

Lightsaber Forms

Just like any other form of martial art, the Jedi's lightsaber combat styles are intricate and take many years to master. Each is made for a specific purpose, and has its own philosophy, stances, and maneuvers. Most Jedi choose one style to be their primary, only choosing one or two maneuvers from the other styles to supplement their skills. Only those truly dedicated to the way of the lightsaber attempt to master more than a single style.

The styles are as follows:

- **Form I:** Shii-Cho or “Determination Form”
- **Form II:** Makashi or “Contention Form”
- **Form III:** Soresu or “Resilience Form”
- **Form IV:** Ataru or “Aggression Form”
- **Form V:** Djem So or “Perseverance Form”
- **Form VI:** Niman or “Moderation Form”
- **Form VII:** Juyo or “Ferocity Form”

These styles are not only lightsaber combat maneuvers, however, but also teach unarmed techniques and strategies. Each of these forms is bought with the lightsaber weapon element, which Jedi receive proficiency with for free. To use them unarmed, a Jedi must purchase a Weapon Element: Barehanded, once for each form he wishes to use unarmed.

Shii-Cho

Name	Maneuver	Phase	Pts	OCV	DCV	Damage/Effect
Defensive Stance	Martial Block	½	4	+2	+2	Block, Abort
Legsweep	—	½	3	+2	-1	Str +1d6 Strike, Target Falls
Saber Lock	Weapon Bind	½	4	+1	+0	Bind, +10 Str
Saber Counter	Counterstrike	½	4	+2	+2	+2 DC, Must Follow Block
Shiim	Custom	½	5	+0	-1	Disable, +1 DC
Slash	Martial Strike	½	4	+0	+2	+2 DC
Sun Djem	Martial Disarm	½	4	-1	+1	Disarm, +10 Str

Makasii

Name	Maneuver	Phase	Pts	OCV	DCV	Damage/Effect
Cut	Custom	½	3	+2	+1	Weapon
Disengage	Martial Escape	var	4	+0	+0	+15 Str to Break Weapon Bind
Fleche	Custom	½	4	+2	-2	+v/5, FMove
Legsweep	—	½	3	+2	-1	Str +1d6 Strike, Target Falls
Lunge	Sacrifice Strike	½	5	+1	-2	+4 DC
Lure and Trap	Custom	½	4	+2	+2	+2 DC, Special
Parry	Martial Block	½	4	+2	+2	Block, Abort
Riposte	Counterstrike	½	4	+2	+2	+2 DC, Must Follow Block
Saber Lock	Weapon Bind	½	4	+1	+0	Bind, +10 Str
Shiak	Defensive Strike	½	5	+1	+3	Weapon
Slash	Offensive Strike	½	5	-2	+1	+4 DC
Tumbling Thrust	Custom	½	3	+2	+2	Special
Void	Martial Dodge	½	4	-	+5	Dodge, Affects All Attacks, Abort

Required Skills:

Sleight of Hand

Special Maneuver Notes:

Lure and Trap: This is a flexible maneuver, designed to simulate an elaborate feint attack that takes advantage of repeated use of a certain pattern of attacks, then breaking the pattern, leaving the opponent wide open. At the beginning of a combat, the makashi practitioner must specify a particular maneuver, and the lure and trap maneuver can only be used after that attack. This maneuver can be changed between combats, but not during combat.

Tumbling Thrust: This is a maneuver specifically designed to counter other makashi practitioners, and involves dropping to the ground, dodging an opponent's fleche or lunge, and supporting the body with the off hand. The user then thrust upwards, under the opponents guard, using his own momentum against him. This maneuver can only be performed after a fleche or lunge, and the performer does weapon damage + his foes v/5.

Soresu

Name	Maneuver	Phase	Pts	OCV	DCV	Damage/Effect
Counter	Counterstrike	½	4	+2	+2	+2 DC, Must Follow Block
Dodge	Martial Dodge	½	4	—	+5	Dodge, Affects All Attacks, Abort
Firm Stance	Root	½	4	+0	+0	+15 Str to resist Shove; Block, Abort
Kick	Martial Strike	½	4	+0	+2	Str +2d6 Strike
Parry	Defensive Block	½	5	+1	+3	Block, Abort
Slash	Defensive Strike	½	5	+1	+3	Weapon

Required Skills:

Defensive Maneuver 3-Point Combat Skill Level

Ataru

Name	Maneuver	Phase	Pts	OCV	DCV	Damage/Effect
Charging Slash	Passing Strike	½	5	+1	+0	Str +v/5, FMove
Downward Slash	Sacrifice Strike	½	5	+1	-2	+4 DC
Jung ma	Fast Strike	½	4	+2	+0	+2 DC
Leaping Slash	Sacrifice Lunge	½	4	+2	-2	Str +v/5, FMove
Leaping Sun Djem	Passing Disarm	½	5	-1	-1	Disarm, +10 Str, FMove
Legsweep	—	½	3	+2	-1	Str +1d6 Strike, Target Falls
Parry	Martial Block	½	4	+2	+2	Block, Abort
Sai	Flying Dodge	½	5	—	+4	Dodge All Attacks, Abort, FMove
Shun	Offensive Strike	½	5	-2	+1	+4 DC
Sokan	Defensive Strike	½	5	+1	+3	Weapon

Required Skills:

Acrobatics	Breakfall	Force Jump
	Speed	

Djem So

Name	Maneuver	Phase	Pts	OCV	DCV	Damage/Effect
Counter	Counterstrike	½	4	+2	+2	+2 DC, Must Follow Block
Downward Slash	Sacrifice Strike	½	5	+1	-2	+4 DC
Firm Stance	Root	½	4	+0	+0	+15 Str to resist Shove; Block, Abort
Parry	Martial Block	½	4	+2	+2	Block, Abort
Power Strike	Offensive Strike	½	5	-2	+1	+4 DC
Reverse Slash	Defensive Strike	½	5	+1	+3	Weapon
Saber Lock	Weapon Bind	½	4	+1	+0	Bind, +10 Str
Saber Push	Shove	½	4	+0	+0	+15 Str to Shove
Toppling Strike	Takedown	½	3	+1	+1	Weapon, Target Falls

Niman

Name	Maneuver	Phase	Pts	OCV	DCV	Damage/Effect
Dodge	Martial Dodge	½	4	—	+5	Dodge, Affects All Attacks, Abort
Parry	Martial Block	½	4	+2	+2	Block, Abort
Saber Lock	Weapon Bind	½	4	+1	+0	Bind, +10 Str
Slash	Martial Strike	½	4	+0	+2	+2 DC
Sun Djem	Martial Disarm	½	4	-1	+1	Disarm, +10 Str

Juyo

Name	Maneuver	Phase	Pts	OCV	DCV	Damage/Effect
Downward Slash	Sacrifice Strike	½	5	+1	-2	+4 DC
Jung ma	Fast Strike	½	4	+2	+0	+2 DC
Parry	Martial Block	½	4	+2	+2	Block, Abort
Power Strike	Offensive Strike	½	5	-2	+1	+4 DC
Slash	Martial Strike	½	4	+0	+2	+2 DC
Toppling Strike	Takedown	½	3	+1	+1	Weapon, Target Falls

Unarmed Teciniques

Despite the popular misconception of being “married to their lightsabers”, the Jedi are not just masters of saber combat. From their earliest days of training, Jedi are taught several unarmed techniques that are used to train the mind and body before ever picking up a lightsaber, and many Jedi continue this training as an addendum to their saber training. Most of these styles concentrate on grabs, throws, and locks rather than punches or kicks, although some incorporate a few simple punches or kicks to round them out.

Following is a generic list of suitable maneuvers for an unarmed Jedi style that Younglings might be taught to prepare them for the later rigors of weapons training.

Maneuver	Phase	Pts	OCV	DCV	Damage/Effect
Defensive Throw	½	3	+1	+1	Block, Target Falls
Joint Lock/Throw	½	4	+1	+0	Grab One Limb, 1d6 NND, Target Falls
Legsweep	½	3	+2	-1	STR +1d6 Strike, Target Falls
Martial Block	½	4	+2	+2	Block, Abort
Martial Disarm	½	4	-1	+1	Disarm, +10 STR to Disarm Roll
Martial Escape	½	4	+0	+0	+15 vs Grabs
Martial Grab	½	3	-1	-1	Grab Two Limbs, +10 STR for Holding On
Martial Strike	½	4	+0	+2	STR +2d6 Strike
Martial Throw	½	4	+0	+1	STR +v/5, Target Falls
Reversal	var	4	-1	-2	STR +15 to Escape, Grab Two Limbs