

# Lightsabers

Lightsabers are the signature weapon of the Jedi, and their seemingly eternal rivals the Sith. A rare few other organizations also teach the art of lightsaber use, having been started by fallen, deserter, or simply eccentric Jedi or Sith. Most of these do not last long, as they are destroyed or otherwise forced to disband by Jedi Knights before they can become a problem for the galaxy at large. Make no mistake, the lightsaber is undoubtedly the most potent melee weapon known to exist, and the finesse and transcendent skill its wielders employ is as deadly as it is hypnotically beautiful.

## Lightsaber Use

The weightless nature of the lightsaber's blade makes it fantastically fast and maneuverable, but nearly impossible to wield safely without the supernatural body awareness granted by Control. Skill in traditional melee forms the core of lightsaber usage, but the advanced combat techniques developed by Jedi over the millennia to take advantage of the lightsaber's unique properties rely on the wielder's command of the Force, particularly the Control Aptitude but also Sense and Alter.

## Lightsaber Forms

Mechanically, Lightsaber Forms are Exclusive Control powers. To learn a Degree in a Lightsaber Form, the character must meet all normal requirements for learning an Exclusive power (minimum Control or Attunement, Padawan level in the Form before learning Knight, etc.)

## Form Descriptions

- *Shii-Cho* – Also known as Form I, Shii-Cho is the basis of all Jedi-derived lightsaber use. It constitutes the most basic elements of lightsaber combat, simple attack and defense. Specialists in Shii-Cho are surprisingly rare; the lowest levels of this form are taught to every padawan, but few Jedi progress further than this in Shii-Cho.

- *Makashi* – Numerically designated as Form II, Makashi is an antiquated form surviving from a time when duels between Jedi and Sith were far more common. It focuses on techniques for confronting other lightsaberists. Both Darth Tyrannus and General Grievous practiced Form II.

- *Soresu* – Soresu, or Form III, is concerned almost entirely with defense, particularly against blaster fire, and grounded in the philosophy that staying alive is the most important part of victory. Obi-Wan Kenobi was a master of Form III, which gained popularity during the Clone Wars.

- *Ataru* – Form IV, called Ataru, is a popular, offensive style which focuses on acrobatics and speed. It has seen many famous practitioners, including Master Yoda and Master Jinn.

- *Djem So* – At first glance, Form V, Djem So, seems like a defensive style along the line of Form III. However, it is actually a pseudo-offensive style which converts a powerful defense into an equally powerful offense. Anakin Skywalker and his son Luke both practiced Djem So.

- *Juyo* – Form VII is an unpredictable, passionate style often at odds with the austerity of the Jedi. It such a complex style that it had no Master degree until Master Windu

completed it with his Vaapad style. It is suspected that Darth Maul may also have practiced this demanding style.

- *Sokan* – The mirror image of Ataru, Sokan is a highly mobile, acrobatic form which focuses on combining mobility with defense rather than offense.

- *Shien* – Shien is a controversial lightsaber style which uses an unorthodox, reversed grip. The wielder attacks with long, sweeping arcs of his lightsaber, capable of cleaving through several foes at once.

- *Niman* – Known to some as Form VI, Niman is not actually a complete form at all. It describes the style of a lightsaber wielder who chooses to dabble in many forms, achieving great versatility at the expense of potency.

- *Vaapad* – Developed by Master Mace Windu, Vaapad is the Master level of Juyo, rather than a Form of its own.

## Multiple Forms

Most characters learn one Form at the expense of all others, and it is very rare for one character to Master more than one form, even Shii-Cho. However, as evidenced by famous Jedi Masters such as Mace Windu, it is possible to learn multiple styles.

If a character has learned multiple Forms, that does not mean he can use them all at once without restriction. Forms involve more than simple dice bonuses – they consist of stances, grips, and maneuvers which are exclusive to the style and which generally cannot be performed simultaneously. However, with practice it is possible to draw in elements from several Forms at once, though at reduced effectiveness.

A character may make use of as many Form level bonuses at once as (Attunement + Control Level)/2 (round down). However, she must select one of the Forms she is

Lightsaber Form Bonuses		
Form Name	Padawan Bonus	Form Ability
	Knight Bonus	
	Master Bonus	
Shii-Cho	+1 Acc/Def/Rate	None
	+2 Acc/Def/Rate	
	+3 Acc/Def/Rate	
Makashi	+2 Acc	+ Control to Parry DV while Aiming or Guarding
	+3 Acc, +1 Def	
	+4 Acc, +2 Def	
Soresu	+2 Def	– Sense from Onslaught Penalties
	+3 Def, +4 on Guard	
	+4 Def, +6 on Guard	
Djem-So	+1 Acc/Def	+ Sense to Blaster Redirection
	+2 Acc/Def	
	+3 Acc/Def	
Ataru	+1 Acc/Rate	+ Alter successes to Join Battle
	+2 Acc/Rate	
	+3 Acc/Rate	
Sokan	+1 Def/Rate	+ Alter to Dodge DV
	+2 Def/Rate	
	+3 Def/Rate	
Shien	+1 Acc/Rate	– Control to multiple action penalties for multiple targets
	+2 Acc/Rate	
	+3 Acc/Rate	
Niman	+1 Acc/Def	– Control to Speed of Change Form Action
	+1 Acc/Rate, +2 Def	
Juyo	+1 Acc/+1 Rate	+ 1 to all Virtues channeled in combat
Vapaad	+2 Acc, +1 Def/Rate –1 Speed, +1 Rate, +2 Acc/Def	

currently using to be her primary active Form; she gains the Form Ability for this Form only. She must be using at least as high a level in her primary Form as any other. Adjusting which Forms a character is using and to what level of mastery is a Speed 6, -2 DV miscellaneous action.

*Example: Xephos, an Academy-trained human Jedi with strong Dark Side leanings, has devoted himself to mastering lightsaber combat. In addition to hours of sparring within the Academy on Yavin 4, Xephos pours over the Jedi holocrons Master Skywalker has managed to collect (and several of Sith origin Luke would be happier if no one knew about) for information about lightsaber styles. Along with Attunement 3 and Knight level Control, Xephos learns the following Forms: Shii-Cho (Knight), Ataru (Knight), Shien (Padawan), and Makashi (Padawan), and Juyo (Padawan)*

*Later, while scouting Remnant activity on Garqi with his companions, Xephos is ambushed by a horde of reptilian humanoids, obviously mutated by Sith Alchemy. He ignites his lightsaber, reflexively assuming his Shien form as primary and the Padawan level of Shii-Cho as secondary (both of his maximum of two simultaneous Form levels). This results in a +2 to Accuracy and Rate and +1 Defense, as well as -2 to multiple action penalties for attacks against new targets in the same flurry, in order to deal with the creatures as quickly as possible. No sooner has he dispatched the last of them, however, than an Imperial Inquisitor races by on a speeder bike, jumps off and immediately lays into Xephos with her own lightsaber. On his next action, Xephos decides to shuffle his forms around, reallocating his dots to Padwan Makashi (primary) and Padawan Juyo (secondary). His net bonuses against this new opponent are now +3 to attack, +1 to Rate, and he receives his Control as a DV bonus while Aiming, but he suffers a -2 penalty to DV until his defense refreshes.*

### Lightsaber vs. Melee

Typically, combat with a conventional weapon against a lightsaberist is nasty, brutish, and short. Parrying is considered an inapplicable defense against an attack from a lightsaber unless the defender is wielding a melee weapon which deals Energy damage (most commonly another lightsaber). Similarly, parrying a normal weapon with a lightsaber is fairly simple – the lightsaberist receives a + 2 external bonus to Parry DV, and if the parry is successful, the attacker's weapon is destroyed. A lightsaberist can also use a normal Disarm action to destroy an opponent's weapon (and receives one automatic success on the roll).

### Double and Dual Lightsabers

Many lightsaberists find that while one lightsaber is a potent weapon, two can be even more so. Similarly, there are those whose tastes gravitate to the deadly double-bladed

lightsaber, also known as the lightsaber-staff. These two styles are more difficult to practice than single-blade styles, though many find the rewards to be worth the extra training.

Double and dual saber styles are treated as Padawan-level Lightsaber Forms, which have no Form Ability. Thus, in order to use double or dual sabers with proficiency, a character must:

- Purchase the appropriate Form
- Spend one of his maximum simultaneous Form levels.

Attempting to use double or dual sabers without one of the above prerequisites is treated as being a dot short of required ability minimums (+1 Speed, =1 Defense and Accuracy). Meeting neither prerequisite doubles this penalty.

### Forms without a Lightsaber

Though lightsabers are ideally suited for use with Forms, these Force-supplemented combat techniques can provide a Force-user with an edge in combat even without the trademark weapon of the Jedi. A character can use Forms with any weapon or even unarmed by sacrificing one of his maximum allowed Form levels, just as if using a double or dual lightsaber technique. While a character could theoretically use a Form while wielding a ranged weapons, bonuses which improve parry, rate, speed, or accuracy do not typically apply. Though they are beyond the scope of this section, Forms do exist that are designed specifically for use with weapons other than lightsabers.

### Blaster Deflection

Being made of pure energy, lightsabers have the ability to deflect other energy attacks. Though most often used to protect a Jedi from blaster fire, a lightsaber can be used to block or redirect any parryable energy attack.

If a lightsaber wielder is the target of a ranged Energy attack and successfully uses her parry DV to defend herself, she may reflexively make a counterattack (in step 9 of attack resolution). This counterattack uses a dice pool of (# of successes by which the attack failed + Lightsaber's total accuracy – any wound, mobility, or other penalties).

### Lightsaber Construction

The ability to craft a Lightsaber is a Technology Procedure in either the Jedi Technology or Sith Technology Art. A double-bladed, dual-phase, or similarly exotic lightsaber variety is treated as being on step better than it really is for purposes of construction (e.g., a Fine double-bladed lightsaber is treated as an exceptional single-bladed lightsaber). A double-bladed lightsaber can be used with one or both sides ignited; switching between the two is a diceless, 3/-2 action that can be part of a flurry. A dual phase saber is one with an adjustable beam length, using the stats

### Lightsabers – Baseline Stats

	Speed	Accuracy	Damage	Defense	Rate	Minimums	Base Cost	Tags
Standard	4	+1	+10E/4	+0	3	Control ●	LS ●●	F, O, P
Short	4	+2	+8E/3	+1	3	Control ●	LS ●●	F, O, P
Double	5	+0	+10E/4	+2	4	Control ●, Form	LS ●●●	2, F, O, P
- One Side	5	+2	+10E/4	+0	3	Control ●		
Dual-Phase	5	+1	+10E/4	+0	3	Control ●●	LS ●●●	2, F, O, P, R

below when in long form and the stats of a standard lightsaber when at normal length; switching between the two lengths is a diceless, 3/-2 action that can be part of a flurry. For both the double-bladed and dual-phase lightsaber, all bonuses for weapon quality remain constant in both forms. For an explanation of the format used here, see *Exalted: Second Edition*: 138.

- Craft Fine Lightsaber (0, Attune, 3, 1 week)
- Craft Exceptional Lightsaber (1, Attune, 4, 1 week)
- Craft Perfect Lightsaber (2, Attune, 5, 1 week)
- Craft Perfect Exotic Lightsaber (3, Attune, 6, 1 week)

If you plan to use lightsaber-wielding extras frequently, it is suggested that they use truly baseline lightsabers (below Fine in quality, and thus with no special bonuses), to discourage excessive lightsaber collecting on the part of the players.