

STAR WARS



LIGHTSABERS

STAR WARS



The Ultimate Guide to Lightsaber Construction & Use

Compiled by James F Keck



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NET GUIDE TO LIGHTSABER CONSTRUCTION

Having a Jedi character in the party can be a great asset to any group of adventurers. In combat especially, due to the amazing skill with which one can wield a lightsaber. However, source material thus far on the physical traits of a newly constructed lightsaber are oddly missing. This page has the Official West End Games material for lightsaber construction, as well as some material created especially for the Star Wars RPG Database concerning many of the lightsaber details overlooked in official material. Of course, as West End says, none of this is the be all and end all of lightsaber details, just some suggestions that seemed to make sense. Feel free to tinker with this material, and most of all, enjoy it.

SABER CONSTRUCTION

One of the rites of passage for a Jedi is for him or her to construct a lightsaber. The lightsaber acts as a focusing device, allowing the Jedi to reach a state of attunement with the Force which enhances his combat capabilities. The "Tales of the Jedi Companion" by West End Games gives a little information on the construction of lightsabers. The following is from that book, page 142 (with modifications for D20 compatibility):

"Jedi apprentices spend a great deal of time and effort constructing lightsabers, an elegant weapon of ancient technologies. The blade helps the Jedi focus, attuning him to the Force so that it more easily flows through him. It is used for combat only when other methods of conflict resolution have ended in failure.

Most Jedi build several lightsabers over a lifetime, each saber more powerful and well balanced than the last. These improvements reflect the Jedi's increasing prowess in his use and understanding of the Force. The loss of a lightsaber can so demoralize a Jedi that he momentarily stumbles in his ability to access the Force (losing 1D (D6)/-2 (D20) in Force skills until he constructs a new blade.

A lightsaber must have the following parts: a power cell, a handgrip, an activation plate, a safety, a belt ring (optional), a blade length adjuster (optional), an emitter matrix, a recharge

socket, a lens assembly, a focusing crystal, and a power conduit.

Most handgrips have a length of 24 to 30 centimeters, with the blades extending themselves up to 1.5 meters.

The type of crystal used to focus the energy from the power cell determines the harmonic resonance and lethality of the weapon. Jedi Knights use Adegan crystals almost exclusively, as they have done for millennia. The Adegan family includes the following crystals in order of rarity (the die code represents the blade's base damage when using that crystal:

Crystal	Damage
Kathracite	3D+2 (D6) / 2d6 (D20)
Relacite	4D (D6) / 3d4 (D20)
Danite	4D+2 (D6) / 2d8 (D20)
Mephite	5D (D6) / 4d4 (D20)
Pontite	5D+2 (D6) / 3d6 (D20)

To construct a lightsaber from its components parts takes a minimum of one month and requires a successful lightsaber repair roll against a Very Difficult difficulty (D6), or a Craft (lightsaber) check (D20) as per the rules on page 153 of the Core Rulebook. Decrease the difficulty level by one difficulty level for each extra month spent building the saber, to a minimum of Easy (D6), or decrease the DC as per the rules in the Core Rulebook (D20).

Jedi characters may adjust the lightsabers base damage die code through modifications [the same way as modifying damage die codes for any other weapon]. Characters rely on their lightsaber repair skill to make such improvements."

The process of creating a lightsaber varies depending on who the craftsman is, with each artisan giving the saber his or her own personal style. Most Jedi use Adegan crystals, found very rarely but usually nearly flawless. Taking these naturally occurring crystals, they build the lightsaber to their own personal tastes, in perfect harmony with nature through the crystal. The Sith, however, use a special furnace to artificially craft crystals in an intense heat, using the Dark Side of the Force to shape the crystals' growth so that when it is time to remove it from the furnace it is already shaped to perfectly suit the Sith Lord's needs. Obi-Wan Kenobi's journal, which was what taught Luke how to construct his own saber, used a method

Type of Switch	Game Effect	Difficulty to Install Switch/DC Increase
Standard	One click activates, one click deactivates	No extra roll
Double Off click	One click activates, two clicks deactivates; this is so that the lightsaber does not accidentally shut off in combat.	Easy/+5 DC
Lock On	The lightsaber's On/Off switch can be locked into the 'On' position and can't be turned off with one touch.	Moderate/+10 DC
Force Activated	The wielder must use the Force to make a connection within the handle which allows energy to flow.	Very Difficult/+15 DC

similar to the Sith's artificial crystal method. Regardless of whether or not natural crystals or synthetic crystals are used, the process of creating a lightsaber is one of the most essential lessons the Jedi (and Sith) teach their students.

HANDLES

The handle of a lightsaber varies widely, depending on the maker. In "I, Jedi" by Michael Stackpole, Corran Horn constructs a lightsaber from the handlebar on an old swoop. The Jedi of the Old Republic, however, constructed much more aesthetically pleasing, and complex, saber handles. Here are examples of how lightsaber handles can vary.



Luke Skywalker's Lightsaber Hilt



Darth Tyrannus' Lightsaber Hilt



Obi Wan Kenobi's Lightsaber Hilt

Jedi Master Yoda's Lightsaber Hilt



COLORS

While it may seem to be a bit of trivial detail, the color of a lightsaber is as much a part of the personality of the weapon as anything else. Upon completion of the lightsaber, roll 1d6 and compare it to the Standard Lightsaber colors table. Should a 6 be rolled, reroll and compare it to the Rare lightsaber colors table.

Standard Lightsaber Colors Table

Roll	Color Result
1	Blue (Anakin, Obi-Wan)
2	Green (Luke, Qui Gon Jinn)
3	Red (Darth Vader, Darth Maul)
4	White (Ben Kenobi)
5	Orange
6	Roll from "Rare Colors" Table

Rare Lightsaber Colors Table

Roll	Color
1	Crimson
2	Teal
3	Royal Blue
4	Purple
5	Forest Green
6	Yellow

LENGTH

A lightsaber can be anywhere from 1.0 to 1.5 meters in length. Like rolling for color, roll 1D on the table below for the length. **A Note On Adjustable Lengths:** A character may choose to modify lightsaber so that the length can be changed by turning a dial on the handle of the lightsaber. For each length aside from the standard length, make a lightsaber repair roll against a Moderate difficulty, modified one more difficulty level for each extra length (D6), or made a modification to the DC of the final Craft check (D20).

Example: A Jedi decides that he wants a lightsaber with three lengths in total. His standard length blade requires no extra roll or DC increase. However, for the second length, he must roll a Difficult lightsaber repair roll (Moderate + 1 difficulty level) (D6), or add +5 to his Craft DC (D20). For the third length, he must roll a Very Difficult lightsaber repair roll (Moderate + 2 difficulty) (D6), or add +10 to his Craft DC (D20).

Should the Jedi fail any one of these rolls, the lightsaber will not function. If all three are passed, the Jedi rolls on the below table for a standard length, then chooses additional lengths (from .5 m to 2 m).

Blade Length Table

Roll	Standard Length
1	1.0 Meters
2	1.1
3	1.2
4	1.3
5	1.4
6	1.5

MISCELLANEOUS MODIFICATIONS

The following miscellaneous modifications may be made to a lightsaber.

JOINING SABERS

In order for the Jedi to join two lightsabers together, he must find the following items: a set of special welding tools (50 credits), a magna-lock for each saber (200 credits each), a release switch (50 credits), and a power connector (150 credits). Once obtaining these items, a Jedi may attempt, with a Very Difficult lightsaber repair roll (D6) or a Craft (lightsaber) check DC 20 (D20), join the two together. Failure to make this roll results in one or both of the sabers being damaged, depending on how badly the roll was missed by. If the roll is a success, they are joined by a powerful electromagnetic field which can only be unlocked by hitting the release switch. They are joined together at the base of each saber and make a staff-like weapon.

Cell Recognizer

This device is used to modify a lightsaber such that it will not function for anyone except certain people. A small sensor array (800 credits) and recognition chip (350 credits) is installed in the handle of the lightsaber, which reads the cell patterns of whoever is holding the weapon. If the cell patterns do not match that of designated "safe" users, the weapon's power cells shut down, and any failsafe devices are activated. Failsafe devices can range from electrocution to a loud warble to a quiet beacon that alerts the owner via comlink that the weapon is in the hands of an unauthorized bearer. A Difficult lightsaber repair roll (D6) or a modification to the Craft (lightsaber) check of +10 is needed to install this device.

Pressure-Grip

This adapter for the handle of a lightsaber allows for what is, in essence, a "dead man" switch on a lightsaber. The lightsaber activates and deactivates as normal, but automatically deactivates should the pressure on the handle of the lightsaber be removed. This is also a good when combined with the lock-on

switch mentioned above. This pressure sensor itself runs roughly 600 credits.

Call Beacon

The call beacon is the simplest device to install in a lightsaber. This device will summon a ship with a slave circuit like a regular call beacon, only the button is embedded in the handle of the lightsaber. This requires a Moderate lightsaber repair roll (D6) or a modification of the Craft (lightsaber) check of +5 (D20) to make the modifications. The cost for the call beacon to attach to the lightsaber is roughly 1,000 credits.

Concealed Compartment

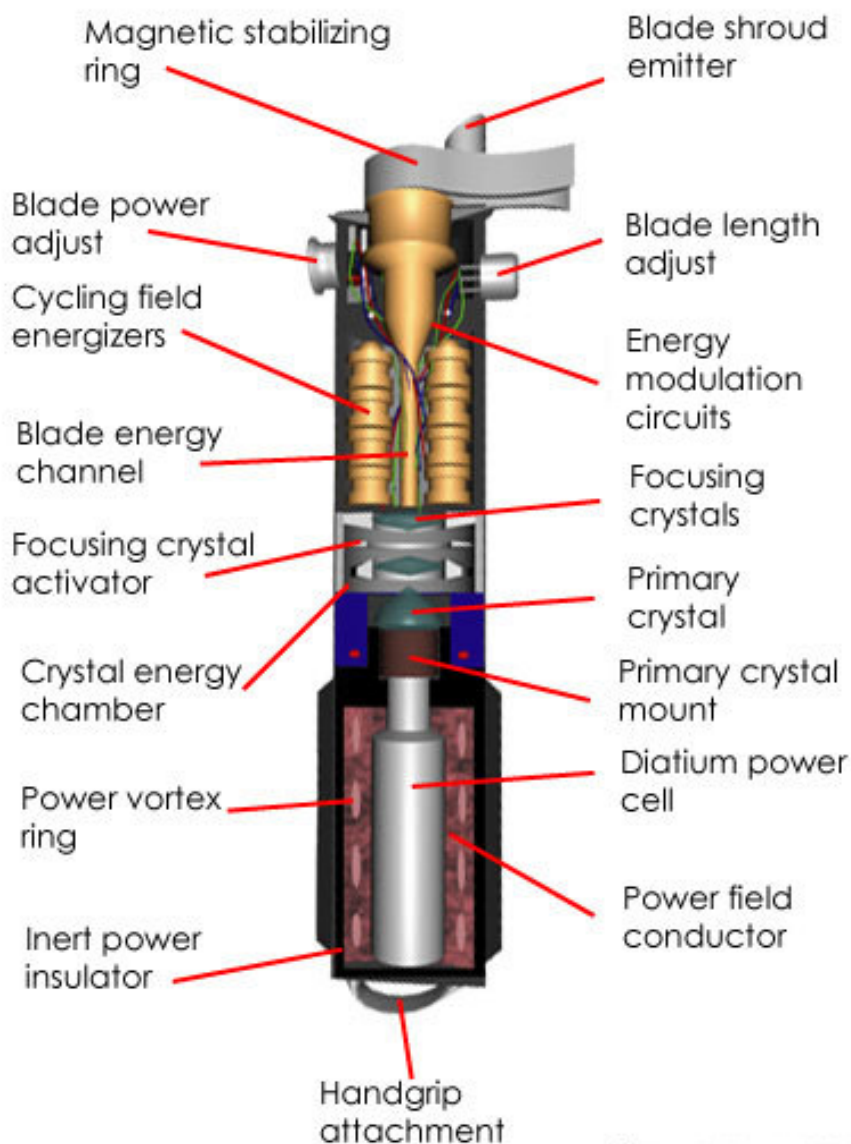
A Jedi may choose to create a hidden compartment in his lightsaber that can only be accessed if you know what to look for. The cost is no more than the cost of the supplies to construct the handle of the lightsaber, however the difficulty when crafting the blade is increased by one difficulty level (D6)/+5 to DC (D20).

Water-Proof Casing

When constructing a lightsaber, some Jedi (particularly those at home in a moist environment, like Mon Calamari) add a secondary waterproof casing to the handles of their lightsabers in order to protect the power cell inside. While still not reliable for functioning underwater, this will allow a lightsaber to be carried normally on aquatic journeys, without the necessity of removing the power pack. A water-proof casing costs roughly 200 credits, and must be crafted at the same time as the lightsaber itself to fit properly over the handle.

Translator Unit

A notable Jedi from days long gone made a particularly odd modification to his lightsaber that some consular might find useful. From the early stages of planning, he designed his lightsaber to contain a small droid translator unit, as well as a



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form of vocabulator with a built-in earpiece for discreet use. This enabled the Jedi to have a translator with him wherever he went, right there in his lightsaber which never left his side, for use in delicate situations requiring precise translation. The cost of installing this is roughly 800 for the droid parts, plus another 300 for the necessary wiring and pieces of the lightsaber.

Stun Damage

It is possible for some of the most skilled lightsaber craftsmen to design a lightsaber that does little more than stun an opponent, rather than slicing them as a standard blade does. These blades use a very special

kind of crystal that alters the harmonics of the lightsaber blade such that it no longer deals normal damage. Instead, the lightsaber does stun damage equal to the standard damage rating of the weapon, but no longer ignores the hardness of items. The cost of this is 5,000 credits minimum for the crystal, plus the difficulty for creating the blade is increased by two difficulty levels (D6)/+10 to the DC (D20). This special crystal can also be used in place of a blade-lengthening one, effectively creating a lightsaber which can be switched from normal damage to the stun setting; use the rules for a variable length blade in addition to the stun damage blade when determining the difficulty of construction.

Multi-purpose Use

Some Jedi design their lightsabers to have secondary functions, such as a glowrod, a comlink, or a synthrope dispenser. In such a case, the cost of making the modification is merely the cost of the secondary function, and the difficulty to install is increased by one difficulty level (D6)/+5 to DC (D20).

Trapped Handle

Typically reserved for Dark Jedi, some lightsabers have special traps in their handles to prevent unauthorized use. The handle may have spikes or blade which burst forth from the handle and damage the user (2d4 damage), or electrocute the user instead (1d6 shock damage). Whatever the trap, they are triggered typically through incorrect cell recognition (see the Cell Recognizer above), or by a "dummy" activation switch which triggers the trap. The difficulty to install a trap is increased by two difficulty levels (D6)/+10 to DC (D20), and the cost varies from 300-1000 for the parts.

Silenced

Some Jedi texts from the days of the wars with the Sith indicate that certain Sith warriors had perfected the art of effectively silencing a lightsaber blade. By adjusting the crystals within the blade, and adding a few special ones to reduce noise, some lightsabers have been reduced to a nearly noiseless blade, making only the faintest whisper of a noise when activated. The cost of obtaining a silencing crystal is

2000 credits (or more; they are exceedingly rare), and the difficulty to install is increased by three difficulty levels (D6)/+15 to DC (D20).

FOR THE GAMEMASTER: USING LIGHTSABERS AS A PLOT DEVICE

Lightsabers can (and often are) used as the focus of adventures, and are means of telling a better and more fluid story in a role playing game. Of course, it is easy to use the creation of a lightsaber by a PC as a means for furthering the plot of a campaign. The character must find the necessary parts, purchase crystals, and collect all that's needed before he can even begin assembling. However, GM's aren't limited to this tried-and-true method of furthering the plot; there are many ways in which a lightsaber can serve as the focus of the story.

Perhaps the weapon also houses a Jedi holocron, which is instructing the masterless Jedi in the Rebellion era while the campaign goes along. Conversely, perhaps it is a Sith holocron which is attempting to seduce the fledgling Jedi to the Dark Side of the Force. The weapon's value is also considerably greater once it is discovered to be housing a holocron; bounty hunters, thieves, Dark Jedi, and other groups will be hot on the party's heels in an attempt to obtain the weapon. Instead of a holocron, perhaps it has a holographic map imbedded in its hilt, leading the party to a mysterious planet to explore ancient Jedi/Sith/Krath/etc. ruins, leading them further and further into danger. Or perhaps the weapon houses an electronic key, which will open the entrance to a secret vault somewhere, again putting the party right in the line of fire as the greedy and the deadly pursue the lightsaber with reckless abandon.

The Force power Inhabit Object could be used to create quite plot device. As Exar Kun and Callista Ming did, perhaps a Jedi or Sith placed his spirit into his lightsaber for preservation upon his death, and now it has fallen into the hands of the party members. Perhaps it offers the characters gentle nudges and warnings through the Force; or, in the dark of the night, the character awakens from terrible nightmares, slowly driving him over the edge

towards the Dark Side. At a critical moment, the lightsaber refuses to activate unless the spirit's wishes are heeded, or perhaps the blade randomly ignites at an inopportune time, refusing to shut off. Perhaps the spirit lends some of its energy to the Force ability of the bearer (giving a bonus to Force power rolls), or draws part of the bearer's life essence into itself over time (giving a penalty).

Maybe the lightsaber has some legendary history behind it, or is a relic of some famous historical event. The lightsaber once belonged to Darth Vader himself, or Cay Quel-Droma, or any one of the other famous Force users. Perhaps it was discovered on the battleground at Ruusan, or was used to slaughter Jedi during the Purge after the Empire rose. The lightsaber might be part of a matched set that once belonged to a Battlemaster, and its twin has fallen into the hands of the part's enemy. Regardless of what the Gamemaster chooses to do, there are many variants of these themes that could be implemented with ease into any campaign to give it action, mystery, adventure, personal ties, and great character development.

LIGHTSABER DUELING SPECIALIZATION

Introduction

A Jedi's training in lightsaber combat extends beyond Force guided hacking and slashing; it is a fine art of union of being, Force, and blade. Generations ago it was necessary for a Jedi to know how to combat not only common foes, but also the equally lethal techniques of the Sith. Some Jedi had found it necessary to devote their energy into developing techniques specifically for lightsaber dueling. Most of the techniques have been forgotten ever since the supposed extinction of the Sith, but a rare few Jedi have preserved the art of lightsaber dueling.

General Usage

Lightsaber dueling is a specialization of the lightsaber skill. Like other specializations, the lightsaber dueling specialization dice do not start at the base skill dice level, but at the attribute level. The Jedi must advance the lightsaber skill and lightsaber dueling specialization separately. The specialization's function is limited to lightsaber vs. lightsaber fighting. It cannot be used against opponents with any other weapon.

Example:

Jedi Knight Gori Nar has a lightsaber skill of 6D+2 and a lightsaber dueling specialization of 8D. If she wishes to attack or defend against a battle droid, she must use her lightsaber skill of 6D+2, because she is not engaged in a lightsaber duel with her opponent.

CALCULATING TECHNIQUE SUCCESS

To determine if a Jedi is able to perform a given technique, roll the lightsaber dueling specialization dice only. (If the Jedi has activated the Lightsaber Combat and Combat Sense force powers, those dice values will be added later.) If the Jedi meets the base difficulty, then the effect is performed. The Jedi does not necessarily need to land a hit in order to use the effect. Techniques such as Advance assume that the attacks will be parried.

Example:

Jedi Gori Nar rolls her 8D of lightsaber dueling to attempt to Advance on Sith Apprentice Darth

Arius, and rolls a 31. The technique is successful. She then adds her 5D Sense dice (as designated by the Lightsaber Combat Force power) and rolls a 20 (a total of 51). Darth Arius wishes to defend and rolls his 7D+2 and achieves a 30. Then he rolls his 6D Sense for Lightsaber Combat and rolls a 24 (a total of 54). Darth Arius successfully defends the strike, but Gori Nar advances 2 meters on Darth Arius' position as Arius steps back.

The Jedi may use his/her lightsaber dueling specialization to attack an opponent (instead of using his/her lightsaber skill) without employing any specific technique.

Opposed Rolls

Lightsaber dueling can also be used as an opposed roll to prevent an opponent's lightsaber dueling technique's effect from being used. You must have the lightsaber dueling specialization in order to counter a technique's effect.

Example 1:

Jedi Gori Nar makes an attempt to disarm Sith Apprentice, Darth Arius. Gori Nar rolls her 8D of lightsaber dueling (a total of 29), but Darth Arius rolls his lightsaber dueling of 7D+2 (a total of 31). Gori fails at her attempt to disarm Darth Arius.

Example 2:

Gori Nar is now facing Darth Sabellus, who has no lightsaber dueling specialization. Gori's effects will always succeed so long as she meets the base difficulty. Darth Sabellus's lightsaber skill cannot be rolled to oppose Gori's lightsaber dueling specialization.

Calculating Die Penalties and Bonuses

If a Jedi has activated the Lightsaber Combat Force Power, first roll the lightsaber dueling dice, calculate the total, next roll the Sense dice separately, then add the two totals together.

If the Jedi wishes to perform multiple actions with lightsaber combat up, first determine how many actions the character will perform. If the Jedi wishes to perform non-Force skill actions, the die penalties must come from the lightsaber dueling specialization

roll. If the additional actions use Force skills, make the die deductions from the Sense dice.

If the Jedi is making multiple lightsaber, or lightsaber dueling actions, the die penalties come from the Lightsaber dueling dice.

Penalties from injuries are deducted from the lightsaber dueling specialization.

Die bonuses from Emptiness and Enhance Attribute are added to the lightsaber dueling specialization. Character points can also be added to the lightsaber dueling rolls. Force Point rules are applied normally.

Techniques

For every 1D that the Jedi advances the lightsaber dueling specialization, he/she may learn one of the following techniques.

Technique	Difficulty	Effect
Advance	Moderate	The Jedi makes a series of attacks, that even if parries lets the Jedi advance on the defender. The defender moves backward 2m. per round in the direction of the Jedi's choosing.
Push	Easy	When the Jedi parries an attack, he/she makes a free strength roll (against the attacker's strength) to use his/her lightsaber to push the attacker backwards and onto the ground. Standing back up is an action.
Quick Strike	Moderate	The Jedi makes an attack at +2D to sense (to hit), but at -4D (for damage purposes) for that action. An opposed lightsaber dueling roll cannot negate this technique.
Heavy Strike	Difficult	The Jedi makes an attack at -4D sense (to hit), but at +5D control (for damage purposes) for that action. An opposed lightsaber dueling roll cannot negate this technique.
Feint	Difficult	This maneuver is meant to "fake out" an opponent by deceptive body language. Adds +3D to sense (to hit) for that action.
Disarm	Very Difficult	When attacking or defending the Jedi maneuvers his/her lightsaber to send the opponent's lightsaber flying! If this is made on an attack, all of the Jedi's attention is given to disarming, and so he/she may not hit for damage. Recovering a disarmed lightsaber counts as an action for that round. If the disarming was a final action for that round, the defender must make an initiative roll to regain the lightsaber before the opponent attacks.
Defensive Stance	Easy +2 Moderate 1D+1 Difficult 2D Very Difficult 2D+1 Heroic 3D	A Jedi can add appropriate bonuses to sense in order to parry an attacker's strikes. No offensive actions may be made that round. An opposed lightsaber dueling roll cannot negate this technique.
Brawl	Very Difficult	When attacking or defending, a Jedi may make a free brawling or brawling parry roll against his/her opponent.

STAR WARS – LIGHTSABER FORMS

Created by Volker Maiwald

Like any other true form of martial arts that deserves to be called like that, the art of lightsaber fighting has seen many styles and variants over the millennia. Some were common and widespread, others were rare and known by only a few Jedi at all.

Lightsaber Forms work as single skills, like Lore or Knowledge. Additionally they count as advanced skills, i.e. a character needs 5D in Lightsaber before being able to learn a form, with the Exception of Form I, which is the basic Lightsaber style and its maneuvers can be used by any character with Jedi training and the lightsaber skill (only with the basic skill not the dice in other forms). To learn any form of lightsaber fighting art a character has to have a teacher, or other medium that can show the moves and principles of that form.

With the GMs agreement, the Jedi can also try to create his or her own form, however.

THE SEVEN PRIMARY FORMS

Form I: Shii-Cho

This form is the most basic form of lightsaber combat. Its first moves are not so much intended for combat but more to learn body control. Later teachings provide the student with rudimentary fighting moves, while training and especially mastery in that basic form can prove to be very powerful in duels.

Requirements: none



Action	Difficulty	Effect
Heavy Strike	+5	A two-handed strike that hits the opponent hard, and therefore deals +1D damage.
Swing Attack	+1	The Jedi moves the blade in a wide circle and is able to strike two opponents at once without penalty. However the opponents have to be within 180 degree in front of the striking character and only receive -1D damage, since the hit is fast and slighter than when hit directly. Additionally the character receives -2D to parry or dodge rolls towards these two opponents, since the move makes the combatant open to attacks.
Quick Parry	+10	The fighter parries an incoming attack and moves in a way that blocks the enemy's movement. The two characters have to make an opposing dexterity roll or the attacker falls to the ground.

Form II: Makashi

An elegant and stylized form of lightsaber combat, Makashi does not so much concentrate on strength but on finesse and skill. It needs wits and a quick mind. Makashi includes many thrusts, ruses, and fast attacks, not so much cutting. It is very efficient against other lightsabers and therefore a wielder of this form receives +1D to attack and parry-rolls against other lightsabers. However due to the concentration in melee-combat it lacks in the ability of ranged defense. Therefore a Jedi using Form II receives -1D to attempts of blocking or redirecting ranged attacks.



Requirements: Dexterity 3D

Action	Difficulty	Effect
Quick thrust	+5	The attacker moves quickly forward with the lightsaber, which is difficult to parry. Any attempt to do so is done with a -1D penalty. However due to the quickness of the thrust it deals -1D damage.
Ruse	+10	The wielder makes the defender think he is attacking and therefore misguides his parry, opening him for a real attack. The parry roll of the defender is reduced by 2D for the next attack of the Jedi.
Heavy Thrust	+5	Attacker moves a minimum of 1 and a maximum of five meters and thrusts the blade into the defender, dealing +1D damage.
Disarm/ Dismember	+10	The attacker strikes either the weapon hand, or a limb, to disarm or immobilize the defender. Add +1D damage, armor does only apply if that body parts contain armor.

Form III: Soresu

First developed to counter the development of blaster weapons with parries, Soresu is the most defensive style of the Jedi Order and it is said that a true master of that form cannot be overcome. The practitioner combines Force senses with agility to block any attacks directed at him. As a result the wielder receives +2D to any defensive rolls with that form. However there are almost no real offensive strikes in that form, i.e. the wielder receives -2D to any attacks, including redirected (not blocked) blaster bolts. Soresu duels tend to last long and usually end when the attacker begins to make mistakes due to fatigue or frustration. Then is the time to strike for the Soresu practitioner.



Requirements: Dexterity 3D+1, Stamina 4D

Action	Difficulty	Effect
Sweeping Block	+5	A circling move with the lightsaber forces the opponent back. Therefore his next attack is done with a -2D penalty. This works for multiple attackers, add +2 to the difficulty for each that is to be affected. However due to the fast move any attack the defender wants to make is reduced by -2D as well.
Quick Parry	+5	The fighter parries an incoming attack and moves in a way that blocks the enemy's movement. The two characters have to make an opposing dexterity roll or the attacker falls to the ground.
Circle Attack	+10	This only works as a parry to an attack, so the Soresu fighter has to successfully parry that attack (with the +10 difficulty). The combatants have to make an opposed Stamina roll. If the Soresu fighter is successful, he is not only able to block the attack but moves in a circling turn around to the back of the attacker. He gets a free attack without a penalty for an additional action and only a -1D penalty for using Soresu for an attack.

Form IV: Ataru

Ataru is an acrobatic form of fighting, there are many jumps and quick maneuvers in it, intended to attack the opponent from as many angles as possible. It is fast, exhausting and agile.

Since Ataru combines acrobatics with offensive maneuvers, a Jedi using this form may perform one acrobatic maneuver or may move up to four meters and attack once without the penalty for an additional maneuver. However if restricted in movement (due to space, wounds, etc.) any actions done with Ataru receive a -1D penalty.



Requirements: Strength 3D, Acrobatics 5D

Action	Difficulty	Effect
Double attack	+5	The Jedi attacks two times with quick strikes from different angles. Any attempt to parry these strikes has to be done with a -1D penalty each. However due to the quickness of the attacks, they deal -1D damage.
Tumble Strike	+10	The character has to pass a moderate Acrobatics roll. If successful, the attacker is able to somersault over the defender and strike while above him. This makes it difficult to parry or dodge. Any attempt to do this receives -2D.
Spinning Attack	+10	After passing a moderate Acrobatics roll, the attacker spins around his own axis and by that gains extra power for an attack. Then the attack roll is done (without a penalty for an additional action) and when successful add +2D to the damage.

Form V: Djem So

Djem So is an offensive form of Soresu and is almost as effective against blaster weapons. However it does not stick to defence but concentrates on redirecting attacks and moving into an offensive position making counterattack easier. Some warn that this form is very close to the dark side. Whenever a Form V user attacks after he has parried

or blocked an attack, he receives a +2D modifier to the attack roll (this includes redirecting blaster bolts). However any attack rolls not countering a first attack are done with a -2D penalty – the legacy of its Soresu origin.

Requirements: Strength 3D+2

Action	Difficulty	Effect
Heavy Parry	+5	The Form V user parries a melee attack with a heavy Strike. Make an opposing Strength test. If successful the Form V user is pushing the opponents weapon aside. If the next action is another attack of the opponent it is done with a -1D penalty. If the next action is an attack of the Form V user, any attempts to parry it are done with a 1D penalty.
Two Hand Thrust	+10	During this maneuver the Form V user grabs the hilt of the weapon with two hands and thrusts sideward at the opponent. It deals +1D+1 damage and any attempts to parry it are done with a 1D penalty.
Jump Strike	+15	After passing a moderate Jumping test, the attacker jumps up and grabs the hilt with two hands, strikes as he comes down again – thus adding the speed of the “fall” to the strike. Difficult to block, any attempts to parry are done with a -1D penalty, while the attacker receives +2D to the damage. However since changing course in mid-air is difficult, if not impossible, it is quite easy to dodge that attack. Add +2D to any dodge rolls against this maneuver.



Form VI: Niman

Form VI is a conjunction of the Forms I, III, IV and V. It is popular with most non-combat Jedi, diplomats or teachers who want a broad training in lightsaber combat, without concentrating on one aspect of that art. Form VI also includes stares, postures and screams that draw upon the diplomatic skills of a Jedi enabling him to “persuade” opponents that surrender would be the best solution. Due to the rather defensive nature of Form VI users of that power gain +2 to defense rolls, while attack rolls suffer a -2 penalty. Additionally the Niman user receives a number of boni for equaling one point per Persuasion or Intimidation use (that has to be chosen when the Form is learned first). These boni may be distributed to attack or parry rolls during one combat (with a maximum of four per roll).

Example: Jedi Knight Deck Star-Karian has a skill of Persuasion 4D+2 and Intimidation 5D. He decides to base

his Niman-style on a more peaceful approach, thus he will use the Persuasion skill and therefore gets 4 bonus points. Later he enters a combat with four Gamorrean mercenaries. He parries an attack and takes two of the bonus points and then attacks two of the mercs, each with a +1 bonus.

Requirements: Persuasion or Intimidation 4D

Vicious stare - The Form VI user and one opponent have to pass an opposing test. The Form VI user may use either Persuasion or Intimidation for that purpose, while the opponent has to do a Willpower test. The base difficulty for the Form VI user is moderate, however with a +2 for every further opponent that is to be affected. If successful add the difference of the rolls to any aggressive actions done by that opponent. The opponent cannot gain a positive modifier by that however.

Action	Difficulty	Effect
Heavy Parry	+6	The Form VI user parries a melee attack with a heavy strike. Make an opposing Strength test. If successful the Form VI user is pushing the opponents weapon aside. If the next action is another attack of the opponent it is done with a -1D penalty. If the next action is an attack of the Form VI user, any attempts to parry it are done with a 1D penalty.
Double attack	+6	The Jedi attacks two times with quick strikes from different angles. Any attempt to parry these strikes has to be done with a -1D penalty each. However due to the quickness of the attacks, they deal -1D damage.



Form VII: Juyo

Unlike the rhythmic and partly almost dance-like maneuvers of other forms, Juyo is the exact opposite. It breaks the rhythm and therefore surprises any defender. The break of rhythm is accomplished by intuitive action, guided by the force. As a consequence it can be dangerous to use this form, since it may lead to the dark side. Very few Jedi usually are able to master this form. Any attack done with Form VII can only be parried or dodged with a -2D penalty and due to the close connection with the Force, the character receives a bonus to initiative rolls (for combat using Form VII)

equal to the dice in Sense – to a maximum of 4D. Additionally the Juyo artist receives a +1 bonus to attacks for each side point (for each +3 make it 1D and add the rest, e.g. 5 DS Point give a +1D+2 modifier). This makes Juyo very attractive for Dark Side users and tempts others to give in to the Dark Side. However since the Dark Side leans more towards aggression it gives a -2 penalty to defensive rolls for each DS Point (2 DS would give -1D-1 of any roll to parry), but at least -1D.

Requirements: Strength 3D, Sense 2D

Action	Difficulty	Effect
Circling Thrust	+5	The Jedi attacks in what appears to be a strike from an upper direction but at the last moment twists the hand to make it a thrust instead. This makes it difficult to block. Any attempt to do so is done with an additional -1D penalty.
Back-Thrust	+10	After passing a moderate Sense Life test, the Jedi is able to sense an enemy behind him (this may be covered up by Force skills) and thrusts backwards, taking the hilt in both hands. The strength of it give it a +1D modifier to the damage roll. The sense test counts not as an additional action to the attack (therefore no penalties apply).
Swing Strike	+10	The Jedi grabs the lightsaber upside down (the blade is at the lower end of the hand). He then performs a swinging move like a pendulum, which appears to be of defensive nature. With a sudden lift of the arm and a back swing however the blade strikes at the opponent. This is difficult to block, any attempt to do so is done with a 1D penalty, while the extensive movement adds 1D to the damage.



SECONDARY FORMS

Due to the less extensively developed nature of the secondary forms they cost -1 Character point to learn when advancing (the minimum cost is still 1 and this does not stack with other modifiers of a comparable nature); e.g. raising Lightsaber: Sokan from 4D+1 to 4D+2 costs not four points but three.

Form VIII: Sokan

Sokan is a lightsaber style that concentrates on mobility and evasion, not unlike Ataru. It uses quick

maneuvers and tumbles as well as fast lightsaber strikes to vital areas of an opponent. Sokan's basic philosophy is "not to be where the enemy strikes" - as a result Sokan users gain +1D to dodge rolls when using Sokan in combat. However Sokan needs much room to be used. If the Sokan performer is within confined spaces or cannot move due to wounds or similar restraints he receives a -1D penalty for any roll with that art.

Requirements: Dexterity 3D, Dodge 5D, Acrobatics 4D

Action	Difficulty	Effect
Roll Attack	+10	The Jedi has to make a successful dodge roll against an enemy attack (without the penalty for an additional action). By that the Jedi makes a forward roll. He then thrusts his own blade into the enemy, adding a +1D modifier to the damage.
Spin Jump	+5	The Jedi jumps up and rolls either left or right and lands at either side of the opponent. That gives him an advantageous position for an attack. If the next action (can be a in the next round) is an attack of the Jedi he receives a +1D modifier to the attack roll.

Form IX: Shien

Shien is a rarely practiced art and features an unorthodox grip of the lightsaber. The blade is held horizontally all the time with the tip pointing at the opponent. A strike is performed by "throwing a punch" at the enemy, while the blade is whipped forward in a broad arc. This move restricts the defensive capabilities of the wielder. Therefore any attempt to parry attacks (including blaster bolts) is done with a -1D penalty. But this unorthodox method also improves the own ability to overcome an enemy's defense. A Shien user receives a +4D bonus to attack rolls. However since this art can be foreseen rather easily, this bonus is reduced by 1D for each round of combat with the same opponent to a minimum of 1D.

Requirements: Dexterity 3D



Action	Difficulty	Effect
Spin Attack	+5	The Jedi spins around his own axis and by that gains momentum to a following attack. This does +1D damage then.
Broad Sweep	+5	The Jedi hits two opponents with the blade that is within reach. Divide the dealt damage dice between the two.

Form X: Jar'Kai (Two bladed)

Form X teaches the art of using two lightsabers in combat. While many Jedi learn the basics of that form, only few ever master it. Form X has one primary weapon used solely for attack, while the second blade can be used for defense or offence. Due to extensive training the Jedi used to using two weapons at once, therefore the penalty for using an additional weapon is reduced to -2 , instead of $-1D$. However off hand penalties still apply where necessary. Some species have more than two hands or comparable limbs. In that case the -2 modifier applies to all limbs carrying a lightsaber. This modifier counts only for Form X maneuvers. If the Jedi wants to use another form with two blades, the standard $-1D$ penalty applies.



Requirements: Dexterity 3D

Action	Difficulty	Effect
Blade shield	+5	The Jedi circles both blades in front of him, spinning them and by that creating a shield in front of him. This gives him a +2D bonus to any parry rolls. However this has to be the only action of the Jedi in that round besides basic movement.
Double Sweep	+15	The Jedi gabs both sabers upside-down and moves both hands from an outward position and back again. Any opponent within that 180-degree angle is hit twice. However the quickness reduces the damage by $-1D-1$.

MODIFIED FORMS

Some Jedi swordsmen are so adapt in one form that they begin to modify it into a personalized style. They work as the basic forms, but have to be bought as specializations. At the beginning one has to buy one complete die, without getting the benefits from it – just to learn the advanced form (Yes this way higher scores in the basic skill mean higher costs to

learn the modified form. This is meant to reflect that especially in martial arts it is difficult to relearn new patterns after extensive training of others). Only then a Jedi can try to advance in that form further. Additionally the Jedi has to have at least 5D in the basic form.

Example: The Jedi Master Sumas Vakoth wants to learn the Vaapad style created by Mace Windu. Since it is a Form VII variant she needs at least 5D in Form VII. She has a score of 6D+2 in that form. She needs to advance to a “virtual” 7D+2 to have access to Vaapad. Thus it costs 6 CP for a score of 7D, 7 for 7D+1 and another 7 for the 7D+2. Afterward she knows Juyo: Vapaad with 6D+2. Any further advancement is done like any other specialization (not skill!).

Obviously a trainer is needed for such variant forms, which are probably very rare, often only one Jedi at a given time knows that style. But remember a Jedi using a modified form also gains the advantages of the basic form and of course has access to the maneuvers. However only maneuvers of the modified form may be done with the according specialization.

Example: Jedi Master Tal-Ravis has the skills Soresu 9D+2 and Soresu: Jen-Kar 11D. He attempts to make a Circle attack. Since it is a basic maneuver he only has 9D+2 to roll (with a -1D penalty since it is an offensive action). Afterwards he performs an Aerial Strike. As this is a modified maneuver he may roll 11D, but still receives the penalty for making an offensive action with Soresu. If he would make a standard attack (or parry) without a special maneuver, he can choose in which style that is to be made.

Form III Variant: Jen-Kar

This variant was developed by Jedi Master Ronen Tal-Ravis in the late days of the Republic. Jen-Kar means “Strong Tree” in the language of his home world Muthan. Jen-Kar modifies the idea of Soresu. It is as defensive (with only one actual offensive move) and intended for use against a large number of enemies – but works as fine against a single one. The Jedi does barely a move when using this form, like a tree in a storm, he bends and turns but he does not change his position. That way the attackers have to come to him and the Jedi spends no strength on movement, but can keep his concentration on defense. This further focus gives another +1D to defensive actions such as parry or block. However the movement restriction reduces any attack rolls by another -1D. Additionally Jen-Kar users are especially trained in defending against attacks in the back. No penalties apply for parries against such attacks. However since Jen-Kar is a very stationary style it may not be used before or after movements of more than one third of the characters movement rate, with the exception of the first action (which is usually an Aerial Strike).

Requirements: Dexterity 3D+1

Action	Difficulty	Effect
Aerial Strike	+15	The Jedi has to pass a moderate Alter or Control roll and then a Jumping test (both without penalties for additional actions, since it is one maneuver). He then jumps high up into the air and comes down at a desired location, with the blade directed downwards. Before landing the blade is thrust into an opponent. This is usually referred to as the opening maneuver of Jen-Kar. The Jedi gets himself in a good position and surprises the enemy. This strike deals an extra 2D of damage, while the Jedi himself is difficult to hit.
Circle Defense	+10	The Jedi spins the lightsaber’s blade around in one hand and moves the weapon arm from one side to the other, effectively creating an impassable wall. This gives another +2D to parry rolls against blasters, but no attack actions may be performed this round.

Form VII Variant: Vaapad

Vaapad takes the “bad side” of a Jedi and channels his negative emotions through combat maneuvers. This is extremely dangerous, since it touches the path of the dark side and so far only Jedi Master

Mace Windu has successfully trained (and created) that art, while some others failed.

Vaapad additionally concentrates on hurting enemies at essential points (without necessarily killing them but making them incapable of continuing combat).

Add +2 to any damage rolls using Vaapad. However it can only be used if the performer has at least on Dark Side point.

Requirements: Strength 3D, Sense 4D, 1 Dark Side Point

Action	Difficulty	Effect
Disarm/ Dismember	+6	The attacker strikes either the weapon hand, or a limb, to disarm or immobilize the defender. Add +1D damage, armor does only apply if that body parts contain armor. He may also target a beings head (raise difficulty by +4), which adds another 1D damage. This maneuver may also be used to only threaten an enemy with such a wounds and by that restrict him in his movement. An opposing Perception (initiative roll) is needed to break from such a "lock".
Random Strike	+10	The Jedi seems to move the blade in a random and not dangerous way. However it is perilous and therefore the next attack of the Jedi can only be parried with a -1D penalty and it deals +1D damage.
Blind Attack	+10	After passing a difficult Sense Life test the Jedi is able to strike blindly at an enemy, meaning without looking at him (or in darkness or when blinded), which surprises the opponent. Any attempt to parry or dodge this suffers a -2D modifier. This does also count for redirected Blaster bolts.



D6 SYSTEM DUELING BLADES

Combat Variant

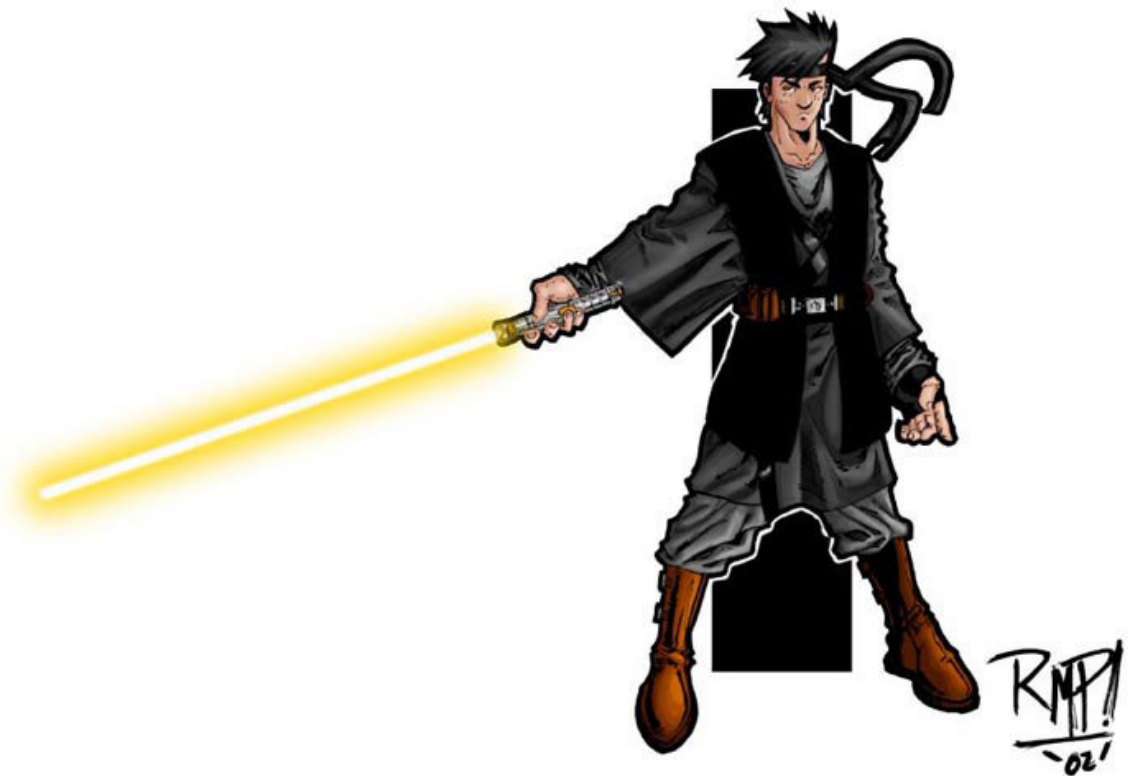
By Peter Schweighofer

Melee combat can play a vital role in D6 games, especially those for *Star Wars* and *Hercules & Xena*. Although the D6 and D6 Prime Systems have some of the easiest rules, there's always room for improvement and streamlining, especially when you're running a game for cinematic, fast-paced effect.

The *Dueling Blades* variant focuses on condensing melee combat, substituting simultaneous hit resolution for round-based attacks and defenses. It also produces more varied results besides simple damage. (The system can also streamline brawling confrontations, if you'd like.)

Dueling Blades handles melee combat simultaneously with opposed rolls. Instead of combatants rolling their *melee combat* and *melee parry* skills each turn, have them roll their *melee combat* skill dice simultaneously. For systems relying on dual combat/parry skills like *Star Wars*, use the higher skill. For *Hercules & Xena*, just use the *fighting* skill. Each round, opponents roll their combat skill. The higher one wins that round of melee repartee. The actual results depend on how much higher one opponent rolled above the other's score; check out the *Combat Results* table below.

Example: *Smuggler Dan has a melee combat skill of 5D, but his melee parry is 6D. Using the Dueling Blades variant, he'd roll 6D in melee.*



Dueling Blades Rule of Thumb:

Each combatant rolls her *melee/fighting* skill dice. The higher total wins that round. The difference between the two indicates combat results.

Example: *Jedi Jane and Bob the Evil Jedi are facing off on a catwalk high above the industrial sector of some starport. Each rolls their lightsaber skill. Jane gets a 19, while Bob gets a miserable 11. Jane wins this round of fighting, and probably knocks Bob off balance (see the table below).*

Forget Defense Totals and minimum difficulty numbers to hit with various melee weapons. Just roll the appropriate skill dice each round, determine the winner and combat effect. This system certainly favors those with significantly higher skills, but with Force Points, Character Points and Fate Points, there's always a chance for the underdog to triumph at a critical moment.

Winning	Difference	Combat Effect
<i>D6</i>	<i>D6 Prime</i>	
1-5	1 Success	Force back.
6-10	2 Successes	Knock off balance: -1D to all rolls next round.
11-15	3 Successes	Wound: inflict damage per rules.
16+	4+ Successes	Trick: successfully executes combat-related maneuver--disarms opponent, slices suspenders and drops his pants, throws cape over his head and confuses him.

Combat Effects

The *Combat Results* table above indicates various effects based on how much higher one opponent rolls over another. For *D6 System* games, this relies on the difference in skill roll totals; for *D6 Prime*, it's based on the number of successes rolled above the loser's score.

Example: *Pandemonios and Articles are fighting over some insult delivered in a tavern. Each is bashing away with their sword. Pandemonios rolls 6 successes on his fighting skill; Articles only rolls 4 Pandemonios knocks Articles off balance. Next round Articles has a -1D penalty to all his actions...including rolling his fighting skill dice.*

Force Back: The winner's blows are so well placed and powerful the loser must retreat, often in a direction she'd rather not be heading. The winner

(with the gamemaster's help) determines the direction based on the surroundings and combatants' placement. The loser might be steered toward another obstacle: a wall, chasm, trap, another opponent.

Knock Off Balance: The winner manages to knock the loser off balance, either through heavy blows, fancy maneuvering, or forcing the loser onto unsteady ground. This effectively "stuns" the loser, inflicting a -1D penalty against all actions for the next round only. The loser can still act, but at a significant disadvantage.

Wound: The winner strikes a blow on the loser. Follow normal damage rules for your particular game. If the loser was knocked off balance last round, the -1D penalty may also apply to *Strength* rolls to resist damage; losing one's balance exposes



more vital areas to hits, or can make certain body parts easier targets. The winner chooses exactly how much damage to inflict, within the range indicated by his weapon and any damage rolls made.

Trick: The winner is such a good fighter she manages to pull some kind of trick combat maneuver on the loser: disarming him, throwing a cape over his head, knocking him to the ground, slicing his suspenders and dropping his pants. The winner, with the gamemaster’s guidance, can help determine the exact trick effect.

The winner may always choose a lower option, no matter how high she rolls. A good fighter knows how to produce the desired effect, whether it’s to maneuver an opponent into a tenuous position or wound him just enough.

Example: Jedi Jane rolls a 28 against Bill the Evil Jedi’s lightsaber score of 15. Theoretically Jane could inflict damage on Bill according to the regular wound rules. However, Jane wants to toy with Bill a bit more. She instead chooses to force him back toward the deep chasm. She could also choose to knock him off balance, lowering his roll next round by -1D. (This option is useful when the winner is trying to get a higher score next round to possibly execute a combat-related maneuver with the “Trick” result.)

The *Dueling Blades* option simplifies melee combat into opposing rolls each round, with variable results on the battlefield. This variant is recommended for



any melee-heavy games: *Hercules & Xena*, *Star Wars* lightsaber combat, a *Three Musketeers*-type campaign, even a pirate game.

The author of *Dueling Blades Combat Variant* is a West End Games expatriate, formerly editor of *The Official Star Wars Adventure Journal* and author of such game products as *Platt’s Starport* and *Smugglers Guides*, *The Raiders of the Lost Ark Sourcebook*, the *Star Wars Introductory Adventure Game*, *Imperial Double-Cross*, the *Shadows of the Empire Sourcebook*, and numerous *Journal* articles. He’s currently an editor at a historical publishing institute in Williamsburg, Virginia.