

# THE CONSULAR

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**T**he Consular's six career skills are **Cool**, **Discipline**, **Knowledge (Education)**, **Knowledge (Lore)**, **Leadership**, and **Negotiation**. A Consular automatically gains a rank in three of these skills without spending experience, as well as a discount on increasing them with future experience points. **The Consular begins play with a Force rating of 1.**

## A CONSULAR'S ROLE

The Consular focuses on the goal of achieving peace and harmony through positive discourse. Followers of this career try to avoid physical conflict whenever possible. Instead, they have faith in the Force to fuel basic compassion in all sentient beings. They believe that it is always more effective to have an intelligent discussion about a problem and then solve it through negotiations and other peaceful means than to engage in conflict to resolve it. They are opposed to needless violence but know that when confronting true evil, they must be willing to take decisive action. A Consular prides himself in knowing when to speak words of peace, and when the time for words is over.

Followers of this career are not Jedi Consulars of the now-fallen Republic, but they do embrace some of the same philosophies and practices. During the time of the Galactic Civil War, Consulars are a relatively rare breed. Imperial negotiations are most commonly handled through a position of vastly superior military might. Consequently, the Empire has little use for their peaceful approaches.





In contrast, the Rebel Alliance has a far greater need for Consulars. As the various smaller Rebel groups come into contact with one another, they need negotiators capable of building a foundation for an alliance. Consulars have helped build the foundations for the fight for freedom, bringing groups of diverse backgrounds and needs together and joining them in common cause against injustice.

Even as the Rebel Alliance becomes a well-established entity, the need for Consulars continues. Maintaining the Rebellion's push against the Empire requires assistance from a broad range of different groups. Consulars are capable of working with planetary governments—and even large corporations—to procure the equipment necessary to maintain and grow the Rebellion. They are also instrumental in persuading worlds to risk attempts at throwing off the shackles of the Empire.

Of course, not every Consular has necessarily played a role on the galactic stage. In fact, many help settle disputes closer to home, in small villages or planetary governments. Most Consulars see helping two feuding families find peace to be as rewarding as convincing an entire world to join the fight against the Empire.

Beginning characters—particularly those who are cognizant of their Force abilities—are most likely to have learned their techniques from relatively obscure traditions. Alternatively, characters who do not recognize their abilities could be extremely competent negotiators, such as accomplished political, religious, and business leaders. Any of these individuals might unwittingly tap into their Force abilities during the course of their work. This could provide the basis for a character who denies any knowledge of Force techniques while simultaneously depending on them.

## CONSULAR SPECIALIZATIONS

Those who select the Consular career must choose at least one of the following specializations. While each of these employ different techniques, all remain true to the Consular's overall goal of forging peace and understanding while standing against evil and injustice.

### HEALER

Consulars are often drawn to their career by a strong sense of compassion. In many, this is expressed by a desire to mitigate bodily harm and cure the sick. A Healer trains to do so, recognizing that helping the individual can be just as important as helping the entirety of galactic civilization.

Healers gain access to the additional career skills of **Discipline**, **Knowledge (Education)**, **Knowledge (Xenology)**, and **Medicine**. If this is the character's starting specialization, he may choose two of these

skills and gain one free rank in each without spending starting experience.

For some physicians, healing is focused entirely on the problems of the body. They treat injuries with a detached, clinical approach. A Healer, however, is driven by compassion and affinity with the Force. Because of this, a Healer takes a holistic approach toward medicine. Many Healers learn techniques that use the Force to fuel the body's natural recuperative abilities—sometimes transforming a potentially lethal injury into one that is survivable. They also seek to calm and heal the wounded spirit just as thoroughly as healing the wounded physical form.

Many Healers have very strong philosophical convictions against physical violence. As they spend so much of their lives attempting to heal injuries, they can be extremely reluctant to inflict them. Consequently, those who study this specialization exclusively are less likely to gain abilities that are devoted to combat. Some Healers, however, can take the time to develop defensive techniques, believing that dangerous situations are often the ones in which they are most needed.

### NIMAN DISCIPLE

Even the most accomplished of negotiators can see negotiations fail and come to violence. In the time of the Republic, many Jedi peacemakers trained with the lightsaber to prepare themselves for that eventuality. Today, Consulars who wish to do the same can focus on self-defense and gain a working knowledge of lightsaber combat by following the path of the Niman Disciple.

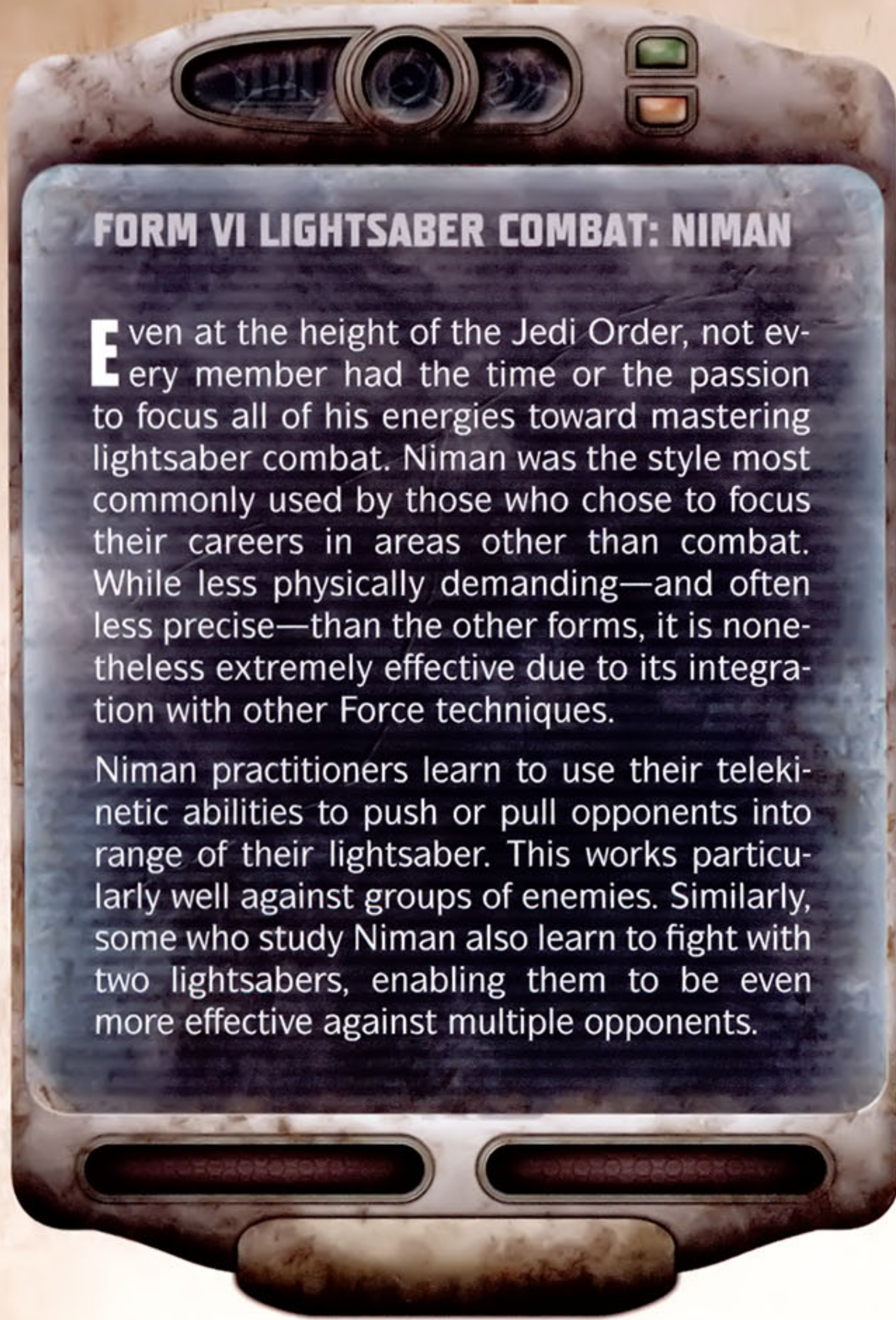
Niman Disciples gain the additional career skills of **Discipline**, **Leadership**, **Lightsaber**, and **Negotiation**, and if this is the PC's starting specialization, the PC gains one rank in each of two of these skills. They remain focused on working with groups of individuals to come to a peaceful accord, but they acknowledge that the road to that accord may be fraught with danger. These skills can make surviving in a treacherous environment much more possible.

Due to Consulars' naturally compassionate nature, this path centers on developing defensive measures in concert with negotiation techniques. In general, the associated combat techniques are focused on survival and defense instead of attack. Also, due to the Consular's emphasis on mental discipline and self control, the Niman Disciple puts more emphasis on integrating his Force abilities into his fighting style, using the Force as his ally to defeat dangerous foes.

### SAGE

Many Consulars know the universal truth: knowledge is power, and understanding a situation can give one a decisive advantage. This holds just as true when resolving disputes or negotiations as it does on the





## FORM VI LIGHTSABER COMBAT: NIMAN

Even at the height of the Jedi Order, not every member had the time or the passion to focus all of his energies toward mastering lightsaber combat. Niman was the style most commonly used by those who chose to focus their careers in areas other than combat. While less physically demanding—and often less precise—than the other forms, it is nonetheless extremely effective due to its integration with other Force techniques.

Niman practitioners learn to use their telekinetic abilities to push or pull opponents into range of their lightsaber. This works particularly well against groups of enemies. Similarly, some who study Niman also learn to fight with two lightsabers, enabling them to be even more effective against multiple opponents.

battlefield. A Sage focuses on studying the world around him, recognizing that information offers tremendous advantages to himself and his allies. He then uses that power to help change the hearts and minds of others to achieve his goals.

Equal parts scholar and diplomat, Sages gain the additional career skills **Astrogation**, **Charm**, **Cool**, and **Knowledge (Lore)**. If this is a PC's first specialization, the PC gains one rank in each of two of these skills. Sages see knowledge and understanding as the basis for long-term peace and harmony. It is their belief that hatred often springs from ignorance. When a sentient comes to appreciate the backgrounds of another being's beliefs and practices, it becomes far easier not only accept that being but to feel compassion for him.

Some researchers may become lost in their academic pursuits, obsessing over dry facts while blind to the plight of the weak and helpless. Not so a Sage, who maintains connections to those around him via the Living Force. The Force provides a means of grounding Sages' studies so that they keep what they learn in perspective, always mindful of how they can use their knowledge to help others.

## CONSULAR STORIES

Consulars can emerge from nearly anywhere in the galaxy. Often, those who have escaped suffering maintain a strong sense of compassion for those who

remain in need. Beings from more luxurious backgrounds may also feel the need to help the less fortunate. Sometimes, the Force can serve as a guide, drawing the right person instinctually to the path of the Consular.

- **Duty:** Some who undertake the role of a Consular do so because they believe no one else is capable of performing the task as well as they can. In many cases, this is a sign of characters who recognize his natural affinity for the Force. Such individuals know how rare that ability can be and thus feel an obligation to be a Consular and embrace the Force.
- **Compassion:** Characters who have an affinity for the Force are often also particularly empathetic. They can feel the suffering of those nearby and at times can recognize emotional turmoil from a very great distance. Many who have this natural sensitivity live their lives trying to comfort others, as they simply cannot tolerate the idea that other sentients must suffer. Such characters may go to great lengths in order to help others. In some cases, the character may have worked hard to learn the abilities necessary in order to be helpful. Others act more impulsively, simply traveling to a place where they can offer aid, depending entirely upon the Force to guide them.
- **Understanding:** Individuals who have spent much of their lives studying a situation often long for an opportunity to put their knowledge into action. In some cases, this wish can be fulfilled when the character discovers that he has critical knowledge that could transform a situation. Those who are able to put that information to practical use could become Consulars, particularly if they feel that they have been compelled by the Force to choose their particular field of study. In some cases, their natural affinity might then guide them to a situation where they can best exploit their knowledge.
- **Hope:** The Force is present throughout the galaxy, even in the bleakest of places. Sometimes, sentient beings who dwell in abject squalor can become inspired in ways that can transform their worlds. Those with Force affinity can at times overlook the challenges they face and dare to dream of a better existence. By exploiting their connections to the Force, they may be able to convince their neighbors to also ignore their difficulties and work together for the common good. A series of negotiations under such dire conditions can be enough to launch a character onto the Consular's path.



# CONSULAR: Healer

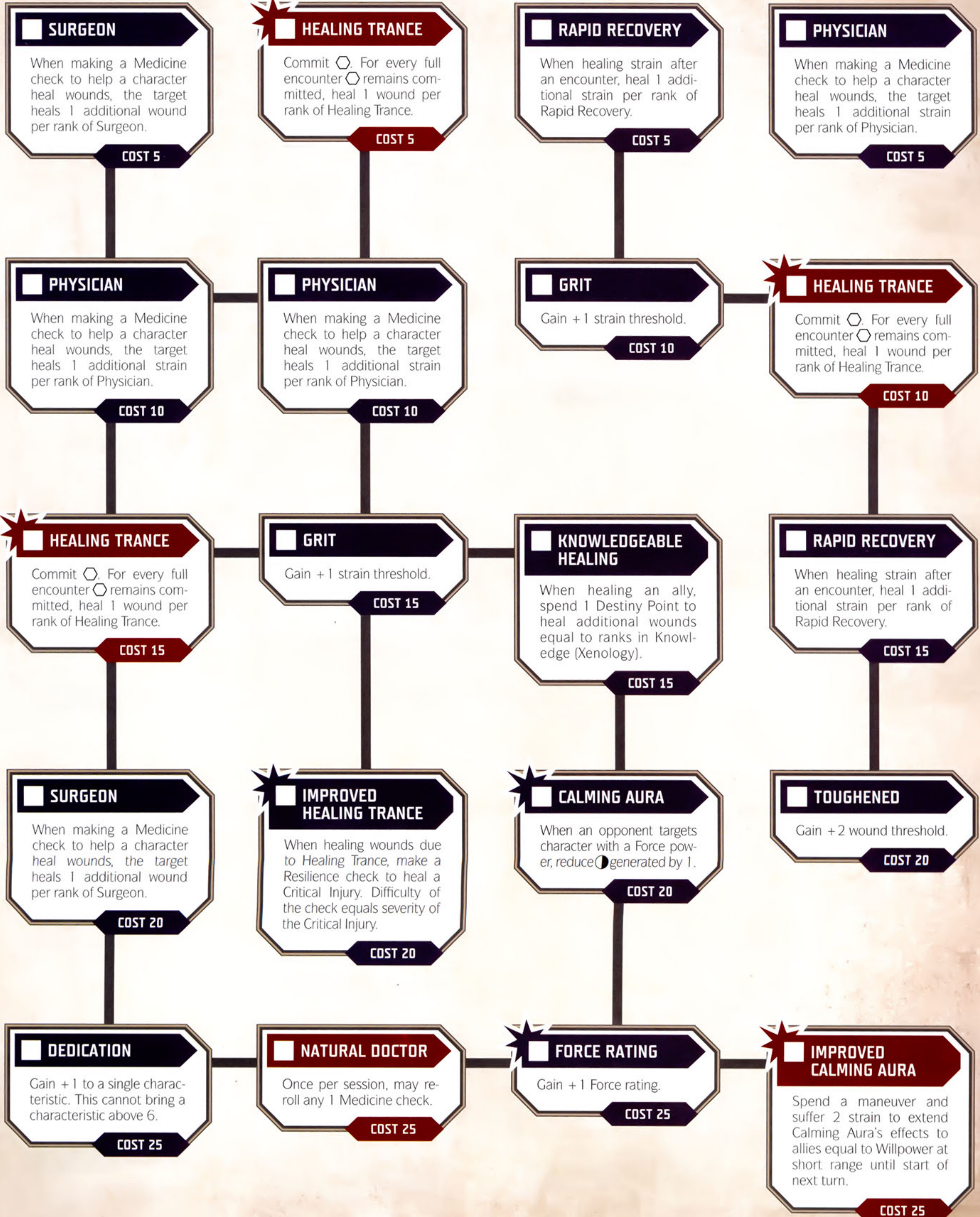
Career Skills: Cool, Discipline, Knowledge (Education), Knowledge (Lore), Leadership, Negotiation

Additional Career Skills: Discipline, Knowledge (Education), Knowledge (Xenology), Medicine

ACTIVE

PASSIVE

FORCE TALENT





# CONSULAR: Niman Disciple

Career Skills: Cool, Discipline, Knowledge (Education), Knowledge (Lore), Leadership, Negotiation

Additional Career Skills: Discipline, Leadership, Lightsaber, Negotiation

ACTIVE

PASSIVE

FORCE TALENT





# CONSULAR: Sage

Career Skills: Cool, Discipline, Knowledge (Education), Knowledge (Lore), Leadership, Negotiation

Additional Career Skills: Astrogation, Charm, Cool, Knowledge (Lore)

ACTIVE

PASSIVE

FORCE TALENT

