

# STAR WARS®

ROLEPLAYING GAME

## *Hero's Guide* Web Enhancement

Lightsaber Forms and the Fallanassi

By Rodney Thompson and JD Wiker



DESIGN  
RODNEY THOMPSON AND JD WIKER

EDITING  
RAY AND VALERIE VALLESE

TYPESETTING  
NANCY WALKER

WEB PRODUCTION  
JULIA MARTIN

WEB DEVELOPMENT  
THOM BECKMAN

ART DIRECTION  
ROB RAPER

LUCAS LICENSING EDITOR  
MICHELLE VUCKOVICH

STAR WARS RPG DESIGN MANAGER  
CHRIS PERKINS

VICE PRESIDENT AND DIRECTOR OF RPG R&D  
BILL SLAVICSEK

U.S., CANADA  
ASIA, PACIFIC, & LATIN AMERICA  
Wizards of the Coast, Inc.  
P.O. Box 707  
Renton WA 98057-0707  
Questions? 1-800-324-6496

EUROPEAN HEADQUARTERS  
Wizards of the Coast, Belgium  
P.B. 2031  
2600 Berchem  
Belgium  
+32-70-23-32-77

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## Variant Lightsaber Forms

Though the seven lightsaber forms discussed in the *Hero's Guide* are the most commonly accepted fighting styles, a few other styles exist that are considered fringe and are not formally recognized as full-fledged forms.

Sokan is a style that focuses on mobility and evasion as a part of lightsaber dueling. Originating during the great wars with the Sith Empire, the style often led to lightsaber duels that spanned large amounts of terrain as they ran their course. In the time just before the Clone Wars, Sokan warriors integrated many elements of Master Yoda's highly kinetic use of Form IV into their own ancient techniques to create a blend of styles that relies on mobility and agility. The style encompasses everything from quick, darting movements to smooth tumbles and strikes that arc toward the vital areas of an opponent's body.

The variant form known as Shien is a rarely seen style that, while effective, is almost a topic of controversy among lightsaber masters due to the drastically different grip taught by practitioners of the form. The style calls for the Jedi to hold the lightsaber horizontally with the tip of the blade out away from the body, and all strikes are made by sweeping the arm forward as though throwing a punch while whipping the blade forward quickly in a broad arc. Adi Gallia was one of the few Jedi around the time of the Clone Wars known to actively practice the form, as was the Anzati Jedi called Nikkos Tyriss.

Another uncommon form called Niman is a style often taught in the Jedi Order but rarely mastered by more than a few Jedi each generation. Niman teaches the use of two lightsabers simultaneously, which can be used as a pair of offensive weapons, or as an offensive weapon and a parrying blade. Many Jedi study the basics of Niman, and such rudimentary training has often been the edge needed to prevail over a foe.

### Sokan Mastery (Force Feat)

You are skilled in Sokan lightsaber combat, using your mobility and agility to penetrate an enemy's defenses.

**Prerequisites:** Base attack bonus +8, Dodge, Exotic Weapon Proficiency (lightsaber), Mobility, Spring Attack.

**Benefit:** When wielding a lightsaber you may move through, within, or away from a threatened area without drawing an attack of opportunity a number of times as determined by the following table:

Jedi Level	Times Per Day
1st–5th	1
6th–10th	2
11th–15th	3
16th–20th	4

### Shien Mastery (Force Feat)

You are skilled in Shien lightsaber combat and practice an unorthodox method of holding the lightsaber to perform long, sweeping strikes to take down several enemies at a time.

**Prerequisites:** Base attack bonus +8, Cleave, Exotic Weapon Proficiency (lightsaber), Great Cleave, Power Attack.

002

HERO'S GUIDE WEB ENHANCEMENT

**Benefit:** You may make a single extra Attack of Opportunity each round when wielding a lightsaber.

**Special:** When using the Cleave or Great Cleave feats with a lightsaber, you may take a 2-meter step between each attack a number of times equal to your Dexterity bonus.

### Niman Mastery (Force Feat)

You are skilled in Niman lightsaber combat and can wield two lightsabers simultaneously with great speed and deadliness.

**Prerequisites:** Base attack bonus +8, Ambidexterity, Exotic Weapon Proficiency (lightsaber), Improved Two-Weapon Fighting, Two-Weapon Fighting.

**Benefit:** When fighting with two lightsabers, the off-hand lightsaber is always considered a light weapon for the purposes of determining the penalty for fighting with two weapons.

**Special:** A character with this feat using the Off-Hand Parry feat with a lightsaber gains an additional +1 bonus to Defense.

## Fallanassi

The Fallanassi tradition is unusual in that its members do not even acknowledge the existence of the Force as it is thought of by the majority of the galaxy. Instead, they believe in what they call the White Current.

The White Current is assumed by non-Fallanassi to be simply another way of looking at the Force, as it exhibits many of the same qualities. The Fallanassi, however, believe that it has profoundly different properties. The Fallanassi don't even believe in channeling energy the way other traditions tap into the Force, but rather "immerse" themselves in the White Current using passive techniques. The concept of "using" the Force is almost completely foreign to them, just as their analogy that dipping into the White Current is like a swimmer diving into a rushing river is incomprehensible to a Jedi.

According to all that's known about the Fallanassi, the tradition is very old, possibly older than the Republic itself. However, unlike other Force traditions that attempt to recruit new members to their organization, the Fallanassi have dedicated themselves almost completely to hiding their existence from the galaxy at large. As such, no records of their existence were even written until Luke Skywalker encountered them many years after the fall of the Empire.

Secrecy being one of their main concerns, the Fallanassi rarely if ever take part in large-scale events that could possibly uncover their existence. They avoid major events at all costs and are as likely to turn their backs on any conflict to protect their own interests as they are to flee with everything they own.

The Fallanassi are primarily Human, though non-Humans have occasionally been brought into the fold. Their communities are small and scattered, and out of necessity the entire group is mobile. They could almost be considered a nomadic people, except for the fact that their movement is not based on the expenditure of resources, but rather on the preservation of their own secrecy.

The Fallanassi constantly keep watch for anyone or anything that might threaten their privacy. Their efforts were successful until, out of necessity, they were forced to contact Luke Skywalker. Graciously, Master Skywalker recorded minimal information about the Fallanassi in his report back to the New Republic and, aside from their sheer existence, revealed almost nothing about their ways or powers.

### Fallanassi Philosophy

To the Fallanassi, the Force is a flowing river rather than an energy field. They believe they must immerse themselves in this river rather than attempt to use the Force like a tool, and this means of accessing the White Current has affected every aspect of their lifestyle and philosophy.

Above all, the Fallanassi treasure their privacy and take great measures to preserve it. They believe in keeping to themselves and allowing the galaxy to move around them without ever being moved themselves. They are pacifistic and almost never raise a hand, much less use the Force, against another being. The Fallanassi have a reactive, rather than proactive, outlook on the universe and are content to go about their daily lives in isolated communities while the galaxy changes and progresses around them.

### Force Tradition

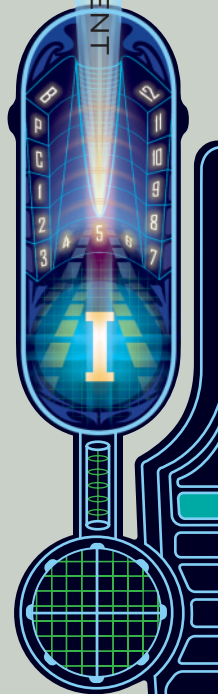
Nearly every member of a Fallanassi community is Force-sensitive, and the knowledge and training associated with the White Current is passed down from parent to child. The tradition as a whole has no goals other than remaining hidden and continuing its own line. This leads some to believe that the Fallanassi are simply isolationists who use their knowledge of the White Current as a means to that end.

While this is somewhat true, the Fallanassi would argue that their philosophy is the result of seeing the turmoil brought into the galaxy by those who use the Force for their own personal gain. While the Fallanassi do little beyond teaching their own children and moving from place to place, they have been known to send a single representative out into the galaxy at large to discern any threats to their existence and report back if the need to change location once again arises.

### Training

Since immersing oneself in the White Current is a very passive process, most early years of the Fallanassi training revolves around letting go of one's inhibitions and preconceptions and learning to surrender oneself to the White Current. Letting the flow of the White Current envelop oneself is a difficult concept for many to grasp. As dangerous as the galaxy is, most beings are raised to believe that if you do not have control over your own destiny, you will be swept up in the destinies of others.

After immersion in the White Current can be achieved with relative ease, students of the Fallanassi learn to use the myriad techniques available to them in the protection and concealment of the community. However, the training of a Fallanassi is almost never complete, as the ebb and flow of



the White Current frequently takes one who has immersed herself down paths of new knowledge and understanding.

### Force Powers

The most useful ability displayed by the Fallanassi is their talent for complete immersion in the White Current. This not only conceals them in the Force from other beings but also hides them from sight as well, making them completely invisible to the naked eye and to electronic sensors.

Fallanassi can create incredibly advanced illusions. The White Current allows them to make reflections of themselves in the form of “doppelgangers”—illusory duplicates of the Fallanassi who create them. Beyond that, the Fallanassi teach some limited healing talents but abhor the use of the Force to harm other living beings.

### Force Tradition Feats

The following feat is associated with the Fallanassi Force tradition.

#### Doppelganger (Force Feat)

You can create an illusory duplicate of yourself.

**Prerequisite:** Force-Sensitive, Alter, Control.

**Benefit:** You can create an advanced illusion (as per the Force skill Illusion) that moves, acts, sounds, and behaves like you. To create the doppelganger, make an Illusion check. The DC is determined as normal.

Unlike a normal illusion, you have a special connection with the doppelganger. You see what your doppelganger sees, you hear what your doppelganger hears, and you can speak through its mouth.

You can pick up an object using the doppelganger; doing so is a free action and requires a successful Move Object check. Also, you may redirect any Sense-based skill checks made against the doppelganger to act as though they were made against you directly. For example, a Telepathy check directed at the doppelganger can be directed toward you instead.

## White Current Adept Prestige Class

Among the Fallanassi are those who excel at immersing themselves in the White Current, rising to high status within their communities. These adepts are quite powerful in their own way but use their abilities for the good of their people rather than their own personal gains. Though a few Fallanassi have fallen to the dark side and chosen to use the White Current for selfish reasons, the elders take great precautions in training their offspring while continuing their own education at the same time.

### Requirements

To qualify to become a White Current adept, a character must fulfill the following criteria:

**Skills:** Affect Mind 4 ranks, Force Stealth 8 ranks, Illusion 6 ranks.

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

**Special:** White Current adepts must be raised and trained by the Fallanassi.

### Game Rule Information

**Vitality:** A White Current adept gains 1d6 vitality points per level. The character’s Constitution modifier applies.

### Class Skills

The White Current adept’s class skills (and the key ability for each skill) are Bluff (Cha), Craft\* (Int), Diplomacy (Cha), Disguise (Cha), Hide (Dex), Knowledge\* (any) (Int), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), and 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) and Knowledge (alien cultures).

**Skill Points at Each Level:** 6 + Int modifier.

### Class Features

The following are features of the White Current adept prestige class.

#### Starting Feats

The White Current adept gains the following feat:

Weapon Group Proficiency (simple weapons)

#### Immersion

Starting at 2nd level, a White Current adept may vanish from sight and from Force-based detection as a full-round action. To do so, the White Current adept must succeed at a Hide check, opposed by the Spot checks of those who would normally see her. The White Current Adept gets a bonus to her Hide check equal to her level in this prestige class. The immersion ends if she touches (or is touched by) another living being, makes a noise (or otherwise announces her presence), disturbs an object, or attempts to affect her environment.

Immersion costs 2 vitality points per round.

#### Read/Write Fallanassi Script

The Fallanassi use a unique form of script for leaving hidden messages that is visible only to Force-users. At 3rd level, the White Current adept may read and write in the secret script of the Fallanassi. By making a See Force check (DC 15) and spending 1 vitality point, the White Current adept may write a short message (50 words or less) on a

TABLE I: THE WHITE CURRENT ADEPT

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+2	Starting feats	+1	+0
2nd	+1	+1	+2	+3	Immersion	+2	+0
3rd	+2	+2	+2	+3	Read/write Fallanassi script	+2	+0
4th	+3	+2	+2	+4	Hidden powers	+2	+0
5th	+3	+3	+3	+4	Immerse another	+3	+0

solid object. Any Force-user making a See Force check (DC 15) can see the message, but only those with this ability can read it.

### Hidden Powers

The White Current adept must be able to maintain the secrecy of her community's existence while still delving into the source of her abilities. Once per day, she may use one Force skill while remaining under the effect of Force Stealth. Using the Force skill does not make it impossible to mask connection to the Force, and her use of Force Stealth is unaffected by the use of the Force skill.

### Immerse Another

At 5th level, when using the immersion class ability, the White Current adept may apply its effects to one other being in addition to herself. She must be in physical contact with the other being. The vitality point cost of the immersion is doubled.

## About the Authors

Rodney Thompson is a freelance writer and developer from Chattanooga, TN. In addition to working on the *Star Wars Roleplaying Game* line, he is a member of the *Spycraft/Shadowforce Archer* Design Team for Alderac Entertainment Group and full-time webmaster of the SWRPGNetwork website. Rodney's work also appears in the pages of *Dungeon/Polyhedron* magazine for both the *Star Wars* and d20 Modern games.

JD Wiker worked in Wizards of the Coast's RPG R&D department on the ALTERNITY line, including the DARK\*MATTER campaign setting, before joining the fledgling *Star Wars Roleplaying Game* design team. Some of JD's *Star Wars* titles include the core rulebook, *The Dark Side Sourcebook*, *The New Jedi Order Sourcebook*, and the *Power of the Jedi Sourcebook*. JD is currently freelancing, while also working as president of The Game Mechanics, a d20 design studio.

