

STAR WARS®

The Lightsaber Companion



Friend of



STARWARS Second Edition Lightsaber's Companion

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"This was the formal weapon of a Jedi Knight. Not as clumsy or random as a blaster. More skill than simple sight was required for its use. An elegant weapon, it was a symbol as well. Anyone can use a blaster or a fusion cutter—but to use a lightsaber well was a mark of someone a cut above the ordinary."

—Obi-Wan Kenobi

Designed as much for elegance in combat as for ceremony, the lightsaber, also known as a "laser sword", was a distinctive weapon, the very image of which was inextricably bound with the mythos of the Jedi Order and their polar opposites, the Sith. The lightsaber also became synonymous with the Jedi Order's values to uphold peace and justice throughout the galaxy. This perception endured, despite the many conflicts with Sith and Dark Jedi.

It was a blade of pure plasma energy suspended in a force containment field that kept individuals from feeling the plasma's heat. The plasma was emitted from a hilt which was almost always crafted by the wielder to match their own needs, preferences, and style. Because the saber contained all its weight in the hilt and generated a strong gyroscopic effect, it was very difficult for the untrained to wield. In the hands of an expert of the Force, the lightsaber was a weapon to be greatly respected and feared. To wield a lightsaber was to demonstrate incredible skill and confidence, as well as masterful dexterity and attunement to the Force.

1. Lightsaber Types

Although the standard Lightsaber as used by Luke Skywalker, Obi-Wan Kenobi and Darth Vader has always been the most commonly used Jedi weapon, the variety of different types of "light" weapons was as wide as the variety of different Jedi that used them.

1.1. Training lightsabers

Training lightsabers, also known as practice sabers, were low-powered lightsabers used by Jedi Initiates and younglings.

Using the training weapons, younglings learned the basics of wielding a lightsaber. Like a regular lightsaber set to low power, they could not sever limbs or pierce flesh. Skin contact was painful, producing burns which could cause serious welts and bruises.

- *Damage 1D*

1.2. Sith Training lightsabers

A Training Saber was a practice weapon used by students at the Sith academy on Korriban around the time of the New Sith Wars.

The training saber had a durasteel blade with blunt edges, and was balanced to mimic real lightsabers. The blade of a training saber was covered with millions of microscopic toxin-filled barbs taken from pelko bugs that would cause burns to the skin on contact and temporarily paralyze the surrounding area to mimic the effect of losing a limb.

- *Damage stun 5D*

1.3. Curved-hilt lightsaber

The curved-hilt lightsaber was a standard lightsaber design that was often seen during the prime of Form II lightsaber combat, both among the Jedi and Sith Orders.

The degree of the curve at the top of the hilt in relation to the hand holds was the important factor. The curve at the bottom of the hilt (if present) only affected electronics and power core placement. The bottom curvature on many lightsabers was mostly ornamental.



- *+1D to lightsaber skill while using Form II of lightsaber combat*

1.4. Shoto (or Short Lightsaber)



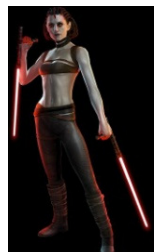
The shoto (sometimes simply called short lightsaber) was a lightsaber with a shorter hilt that produced a drastically shorter blade than its more common counterparts. Relatively rare in comparison to ordinary lightsaber types, shotos were sometimes used in the off-hand of a Jedi or Sith duelist. The smaller blade allowed for easier use in combat by those Jedi, such as Jedi Masters Yoda, who were of a smaller stature.

- *+1D to lightsaber skill parrying rolls, -1D to lightsaber skill attack rolls*

1.5. Guard shoto

Guard shoto (also referred to as "lightsaber tonfa") was a rare perpendicular-gripped type of short lightsaber with a second handle sticking from the main hilt at 90 degrees. Though it could be gripped by either hilt, when wielded by the perpendicular handle, it was especially useful at blocking other lightsabers. The only known users of these were the Jedi Maris Brood and Sinya, a Black Sun member.

- *+1D+2 to lightsaber skill parrying rolls, -1 pip to lightsaber skill attack rolls*



1.6. Double-bladed lightsaber



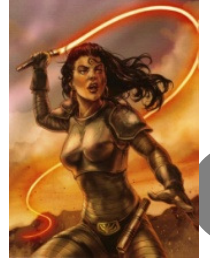
The double-bladed lightsaber—also called a Saberstaff, Lightsaber Lance, Doublesaber, Lightstaff, or the Sith lightsaber, was a specialized form of lightsaber. Utilizing the same technology as a standard lightsaber, the double-bladed lightsaber was designed with two weapons connected to one another at opposing angles, resulting in a long staff-like weapon. The length given by the two blades resulted in a weapon that was twice as powerful, with "more slaughter per swing" as some put it. The user could activate each blade independently of the other.

- *Special skill (-3D lightsaber skill if not trained user), difficulty to use increased one level, one free lightsaber Parry without Penalty*

1.7. Lightwhip

A lightwhip, also known as an energy whip or a laser whip, was a rare variation of the lightsaber. Like the lightsaber, it emitted a coherent beam of energy. However, the blade was long and flexible and had the properties of a whip. In some ways, they were less efficient than lightsabers, and far more dangerous to the user.

- *Special skill (-5D lightsaber skill if not trained user), difficulty to use increased one level, parrying a lightwhip is one difficulty higher for defender*



1.8. Fiber-cord linked lightsabers (or Paired lightsabers)



Fiber-cord linked lightsabers or Paired lightsabers were dual lightsabers that are joined together by a fiber cord into a double-bladed lightsaber.

- *Special skill (-5D lightsaber skill if not trained user), difficulty to use increased one level, one free lightsaber Attack without Penalty*

1.9. Long-handle lightsaber

The long-handle lightsaber was a variation on the traditional Jedi weapon with a handle several times larger than one of the standard lightsaber. Requiring from wielder a particular fighting style, this weapon was easy to swing around the body, using joints of the body as fulcrums upon which the lightsaber could be levered.

- *+2 pips to lightsaber skill rolls*



1.10. Crossguard lightsaber



The crossguard lightsaber was a type of lightsaber seen very rarely. So far, the only Jedi known to use such a weapon was Roblio Darté, whose lightsaber had two blue blades.

The crossguard lightsaber was essentially a regular lightsaber with a second blade emitter protruding near the first one at a 45 degree angle to the axis of the hilt. Roblio Darté's hilt was also built with a slight curve, though whether this was a standard feature in cross-guard sabers, or simply personal preference remains unknown.

- *+2 pips to lightsaber skill parrying rolls*

1.11. Lightclub (or Great lightsaber)

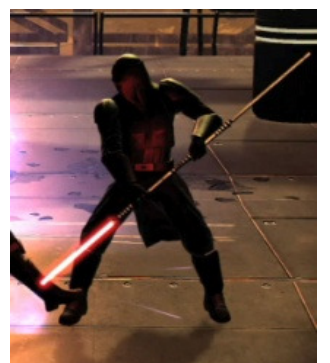
The lightclub, or great lightsaber, was a weapon similar to a lightsaber. However, special focusing crystals and power systems enabled this rare lightsaber to project a blade up to three meters in length. These large lightsabers were generally used only by beings of immense stature. Gorc, a mutated Gamorrean Dark Jedi, used such a weapon.

- *Damage increased 1D, user's lightsaber skill reduced 1D*

1.12. Lightsaber pike

The lightsaber pike, also known as lightsaber lance, was a unique weapon that resembled a primitive poleaxe in many aspects. The long handle of the weapon was made of phrik alloy, which allowed it to resist lightsabers. At the end of the handle was a lightsaber blade that was shorter and thicker than a normal one. The blade could be activated by a switch further down the weapon's haft. Including the blade, the weapon was almost as long as the wielder's body, and could keep enemies at a distance, giving the wielder the advantage of a longer reach.

- *One free lightsaber Parry without penalty if room enough to use the pike efficiently*



1.13. Wrist Hilt Lightsaber

Another rare variation where the lightsaber is attached to the wrist instead of clipped to a belt. This makes it easier and faster to have the lightsaber ready since the weapon is always close at hand. It also makes concealing the lightsaber much easier, allowing for surprise attacks. Due to the deceitful and aggressive nature of this variation, it was not endorsed by the Jedi Order, but has found some favor with various Darksiders. Kinsuj Inkstu was known to use two wrist hilts.

Albeit its canceling nature, wrist hilt lightsaber are not practical to use for attack or parry since the loss of the wrist mobility.

- *-1D to lightsaber skill parrying rolls, -1D to lightsaber skill attack rolls*



1.14. Blade-length adjust lightsaber



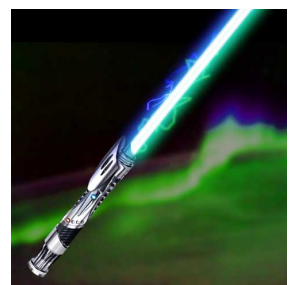
The most basic of lightsaber modifications, the ability to alter the length of the beam or cutting section from shoto size to standard length. Anakin Skywalker's lightsaber is dual-phase capable, for example. Darth Vader's lightsaber has buttons on his hilt allowing him to change the blade length at will.

1.15. Dual-phase

"Dual-phase blades seem to be something of a fad among Jedi at certain points"

—Luke Skywalker

This type of lightsaber used a combination of focusing crystals to create a blade that could extend up to double the original length with a simple activation. Unlike typical lightsabers, which often possessed a manual adjuster for reducing the blade emission, the dual-phased blade could be triggered in an instant, adding an element of surprise to catch an opponent off guard. Additionally, dual-phase lightsabers also had a blade-width adjust. Gantoris wielded such a lightsaber, as did Corran Horn.



Records from circa 400 BBY indicate that Keiran Halcyon constructed a special dual phase lightsaber that could go from the standard 1.3 meters to a length of three meters with flick of a switch. Most dual phase lightsabers date from the Jedi Civil War, when lightsaber duels were common and the Sith were at the height of their power. As more beings became aware of the Jedi fighting skills and the Jedi themselves strove to end disputes without drawing their weapons, duels grew less frequent and dual-phase lightsabers went out of style.

- *Regular blade: as per standard lightsabers; Extended blade: as per Lightclub (i.e.: Damage increased 1D, user's lightsaber skill reduced 1D) plus eventual surprise element.*

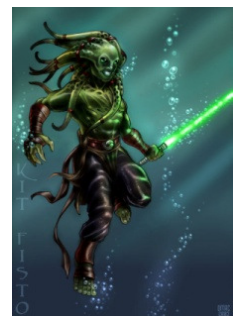
1.16. Electrum



A lightsaber with a hilt forged from gold-like electrum was often called an "electrum lightsaber." The electrum finish gave the lightsaber a majestic, regal appearance. In the last days of the Old Jedi Order, electrum lightsabers were reserved for senior members of the Jedi Council. Mace Windu's and Darth Sidious' lightsabers were examples of such.

1.17. Underwater Lightsaber

Underwater Lightsaber—While most lightsabers shorted out when the blade touches water, this blade was made to operate underwater due to two crystals employing a bifurcating cyclical-ignition pulse. Generally only Jedi from aquatic races would go to the trouble of constructing a waterproof saber, as only they had the mobility to use it effectively underwater. However, there were several other non-aquatic lightsaber-wielders who modified their weapons, so they were functional underwater.



2. Lightsaber construction

"The crystal is the heart of the blade. The heart is the crystal of the Jedi. The Jedi is the crystal of the Force. The Force is the blade of the heart. All are intertwined: the crystal, the blade, the Jedi. You are one."

—Luminara Unduli

2.1. Construction Principles

The ritual of constructing one's own lightsaber was an integral part of Jedi training, and involved not just technological skill, but also a close attunement to the Force. In the days of the Old Republic, the ice caverns of Iulum were used as a ceremonial site where Padawans came to build their first lightsabers. It was here and in similar places that the Jedi would choose the best focusing crystal(s) for them through meditation and communion with the Force, and then complete the assembly of their lightsaber.



Traditionally, constructing a lightsaber took about a month. This includes assembling the pieces, both by hand and with the Force, and meditating to imbue the crystals. A Jedi would often spend weeks putting it together, making sure that each part fit perfectly, and that it met their exact preferences in length, color, blade frequency, and so on; at the height of the Clone Wars, though, it was reported that one could be built in as little as two days.

The lightsaber's hilt consisted of an alloy cylinder traditionally 25 to 30 centimeters long; however, design and dimensions of hilts varied greatly in part to the preferences and needs of each creator. The hilt casing contained the intricate components that created and shaped the unique blade. High-powered energy was unleashed through a series of positively charged focusing lenses and energizers, manifesting a beam of energy that extended outward from the base to a length of about a meter, then arced circumferentially back to a negatively charged fissure ringing the emitter. A superconductor completed the power loop by feeding the transformed energy back into the internal power cell, where the energy loop began anew. By adding up to three focusing crystals of varying attributes, the blade's length and power output could be adjusted using control mechanisms built into the hilt's shaft.

Whether by the fledgling Padawan, the experienced master, or a Jedi artisan, construction of the lightsaber began with the acquisition of the necessary components with which to build the weapon. All lightsabers contain some common basic components:

- A Lightsaber hilt
- An activation stud plate
- A safety switch
- A Pommel cap
- A power cell
- A power conduit
- An emitter matrix
- A Focusing lens
- One to three crystals

Many lightsabers made use of a pressure sensor in the hilt's grip that deactivated the blade whenever it was released, acting as a deadman switch. Other lightsabers were constructed to continue functioning when thrown or dropped, sometimes utilizing a locking mechanism, or simply created without the pressure sensor.

Traditionally, the crystal was the last component to be sought. It was the very life essence of the weapon, and gave it both its color and potency. Much scrutiny went into the selection of this final and most important element of the lightsaber.

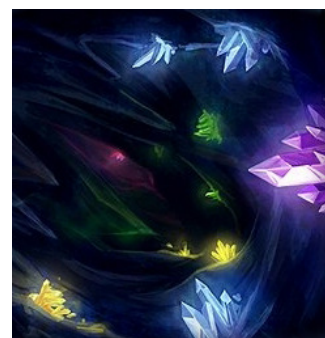
With all the components in hand, the Jedi would begin the assembly process. Because of the intricacies of the technology used, the Force was employed to bind the components at a molecular level. This micro-manipulation of the components enabled the closed loop design to operate with near-perfect efficiency. Because each Jedi personally constructed his or her own weapon from scratch, no two lightsabers were exactly the same. Some Padawans built their lightsabers to resemble their Master's as a sign of respect.

The knowledge of lightsaber construction largely disappeared after Order 66, but Luke Skywalker found the records and the materials he needed to construct his own lightsaber in Obi-Wan Kenobi's hut on Tatooine. It is important to note that Wade Vox and Jaden Korr were able to successfully construct a lightsaber without any formal Jedi instruction.

2.2. Lightsaber Crystal

A lightsaber crystal was a term used to describe any variety of crystals, gems, stones, or other objects used as the focus in the construction of a lightsaber.

At the heart of every lightsaber was a set of crystals that resonated to produce the efficient, powerful blade. While the most common crystals used in the process were from the Adegan system, Irum, and Dantooine (in the so-called "Crystal Cave"), Jedi and Sith used a variety of crystals to produce various colors, effects and unique abilities. Some crystals could even enhance the Force skills of a particular user. Other gems, such as colored crystals or diamonds, were used exclusively for prismatic effects. However not all lightsaber crystals were actually crystals at all. There were plenty of exceptions where a Jedi or Sith would use a different material or substance in place of a crystal, such as physical remains, shards of glass, and even special micro machinery.



There were a number of different stones, minerals, and crystals that could be used in the construction of a lightsaber. Some jewels were known for creating different colors and effects in the lightsabers in which they were placed. Often, the rarer the crystal, the more powerful its effects on a lightsaber was.^[1]

Before placing the crystal in the lightsaber, the Jedi or Sith must imbue them with the Force. To do this, the Force-user must meditate on the crystals for many days. Luke Skywalker meditated on his crystals in Ben Kenobi's home for many days with only R2-D2 to keep him company.

While the Jedi used natural crystals, the Sith often used synthetic crystals. Darth Sidious made Darth Maul use a special furnace to make his own crystals. Maul worked constantly for several days to make the four crystals needed for his double-bladed lightsaber. Their creation required intense concentration, as Darth Maul had to use the Force to make them the proper shape and to ensure that the crystals were free from impurities. He was particularly proud of this achievement and believed it to be an example of the Sith's superiority over the Jedi. Sith synthetic crystals create a slightly more powerful blade when energized by the dark side of the force, but the advantage is very slim.

However, it should be noted that Sidious did not make his subsequent apprentices—Tyranus and Vader—create their crystals in such a manner, instead supplying them himself.

Luke Skywalker used a special furnace he found in Obi-Wan Kenobi's home to prepare his crystal. In both Skywalker and Maul's cases, the creator channeled their Force energies into the crystals as it was formed, making it unique in every way, including in color.

Around 4,000 BBY, lightsaber crystals were used to indicate a Jedi's chosen class. Blue indicated a Jedi Guardian, a Jedi who used the force on a more physical level. Green indicated a Jedi Consular, a Jedi who preferred to ponder the mysteries of the Force and fight the dark side at its heart. Yellow indicated a Jedi Sentinel, a Jedi who honed their skills in a balance of combat and scholarly pursuits.

This distinction fell out of practice in later years when most Jedi used blue or green crystals, based on the supply on the various source worlds. Purple, yellow, and orange crystals were still used by some Jedi until the fall of the Jedi Order, but they were exceedingly rare, and often passed down through generations. The Galactic Empire banned trade and possession of all lightsaber crystals.

During the Great Sith War epoch, many lightsabers were created using Kunda Stones, a natural geologic formation from the planet Kadril, in place of crystals. These stones boasted numerous practical applications in medicine and communications; however, when added to other focusing crystals, they produced a broader beam.

2.3. Building a Lightsaber

To build a lightsaber takes a minimum of one month and requires a successful Lightsaber Repair roll against a Very Difficult Difficulty. Decrease the difficulty by one level for each extra month spent constructing the saber to a minimum of Easy.

Jedi may adjust a lightsabers base damage die code through modifications (as indicated in the “Improving Vehicles, Vessels and Weapons” section of the Star Wars Roleplaying Game Revised and Expanded). Characters rely on their Lightsaber Repair skill to make such improvements.

At the time of construction a Jedi may decide to make the Lightsaber to contain one, two or three crystals, for each extra crystal added it increases the difficulty by one level (e.g. for two crystals it increases to Heroic, or for three it increases to Heroic +10). One crystal must always be a focusing crystal, this creates the blade setting its basic damage causing capabilities and color, the other crystals are power crystals, which modify the way the blade behaves.

Once the lightsaber is constructed, it is far easier to swap crystals in and out of the completed weapon, only taking an Easy Lightsaber repair roll and 10 minutes for each crystal to be changed. Also as long as the weapon has a focussing crystal it will work even if it doesn't have the full complement of crystals it was designed for.

- **Focusing Crystals**

There are five main standard types of Focusing Crystals known to exist. These determine both the color and damage that the blade does. These five are:

<i>Name</i>	<i>Colour</i>	<i>Damage</i>
Kathracite	Standard	3D+2
Repacite	Standard	4D
Danite	Standard	4D+2
Mephite	Standard	5D
Pontite	Standard or Special	5D+2

To determine the color of each crystal roll on the following tables.

<i>Standard Colours</i>
1- Blue
2- Red
3- Orange
4- Green
5- Yellow
6- Special Colour (Roll again on Special Colour table)

<i>Special Colours</i>
1- Bronze
2- Silver
3- Violet
4- Viridian (Silvery Green)
5- Cyan
6- White

- **Power Crystals**

These crystals modify the flow of energy into the Lightsabers blade, changing the way it works to a small degree, making it faster, easier to control, more damaging, or changing the type of damage that the weapon does.

If the crystal allows the weapon to do multiple types of damage, then it is up to their wielder which of these he adds his Control bonus to for using Lightsaber Combat (e.g. a saber 5D Energy Damage (as standard) +2D Physical, would allow a wielder with a 5D Control Bonus to either do 12D Energy or Physical damage, depending on which the wielder decided to use).






Energy Damage merely adds to the base damage of the weapon (e.g. the same 5D saber with a 5D control skill but this time with a +2D Energy bonus would do 12D energy damage),











Ion Damage adds to the damage of the weapon only against Droids and Electronics, burning out circuitry and electronic systems while only doing the normal base damage to organic beings or physical objects (e.g. the 5D saber with a 5D control skill, but this time with a +2D Ion bonus would do 12D to a Droid or Landspeeder, but only 10D to a wall or an organic being).

Physical Damage adds to the damage of the weapon only against living tissues while only doing the normal damage to physical or droid/electronic targets (e.g. the 5D saber with a 5D control skill, but this time with a +2D Physical bonus would do 12D to a Human or alien, but only 10D to a wall or a droid).

Energy Damage stacks with either of the other two, but Physical and Ion damage do not stack together, so a saber that does 5D Damage +2D Energy +1D Physical +2D Ion, can do 8D Energy or Physical damage, or 9D (+2D energy +2D Ion) against Droids and Electronics.

While some crystals may give a higher Physical bonus than Ion bonus apparently making the Ion bonus void (a saber that does 5D Damage +2D Energy +2D Physical +1D Ion, could against a Droid do 9D Physical or Energy Damage, or do 8D Ion Damage), it must be noted that Ion damage passes through force shields (meaning that in the previous example the entire 8D damage would pass straight through any force shield, providing a flexibility in use that perhaps is not immediately apparent on a first look).

<i>Name</i>	<i>Origin and effects</i>	
<u>Bondar</u>	Mined on distant asteroids in the Alderaan system, they produce a volatile lightsaber beam that pulses on impact, potentially stunning an opponent. <i>Effects: On a successful hit on exposed flesh, the target receives a 3D stun effect in addition to other damage, this stun effect lasts one round.</i>	
<u>Damind</u>	Damind was a type of lightsaber crystal used in the construction of lightsabers used by the Sith. The desert world of Daminia was the only known source of damind. When set in a lightsaber's crystal chamber, damind created a wider and longer blade than seen on a standard lightsaber, able to more-easily deflect blaster fire. <i>Effects: +1D Parry Skill with this weapon.</i>	
<u>Eralam</u>	Once mined on the third moon of Erai, ancient Sith bombardment shatter much that remained. If they can be found, these crystals produce a clear, superior lightsaber beam. <i>Effects: +2 Pips Lightsaber skill with this weapon, +2 Pips Energy Damage.</i>	
<u>Firkrann</u>	This heavy crystal is collected by the natives of Rafa V. If used in lightsaber construction it produces an electrically charged beam that is devastating to droids. <i>Effects: +2D Ion Damage (added to damage against electronics).</i>	
<u>Jenruax</u>	The refined form of Opila, this crystal has been cleansed of all impurities. When set in a lightsaber's crystal chamber, jenruax made the blade more agile and thus, more efficient at deflecting blasterfire. <i>Effects: +1D+2 Parry Skill with this weapon.</i>	

<u>Krayt Dragon Pearl</u>	<p>Taken from the gullet of a Krayt Dragon, this crystalline “pearl” appears to have refractory qualities that might allow it to function as a lightsaber crystal once properly adapted.</p> <p><i>Effects: +2 pips Lightsaber skill with this weapon, +2 Pips Energy Damage.</i></p>	
<u>Luxum</u>	<p>Ambria was a world in the grip of the dark side. Through years of mental battle, strange Jedi Master Thon contained the evil to Lake Natth. Long Meditation can form this powerful crystal from the tainted water.</p> <p><i>Effects: +2 Pips Lightsaber skill with this weapon, +1D Ion Damage (added to damage against electronics).</i></p>	
<u>Nextor</u>	<p>This crystal is mined in the mountains of planet M’haeli, and when used in lightsaber construction it produces a volatile blade that can cause surprising amounts of damage.</p> <p><i>Effects: Roll and add on a 5 or 6 on the Wild Die when rolling for damage with this weapon, not just on a 6.</i></p>	
<u>Opila</u>	<p>Found in the asteroid fields of the Fyrth system, this crystal can be used in lightsaber construction to produce an intense beam that seems extraordinarily quick to the cut.</p> <p><i>Effects : +1D Energy Damage, Roll 2 dice for each 6 you get on the Wild Die when rolling damage for this weapon instead of just re-rolling the Wild Die.</i></p>	
<u>Phond</u>	<p>The strange byproduct of rare impurities bonding during the making of certain alloys and some random external condition, this crystal produces a fiercely burning lightsaber beam.</p> <p><i>Effects: +2D Physical Damage</i></p>	
<u>Rubat</u>	<p>Used in lightsaber construction, Rubat crystal is mined on Phemis. It produces a clearly defined blade that a Jedi can easily track, making it easier to hit opponents.</p> <p><i>Effects: +2 Pips Lightsaber skill with this weapon.</i></p>	
<u>Sapith</u>	<p>This crystallized material was excreted once every 11 years by the ancient Volic worm of Lwhekk, now extinct. It produces a more intense lightsaber beam, granting better control.</p> <p><i>Effects: +2 Pips Lightsaber skill with this weapon, +1D Energy Damage.</i></p>	
<u>Sigil</u>	<p>Mined in the Sigil System, this crystal is a costly but valued addition to a lightsaber. It produces a fiercely bright beam that sears on contact, inflicting great damage.</p> <p><i>Effects: +1D Energy Damage.</i></p>	
<u>Solari</u>	<p><i>Can only be used by Light Side Jedi</i></p> <p>There are many famous lightsaber crystals spoken of in the history of the Jedi Order, though none is as powerful as the legendary Solari Crystal. An artefact of true light side power, only those Jedi who are pure in spirit can wield a lightsaber equipped with this gleaming white gem. When the great Jedi Ood Bnar initiated his life-cycle change after a thousand years serving the Jedi Order, he bequeathed the Solari Crystal to his most promising student, a young female Jedi named Shaela Nuur. When Shaela disappeared shortly after the time of the Great Hunt, the Solari Crystal vanished with her.</p> <p><i>Effects: +1D Lightsaber skill with this weapon, +1D Energy Damage, +1D+2 Physical Damage vs Dark Side.</i></p>	
<u>Upari</u>	<p>Strangely, this crystal is usually encountered scattered in the orbit of primarily forest worlds. It is brittle but versatile, and a Master Jedi can get it to produce many effects.</p> <p><i>Effects: +1D Lightsaber skill with this weapon, +1D+2 Energy Damage.</i></p>	

- **Special Focusing Crystals**

- **Heart of the Guardian (Color: Orange, Base Damage: 5D)**

Though its origins have been lost, the legendary artifact known as the heart of the Guardian was rumored to have been instrumental in the founding of the guardian order of the Jedi. Nothing further is mentioned in any Jedi archive, but both Sith and Jedi whisper their own legends. According to the Jedi, the Heart will appear in a time of greatest turmoil and deliver the galaxy into salvation. The Sith, however, believe it to be an object of their heritage, which with bring the galaxy under their dominion.

The Heart of the Guardian appears to be a magnificently shaped lightsaber crystal of unknown composition. Analysis by Suvam Tan has yielded inconclusive results, not being able to identify what mineral it is made of. Suvam has even begun to wonder if it is a normal crystal at all, for at times it almost seems as if it were alive.

All known lightsaber crystals seem to have a strange resonance with the Heart of the Guardian, their properties being altered or enhanced when in close proximity to it. Additionally, energy focused through the heart results in a beam of unique clarity and color.

The Alternative effects for each Power Crystal when coupled with the Heart of the Guardian are as follows:

<i>Name</i>	<i>Special effects</i>
<u>Bondar</u>	4D Stun Effect for 2 rounds in addition to other damage.
<u>Damind</u>	+1D Parry Skill with this weapon, +2 Pips Energy Damage.
<u>Eralam</u>	+1D Lightsaber skill with this weapon, +1D Energy Damage.
<u>Firkrann</u>	+3D Ion Damage (added to damage against electronics).
<u>Jenruax</u>	+2 Pips Energy Damage, +2D+1 Parry Skill with this weapon.
<u>Kravt Dragon Pearl</u>	+1D Lightsaber skill with this weapon, +1D+2 Energy Damage.
<u>Luxum</u>	+1D Lightsaber skill with this weapon, +2D Ion Damage (added to damage against electronics).
<u>Nextor</u>	+1 Pip Lightsaber skill with this weapon, +1 Pip Energy Damage. Roll and add on a 5 or 6 on the Wild Die when rolling for damage with this weapon, not just on a 6.
<u>Opila</u>	+2 Pips Lightsaber skill with this weapon, +1D Energy Damage, Roll 2 dice for each 6 you get on the Wild Die when rolling damage for this weapon instead of just re-rolling the Wild Die.
<u>Phond</u>	+3D+1 Physical Damage.
<u>Rubat</u>	+2 Pips Lightsaber skill with this weapon, +2 Pips Energy Damage.
<u>Sapith</u>	+1D Lightsaber skill with this weapon, +1D+1 Energy Damage.
<u>Sigil</u>	+2 Pips Lightsaber skill with this weapon, +2D+2 Energy Damage.
<u>Solari</u>	+2 Pips Lightsaber skill with this weapon, +3D+1 Energy Damage, +1D+1 to Parry with this weapon. <i>Although the Solari crystal was an artifact of light side power, the Heart of the Guardian and Mantle of the Force lightsaber crystals could remove the light side restriction and allow a non-lightsider to use the crystal.</i>
<u>Upari</u>	+1D+1 Lightsaber skill with this weapon, +2D Energy Damage.

Mantle of the Force (Color: Sky Blue, Base Damage: 4D+2)

The Mantle of the Force is an item assembled by Suvam Tan from pieces found in the ruins of Exar Kun's temples on the fourth moon orbiting Yavin. It appears to be the remains of an even older artifact of unknown origin. It is not known if it was used by Exar Kun, or just uncovered when his temples were destroyed. Nor is it known what the original properties of the item were, but given the current abilities, in its original state it must have been fearsome indeed.

The Mantle is a crystalline lattice, resembling a lightsaber crystal in many ways, but having the property of being able to radically alter the flow of energy that passes through it. When combined with other crystals, the mantle warps their properties, often enhancing them to incredible levels.

Additionally, the Mantle seems to act as a focusing tool for Force-sensitive individuals, leading to the idea that the original artifact may once have been a powerful tool of the Sith, or perhaps something they took with them when the dark Jedi originally split from the Order.

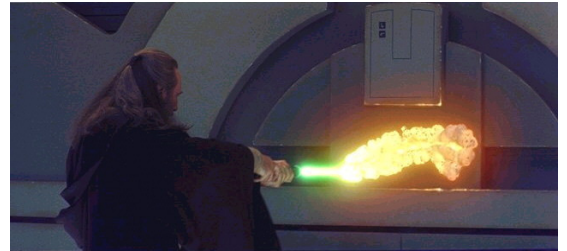
The Alternative effects for each Power Crystal when coupled with the Mantle of the Force are as follows.

<i>Name</i>	<i>Special effects</i>
<u>Bondar</u>	4D Stun Effect for 2 rounds in addition to other damage.
<u>Damind</u>	+1 Pip Lightsaber skill with this weapon, +1 Pip Energy Damage, +2 Pips Force Skills while this weapon is activated and in hand.
<u>Eralam</u>	+1D Lightsaber skill with this weapon, +1D Energy Damage.
<u>Firkrann</u>	+1D Lightsaber skill with this weapon, +3D Ion Damage (added to damage against electronics).
<u>Jenruax</u>	+2 Pips Lightsaber skill with this weapon, +1D+2 to Parry with this weapon.
<u>Kravt Dragon Pearl</u>	+1D+1 Lightsaber skill with this weapon, +1D to Parry with this weapon.
<u>Luxum</u>	+1D Lightsaber skill with this weapon, +2D Ion Damage (added to damage against electronics).
<u>Nextor</u>	+1 Pip Lightsaber skill with this weapon, +1 Pip Energy Damage. Roll and add on a 5 or 6 on the Wild Die when rolling for damage with this weapon,

	not just on a 6.
<u>Opila</u>	+2 Pips Lightsaber skill with this weapon, +1D Energy Damage, Roll 2 dice for each 6 you get on the Wild Die when rolling damage for this weapon instead of just re-rolling the Wild Die.
<u>Phond</u>	+3D+1 Physical Damage.
<u>Rubat</u>	+1D Force Skills while weapon is activated and in hand.
<u>Sapith</u>	+1D Lightsaber skill with this weapon, +1D+1 Energy Damage.
<u>Sigil</u>	+2 Pips Lightsaber skill with this weapon, +2D+2 Energy Damage.
<u>Solari</u>	+1D+1 Lightsaber skill with this weapon, +2D+2 Energy Damage. <i>Although the Solari crystal was an artifact of light side power, the Heart of the Guardian and Mantle of the Force lightsaber crystals could remove the light side restriction and allow a non-lightsider to use the crystal.</i>
<u>Upari</u>	+2 Pips Lightsaber skill with this weapon, +1D Energy Damage, +2D+2 to Parry with this weapon.

3. Lightsaber cutting power

A lightsaber blade was a massless form that neither radiated heat nor expended energy until it came into contact with something solid. The power of the energy blade was so great that it could cut through almost anything, although the speed through which it cut depended on the density of the subject. One important note about lightsaber wounds is that they rarely bleed profusely, even when a limb had been severed. This is because the energy blade cauterized the wound as it passed, and thus even a severe wound did not tend to bleed heavily.



When cutting through dense material, the immense electromagnetic field generated by the arc causes resistance rather than letting solid matter enter and interrupt the arc. This gives the blade a feeling of being solid when immersed in dense material. Rarely, some solid materials can actually pass through the electromagnetic field and short out the arc. Other Electromagnetic energy fields and coherent energy are also repelled by lightsabers' arcs. These include most force fields, blaster bolts, and other lightsaber blades

4. Resisting the lightsaber

Aside from the blade of another lightsaber, there were rare materials that could withstand a lightsaber blade, but with varying degrees of success:

- **Cortosis**, although a rare and expensive metal, was a common defense against lightsabers. One of the reasons it was so expensive was the need to refine it. Pure, unrefined, Cortosis ore was, for unexplained reasons, ionized and anyone who touched it would be killed instantly. There were three known methods of forging cortosis armor and weapons, each with varying effects:

The first method was to make the armor or weapon with a cortosis weave, which utilized the ore's primary elements. When contacted by a lightsaber's blade, the cortosis fibers that were worked into the metal caused a surge that shorted out the energy blade. The lightsaber could be reactivated immediately, but it gave the opponent the momentary upper hand.

The most common and inexpensive method employed during the Jedi Civil War was the use of a variant cortosis alloy that resisted the lightsaber blade itself, although it did not cause the lightsaber to deactivate. This enabled troops to fight Jedi or Sith blade-to-blade.

The rarest type of cortosis came in the form of a refined metal with all the impure elements removed. Thus purified, there were no "weaker" metals for the lightsaber to damage, and unique conducting elements remained to short out the energy blade. This refined alloy, nicknamed a *cortosis shield* was most often employed as armor.

- **Lightfoil** were small and elegant energy swords based upon lightsabers. They were popular among certain nobles of the Tapani sector, especially those that called themselves "saber rakes". Lightfoils were weaker than authentic lightsabers due to the poor quality focusing crystals used in their manufacture and the relatively low level of craftsmanship compared to Jedi artisans. They did not require any connection to the Force to create, and were fully usable by non-Force sensitives.
- **Phrik**, was a rare metallic compound that could withstand a lightsaber blade, although unlike the aforementioned metal, Phrik did not possess the ability to cause the blade to short out. Phrik was most notably used in the construction of the electrostaffs wielded by General Grievous's MagnaGuards. Other notable uses of Phrik included elements of Palpatine's lightsaber and Dark Trooper armor.
- **Darkwords** were an ancient type of sword made from a special material that could parry lightsabers. Unlike cortosis, this material did not possess the ability to temporarily deactivate a lightsaber blade it made contact with.



- **Armorweave** was a cloth said to give some resistance to lightsabers, although the protection the reinforced material afforded was limited.
- **Sith Alchemy** was employed during the eras of the first Sith Empire to augment the properties of metals so as to counter the seemingly unstoppable lightsaber. The Sith also made use of such elements as cortosis in the forging of their Sith swords. After the original Sith Empire, the most notorious use of Sith alchemy was in the construction and reinforcement of Darth Vader's armor.
- **Mandalorian Iron**: A metal used by the Mandalorian warriors.
- **Force Weapon**: Weapons imbued with the power of the Force could be used to parry a lightsaber's blade without harm.
- **Water**: All lightsabers, unless specially made, would short out when they were submerged in water, due to rapid chain reactions and the instant overpowering of water on the blade. In rain, a lightsaber would steam up, but not short out.

Other counteracting materials existed in the galaxy, such as various energy shields. Some animals, such as lava dragons, were possessed of natural armor that reflected the blade. Superconductive materials (such as Ultrachrome) have a degree of resistance to lightsaber strikes

5. Lightsaber styles

5.1. Introduction



Each Jedi chose the style of lightsaber combat that best suited him or her. For example, Master Yoda used the Ataru form to compensate for his lack of reach and height; Mace Windu used Vaapad to tap into his anger and employ it constructively (albeit without giving himself over to the dark side); Count Dooku's practice of the Makashi form fit first of all his intention to frequently engage in lightsaber-to-lightsaber combat, and second his emphasis on class and elegance as well as precision. The Jedi Exile was a practitioner of all of these forms, but only excelled to the point of mastery in a few of them. She often used her knowledge of multiple styles to great effect in combat, allowing her to switch styles during fights and confuse her enemies.

5.2. The “Classical” Seven Lightsaber Forms

The seven forms were not merely swordplay moves; they represented seven different kinds of philosophy. In addition, a lightsaber was not necessary to execute the seven forms: each form could be applied in unarmed combat. Jedi Masters Mace Windu, Obi-Wan Kenobi and Kit Fisto had demonstrated such talent during the Battle of Haruun Kal and the Bio-Droid Threat respectively.

- Form I: Shii-Cho; "Way of the Sarlacc" or "Determination Form"
- Form II: Makashi; "Way of the Ysalamiri" or "Contention Form"
- Form III: Soresu; "Way of the Mynock" or "Resilience Form"
- Form IV: Ataru; "Way of the HawkBat" or "Aggression Form"
- Form V: Shien / Djem So; "Way of the Krayt Dragon" or "Perseverance Form"
- Form VI: Niman; "Way of the Rancor" or "Moderation Form"
- Form VII: Juyo (Vaapad); "Way of the Vornskyr" or "Ferocity Form"

5.3. The “Non-Classic” Lightsaber methods

The following forms were not considered a part of the seven main or "classic" forms. Some were systematized methods of lightsaber combat, while others were merely techniques or principles of combat applied to lightsaber combat. They were mostly based on other forms, with the exception of Form “Zero”, which emphasized avoiding conflict whenever possible. Their main difference with the “Classic” Lightsaber forms is that they are not directly linked to any kind of philosophy (again with perhaps the exception of Form “Zero”).

- Sokan – using terrain to one's advantage.
- Jar'Kai – two-handed lightsaber combat, using one blade for attack, another for defense.
- Form “Zero” – avoiding combat when not necessary.
- Dun Moch – distracting and taunting an opponent, a Sith technique.
- Trakata – taking advantage of a lightsaber's ability to be turned quickly on and off.
- Trispzest – a type of aerial dueling.
- Mounted Lightsaber Combat
- Double-Bladed Lightsaber Combat
- Lightwhip combat

Several techniques fell outside the traditional and practiced forms of the Jedi. General Grievous could employ more varied movements. His attacks were intended to misdirect and confuse traditionally trained sword fighters. Grievous was exceptionally capable of this due to the flexibility of his joints, robotic reflexes, and his many limbs. Only the most experienced and talented Jedi could withstand his attacks. For example, Grievous could hold one lightsaber in each of his four hands, spinning two of them very rapidly in front of him as a shield. Grievous used this against Obi-Wan Kenobi on Utapau, but Obi-Wan managed to overcome this by biding his attack and finally timing his strike through the whirling lightsaber shield.

Another unique lightsaber style was that of Adi Gallia who held her saber with a one-handed reverse grip (backhand style) resulting in wide, long swings. This was a personal variation of Form IX, much as Vaapad was Mace Windu's personal variation of Form VII. A variation of this form was used by the leader of the Force-users known as the Jensaarai (led by the Saarii-Kaar) encountered by Corran Horn. This form was developed by an Anzati Dark Jedi during the Clone Wars, who was eventually killed by Corran's grandfather. This form holds the weapon like a dagger, with one hand on the hilt and another on the pommel with the blade pointing toward the ground. This style favors one who is quick, combining quick strikes with sweeps at the legs. Horn was almost defeated by this style before distracting the Saarii-Kaar with a mental projection of her master, allowing his wife to stun her.

Dark Jedi Boc's combat style was an unorthodox mixture of the dual saber based Form X and highly aggressive jumping attacks directed straight at his opponent. He used this against Kyle Katarn in a duel on Ruusan, but—with some help from his friend Jan Ors and the Force—Katarn was able to defeat Boc.

6. The “Classical” Seven Lightsaber Forms detailed

In the following additive rules, the lightsaber skill is only considered to be the basic of the training to use a lightsaber without any special effect. Non Force sensitive character can use the lightsaber with this skill. Thanks to the help of the Force (powers such as *Lightsaber Combat*) a Jedi can use the lightsaber more efficiently. But with the years of thinking, meditation, training... and the help of the Force, the Jedi have managed to find other ways to use the lightsaber.

So, with those years, are successively born what is now known as the seven traditional lightsaber Forms. Those seven traditional Forms are use of the century long sought of Force-combat methods philosophies.

Being combat methods *philosophies*, these Forms skills might be used in conjunction with any hand to hand fighting skills as long as the using prerequisites are fulfilled.

But before being eventually used without a lightsaber, those philosophies have to be learned through the Force channel the lightsaber represents.

Every Jedi may be trained in each of the “Classical” Seven Lightsaber Forms. But only ONE of those Forms may be learned up to the Master level, for those Forms/Philosophies represents such closeness to the Jedi mind spirit.

Those combat philosophies are developed in an average way between regular and advanced skills.

- The development cost is the same as the regular skills when the Jedi has some means of teaching (teacher, book, holocron...).
- The development cost is the double as the regular skills when the Jedi has no means of teaching and must find the style philosophy way himself.
- Each “Classical” Seven Lightsaber Forms skills start at 1D for a cost of 2 character points, whatever the Dexterity attribute or the lightsaber (lightweapon) skill.

Each of the seven lightsaber form has its own prerequisites to be learned (such as “*First Aid*” skill at 5D is necessary to begin to learn the advanced “*Medicine*” skill). Report to each lightsaber form for those prerequisites.

The benefit of using an advanced lightsaber Form skill with a lightsaber (or light weapon) or other kind of weapon (bare hand included) is also described under each Form description.

Differing with regular advanced skills:

- *The benefits (positive or negative) of those advanced combat philosophies apply only after the character has decided how many action he is doing in the round, and apply to each skill referring to the advanced combat philosophies.*
- *The need of focus to perform one Form prevents the Jedi to switch from one Form to another to easily. So, the Jedi must prepare himself for the change 2 rounds before the change apply (i.e.: “Round 1”, the Jedi thinks he needs to change of Form; “round 2”, the Jedi prepares himself for the change; “round 3”, the Jedi changes his fighting Form). It is possible for the Jedi to abort the change of Form but at cost of 1 action in “round 2” or 2 actions in “round 3”.*

6.1. Form I: Shii-Cho, the Way of the Sarlacc, or the Determination Form.

As the weapons technology of the lightsaber was developed, the need for a form of combat arose. Thus Form I, also called *Way of the Sarlacc*, was born. Shii-Cho was the most ancient style of lightsaber combat, developed by early Jedi Masters during the transition from metal swords to lightsabers, to incorporate key principles of ancient sword-fighting traditions. Existing as the simplest form even four thousand years before the Battle of Yavin, Shii-Cho was among the many forms known to the Jedi, including Kreia and the Jedi Exile. Due to its simplicity, it was often the first form taught, so almost all lightsaber duelists included some aspect of Shii-Cho in their swordplay.

Sun djem was a goal of early Form I duelists, as disarming or destroying the opponents' weapons could ensure victory without causing injury, which was always a Jedi objective. However with the rise of Form II, *sun djem* became nearly impossible as Makashi duelists were well trained to prevent their own weapons being taken or destroyed.

In the Old Jedi Order, younglings started out by learning Form I at a very early age, before beginning a Padawan apprenticeship with a Jedi Master. Their first years, they spent studying no other form. It was done so, because, as Kreia commented, Form I was the simplest of the forms, yet still powerful. Their training included learning to deflect plasma bolts from training remotes while being blindfolded or covered up by a practice helmet. Lightsaber instructors such as Yoda and Cin Drallig taught Form I to thousands of students during their Jedi careers.



Form I was born thousands of years before the Battle of Yavin, when contained beams of energy replaced metal swords. This fighting form is really an extension of the traditional metal-bladed techniques it was created from, with its basics of attacks, parries, body target zones and practice drills, and the principles of blade contact remained essentially the same.



Kit Fisto, one of the most notable practitioners of Form I during the Clone Wars, successfully wielded the style through many battles and duels, demonstrating his skill against the likes of General Grievous and Asajj Ventress. He demonstrated a high amount of versatility with the form, effectively applying his skills towards the usage of multiple blades and lightwhips. However, Fisto proved unable to defeat Darth Sidious with the style, highlighting one of its primary weaknesses. Form I was ideal when heavily outnumbered and effective against many opponents, but a single opponent, especially one as powerful as Sidious, is able to find flaw in it.

Obi-Wan Kenobi commented Form I as wild, raw, and deadly, requiring much emotional heat, and Kit Fisto noted how hard it was to control the pull of Form I, disabling opponents rather than killing them; however, Kenobi sometimes did infuse elements of Shii-Cho into his swordplay, including the rematch with Count Dooku onboard the *Invisible Hand*. Dooku himself commented Shii-Cho swordplay as deliberate as a lumberdroid, moving step by step, cutting off the angles, clumsy but relentlessly dogged, certainly one of the most basic of fighting forms.

Form I was said to allow focus and a slightly improved chance of connecting with the opponent. Because the ancient Jedi did not have lightsaber-wielding enemies, Form I was not developed with lightsaber-to-lightsaber combat in mind. Nonetheless, because of its few advantages and disadvantages, Shii-Cho was an effective form to fall back on when no other form would do to suit the current combat situation.

- *Prerequisites to learn and use with a lightsaber or a lightweapon: Lightsaber (or lightweapon): 4D; Lightsaber combat (or Jar'Kai (daisho) Combat (Two Lightsaber Combat), Double-Bladed Lightsaber Combat, Lightwhip Combat, ...); Control: 1D; Sens: 1D.*
- *Prerequisites to use without lightsaber (or lightweapon): Hand to hand attack and parry: 5D each; Jedi Armed Combat or Martial Combat (or ...) Force power.*
- *Form I benefits:*
 - . *Skill 1D (Rookie): +1 pip to attack and parry (melee combat and multiple enemies only).*
 - . *Skill 2D (Rookie): +2 pips to attack and parry (melee combat and multiple enemies only).*
 - . *Skill 3D (Rookie): +1D to attack and parry (melee combat and multiple enemies only).*
 - . *Skill 4D (Trainee): +1D+1 to attack and parry; +1 pip for a "called shot" to perform Sun djem; (all those melee combat and multiple enemies only).*
 - . *Skill 5D (Trainee): +1D+2 to attack and parry; +2 pips for a "called shot" to perform Sun djem; (all those melee combat and multiple enemies only).*
 - . *Skill 6D (Trainee): +2D to attack and parry; +1D for a "called shot" to perform Sun djem; (all those melee combat and multiple enemies only).*
 - . *Skill 7D (Master): +2D+1 to attack and parry; +1D+1 for a "called shot" to perform Sun djem (all those melee combat and multiple enemies only); +1 pip to parry ranged weapon (multiple enemies only).*
 - . *Skill 8D (Master): +2D+2 to attack and parry; 1D+2 for a "called shot" to perform Sun djem (all those melee combat and multiple enemies only); +2 pips to parry ranged weapon (multiple enemies only).*
 - . *Skill 9D (Master): +3D to attack and parry; +2D for a "called shot" to perform Sun djem (all those melee combat and multiple enemies only); +1D to parry ranged weapon (against multiple enemies only).*
 - . *Skill 10D (Grand-Master): +3D to attack and parry; +2D for a "called shot" to perform Sun djem (all those melee combat and multiple enemies only); +1D to parry ranged weapon; one free action (attack, parry or ranged weapon parry) those two against multiple enemies only.*

6.2. Form II: Makashi, the Way of the Ysalamiri, or the Contention Form.



After Form I's proliferation as a lightsaber combat technique, Form II came about as a means of lightsaber-to-lightsaber combat. It was described as being very elegant, powerful, and requiring extreme precision, allowing the user to attack and defend with minimal effort, while his opponents tired themselves out. Practitioners often wielded the blade one-handed for greater range of movement and fluidity. The form relied on parries, thrusts, and small, precise cuts—as opposed to the blocking and slashing of the other forms. Form II countered *sun djem*, the goal of early Form I masters, by being well trained in prevention of disarming and weapon destruction.

Form II emphasized fluid motion and anticipation of a weapon being swung at its target, and so required very fluid movements of both the blade and the body.

Feints would also be commonly used to confuse or set-up their opponents for a trap, a tactic that Count Dooku commonly used in his duels during the Clone Wars. Precise footwork and movements were required for maintaining proper distance from the opponent during defense and/or when moving in for an attack. The blade manipulation required for this form was very refined and required intense focus, such as Dooku's hurling objects at Anakin while using a one-handed bind to keep Obi-Wan at bay. Timing, accuracy, and skill, rather than strength, were relied on to defeat one's opponent, and with a skilled practitioner, the results were extremely potent.

The footwork of Makashi practitioners followed a single line, front and back, shifting the feet to keep in perfect balance as the practitioner attacked and retreated. Makashi was a style based on balance, on back-and-forth charges, thrusts, and sudden retreats. Elegance, gallantry, enchantment, finesse, artfulness, and economy were the core of Makashi. Dooku displayed this to the extreme during the duel aboard the *Invisible Hand*, using his footwork to evade Anakin and Obi-Wan so that he could fight them one-on-one instead of at the same time. Makashi duelists also trained themselves to avoid enslavement to form; as such enslavement opened the practitioner to be defeated by predictability and the unforeseen.

Makashi users were often elegant, precise, calm, and confident to the point of arrogance (as befit Dooku's personality). Form II users were supremely confident in their chances for victory, and often looked so relaxed when they were fighting they even appeared to be dancing.

Despite its effectiveness, Form II was not without its weaknesses. Among the first of these was the fact that it was somewhat harder to deflect blaster shots with this style. Makashi was developed before blasters had become common place in the galaxy, and Form II training taught its practitioners to defend solely against blades. Skilled users could overcome this obstacle with minimal effort, however.



Another drawback was that Makashi was most potent when used against a single opponent, and therefore was reduced in strength when fighting groups of adversaries. Exceptionally skilled users could still fare very well against multiple foes, however. Dooku, for example, could fight up to four adversaries at once with little difficulty. Others, such as Asajj Ventress, compensated for this difficulty by wielding multiple blades.

But the greatest flaw with this system of combat was that it could not withstand strikes from the later styles, which emphasized power brute force as opposed to the elegance and precision Makashi specialized in. As shown during Dooku's fatal duel with Anakin, Makashi simply did not generate the necessary kinetic energy to meet Skywalker's preferred form, Djem So, on an even footing. The sheer, raw power of Form V wore down Dooku's defenses, physically exhausting him and draining his reserves of Force power.

- *Prerequisites to learn and use with lightsaber or lightweapon: Lightsaber (or lightweapon): 6D; Lightsaber combat (or Jar'Kai (daisho) Combat (Two Lightsaber Combat), Double-Bladed Lightsaber Combat, Lightwhip Combat, ...); Control: 4D; Sense: 2D.*
- *Prerequisites to use without lightsaber (or lightweapon): Hand to hand attack and parry: 7D each; Jedi Armed Combat or Martial Combat (or ...) Force power.*
- *Form II benefits:*
 - *Skill 1D (Rookie): +1D to attack and parry single opponent only in melee combat unless the opponent is using Form V, in which case that bonus becomes a malus of -2D. Makashi user also suffers a penalty of -2D attack and block against an enemy with a ranged weapon or multiple enemies wielding any weapon. They also gain a +1 pip to parry against Sun djem attack.*
 - *Skill 2D (Rookie): +1D+1 to attack and parry single opponent only in melee combat unless the opponent is using Form V, in which case that bonus becomes a malus of -2D. Makashi user also suffers a penalty of -2D attack and block against an enemy with a ranged weapon or multiple enemies wielding any weapon. They also gain a +2 pip to parry against Sun djem attack.*
 - *Skill 3D (Rookie): +1D+2 to attack and parry single opponent only in melee combat unless the opponent is using Form V, in which case that bonus becomes a malus of -1D+2. Makashi user also suffers a penalty of -1D+2 attack and block against an enemy with a ranged weapon or multiple enemies wielding any weapon. They also gain a +1D to parry against Sun djem attack.*
 - *Skill 4D (Trainee): +2D to attack and parry single opponent only in melee combat unless the opponent is using Form V, in which case that bonus becomes a malus of -1D+2. Makashi user also suffers a penalty of -1D+2 attack and block against an enemy with a ranged weapon or multiple enemies wielding any weapon. They also gain a +1D+1 to parry against Sun djem attack.*
 - *Skill 5D (Trainee): +2D+1 to attack and parry single opponent only in melee combat unless the opponent is using Form V, in which case that bonus becomes a malus of -1D+1. Makashi user also suffers a penalty of -1D+1 attack and block against an enemy with a ranged weapon or multiple enemies wielding any weapon. They also gain a +1D+2 to parry against Sun djem attack.*
 - *Skill 6D (Trainee): +2D+2 to attack and parry single opponent only in melee combat unless the opponent is using Form V, in which case that bonus becomes a malus of -1D+1. Makashi user also suffers a penalty of -1D+1 attack and block against an enemy with a ranged weapon or multiple enemies wielding any weapon. They also gain a +2D to parry against Sun djem attack.*
 - *Skill 7D (Master): +3D to attack and parry single opponent only in melee combat unless the opponent is using Form V, in which case that bonus becomes a malus of -1D. Makashi user also suffers a penalty of -1D attack and block against an enemy with a ranged weapon or multiple enemies wielding any weapon. They also gain a +2D+1 to parry against Sun djem attack.*

- *Skill 8D (Master): +3D+1 to attack and parry single opponent only in melee combat unless the opponent is using Form V, in which case that bonus becomes a malus of -2 pips. Makashi user also suffers a penalty of -2 pips attack and block against an enemy with a ranged weapon or multiple enemies wielding any weapon. They also gain a +2D+2 to parry against Sun djem attack.*
- *Skill 9D (Master): +3D+2 to attack and parry single opponent only in melee combat unless the opponent is using Form V, in which case that bonus becomes a malus of -1 pip. Makashi user also suffers a penalty of -1 pip attack and block against an enemy with a ranged weapon or multiple enemies wielding any weapon. They also gain a +3D to parry against Sun djem attack.*
- *Skill 10D (Grand-Master): +4D to attack and parry single opponent only in melee combat. They also gain a +3D to parry against Sun djem attack. The mastery of the Makashi form is such that they are no more maluses left.*

6.3. Form III: Soresu, the Way of the Mynock, or the Resilience Form.

"Defense will not slay my enemy."

"You lack the physical strength required for the powerful attacking strikes of Djem So or the other aggressive forms. You must rely on quickness, cunning and, most of all, patience to best your enemies."

—Darth Zannah learns from Darth Bane the effectiveness of Soresu^[src]

Originally, Form III was developed as a counter to blaster weapons used by multiple opponents. Due to the rise in distribution of blaster weapons, more and more Jedi were forced to adopt a fighting style which allowed them to combat enemies firing from several directions, mostly basing their "attack" on redirected blaster fire. Previous styles had allowed wide, sweeping strokes which left the Jedi open to blaster fire. Form III, however, required maintaining a constant shield of deflective strokes by making short, quick sweeps, close to the body, leaving the Jedi less exposed to ranged fire. Form III was the most defensive of the seven forms.

"Form three allows you to parry incoming attacks with minimal effort. Your opponent must expend precious energy with each blow, slowly tiring while you remain fresh and strong."

—Darth Bane to Darth Zannah

The philosophy of Soresu was described as "being within the eye of the storm." The practitioner maintained a centered frame of concentration, undisrupted by the conflict around them. They did this to maintain the calm center where the outer storm of combat could not harm them. Thus, Soresu commanded powerful defensive techniques that seemed to adapt to almost any circumstance, at the cost of never reaching past the figurative eye of the storm. The Soresu technique used little to none of the attack power needed by those who concentrate on the storm itself. Those who studied this style used the primarily defensive technique to wear down aggressive opponents by defending long onslaughts with minimal counter-attacking. They waited until their adversary spent most of their energy, then employed an alternate, more aggressive attack. They waited for eventual lapses in their opponent's own defense.

The key to truly mastering Soresu may have come from a mastery of the concept and philosophy of Soresu. Jedi Master Obi-Wan Kenobi, despite his preference for Soresu, applied Shii-Cho elements and Ataru acrobatics into his swordplay, as evidenced by his recollection of his intense duel with the Sith Lord Count Dooku onboard the *Invisible Hand*. This, however, he did to confuse Dooku, as he later switched back to his true form, Soresu. In his duel against General Grievous, Kenobi used pure Form III swordplay.

"Good. Do not block. Redirect. Wait for opponents to become weary or frustrated. Let them make a mistake, then seize the opening and make them pay."

—Darth Bane to Darth Zannah during her lightsaber training



Soresu utilized motions that occurred very close to the body, in an attempt to achieve near-total protection and expend as little energy as possible while executing moves. Form III stressed quick reflexes and fast positional transition, in order to overcome the rapidity with which a blaster could be fired. This technique minimized the body's exposure, making a well-trained practitioner nearly invincible. Followers of Soresu preferred to remain on the defensive until their opponent left an opening that a Soresu practitioner could exploit.

Observers generally described Soresu as a passive form of combat. Jedi with extreme patience and reserved personality often employed the form - in fact, during the Clone Wars, Soresu was the most commonly used lightsaber form in the Jedi Order. Its popularity was not always as such; it was not until the death of Qui-Gon Jinn on Naboo that many Jedi switched from Form IV to Soresu.

Form III involved preparation for prolonged battles where the user observed and learned as much as possible about their opponent's or opponents' technique while engaged in combat. Also, by being more capable in lengthy battles, a Soresu user had the ability to gain control of a combat situation, creating multiple options for the Jedi employing the form. A Form III user could choose to kill, disarm, or even reason with their opponent.

Many Soresu practitioners survived the lengthy Battle of Geonosis, owing to the endurance gained from the form and its specialization in fending off and deflecting blaster fire. Soresu's greatest power lay in the endurance and control a practitioner eventually developed.

Jedi Master Mace Windu noted that, unlike any of the other combat styles, Soresu was not an answer to a particular type of weakness. Vaapad was an answer to Windu's inner darkness; Ataru was Yoda's answer to his limited reach and advanced age; and Djem So helped Anakin release his own powerful emotions. Toward the end of the Clone Wars, Master Windu acknowledged Obi-Wan Kenobi as "The master of Soresu." It was because of this fact that Kenobi was chosen by the Jedi High Council as the Jedi best suited to defeat General Grievous. During their duel, the Jedi Master was capable of parrying all four of Grievous's lightsabers, gradually disarming the cyborg general. Earlier, during his duel with Count Dooku aboard the *Invisible Hand*, Kenobi's expertise in Soresu allowed him to parry the Count's elegant Makashi strikes.

Soresu was considered the consummate Jedi combat form in that it embraced a passive way of life and a literal expression of the Jedi tenet to defend rather than attack. Obi-Wan himself considered Soresu very simple, so restrained and defense-oriented that Form III was nearly passive. As a master, Obi-Wan could defend himself against any attack less than twenty strikes per second. Darth Vader used elements of Form III in his variant of Form V.

"The smaller blades give you greater speed and maneuverability. Grip the handle lightly in your fingers. Control the weapon with your wrist and hand rather than the muscles of your arm. You will sacrifice reach and leverage, but you will be able to create a shield of impenetrable defense."

—Darth Bane

Soresu was a very favorable form of combat for Jedi up until the Great Jedi Purge. The defense and control it allowed a practitioner made for suitable outcomes in favor of the user when faced with hurried opponents who left themselves vulnerable to counterattack. However, its defense required a very large amount of focus from the wielder and even a momentary fault in concentration could spell defeat. Jedi with less focused minds would usually abandon this style of combat to capitalize on the benefits of other styles that required less dedication to prolonged fighting. Form III utilized strikes and blocks with the lightsaber at very fast speeds with the blade extremely close to the wielder's body. This form also utilized some acrobatics such as those seen in Form IV to make the wielder even harder to catch.

Form III was effective against single powerful enemies, as well as large battles with multiple enemies. Form III was also the most effective form for deflecting blaster bolts, since it was originally designed to combat blaster-wielding opponents, and since the movements are very swift and close to the body, there would basically be no open space between attacks that could leave the wielder open to blaster fire. Jedi who mastered Soresu were known to have an unbreakable defense, and the most successful when dealing in situations when a quick victory was not as favorable as total understanding and calculated action. Soresu users will only attack the enemy to deliver the disarming strike (unless fighting against battle droids), and will keep defending until they see an opening in the enemy. Soresu masters had an unbreakable defense, as mentioned above, and could trap opponents in their own attacks, as demonstrated by Obi-Wan Kenobi during his duel with General Grievous on Utapau, as well against Darth Vader on Mustafar.

"A... defensive technique. But effective. Use it if you do not wish to be hit, or if you are facing many opponents with blasters. With a lightsaber blade and enough skill in deflection, it is an excellent offense against blasters, but in other situations, it merely delays the inevitable."

—Kreia

Truly focused masters of Soresu were very formidable due to their strong defense technique. Soresu, however, facilitated survival more than victory. Form III initiates were more than capable of defending themselves from attack, but they needed a large amount of experience to learn how to trap an opponent in their own offense. Masters had to maintain an incredibly strong focus on the center of the combat circle, since the defensive tactics of the form included guards and parries engaged very close to the body. Jedi who left small lapses in their otherwise strong defense left little room to avoid injury.

Form III did not favor Jedi Generals in a lengthy fight with troops left alone on the battlefield. Jedi found this situation usually inevitable during the Clone Wars. General Obi-Wan Kenobi provided a good example of this situation when he needed to leave his regiment of troops to conduct his reconnaissance search for General Grievous.

- *Prerequisites to learn and use with lightsaber or lightweapon: Lightsaber (or lightweapon): 5D; Lightsaber combat (or Jar'Kai (daisho) Combat (Two Lightsaber Combat), Double-Bladed Lightsaber Combat, Lightwhip Combat, ...); Control: 2D; Sense: 4D.*
- *Prerequisites to use without lightsaber (or lightweapon): Hand to hand attack and parry: 6D each; Jedi Armed Combat or Martial Combat (or ...) Force power.*
- *Form III benefits:*
 - . *Whatever the skill level, Soresu is such a defensive philosophy that a Jedi using this form cannot attack without being first attacked, if attacking at all...*
 - . *Skill 1D (Rookie): +2D to defense against any opponent (both melee combat and ranged attack); -3D to counterattack (only!) any opponent.*
 - . *Skill 2D (Rookie): +2D+1 to defense against any opponent (both melee combat and ranged attack); +1 pip for deviating blaster bolts; +1 pip to stamina roll while engaged in Soresu style fight; -2D+2 to counterattack (only!) any opponent.*
 - . *Skill 3D (Rookie): +2D+2 to defense against any opponent (both melee combat and ranged attack); +2 pips for deviating blaster bolts; +2 pips to stamina roll while engaged in Soresu style fight; -2D+1 to counterattack (only!) any opponent.*

- Skill 4D (Trainee): +3D to defense against any opponent (both melee combat and ranged attack); +1D for deviating blaster bolts; +1D to stamina roll while engaged in Soresu style fight; -2D to counterattack (only!) any opponent.
- Skill 5D (Trainee): +3D+1 to defense against any opponent (both melee combat and ranged attack); +1D+1 for deviating blaster bolts; +1D+1 to stamina roll while engaged in Soresu style fight; -1D+2 to counterattack (only!) any opponent.
- Skill 6D (Trainee): +3D+2 to defense against any opponent (both melee combat and ranged attack); +1D+2 for deviating blaster bolts; +1D+2 to stamina roll while engaged in Soresu style fight; -1D+1 to counterattack (only!) any opponent.
- Skill 7D (Master): +4D to defense against any opponent (both melee combat and ranged attack); +2D for deviating blaster bolts; +2D to stamina roll while engaged in Soresu style fight; -1D to counterattack (only!) any opponent.
- Skill 8D (Master): +4D+1 to defense against any opponent (both melee combat and ranged attack); +2D+1 for deviating blaster bolts; +2D+1 to stamina roll while engaged in Soresu style fight; -2 pips to counterattack (only!) any opponent.
- Skill 9D (Master): +4D+2 to defense against any opponent (both melee combat and ranged attack); +2D+2 for deviating blaster bolts; +2D+2 to stamina roll while engaged in Soresu style fight; -1 pip to counterattack (only!) any opponent.
- Skill 10D (Grand-Master): +5D to defense against any opponent (both melee combat and ranged attack); +3D for deviating blaster bolts; +3D to stamina roll while engaged in Soresu style fight; no more malus to counterattack (only!) any opponent.

6.4. Form IV: Ataru, Way of the HawkBat, or the Agression Form.

The history of Ataru stretched back through the Old Republic, to at least as early as the Mandalorian Wars, where it was commonly employed by Jedi of that day. Ataru continued to be a common form among the Jedi in the latter stages of the Republic.

An aggressive style, Form IV was fast-paced and effective against single opponents, though weaker in prolonged combat and confined spaces. Ataru was characterized by Force-assisted acrobatics, both for attack and defense, and fast, powerful strikes. Notable users of this combat form included Yoda and Qui-Gon Jinn.

"Form IV, also called Ataru, is the most acrobatic Form, filled with numerous elaborate moves, and relies heavily upon a Jedi's ability to run, jump, and spin using the Force."

—Cin Drallig

Ataru was an aggressive combat form relying on a combination of power, strength, and speed. Practitioners of Ataru were always on the offensive, attacking with wide, fast, and powerful swings. Form IV practitioners constantly called upon the Force to aid in their movements and attacks. By allowing the Force to flow throughout their body, they could overcome their physical limitations (including old age, as was the case with Master Yoda) and perform amazing feats of acrobatics, such as somersaults and back flips, not only for attack, but also to evade the attacks and strikes of their opponents. Jedi utilizing Ataru needed to incorporate all the Force powers that involved surpassing normal physical ranges of motion, speed, and agility in order to be successful. Running, jumping, and spinning were all emphasized in learning the elaborate kinetics of the form.

Those who used Form IV could move at high speeds and could rain strong blows, jumping and attacking through the air. Powerful and quick spinning attacks could be utilized from all angles, either from ground or air. A master in Ataru combat could appear like a blur to their opponents, attacking from all directions—from the front, the sides, overhead, or behind. The Force not only allowed them to perform athletic feats not possible otherwise, but it also helped guide their actions and movements in combat.

The opening stance for Ataru was a balanced two-handed guard: holding the lightsaber vertically with both palms, either on the right or left side of the body.

"This form is Ataru. Because it is such an aggressive fighting style, you should only use it against single opponents."

—Vrook Lamar, on Form IV



Ataru proved to be an effective combat form when used properly, and was common among Jedi in the Mandalorian Wars. It was well-suited to close combat, particularly against single opponents.

Because it was such an aggressive style, Ataru was not generally optimal for use against multiple opponents, and it was somewhat ineffective against blaster fire, particularly from multiple foes. Despite these weaknesses, Obi-Wan Kenobi and Qui-Gon Jinn were able to employ this form with great success during the Battle of Naboo against numerous B-1 battle droids. This form was also considered not as effective for prolonged combat, as the nature of Ataru could greatly tax the body. Fatigue was theorized to have been a contributing factor in

Qui-Gon Jinn's defeat at the hands of Darth Maul. Another contributing factor in Jinn's death was the requirement of open

space for the kinetic acrobatics of Ataru. Without ample space in the Theed Palace reactor core to move, Jinn was deprived of the key element in his defense, and thus could only attempt to block Maul's incessant barrage of Juyo strikes. This event influenced Kenobi—after his master's death, he changed his preferred form to Soresu, the most defensive of all forms.

Through the Force, Yoda was considered to have mastered Form IV to its highest level. He used it in almost all of his battles, and his mastery of the style caused others to describe him as virtually unstoppable against most opponents, including Separatist battle droids, despite his small size and advanced age. His moves in his duel against Count Dooku on Geonosis were revealed on close examination to be a fast-paced demonstration of the standard components of Form IV. Each action flowed from one to another in the smooth transitions characteristic of Form IV. In addition, three kinds of rotation, called *su ma*, figured prominently in his style: *jung su ma* (spinning), *ton su ma* (somersaults), and *en su ma* (cartwheels). These three moves represented the three possible axes of rotation in three-dimensional space. Together with Force-enhanced jumps, the rotational *su ma* moves composed most of his style, making the Grand Master exemplary of Form IV mastery. At one point prior to the Clone Wars, Yoda was known to give demonstrations of the form in use, some of which were recorded on databooks in the Jedi Temple. Yoda also employed Ataru against the clone troopers on Kashyyyk and Coruscant. Despite its weaknesses to blaster fire and multiple opponents, Yoda's mastery of the form was such that he was able to defeat the clones.

Dooku stated that he understood "every weakness of the Ataru form, with its ridiculous acrobatics." Dooku's Makashi would counter Ataru by launching a series of thrusts toward the enemy's legs to draw the opponent into a flipping overhead leap, so that Dooku could burn through the enemy's spine from kidneys to shoulder blades with his Makashi attack. The Count applied this tactic against Obi-Wan Kenobi onboard the *Invisible Hand*, who blocked Dooku's blows with Soresu.

- *Prerequisites to learn and use with lightsaber or lightweapon: Lightsaber (or lightweapon): 5D; Lightsaber combat (or Jar'Kai (daisho) Combat (Two Lightsaber Combat), Double-Bladed Lightsaber Combat, Lightwhip Combat, ...); Control: 3D; Alter: 3D; Force Running and Force Jumping skills.*
- *Prerequisites to use without lightsaber (or lightweapon): Hand to hand attack and parry: 6D each; Jedi Armed Combat or Martial Combat (or ...) Force power; Force Running and Force Jumping skills.*
- *Form IV benefits:*
 - . *Whatever the skill level, Ataru is quite an exhausting fighting form. Beginning the 4th combat round and every 3 rounds thereafter, the practitioner must make a Stamina skill roll (free). The first one is moderate and the difficulty is augmented one level for every subsequent round. The Stamina skill roll might be Force enhanced but do not forget multi action penalties. Every Stamina roll failed induce a cumulative one level higher difficulty penalty for any action until the Jedi completely rests for as many cumulative three rounds he has failed stamina rolls (i.e.: for 2 Stamina rolls failed, the Jedi must completely rests 6 rounds).*
 - . *Skill 1D (Rookie): Jedi using Ataru lose -3D for ranged weapon parry. If there is room enough for Ataru whirlwind attacks, the practitioner gains +1 pip to attack any opponent (this bonus is upgraded by +1D when fighting against only a single opponent) and one free Force Enhanced move to perform su ma rotations. If there is NO room enough for Ataru whirlwind attacks, the practitioner gains has -3D for attack and no free Force Enhanced move to perform su ma rotations.*
 - . *Skill 2D (Rookie): Jedi using Ataru lose -2D+2 for ranged weapon parry. If there is room enough for Ataru whirlwind attacks, the practitioner gains +2 pips to attack any opponent (this bonus is upgraded by +1D when fighting against only a single opponent) and one free Force Enhanced move to perform su ma rotations. If there is NO room enough for Ataru whirlwind attacks, the practitioner gains has -2D+2 for attack and no free Force Enhanced move to perform su ma rotations.*
 - . *Skill 3D (Rookie): Jedi using Ataru lose -2D+1 for ranged weapon parry. If there is room enough for Ataru whirlwind attacks, the practitioner gains +1D to attack any opponent (this bonus is upgraded by +1D when fighting against only a single opponent) and one free Force Enhanced move to perform su ma rotations. If there is NO room enough for Ataru whirlwind attacks, the practitioner gains has -2D+1 for attack and no free Force Enhanced move to perform su ma rotations.*
 - . *Skill 4D (Trainee): Jedi using Ataru lose -2D for ranged weapon parry. If there is room enough for Ataru whirlwind attacks, the practitioner gains +1D+1 to attack any opponent (this bonus is upgraded by +1D when fighting against only a single opponent) and one free Force Enhanced move to perform su ma rotations. If there is NO room enough for Ataru whirlwind attacks, the practitioner gains has -2D for attack and no free Force Enhanced move to perform su ma rotations.*
 - . *Skill 5D (Trainee): Jedi using Ataru lose -1D+2 for ranged weapon parry. If there is room enough for Ataru whirlwind attacks, the practitioner gains +1D+2 to attack any opponent (this bonus is upgraded by +1D when fighting against only a single opponent) and one free Force Enhanced move to perform su ma rotations. If there is NO room enough for Ataru whirlwind attacks, the practitioner gains has -1D+2 for attack and no free Force Enhanced move to perform su ma rotations.*
 - . *Skill 6D (Trainee): Jedi using Ataru lose -1D+1 for ranged weapon parry. If there is room enough for Ataru whirlwind attacks, the practitioner gains +2D to attack any opponent (this bonus is upgraded by +1D when fighting against only a single opponent) and one free Force Enhanced move to perform su ma rotations. If there is NO room enough for Ataru whirlwind attacks, the practitioner gains has -1D+1 for attack and no free Force Enhanced move to perform su ma rotations.*
 - . *Skill 7D (Master): Jedi using Ataru lose -1D for ranged weapon parry. If there is room enough for Ataru whirlwind attacks, the practitioner gains +2D+1 to attack any opponent (this bonus is upgraded by +1D when fighting against only a single opponent) and one free Force Enhanced move to perform su ma rotations. If*

there is NO room enough for Ataru whirlwind attacks, the practitioner gains has -1D for attack and no free Force Enhanced move to perform su ma rotations.

- Skill 8D (Master): Jedi using Ataru lose -2 pips for ranged weapon parry. If there is room enough for Ataru whirlwind attacks, the practitioner gains +2D+2 to attack any opponent (this bonus is upgraded by +1D when fighting against only a single opponent) and one free Force Enhanced move to perform su ma rotations. If there is NO room enough for Ataru whirlwind attacks, the practitioner gains has -2 pips for attack and no free Force Enhanced move to perform su ma rotations.
- Skill 9D (Master): Jedi using Ataru lose -1 pip for ranged weapon parry. If there is room enough for Ataru whirlwind attacks, the practitioner gains +3D to attack any opponent (this bonus is upgraded by +1D when fighting against only a single opponent) and one free Force Enhanced move to perform su ma rotations. If there is NO room enough for Ataru whirlwind attacks, the practitioner gains has -1 pip for attack and no free Force Enhanced move to perform su ma rotations.
- Skill 10D (Grand-Master): Jedi using Ataru has no more maluses for ranged weapon parry. If there is room enough for Ataru whirlwind attacks, the practitioner gains +3D to attack any opponent (this bonus is upgraded by +1D when fighting against only a single opponent) and one free Force Enhanced move to perform su ma rotations. He also gains one free attack or parry action. If there is NO room enough for Ataru whirlwind attacks, the practitioner has no malus but no bonus too (including no free Force Enhanced move to perform su ma rotations and no free attack or parry action).

6.5. Form V: Shien/Djem So, the Way of the Krayt Dragon, or The Perseverance Form.

It was developed by practitioners of Form III: Soresu, who felt that the defensively-minded form would unnecessarily extend time spent in combat by forcing its users to wait for an opportunity to strike, rather than creating their own openings.

Shien, considered the classical Form V, was more adept at blocking blaster bolts, whereas Djem So, developed later, was designed for lightsaber combat. Both Shien and Djem So were designed to use the opponent's attack against them, as evidenced by Shien's focus on returning blaster bolts to their origin.

"You will find it easier to deflect blaster fire with this form—and it shall also guard you against critical strikes by your opponents."

—Zez-Kai Ell

Form V was created by Form III masters who preferred a more offensive style, since the defensive nature of Form III could lead to prolonged combat. It evolved into an accepted style by combining the defensive maneuvers of Form III with the more aggressive philosophy and tactics of Form II. Form V also required a higher level of physical strength than the other lightsaber forms, due to its focus on complete domination of opponents. The form was developed alongside Form IV at a time when the Jedi were increasingly called upon to actively keep the peace.

Some Jedi, noting its dedication to domination and strength, felt that Form V encouraged an inappropriate focus on controlling others. Others, including noted lightsaber combat instructor Cin Drallig, were cautiously neutral about the form. However, its proponents maintained that Form V was an effective and powerful tool for the Jedi Order.

Form V had two distinct variations: Shien and Djem So:

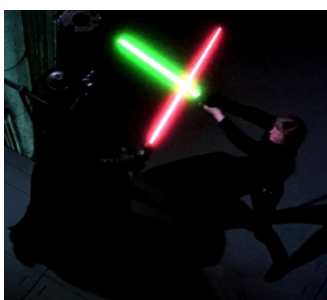
Shien: To the Jedi of the ancient Republic who developed and employed the classical Form V, Shien, the form was known as the Perseverance Form. Shien was described as being well adapted to guarding against blaster fire and enemy strikes without compromising one's ability to launch powerful counterattacks, though was less effective against a single opponent. Shien was known to have existed at least as early as the Jedi Civil War. With its focus against blaster fire, Shien kept in mind that Jedi were often outnumbered by their opponents and needed to defend themselves while retaining offensive capability.



Additionally, there was an ancient Sith variant of this classic lightsaber form called Sith Shien. Sith Shien was known to focus on quick and aggressive attacks against the user's opponent.

"You will doubtless encounter many situations with multiple assailants. To better protect yourself from blaster fire without compromising your offensive capabilities, use the Shien form."

—Kavar



Djem So was the creation of a group of Form III masters who felt that Soresu was too passive. It addressed the shortcomings of Form III, in which a Jedi Master may have proved to be unbeatable but was likewise unable to overcome a skilled opponent. Utilizing a combination of blocks and parries, a Djem So user maintained a proper foundation in terms of defense against both ranged and melee attacks. While a Soresu user stayed on the defensive, however, and only counterattacked when necessary or when an opening appeared in his opponent's defense, a Djem So practitioner was not nearly so passive. Immediately after defending against an opponent's strike, a Djem So stylist would follow with an attack of their own, bringing the force of the opponent's own blow against them and seeking to dominate the duel. Djem So placed a heavy focus on brute strength and pure power, with wide, powerful strikes and parries followed immediately by counterattack.

Despite its metaphorical and literal strength, Form V was not without its weaknesses. Shien was particularly weak against a single opponent and Djem So was known for having a lack of mobility. However, a skilled duelist in Form V was capable of compensating for these weaknesses and employing the form effectively in combat.

By the time of the Ruusan campaign, the Djem So variant of Form V had been developed. Djem So had an emphasis on strength and power, allowing a user to make good use of his or her own physical size and strength. It was for this reason that Sith blademaker Kas'im advised the fledgling Darth Bane to learn Djem So; Bane's imposing size and strength would serve to compliment Form V. Power attacks from a Djem So user could even knock an opponent back just through sheer kinetic force, throwing them off balance and leaving them vulnerable to further brute force strikes and power blows that sought not just to penetrate an opponent's defense, but push them back and leave them unable to counter blows.

Unlike Soresu or Ataru, Djem So required the user to not only counterattack, but press the assault, combining Force-enhanced strength with powerful blade combinations to overpower and overwhelm an opponent's defenses. Djem So's sheer power, when combined with physical and Force-imbued strength, was capable of defeating a user of Makashi, a lightsaber form focused on dueling, finesse, and elegance, when employed by a skilled practitioner. Anakin Skywalker initially employed Shien in his defeat against Dooku on Geonosis, but throughout the Clone Wars, he developed his practice of both Shien and Djem So. The many engagements of the Clone Wars, against both mechanical opponents and against lightsaber wielding Dark Jedi honed his skills. On the *Invisible Hand*, he deceived Dooku with a Shien opening stance and Ataru acrobatics, but partially through the duel, he returned to his own preferred Djem So strokes. The Sith was barely able to deflect his blows and eventually was scorched by his own blade being forced back onto his own shoulder. Using Form V, Anakin pushed Dooku back with power blows, bolstered by use of rage in the fight, until he eventually disarmed and killed the Sith Lord.

After losing to Obi-Wan Kenobi on Mustafar, Darth Vader continued to employ a new variant of Form V, even more focused on sheer power, in his service to the dark side and quest to destroy the Jedi. Vader again employed Form V on the Death Star versus his former master in their final duel—rather than continue to fight, Kenobi sacrificed himself. Ironically, the same techniques used by him against his former master would be mirrored and used against him by his son, Luke Skywalker.

On Bespin, Luke revealed that he was a gifted duelist; after only one brief session with Obi-Wan Kenobi three years previously and a short period of study with Yoda, the inexperienced youth was able to hold his own against Darth Vader for a time. Ultimately, he was unable to stand against Vader's aggressive barrage, being driven back and disarmed, losing his hand. After that duel, Luke further studied lightsaber skills he'd found in a journal left to him by Obi-Wan Kenobi, and greatly advanced in his abilities.

Onboard the second Death Star, Luke was this time able to duel Vader on an even footing, mirroring Vader's Form V technique. When Vader attempted Dun Möch to weaken Luke by invoking his sister, the tactic backfired and provoked Luke into a fury, and in that state he was able to defeat the experienced Sith Lord.

Lightsabers belonging to Djem So practitioners sometimes had a solid casing (either as a whole or in multiple sections for maximum protection against power surge deterioration) and a heavily shrouded or beveled blade emitter. The beveled emitter was designed to designate separate facets of the blade for either offensive or defensive purposes. Their hilts also commonly included ridged, occasionally thick, hand grips, as Djem So required its users to maintain a solid grip on the lightsaber hilt.

- *Prerequisites to learn and use with lightsaber or lightweapon: Lightsaber (or lightweapon): 5D; Lightsaber combat (or Jar'Kai (daisho) Combat (Two Lightsaber Combat), Double-Bladed Lightsaber Combat, Lightwhip Combat, ...); Control: 2D (Shien), 4D (Djem So); Sense: 4D (Shien), 2D (Djem So); Dexterity: 3D (Shien); Strength: 3D (Djem So).*
- *Prerequisites to use without lightsaber (or lightweapon): Hand to hand attack and parry: 6D each; Jedi Armed Combat or Martial Combat (or ...) Force power.*
- *Form V benefits (Shien Form):*
 - . *Skill 1D (Rookie): +1D for ranged weapon parry and deviating blaster bolts.*
 - . *Skill 2D (Rookie): +1D+1 for ranged weapon parry and deviating blaster bolts.*
 - . *Skill 3D (Rookie): +1D+2 for ranged weapon parry and deviating blaster bolts.*
 - . *Skill 4D (Trainee): +2D for ranged weapon parry and deviating blaster bolts. +1 pip to attack and parry against multiple opponents, bonus reduced to +1 pip to parry against single opponent.*
 - . *Skill 5D (Trainee): +2D+1 for ranged weapon parry and deviating blaster bolts. +1 pip to attack and parry against multiple opponents, bonus reduced to +1 pip to parry against single opponent.*
 - . *Skill 6D (Trainee): +2D+2 for ranged weapon parry and deviating blaster bolts. +1 pip to attack and parry against multiple opponents, bonus reduced to +1 pip to parry against single opponent.*
 - . *Skill 7D (Master): +3D for ranged weapon parry and deviating blaster bolts. +2 pips to attack and parry against multiple opponents, bonus reduced to +2 pips to parry against single opponent.*
 - . *Skill 8D (Master): +3D+ for ranged weapon parry and deviating blaster bolts. +2 pips to attack and parry against multiple opponents, bonus reduced to +2 pips to parry against single opponent.*
 - . *Skill 9D (Master): +3D+2 for ranged weapon parry and deviating blaster bolts. +2 pips to attack and parry against multiple opponents, bonus reduced to +2 pips to parry against single opponent.*
 - . *Skill 10D (Grand-Master): +4D for ranged weapon parry and deviating blaster bolts. +1D to attack and parry against multiple opponents, bonus reduced to +1D to parry against single opponent.*

- *Form V benefits (Djem So Form):*
 - . *Skill 1D (Rookie): +1 pip to counterattack and +1D to damage after parrying against an opponent, else no bonus.*
 - . *Skill 2D (Rookie): +2 pips to counterattack and +1D+1 to damage after parrying against an opponent, else no bonus.*
 - . *Skill 3D (Rookie): +2 pips to counterattack and +1D+2 to damage after parrying against an opponent, else no bonus.*
 - . *Skill 4D (Trainee): +1D to counterattack and +2D to damage after parrying against an opponent, else no bonus.*
 - . *Skill 5D (Trainee): +1D to counterattack and +2D+1 to damage after parrying against an opponent. If not counterattacking, the bonus is reduced to +1 pip to damage against any opponent.*
 - . *Skill 6D (Trainee): +1D+1 to counterattack and +2D+2 to damage after parrying against an opponent. If not counterattacking, the bonus is reduced to +2 pips to damage against any opponent.*
 - . *Skill 7D (Master): +1D+1 to counterattack and +3D to damage after parrying against an opponent. If not counterattacking, the bonus is reduced to +1D to damage against any opponent.*
 - . *Skill 8D (Master): +1D+2 to counterattack and +3D+1 to damage after parrying against an opponent. If not counterattacking, the bonus is reduced to +1D+1 to damage against any opponent.*
 - . *Skill 9D (Master): +1D+2 to counterattack and +3D+2 to damage after parrying against an opponent. If not counterattacking, the bonus is reduced to +1D+2 to damage against any opponent.*
 - . *Skill 10D (Grand-Master): +2D to counterattack and +4D to damage after parrying against an opponent. If not counterattacking, the bonus is reduced to +2D to damage against any opponent.*

6.6. Form VI: Niman, the Way of the Rancor, or the Moderation Form.

"Is Form VI the most worthy of study? No, but in general it is the most practical."

—Cin Drallig

Form VI attempted to balance all elements of lightsaber combat, combining the techniques from Forms that came before into a less intensely demanding combat style. In practice, Form VI was a combination of older forms (Forms I, III, IV, and V), and all of them in moderation. In the blending, much of the individuality was lost, but the strengths were spread evenly, and there was little weakness in it. Due to its "jack-of-all-trades" nature, the success of this form was largely dependent on the practitioner's intuition, improvisation, and creativity in combat rather than the rote responses derived from other forms. This broad generalization made Form VI well suited for diplomats, as they could spend their time training in the areas of politics and negotiation instead of combat training.

"It is often referred to as the diplomat's form because it is less intensive in its demands than other disciplines, allowing Jedi to spend more time developing their skills in perception political strategy, and negotiation."

—Cin Drallig

Niman was not a weak form. While many other lightsaber forms bolstered the wielder's abilities in one area, while leaving him vulnerable in others, Niman was capable in all situations but had no dramatic strengths. It provided no edge in battle, but achieved its worth in not leaving its wielder as exposed as some of the more aggressive forms. Its strength was its balance. The form was also considered a basis for more 'unorthodox' fighting, as Jedi who used it were less frequently using automatic reflex than constantly thinking and often had time to invent unusual strategies for combat. It also provided a decent defense versus enemy Force powers and blaster fire.

Sometimes, sparring with another one could achieve a state of meditation, and the Niman form was one of the best such techniques. Its great strength was the way it allowed the Force to flow through its practitioner, revitalizing him even in the middle of combat. The philosophy of Form VI was "the leaf swept in the winds of the Force." Users of this lightsaber form achieved a mindset of one who was not troubled by their surroundings, but simply rode the current of the surrounding turmoil, being well-balanced within.

According to Cin Drallig, if a duelist dedicated himself exclusively to Form VI, he can expect to study the style for at least ten years before achieving mastery.

"Form VI, also called Niman, is the current standard in lightsaber training."

—Cin Drallig

The form was named after Niman, the twin trinitities of Kashi gods. Its forerunners were both two-bladed styles, one developed by the Royale Machetero of Kashi Mer, and the other the original Jar'Kai, developed by the Yovshin Swordsmen. It was adapted by the Legions of Lettow after the Great Schism into current Jar'Kai form of combat. Form VI was in turn adapted from Jar'Kai.

It remains unknown how common Niman was in ancient times, but several Jedi masters were known to have practiced the form, Zez-Kai Ell, Vrook Lamar, and Kavar being among their number. The style was even utilized by the Jedi-turned-Sith Lord Exar Kun.



By the time of the Clone Wars and the following Jedi purge, Form VI was the standard form within the Jedi Order. This combat discipline was often referred to as the "diplomat's form." Unfortunately, all of the Form VI practitioners at the Battle of Geonosis were killed. As a result, full masters of other lightsaber forms sometimes considered Form VI to be insufficiently demanding.

Aspects of Form VI may have been adapted for the Medium style of the New Jedi Order

- *Prerequisites to learn and use with lightsaber or lightweapon: Lightsaber (or lightweapon): 5D; Lightsaber combat (or Jar'Kai (daisho) Combat (Two Lightsaber Combat), Double-Bladed Lightsaber Combat, Lightwhip Combat, ...); Control: 3D; Sens: 3D.*
- *Prerequisites to use without lightsaber (or lightweapon): Hand to hand attack and parry: 6D each; Jedi Armed Combat or Martial Combat Force power (or ...)*
- *Form VI benefits:*
 - *Skill 1D (Rookie): +1 pip to attack and parry, for ranged weapon parry and deviating blaster bolts parry against any opponent (single or multiple). This bonus is upgraded by 2 pips when using Jar'Kai.*
 - *Skill 2D (Rookie): +2 pips to attack and parry, for ranged weapon parry and deviating blaster bolts parry against any opponent (single or multiple). This bonus is upgraded by 2 pips when using Jar'Kai.*
 - *Skill 3D (Rookie): +2 pips to attack and parry, for ranged weapon parry and deviating blaster bolts parry against any opponent (single or multiple). This bonus is upgraded by 2 pips when using Jar'Kai.*
 - *Skill 4D (Trainee): +1D to attack and parry, for ranged weapon parry and deviating blaster bolts parry against any opponent (single or multiple). This bonus is upgraded by 2 pips when using Jar'Kai.*
 - *Skill 5D (Trainee): +1D to attack and parry, for ranged weapon parry and deviating blaster bolts parry against any opponent (single or multiple). This bonus is upgraded by 2 pips when using Jar'Kai.*
 - *Skill 6D (Trainee): +1D+1 to attack and parry, for ranged weapon parry and deviating blaster bolts parry against any opponent (single or multiple). This bonus is upgraded by 2 pips when using Jar'Kai.*
 - *Skill 7D (Master): +1D+1 to attack and parry, for ranged weapon parry and deviating blaster bolts parry against any opponent (single or multiple). This bonus is upgraded by 2 pips when using Jar'Kai.*
 - *Skill 8D (Master): +1D+2 to attack and parry, for ranged weapon parry and deviating blaster bolts parry against any opponent (single or multiple). This bonus is upgraded by 2 pips when using Jar'Kai.*
 - *Skill 9D (Master): +1D+2 to attack and parry, for ranged weapon parry and deviating blaster bolts parry against any opponent (single or multiple). This bonus is upgraded by 2 pips when using Jar'Kai.*
 - *Skill 10D (Grand-Master): +2D to attack and parry, for ranged weapon parry and deviating blaster bolts parry against any opponent (single or multiple). This bonus is upgraded by 2 pips when using Jar'Kai.*

6.7. Form VII: Juyo (Vaapad), the Way of the Vornskyr, or the Ferocity Form.

In use millennia prior to the Battle of Yavin, the Juyo incarnation of Form VII was described as the most vicious form of lightsaber combat and was said to involve significant internal focus on the part of the user. Juyo had many practitioners throughout the years, including Jedi Masters Kavar, Zez-Kai Ell, and Vrook Lamar. As time passed, knowledge of Form VII became restricted among the Jedi Order, who was worried that its precepts would lead practitioners toward the dark side. In contrast, members of the Sith, such as Darth Maul, employed Juyo without reservation, as did Dark Jedi such as Galen Marek.

In the latter days of the Old Republic, a new variation of Form VII, dubbed Vaapad after a creature native to the planet Sarapin, was created by Jedi Masters Mace Windu and Sora Bulq. Vaapad was explained as being a state of mind rather than just a fighting style, allowing the wielder to channel his own inner darkness into the duel, and accept the fury of the opponent. Windu, Bulq, and Windu's Padawan Depa Billaba were three notable practitioners of the Vaapad variant. Records of both Juyo and Vaapad survived the Great Jedi Purge and were recovered by the New Jedi Order, who preserved the records of Form VII into the Sith-Imperial War.

"Six there were for generations of Jedi. The seventh, is not well-known. Powerful form it is. Deadliest of all. But dangerous it is, for its master as well as its opponent. Few have studied. One student alone, to mastery has risen."

—Yoda

There were two variations of Form VII, Juyo and Vaapad, but both utilized bold, direct movements. According to accounts compiled by the New Jedi Order, use of Form VII was more demanding in terms of energy used due to a broader focus and deeper utilization of emotion. A Form VII practitioner was said to maintain a calm exterior appearance, but they were also stated to experience significant internal pressure, while using the Ferocity Form. In addition, it was described as sometimes paradoxical and unpredictable, as well as filled with concepts that made the form too difficult and unattractive to many students.

Juyo

"Predictably, he seeks to unbalance you with his erratic attacks. His technique is called Juyo, the most chaotic of the lightsaber forms. This form sacrifices much to bolster offense, leaving one exposed to attack by the Force."

—Kreia

Juyo was described as the most vicious form of lightsaber combat, and was said to be filled with both fury and "malignant grace." The form was given the title of the most difficult and demanding form in all of saber combat. Skilled

combatants with Juyo were said by Jedi Master Vrook Lamar to be able to "eviscerate a lone enemy." According to the Sith Lord Darth Traya, the form was both chaotic and erratic, with a heavy focus on offense.

Jedi battlemaster Cin Drallig listed bold, direct motions as characteristics of Juyo, qualifying them as more open and kinetic than Form V, but with a less elaborate appearance than Ataru. Drallig contrasted the tactics of Juyo as not nearly as graceful or linked as those of Ataru, instead referring to them as "seemingly unconnected staccato sequences." He also listed one of the strengths of the form as its unpredictability. The form was said to necessitate greater energy than Form V, due to a broader wielding of a user's focus and a deeper emotional link. Despite the challenges inherent in the use of the form, it could serve as a pathway to considerable power.

Vaapad

"This is called Vaapad, Kar. How many arms do you see?"

—Mace Windu facing Kar Vastor in unarmed combat



Vaapad was described as more than a fighting style; it was a state of mind that led through the penumbra of the dark side, requiring the user to enjoy the fight, and relish the satisfaction of winning. The practitioner of Vaapad would accept the fury of their opponent, transforming them into one half of a superconducting loop, with the other half being the power of darkness inherent in the opponent. The form was also mentioned with a cautionary warning by the Jedi that use of Vaapad led the user perilously close to the dark side due to its focus on physical combat. Vaapad required a constant and sizable stream of Force use from the user, with a barely contained explosion of Force power essential to all variations of Form VII as another prerequisite for its use. The form's attacks appeared to be unconnected, its motions seemingly unpolished to an untrained observer.

During the latter years of the Republic, Jedi Master Mace Windu developed Vaapad by drawing inspiration from the movements of a creature, known as both the Vaapad and the Juyo, native to the planet Sarapin. Vaapad users appeared to wield many lightsabers at once, moving too fast to see, just as the vaapad creature would attack with blindingly fast tentacles that were impossible to count until the vaapad was dead. A Vaapad user's attacks would flow into each other with liquid precision, creating the constant near-invisible weave of energy which was the ready-stance of Vaapad. It was also possible to apply Vaapad in unarmed combat, with the user's arms becoming too fast to see, as well as in the use of dual lightsabers. While observing the duel between Darth Sidious and Mace Windu, Anakin Skywalker considered Windu's Vaapad bladework to be "an oblate sphere of purple fire" which contained dozens of blades attacking from every angle.

After his fall to the dark side prior to the Clone Wars, Count Dooku described the power of Vaapad as skirting the dark side of the Force, but said in a duel with Weequay Jedi Sora Bulq that the form was bridled and weaker without use of the dark side. Dooku later subverted Bulq to his cause. After Bulq fell to the dark side, he claimed that he had perfected the form, which Windu disputed while engaging Bulq in a lightsaber duel. While Bulq had previously practiced Vaapad with Windu, he was unable to defeat him in combat and their duel ended in a stalemate.

"Vaapad is more than a fighting style. It is a state of mind, a path that leads through the penumbra of the dark side."

—Mace Windu

Millennia prior to the Galactic Civil War, Juyo was ascribed the moniker of the "Ferocity form" due to its aggressive nature. Jedi Master Zez-Kai Ell claimed that Juyo was highly effective against an armed opponent, though much less against a foe skilled with the use of the Force. Master Kavar, a colleague of Zez-Kai Ell, advised Juyo for use in quickly overwhelming a single foe as well, but cautioned that it left one vulnerable to Force attacks such as those employed by Dark Jedi. Jedi of this era prescribed caution and control when using Juyo, and were loathe to teach it to those with known recklessness, as the form's ferocity could lead them to the dark side.

According to Jedi battlemaster Cin Drallig, who served in the final days of the Old Republic, Form VII was sufficiently demanding that only masters skilled in practicing multiple other forms were capable of utilizing it effectively. Drallig stated that the mastery required to learn Form VII was such that only a select few would be allowed to utilize it; he forbade its study to all others. At least two users of its Vaapad variant during Drallig's tenure described the form as dangerous due to its focus on physical combat and intensity.

Jedi Master Mace Windu, who developed Vaapad along with Weequay Jedi Sora Bulq, stated that Vaapad was an answer for his own weakness, allowing him to channel his own internal darkness into something positive. Furthermore, he said that he would not allow the use of the form without his permission, something that he had only given to his apprentice, Depa Billaba. Jedi Master Siri Tachi once explained to her Padawan, Ferus Olin, that the reason Mace Windu was able to dismiss the pleasure in power which Vaapad brought was by acknowledging it and being constantly aware of it. Windu wielded the form in numerous battles, including in the Petranaki arena against bounty hunter Jango Fett, where his relentless use of Vaapad overpowered Fett.

While dueling Darth Sidious in 19 BBY, Mace Windu's three Jedi companions were quickly brought down by the Sith Lord. In order to combat Sidious' furious technique, Windu gave himself completely over to Vaapad. He allowed it to fully channel his own inner darkness, as well as accepting and using the darkness of Sidious. When fully immersed in his form, Windu's fighting prowess was to the level where he could allow his body to fight automatically for him without needing to direct it with his mind. Sidious' own fury was used and redirected by Windu via the use of Vaapad, a process which Windu mentally likened to a lightsaber deflecting a blaster bolt back at its source. After Windu disarmed Sidious, the Sith Lord

attempted to blast him with Force lightning, but Windu responded by once more employing Vaapad techniques to channel the dark power of the lightning through him without it affecting him; he then redirected it back to its source. However, Windu believed that his use of Vaapad alone was insufficient to defeat Sidious, as he felt it would only result in a stalemate.

- *Prerequisites to learn and use with lightsaber or lightweapon: Lightsaber (or lightweapon): 7D; Lightsaber combat (or Jar'Kai (daisho) Combat (Two Lightsaber Combat), Double-Bladed Lightsaber Combat, Lightwhip Combat, ...); Control: 4D (Juyo), 5D (Vaapad); Sense: 4D (Juyo and Vaapad).*
- *Prerequisites to use without lightsaber (or lightweapon): Hand to hand attack and parry: 8D each; Jedi Armed Combat or Martial Combat Force power (or ...).*
- *Form VII benefits (Juyo Form):*
 - . *Whatever the skill level, Jedi using Juyo must make a Sense skill roll every round (it's not a free actions, the user must keep the Sense of the Force for the Form chaotic and erratic "seemingly unconnected staccato sequences").*
 - . *Jedi who simply fail the Sense skill loses one action in that particular round as the Jedi struggles to feel the flow of the Force inside him.*
 - . *A critical failure (1 on the Wild Die) brings the user close to mental exhaustion. The Juyo user must reroll the Wild Die.*
 - . *On a roll of 2 to 6 the Jedi has much trouble to feel and control the flow of the Force inside him. He loses one action and has only half the bonus of his Juyo form skill for that round.*
 - . *On a roll of 1, the Jedi can't manage any more to feel the flow of the Force inside him with any efficiency. He loses one action and has no bonus from his Juyo Form skill for that round.*
 - . *In the case of critical success (6 on the Wild Die), reroll the Wild Die:*
 - . *A rookie Juyo user adds the result "in pips" (transformed in full Die for every 3 pips) to the benefits of his skill for that round. Another 6 on the Wild Die does not invite another Wild Die roll.*
 - . *A trainee Juyo user adds the result "in pips" (transformed in full Die for every 3 pips) to the benefits of his skill for that round. Another 6 on the Wild Die does not invite another Wild Die roll but gives the juyo user one more free attack in addition to the 6 pips bonus.*
 - . *A master or grand-master Juyo user adds the result "in pips" (transformed in full Die for every 3 pips) to the benefits of his skill for that round. On a roll of 5, it gives the juyo user one more free attack in addition to the 5 pips bonus. On a roll of 6, it gives the juyo user two more free attacks in addition to the 6 pips bonus. This second Die Roll is not a Wild Die.*
 - . *Skill 1D (Rookie): One free attack, +1D to attack any opponent. No "Full" defense action (such as full parry, full dodge) allowed. Sense skill roll difficulty: Difficult.*
 - . *Skill 2D (Rookie): One free attack, +1D+1 to attack any opponent; +1 pip to damage. No "Full" defense action (such as full parry, full dodge) allowed. Sense skill roll difficulty: Difficult.*
 - . *Skill 3D (Rookie): One free attack, +1D+2 to attack any opponent; +2 pips to damage. No "Full" defense action (such as full parry, full dodge) allowed. Sense skill roll difficulty: Difficult.*
 - . *Skill 4D (Trainee): One free attack, +2D to attack any opponent; +1D to damage. No "Full" defense action (such as full parry, full dodge) allowed. Sense skill roll difficulty: Difficult.*
 - . *Skill 5D (Trainee): One free attack, +2D+1 to attack any opponent; +1D+1 to damage. No "Full" defense action (such as full parry, full dodge) allowed. Sense skill roll difficulty: Difficult.*
 - . *Skill 6D (Trainee): One free attack, +2D+2 to attack any opponent; +1D+2 to damage. No "Full" defense action (such as full parry, full dodge) allowed. Sense skill roll difficulty: Difficult.*
 - . *Skill 7D (Master): One free attack, +3D to attack any opponent; +2D to damage. No "Full" defense action (such as full parry, full dodge) allowed. Sense skill roll difficulty: Difficult.*
 - . *Skill 8D (Master): One free attack, +3D+1 to attack any opponent; +2D+1 to damage. No "Full" defense action (such as full parry, full dodge) allowed. Sense skill roll difficulty: Difficult.*
 - . *Skill 9D (Master): One free attack, +3D+2 to attack any opponent; +2D+2 to damage. No "Full" defense action (such as full parry, full dodge) allowed. Sense skill roll difficulty: Difficult.*
 - . *Skill 10D (Grand-Master): One free attack, +4D to attack any opponent; +3D to damage. No "Full" defense action (such as full parry, full dodge) allowed. Sense skill roll difficulty: Difficult.*
- *Form VII benefits (Vaapad Form):*
 - . *Whatever the skill level, Jedi using Vaapad must make a Control skill roll every round (it's not a free action, the user must keep the Control of the dark Force energy flowing thru him!).*
 - . *Jedi who simply fail the Control skill loses one action in that particular round as the Jedi fights to Control the dark tendrils inside him.*
 - . *A critical failure (1 on the Wild Die) brings the user dangerously close to the dark side. The Vaapad user must reroll the Wild Die.*
 - . *On a roll of 2 to 6 the Jedi has much trouble to fight the Dark side energy flowing in him, he loses one action and has only half the bonus of his Vaapad form skill for that round.*
 - . *On a roll of 1, the Jedi succumbs to the Dark Side Energy. He gains a Dark side Force point and gains benefits of his skill +1D for that round.*
 - . *In the case of critical success (6 on the Wild Die), reroll the Wild Die:*
 - . *On a roll of 1-3 the Vaapad user gains 1 more free attack if rookie, 2 more free attacks if trainee, 3 more free attacks if master or grand-master;*

- On a roll of 4-5, the Vaapad user gains 2 more free attacks if rookie, 3 more free attacks if trainee, 4 more free attacks if master or grand-master;
- On a roll of 6, the Vaapad user gains 3 more free attacks if rookie, 4 more free attacks if trainee, 5 more free attacks if master or grand-master.
- Skill 1D (Rookie): One free attack, +1D to attack any opponent. No "Full" defense action (such as full parry, full dodge) allowed. Control skill roll difficulty: Very Difficult.
- Skill 2D (Rookie): One free attack, +1D+1 to attack any opponent; +1 pip to damage. No "Full" defense action (such as full parry, full dodge) allowed. Control skill roll difficulty: Very Difficult.
- Skill 3D (Rookie): One free attack, +1D+2 to attack any opponent; +2 pips to damage. No "Full" defense action (such as full parry, full dodge) allowed. Control skill roll difficulty: Very Difficult.
- Skill 4D (Trainee): One free attack, +2D to attack any opponent; +1D to damage. No "Full" defense action (such as full parry, full dodge) allowed. Control skill roll difficulty: Very Difficult.
- Skill 5D (Trainee): One free attack, +2D+1 to attack any opponent; +1D+1 to damage. No "Full" defense action (such as full parry, full dodge) allowed. Control skill roll difficulty: Very Difficult.
- Skill 6D (Trainee): One free attack, +2D+2 to attack any opponent; +1D+2 to damage. No "Full" defense action (such as full parry, full dodge) allowed. Control skill roll difficulty: Very Difficult.
- Skill 7D (Master): One free attack, +3D to attack any opponent; +2D to damage. No "Full" defense action (such as full parry, full dodge) allowed. Control skill roll difficulty: Very Difficult.
- Skill 8D (Master): One free attack, +3D+1 to attack any opponent; +2D+1 to damage. No "Full" defense action (such as full parry, full dodge) allowed. Control skill roll difficulty: Very Difficult.
- Skill 9D (Master): One free attack, +3D+2 to attack any opponent; +2D+2 to damage. No "Full" defense action (such as full parry, full dodge) allowed. Control skill roll difficulty: Very Difficult.
- Skill 10D (Grand-Master): One free attack, +4D to attack any opponent; +3D to damage. No "Full" defense action (such as full parry, full dodge) allowed. Control skill roll difficulty: Very Difficult.

7. The "Non-Classic" Lightsaber methods detailed

7.1. Sokan – using terrain to one's advantage.

Sokan was more of a principle of lightsaber combat than a true form.

Developed by the ancient Jedi Knights during the Great Hyperspace War, Sokan teaching revolved around using the environment itself to gain a tactical advantage in combat. Sokan involved maneuvering so that swift strokes of the lightsaber could be aimed towards the opponent's vital areas, using quick tumbles, jumps, and movements. Combatants made use of large amounts of terrain, trying to maneuver their opponents into vulnerable areas during the course of battles that involved Sokan techniques. This technique allowed for great speed and mobility and left no openings in one's defense. Prior to the Clone Wars, Sokan practitioners integrated highly kinetic elements of Ataru with their ancient Sokan techniques to create a blend of styles that relied upon agility.

Although it was unclear whether Obi-Wan Kenobi received formal Sokan training or not, the Jedi Master did employ elements of Sokan while dueling Anakin Skywalker on Mustafar. Towards the end of the duel, Obi-Wan sought the high ground and used his favorable positioning to defeat Vader, attacking his weak points. This was the factor that led to Vader's defeat, and, in his battle against Luke Skywalker on the second Death Star, the memory, or fear, of his defeat may be a reason why he threw his lightsaber when Luke got the high ground instead of going after him.



- Learning Sokan costs as many character points as the Jedi has cumulative full die code in the Control plus the Sense Force skills (Example: A Jedi has 5D in Control and 4D+2 in Sense, to learn Sokan, he must pay $(1 + 2 + 3 + 4 + 5)$ [for Control cost] + $(1 + 2 + 3 + 4)$ [for Sense Cost] = 25 character points).
To kip using Sokan, the Jedi must pay character points every time the Jedi improves his/her Control or Sense Force skill to a new full die. The cost is the full die code in that skill (Example: The same Jedi improves is Sense code from 4D+2 to 5D, so he must pay 5 character points to be able to continue to use Sokan).
- Once learned, using Sokan becomes part of the Jedi fighting art. So it's a free action in combat round. It is normally applied only once in a fight, unless terrain changes happen.
To be effective:
 - There must some terrain differences to find out advantageous spots. Fighting in a flat deserted plain probably won't bring any help to the Sokan trained Jedi.
 - The Sokan trained Jedi must roll his Running or Jumping skill (specialization Sokan is possible, but is an additive cost to this tactic) against his opponent(s) Running or Jumping skill. The one(s) he beats are affected by the Sokan technique. Gamemaster should then give slight (+1 pip) to big (+2D or 3D) bonus to the Sokan trained Jedi to reflect the real terrain advantages possibilities and the score of the opposite rolls. The bonus should be applied to initiative and/or attack and/or parry attempts to reflect the terrain won advantage.
 - In case of a critical failure for the Sokan trained Jedi (1 on the Wild Die), gamemaster may also give maluses to reflect this failure.

7.2. Dun Moch – distracting and taunting an opponent, a Sith technique.

"Master Kenobi, you disappoint me. Yoda holds you in such high esteem...surely you can do better!"

—Count Dooku to Obi-Wan Kenobi

Dun Möch was a form of combat that used distraction and doubt, usually through taunting, in conjunction with lightsaber battle.

The sith aimed to completely dominate an opponent's spirit through whatever means possible by employing their own lightsaber combat doctrine. Dun Möch commonly involved spoken taunts, jeers, and jests that exposed the opponent's hidden, inner weaknesses and/or doubts, which had the end result of eroding the opponent's will. Such a thing could be quite deadly, especially against Jedi, since concentration was of vital importance when using the Force.

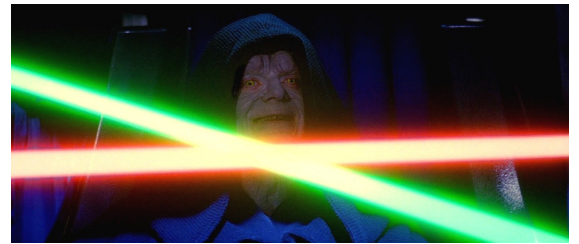
Darth Vader was seen to use Dun Möch against Obi-Wan Kenobi on the Death Star, but, as shown by Kenobi's calm retorts, he experienced little success. He used it again facing Luke Skywalker in their duel on Bespin's Cloud City to great effect. Vader applied the technique again during their duel on the second Death Star, however this usage proved counter-productive, as Skywalker was spurred into a rage.

A common misconception is that Dun Möch is only used by Sith. However, like Force Lightning, Dun Möch can also be employed by Jedi in certain circumstances, as seen in the confrontation between Darth Sion and the Jedi Exile on Malachor V. Sion was not killable by conventional methods, as he was capable of healing his wounds in an instant. The Exile instead used taunts and arguments to erode Sion's will, which in the end caused Sion to sacrifice his own life to the Force. However, most applications of the technique by Jedi had the more benign goal of motivating opponents to surrender, as shown by Obi-Wan Kenobi's taunts of Asajj Ventress during their duel on Teth.

Correctly executing Dun Möch required great patience, a rare trait of the Sith during the time of the Brotherhood of Darkness. This need for patience was exhibited by Darth Bane during his duel with the Zabrak Sirak during a combat training session at the Sith Academy on Korriban. He exhibited patience by drawing out the battle and demoralized his opponent by withholding striking a final blow and capitalizing on his mistakes. Sirak's inexperience with long duels was being used against him by Bane and thus was slowly fatigued. Instead he allowed the tantalizing closeness of Sirak's defeat build his vengeance before unleashing it with a strong enough blow to disarm him and end the duel. Light saber combat instructor and Blademaster Kas'im commended Bane's use of Dun Möch and declared it a valuable lesson to all of the other students at the conclusion of the fight.

If not carefully applied, Dun Möch could backfire upon the user, spurring the intended target to anger instead of overwhelming him/her with fear.

Darth Tyranus was victimized by this twice, both times when he was engaging Anakin Skywalker. The first instance took place during their duel on Tatooine, which Tyranus had spent taunting Skywalker, culminating in him displaying a hologram of Skywalker's then-Padawan Ahsoka Tano being ambushed by three of Dooku's IG-100 MagnaGuards. The second instance took place during their duel on the Invisible Hand, when Dooku taunted Anakin about his fear and his refusal to use his hate and anger. Both instances prompted Anakin to viciously attack Dooku, ultimately defeating him, however Dooku was spared in the first incident.



Anakin was later the victim of this effect when, as Darth Vader, he attempted to taunt Luke Skywalker on the second Death Star, only to send Luke into a fit of anger.

In some cases, spurring an otherwise passive target to anger was the desired effect, as opposed to failed usage. Palpatine often employed this against potential apprentices such as Darth Maul, Anakin Skywalker, and Luke Skywalker, in order to make them give into their inner darkness and therefore make them easier to convert to the Dark Side of the Force.

Inverse Dun Möch:

"Your thoughts betray you, father."

—Luke Skywalker to Darth Vader

In addition, Luke Skywalker used the very opposite of Dun Möch onboard the second Death Star. The young Jedi attempted to turn Darth Vader to the light by infusing love through spoken words. Luke was successful and Anakin Skywalker ultimately redeemed himself. Around 4,000 years earlier, this method may have been used by revan on the Star Forge to redeem Bastila Shan, and later Revan attempted to redeem his former apprentice much in the same way. Even earlier still, Jedi Knight Cay Qel-Droma may have used this method in an attempt to sunder his brother Ulic from the throes of the Krath. By using his brotherly love, Cay sought to penetrate the darkness surrounding Ulic and bring him back into the light. His attempts were in vain however, for Ulic only gave in to his anger and murdered Cay in cold blood. Only in death were Cay's urges successful; upon seeing his brother's murdered corpse, Ulic renounced the dark side and started down the path to redemption.

- *The cost to learn Dun Möch is exactly the same as the cost to learn Sokan.*
- *Once learned, using Dun Möch becomes part of the Jedi fighting art. So it's a free action in combat round but can only be applied once in a fight (it represents the general advantage).*
To be effective:

- . *There must be some leverage the Dun Möch trained Jedi must now to apply against his target. Fighting a completely anonymous fighter won't bring any help to the Dun Möch trained Jedi.*
- . *The Dun Möch trained Jedi must roll his intimidation skill (specialization Dun Möch is possible, but is an additive cost to this tactic) against his opponent(s) Willpower skill. If the Dun Möch trained Jedi wins, the gamemaster should then give him slight (+1 pip) to big (+2D or 3D) bonus to reflect the real moral leverage possibilities and the score of the opposite rolls. The bonus should be applied to initiative and/or attack attempts to reflect the moral won advantage.*
- . *In case of a critical failure for the Dun Möch trained Jedi (1 on the Wild Die), gamemaster may also give maluses to reflect this failure; the Dun Möch backfires...*

7.3. Tråkata – taking advantage of a lightsaber's ability to be turned quickly on and off.

Tråkata was a form of lightsaber combat. It took advantage of a lightsaber blade's ability to be turned on and off, a unique quality in a melee weapon. Quickly shutting off then re-igniting the blade could cause confusion in one's opponents, allowing for diversionary feints in combat. Sith Lords would occasionally use this form to free their blade hand, allowing greater control of some force powers, such as Force lightning.

Philosophically, Tråkata involves practical combat and deception, rather than single minded determination or endless patience. It is rarely used by the Sith, since the power of the Sith comes from passion rather than practicality, and it is rarely used by the Jedi since they try not to rely on deception, unless they need to exert greater influence over the Force.

Members of the New Jedi Order known to employ this technique include Jedi Master Mara Jade Skywalker. Jedi Master Corran Horn used a variant of this technique during the Yuuzhan Vong War, one notable occurrence being while he was battling Shedao Shai on Ithor. During the battle Horn and Shai were locked in combat and Horn deactivated his lightsaber then ignited it again into Shedao Shai killing the temporary Supreme Commander.

- *There is no special cost for using Tråkata, it's only a matter of surprising its opponent while not being hit in defending with turned off lightsaber.*
- *Using Tråkata could bring a Jedi dangerously close to the Dark Side and the gamemaster may give the Jedi a Dark Side Force point depending on the condition this tactic is applied.*

7.4. Trispzest – a type of aerial lightsaber combat.

A combination of elements of Form VII and traditional S'kytri aerial dueling, Trispzest was a type of aerial lightsaber combat originally developed by the airborne Force-sensitive Majestrix of Skye, Kharys.

Trispzest, which meant *heart palpitation* in the S'kytric language, would allow the combatant to utilize the advantages of flying in battle against grounded units—whom the S'kytri would derogatively refer to as "walkers". In Trispzest emphasis was placed on the use of the *sai cha* technique to decapitate "walkers" creating strategic parallels between Trispzest and mounted lightsaber combat.

As mentioned, *sai cha*, or decapitation, was often used against grounded combatants.

Trispzest had many advantages, but one fatal weakness, as the combatant was open to attacks from directly below him or her by grounded units.

- *The cost to learn Trispzest is exactly the same as the cost to learn Sokan except for natural flyers (such as the S'kytri) where the cost is halved, rounder down.*
- *Once learned, using Trispzest becomes part of the Jedi fighting art. So it's a free action in combat round but can only be applied once in a fight (it represents the general advantage).*

To be effective:

- . *Using Trispzest is using flight maneuver to gain an advantageous "above position" (most like Sokan). The Trispzest trained Jedi must roll his Flight Maneuver skill (specialization Trispzest is possible, but is an additive cost to this tactic) against his opponent(s) Running skill (his ability to us the ground to his advantage) for a grounded opponent, or Flight Maneuver skill. If the Trispzest trained Jedi wins, the gamemaster should then give him slight (+1 pip) to big (+2D or 3D) bonus to reflect gain of the maneuver and the score of the opposites rolls. The bonus should be applied to initiative and/or attack and/or parry attempts to reflect the "above position" won advantage.*
- . *In case of a critical failure for the Trispzest trained Jedi (1 on the Wild Die), gamemaster may also give maluses to reflect this failure.*

7.5. Mounted Lightsaber Combat.

Mounted lightsaber combat was practiced when Jedi would have to use their lightsabers in combat while riding a mount such as a tauntaun, or mounted on a mechanical means of transportation, like a swoop bike.

In this type of lightsaber combat, the Jedi would normally use one hand only, the other hand steering the mount. It would typically consist of simple attacks lashing out at grounded enemy units. Such attacks were normally low lunges with the lightsaber of a diagonal semi-circular nature, as the Jedi—being on a mount—would



naturally be elevated in relation to the target. Thus there were some common features between mounted lightsaber combat and the airborne Tripzest lightsaber combat system, the difference being that in mounted lightsaber combat, the Jedi had much less freedom of movement.

The Jedi could also use the lightsaber to incapacitate other mounted units, by lashing out at either the mount, which was efficient especially if the enemy unit was riding a swoop bike, or the rider himself. Finally, the Jedi could use the lightsaber to deflect blaster shots and the like, thus protecting himself or herself while riding the mount.

- *The cost to learn Mounted lightsaber combat is exactly the same as the cost to learn Sokan except for natural flyers (such as the S'kytri) where the cost is halved, rounder down.*
- *Once learned, using Mounted lightsaber combat becomes part of the Jedi fighting art. So it's a free action in combat round but can only be applied once in a fight (it represents the general advantage).*

To be effective:

- . *Using Mounted lightsaber combat is using speed and maneuverability to gain an advantageous position (most like Sokan). The Mounted lightsaber combat trained Jedi must roll his Mechanic operation skill (swoop op., speeder op., beast riding, etc... (specialization Mounted lightsaber combat is possible, but is an additive cost to this tactic)) against his opponent(s) Running skill (his ability to use the ground to his advantage) for a grounded opponent, or Mechanic operation skill. If the Mounted lightsaber combat trained Jedi wins, the gamemaster should then give him slight (+1 pip) to big (+2D or 3D) bonus to reflect gain of the maneuver and the score of the opposites rolls. The bonus should more be applied to initiative and/or damage bonus than to attack or parry attempts to reflect the loss of freedom of movement but the gain in velocity while mounted.*
- . *In case of a critical failure for the Tripzest trained Jedi (1 on the Wild Die), gamemaster may also give maluses to reflect this failure.*

7.6. Jar'Kai – two-handed lightsaber combat, using one blade for attack, another for defense.

A combatant could maintain a strong offense using the Jar'Kai tactic, since two blades could keep an opponent wondering which one to defend against. One of the blades in the wielder's hands was used for attacking while the other one was used for defense, such as parrying. The other blade could also be used for more offensive purposes. The tactic is also useful against more than one opponent as one blade could only be in one place at one time. However, the Jar'Kai tactic was not without its weaknesses. A user of Jar'Kai who lost the offensive was at a disadvantage to a single hilt user, especially a powerful one. The use of two blades prevented the user from putting all his weight behind a defensive block, thus weakening one's defense considerably. A physically stronger opponent could simply batter a Jar'Kai user until their guard finally gave way. With two single blades, it was also harder to control as the non-dominant and dominant hands had to be used in unison. The use of two blades would hinder a user's performance if they did not take care or were not trained.



Jar'Kai was originally the name of a city on Atrisia. Here were crafted the original Jar'Kai dueling sabers, which were wielded by the Yovshin Swordsmen. The Swordsmen, wielding one saber in each hand, invented the Jar'Kai style. Similar was the style developed by the Royale Macheteros of the Kashi Mer monarchy. The latter technique was used by the Legions of Lettow, during the First Great Schism, who called it Niman after a dual triumvirate of the Kashi deities. Ancient Niman relied on steel blades, as lightsabers had not yet been invented, but the style could be used with a great variety of weapons.

The application of Jar'Kai also existed as a tactic instead of a completely independent style; one example included Sora Bulq, who utilized Jar'Kai in conjunction with Vaapad. Also, Anakin Skywalker's Jar'Kai application against Count Dooku on Geonosis was actually based on Ataru swordplay. Unfortunately, as Skywalker had not received advanced training in either the Jar'Kai or Form IV, Dooku was easily able to break through Anakin's array of weapons.

Many Jedi Knights and Sith Lords trained to use Form VI in the hopes of gaining a basic knowledge of the dual-bladed attack, but very few ever achieved complete mastery of Niman.

- *To use Jar'Kai without the Force brings no special benefits. A Jedi must learn the “Jar'Kai (Daisho) Combat” Force power to use Jar'Kai with the Force. And once the prerequisites are met, the lightsaber Advanced Forms skills can be used.*

7.7. Double-bladed lightsaber combat.

The double-bladed lightsaber—also called a Saberstaff, Lightsaber Lance, Doublesaber, Lightstaff, or the Sith lightsaber, was a specialized form of lightsaber. Utilizing the same technology as a standard lightsaber, the double-bladed lightsaber was designed with two weapons connected to one another at opposing angles, resulting in a long staff-like weapon. The length given by the two blades resulted in a weapon that was twice as powerful, with "more slaughter per swing" as some put it. The user could activate each blade independently of the other.



- *To use a double-bladed lightsaber, the “double-bladed lightsaber” skill must be developed as per the lightsaber skill rules. A Jedi must learn the “Double-Bladed Lightsaber Combat” Force power to use the double-bladed lightsaber with the Force. And once the prerequisites are met, the lightsaber Advanced Forms skills can be used.*

7.8. Lightwhip combat.



A lightwhip, also known as an energy whip or a laser whip, was a rare variation of the lightsaber.

Like the lightsaber, it emitted a coherent beam of energy. However, the blade was long and flexible and had the properties of a whip. In some ways, they were less efficient than lightsabers, and far more dangerous to the user.

Like lightsabers, lightwhips came in a variety of colors, including: red, orange, pink, yellow, and green.

Lumiya's lightwhip, which was built from a shard of the Kaiburr crystal and Mandalorian iron, was specially modified to include both energy and matter, making it impossible for Luke Skywalker to overcome with just a single lightsaber blade. In their rematch, Luke used a shoto in conjunction with his lightsaber to counter it.¹ Years later, during their final duel on Terephon, Luke was confident enough in his abilities that he fought with his normal lightsaber alone. He defeated and killed Lumiya.

- *To use a lightwhip, the "lightwhip" skill must be developed as per the lightsaber skill rules. A Jedi must learn the "Lightwhip Combat" Force power to use the lightwhip with the Force. And once the prerequisites are met, the lightsaber Advanced Forms skills can be used.*

7.9. Fiber-cord linked lightsabers (or Paired lightsabers) combat.

One of the earliest users of paired lightsabers was the Sith Blademaster Kas'im, who used the paired function to disguise his two lightsabers as a single double-bladed weapon, before splitting it into two separate weapons. He used this tactic to great effect against Darth Bane on Lehon.

Komari Vosa was known to have used paired lightsabers. Asajj Ventress's later received her curved-hilt lightsabers as a gift from her Sith Master Darth Tyranus. Modified to accommodate a fiber cord link, her lightsabers could create a unique curved-hilted double-bladed weapon. More difficult to control than a regular double-bladed saber, the curved hilts and the fiber cord joint of her saber gave the wielder the benefit of striking from unexpected angles. Ventress' skill with the weapons was impressive, but not enough to defeat seasoned Jedi such as Mace Windu or Obi-Wan Kenobi.

One of the more recent users of paired lightsabers is the Emperor's Hand; Sa Cuis. However, it appeared that Cuis only used the paired function for easy storage, wielding his lightsabers separately in combat.

- *To use a fiber-cord linked lightsabers, the "Fiber-cord linked lightsabers" skill must be developed as per the lightsaber skill rules. A Jedi must learn the "Fiber-cord linked lightsabers Combat" Force power to use the fiber-cord linked lightsabers with the Force. And once the prerequisites are met, the lightsaber Advanced Forms skills can be used.*

7.10. Form "Zero" – avoiding combat when not necessary.

Form "Zero", while not an actual form of lightsaber combat per se but rather an ethical principle, was the idea that Jedi should know when to use their lightsaber and when to find an alternative means of solving a problem. This idea was defined by Jedi Master Yoda to address the need of the Jedi to restrain themselves when tempted to use "aggressive negotiations," and instead use another well-developed Jedi skill, such as the Jedi mind trick. This was a form used to arrive at a solution without resorting to violence; one that was favored by Felanil Baaks.

Yoda used to quote the Ancient Warrior who said

"The best blades are kept in their sheaths."

—The anonymous warrior

In the days of the New Jedi Order, Jedi Master Kyle Katarn would teach his students, among whom were Jaden Korr and Rosh Penin, that often the sight of an unignited lightsaber would be enough to cause individuals that might be potential enemies to become more cooperative. Katarn had applied this principle himself years earlier to extract information from an uncooperative bartender in Reelo Baruk's cantina on Nar Shaddaa.

Fay was also famous for never raising a lightsaber. She used the Force to bring harmony rather than fighting, and if needed, fought using only the Force. In fact, it is unknown whether she actually *carried* a lightsaber.

- *The cost to learn Form "Zero" is exactly the same as the cost to learn Sokan.*
- *Once learned, using Form "Zero" becomes part of the Jedi "non" fighting art. So it's a free action that can only be applied once per situation.*

To be effective:

- . *There must be some information the Form "Zero" trained Jedi must now to use against his target. Acting with completely anonymous being won't bring any help to the Form "Zero" trained.*
- . *The Form "Zero" trained Jedi must roll his "interactive" skill (such as Intimidation, Persuasion, Con, etc...) (specialization Form "Zero" is possible, but is an additive cost to this tactic) against his opponent(s) appropriate skill. If the Form "Zero" trained Jedi wins, the gamemaster should decide the course of the encounter in accordance to the outcome searched for by the Form "Zero" trained Jedi, to reflect the real moral leverage possibilities and the score of the opposite rolls.*
- . *In case of a critical failure for the Form "Zero" trained Jedi (1 on the Wild Die), gamemaster should decide the course of the encounter in a definitely less positive outcome that the one searched for...*

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