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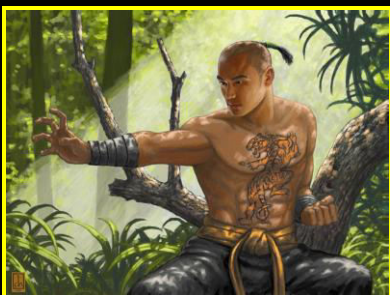
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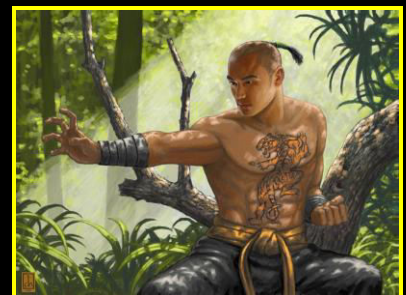
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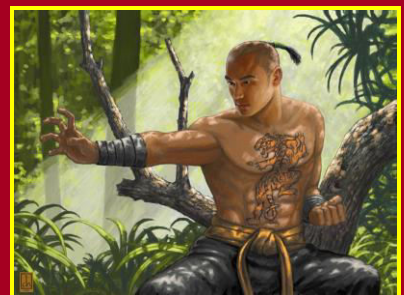
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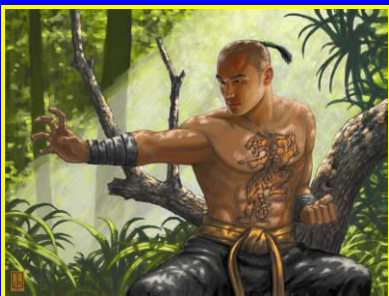
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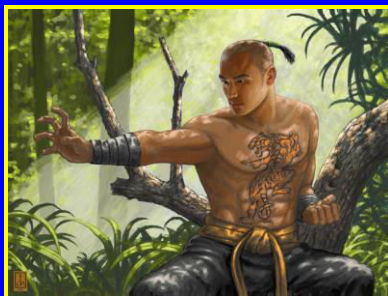
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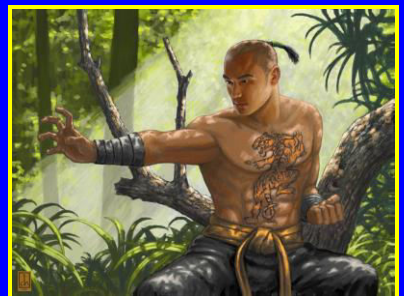
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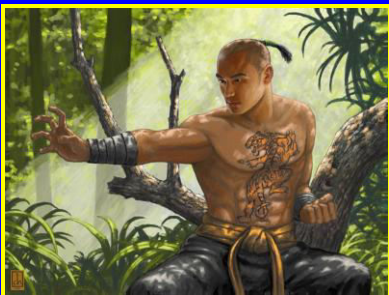
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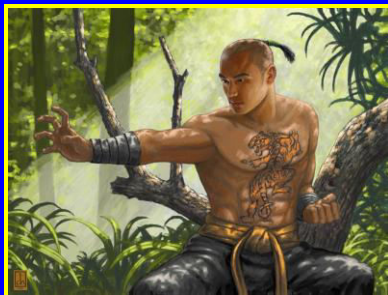
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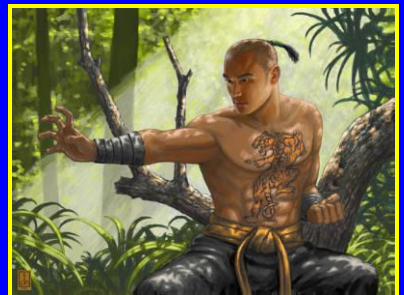
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Mystic Techniques

BASIC FIST OR KICK	
BASE	1ST CIRCLE
The mystic attacks with a fist or a kick. 1d4 damage	
ATTACK STYLE	
BASIC DEFENSE	
BASE	1ST CIRCLE
The mystic covers his body with arms and tries to deflect the attacks damage reduced by 1d4	
DEFENSE STYLE	
BALANCE THE CHAKRA	
BASE	1ST CIRCLE
The mystic meditates to find his best energetic balance. Can be used only once per fight. Heals 1d4 hit points	
SUPPORT STYLE	

INSTINCT STRIKE	
LIGHT	1ST CIRCLE
The mystic attacks with his eyes closed, sensing the enemy for his noises, smell, warmth... The mystic can use this attack even if he's blinded or in complete darkness with no malus. 1d4 damage	
ATTACK STYLE	
SHINING	
LIGHT	4TH CIRCLE
The mystic concentrates his energies and emits a feeble light, that allows him to see in a 6 m radius. The energy fades in 1d6+6 turns or when the mystic releases it through the hands or through the 5th circle attack technique of this school. Illuminates 6 m radius	
SUPPORT STYLE	
DISTRACTION	
LIGHT	2ND CIRCLE
The mystic moves in different directions, trying to put other people and objects between him and the attacker. damage reduced by 1d8+1	
DEFENSE STYLE	

ENERGY WAVE	
LIGHT	5TH CIRCLE
The mystic may use this technique only if he is currently <i>shining</i> for using the 4th circle support technique of this school. Releasing all of the energy from the hands, the mystic generates a blow that may hit an enemy up to 3 m away dealing a big amount of damage. 1d12+4 damage	
ATTACK STYLE	
SHADOW OF THE SUN	
LIGHT	3RD CIRCLE
The mystic jumps exactly between the sun and the enemy, then falls on him with all his strength, hitting with a powerful kick. The enemy can't see the mystic coming because the light of the sun hides him. The mystic can use this technique only in daylight. 1d12 damage	
ATTACK STYLE	
LEG KICK	
DARKNESS	1ST CIRCLE
The mystic kicks the base of the foot of the enemy, trying to unbalance him and make him fall. The enemy must save vs. magic wands to avoid falling. A grounded mystic must sacrifice one attack to get back on his feet. 1d4 damage	
ATTACK STYLE	

THE FIVE IMAGES	
DARKNESS	4TH CIRCLE
<p>The mystic moves very fast, and his image seems to multiply into 5 different images, that attack the enemy from different directions. Taking advantage of this diversion, the mystic deals his most powerful blow to the enemy.</p> <p>1d12+2 damage</p>	
ATTACK STYLE	
FEINT	
DARKNESS	2ND CIRCLE
<p>The mystic pretends to attack with a fist, but he uses this move only to charge a rotation kick that hits the enemy on the side of the trunk</p> <p>1d10 damage</p>	
ATTACK STYLE	
CANCEL PRESENCE	
DARKNESS	5TH CIRCLE
<p>The mystic may use this defense only once per day. The mystic concentrates his energies to completely disappear, becoming invisible and untouchable. Nobody can sense him in any way until he attacks again. This disappearance ends in 1d4+2 rounds, if the mystic doesn't attack before. The next attack dealt by the mystic deals +3 damage thanks to the surprise. The mystic takes no damage in this round.</p> <p>Damage reduced to 0</p>	
DEFENSE STYLE	

TWENTY FISTS	
DARKNESS	3RD CIRCLE
<p>Moving his hands very fast, the mystic takes 20 fists to the enemy, but only one is the real one, and it's a strong fist straight between the eyes. The enemy must save vs. death ray or he'll be stunned for one round. A stunned mystic may not use any combat style for the rest of the round.</p> <p>1d8 damage</p>	
ATTACK STYLE	
SOMERSAULT	
AIR	1ST CIRCLE
<p>By making a somersault, the mystic tries to get out of the trajectory of the enemy's attack.</p> <p>Damage reduced by 1d6</p>	
DEFENCE STYLE	
BOUNCE BACK	
AIR	4TH CIRCLE
<p>The mystic jumps in one direction, landing only to jump back and hit the enemy with the strength given by the bounce.</p> <p>1d12+2 damage</p>	
ATTACK STYLE	

FLYING KICK	
AIR	2ND CIRCLE
<p>The mystic may use this attack to hit an enemy that is up to 3 m away. If the enemy doesn't save vs. death ray, he is stunned for one round. A stunned mystic may not use any combat style for the rest of the round.</p> <p>1d6 damage</p>	
ATTACK STYLE	
ASCENDING DRAGON	
AIR	5TH CIRCLE
<p>The mystic concentrates his coldest energies and lures the enemy in a spiral movement that ends with a powerful uppercut. The cold generated by this hit lifts the enemy like a small tornado and blows him away, dealing a huge amount of damage.</p> <p>1d12+4 damage</p>	
ATTACK STYLE	
SPEED BOOST	
AIR	3RD CIRCLE
<p>The mystic concentrates his energies on arms and legs, to be able to move faster. For the next 1d4+2 rounds, the mystic increases his speed of 12 (4) m and may use one extra combat technique per round. At the end of the effect, the mystic is so tired that for 6 rounds he may only use one technique every 2 rounds.</p> <p>+1 attack per round</p>	
SUPPORT STYLE	

STRENGTH BOOST	
STONE	1ST CIRCLE
<p>The mystic focuses all of his energies in the hands and feet. The next blow dealt by the mystic deals +3 additional damage.</p> <p>+3 damage to next attack</p>	
SUPPORT STYLE	
STONE CHAKRA	
STONE	4TH CIRCLE
<p>The mystic focuses all of the energies to change the balance of his own chakra and get a stronger resistance. For 1d4+2 rounds, all the damage dealt to him by combat techniques and physical attacks is reduced by 1d4+2 points. The mystic may use this technique only once per fight. This can be cumulated with other defense techniques</p> <p>Damage reduced by 1d4+2 for 1d4+2 rounds</p>	
DEFENSE STYLE	
HEADBUTT	
STONE	2ND CIRCLE
<p>The mystic hits the enemy on the face with his own forehead.</p> <p>1d10 damage</p>	
ATTACK STYLE	

STONEBREAK	
STONE	5TH CIRCLE
<p>The mystic needs to strike this blow immediately after a <i>Strength boost</i> support technique, from this same school. The attack is so strong that may crack a stone as thick as 30 cm and open a hole in a brick wall of the same size. The mystic himself takes 1d8+1 damage. (Damage of the <i>strength boost</i> is already included)</p> <p>2d12+10 damage</p>	
ATTACK STYLE	
BACKSLAP	
STONE	3RD CIRCLE
<p>The mystic hits the back of the head of the target with a rotating kick. The target needs to save vs. death ray, otherwise he is grounded. A grounded mystic must sacrifice one attack to get back on his feet.</p> <p>1d8 damage</p>	
ATTACK STYLE	
THUNDER FROM THE GROUND	
LIGHTNING	1ST CIRCLE
<p>The mystic attacks the enemy with a vertical split kick, hitting him under the chin.</p> <p>1d8 damage</p>	
ATTACK STYLE	

BLACKOUT SHOCK	
LIGHTNING	4TH CIRCLE
<p>The mystic hits a precise spot on the back of the neck of the enemy that blocks his brain causing the feeling of an electric shock. If the target fails a save vs. death ray, he is knocked out. In a normal fight, the mystic gets a -2 to hit when attacking with this technique. This technique may only knock out humans or demi-humans.</p> <p>1d10 damage</p>	
ATTACK STYLE	
BLOCKING SHOCK	
LIGHTNING	2ND CIRCLE
<p>The mystic hits a precise spot on the back of the neck of the enemy that blocks his nerves causing the feeling of an electric shock. If the target fails a save vs. paralysis, he is paralyzed for 1d3 rounds. This technique may only paralyze humans or demi-humans.</p> <p>1d6 damage</p>	
ATTACK STYLE	
STATIC ELECTRICITY	
LIGHTNING	5TH CIRCLE
<p>The mystic brushes wool clothes with stones or crystals to generate static electricity on his own body, then controls that electricity and improves it with meditation. When he will strike his next attack, that energy will be released as a massive electric shock, dealing an extra 1d12+1 damage to the target. If not used in three rounds, the static electricity fades. The mystic may use this technique only once per fight.</p> <p>+1d12+1 additional damage</p>	
SUPPORT STYLE	

HOW TO BUILD THE MYSTIC TECHNIQUES CARDS

Mystic techniques cards are useful to keep the mystic's attack or move secret until the moment to use it comes. That is especially useful in mystic fights.

In order to make your cards, print 4 copies of the background of the cards that you prefer (I made black, red and blue) on card, and print all of the front pages on label. Then, cut them with a cutter or scissors and pair them. Try to be precise, otherwise you'll need to trim the cards once you have finished.

You can use the multiple colours of background to produce more than one deck, so that you can make mystic fights more easily.

BELLY BLOW	
LIGHTNING	3RD CIRCLE
<p>The mystic attacks the enemy from a short distance on the belly with a flat kick, hitting him very hard.</p> <p>1d12 damage</p>	
ATTACK STYLE	
TREESLAP	
WOOD	1ST CIRCLE
<p>The mystic attacks the enemy with a backwards spinning fist, hitting him on the face.</p> <p>1d8 damage</p>	
ATTACK STYLE	
TREE FALL	
WOOD	4TH CIRCLE
<p>The mystic hits the ankles of the enemy to make him fall, then blocks his fall with a knee-kick in his belly, and finishes the attack with an elbow-blow on the back of his head.</p> <p>1d12+2 damage</p>	
ATTACK STYLE	

LIFE MANTRA	
WOOD	2ND CIRCLE
<p>The mystic repeats a mantra that increases his concentration. For the time he repeats the mantra, the mystic deals +1 damage with every attack and gets -1 damage from enemy hits with weapons and techniques. The mystic must roll under his own wisdom at the beginning of every round to keep on repeating the mantra. The mystic may use the mantra only once per day.</p> <p>+1 damage dealt -1 damage received</p>	
SUPPORT STYLE	
STRANGLING IVY	
WOOD	5TH CIRCLE
<p>The mystic tries to catch the enemy in a painful grip. The enemy may avoid the whole damage by succeeding in a save vs. paralysis. If he fails, the mystic wraps his legs from behind around the target's ones, blocks the enemy's arms with one arm and strangles him with the other one. The target may roll the save at every round to free himself, but if the roll fails, he takes the damage automatically and can do nothing else for the rest of the round.</p> <p>1d12 damage</p>	
ATTACK STYLE	
REVERSE TREE FALL	
WOOD	3RD CIRCLE
<p>The Mystic accompanies the blows of the enemy and tries to use the enemy's attacks to damage him. The enemy gets the same amount of damage that the mystic is able to avoid using this technique.</p> <p>Damage reduced by 1d8+1</p>	
DEFENSE STYLE	