

This is a work in progress... unfinished...untested

D6 Optional Rules for Lightsaber Dueling

By:

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Inspired By: **Dueling Blades** by Peter Schweighofer

Lightsaber Duels should be a memorable part of the SW RPG experience. These rules attempt to create the feel of an epic lightsaber duel when facing the greatest and most memorable of opponents. The GM ultimately decides when these rules come into play, but they shouldn't be used for fighting mooks. This is Qui-Gon vs. Maul and Luke vs. Vader territory.



Lightsaber duels are made up of a series of simultaneous opposed rolls that do not represent a single swing of the lightsaber but rather a series of back and forth thrusts and parries of the lightsabers as the duel progresses and changes venues. Duel participants do not have to declare actions at the start of a round, and do not suffer any multiple action penalties on the rolls.

The entire duel is resolved via *Lightsaber* skill rolls, along with *Exploits*—cinematic moments that add a bit of unpredictability and drama to the duel. Both PCs and NPCs can take advantage of *Exploits*, and some NPCs may execute special *Exploits* not listed here.

Duelling Rules

These rules ignore the *Lightsaber Combat Force* power.

Each round, the duel's participants roll opposed *Lightsaber* skill rolls (including a wild die that gets added to the total), and an additional die known as the *duel die*. The *duel die*'s result is not added to roll's total, but rather it triggers the ability to execute *Exploits* after the *Lightsaber* rolls are resolved.

<i>Lightsaber</i> roll difference	Effect
1-5	Shaken: opponent suffers -1D to <i>Lightsaber</i> rolls next round.
6-10	Wound: inflict damage per rules.
11-15+	Distracted: inflict damage per rules and your opponent can't Use an <i>Exploit</i> next round.

Exploits

Exploits are special effects a duel participant can execute after a successful *Lightsaber* roll, and it is based on the *duel die*. Use the table below to select an exploit that corresponds with the *duel die*'s result. You may select only one exploit per round, and results cannot be "banked" or combined to be used later. They must be used when they are rolled or are lost.

Exploit use is optional, and you can choose to use an exploit that corresponds to a lesser die roll than what was rolled on the *duel die*. For example, rolling a 5 on the *duel die* allows you to select the Taunt exploit.

You can choose to spend a Force Point and add a +1 to a *duel die* roll. The wild die applies to any roll called for in an *Exploit*.

Duel Die Roll	Name
2	Taunt
2-3	Edge
2-3	Defensive Stance
3	
3-4	Use the Environment
3-4	Acrobatics
4	Vicious Attack
4-5	Control Pain
4-5	Telekinesis
5	Disarm
5-6	Distracting Presence
5-6	Temptation
6	Inflict Pain
6	The Force is With You

Taunt: Your words sting as sharp as your blade, causing your opponent to suffer -2 to *Lightsaber* and *duel die* rolls next round. *Duel die* results cannot be lower than 1.

Edge: Use the Force to give you a slight edge. Add +2 to your *Lightsaber* roll next round.

Defensive Stance: You assume a defensive stance against your opponent's attacks. They must reroll their next attack and use the lower result.

Use the Environment: You study the lay of the land and use it to your advantage. Your opponent must succeed on an opposed DEX roll against your Perception or take a tumble and attack at a -1D to their *Lightsaber* next round.

Acrobatics: Your moves make you hard to hit. If your opponent's attack succeeds next round, ignore any possible damage from it or from an *Exploit*.

Vicious Attack: You found an opening! Add +5 to your damage roll if your attack caused any damage.

Control Pain: The Force can help you ignore your wounds. Use the *Control Pain* Force power. If you are not trained in *Control*, the Force awakens in you during the duel and you may perform this *Exploit* as if you had 2D in *Control*.

Telekinesis: Tap into the Force to use the location to your advantage. Ask the GM what elements of the terrain you can use to help you defeat your opponent. Make opposed *Alter (Telekinesis)* vs. *Dodge* rolls and throw them at your opponent! Resolve this as stated in the *Telekinesis* Force power. If you are not trained in *Alter*, the Force awakens in you during the duel and you may perform this *Exploit* as if you had 2D in *Alter*. Using Telekinesis to attack in this way grants a dark side point.

Disarm: You attempt to disarm your opponent with your attacks. Your opponent must succeed on a *Dexterity* roll vs. your *Lightsaber* result in order to hold on to the weapon, otherwise they can't attack next round as they must pick the weapon up off the ground.

Distracting Presence: You distract your opponent with your powerful demeanor. Exploits cannot be used against you in the next round.

Temptation: Whether it's "Join me," "you know it to be true," or an epic line of your own creation—temptation can be a powerful tool in a duel. When you use the Temptation exploit, your opponent must roll their *Willpower* vs. your *Intimidation* or *Persuasion*, whichever is more appropriate to the situation and the words you chose.

If your opponent's *Willpower* roll is higher, they ignore your words and temptations and earn a 2D bonus to their next *Lightsaber* roll.

If your opponent's *Willpower* roll is lower, your words have an effect and they suffer a 2D penalty to their next *Lightsaber* roll (to a minimum of 1D)

Inflict Pain: Use the Inflict Pain Force power as written. If you are not trained in *Control* or *Alter*, the Force awakens in you during the duel and you may perform this Exploit as if you had 2D in the skills. Using Inflict Pain in this way grants a dark side point.

The Force is With You: Finish this! You use the Force to try to end this conflict. Next round, If the result of your duel die roll is a 5 or 6, you can double the result of your *Lightsaber* roll, but you cannot use any *Exploits*.

More Than Two Duelists

Duels with multiple participants are handled the same way, but with the players and GM declaring who their intended targets are.

Cutting out of the Scene

At the start of any round any PC involved in the duel can ask the GM to "cut to another scene" if there are party members involved in other situations. Think of the intercutting between Luke and Vader's duel, the space battle above Endor, and Han and the shield generator on the surface below. If there are no scenes to cut to, the GM calls for the duel to continue. Calling for the cut earns the PC an optional re-roll on their next *duel die*, keeping the preferred result.

When cutting back to the duel, the GM can declare that it has changed venues and must describe the new location accordingly. Think of Luke fighting Vader in Cloud City, and how many different locations they fought in as they made their way to the city's reactor shaft at the end of the duel.