

Mystic

Mystics are monastic characters who follow a distinct and strict code of conduct and discipline based on meditation, seclusion and understanding their relationship with the profound forces and balances of the multiverse. They typically reside in cloisters or monasteries, but may also have brotherhoods in other settings such as catacombs, city slums or secluded woodlands, for example. Their spiritual growth allows them to access special abilities and powers, including the capacity to cause immense damage in combat, and the desire to gain knowledge and insight to access such power drives many mystics to leave their monasteries to adventure.

Each order of mystics is associated with a specific sphere of power, either positive (Matter, Energy, Thought or Time) or negative (Entropy), although larger orders with adherents of multiple philosophies are known. Adherents of positive spheres must always be true to their word, and can gain no experience from treasures gained adventuring unless they are donated to their orders or to the needy. Such a Mystic who breaks their word or fails to help innocent people in need will be outcast from their order. Members of Entropic orders are under no such compulsion, adventuring to gain both treasure and power at the expense of others. Entropic mystics are almost universally shunned in civilised lands.

Prime Requisite: Strength

Hit Dice: 1d8 per level, plus constitution bonus, until level 9. +2HP per level thereafter.

Attacks, combat options, saving throws:

As fighter. A mystic may set a spear vs. charge, use the lance attack manoeuvre, and from name level may perform disarm, smash and parry, and gain multiple attacks at the same rate as fighters.

Mystics are all specialists in a single fighting style or weapon. Whether they choose unarmed combat or a weapon, they learn to hit targets as if using a silver or magical weapons. This does not confer any bonus to hit or damage, but it does allow them to strike opponents usually immune to normal weapons. A mystic can pick a weapon as their primary fighting style, and mystics who are specialists with swords, staves, daggers *etc.* are possible. A mystic starts with the same number of weapon mastery slots as a fighter, and gains weapon mastery slots at the same rate. Unlike a fighter, a mystic cannot have a higher level of weapon mastery than the level of their primary weapon. While a mystic begins with chosen weapons/style at basic mastery (as one of 6 weapons at basic mastery), they cannot subsequently be as good with other styles as with their primary weapon, i.e. their first extra weapon mastery slot gained in their

adventuring career must be used to improve their primary mastery style to skilled, and subsequently their primary style must always be at least 1 level of mastery above any other.

A mystic can learn multiple unarmed combat styles, and it is common for mystics in good standing in their own positive sphere to learn the styles of other spheres. These styles may also be taught to non mystics, but only a mystic may combine styles. For example an unarmed mystic whose primary style is Energy and who is Expert therein but is Skilled in Matter may attack and cause damage using Energy while also gaining the armour class bonus from Matter. An Entropic Mystic can in theory learn the styles of other schools of Mysticism, but no positive sphere Mystic cloisters will teach them, and Entropic Mystics do not teach their style to outsiders. Indeed, any Mystic of a positive sphere is likely to be suspicious of, and may even attack any character fighting using the Entropic style.

Mystics get to add extra damage in their primary fighting style, whether unarmed or using a weapon, as determined by their level. This is only added when fighting with the Mystics primary weapon or style, and no extra damage is inflicted using any other style or weapon.

Level	XP	Level Title	AC	Damage Bonus	Attacks	Movement	Magic Equivalent	Abilities
1	0	Novice	9	+1d3	1	120'	-	Thief Abilities
2	2000	Initiate	8	+1d4	1	130'	Silver	Awareness
3	4000	Brother	7	+1d5	1	140'		
4	8000	Disciple	6		1	150'		Falling (1)
5	16000	Immaculate	5	+1d6	1	150'	+1 weapon	Heal Self
6	32000	Master	4		1	160'		
7	64000	Superior	3	+1d8	1	170'		
8	120000	Master of the Elements (or Master of the Void)	2		1	180'		Speak with animals
9	240000	Master of the Spheres (or Master of Entropy)	1	+2d4	1	190'		
10	360000		0		1	200'	+2 weapon	
11	480000		-1	+1d10	1	210'		Feign Death
12	600000		-2		2	220'		Falling (2), Second attack
13	720000		-3		2	230'		
14	840000		-3	+1d12	2	240'		Speak With Anyone
15	960000		-4		2	250'	+3 weapon	
16	1080000		-4		2	260'		
17	1200000		-4	+2d6	2	260'		Resistance
18	1320000		-5		2	270'		
19	1440000		-5		2	270'		
20	1560000		-5	+2d8	2	280'	+4 weapon	Mind Block Falling (3)
21	1680000		-5		2	280'		
22	1800000		-6		2	290'		
23	1920000		-6	+2d10	2	290'		Blankout
24	2040000		-6		3	300'		Third Attack
25	2160000		-6		3	300'		

26	2280000	-6	+2d12	3	310'	+5 weapon	Willpower
27	2400000	-7		3	310'		
28	2520000	-7		3	320'		Falling (4)
29	2640000	-7	+3d8	3	320'		
30	2760000	-7		3	330'		Gentle Touch
31	2880000	-7		3	330'		
32	3000000	-7	+3d10	3	340'		
33	3120000	-8		3	340'		
34	3240000	-8		3	350'		
35	3360000	-8	+3d12	3	350'		
36	3480000	-9		4	360'		Falling (5), Fourth Attack

Notes on Abilities

Thief Abilities: A mystic can find traps, remove traps, hide in shadows, move silently and climb walls as a thief of the same level.

Awareness: The mystic is only surprised on a 1 on 1d6

Falling: Mystics can ignore a certain amount of damage due to falling if within an appropriate distance of a wall, tree or other solid surface to use slowing down.

Heal Self: Once per day the mystic may, by concentration, heal himself of 1 point of damage per level. This process takes one round

Speak with Animals: The mystic may, at will, speak with any normal or giant sized animal, and will understand their responses. The animals are not compelled to be friendly or to communicate.

Feign Death: This allows the mystic to induce a state of catalepsy in which he appears dead, even to magical forms of detection. This ability lasts for one turn per level of the mystic.

Speak with Anyone: The mystic may speak with any living creature that has a language, as often as desired. The creature being spoken to does not have to respond.

Resistance: The mystic takes only half damage from all spells and breath weapons, or if a successful saving throw is made, a quarter damage. Any damage causing attack will cause at least 1 point of damage, even if rounding reduces this to 0.

Blankout: By concentrating for 1 round the mystic causes his presence to "disappear". No living or undead creature can see the mystic, by any means, and the effect lasts for 1 round per level of the mystic. The effect is dispelled if the mystic makes any

form of attack. This ability may be used once per day.

Mind Block: The mystic is immune to ESP, slow, and hold spells, magical charms, quests and geas spells.

Willpower: This ability is similar to the 9th level Wizard spell Survival. It allows the mystic to, through sheer force of will, ignore any damage due to natural environmental conditions around him. It lasts for one round per level of experience.

Gentle Touch: Once per day the mystic may use the Gentle Touch ability. This may require a hit roll. No saving throw is allowed, but any creature of a higher level or with more hit dice than the mystics level is immune. The mystic must declare the

Falling Resistance Level	Damage resisted/distance to wall
1	First 20' within 2' of a wall
2	First 30' within 3' of a wall
3	First 40' within 5' of a wall
4	First 50' within 6' of a wall
5	All falling damage within 8' of a wall

Gentle Touch before rolling to hit, and which effect is chosen, but if the attack misses the mystic may make another attempt at another time. The touch can have any one of the following effects: *charm*, *cureall*, death (as per *death spell*), *quest*, or *paralysis*. All effects, except for *death*, last 24 hours, but can be dispelled as if cast by a spellcaster of the mystics level.

Special Restrictions

Mystics may not use protective magical devices (such as rings, cloaks, bracers, etc.)

When fighting using their specialty style, they may not use a magical weapon. If they

do, they will gain no experience from the encounter.

All the material goods (money, magical items, etc.) won, purchased, or acquired as treasure by the mystic are actually owned by the cloister, and not the mystic himself. Should the cloister have need of something "owned" by the mystic, the head of the cloister need only ask for it.

Higher Experience Levels

A mystic of Name (9th) level is addressed as Master (if male) or Mistress of the Spheres (if female), or a Master (or Mistress) of Entropy.

From each sphere, there are many mystics of 1st to 29th level, but only twelve each of 30th-32nd level, six each of 33rd-35th level, and one of 36th level.

When a mystic gains enough experience to reach 30th level, he must find and challenge one of the six 30th level mystics of their sphere; they will fight bare-handed (or with their designated weapon style). If the player character loses, he stays at 29th level, losing enough experience points that he is 1 experience point short of 30th level. Once he has regained 30th level, he may try again, but cannot issue another challenge until three months have passed since his first challenge. (Note: If a DM's campaign world is particularly large, he might declare that there are twelve 30th and so forth per continent in his world.)

At Name level, the mystic may desire to build a stronghold, or cloister. If his Grand Abbot (i.e., the mystic in charge of his current cloister) agrees that he is fit to manage one, the cloister will pay for construction of the new cloister. The new cloister remains a branch of the old one until the PC achieves 13th level, at which time the PC can declare his independence. At that point, he may wish to teach his mystics-in-training in techniques and

philosophies different from those of the other cloister. That is, he may wish to establish his own "school" of the discipline.

Fighting Styles

While Mystics are the most renowned specialists in unarmed combat, any character can train in any of the listed styles if they can persuade a mystic brotherhood to train them. Only chaotic and evil characters will ever be offered training in

the Entropic style, and the order offering said training will exact a price.

In different regions, the same style may have different names, and in a larger campaign setting there may be a bewildering range of names for essentially similar combat styles. What may be referred to as Traldaran Kickboxing in one nation and Ylari Sand Dancing in another may be the same fighting sphere, for example.

While any character may learn the unarmed fighting styles using normal weapon mastery rules, only Mystics can combine known fighting styles while fighting, and only Mystics can attack as if using silvered or magical weapons, or add level based damage.

Style	Level	Damage	Defence	Special
Matter P=M	BS	1	A: -1AC/1	Delay
	SK	1d2	A: -3AC/2	Delay (Save-1), Deflect (1)
	EX	P: 1d4 S: 1d3	A: -4AC/3	Delay (Save-2), Deflect (2)
	MS	P: 1d4+1 S: 1d3+1	A: -6AC/4	Delay (Save-2), Deflect (3)
	GM	P: 1d4+2 S: 1d3+2	A: -8AC/5	Delay (Save -3), Deflect (4)
Thought P=H	BS	1d2	H: -1AC/1	Disarm
	SK	1d4	H: -2AC/1	Disarm (Save-1), Hook
	EX	P: 1d6 S: 1d5	H: -3AC/2	Disarm (Save-2), Hook (Save -1)
	MS	P: 1d8+3 S: 1d6+3	H: -4AC/3	Disarm (Save-3), Hook (Save -2)
	GM	P: 1d10+3 S: 1d8+3	H: -4AC/4	Disarm (Save-4), Hook (Save -3)
Time P=M	BS	1d2	M: -1AC/1	Individual Initiative +1
	SK	1d3	M: -2AC/1	Individual Initiative +1, No Offhand Penalty
	EX	P: 1d5+1 S: 1d4+1	M: -3AC/2	Individual Initiative +2, No Offhand Penalty
	MS	P: 1d6+3 S: 1d5+1	M: -4AC/3	Individual Initiative +3, No Offhand Penalty
	GM	P: 1d6+6 S: 1d5+3	M: -4AC/4	Individual Initiative +4, No Offhand Penalty
Energy P=H	BS	1d3	H: -1AC/1	Stun
	SK	1d5	H: -1AC/2	Stun (save -1), Double Damage (20)
	EX	P: 1d8+2 S: 1d6+2	H: -2AC/2	Stun (save -2), Double Damage (19-20)
	MS	P: 1d10+2 S: 1d8+2	H: -2AC/3	Stun (save -3), Double Damage (17-20)
	GM	P: 1d10+4 S: 1d8+4	H: -3AC/3	Stun (Save -4) Double Damage (16-20)
Entropy P=A	BS	1d2	A: -1AC/1	KO
	SK	1d5	A: -2AC/2	KO (save -1), -1 Strength
	EX	P: 1d8 S: 1d6	A: -2AC/2	KO (save -2), -2 Strength (save -1)
	MS	P: 1d10 S: 1d8	A:-3AC/3	KO (save -3), -3 Strength (save -2)
	GM	P: 1d12 S: 1d10	A: -4AC/4	KO (save -4), -4 Strength (save -3)

Special effects are explained in the Weapon Mastery section of the Rules Cyclopedia, except for Individual Initiative Bonus, which applies only to the combatant, and Strength -1, 2, 3 or 4, whereby any opponent struck must make a saving throw vs. Wands or suffer a temporary (1-4 turns) penalty to their Strength score. Any victim reduced to 0 strength by this will fall unconscious until at least 1 strength point has been recovered.

Acknowledgements: This work is based on mystics in my own campaign, and lends heavily from the original material in the Rules Cyclopedia and Masters Set, and from AD&D first edition, as well as the excellent version of the Mystic found at the Vaults of Pandius by Andrew Theisen