

Character Options

The eleven classes and twelve ancestries open to players, reskinned for Star Wars.

- [Classes](#)
- [Ancestries](#)

Classes

Classes

All eleven Draw Steel classes are open to players. The mechanics are unchanged. The names and flavour are Star Wars.

Tags: Force (your powers can be the Force), Technology (or the same powers can be gadgets, gear and training), Ion specialist (ion damage is a signature of the class), Counter-Force (trained to counter the supernatural).

See [Draw Steel in Star Wars](#) for the ion damage rule, and [The Force, Titles, Perks and Kits](#) for becoming a Jedi, Grey Jedi or Sith.

Class	Tags
Inquisitor	Force, Technology, Ion specialist
Warden	Force, Technology, Ion specialist
Catalyst	Force, Technology
Marauder	Force, Technology
Ascetic	Force, Counter-Force
Operative	Force, Technology
Commander	Force, Technology
Adept	Force
Scoundrel	Force, Technology
Beastheart	Force, Technology
Legion-Master	Force, Technology

Inquisitor

Force, Technology, Ion specialist

A hunter sent to find and judge those who threaten the order you serve. You are at your best against the strongest foes. Your judgement stops enemies in their tracks, hurls them aside and

wrecks droids and machinery.

Subclasses

- **Sentinel:** You hunt your order's hidden enemies, and keep your own mind open and guarded.
- **Watcher:** You root out clandestine threats that others miss before they reach your order.
- **Guardian:** You set the example for your order and keep the weak from being corrupted.

Warden

Force, Technology, Ion specialist

A deep well of power runs through you, from the Force or from cutting-edge technology. You keep your allies in the fight and make them hit harder, while turning the same power on your enemies and filling them with unease.

Domains (you choose two)

- **Creation:** Build, mend and shape matter, from field repairs to forging something new.
- **Death:** Walk close to endings, whether as a Force-wielding mortician or a battlefield reaper.
- **Fate:** Read the currents of the Force and nudge what is meant to happen.
- **Knowledge:** Archives, holocrons and hard-won lore, put to practical use.
- **Life:** Heal, restore and keep your allies standing.
- **Love:** Bonds of devotion that hold a team together, and give them courage.
- **Nature:** The wild places of the galaxy answer when you call.
- **Protection:** Stand between your friends and harm, with wards and shields.
- **Storm:** Lightning, ion and the fury of the sky.
- **Sun:** Light, hope and burning conviction against the dark.
- **Trickery:** Misdirection, deceit and a well-timed grin.
- **War:** Discipline and ferocity for those who live on the front line.

Catalyst

Force, Technology

A master of seven elements, learned from ancient Force teachings or built into lab-made equipment. You blast crowds, put enemies where you want them, shape terrain and warp space, and your chosen element sets what you do best.

Subclasses

- **Earth:** Permanence. Bolster your body and shape the terrain itself.
- **Fire:** Destruction. Devastate enemies and melt objects to slag.
- **Void:** Mystery. Teleport, create illusions and make things incorporeal.

Marauder

Force, Technology

You do not temper the heat of battle. You unleash it. Your wild upbringing taught you the ways of predators, and now you devastate foes with overwhelming might, hurling yourself and your enemies around the field as your ferocity grows.

Subclasses

- **Berserker:** Your rage becomes raw physical might, a living force of nature.
- **Reaver:** Your rage becomes instinct and cunning, set against the false order of civilisation.

Ascetic

Force, Counter-Force

An unarmed warrior of perfect discipline, trained to counter the supernatural, Force or technology. You have mastered Teräs Käsi, the martial art designed to hunt Force users. Anyone who bends the laws of nature should fear you.

Subclasses

- **Chronokinetic:** Sense the flow of battle through the Force and act faster than you should.
- **Cryokinetic:** Tap into absolute cold and manifest its effects in your body.
- **Metakinetic:** See through the illusions of the universe to master your body and mind.

Operative

Force, Technology

Spy, assassin or commando, trained at a secret school in chemistry, illusion or shadow-work. You deal heavy damage, slip quickly across the battlefield and fade from notice, with more skills than any other hero.

Subclasses

- **Umbra:** Shadow-craft: teleport in clouds of smoke and manipulate darkness.
- **Caustic:** Acids, bombs and poisons, the tools of an exceptional assassin.
- **Mirage:** Illusion, used to infiltrate strongholds and sow orchestrated chaos.

Commander

Force, Technology

Strategist, defender, leader. With blade or blaster in hand, you lead allies into the thick of battle, heal them and boost their damage, movement and attacks, and stand between them and death, daring your enemies to best you.

Subclasses

- **Insurgent:** Fight dirty, break the rules and do whatever keeps your allies alive.
- **Strategist:** Treat the battlefield as a game board and think several steps ahead.
- **Vanguard:** Lead from the front on force of will and personality.

Adept

Force

You are naturally in touch with the Force, perhaps as a mystic, a wanderer or a trained Jedi or Sith, and you may never have held a lightsaber. Bend matter, time or minds, but each use of power risks harming you.

Subclasses

- **Foresight:** See future and past events, and bend time to aid allies and hinder foes.
- **Telekinesis:** Physically manipulate creatures and objects.
- **Telepathy:** Speak to, read and influence other minds.

Scoundrel

Force, Technology

The galaxy is a stage and everyone on it is an actor. You find drama in a duel, a story or a song, and turn the most ordinary moment into spectacle. Your performance lifts your allies and rattles

your enemies.

Subclasses

- **Auteur:** Find drama in story and recount, bending events in your favour.
- **Duelist:** Fight as a dance of death, in tandem with your opponent.
- **Virtuoso:** Find drama in music and song, and fill an audience with pathos.

Beastheart

Force, Technology

You never fight alone. A wild creature such as a nexu, a wampa or a young kell dragon is bound to you by a primal connection. Together you charge into the fray or prowl its edges to pick off the vulnerable.

Subclasses

- **Packguard:** The fearless defender of your pack. Anyone who harms them goes through you.
- **Prowler:** An unseen ambusher who strikes from the shadows.
- **Punisher:** Overwhelm anyone unwise enough to earn your wrath.
- **Circuit:** A cybernetic companion crackling with plasma, cryo and arc discharge.

Legion-Master

Force, Technology

You are the armada. You command a legion that never tires: reactivated droids, spawned abominations or Force echoes of the dead. Your minions hold the line and support your allies, and when it matters you call on your champion.

Subclasses

- **Abomination Legion:** A Sith alchemist breeding spirit into flesh: shapeshifters that grow in hunger and power.
- **Scrap Legion:** Command the robotics of broken droids: hardy, and many.
- **Hex Legion:** A Dathomiri hexcrafter calling familiars and spirit-hosts out of the Force.
- **Echo Legion:** A Force-seer calling echoes of the dead to act in the living world.

Next

Pick an [Ancestry](#), then answer the [Session Zero Questionnaire](#).

Ancestries

Ancestries

All twelve ancestries are open to players. Each lists its signature traits and the options you choose from.

Ancestry	Home or origin
Ardennian	Ardennia, Outer Rim
Droid	Built, not born
Human	Everywhere
Ithorian	Ithor
Kaminoan	Kamino
Nightsister	Dathomir
Sith Pureblood	Korriban
Sullustan	Nearly every world
Tognath	Yar Togna
Twilek	Ryloth
Wookiee	Wookiee homeworld
Zabrak	Iridonia

Ardennian

Agile, quick-thinking natives of Outer Rim Ardennia, with an extra pair of arms and prehensile toes. Natural pilots, at home in any job that keeps their hands full.

Signature traits

- Cockpit Focus: a mind trained to stay calm under pressure, resistant to psychic harm.

Choose from: Four-armed athletics or martial arts, keen battlefield awareness (Beyondsight, Foresight), Unstoppable Mind, or a Psionic Gift.

Droid

Built, not born, and needing no food, water or air. Most are dutiful machines, but a rare few develop real personality and memory, and turn stubborn and opinionated.

Signature traits

- Chassis: choose the body you were built with, which sets your size.
- Durable: when beaten down you go inert instead of dying.
- Resists cold, corruption, lightning and poison, but burns badly.

Choose from: Machine Empathy with other droids, Bloodless, a Tracking Beacon, or Salvaged Programming from your original chassis.

Human

Humanity's grip on the Force is light, yet you sense the unnatural: an electronic hum in the air, a rogue droid nearby, a dark-side artefact close at hand.

Signature traits

- I Have a Bad Feeling About This: sense nearby supernatural creatures and objects.

Choose from: Perseverance, Determination, Staying Power, Resist the Unnatural, or Can't Take Hold against supernatural effects.

Ithorian

Gentle nature-stewards from Ithor's herdships. Rarely seen far from home, so their presence is taken as a significant sign, for good or ill.

Signature traits

- Big: you are larger than most.

Choose from: Great strength (All Is A Feather), Forceful shoves, Stand Tough, Great Fortitude, or Doomsight, a foretold end to your story.

Kaminoan

Tall, pale cloners and geneticists from storm-lashed Kamino, an ocean world. Their clinical culture treats emotion as an inconvenient variable to be managed.

Signature traits

- Light frame: you fall gently and are harder to shove around.

Choose from: An orderly mind (Systematic Mind, Unphased, Keeper of Order), sharp reflexes (I Am Law), Useful Emotion, Nonstop, or great speed (Lightning Nimbleness).

Nightsister

Dathomiri witches who claim their haunted world's wilds by birthright, wielding ancient magicks handed down by clan-mothers. Trespassers should fear the trees.

Signature traits

- Nightsister Glamor: Dathomir's dark arts help you blend into your surroundings.

Choose from: Forest Walk, Swift, thorny vines that bind a foe (The Forest Defends), Quick and Brutal on critical hits, Unshakeable Grace, or Revisit Memory.

Sith Pureblood

Crimson-skinned heirs of Korriban's ancient Sith, with horns, bone spurs and glowing eyes. Nearly all are Force-sensitive, in a warlike society where cunning and long memories lead to power.

Signature traits

- Silver Tongue: a gift for reading what people want in a negotiation, plus an interpersonal skill.

Choose from: Bone Spurs, Glowing Eyes, Dark Sight, Impressive Horns, Predator's Stride, Wary Instinct, or Dark Levitation.

Sullustan

Adaptable generalists found on nearly every world, from starport administrators to freighter pilots. They share the culture around them while keeping traditions of their own.

Signature traits

- Shadowmeld: flatten yourself into a living shadow to hide.
- Small: easy to slip into or out of trouble.

Choose from: Ghost Step, Nimblestep, Graceful Retreat, Reactive Tumble, Fearless, or Corruption Immunity.

Tognath

Gaunt, exoskeleton-clad natives of volcanic Yar Togna, nearly immune to pain. Most carry cybernetics to sharpen dulled senses, and they are known as tenacious mercenaries.

Signature traits

- Augment Tuning: retune your cybernetics to detect a target, shed light or open a private comlink channel.

Choose from: Grounded, Stand Tough, Great Fortitude, Resonant Tools, or a Weathered Hide.

Twilek

Graceful and charming, shaped by the hardships of Ryloth's deserts. Their history remembers a better age of art, dance and heirloom sculpture, before slavers and war.

Signature traits

- Twilek Grace: an edge when you flirt or persuade, and you seem to each person exactly as engaging as they find easiest.

Choose from: Graceful Retreat, Startling Retort, High Senses, Unshakeable Grace, Revisit Memory, or Unstoppable Mind.

Wookiee

Fierce, loyal and family-oriented, with a gift for craftsmanship. Their anger cannot be hidden, and they are famed for fury in battle, a reputation they find distasteful.

Signature traits

- Relentless: when you are struck down, you get one last free strike.

Choose from: Rage Rush, Grounded, Glowing Recovery, Nonstop, or Passionate Artisan.

Zabrak

Horned, often tattooed natives of Iridonia, hardened by its crags and acid pools and tolerant of great pain. Many sell their skills as soldiers and bounty hunters.

Signature traits

- Iridonian Hardening: immunity to acid, cold, corruption, fire, lightning or poison, which you can swap after a respite.

Choose from: Instinctive Guard, War Cry, Remember your Oath, Canister Rig, Jetpack Burst, or a fixed Acclimated immunity.

Next

Pick a [Class](#), then answer the [Session Zero Questionnaire](#). Homeworlds are listed on [Known Worlds](#).