

THE MYSTIC

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The Mystic's six career skills are **Charm, Coercion, Knowledge (Lore), Knowledge (Outer Rim), Perception, and Vigilance.** A Mystic automatically gains a rank in three of these skills without spending experience and gains a discount on increasing them with future experience points. **A Mystic begins play with a Force rating of 1.**

A MYSTIC'S ROLE

Characters who follow the Mystic career are typically born to accept this mantle. From the time they first open their eyes, a strong connection to the Force colors their perception of the world surrounding them. They constantly perceive the ebb and flow of its energies between all living things. To many Mystics, the Force is as important a guide and mentor as their family and trusted friends. It teaches them to trust their instincts more than any training or instruction, for those instincts come from the Force.

Because Mystics dwell so deeply in the Force, they often learn to master a broad range of Force powers. Training and practice can, of course, enhance their aptitude, but not all of them require a teacher. Rather, many Mystics simply intuit their powers through experience and their connection to the Force. Many Mystics accept this as the natural way of things. They strongly believe that the Force guides and provides for them as long as they remember to remain open and aware of its presence.

Many Mystics come from a culture where their connection to the Force has made them a person of importance. In some instances, they might have served as an advisor or even a magistrate. In other cases, their role could have been more religious or shamanic. They are likely to expect a certain degree of deference because of their previous experiences. This means many Mystics develop a powerful charisma and captivating



presence. Some Mystics come by this naturally, able to convince others of what they have seen using soft words and persuasive arguments. Others work tirelessly to develop these personality traits, knowing that a compliment (or even a lie) in the right ear at the right time can quickly advance their goals.

MYSTIC SPECIALIZATIONS

Each of the specializations of the Mystic career are linked to Mystics' natural comfort with the Force and natural or cultivated charisma. Their assurance and confidence flows from the Force and, through the Force, Mystics know they can guide others to a desired outcome.

ADVISOR

Not everyone who is skilled in the ways of the Force seeks to hold a position of tremendous authority. In fact, some believe they would find it too easy to abuse their unique abilities if they placed themselves in a position of leadership. Instead, they choose to accept the Advisor's role to ensure they cannot be corrupted by the lure of power. Others feel their advice too valuable to limit to one planet or region and wander the stars, sowing the guidance of the Force wherever they might go. Socially adept and Force-sensitive characters with either of these philosophies can be excellent fits for the Advisor specialization.

Advisors acquire **Charm**, **Deception**, **Negotiation**, and **Streetwise** as additional career skills. 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. This combination enables Advisors to take a very pragmatic approach in working with others and offering them the guidance of the Force. An accomplished Advisor can quickly analyze the risks of a situation and then, using the necessary tools, influence the involved parties so that a desired outcome is rapidly achieved. A less scrupulous individual with these techniques could become a successful con artist. Advisors must be careful to avoid that fate.

Some Advisors attach themselves to a planetary government, helping to shape the rule of law and ensure fairness and justice for all. Many popular rulers have had wise Advisors at hand, helping ensure their policies do the most good for the greatest number. Other Advisors choose to work in less glamorous roles—often among the poor and the desperate. There, they try to counsel and guide individuals in dire straits, sometimes providing salvation to those who have lost all hope.

MAKASHI DUELIST

The presence and showmanship that can come naturally to all Mystics reflects itself in the way of a duelist.

For practitioners of Makashi, dominating a combat through one's presence is just as important as dominating it through martial prowess, and the Makashi Duelist is the ultimate expression of that art.

Makashi Duelists acquire **Charm**, **Cool**, **Coordination**, and **Lightsaber** as additional career skills. 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. This combination reflects the showmanship and presentation so intrinsic to the duelist's art. A true Makashi Duelist must always fight with poise and grace, never showing the slightest strain and keeping complete control over his facial expressions and his body's most minute movements.

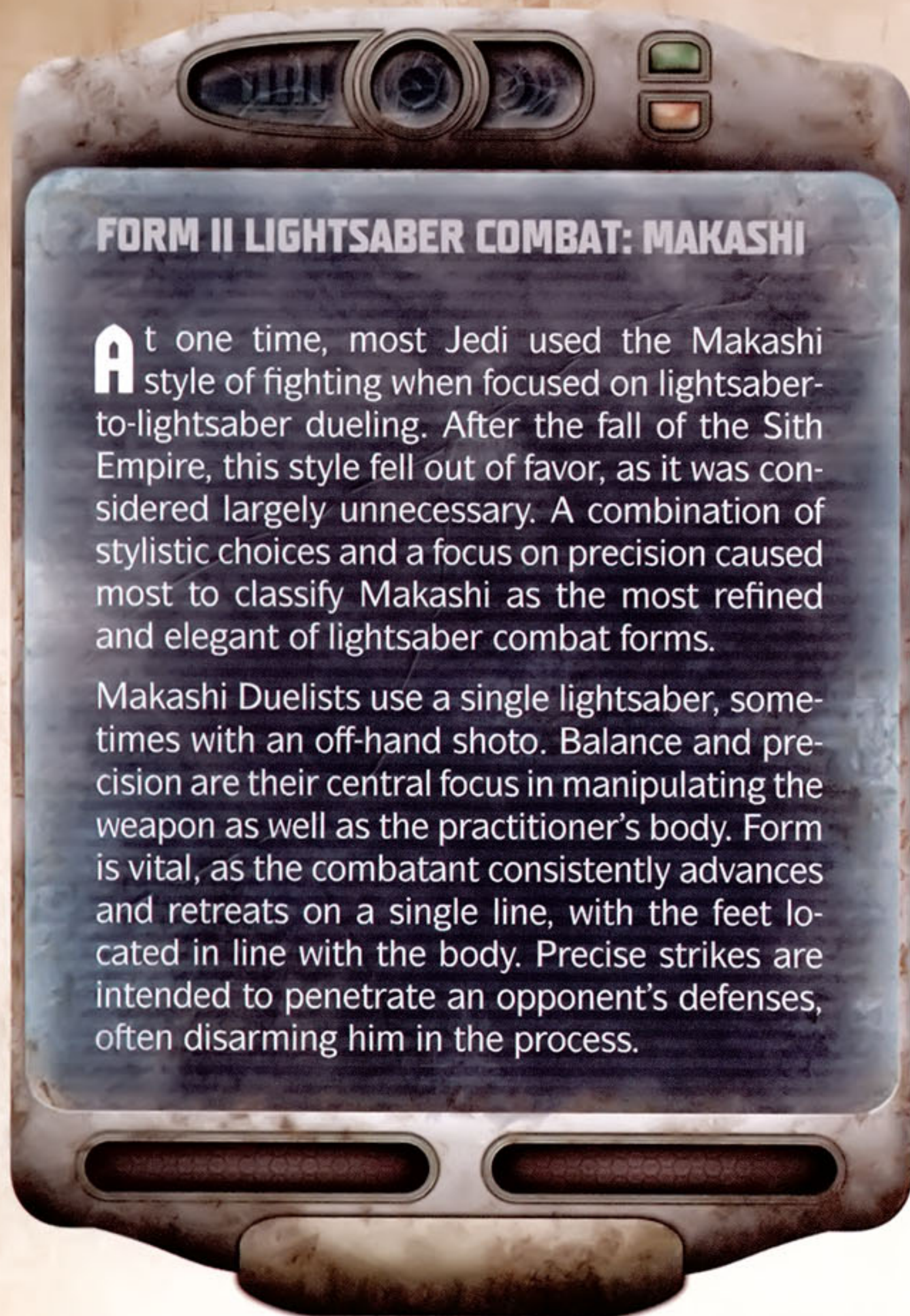
Though some detractors may dismiss this fighting style as overly foppish and vain, a Makashi Duelist remains an exceptionally potent combatant. Those detractors forget that the Makashi form was developed to fight against other lightsaber-armed opponents. At its heart, Makashi focuses on one goal: to meet an enemy with a sword or lightsaber and slay him. A true Makashi Duelist never loses sight of this goal, and all his flourishes and feints are but means to an end. Movements that work to deflect and exhaust an opponent—particularly if the foe is not prepared for battle with a Force-sensitive—can soon leave an enemy frustrated with the entire experience. As the opponent becomes increasingly worn down, the Makashi Duelist soon finds an opportunity to exploit the foe's exhaustion.

A Makashi Duelist's force of personality, rather than natural athleticism, often drives his combat technique. Elements of personal flair become an effective means of disorienting and distracting an opponent during a battle. Sometimes a verbal misdirection can be every bit as effective as a physical one, leaving an opponent open to a single master stroke.

SEER

Some individuals are able to remain constantly aware of the Force's presence, even as they go about their daily lives. They recognize its influence in the subtlest of ways. For them, minor ripples in the Force reveal deep meanings and forewarn of critical events far in the future. However, this quantity of information—particularly in environments filled with other sentients—can become overwhelming. Because of this, many who follow the path of the Seer choose to live lives of relative isolation, far from crowded towns and cities.

Seers acquire **Discipline**, **Knowledge (Lore)**, **Survival**, and **Vigilance** as additional career skills. 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. Successful Seers



FORM II LIGHTSABER COMBAT: MAKASHI

At one time, most Jedi used the Makashi style of fighting when focused on lightsaber-to-lightsaber dueling. After the fall of the Sith Empire, this style fell out of favor, as it was considered largely unnecessary. A combination of stylistic choices and a focus on precision caused most to classify Makashi as the most refined and elegant of lightsaber combat forms.

Makashi Duelists use a single lightsaber, sometimes with an off-hand shoto. Balance and precision are their central focus in manipulating the weapon as well as the practitioner's body. Form is vital, as the combatant consistently advances and retreats on a single line, with the feet located in line with the body. Precise strikes are intended to penetrate an opponent's defenses, often disarming him in the process.

must be able to maintain focus on daily life even as they also observe the Force. They must learn to recognize a broad range of subtle signs. They must also be prepared to dwell in a potentially hostile environment, apart from civilization, so that they can be spared from information overload.

Among Force-sensitive individuals, Seers are arguably the ones who feel the strongest sense of guidance from the Force. Dwelling within the Force at all times, they can recognize even minor ripples and follow them to their source to stop a small problem from turning into a major crisis. Similarly, they may recognize an event that occurs far away and advise those nearby to take action so they can be prepared well in advance of an upcoming crisis. Seers' abilities often give them insights into the future, guiding them to places and people who most need their wisdom and advice. This sometimes enables Seers to be in just the right place at the right time to take action that proves to be pivotal.

The challenge for many Seers is to know the best time to move into a civilized area. As their sensitivity can become muddled, they may miss a sign of great import. Consequently, some prefer to remain apart from society for as long as possible, depending on allies to carry their missives. Seldom, however, are others capable of communicating a warning as effectively as the Seer who initially sensed the danger.

MYSTIC STORIES

Mystics often emerge from isolated environments, where they have been able to hone their Force abilities from an early age. However, a Mystic's mindset and philosophy is often far more important than his personal history. In essence, his ability to sense the power of the Force and to communicate its message to others is the very heart of a Mystic.

- **Insights:** Individuals with a strong connection to the Force often view the world around them through its lens. This alternative perspective sometimes reveals information that is concealed from others. Whether recognizing that such individuals are using the Force or not, others can soon come to appreciate and even rely on their keen perception. The character's particular knack effectively drives him to the Mystic career.
- **Hereditary:** In some cultures, a Force-sensitive may play a critical role as a spiritual advisor to an entire community. Sometimes the role is hereditary, passed from parent to child. In other instances, the character might have been anointed as a successor from an early age due to evidence of unusual abilities. Typically, such individuals train from the time they can walk in preparation for assuming their position of authority upon the passage of their predecessor. This can thrust them into the Mystic career without ever having had another option.
- **Secrets:** Information can shape people and cultures. Understanding, or a lack of it, often drives belief systems as well as political structures. In some instances, a Force-sensitive character—and possibly the character's teacher—can be privy to information that is hidden from a wider culture. Through initiation into the ways of the Force, the character may discover facts that could completely transform his native culture. Strictures of training—or fear of cultural transformation—may compel the character to keep this information hidden. The trappings of this approach could reveal his career as a Mystic.
- **Foresight:** During times of deep meditation, even an untrained Force-sensitive can receive brief visions of possible futures. These visions—particularly if they are worrisome—can become a compelling element in the individual's life. Some might flee from these visions, attempting to find isolation from them. Others might try to direct peers to act in ways that could prevent unfortunate outcomes. In either of these cases, the character could begin to embrace the life of the Mystic as he uses the Force to provide others with guidance based on his divinations.

MYSTIC: Advisor

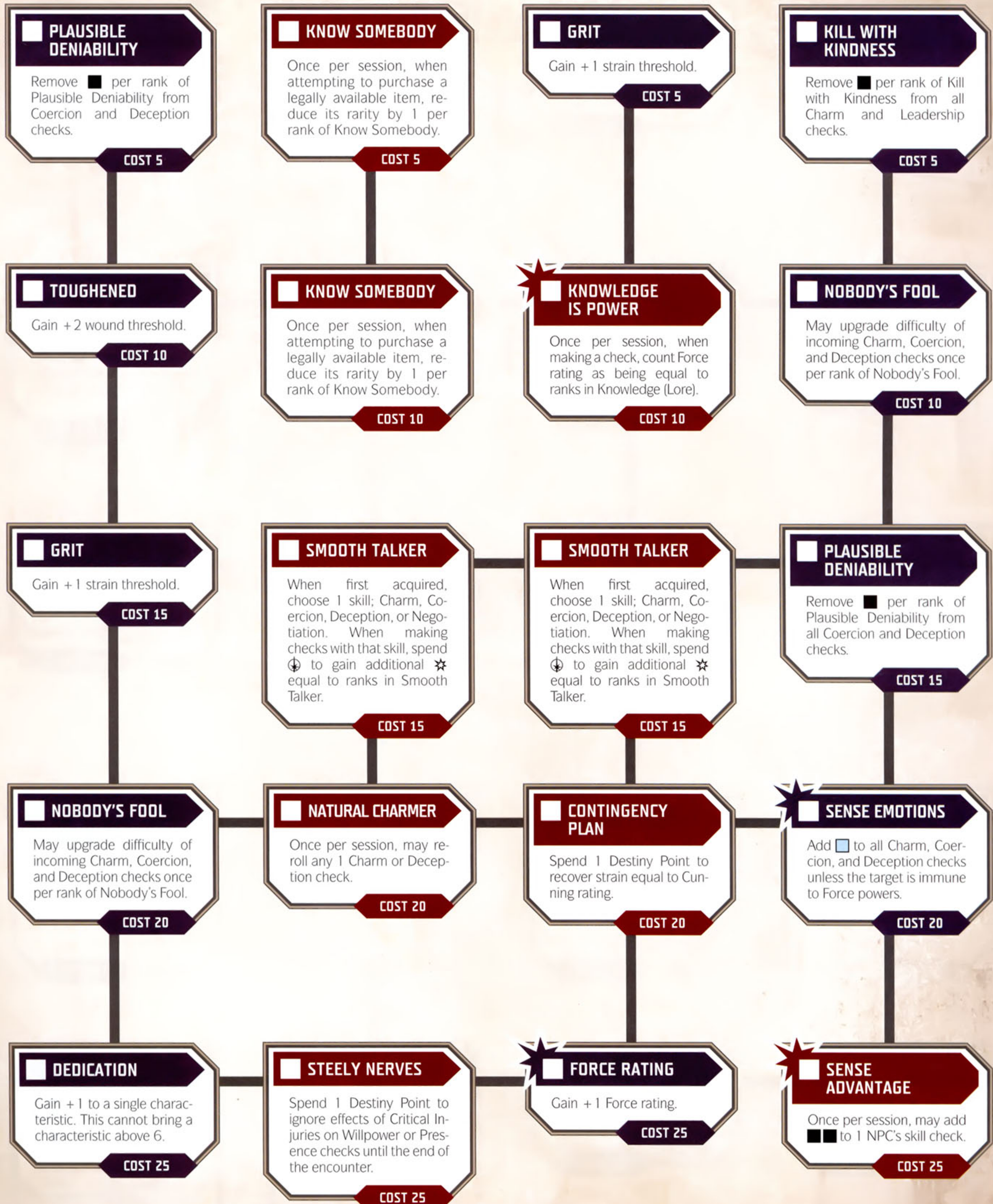
Career Skills: Charm, Coercion, Knowledge (Lore), Knowledge (Outer Rim), Perception, Vigilance

Additional Career Skills: Charm, Deception, Negotiation, Streetwise

ACTIVE

PASSIVE

FORCE TALENT



MYSTIC: Makashi Duelist

Career Skills: Charm, Coercion, Knowledge (Lore), Knowledge (Outer Rim), Perception, Vigilance

Additional Career Skills: Charm, Cool, Coordination, Lightsaber

ACTIVE

PASSIVE

FORCE TALENT




MYSTIC: Seer

Career Skills: Charm, Coercion, Knowledge (Lore), Knowledge (Outer Rim), Perception, Vigilance

Additional Career Skills: Discipline, Knowledge (Lore), Survival, Vigilance

 ACTIVE

 PASSIVE

 FORCE TALENT

