

To simulate Space Monks with Laser Swords, in a campaign where being Space Monks is likely to be a shared concept among several PCs, here's what I'd do.

Space Monk Class

There is now a Space Monk class. When taken as a full class, it allow you to raise your Space Monk skill, your Mojo Lift skill, and your Mojo Brain skill as you wish, and you start with level-0 skill in two of them and level-1 skill in a third. You gain an extra two skill points every level to spend on Space Monk techniques or laser sword style skills. As a partial class a la Adventurer, you start with level-0 in all three skills, but you can only ever raise one of them, chosen when you first decide to raise a skill. You get one bonus skill point every level to spend on this chosen skill or on laser sword style skills.

New Skills

Space Monk: You're a Space Monk. Roll this when you're pulling Space Monk rank on people, dealing with other Space Monks, or using Space Monk techniques.

Mojo Lift: Using Mojo to manipulate objects at a distance or channel energy, treating it as the Telekinesis psychic discipline. Add a level-1 technique that lets you throw a laser sword as a ranged weapon while Effort is Committed. Only Space Monks can learn this skill.

Mojo Brain: Using Mojo to mess with people's heads, treating it as the Telepathy psychic discipline, and adding a "Suggestion" power as a level-2 technique. Only Space Monks can learn this skill.

Space Monk Discipline

This discipline works just as if it were a psychic discipline using the Space Monk skill, and includes all those force tricks or knacks you think should be available to any competent Space Monk.

Space Monk-0: You can use Laser Swords without killing yourself.

Space Monk-1: You look good in robes. Your base AC is equal to fifteen plus your Space Monk skill level when you're not wearing actual armor.

Space Monk-2 through 4: No special perks, though you gain Techniques as usual for a psychic discipline. If you have some power that you think expert Space Monks should all have, put it here.

Techniques:

Laser Sword Aficionado / Space Monk-1

You can activate or sheath a laser sword as an Instant action, even if surprised.

Scary Bastard / Space Monk-1

Morale checks made by enemies who've seen you use your Mojo powers or laser sword styles are made at a -1 penalty and you roll 3d6 and drop the lowest for social skill checks revolving around intimidation.

Monastic Self-Control / Space Monk-2

Commit Effort for the day to automatically succeed on a saving throw against toxins, diseases, or mental powers that would make you do something deeply abhorrent to you.

Fast Healer / Space Monk-2

You gain extra hit points from any healing effect or daily rest equal to twice your Space Monk skill.

Sense the Mojo / Space Monk-3

Commit Effort for the scene to identify any Mojo-users within visual range. Conversely, Commit Effort for the scene to conceal your own powers from anyone using this technique.

Oracular Mojo / Space Monk-3

Dictate a desired end and Commit Effort for the day. The GM gives you one phrase indicating an immediate action you should take to further that end.

Mojo Ghost / Space Monk-4

When you die, you become a Mojo ghost. At the player's discretion, once during the rest of the campaign, your Mojo ghost shows up with the party and can act for four rounds as if you were really there, with full Effort and whatever equipment was normal for you. Your Mojo ghost cannot be harmed.

Mojo Defenses / Space Monk-4

Once per scene, Commit Effort for the scene to negate any Mojo power being used against you.

New Weapon

Laser Sword: Does 1d10+Space Monk skill+Laser Sword style skill damage, can use either the Dex or Wis attribute modifier. Without at least Space Monk-0 skill you hit yourself automatically on an attack roll of 1 or 2. Laser Swords have Shock 2/AC 20, but this Shock is negated against foes wearing laser-sword-proof armor or those with Space Monk-0 skill.

Laser Sword Styles

Only Space Monks can learn laser sword styles. Each style has its own skill, and that skill can't be higher than the user's Space Monk skill; a certain baseline proficiency in the trade being necessary before mastering such a finicky weapon. A Space Monk can use or benefit from only one Laser Sword style at a time, but can change their current style as an On Turn action once during their round. When using a style, use its applicable skill for hit rolls. As may be surmised, Laser Sword styles can only be used with Laser Swords unless specified otherwise.

New characters can pick a laser sword style as one of their Any skill picks. The style can't be raised higher than level-1 in character creation, and that assumes the PC has Space Monk-1 skill already.

Learning additional ranks of a Laser Sword style skill provides bonuses or special abilities when using that style.

Fundamental Style

Level-0: If a hit drops a victim to zero hit points, you can destroy any weapon they're holding instead.

Level-1: +1 to hit targets who aren't holding a Laser Sword

Level-2: An attacker who rolls a 1 or 2 on a hit roll must make an Evasion saving throw at a penalty equal to your Fundamental skill or have their weapon destroyed. You can reflect projectiles to destroy ranged weapons.

Level-3: If you used a different style to attack last round, you can use Fundamental to attack this round at +4 to hit.

Level-4: You've trained the Hell out of yourself. Whether or not you're using Fundamental style, your maximum Effort increases by one point.

Dueling Style

Most benefits of the dueling style only apply when the attacker is in melee combat with a single opponent. Additional ranged opponents do not negate the benefits of the style, but two melee foes will neutralize the style's advantages.

Level-0 While using Dueling style, you cannot be disarmed or your weapon destroyed.

Level-1: Against a single opponent in melee combat, gain a +3 bonus to armor class.

Level-2: Against a single opponent in melee combat, you automatically win initiative. If they have a similar ability, roll initiative normally.

Level-3: Against a single opponent in melee combat, roll damage twice on hits you make and take the better one.

Level-4: Commit Effort for the scene to gain Dueling Style benefits against up to four melee opponents at once for the rest of the scene.

Defensive Style

Level-0: If you use your Main Action to assume a defensive stance, your base AC equals 16 plus twice your Defensive Form skill until the start of your next turn. Any ranged attacks against you must be rolled twice and the worst hit roll taken.

Level-1: Ranged attack hits against you automatically have their damage decreased by your Defensive style skill, to a minimum of zero points of damage.

Level-2: While in a defensive stance, ranged attackers whose hit rolls are less than your Defensive style skill have their attacks reflected to hit them for normal damage.

Level-3: While in a defensive stance, you can counterattack the first enemy to miss you until your next turn. If reflecting ranged attacks, use the attacking weapon's damage.

Level-4: As an Instant action, Commit Effort for the scene to negate an otherwise successful ranged attack.

Overwhelming Style

Level-0: Gain +4 to hit on your first attack of a given combat.

Level-1: Commit Effort for the scene to gain a bonus Move action that must be used to bring you into position for an attack, ignoring any melee opponents who might otherwise get a hit on your passing form. This can be used only once per round.

Level-2: Commit Effort for the scene to split your movement for the round, allowing you to move, attack, and move away, ignoring melee withdrawal rules.

Level-3: Commit Effort for the scene to attack twice. This can be used only once per round.

Level-4: Commit Effort for the day to reroll a failed attack. This can be used repeatedly on the same roll if the user's Effort holds out.

Counterattacking Style

Level-0: When attacking an opponent who missed you with an attack within the last round, roll any damage dice you inflict on them twice and take the better result.

Level-1: Gain a bonus to your armor class against ranged attacks equal to your Counterattacking style skill.

Level-2: Commit Effort for the scene to counterattack someone who just attacked you as an Instant action, resolving your counter before the attacker's own. If the assailant is using a ranged weapon, you deflect it back at them, doing their normal damage if it hits. You can use this ability only once for any given enemy attack.

Level-3: While fighting at least two ranged combatants who threaten the Space Monk, the armor class bonus granted by their level-1 expertise is doubled.

Level-4: Commit Effort for the day. Until the start of their next round, any missed ranged attack against the monk is immediately rerolled against a different target of the monk's choice. This ability does not work if only one ranged attacker is assailing the monk.

Relaxed Style

Level-0: Relaxed style is easy to master. You can buy the level-1 skill for only one skill point.

Level-1: Once per day, gain a free point of Effort which must be Committed to a Mojo Lift power used during combat.

Level-2: When fighting targets with fewer hit dice than the monk's character level, the monk adds their Relaxed style skill to damage done, inflicting it as a minimum even on a miss.

Level-3: Once per fight, Commit Effort for the day as an On Turn action to gain a bonus Main Action.

Level-4: Commit Effort for the scene to negate another style's benefit that's being used against you or impeding one of your attacks.

Savage Style

This style is dangerous to the user, and the more of its secrets they use, the more dangerous it is. If their attack roll is equal or less than their skill level, they suffer damage as if they'd hit themselves. They cannot use any ability to make such a roll hit the intended target. This "recklessness damage" is distraction, over-aggression, and blind fury, and cannot reduce them below 1 hit point. This recklessness damage disappears at the end of the fight.

Level-0: No benefit; it takes time to develop control of one's savage nature.

Level-1: Commit Effort for the day to turn a miss into a hit. Take recklessness damage equal to your skill level.

Level-2: Commit Effort for the scene to ignore the fighting withdrawal rules when maneuvering around an opponent for the rest of the round. If you attack them from behind, gain +4 to your hit roll.

Level-3: Commit Effort for the scene to make a number of attacks equal to your Savage style skill level. The last attack must be rolled against yourself, inflicting recklessness damage if it hits.

Level-4: Commit Effort for the day. For the rest of the fight, all Savage style attacks that hit do maximum damage, including any recklessness damage it inflicts on you.