

Jedi Sabermaster

Although a Jedi's greatness does not derive from her combat ability, some threats to peace and justice can only be met with martial force. While all Jedi receive some training in combat, a few make fighting the central focus of their union with the Force. These Jedi are weapon masters, adepts of various styles of lightsaber combat.

The best Jedi sabermasters choose their martial path early, dedicating years to perfecting one form of combat. Such Jedi are not especially violent or angry, for all Jedi know that such attitudes lead to the path to the dark side. Instead, they have simply found that they are closest to the Force when practicing and perfecting a particular style of lightsaber combat.

Jedi sabermasters were most common during the time period described in *Tales of the Jedi*, when violence was frequently a way of life. As the Republic became more settled and less dangerous, Jedi sabermasters grew less common, though some Jedi always focused on combat more than their kindred did. No Jedi sabermasters are known to have survived the Jedi Purge, but some might emerge from Master Skywalker's academy.

Requirements

To qualify to become a Jedi sabermasters, a character must fulfill the following criteria:

Base Attack Bonus: +5.

Skill: Battlemind 8 ranks, Tumble 8 ranks.

Feats: Alter, Combat Expertise, Control, Force-Sensitive, Sense, Weapon Focus (Lightsaber).

Game Rule Information

Vitality: Jedi sabermasters gain 1d10 vitality points per level. The character's Constitution modifier applies.

Class Skills

The Jedi sabermaster's class skills, and the key ability for each skill, are as follows:

Balance (Dex), Bluff (Cha), Climb (Str), Computer Use (Int), Craft (Int), Intimidate (Cha), Jump (Str), Knowledge (Int), Profession (Wis), and Tumble (Dex), plus all Force skills.

Skill Points at Each Additional Level: 4 + Int modifier.

| Lvl | Attack | Fort | Ref | Will | Special | Def | Rep |
|-----|--------|------|-----|------|--|-----|-----|
| 1 | +1 | +1 | +1 | +1 | Bonus feat, deflect (defense +2) | +1 | +0 |
| 2 | +2 | +2 | +2 | +2 | Increase lightsaber damage | +2 | +1 |
| 3 | +3 | +2 | +2 | +2 | Deflect (attack -3), weapon mastery | +2 | +1 |
| 4 | +4 | +2 | +2 | +2 | Bonus feat | +2 | +2 |
| 5 | +5 | +3 | +3 | +3 | Increase lightsaber damage, weapon mastery | +3 | +2 |
| 6 | +6 | +3 | +3 | +3 | Deflect (extend defense and attack) | +3 | +3 |
| 7 | +7 | +4 | +4 | +4 | Bonus feat | +4 | +3 |
| 8 | +8 | +4 | +4 | +4 | Deflect (defense +3) | +4 | +4 |
| 9 | +9 | +4 | +4 | +4 | Increase lightsaber damage | +4 | +4 |
| 10 | +10 | +5 | +5 | +5 | Deflect (attack -2), weapon mastery | +5 | +5 |

Class Features

The following are features of the Jedi sabermaster prestige class.

Bonus Weapon Feat: At 1st, 4th, and 7th level, a Jedi sabermaster gains a bonus feat related to martial prowess. The bonus feat must be drawn from the following list:

Ambidexterity, Combat Reflexes, Dodge, Exotic Weapon Proficiency, Improved Critical, Improved Disarm, Improved Two-Weapon Fighting, Improved Trip, Knight Defense, Lightsaber Defense, Master Defense, Mobility, Power Attack, Spring Attack, Sunder, Two-Weapon Fighting, Weapon Finesse, Whirlwind Attack.

Deflect (Defense): At 1st and 8th levels, a Jedi sabermaster gains an additional point of Defense while using their Deflect (Defense) class ability. This ability is otherwise exactly like the Deflect (Defense) ability described on pages 57 and 58 of the Revised Core Rulebook.

Increase Lightsaber Damage: At 2nd, 5th, and 8th levels, a Jedi sabermaster gains an additional +1d8 to their lightsaber damage. This ability is otherwise exactly like the Increase Lightsaber Damage ability described on page 59 of the Revised Core Rulebook.

Deflect (Attack): At 3rd and 10th levels, a Jedi sabermaster's penalty for attacking with a deflected blaster bolt is reduced by 1. This can never decrease the penalty for deflected attacks beyond -1. This ability is otherwise exactly like the Deflect (Attack) ability described on pages 58 and 59 of the Revised Core Rulebook.

Weapon Mastery: At 3rd, 5th, and 10th level, a Jedi sabermaster gains one of the special weapon master abilities detailed below.

Devastating Strike: With this ability, a Jedi sabermaster can make an attack with an increased chance of scoring a critical hit. This ability can be used a number of times each day equal to the character's Jedi level. The use of devastating strike must be announced before any attack rolls are made. The threat range of the Jedi sabermaster's lightsaber is doubled. Normally, a lightsaber threatens a critical hit on a 19-20 (two numbers). When making a devastating strike, the Jedi sabermaster's lightsaber threatens a critical hit on a 17-20 (four numbers). Making a devastating strike is a full-round action that provokes an attack of opportunity. This ability does not stack with abilities such as the elite trooper's deadly strike.

Martial Arts Kata: Once per day, when a Jedi sabermaster uses her lightsaber to make a full attack against a single target, she gains an additional unarmed attack against the same target. This unarmed attack uses the Jedi sabermaster's highest attack bonus and her normal unarmed damage. Note that this attack still provokes an attack of opportunity unless the Jedi weapon master also possesses the Martial Arts feat, or similar ability.

Alternatively, this unarmed attack can be used to perform a disarm attempt or a trip attack. If used to disarm, the attack is made with a +4 competence bonus on attack rolls. If used for a trip attack, a failed trip attempt does not allow the target to automatically attempt to trip the Jedi in return. For more information on these maneuvers, see Chapter Eight of the *Star Wars Roleplaying Game*.

Rapid Strike: With this ability, a Jedi sabermaster can make an additional attack her lightsaber each round at her highest base attack bonus. However, both the additional attack and all other attacks the Jedi sabermaster makes in that round take a -2 penalty.

Superior Lightsaber Focus: With this ability, a Jedi sabermaster gains a +1 competence bonus on attack rolls with her lightsaber. This attack bonus stacks with any other attack bonuses she may have, including the bonus from the Weapon Focus feat.

Weapon Specialization: Weapon specialization adds a +2 competence bonus on damage rolls with the Jedi sabermaster's lightsaber.

Deflect (Extend Defense and Attack): At 6th level, a Jedi sabermaster gains the Deflect (Extend Defense and Attack) class ability. This ability is exactly like the Deflect (Extend Defense and Attack) ability described on page 59 of the Revised Core Rulebook.

Jedi Knight: When a Jedi sabermaster's total Jedi levels (Jedi weapon master levels plus any other Jedi class levels) equal 7, the character becomes a full Jedi Knight and gains a bonus knight feat. The bonus knight feat must be drawn from the following list: Acrobatic, Athletic, Blind-Fight, Burst of Speed, Cleave, Focus, Force Mastery, Force Mind, Knight Defense, Knight Mind, Knight Speed, Mettle.

The Jedi must meet the prerequisites of a feat to select it. This bonus feat replaces the knight feat gained by a 7th level Jedi consular or Jedi guardian (or a member of any other prestige class). If a character is already a Jedi Knight before taking this prestige class, she does not gain another bonus knight feat.