THE MYSTIC

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 for 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
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

- **PLAUSIBLE DENIABILITY**
  Remove 1 per rank of Plausible Deniability from Coercion and Deception checks.
  COST 5

- **KNOW SOMEBODY**
  Once per session, when attempting to purchase a legally available item, reduce its rarity by 1 per rank of Know Somebody.
  COST 10

- **TOUGHENED**
  Gain +2 wound threshold.
  COST 10

- **KNOW SOMEBODY**
  Once per session, when attempting to purchase a legally available item, reduce its rarity by 1 per rank of Know Somebody.
  COST 10

- **KNOWLEDGE IS POWER**
  Once per session, when making a check, count Force rating as being equal to ranks in Knowledge (Lore).
  COST 10

- **GRIT**
  Gain +1 strain threshold.
  COST 15

- **SMOOTH TALKER**
  When first acquired, choose 1 skill: Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend to gain additional equal to ranks in Smooth Talker.
  COST 15

- **SMOOTH TALKER**
  When first acquired, choose 1 skill: Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend to gain additional equal to ranks in Smooth Talker.
  COST 15

- **NOBODY’S FOOL**
  May upgrade difficulty of incoming Charm, Coercion, and Deception checks once per rank of Nobody’s Fool.
  COST 20

- **NATURAL CHARMER**
  Once per session, may re-roll any 1 Charm or Deception check.
  COST 20

- **CONTINGENCY PLAN**
  Spend 1 destiny point to recover strain equal to Cunning rating.
  COST 20

- **DEDICATION**
  Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
  COST 25

- **STEELY NERVES**
  Spend 1 destiny point to ignore effects of Critical Injuries on Willpower or Presence checks until the end of the encounter.
  COST 25

- **FORCE RATING**
  Gain +1 Force rating.
  COST 25

- **SENSE EMotions**
  Add 1 to all Charm, Coercion, and Deception checks unless the target is immune to Force powers.
  COST 25

- **FORCE TALENT**
  Remove 1 per rank of Force Talent from all Charm and Leadership checks.
  COST 30

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MYSTIC: Makashi Duelist
Career Skills: Charm, Coercion, Knowledge (Lore), Knowledge (Outer Rim), Perception, Vigilance
Additional Career Skills: Charm, Cool, Coordination, Lightsaber

- **GRIT**
  Gain +1 strain threshold.
  **COST 5**

- **RESIST DISARM**
  Suffer 2 strain to avoid being disarmed or have weapon damaged or destroyed.
  **COST 5**

- **PARRY**
  When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.
  **COST 10**

- **MAKASHI TECHNIQUE**
  Add +1 to Melee and Lightsaber checks when engaged with only one opponent.
  **COST 10**

- **FEINT**
  Spend +1 or +2 generated on a missed melee attack to upgrade difficulty of opponent’s next attack targeting character by ranks in Feint.
  **COST 10**

- **INTENSE PRESENCE**
  Spend 1 Destiny Point to recover strain equal to Presence rating.
  **COST 20**

- **IMPROVED PARRY**
  When parrying a hit that generated ⌣ or ⌣ ⌣, may hit attacker once with Lightsaber, Brawl, or Melee weapon (dealing base damage) after original attack resolves.
  **COST 20**

- **DEDICATION**
  Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
  **COST 25**

- **SUM DJEM**
  May spend ⌣ or ⌣ ⌣ with successful Lightsaber check to disarm opponent.
  **COST 25**

- **PARRY**
  When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.
  **COST 15**

- **DUELIST'S TRAINING**
  Spend +1 or +2 generated on a missed melee attack to upgrade difficulty of opponent’s next attack targeting character by ranks in Feint.
  **COST 15**

- **GRIT**
  Gain +1 strain threshold.
  **COST 5**

- **DEFENSIVE TRAINING**
  When wielding a Lightsaber, Melee, or Brawl weapon, the weapon gains the Defensive quality with a rating equal to ranks in Defensive Training.
  **COST 20**

- **MAKASHI FLOURISH**
  Once per encounter, perform Makashi Flourish action, make an ⌣ ⌣ ⌣ Lightsaber (Presence) check. If engaged opponent suffers strain equal to ⌣ ⌣ ⌣, and heal an equal amount of strain.
  **COST 25**

- **MAKASHI FINISH**
  Take the Makashi Finish action. Perform a Lightsaber (Presence) combat check against engaged target, adding ⌣ no greater than Force rating. Spend ⌣ to add +10 to any resulting Critical Injury rolls.
  **COST 25**
MYSTIC: Seer
Career Skills: Charm, Coercion, Knowledge (Lore), Knowledge (Outerrim), Perception, Vigilance
Additional Career Skills: Discipline, Knowledge (Lore), Survival, Vigilance

- **FORAGER**
  Remove up to 1 point from skill checks to find food, water, or shelter. Survival checks to forage take half the time.
  **Cost:** 5

- **UNCANNY REACTIONS**
  Add 1 per rank of Uncanny Reactions to all Vigilance checks.
  **Cost:** 5

- **GRIT**
  Gain +1 strain threshold.
  **Cost:** 5

- **EXPERT TRACKER**
  Remove 1 per rank of Expert Tracker from checks to find tracks or track targets. Decrease time to track a target by half.
  **Cost:** 5

- **RAPID REACTION**
  Suffer a number of strain to add an equal number of ⚫ to Initiative checks. Strain suffered cannot exceed ranks in Rapid Reaction.
  **Cost:** 10

- **KEEN EYED**
  Remove 1 per rank of Keen Eyed from Perception and Vigilance checks. Decrease time to search a specific area by half.
  **Cost:** 10

- **UNCANNY REACTIONS**
  Add 1 per rank of Uncanny Reactions to all Vigilance checks.
  **Cost:** 10

- **TOUGHENED**
  Gain +2 wound threshold.
  **Cost:** 10

- **SENSE DANGER**
  Once per game, remove 1 ⚫ from any 1 check.
  **Cost:** 15

- **GRIT**
  Gain +1 strain threshold.
  **Cost:** 15

- **FOREWARNINNG**
  Perform the Forewarning action. All allies within medium range increase defense by character’s Force rating until they act in the encounter.
  **Cost:** 15

- **PREEMPTIVE AVOIDANCE**
  May spend 1 Destiny Point to disengage from engaged enemy as an out-of-turn incidental.
  **Cost:** 15

- **FORCE RATING**
  Gain +1 Force rating.
  **Cost:** 20

- **SENSE ADVANTAGE**
  Once per session, may add 1 ⚫ to 1 NPC’s skill check.
  **Cost:** 20

- **THE FORCE IS MY ALLY**
  Once per session, may suffer 2 strain to perform Force power action as maneuver.
  **Cost:** 20

- **DODGE**
  When targeted by combat check, may perform a Dodge incidental to suffer a number of strain no greater than ranks of Dodge, then upgrade the difficulty of the check by that number.
  **Cost:** 20

- **RAPID REACTION**
  Suffer a number of strain to add an equal number of ⚫ to Initiative checks. Strain suffered cannot exceed ranks in Rapid Reaction.
  **Cost:** 25

- **TOUGHENED**
  Gain +2 wound threshold.
  **Cost:** 25

- **NATURAL MYSTIC**
  Once per session, may reroll any 1 Force power check.
  **Cost:** 25

- **FORCE RATING**
  Gain +1 Force rating.
  **Cost:** 25

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