

The psychic nature is built up through the image-making power, the power which lies behind and dwells in mind-pictures. These pictures do not remain quiescent in the mind; they are kinetic, restless, stimulating to new acts. Thus the mind-image of an indulgence suggests and invites to a new indulgence; the picture of past joy is framed in regrets or hopes. And there is the ceaseless play of the desire to know, to penetrate to the essence of things, to classify. This, too, busies itself ceaselessly with the mind-images. So that we may classify the activities of the psychic nature thus,...

- The Yoga Sutras of Patanjali

Mystic Yogi

Years of aesthetic, mental, and spiritual practices have forged you into a being of great power. But, you appear as nothing if not the most simplest of people. Humility and simplicity is your way. Your master taught you from a dirty grotto, or a forest clearing, or a hovel in a poor village. Style and appearances, you have learned, are not so important. What is truly important is inside.

You are, however, capable of amazing things with the gifts you have gained during the years of your study. You may cause harm, yes, but you vastly prefer to heal. Peace and love are your by-words.

As a Mystic Yogi you have access to both Magic Domains as well as Psionics.

"Posture becoming established, a Yogi, master of himself, eating salutary and moderate food, should practice Prāṇāyāma, as instructed by his guru...So long as the (breathing) air stays in the body, it is called life. Death consists in the passing out of the (breathing) air. It is, therefore, necessary to restrain the breath...When the whole system of nādis which is full of impurities, is cleaned, then the Yogi becomes able to control the Prāṇa."

- the Hatha Yoga Pradipika, Swami Swatmarama

Mystic Yogi

A yogi who can do miracles with the power of prana via body and mind. Your character's recommended highest characteristics are:

*Endurance, Dexterity, Intelligence
(End, Dex, Int)*

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Step 1: Qualifications or Draft

Make the Qualifications check by rolling 2D6 and adding (or subtracting) the modifier for your character's Dexterity. You must roll the indicated number or higher:

Qualifications 7+ (*Dex*)

If you succeed, go to **Step 2: Begin at Rank-0** for Mystic Yogi, next column.

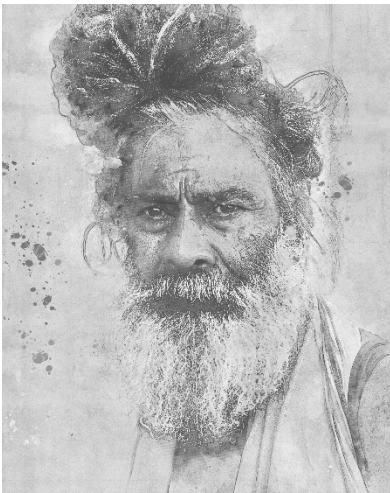
Your Qualifications roll becomes your Psionic Strength score. Note on your character sheet.

If you fail, roll on the Draft table:

Draft

Roll	Career / School
1	Physician
2	Taoist
3	Drifter
4	Scientist
5	Rogue
6	Martial Artist

and then go to **Step 2: Begin at Rank-0** of the playbook for the career or school you were drafted into.



Step 2: Begin at Rank-0

At starting Rank-0 you have the following skills:

- Wheeled Vehicle-0
- Linguistics-1 (English, Sanskrit, and two others)
- Athletics-0
- Magic: Chi-1

Note these on your character sheet under "Skills."

Step 3: School Term

Proceed through a) Survival, b) Advancement, c) Risky Castings, and d) Aging to complete one school term.

a) Survival

Make the Survival check by rolling 2D6 and adding (or subtracting) the modifier for your character's Endurance. You must roll the indicated number or higher:

Survival 6+ (*End*)

If you succeed the Survival check, choose one of the Skills Tables on the next page. You may only choose the Advanced Skills table if your character's Education is 8+. Then, roll 1D6 and you gain one skill from the table you chose. Note your new skill on your character sheet.

Gaining Skills
 Unless the skill indicates [Skill Name]-0 you receive a new skill at level 1: [Skill Name]-1. If your character already possesses a skill and you roll that skill again, increment that skill higher by one. For example, if you character has Recon-1 and you roll Recon again, your skill is now Recon-2. Gun Combat-0 becomes Gun Combat-1, etc.

If you fail the Survival check, you do not gain a skill, and you may not go to b) Advancement. Instead, proceed directly to c) Risky Castings.

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b) Advancement

Make the Advancement check by rolling 2D6 and adding (or subtracting) the modifier for your character's Intelligence. You must roll the indicated number or higher:

Advancement 7+ (Int)

If you succeed the Advancement check, choose one of the Skills Tables (Advanced Skills requires Edu 8+). Then, you may choose the new skill rather than rolling for it. Note your new skill. You also proceed one rank higher on the Rank & Skills table, below. Also note any new skill you receive if you reach Rank-3.

Rank & Skills

Rank	Rank & Skills
0	<i>Baba</i> Wheeled Vehicle-0 Linguistics-1 Athletics-0 Magic: Chi-1
1	<i>Enlightened Baba</i>
2	<i>Elder Baba</i>
3	<i>Yogi</i> Magic: Air-1
4	<i>Elder Yogi</i>
5	<i>Guru</i>
6	<i>Swami</i>

Regardless of whether you succeed the Advancement check, proceed to c) Risky Castings.

c) Risky Castings

Make the Risky Castings check by rolling 2D6. You must roll the indicated number or higher:

Risky Castings 6+

If you succeed, choose one of the Skills Tables (Advanced Skills requires Edu 8+). Then, roll 1D6 to gain one skill from the table you chose. Note your new skill.

Skills Tables*Personal Skills*

Roll	Skill / Characteristic
1	+1 Str
2	+1 Dex
3	+1 End
4	+1 Int
5	+1 Edu
6	Athletics

Service Skills

Roll	Skill
1	Melee: Martial Arts
2	Magic: Chi
3	Medical: Human
4	Magic: Healing
5	Outdoors
6	Magic: Calligraphy

Specialist Skills

Roll	Skill
1	Performance
2	Magic: Mind
3	Carousing
4	Leadership
5	Psionics: Telepathy
6	Melee: Martial Arts

Advanced Skills (requires Edu 8+)

Roll	Skill
1	Sciences
2	Psionics: Clairvoyance
3	Psionics: Awareness
4	Streetwise
5	Investigation
6	Leadership

Cascade skills are shown in **bold**. Cascade skills are made up of two or more component skills. When your character receives a cascade skill, you must select one component skill of the cascade skill from the "Skills List."

d) Aging

Note your character's age. The character begins at age 18, but each school term lasts 4 years, so upon first completing this step your character is age 22.

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You may either go to Step 4: Graduate or enter a new school term by repeating a) Survival, b) Advancement, c) Risky Castings, and d) Aging.

The maximum number of school terms you may attend without penalty is four. For the fifth term you may subtract your Strength score by 1 or lose 1 level in a skill. For the sixth term you may subtract your Dexterity score by 1 or lose 1 level in a skill. For the seventh term you may subtract your Strength and Dexterity scores each by 1 or lose 2 levels in any two skills. The absolute maximum number of school terms is seven.

Step 4: Graduate

For each term attended, you receive one roll of 1D6 on the Cash Benefits table. If your character is rank 4 or higher, add +1 to the roll. These credits may then be spent to purchase equipment for your character.

Cash Benefits

Roll	Credits
1	0
2	0
3	0
4	1,000
5	2,000
6	5,000
7	10,000

Also, for each term attended, you may choose one benefit from the Material Benefits table. It helps to choose something for which your character has the correct skill. For instance, a Calligraphy Kit may only be used if the character has the Magic: Calligraphy skill. Choosing a weapon makes the most sense if the character possesses a skill in Melee or Gun Combat.

Material Benefits

Medical Kit-1
Ring (2 spells inscribed)
Calligraphy Kit
Scroll (1 spell inscribed)
Ordinary familiar (any)
Holy Water (Psi-Drug, Stan)
Potion: Healing Draught

Material benefits shown in **bold** are a category in "Equipment." Choose one item from that category in the "Equipment" chapter.

Step 5: Equipment & Encumbrance

Purchase any items you think your character might need for the adventure from "Equipment."

Calculate your character's Encumbrance Limit. This is 10+ your character's Strength DM. For instance, a character with a Strength of 9 has a Str DM of +1, for an Encumbrance Limit of 11. A character with a Strength of 5 has a Str DM of -1, for an Encumbrance Limit of 9. Note the Encumbrance Limit on the character sheet.

On the character sheet jot down the equipment's name, its encumbrance, and any notes about its use. If you have an Encumbrance Limit of 10, and your equipment totals up to an Encumbrance of 11 or higher, your character must take a -2 DM to all skill rolls.

Step 6: Combat Power

Calculate your character's Combat Power. Combat Power is an indication of how lethal your character is in combat. To calculate it, add up the following values:

- Characteristic DM's for: Str + Dex + End + Psi
- +
- Skill Level/DM's for: Athletics + Melee: Martial Arts
- + all Psionic Talents + all Magic Domains
- +
- # of dice of the single weapon possessed by the character which does the most damage + armor

Note your character's Combat Power on the character sheet.

Step 7: Magic & Psionics

Go to "Magic" and learn how to create some preliminary magic spells. Then, go to "Psionics" and learn how to use the abilities and powers for any Psionic Talents you possess.

Multiple Careers & Schools

After you Graduate, you may make a Qualifications check for another career or school. But, there is a -2 DM to the roll. Also, aging effects and term limit rules as stated above apply to the new terms gained in the new career or school.

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