

**STAR WARS**  
**EDGE OF THE**  
**EMPIRE**  
**LIGHTSABER CRYSTALS**



**ADVENTURE SOURCEBOOK**

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**STAR WARS**  
ROLEPLAYING



## Kyber Crystals

Kyber Crystals are a variety of crystals, gems, stones, or other objects with particular properties found throughout the galaxy. For most, Kyber Crystals are simply gemstones to be placed in jewelry or even mere rocks with no actual value. However, to one sensitive to The Force Kyber Crystals are much more.

Used by the Jedi and their Sith counterparts for ages as a focus for the beam of their most recognizable weapon, the lightsaber, Kyber Crystals are Force Sensitive objects that attune with the wielder and can enhance their abilities. While nearly any material with refractive properties such as glass can serve as a focus for a lightsaber beam, only Kyber Crystals can increase the strength of the lightsaber and can enhance the user's ability with The Force. Some Kyber Crystals have little more noticeable effect other than changing the hue of a lightsaber's blade, others can increase the cutting power of the lightsaber to make it do more damage, enhance their physical or mental prowess, improve the user's connection to the Force... the possibilities are only limited by the types of crystals.

## Types of Crystals

The galaxy is vast, and as such hundreds of types of Kyber Crystals exist, able to give all manner of properties. From the Red blades most closely associated with the Sith to the Blue and Green blades of the Jedi Order to even White and very rarely even occasionally Black, Kyber Crystals can create any hue of lightsaber blade imaginable. While there are countless types of crystals and more waiting to be discovered, those of the Jedi and Sith have some particularly well-known types they frequently make use of.

### BARAB INGOT

Rare Kyber crystals found on the world Barab I, Barab ingots are innately hot to touch and glow with a fierce light. When installed in a lightsaber, they create a fiery blade that burns so fiercely that the blade is capable of setting a target on fire.

**Rarity:** 8 (R)

**Hard Points Required:** 2

**Price:** 15,000

**Mod Options:** 2x "Burn +1", 2x "Vicious +1"

**Price:** 15000

**Base Modifications:**

Changes Base Damage to 8 Mod

Changes Base Critical Rating to 3 Mod

1 Grant Quality (Breach 1) Mod

1 Grant Quality (Burn 1) Mod

Quality (Sunder) Mod

**Optional Modifications:**

2 Quality (Burn 1) Mods

2 Quality (Vicious 1) Mod

### CORRUPTED CRYSTAL

Any Force Sensitive can fall to the Dark Side, whether they be former Jedi or simply beings naturally going down dark paths exploring a power they don't understand. In either case, such beings coming into possession of a Kyber Crystal may infuse it with the Dark Side, leaving behind a Crystal that oozes Dark Side power. A being that follows the Light may purify these crystals, but others may be corrupted by these crystals in turn. A corrupted crystal is typically red, the result of Dark Side energies causing a crystal to "bleed."

**Rarity:** 9 (R)

**Hard Points Required:** 2

**Base Modifications:**

Changes Base Damage to 6 Mod

Changes Base Critical Rating to 2 Mod

1 Replace Quality (Breach 1) Mod

Quality (Sunder) Mod

1 Replace Quality (Vicious 2) Mod

When character wielding this lightsaber makes a Force check, add ● to the check.

When wielder's Morality rises to 70 or more, ● is no longer added to Force checks, and the crystal loses the Vicious quality.



**Optional Modifications:**

- 2 Damage +1 Mods
- 1 Decreases Critical by 1 Mod
- 1 Quality (Vicious 1) Mod
- 2 Decrease the Vicious Quality by 1 Mods

**CRACKED CRYSTAL**

Kyber Crystals can through a variety of factors become fractured. A cracked crystal used in a lightsaber can provide a somewhat stronger beam to a lightsaber blade but is very unstable and prone to breaking in the heat of battle.

**Rarity:** 10 (R)**Hard Points Required:** 2**Base Modifications:**

- Changes Base Damage to 7 Mod
- Changes Base Critical Rating to 3 Mod
- 1 Replace Quality (Breach 2) Mod
- Quality (Sunder) Mod
- 1 Replace Quality (Vicious 1) Mod

If a combat check results in a ⚔, GM may cause crystal to shatter.

**Optional Modifications:**

- 1 Decreases Critical by 1 Mod
- 2 Quality (Vicious 1) Mods

**CRACKED JEDHA CRYSTAL**

Jedha Crystals were some of the crystals most commonly used by the Jedi. With the destruction of Jedha City most crystals of this type recovered from the site tend to be damaged, which produce unstable lightsaber beams.

**Rarity:** 7 (R)**Price:** 8,000**Hard Points Required:** 3**Base Modifications:**

- Changes Base Damage to 7 Mod
- Changes Base Critical Rating to 3 Mod
- 1 Grant Quality (Breach 1) Mod
- 1 Grant Quality (Inaccurate 2) Mod
- Quality (Sunder) Mod
- 1 Grant Quality (Vicious 1) Mod

**Optional Modifications:**

- 3 Quality (Vicious 1) Mods
- 2 Damage +1 Mods
- 1 Decrease the Inaccurate Quality by 1 Mod
- 1 Decreases Critical by 1 Mod

**DANTARI CRYSTAL**

A Kyber Crystal found on Dantooine inside the eggs of Kinrath, cave dwelling arachnids. When installed in a lightsaber, a Dantari Crystal aids the wielder in focus and calm.

**Rarity:** 9 (R)**Price:** 12,000**Hard Points Required:** 2**Base Modifications:**

- Changes Base Damage to 7 Mod
- Changes Base Critical Rating to 2 Mod
- 1 Grant Quality (Breach 1) Mod
- Quality (Sunder) Mod
- When making a Force power check as part of a combat check, may spend ⚔ to recover 2 strain.

**Optional Modifications:**

- 1 Decreases Critical by 1 Mod
- 2 Damage +1 Mods

**DRAGITE GEM**

Dragite gems are found in the caves and caverns of the D'olop mountain range on M'haeli. Dragite Gems are some of the most brittle Kyber Crystals, being exceptionally difficult to work into a useable lightsaber crystal. When used in a lightsaber the crystal will make a deafening crack on whatever it is stuck against, harming and possibly disorienting the target.

**Rarity:** 7 (R)**Price:** 14,000**Hard Points Required:** 2**Base Modifications:**

- Changes Base Damage to 7 Mod
- Changes Base Critical Rating to 3 Mod
- 1 Grant Quality (Breach 1) Mod
- 1 Grant Quality (Disorient 1) Mod
- Quality (Sunder) Mod

**Optional Modifications:**

- 2 Quality (Disorient 1) Mods
- 2 Quality (Concussive 1) Mods
- 1 Damage +1 Mod



## ETAAN CRYSTAL

Found on the Mid Rim world of Etai, these Kyber Crystals form 500 meters below the surface at the highest making them difficult to locate. Raw crystals echo any nearby sound with a humming resonance. Etaan Crystals placed in lightsabers retain this property, responding to a lightsaber impact or blaster bolt with a near deafening crack and a surge of energies. A lightsaber with an Etaan Crystal that impacts another lightsaber tends to be forced apart, while a blaster bolt deflected gains more energy on its new trajectory.

**Rarity:** 9 (R)

**Price:** 12,000

**Hard Points Required:** 1

**Base Modifications:**

Changes Base Damage to 6 Mod

Changes Base Critical Rating to 2 Mod

1 Grant Quality (Breach 1) Mod

Quality (Sunder) Mod

If wielder uses the Improved Reflect talent to inflict an automatic hit, increase damage by 2.

**Optional Modifications:**

1 Quality (Vicious 1) Mod

2 Damage +1 Mods

1 Decreases Critical by 1 Mod

1 Innate Talent (Parry) Mod

1 Innate Talent (Reflect) Mod

## GHOSTFIRE CRYSTAL

These kyber crystals are transparent and nearly invisible. Lightsabers with Ghostfire Crystals installed produce no sound and the blades are very dim and translucent. The blades produce afterimages which make it difficult to track the real position of the blade.

**Rarity:** 9 (R)

**Price:** 14,000

**Hard Points Required:** 1



**Base Modifications:**

Changes Base Damage to 6 Mod

Changes Base Critical Rating to 2 Mod

1 Grant Quality (Breach 1) Mod

Quality (Sunder) Mod

Wielder may spend  or  to prevent the target from using the Parry talent to reduce damage from this attack.

**Optional Modifications:**

2 Quality (Defensive 1) Mods

2 Damage +1 Mods

## ILUM CRYSTAL

Kyber crystals found in the caves of the icy planet Hum, these Crystals are typically Blue or Green in color. These crystals were once the most common Kyber Crystals used by the Jedi Order and thus are the baseline by which all other Kyber Crystals are compared. Since the destruction of the Jedi Order all Crystals on Ilum have either been looted or destroyed by the Empire. As such, nearly all remaining Ilum Crystals are contained in the few Jedi Lightsabers that still exist.

**Rarity:** 10 (R)

**Price:** 9,000

**Hard Points Required:** 2

**Base Modifications:**

Changes Base Damage to 6 Mod

Changes Base Critical Rating to 2 Mod

1 Grant Quality (Breach 1) Mod

Quality (Sunder) Mod

**Optional Modifications:**

2 Quality (Vicious 1) Mods

4 Damage +1 Mods

1 Decreases Critical by 1 Mod

## KIMBER STONE

Kimber stones are a type of Kyber Crystal formed from volcanos on the moon of Y'ness in the N'zoth system. This type of Kyber Crystal is incapable of dealing lethal damage and as such is ideal for incapacitating opponents.

**Rarity:** 8 (R)

**Price:** 6,500

**Hard Points Required:** 2

**Base Modifications:**

Changes Base Damage to 9 Mod

Changes Base Critical Rating to 0 Mod

Quality (Stun Damage) Mod

**Optional Modifications:**

2 Damage +1 Mods

1 Quality (Concussive 1) Mod

2 Quality (Disorient 1) Mods



### KRAYT DRAGON PEARL

Possibly the rarest of all Kyber Crystals, these crystals can be found in the bellies of the Krayt Dragon on Tatooine, formed over years of the creature digesting rocks to aid digestion. When fitted to a lightsaber it produces a very powerful and destructive lightsaber blade.

**Rarity:** 10 (R)

**Price:** 15,000

**Hard Points Required:** 2

#### Base Modifications:

Changes Base Damage to 9 Mod

Changes Base Critical Rating to 1 Mod

1 Replace Quality (Breach 1) Mod

Quality (Sunder) Mod

1 Replace Quality (Vicious 1) Mod

#### Optional Modifications:

3 Quality (Vicious 1) Mods

1 Damage +1 Mod

### LORRDIAN GEMSTONE

Kyber Crystals mined by enslaved Lorradians millennia ago, these Crystals are imbued with Force energy that allows the holder to read emotions and actions of others. When used in a lightsaber Lorradian Gemstones allow the wielder to predict the actions of an opponent.

**Rarity:** 8 (R)

**Price:** 9,600

**Hard Points Required:** 2

#### Base Modifications:

Changes Base Damage to 7 Mod

Changes Base Critical Rating to 2 Mod

1 Grant Quality (Breach 1) Mod

1 Grant Quality (Defensive 1) Mod

Quality (Sunder) Mod

#### Optional Modifications:

1 Quality (Defensive 1) Mod

2 Quality (Deflection 1) Mods

### MEPHITE CRYSTAL

One of 5 types of Kyber Crystals known as Adegan Crystals, the Mephite Crystal has light modulating properties. Like all Adegan Crystals this Crystal can be infused with a Force User's power. When this has occurred Mephite Crystals radiate a Force signature that is easy for other Force Users to detect.

**Rarity:** 10 (R)

**Price:** 10,000

**Hard Points Required:** 2

#### Base Modifications:

Changes Base Damage to 8 Mod

Changes Base Critical Rating to 2 Mod

1 Grant Quality (Breach 1) Mod

Quality (Sunder) Mod

Force-sensitive characters using Force powers to sense their surroundings automatically detect a lightsaber using a mephite crystal if within the range of the power.

#### Optional Modifications:

3 Damage +1 Mods

1 Decreases Critical by 1 Mod

1 Quality (Vicious 1) Mod

### NISHALORITE STONE

Found on planets with strong magnetic fields and possessing strong magnetic properties, this Kyber Crystal is often used in electronics and magnetic navigation equipment.

When placed in a lightsaber this Crystal will intensify at a planet's magnetic north, making the Crystal useful for navigation and locating active technology.

**Rarity:** 8 (R)

**Price:** 12,500

**Hard Points Required:** 2

#### Base Modifications:

Changes Base Damage to 7 Mod

Changes Base Critical Rating to 3 Mod

1 Grant Quality (Breach 1) Mod

Quality (Sunder) Mod

Add automatic 🗺️ to checks made to location position, navigate terrain, or find power sources or active technology.

### SAPHIM GEM

Originating from a world known as Lwehekk in the Unknown Regions, these extremely rare Kyber Crystals can only be found in the Fossilized remains of a long extinct creature known as a Voice Worm. When used in a lightsaber the Crystal creates a particularly intense beam that can easily pierce nearly anything.

**Rarity:** 10 (R)

**Price:** 18,000

**Hard Points Required:** 2

#### Base Modifications:

Changes Base Damage to 7 Mod

Changes Base Critical Rating to 2 Mod

1 Grant Quality (Breach 1) Mod

Quality (Sunder) Mod



### Optional Modifications:

- 1 Quality (Breach 1) Mod
- 2 Damage +1 Mods
- 1 Decreases Critical by 1 Mod


### SEEKER CRYSTAL

Mysterious Kyber Crystals that are of unknown origin, these Crystals appear to seek their users rather than their users seeking them. When in use as a lightsaber Crystal the wielder becomes innately more capable of detecting hidden beings around them.

Rarity: 9 (R)

Price: 16,000

#### Base Modifications:

- Changes Base Damage to 7 Mod
- Changes Base Critical Rating to 2 Mod
- 1 Replace Quality (Breach 1) Mod
- Quality (Sunder) Mod
- Force-sensitive wielders may add  to Perception or Vigilance checks to detect a hidden being within short range.

#### Optional Modifications:

- 1 Damage +1 Mod
- Increase check range to medium

### SOLARI CRYSTAL

A Kyber Crystal so rare it is thought to be a myth, these Crystals will reveal themselves only to those attuned to the Light Side of the Force. When used in a lightsaber the Crystal causes the blade to widen, making it easier to block attacks and deflect blaster bolts. However, the blade will cease to function if the wielder is skirting the edges of the Dark Side.

Rarity: 9 (R)


Price: 16,000

Hard Points Required: 3

#### Base Modifications:

- Changes Base Damage to 7 Mod
- Changes Base Critical Rating to 2 Mod
- 1 Replace Quality (Breach 1) Mod
- Quality (Sunder) Mod
- 1 Replace Quality (Defensive 1) Mod
- Reduce strain from Reflect incidental by 1.
- Crystal ceases to function if wielder's Morality is reduced below 50.

#### Optional Modifications:

- 1 Damage +1 Mod
- 1 Quality (Defensive 1) Mod
- Reduce cost of Improved Reflect by 

### SORIAN CRYSTAL


Commonly traded yet of unknown origin, these Crystals reflect light in intricate patterns. When used in a lightsaber impacts with the blade cause a brief jolt that can throw another lightsaber wielding opponent off balance, but also weakens the general impact of the blade against an opponent.

Rarity: 9 (R)

Price: 16,000

Hard Points Required: 4

#### Base Modifications:

- Changes Base Damage to 6 Mod
- Changes Base Critical Rating to 3 Mod
- 1 Grant Quality (Breach 1) Mod
- Quality (Sunder) Mod
- When used with the Parry talent, add  to next combat check made against attacker before the end of the next round.

#### Optional Modifications:

- 3 Damage +1 Mods
- 1 Innate Talent (Parry) Mod
- 1 Quality (Disorient 1) Mod

### TAINTED NIGHTSISTER CRYSTAL

Pure Kyber Crystals soaked in the Dathomiri Waters of Life are corrupted into this form. A putrid green smoke is emitted from a lightsaber with this Crystal while active.

Rarity: 10 (R)

Price: 13,000

Hard Points Required: 2

#### Base Modifications:

- Changes Base Damage to 6 Mod
- Changes Base Critical Rating to 2 Mod
- 1 Grant Quality (Breach 1) Mod
- Quality (Sunder) Mod
- 1 Grant Quality (Disorient 3) Mod
- 1 Grant Quality (Vicious 4) Mod

#### Optional Modifications:

- 1 Damage +1 Mod
- 1 Quality (Disorient 1) Mod

### UNSTABLE KYBER CRYSTAL

Imperfections can sometimes occur with Kyber Crystals, hairline fractures during the refinement process, damage during transit, and so forth. This can cause the Kyber Crystal to become unstable, making Force energy leak out of the Crystal. When installed in a lightsaber, those with the



knowledge can make use the leaking Force energy to fuel their abilities. However, such a lightsaber can be prone to shorting out in combat, becoming unusable for a time.

**Rarity:** 10 (R)

**Price:** 16,000

**Hard Points Required:** 2

**Base Modifications:**

Changes Base Damage to 6 Mod

Changes Base Critical Rating to 2 Mod

1 Grant Quality (Breach 1) Mod

Quality (Sunder) Mod

As maneuver, increase Force rating by 1. This persists until using the extra F to fuel Force talent or Force power. However, GM may spend ☉ ☉ ☉ ☉ or ☹ to cause lightsaber to sputter and fail, if this happens may not reignite lightsaber for one hour.

### VARPELINE CRYSTAL

Hard, superdense Kyber Crystals native to Mearlis II, these Crystals are typically used in industrial machinery and precision cutting instruments.

A lightsaber installed with a Varpeline Crystal produced a blade that can cut through nearly any material in the galaxy and tends to be even more likely than a typical lightsaber to dismember a living target.

**Rarity:** 9 (R)

**Price:** 14,000

**Hard Points Required:** 2

**Base Modifications:**

Changes Base Damage to 8 Mod

Changes Base Critical Rating to 3 Mod

1 Grant Quality (Breach 1) Mod

1 Grant Quality (Vicious 1) Mod

Quality (Sunder) Mod

When spending † to inflict Critical Injury, may spend additional † to automatically inflict Maimed Critical Injury.





**Optional Modifications:**

2 Quality (Vicious 1) Mods

1 Damage +1 Mod








































## Crystal Effects

Kyber Crystals whether refined from raw materials or found in an ancient lightsaber from a long dead Jedi millennia ago can be in a array of possible states. The Player and GM can use     on any check used to locate a lightsaber or Kyber Crystal to add effects to the Kyber Crystal in question. If a Player manages to get raw Kyber Crystal they must spend 12 hours refining the Crystal before it is usable in a lightsaber, with the same possibilities on a mechanics check. The GM may keep negative results secret until they are triggered.

## Crystal Corruption and Purification

All types of Kyber Crystals are objects, some say living things formed from and connected to The Force. As such, it is possible for any of them to become influenced and eventually completely overtaken by both the Light and Dark Sides of The Force. A lightsaber that has a Crystal that has been overtaken in such a way strengthens that side of the Force within it's wielder and weakens the other side. A Kyber Crystal that is corrupted by the Dark Side adds

Symbols	Effect
 or 	<b>Well Refined:</b> The Crystal is well made and create a lightsaber blade that will add a boost to all Lightsaber checks made. This may only be selected once.
  or 	<b>Light/Dark Side Attunement:</b> The Crystal is in tune with the same Side of the Force as the one who found it/refined it. The rules and effects for Crystal Corruption and Purification apply as normal. This may only be selected once.
   or 	<b>Unusual Quality:</b> Add +1 to any Quality relevant to Kyber Crystals the Player desires except the Superior Quality to the Qualities the Crystal Type normally possesses. <b>Exceptional Quality:</b> Add +1 to any Quality the Crystal normally possesses.
    or 	<b>Superior Quality:</b> The Crystal grants the Superior Quality to any lightsaber containing it.
 	<b>Force Bond:</b> The Crystal is bonded specifically to the one who found/refined it. The Crystal will increase 1 characteristic of either the highest or in order from right to left by 1 while this person wields it. The Crystal's affinity will follow that of this person, providing 1 Force Pips for the Force Checks of this person regardless of alignment. While it may have been wielded by another Force User at one time, once bonded the lightsaber this Crystal is within will not function or provide benefits in the hands of anyone else.
 or 	<b>Murky:</b> The Crystal does not focus light properly, causing the blade to widen and narrow randomly. A lightsaber with this Crystal will cause 1 setback to all Lightsaber Checks
  or 	<b>Cracked:</b> The Crystal is fractured. A lightsaber with this Crystal will increase damage +1 but the GM can shatter it with a  . An already Cracked Type Kyber Crystal with this result will unavoidably shatter when first used. <b>Light/Dark Side Conflict:</b> The Crystal is of the opposite alignment of the one who located/refined it. The rules and effects for Crystal Corruption and Purification apply as normal. This may only be selected once.
   or 	<b>Negative Quality:</b> This Crystal has +1 Negative Quality of the GM's choosing added, with the exception of Inferior. <b>Unstable:</b> With this Crystal the wielder can increase Force rating by 1 as a maneuver but the GM may use    or  on a lightsaber check to cause the weapon to deactivate for an hour. An already unstable Kyber Crystal with this result will explode in the hands the wielder with when first activated, with the results of a base Frag Grenade to the Wielder and any engaged.
    or 	<b>Inferior Quality:</b> This Crystal grants the Inferior Quality to any lightsaber it is placed in.
 	<b>Harmful feedback:</b> This Crystal has negative effects on it's wielder. While a lightsaber with this Crystal is active in combat the user will take 1 wound and 1 strain per round. In addition, the highest characteristic of the wielder is reduced by 1 while they possess this Crystal.



Vicious 1 to any lightsaber checks made and adds ● and removes ○ to any Force Checks made by the wielder. A Kyber Crystal attuned to the Light Side adds Concussive 1 to any lightsaber checks made and adds ● and removes ● to any Force Checks made by the wielder. Crystals that have been corrupted or purified will possess all the attributes and modifications the Crystal type would normally possess. The added Qualities from the attunement do not stack with the Qualities the Crystal possesses normally but may stack with Qualities from other lightsaber modifications.

Corruption and Purification can occur to all crystal types except special cases such as the Solari Crystal which will become inactive. An Ilum Crystal can be purified but will become a Corrupted Crystal of the type referred to in the **Types of Crystals** section (page 1) if it falls to the Dark side and as such change to possessing the same attributes. A Corrupted Crystal will return to being an Ilum Crystal (page 3) in the event it is purified, with the same purification benefit as other Kyber Crystals.

### Causing crystal Corruption and Purification

Like Force Users themselves a Crystal that has fallen to the Dark Side can be redeemed and a Crystal that is overflowing with the Light can be made to fall. Simply being in the possession of a Force User attuned to one side of The Force or the other can sway a Crystal down a particular path.

Crystals can be corrupted and purified by a Player either passively or deliberately. Passive attunement will occur to a Crystal over the course of 3 in game weeks in the consistent possession of either a Light Side Paragon or a Dark Side User to the respective side. It's up to the GM and the Crystal Effects table if a Crystal taken from a Lightsider or Darksider is corrupted or purified at the outset.

Actively corrupting or purifying a Kyber Crystal requires the Player to be either a Light Side Paragon or a Dark Sider User and requires 24 hours uninterrupted meditation on the Crystal.

A Player cannot attune a Crystal if they have not passed a Morality Threshold. A Player can only attune a Crystal to the Side of the Force they themselves are attuned to. If the meditation is interrupted at any point the Player must start from the beginning.

A Crystal will often but not always alter its color and thus the color of the blade when it is corrupted or purified. A corrupted crystal will be made to "bleed" and thus turn red. A purified Crystal will be healed and turn white if it was previously corrupted to red, otherwise it will retain its typical color. A player actively attuning a Crystal may choose whether to alter its hue from its original color when doing so.

## Synthetic Lightsaber Crystals

While natural crystals are of a wide variety and believed to be living beings by many, they are largely composed of readily available carbon elements. The Sith regularly made use of artificial crystals at one time to hide themselves from the Jedi, and with the Empire destroying, looting, and banning all Kyber Crystals they can Force Users of this day and age may have no choice but to create Kyber Crystals of their own.

Any Jeweler or Collector worth the name can determine Synthetic Kyber Crystals are synthetic. A Formidable (◆◆◆◆) Deception check is required to sell Synthetic Kyber Crystals for the price comparable to an Ilum Crystal, otherwise the Crystal has no value. A Synthetic Crystal does not need to be refined to function in a lightsaber and is exempt from Crystal Effect rules (see page 7).

### To Make a Kyber Crystal

In order to create a Kyber Crystal, the first thing the crafter will need is Force Sensitivity. Any attempt by a Non-Force Sensitive to create Kyber Crystals artificially will result in Crystals that either violently explode or crumble at the slightest touch. A Crafter will need a Force Rating of 1 to even attempt the process even with all other necessary equipment and materials.



The primary equipment needed is materials with a large carbon concentration which typically costs 1000 credits and a Geological Compressor.

### **GEOLOGICAL COMPRESSOR**

A large device created millennia ago to create and study materials in a laboratory setting, the Geological Compressor is well suited to creating Kyber Crystals. By altering the concentration of materials over time and adjusting the conditions in the Compressor while meditating upon it a Force User can create nearly any type of Kyber Crystal they desire.

**Encumbrance:** 10

**Rarity:** 6

**Price:** 20,000

**Type:** Tool/Electronics

### **Meditate on the Crystal**

The crafter will need to meditate and adjust upon the Synthetic Kyber Crystal and adjust the conditions regularly while it is being formed in the Compressor. The crafter can choose to meditate anywhere from 24 to 96 hours to create the Crystal. The crafter must meditate and attend to the Crystal for at least 24 hours uninterrupted or the Crystal will fail to form and the materials will be wasted in the attempt. A crafter may meditate on the Crystal in 24 hour increments without penalty. 24 hours of meditation is the minimum necessary to create a Kyber Crystal.

















































After the first 24 hours the crafter must make either a Mechanics or Knowledge: Lore average(◆◆) check to determine the results of the crafting. The crafter must also roll as many Force Dice as their Force Rating and spend at all viable pips generated. A Crafter that has passed a Morality Threshold can only use pips of their side for the check, a crafter with a Morality of anywhere between 31 and 69 can use either type of pip. If pips of 4 or higher are rolled and it is of the crafters side or they are neutral, the crafter may choose whether or not to have the Crystal attuned a particular alignment. For each 24 hours more the crafter attends to the Crystal add ☺ to the crafting check. If any of the meditation sessions are interrupted the Crystal is lost and the materials used up.

A Synthetic Crystal with no alterations will have the statistics of an Ilum Crystal. A Synthetic Kyber Crystal can be made in any color and thus produce any color of lightsaber blade the crafter desires, including red as a purified Crystal and white as a corrupted Crystal.

A special characteristic of Synthetic Kyber Crystals is that unlike natural Crystals Synthetic Crystals can very rarely “break” the blades of other lightsabers including each other. A Lightsaber check that generates ☹☹☹☹ or ☹ against a lightsaber wielding opponent can be used to break the blade, frying the lightsaber components and rendering the lightsaber inoperable until it is repaired.





Symbols	Effect
 or 	<b>Improved Knowledge:</b> Upgrade the next check by the crafter to create a Synthetic Lightsaber Crystal. <b>Unstable Synthetic Crystal:</b> Produces a Crystal with a frequently sparking blade. Increase damage by 2 and decrease the advantages needed to break a lightsaber blade to    , but the blade will short out with only   or  on a Lightsaber check. If a lightsaber with this crystal shorts out it will damage the weapon 1 step and cannot be reactivated for an hour. May only be selected once. Cannot be selected with <b>Compressed Crystal</b> .
  or 	<b>Custom Made:</b> Add +1 to any Quality relevant to Kyber Crystals the crafter desires except the Superior Quality. This may be selected repeatedly. <b>Strong Focus:</b> Add +1 to the Crystal's damage. This may be selected repeatedly.
   or 	<b>Convincing Fake:</b> The Crystal is made to look natural. Only an average (   ) check is needed to sell the Crystal at the price of an Ilum Crystal. <b>Compressed Crystal:</b> The Crystal is compressed making it form a thinner, denser blade that is easy to control and makes the lightsaber oscillate with energy. Add the Accurate 1 Quality, increase damage by 2, and reduce the Critical Range by 1 for any lightsaber containing this Crystal. May only be selected once. Cannot be selected with <b>Unstable Synthetic Crystal</b> .
    or 	<b>Force Bond:</b> The Crystal is bonded specifically to the one who created it. The Crystal will increase 1 characteristic of either the highest or in order from right to left by 1 while this person wields it. The Crystal's affinity will follow that of this person, providing 1 Force Pips for the Force Checks of this person regardless of alignment. The lightsaber this Crystal is within will not function or provide benefits in the hands of anyone else. <b>Secondary Crystal:</b> The crafting process forms 2 usable Crystals. Must be selected after all other crafting changes. The Crystals will have identical properties both positive and negative.
 	<b>Exact Replica:</b> Choose a Kyber Crystal Type. The Synthetic Crystal will have all the Statistics of this Type of Kyber Crystal. If selected no other crafting check benefits may be selected. The value of the Synthetic Crystals still applies. Can be selected with <b>Secondary Crystal</b> .
 or 	<b>Murky:</b> The Crystal does not focus light properly, causing the blade to widen and narrow randomly. A lightsaber with this Crystal will cause 1 setback to all Lightsaber Checks. <b>Weak Focus:</b> Reduce the damage of a Lightsaber with this Crystal by 1 to a minimum of 4. Can be selected repeatedly. Must be selected after all instances of <b>Strong Focus</b> and any other damage increases.
  or 	<b>Cracked:</b> The Crystal is fractured. A lightsaber with this Crystal will increase damage +1 but the GM can shatter it with a  . <b>Unstable:</b> With this Crystal the wielder can increase Force rating by 1 as a maneuver but the GM may use    or  on a lightsaber check to cause the weapon to deactivate for an hour.
   or 	<b>Negative Quality:</b> This Crystal has +1 Negative Quality of the GM's choosing added. <b>Obvious Fake:</b> This Crystal cannot be sold for the price of the Ilum Crystal and is valueless. Cannot be selected with <b>Convincing Fake</b> . <b>Craft Further:</b> This Crystal requires significantly more time and resources than normal. The Crafter must attend to the Crystal for another 24 hours for a total of 48 hours minimum and the Crystal requires an additional 1,000 credits worth of materials or the Crystal will not form.
    or 	<b>Volatile:</b> The Crystal functions but is likely to cause the lightsaber to explode. If a   or  is generated on a Lightsaber check the lightsaber detonates with the force of a Frag Grenade on the wielder and all characters in Engaged range. <b>Geological Compressor Damage:</b> The process of creating the Crystal has caused damage to the Geological Compressor. The compressor is considered to have Moderate damage and must be repaired or replaced before it can be used again.
 	<b>Harmful feedback:</b> This Crystal has negative effects on it's wielder. While a lightsaber with this Crystal is active in combat the user will take 1 wound and 1 strain per round. In addition, the highest characteristic of the wielder is reduced by 1 while they possess this Crystal.