

The Force, Titles, Perks and Kits

The Force, Titles, Perks and Kits

Force users are rare in number, but this is an era when Jedi and Sith are far more common than you would have seen in the events of the main films. Meeting one is unusual, not unheard of.

The Force is **not a class of its own**. It can run through several classes, as the way you interpret your abilities to work. You can start the campaign as a Jedi if you wish, or become one during the story you want to tell.

Three parts of your character make that possible, alongside your class: **titles**, **perks** and **kits**.

Titles

Earned in play, and the path you walk.

Path	Steps
Jedi	Padawan, then Knight, then Master
Sith	Acolyte, then Apprentice, then Lord
Grey Jedi	A path of their own

Each step needs a story moment, such as a mentor taking you on or a trial.

A perk

Awakened Force Sensitivity marks you as Force-sensitive and is the first step on a Jedi or Sith path. It lets you use a lightsaber properly. Without it, or an equivalent title benefit, a lightsaber is only an improvised weapon.

A kit

Your kit is what lets you fight like a Jedi. Several lightsaber forms and treasures (standard, double-bladed, short) let you affect the battlefield differently. For example, **Form III, Soresu**, counters blaster fire: for the patient defender who outlasts rather than overwhelms.

Becoming a Jedi, a Grey Jedi or a Sith

None of them is a class. Choose a Force-linked class (Inquisitor, Warden, Catalyst or Adept are the usual fits), take a lightsaber form kit, and follow your path through titles you earn in play.

Most Jedi are taken in as children, trained as initiates, then become a Padawan to a Knight and face the trials. Adults can come to the Order late. Your backstory decides which: you could be a Padawan at the start, a trained Knight, or someone who never joined at all.

The Order sits on Tython, apart from the Republic, so being a Jedi in this era comes with politics attached. A Sith or a Grey Jedi changes which side of the Cold War you start on and how the party fits together, so speak to the Director first.

See also [Player FAQ](#) and [The Republic and the Jedi](#).

Revision #1

Created 2026-10-26 17:18:58 UTC by Admin

Updated 2026-10-26 17:18:58 UTC by Admin