

The Seven (Nine) Forms of Lightsaber Combat

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Creator's Note: For the use of these styles with actual lightsabers, these styles assume plasma blades are considered heavy blades.

Shii Cho Style (Combat, Style)

Your bladework specializes in removing your opponents' advantages with wide sweeping strikes

Prerequisites: Improved Disarm, Weapon Focus with selected weapon, Base attack bonus +3

Benefit: Select one weapon from the heavy blade or light blade weapon groups. Once per round when you successfully hit with an attack you can immediately attempt to disarm them as an immediate action using your attack roll as your combat maneuver check.

Special: A character with the weapon training in heavy blades or light blades can use all of this style's abilities with all heavy blades or light blades respectively.

Shii Cho Angle (Combat, Style)

You cut off your opponents angles of escape with precise feints and strikes

Prerequisites: Improved Disarm, Shii Cho Style, Weapon Focus with selected weapon, Base attack bonus +6

Benefit: When you hit a creature while in this style, you are considered to be flanking them until the end of your next turn.

Shii Cho Sweep (Combat, Style)

With wide sweeping strikes you cut down all you stand against you

Prerequisites: Cleave, Improved Disarm, Power attack, Shii Cho Angle, Shii Cho Style, Weapon Focus with selected weapon, Base attack bonus +9

Benefits: As a standard action you can make a single and strike 3 adjacent squares within your reach or as a full round action you may attack all within your reach with one of your weapons

Makashi Style (Combat, Style)

Your study of dueling has heightened your senses and hastened your movements

Prerequisites: Dex 13, Improved disarm, Improved Feint, Weapon Finesse, Weapon focus with the chosen weapon, Base attack bonus +5, Sense motive 5 ranks

Benefits: Select one weapon from the heavy blade or light blade weapon groups. While wielding your chosen weapon you gain a +4 to CMD against Disarm attempts, and feint attempts against you have a 4 higher DC. In addition, after you've made an attack you can make an additional 5ft. Step every round.

Special: A character with the weapon training in heavy blades or light blades can use all of this style's abilities with all heavy blades or light blades respectively.

Makashi Bladework (Combat, Style)

Your study of the Makashi form has increased the lethality of your precise strikes and your ability to disarm your opponents

Prerequisites: Dex 15, Agile Maneuvers, Improved disarm, Improved Feint, Makashi Style, Weapon Finesse, Weapon Focus with the chosen weapon, Base attack bonus +9, Sense motive 7 ranks

Benefits: Whenever you are wielding your chosen weapon, you add half your dexterity modifier to damage (minimum 1) in addition to normal modifiers. Whenever you critical a creature, you may make a disarm attempt as a free action.

Makashi Resistance (Combat, Style)

Your training and study allows you to slice through the weave of magic to protect yourself from all foes.

Prerequisites: Dex 17, Agile Maneuvers, Greater Disarm, Improved disarm, Improved Feint, Makashi Bladework, Makashi Style, Weapon Finesse, Weapon Focus with your chosen weapon, Base attack bonus +13, Sense motive 9 ranks

Benefits: When an enemy specifically targets you with a spell or spell like ability, you may make a disarm attempt as an immediate action, if you beat a DC of 10 + the enemy's caster level + the level of the spell + enemy's spellcasting ability modifier you successfully counterspell the spell.

Soresu Style (Combat, Style)

You have trained how to perfectly defend yourself against weapons beyond your reach

Prerequisites: Combat Expertise, Dodge, Weapon Focus with chosen weapon, Base attack bonus +4

Benefits: Select one weapon from the heavy blade or light blade weapon groups. When you wield your chosen weapon and take the total defense action you can negate a single attack against you without spending an action as per the feat deflect arrows, your bonus to AC from total defense increases by +2 for every feat with Soresu style as a prerequisite that you know.

Special: A character with the weapon training in heavy blades or light blades can use all of this style's abilities with all heavy blades or light blades respectively.

Soresu Parry (Combat, Style)

You have learned how to apply your ranged protections to opponents who have closed with you

Prerequisites: Combat Expertise, Dodge, Soresu Style, Weapon focus with the chosen weapon, base attack bonus +8

Benefits: When using Soresu style, you can negate one additional attack per round and you can use it to negate melee attacks.

Soresu Riposte (Combat, Style)

Your impenetrable defense allows you to use the openings in your opponent's lesser defenses.

Prerequisites: Combat Expertise, Dodge, Soresu Parry, Soresu Style, Weapon focus with the chosen weapon, base attack bonus +12

Benefits: While in Soresu Style, when an attack misses you that you did not negate, the attacker provokes an attack of opportunity from you.

Ataru Style (Combat, Style)

With acrobatics spins and flips you confuse your opponents, before striking and escaping out of their reach.

Prerequisites: Dex 15, Dodge, Mobility, Spring attack, Weapon focus with the chosen weapon, Base attack bonus +5, Acrobatics 5 ranks

Benefits: Choose one Heavy or light blade. When using Spring attack with that weapon you ignore all effects of difficult terrain and once per round when your movement provokes an attack of opportunity you may make an acrobatics check with a +4 bonus and use that result in place of your AC.

Special: A character with the weapon training in heavy blades or light blades can use all of this style's abilities with all heavy blades or light blades respectively.

Ataru Swoop (Combat, Style)

Your flashy, confusing assaults leave your victims unable to react.

Prerequisites: Dex 19, Combat Reflexes, Dodge, Mobility, Spring Attack, Weapon focus with the chosen weapon, Base Attack bonus +7, Acrobatics 9 ranks

Benefit: When you are using Ataru style you can make a Spring attack as a standard action. When you make a Spring Attack the target you hit cannot make Attacks of Opportunity against you until the start of your next turn

Ataru Flurry (Combat, Style)

You do not sacrifice movement speed for attack speed

Prerequisites: Dex 23, Combat Reflexes, Dodge, Mobility, Spring Attack, Weapon focus with the chosen weapon, Base Attack Bonus +11, Acrobatics 13 ranks

Benefits: As a full round action you can move up to your speed and make a full attack, foregoing your first attack. The movement can be split up before and after the attacks.

Shien Style (Combat, Style)

You have trained to parry and use your enemies range against them

Prerequisites: Dex 15, Opportune Parry and Riposte Deed, Weapon focus with the chosen weapon, Base attack bonus +5

Benefits: Choose one Heavy or light blade. While using your chosen weapon you can use the opportune parry and riposte deed against ranged attacks albeit with a -4 penalty, when you successfully parry a ranged attack, instead of riposting with your attack you redirect the attack against any creature within 30ft. of you, dealing the original attacker's damage.

Special: A character with the weapon training in heavy blades or light blades can use all of this style's abilities with all heavy blades or light blades respectively.

Shien Deflection (Combat, Style)

You have learned the art of reflecting an enemies attack back at them

Prerequisites: Dex 15, Opportune Parry and Riposte Deed, Weapon focus with the chosen weapon, Base attack bonus +7

Benefits: When using Shien Style you don't take the -4 penalty when parrying ranged weapons, in addition when you successfully parry a ranged attack you can redirect it against the attacker regardless of range, and you can add your weapon damage dice to the damage.

Shien Barrier (Combat, Style)

You have mastered the art of deflection your weapon becoming a blur as you prevent any enemy missile from reaching you

Prerequisites: Dex 17, Combat Reflexes, Opportune Parry and Riposte Deed, Weapon focus with the chosen weapon, Base attack bonus +9

Benefits: As a standard action you may make a single attack roll and compare that to every ranged attack made against you until the start of your next turn. If you beat an attack roll you it misses. You can choose to deflect any attack you parry by spending an attack of opportunity.

Djem So Style (Combat, Style)

You have trained to parry and counterattack to devastating effect

Prerequisites: Str 17, Dex 13, Opportune Parry and Riposte Deed, Power Attack, Weapon focus with the chosen weapon, Base attack bonus +5

Benefits: Choose a heavy blade that can be used in two hands. You can use the opportune parry and riposte deed with two handed weapons. When you use Opportune Parry and Riposte with a two handed weapon or a one handed weapon wielded in two hands you can ignore Power Attack's penalty to attack rolls on your parry attempt.

Special: A character with the weapon training in heavy blades can use all of this style's abilities with all heavy blades.

Djem So Counter (Combat, Style)

You counter with lightning speed after your foe's every attack

Prerequisites: Str 19, Dex 15, Djem So Style, Furious Focus, Opportune Parry and Riposte Deed, Power Attack, Weapon focus with the chosen weapon, Base attack bonus +9

Benefits: When using Djem So Style, riposting does not cost an immediate action, instead it is part of the attack of opportunity made to parry.

Djem So Retribution (Combat, Style)

Your counter attacks are often stronger than the measly attempts at offense made by your opponents.

Prerequisites: Str 21, Dex 17, Djem So Counter, Djem So Style, Furious Focus, Opportune Parry and Riposte Deed, Power Attack, Weapon focus with the chosen weapon, Base attack bonus +13

Benefits: When using Djem So Style you can spend an immediate action to make an Opportune Parry and Riposte attempt without spending panache, when you do so you ignore the penalty to

hit from power attack on both your parry and riposte and you double power attack's bonus to damage instead of multiplying it by 1.5.

Niman Style (Combat, Style)

As a student of the Diplomat's form even in combat you use your soothing words to disarm your opponents.

Prerequisites: Cha 13, Weapon focus with the chosen weapon, Diplomacy 5 ranks

Benefits: Choose one Heavy or light blade. When using this weapon you can use your diplomacy skill instead of your bluff skill to feint

Special: A character with the weapon training in heavy blades or light blades can use all of this style's abilities with all heavy blades or light blades respectively.

Niman Flexibility(Combat, Style)

The Moderation form relies on its user's quick thinking and adaptability, something you've taken to like a dwarf to a mountain.

Prerequisites: Barroom Brawler or Martial Flexibility, Weapon focus with the chosen weapon, Base attack +4, Diplomacy 7 ranks

Benefits: When using Barroom Brawler or Martial Flexibility while using Niman Style you can change one of the feats you are using as a swift action. This does not reset the duration or cost a use of the ability.

Niman Spellweaver (Combat, Style)

You effortlessly weave blade and spell together

Prerequisites: Barroom Brawler or Martial Flexibility, Weapon Focus with the chosen weapon, access to spells or spell like abilities, Diplomacy 9 ranks

Benefits: When using Niman style and making a full attack, you may replace one of your attacks with a spell or spell like ability. The spell you use must have a casting time of 1 action or less and uses the base attack bonus you would have had for that attack as your bonus to attack rolls.

Special: On any round that you use this feat you may not cast a quickened spell or quickened spell like ability.

Jar'Kai Style (Combat, Style)

Your mastery with your weapon allows it to be wielded effortlessly in either hand

Prerequisites: Dex 15, Two weapon fighting, Weapon focus with the chosen weapon, Base attack Bonus +5

Benefits: Choose one Heavy or light blade. For the purposes of somatic components, feats and class abilities you are treated as having a free hand while wielding your chosen weapon in your off hand.

Special: A character with the weapon training in heavy blades or light blades can use all of this style's abilities with all heavy blades or light blades respectively.

Jar’Kai Cross (Combat, Style)

With an X shaped attack you strike with both weapons simultaneously

Prerequisites: Double Slice, Jar’Kai Style, Improved Two Weapon Fighting, Two Weapon Fighting, Weapon focus with the chosen weapon, Base Attack bonus +9

Benefits: As a standard action you can make a single attack with both of your weapons, if it hits you deal damage as though you hit twice, once with each weapon.

Jar’Kai Bladeweaver (Combat, Style)

Your bladework leaves opponents scarred and unable to roll with successive strikes.

Prerequisites: Double Slice, Greater Two Weapon Fighting, Hammer the Gap, Improved Two weapon fighting, Jar’Kai Cross, Jar’Kai Style, Two Weapon Fighting, Weapon focus with the chosen weapon, Base Attack bonus +11

Benefits: When making a full attack and using Jar’Kai Style, each successive hit does 2 extra points of damage. This replaces the effect of Hammer the Gap, and does not stack with it.

Juyo Style (Combat, Style)

Your reckless offense and erratic attacks overpower and confuse even the most astute opponents

Prerequisites: Str 15, Power attack, Weapon focus with the chosen weapon, base attack bonus +5

Benefits: Choose one Heavy or light blade. When you are using Power attack with this weapon you can apply the penalty on attack rolls to AC instead. In addition when you use your weapon against a foe with an insight bonus to AC you gain a +2 bonus to attack rolls, this bonus cannot exceed the foe’s insight bonus.

Special: A character with the weapon training in heavy blades or light blades can use all of this style’s abilities with all heavy blades or light blades respectively.

Juyo Ferocity (Combat, Style)

Without a care for defense your reckless offense combines lethal force with blinding speed

Prerequisites: Str 15, Dex 15, Power attack, Weapon focus with the chosen weapon, Base attack bonus +9

Benefits: When using Juyo style when you make a full attack you can take a -2 penalty to your saving throws until the start of your next turn to gain an additional attack at your highest attack bonus.

Juyo Execution (Combat, Style)

Your most powerful strikes create openings for further attacks

Prerequisites: Str 19, Dex 17, Power attack, Weapon focus with the chosen weapon, Base attack +13

Benefits: When using Juyo style when you score a critical hit you can increase your critical multiplier by 1 as an immediate action and when you score a critical hit you can immediately make an attack of opportunity against the creature you just criticalled.

Vaapad Style (Combat, Style)

You take your opponents obsession with you and use it against them

Prerequisites: Wis 15, Iron Will, Weapon focus with the chosen weapon, base attack bonus +5, Character level 9th

Benefits: Choose one Heavy or light blade. When you are using this weapon and are unaffected by an emotion based effect whenever you are the target of a smite, challenge, favored target, studied combat or similar ability you may add your Wisdom modifier as an insight bonus to your attack rolls and AC against the opponent who used the ability against you for the duration of the opponent's effect.

Special: A character with the weapon training in heavy blades or light blades can use all of this style's abilities with all heavy blades or light blades respectively.

Vaapad Aggression (Combat, Style)

You apply the passion of your foes back upon them with the power of their own fury.

Prerequisites: Wis 19, Improved Iron Will, Iron Will, Vaapad Style, Weapon focus with the chosen weapon, base attack bonus +9, Character level 13th

Benefits: When using Vaapad style you may add your wisdom modifier as an insight bonus to your first attack and damage roll in a given round, when when targeted by an ability that would trigger Vaapad style you may add your wisdom modifier to damage rolls as well. You gain the benefits of Vaapad Style against raging opponents as well.

Vaapad Loop (Combat, Style)

You match your opponents fury against you blow for blow.

Prerequisites: Wis 23, Improved Iron Will, Iron Will, Vaapad Aggression, Vaapad Style, Weapon Focus with the chosen weapon, Base attack bonus + 13, Character level 17th

Benefits: When you are using Vaapad Style and you are the target of a smite, challenge, favored target, studied combat or similar ability you can choose to gain the benefits of that ability against the foe who used it against you in place of the normal bonuses for Vaapad style, using your level, base attack bonus and wisdom modifier in place of the opponents level, BAB or key ability modifier..

Accompanying Feats:

Shien Reverse Grip (Combat)

You have adopted the uncommonly used reverse grip of the Shien style to increase the defensive capabilities of your fighting style.

Prerequisites: Dex 15, Shien Style, Opportune Parry and Riposte Deed, Weapon focus with the chosen weapon, Base attack bonus +7

Benefits: When using Shien Style you can take a -1 penalty on attack and damage rolls and get a +1 insight bonus to AC. The penalty and bonus increase every 4 levels.

Cloistered Weapon (Combat)

Your study with your chosen weapon has allowed you to seamlessly meld it into your martial forms.

Prerequisites: Improved Unarmed Strike, Weapon focus with the chosen weapon, Monk level 5th or Weapon training (Monk)

Benefits: Choose a weapon that you have weapon focus with, you can treat that weapon as part of the monk weapon group.

Tempered Aggression (Combat)

Part of the Vaapad mindset and meditation involves the control and focus of battle fury.

Prerequisites: Rage class feature, Moment of Clarity rage power, Vaapad Style

Benefits: When beginning a rage you can choose to get the bonus you would get to strength and constitution to one of the physical ability scores and wisdom instead. You do not get any other bonuses or take any other penalties from raging while in this form of rage. Nor are you restricted from taking any kind of action.