

Jedi Artisan Prestige Class

By Morrie Mullins
Former **Living Force** Plot Director and Campaign Designer

The coming of [Felaniil Baaks](#) to Almas has opened a new opportunity for students at the academy. Or, more accurately, for former students. Baaks has agreed to take on five individuals who wish to become Jedi artisans, to master the crafting of lightsabers. His trainees will not be drawn from the ranks of the Padawans, however, but instead from those who have already graduated and become Jedi Knights. Only a handful of Jedi artisans exist in the galaxy; that Baaks has agreed to train five more, in his time on Almas, is most remarkable.



Below, you will find a description of the Jedi artisan prestige class. It is a new class, designed for the Living Force campaign, and available to a select few. Following a description of the class, you will find the description of the application procedure a hero in the Living Force campaign must follow to adopt this prestige class. It is not open to everyone -- only those who show a true commitment to the way of the artisan.

While most Jedi choose the path of the warrior or the diplomat, others elect to follow less daring roads that keep them out of the public eye while allowing them to further explore the relationship between living creatures and the Force. One path, which remains relatively unexplored, is that of the Jedi artisan.

Jedi artisans seek to understand creativity as a central aspect of the will of the Force. Most regard the construction of their personal lightsabers as their primary creative activity during their early years in the Jedi Order. As such, the standard Jedi artisan is presented as a master lightsaber craftsman, though the specifics of the Jedi artisan's training may dictate that another craft is more appropriate. Whatever the artisan crafts, it must be an object that will ultimately be imbued with the Force.

The act of creation is central to the artisan, since it represents a union of the creator and the created. Perhaps more importantly, though, it represents a means by which the Force can be brought to something inert, something in which the Force did not exist prior to the artisan's intervention.

An artisan might create a half-dozen truly exceptional works in a lifetime. Some of these will be given to other Jedi (with the approval of the Jedi Council) and some will become part of the Jedi archives. Generally, the artisan keeps one for herself.

Requirements

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

Base Attack Bonus: +5.

Skills: Craft (lightsaber) 10 ranks, Knowledge (Jedi lore) 8 ranks.

Feats: Force-Sensitive, Alter, Control, Sense.

Special: Must have crafted his or her own lightsaber. Must have a mentor to teach the ways of the Jedi artisan. Jedi artisan is a Force-user prestige class available only to characters with Jedi levels.

Game Rule Information

Vitality: A Jedi artisan gains 1d6 vitality points per level. The character's Constitution modifier applies.

Class Skills

The Jedi artisan's class skills, and the key ability for each skill, are as follows (see Chapter Four of the *Star Wars Roleplaying Game* revised core rulebook for skill descriptions):

Appraise (Int), Balance (Dex), Computer Use (Int), Craft* (Int), Disable Device (Int), Knowledge* (Int), Profession* (Wis), Read/Write Language (none), Repair (Dex), Speak Language (none), Spot (Wis).

* This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (tools), Knowledge (streetwise), and Profession (gambler).

Skill Points at Each Level: 6 + Int modifier

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	0	0	1	2	Skill Emphasis, mastercraft lightsaber +1, deflect (defense)	1	0
2nd	1	0	2	3	Increase lightsaber damage	2	1
3rd	2	1	2	3	Lightsaber mastery, mastercraft lightsaber +2	2	1
4th	3	1	2	4	Material mastery, deflect (attack)	2	1
5th	3	1	3	4	Mastercraft lightsaber +3	3	2

Class Features

The following are the features of the Jedi artisan prestige class.

Skill Emphasis

The Jedi artisan gains the bonus feat Skill Emphasis (Craft [lightsaber]) at 1st level.

Mastercraft Lightsaber

At 1st level, the Jedi artisan can create a +1 mastercraft lightsaber (or other +1 mastercraft item, as appropriate to the character's training). At 3rd level, the Jedi artisan can upgrade +1 mastercraft lightsabers to +2. At 5th level, the Jedi Artisan can upgrade +1 or +2 mastercraft lightsabers to +3. This progression represents a step beyond standard lightsaber construction in an effort to create an object that is the finest possible channel for the Force.

Use the Craft rules in Chapter Four of the *Star Wars Roleplaying Game* and the mastercraft rules in Chapter Three (under the tech specialist class features) to determine time and experience costs for creating a mastercraft lightsaber. Because lightsabers are complex exotic weapons, and because mastercrafting adds another layer of complexity to their creation, the final Craft check DC to complete a mastercraft lightsaber is 25 (for +1 or +2) or 30 (for +3).

Deflect (Defense)

See Chapter Three of the *Star Wars Roleplaying Game* for a full explanation of this ability.

Increase Lightsaber Damage

The Jedi artisan's ability to deal damage with a lightsaber increases as she gains levels. At 2nd level, the Jedi artisan's familiarity with the weapon allows her to increase her lightsaber damage by +1d8. This added damage is cumulative with increased lightsaber damage from other Jedi classes.

Lightsaber Mastery

At 3rd level, the Jedi artisan gains either Weapon Focus (lightsaber) or Weapon Finesse (lightsaber) as a bonus feat.

Material Mastery

At 4th level, the Jedi artisan can use any inorganic material to create a lightsaber. Focus crystals remain necessary, but the other parts of the lightsaber can be crafted from any material that the Jedi artisan has a means to work. Jwartek, an Ithorian Jedi artisan, crafted his lightsaber casing from a branch knocked from an ancient tree during a storm, while an artisan on Coruscant specializes in creating lightsaber casings from colored glass or crystal.

Deflect (Attack)

See Chapter Three of the *Star Wars Roleplaying Game* for a full explanation of this ability.

*In an upcoming column, we will announce the rules for how to use the Jedi Artisan in the **Living Force** campaign.*

*If you want to learn more about the **Living Force** campaign and how to take part in the adventure, this [introduction](#) will get you started.*