Magick powers are open to you: you may choose them as part of your normal Force-power selection, alongside standard Force powers. (Other Force users can only access Nightsister Magick by taking the Dathomir Witchcraft trait.)

Class Traits

Force Training Lv 1

You gain 1 + your Wisdom modifier Force Powers of your choice from the Force Powers list.

Unarmored Defense Lv 1

While not wearing armor, your connection to the Force grants you supernatural protection. You gain a +1 bonus to AC, increasing to +2 at level 6, +3 at level 11, and +4 at level 17.

Adept Force Channeling Lv 2

Once per Long Rest, when you roll initiative and have no Force Points remaining, you regain 1d4 + Proficiency Bonus Force Points as the currents of the Force surge through you.

Precognitive Reflex Lv 2

Once per Short Rest, when you are targeted by an attack you can see, you may use your Reaction to impose disadvantage on that attack.

Way of the Force Warrior Lv 3

Wisdom: Your unarmed strikes use WIS modifier for damage. Best for Force-focused builds where insight guides your strike.

Force Strike Lv 5

Once per Short Rest, when you hit with a melee or unarmed attack, spend 2 Force Points to channel kinetic energy through your strike, dealing +1d8 Force damage. At level 10, spend up to 3 Force Points for 2d8. At level 15, spend up to 4 Force Points for 3d8 + 1d8 per additional FP (maximum 4d8). Cannot be used in the same round as a Way of the Force Warrior Form.

Force Training Lv 4 · ASI

Use the Force Proficiency only. You learn 1 + your Wisdom modifier Force powers. You gain Force Points equal to your Wisdom modifier + your proficiency bonus, which you can spend to activate them.

Force Powers

Witch's Veil (innate) Nightsister Magick 2 FP · Bonus Action · Self

As a Bonus Action, you wreath yourself in a shifting veil of dark-side energy. Until the end of your next turn, attack rolls against you have disadvantage. The veil ends early if you become incapacitated.

Ichor Bolt (magick) Nightsister Magick 2 FP · Action · 60 ft

As an Action, you hurl a bolt of crackling green ichor-energy at a creature you can see within 60 ft. Make a ranged Use the Force attack against the target. On a hit, it takes 2d8 energy damage.

Hex (magick) Nightsister Magick 2 FP · Action · 30 ft

As an Action, you mutter a dark incantation against a creature you can see within 30 ft. The target must make a Wisdom saving throw (DC = 8 + your Proficiency Bonus + your Wisdom modifier). On a failed save, it has disadvantage on its next attack roll and its next ability check before the end of its next turn. On a success, it is unaffected.

Dark Imbuement (magick) Nightsister Magick 2 FP · Bonus Action · Self

As a Bonus Action, you channel Dathomir's dark ichor into your weapon or fist. The next time you hit with a melee attack this turn, the target takes an extra 1d8 Force damage.

Shadow Step (magick) Nightsister Magick 2 FP · Bonus Action · Self

As a Bonus Action, you step through the spirit-shadows of Dathomir. You teleport up to 30 ft to an unoccupied space you can see that is in dim light or darkness. You cannot teleport into an area of bright light with this power.

Energy Absorption I Energy 2 FP · Reaction · Self

As a Reaction, when you are hit by an attack or effect that deals energy damage (such as blaster fire, plasma, or Force lightning), you can wrap yourself in a protective field of Force. For that instance of damage, you take only half the final damage (rounded down) after all other modifiers are applied. You may use this reaction when a source of energy damage targets you, before you roll any saving throws.

Force Stun Energy 2 FP · Action · 30 ft

As an Action, you bombard a creature you can see within 30 ft with overwhelming Force energy, disrupting its nervous system. The target must succeed on a Constitution saving throw (DC = 8 + your Proficiency Bonus + your Wisdom modifier) or be Stunned until the start of your next turn. On a success, the target is not stunned but has disadvantage on its next attack roll before the end of its next turn.

Force Push Kinetic 1 FP · Action · (Proficiency Bonus + Wisdom modifier) x 5 ft

As an Action, you unleash a burst of concussive Force energy at a creature within reach (Proficiency Bonus + Wisdom modifier) x 5 ft. Make a Use the Force check contested by the target's Strength saving throw (DC = 8 + your Proficiency Bonus + your Wisdom modifier).

On save fail (your check wins): the target is pushed directly away from you. Push distance = your reach – the target's starting distance from you (minimum 5 ft separation post-push). The target is knocked Prone. It takes 1d4 bludgeoning damage per full 10 ft of actual push (max 4d4). If it collides with a solid object or another creature mid-push, it takes an additional 1d6 bludgeoning damage and the knocked-into creature makes a Strength save (Force DC) or is also knocked Prone.

On save success (target's save beats your check): the target is pushed half that distance, takes half push damage (roll 1d4 per 10 ft as on save fail, then halve the total – round down), is NOT knocked Prone, and takes NO collision damage.

Force Jump Kinetic 2 FP · Bonus Action · Self

As a Bonus Action, you enhance your movement with the Force. Until the end of your turn, your jump distance becomes (Proficiency Bonus x 10 ft), up to a maximum vertical or horizontal jump equal to that distance. You do not provoke opportunity attacks from movement made as part of this jump. If you land adjacent to a creature, you have advantage on your next melee attack against that creature before the end of your turn.

