

THE SEEKER

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The Seeker's six career skills are **Knowledge (Xenology)**, **Piloting (Planetary)**, **Piloting (Space)**, **Ranged (Heavy)**, **Survival**, and **Vigilance**. Characters with this career automatically gain a rank in three of these skills without spending experience and gain a discount on increasing them with future experience points. **Seekers begin the game with a Force rating of 1.**

A SEEKER'S ROLE

It is not uncommon for some Force adepts to feel compelled to travel throughout the galaxy to aid those in need and to oppose those who use the dark side. While some might focus their attentions in cities and urban centers, the need can be just as great far

from the heart of galactic civilization. A Force adept who is willing and able to travel and work in these environments can help ease crushing poverty or crippling plagues of hunger and disease. He can also discover new Force techniques, find sensitives in need of training, and at times halt dangerous threats that could otherwise fester in isolation. A Seeker must be capable of doing all of these things, while traveling far from any meaningful support network.

Seekers generally take a very pragmatic view toward the Force. Operating independently, they consider it to be one of the tools in their arsenal, but not the only one. For a Seeker, preparedness and adaptability are paramount. They cannot count on finding the right tools for the job in the isolated areas in which they travel. As such, they learn to be flexible and adapt quickly to find the best equipment from what is available. In some environments, this may mean discovering information about flora and fauna that is previously undocumented. In such situations, the Force can be the most reliable asset, and its flexibility can aid them in selecting and using whatever else is at hand.

This flexibility is vital for a Seeker. Some of these characters travel at the direction of the Force, allowing fortune and chance to select their destinations and their traveling companions. Others work within the confines of larger groups. They may be troubleshooters, bounty hunters, envoys, or even traveling merchants. The variety of work means the Seeker must be prepared to quickly adapt to these changing situations and to make the most effective use possible of the tools that are at hand.



SEEKER SPECIALIZATIONS

Each of the Seeker's specializations focuses on the ability to survive within savage and hostile environments. In many ways, these specializations center around the necessity for this character to be the apex predator at all times. However, they also reflect the character's intrinsic competence when operating in isolation.

ATARU STRIKER

When working alone in a hostile environment, every physical conflict must be resolved quickly and decisively. Frequently, an uncivilized planet completely lacks any sort of medical facilities. In fact, at times, an isolated explorer could be the only sentient being on the world. In such a situation, a minor injury can be deadly. If a conflict is necessary, it is better to resolve it quickly, taking whatever risks are involved, than to fight more conservatively and prolong the risk of injury. The Ataru Striker embraces this approach, throwing himself into combat with every fiber of his being.

Ataru Strikers acquire **Athletics**, **Coordination**, **Lightsaber**, and **Perception** 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 fighting style is highly dependent on the combatant's ability to quickly assess a situation and use natural athleticism to exploit the environment. In this way, the combatant is able to gain every possible advantage over an opponent. The combination of these edges and the rapid attacks that characterize Ataru martial arts can force a combat to a very quick resolution.

Practitioners of the Ataru fighting style must be supremely confident in their abilities. They must also be exceptionally athletic and capable of committing all their energy into a very brief conflict. When engaged in a physical conflict, Ataru Strikers fight without remorse but also with little concern for their own safety. Every motion is designed to inflict a flurry of rapid and overpowering attacks against their opponents from myriad angles. Their vicious and unrelenting offense is their best (and sometimes only) defense—most opponents are so busy defending themselves that they have no time to attack in turn.

However, this style of unrelenting attack can have its disadvantages. An Ataru Striker needs to see his opponent defeated quickly, before he exhausts himself. An individual who can outlast an Ataru Striker can prove to be his deadliest enemy.

HUNTER

Far from the civilized parts of the galaxy, there are many predators that can endanger sentient life. Some of these are animals that prey upon anything digestible. Others

are malicious and twisted individuals who enjoy a savage and bloodthirsty existence. Hunters are Force adepts who are uniquely capable of tracking, confronting, and slaying these creatures, particularly those who hide in the wilds, far from civilization.

Hunters acquire **Coordination**, **Ranged (Heavy)**, **Stealth**, and **Vigilance** as additional career skills. If this is the PC's starting specialization, he chooses two of these skills and gains one free rank in each. These ranks do not cost experience. Hunters need to be able to sneak up on their targets, move through difficult terrain, and be constantly alert to their surroundings. Many hunters train with ranged weapons so that they can strike their targets from far away.

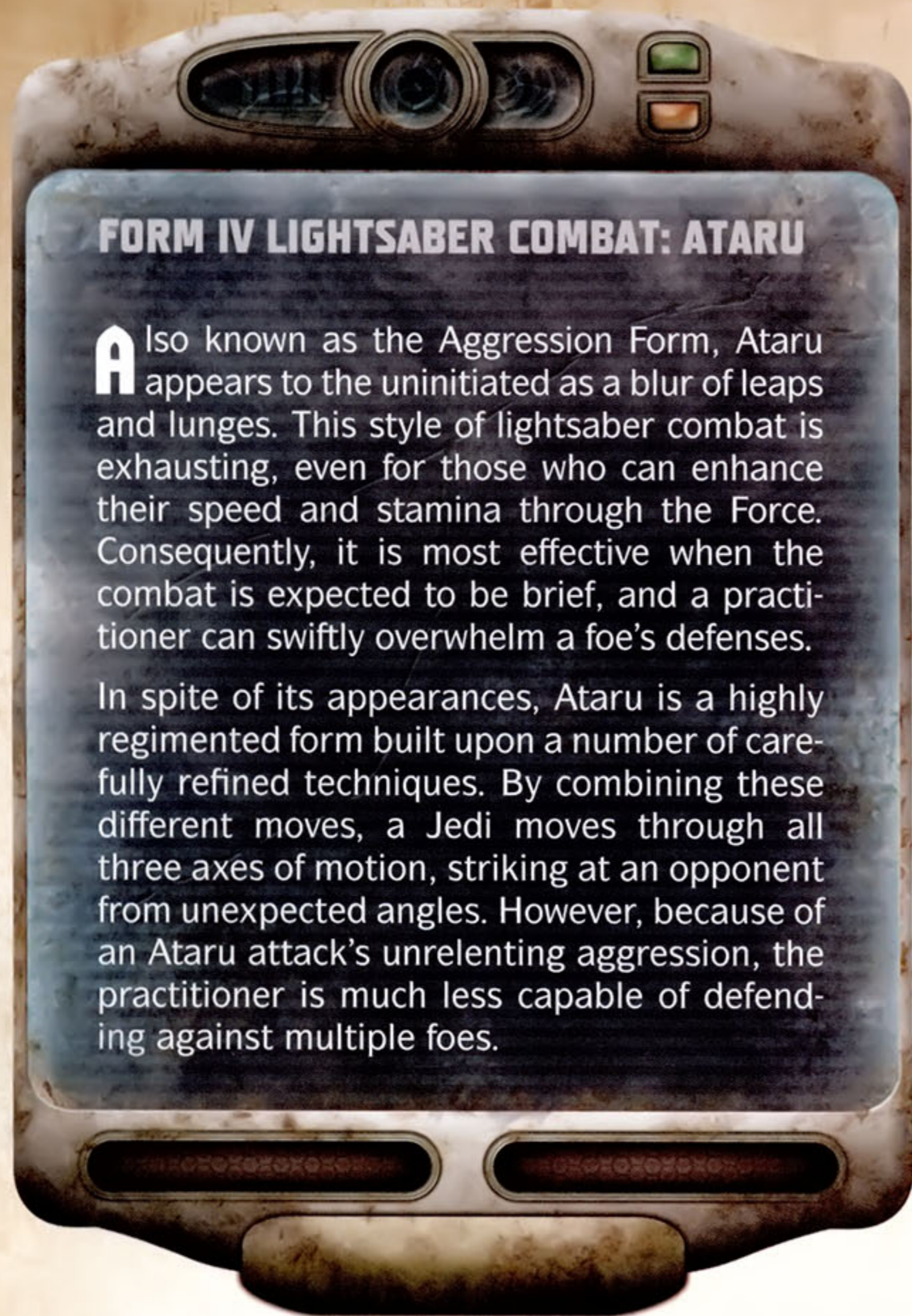
Most Hunters initially embark upon their careers focused on animal prey. Few, however, engage in this practice out of a desire to prove their mettle or a thirst for blood. Rather, their connection to the Force often lets them differentiate between predators that hunt out of necessity from those that are actively malicious. A Hunter does not normally interfere in the natural cycle of life, but he's more than willing to restore balance by eliminating a predator that kills needlessly and destroys natural habitats. Sadly, these foul and twisted animalistic intelligences also have their parallels within sentient beings. All too often, a Hunter finds himself hunting intelligent quarry; this can prove to be the most dangerous game of all.

PATHFINDER

Few are as capable of exploring a planet and discovering its secrets as a Pathfinder. The combination of Pathfinders' Force talents and their training enables them to quickly and precisely complete a search, even under the most adverse conditions. A Pathfinder can survive in a hostile wilderness for weeks or months, living off the land with minimal supplies and possibly a faithful companion animal. In fact, some Pathfinders are said to be able to bond with their companions through the Force, communicating with them mentally, seeing through their senses, and even directing their actions.

Pathfinders acquire **Medicine**, **Ranged (Light)**, **Resilience**, and **Survival** 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. These skills are focused on complementing the Seeker's career skills, so that the character becomes even more capable of operating independently. The addition of Medicine is primarily for personal benefit but can also be useful in aiding the character's companions.

Some Pathfinders follow this career because they discover they have a knack for independent survival. This is most commonly true for Force-sensitive individuals who matured on primitive and uncivilized planets.



FORM IV LIGHTSABER COMBAT: ATARU

Also known as the Aggression Form, Ataru appears to the uninitiated as a blur of leaps and lunges. This style of lightsaber combat is exhausting, even for those who can enhance their speed and stamina through the Force. Consequently, it is most effective when the combat is expected to be brief, and a practitioner can swiftly overwhelm a foe's defenses.

In spite of its appearances, Ataru is a highly regimented form built upon a number of carefully refined techniques. By combining these different moves, a Jedi moves through all three axes of motion, striking at an opponent from unexpected angles. However, because of an Ataru attack's unrelenting aggression, the practitioner is much less capable of defending against multiple foes.

If his small community was surrounded by hostile wilderness, a character is certain to have spent his youth exploring that environment—likely making friends with many of the wild animals present there. Pathfinders' natural abilities likely led them to a position of some responsibility within their tribe. Their roles might have included securing the safety of the surrounding wilderness and maintaining any trails leading to agricultural resources or other necessities needed by the community's residents.

Others who follow the Pathfinder career do so out of a preference for the company of animals over that of sentient beings. Through their Force abilities, some learn to establish effective communications with the relatively primitive minds. In these interactions, they find that they enjoy the sincerity and straightforward nature of wild creatures.

SEEKER STORIES

Seekers are best characterized by their preference for working in isolation, as well as by their knack for surviving in hostile and isolated situations. While there are

exceptions to this rule, their origins tend to begin with situations that strongly depend on self-sufficiency.

- **Exploration:** The desire to be the first to visit a new place, to see something that has never been seen before, can be a powerful draw. Some enter into this field with hopes of achieving fame and fortune. Others, however, are simply drawn by the idea of a completely novel experience. Jaded by life within more civilized environments, they wish to see the portions of the galaxy that remain wild and untamed, far from places they consider dull and traditional.
- **Sole Survivor:** Perhaps, during childhood, the Seeker's escape pod crashed on an isolated world. Maybe his colony met with disaster. Or he could have become lost and separated during a tribal migration. In any case, the character learned to live apart from civilization at an early age. Through his Force sensitivity, he not only survived, but thrived in the isolation. Soon, he became as capable of living in the environment as any native animal. Even after reestablishing contact with the civilized world, the Seeker enjoys spending time outside of it.
- **The Natural World:** While cities have myriad conveniences as well as social connections, there is a different splendor that can be found in the untamed hinterlands. These environments are a powerful draw to some individuals, whether they grew up in a city or a wilderness. Some characters discover that these places complement their Force talents, and they attempt to spend as much time as possible working and thriving within them. A simple appreciation for natural beauty and the joy of isolation from the pressures of civilized life can be transformative for some.
- **Escape:** Throughout the galaxy, there are slave owners and tyrants who make life miserable for their victims. Many children dwelling in abject terror prefer to flee and attempt to survive apart from society rather than continue to fall prey to cruelty. A Force-sensitive individual who escapes from such a place could develop talents that enable him not only to survive, but to thrive within the wilderness. With animals as his allies and the wilderness as his pantry, the character could eventually become a virtual lord in his isolation. Even after reestablishing contact with civilization, such a character might prefer to dwell apart in the wilds whenever possible.

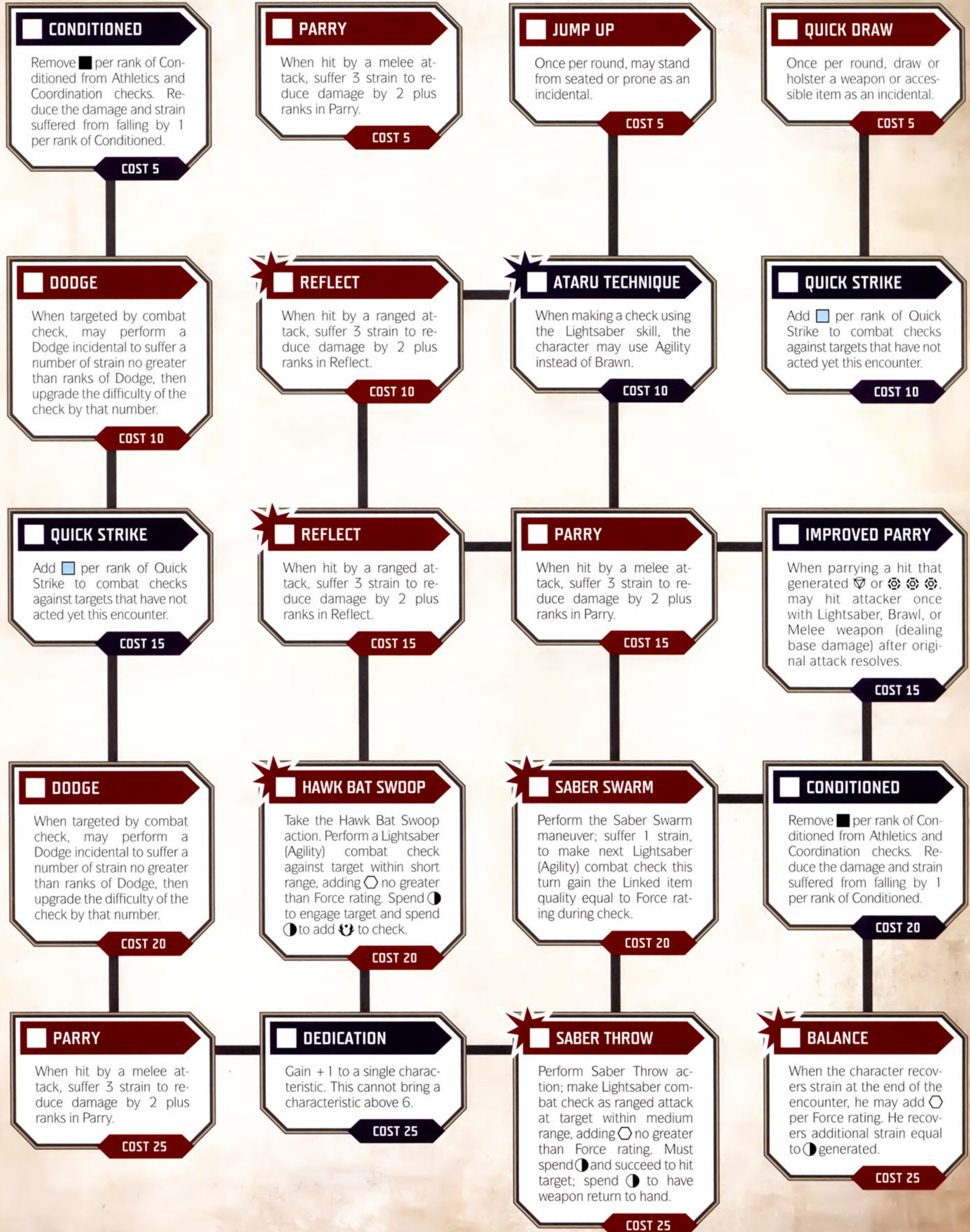
SEEKER: Ataru Striker

Career Skills: Knowledge (Xenology), Piloting (Planetary), Piloting (Space), Ranged (Heavy), Survival, Vigilance
 Additional Career Skills: Athletics, Coordination, Lightsaber, Perception

ACTIVE

PASSIVE

FORCE TALENT



SEEKER: Hunter

Career Skills: Knowledge (Xenology), Piloting (Planetary), Piloting (Space), Ranged (Heavy), Survival, Vigilance
Additional Career Skills: Coordination, Ranged (Heavy), Stealth, Vigilance

 **ACTIVE**

 **PASSIVE**


 **FORCE TALENT**



SEEKER: Pathfinder

Career Skills: Knowledge (Xenology), Piloting (Planetary), Piloting (Space), Ranged (Heavy), Survival, Vigilance
 Additional Career Skills: Medicine, Ranged (Light), Resilience, Survival

 ACTIVE

 PASSIVE

 FORCE TALENT

