

Mystic

The mystic walks where others fear to go, in the twilight between light and darkness. He learns to see beyond the mask of the world that surrounds us, into the depths of Shadow. He can tap into powers that others only dream of, but in turn he is forced into a web of nightmares beyond the imagination of normal people.

Select this advanced class if you want your character to master arcane powers and part the veil of Shadow.

The fastest path to this advanced class is through the Dedicated Hero basic class, but other paths are possible.

REQUIREMENTS

To qualify to become a Mystic, a character must fulfil the following criteria.

Base Attack Bonus: +2

Skills: Knowledge (arcane lore) 6 ranks, Knowledge (behavioural sciences) 6 ranks

Feat: Iron Will

CLASS INFORMATION

The following information pertains to the Mystic advanced class

Hit die

The Mystic gains 1d6 hit points per level. The character's Constitution modifier applies.

Action points

The Mystic gains a number of action points equal to 6+ one-half his character level, rounded down, every time he attains a new level in this class.

Class skills

The Mystic's class skills are as follows.

Concentration (Con), Decipher Script (Int), Drive (Dex), Investigate (Int), Listen (Wis), Knowledge (arcane lore, current events, history, popular culture, theology and philosophy) (Int), Psyche (Wis), Profession (Wis), Read/Write Language (none), Research (Int), Sense Motive (Wis), Speak Language (none), Spot (Wis), Use Magic Device (Cha).

Skill Points at Each Level: 5+ Int Modifier

Table: The Mystic

| <u>Class Level</u> | <u>BAB</u> | <u>Fort Save</u> | <u>Ref Save</u> | <u>Will Save</u> | <u>Special</u> | <u>Defense Bonus</u> | <u>Reputation Bonus</u> |
|--------------------|------------|------------------|-----------------|------------------|------------------------------------|----------------------|-------------------------|
| 1 st | +0 | +0 | +0 | +2 | Psychic skills, biofeedback trance | +0 | +0 |
| 2 nd | +1 | +0 | +0 | +3 | Dowsing, mystical power | +1 | +0 |
| 3 rd | +1 | +1 | +1 | +3 | Bonus feat | +1 | +1 |
| 4 th | +2 | +1 | +1 | +4 | Psychometry | +1 | +1 |
| 5 th | +2 | +1 | +1 | +4 | Mind reading | +2 | +1 |
| 6 th | +3 | +2 | +2 | +5 | Bonus feat | +2 | +2 |
| 7 th | +3 | +2 | +2 | +5 | Telepathy | +2 | +2 |
| 8 th | +4 | +2 | +2 | +6 | Mind probe | +3 | +2 |
| 9 th | +4 | +3 | +3 | +6 | Bonus feat | +3 | +3 |
| 10 th | +5 | +3 | +3 | +7 | Second sight | +3 | +3 |

CLASS FEATURES

All of the following features pertain to the Mystic advanced class.

Psychic skills

A Mystic gains access to the Psyche skill, as detailed below, and the Use Magic Device skill, as per the rules on page 293 of the D20M core rulebook.

Psyche (Wis): Trained Only. Use this skill to focus your willpower and use amazing psychic abilities.

Check: The DC and Effect depend on the task you attempt.

| Task | DC |
|-----------------|---------------|
| Resist Fear | 20 |
| Memorise | 20 |
| Tolerate Poison | Poison's DC+5 |
| Willpower | 25 |

Resist Fear: In response to a fear effect, you can make a Psyche check on your next action even if you've been overcome by fear. A successful check grants you another saving throw with a +4 morale bonus on the check.

Memorise: You can attempt to memorise a long string of numbers, a long passage of verse, or another piece of particularly difficult information. Each successful check allows you to memorise up to 250 words or the equivalent of what could be comfortably contained on an 8 ½-by-11 inch sheet of paper. You always retain this information; however, you can only recall it with a successful Psyche check.

Tolerate Poison: In response to being poisoned, you can make a Psyche check on your next action. A successful check grants you a +4 morale bonus on your saving throw to resist the poison's secondary damage.

Willpower: If reduced to 0 hit points (disabled), you may make a Psyche check. If successful, you can take a strenuous action without taking 1 point of damage. A failed check carries no penalties – you can choose not to perform a strenuous action. If you do perform the strenuous action after failing the check, you take 1 point of damage, as normal.

Try Again?: For resist fear and memorise, you can make a check once per round. You can't try again to tolerate poison. You can't try again in the same round for willpower.

Special: You can take 10 on Psyche checks, but you can't take 20.

Time: Most uses of Psyche are attack actions. Willpower is a free action that can be attempted once per round.

Biofeedback trance

A Mystic may enter a trance that slows his metabolism, allowing him to survive for extended periods of time with very little air, water or food. He may enter a trance at will as a full-round action.

Awakening from the trance is a full-round action.

While in a trance, a Mystic's heartbeat slows, his breathing all but ceases, and he appears to be dead. A character in a trance needs only 10% as much air as a sleeping person, and needs no food or water for an extended period of time. For purposes of natural healing, a trance is the equivalent of bed rest, doubling the normal amount of healing (see Healing, page 142 of the D20M core rulebook).

When entering a trance, a Mystic must declare the circumstances under which the trance will end. Examples include a time limit (10 rounds, 5 minutes, 2 days, 3 weeks, etc) or certain stimuli (such as a loud noise, a sudden drop in temperature, hearing his name spoken, or being touched). A character in a trance is not conscious of his surroundings and may not use any skills, feats or talents, unless they specify otherwise.

A Mystic may remain in a trance for up to one week in a dry climate, or one month in a wet climate before succumbing to thirst. If water were somehow supplied (via an intravenous drip, for example), a character could remain in a trance for up to three months.

While in a trance, a Mystic may use his Psyche skill to resist the effects of diseases or poisons in the place of his Fortitude save. The DC remains the same, and the Mystic may use either his Fortitude save result or his Psyche check result, whichever is higher.

Dowsing

A Mystic of 2nd level or higher can follow a magical energy pattern, such as a ley line or the invisible trail left behind by a creature of Shadow. He may attempt a Psyche check (DC 15, modified as below) to follow the pattern or trail or a creature of Shadow. If the creature leaves the Mystic's plane of existence, he loses the trail at the point they exited.

This power can be activated as a free action. Using this power costs 1 Mystic Point, regardless of whether the check succeeds or fails.

| Condition | DC Modifier |
|-------------------------------------------------|-------------|
| Every three targets in the group being followed | -1 |
| Size of targets being tracked: * | |
| Fine | +8 |
| Diminutive | +4 |
| Tiny | +2 |

| | |
|-----------------------------------------|----|
| Small | +1 |
| Medium-size | +0 |
| Large | -1 |
| Huge | -2 |
| Gargantuan | -4 |
| Colossal | -8 |
| Every 24 hours since the trail was made | +1 |

*For a group of mixed sizes, apply only the modifier for the largest size category represented.

Mystical power

Starting at 2nd level, a Mystic can tap into a source of internal strength to use his powers. He gains a power pool containing Mystic Points (MPs) equal to his ranks in the Psychic Power skill. He may use these to activate many of his class abilities. If he ever runs out of MPs, he may fuel his powers by draining his own sanity. For every two points of wisdom he chooses to drain, he gains one MP. This is temporary ability drain.

A Mystic regains spent MPs at a rate of one per day. If he has chosen to take temporary wisdom damage to use his powers, he cannot regain any MPs until this temporary damage is healed.

Bonus feats

At 3rd, 6th and 9th level, the Mystic gets a bonus feat. The bonus feat must be selected from the following list, and the Mystic must meet all the prerequisites of the feat to select it.

Alertness, Archaic Weapons Proficiency, Attentive, Blind-fight, Dead Aim, Educated, Far Shot, Focused, Frightful Presence, Renown, Studious

Psychometry

When a Mystic of 4th level or higher touches an inanimate object and concentrates for 1 minute, he can make a Psyche check (DC 20). If he succeeds, he gains a brief vision of someone associated with the object in the past.

For example, if he picks up a hunting knife, he might glimpse someone who carried it for years, the last person to use the knife, or the scene of a woman being murdered with the knife. Long association and strong emotion tend to leave behind the strongest impressions. The specific details of what the Mystic sees are up to the GM.

This power requires a full-round action to use, and the Mystic must have been holding the object for at least one minute. Using this power costs 1d4 MP on a successful use, or 1 MP on a failure.

Mind reading

At 5th level, a Mystic gains the ability to read someone else's current thoughts. By making a Psyche check (DC = target's will save, modified as below. If the target is willing, use a base DC of 10), he can learn what someone else is thinking at that moment. Only surface thoughts are received, not deep, dark secrets. Modifiers to DC that are not based on distance stack.

This power requires a full-round action to use. Using his power costs 1d3 MP on a successful use, or 1 MP on a failure.

| The target: | DC |
|------------------------------------|-----------------|
| is touching you | +0 |
| is within 30 feet | +5 |
| is between 30 feet and 1 mile away | +10 |
| is between 1 and 25 miles away | +15 |
| is between 25 and 1000 miles away | +20 |
| distance beyond 1000 miles | +5 for each x10 |
| is well-known to you | -2 |
| is acquainted with you | +0 |
| is unknown to you | +2 |
| has the Awareness feat | -5 |

Telepathy

At 7th level, a Mystic gains the ability to send a mental message to one person. The message can be up to ten words or a single visual image (without sound). To send a message, the Mystic makes a Psyche check, the DC of which is determined by the circumstances. All modifiers to DC are cumulative.

This power requires a full-round action to use. Using his power costs 1d4 MP on a successful use, or 1 MP on a failure.

| The target: | DC |
|------------------------------------|-----------------|
| is touching you | 15 |
| is within 30 feet | 20 |
| is between 30 feet and 1 mile away | 25 |
| is between 1 and 25 miles away | 30 |
| is between 25 and 1000 miles away | 35 |
| distance beyond 1000 miles | +5 for each x10 |
| is well-known to you | -2 |
| is acquainted with you | +0 |
| is unknown to you | +2 |
| is sleeping | -5 |
| has the Awareness feat | -5 |
| has the Mind Reading class feature | -5 |

Mind probe

At 8th level, a Mystic gains the ability to learn the answer to a question if the answer is in the mind of his target. By making a Psyche check (DC = target's will save, modified as below. If the target is willing, use a base DC of 10), he can delve into the mind of someone within 30 feet to learn information stored there. Modifiers to DC that are not based on distance stack.

This power requires a full-round action to use. Using his power costs 1d4 MP on a successful use, or 1 MP on a failure.

| The target: | DC |
|------------------------------------------|-----------|
| is touching you | +0 |
| is within 30 feet | +5 |
| is well-known to you | -2 |
| is acquainted with you | +0 |
| is unknown to you | +2 |
| has the Awareness feat | -5 |
| has the Mind Reading class feature | +5 |
| has the Mind Probe class feature | +5 |
| The answer is a guarded, personal secret | +10 |

Second sight

At 10th level, a Mystic learns how to tear asunder the Veil of Shadow and see all things as they actually are.

The Mystic can see through normal and magical darkness, notice secret doors hidden by magic, see invisible creatures or objects normally, see through illusions, and see the true form of changed or transmuted things. The range of Second Sight is 60 feet.

Second Sight, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not cancel concealment, including that caused by fog and the like. It does not help the Mystic see through mundane disguises, spot creatures who are simply hiding, or notice secret panels hidden by mundane means. The effect cannot be combined with other spells and powers.

This power can be activated as a free action. Using his power costs 1 MP per minute.