

Mystic by Sean Wills aka Geordie Racer

You are mysterious and wise, probing the nature of existence on a path to cosmic enlightenment through self-awareness. Years of meditation have allowed you to gain mastery over the mystic forces that lie untapped within everyone. You are lawful and good, travelling on a quest for knowledge and experience, while seeking to aid those who are downtrodden, needy or threatened. *Consider the lotus.....*

Weapon/Armour Restrictions:

Mystics do not carry weapons or wear armour; their self-defence relies on unarmed combat techniques. Through body control gained by daily exercise they find that the path of least resistance allows them to use an enemy's strength and aggression to their advantage. Whenever a foe hits in melee combat the Mystic must roll a saving throw (plus DEX bonus) to deflect the attack, dissipating its energy. If they succeed they go undamaged and the foe must make a saving throw, failure resulting in the foe harming itself. If Mystics attack others they receive a 1d6 penalty towards using mantras for a week. They do not use magic items as they prefer to draw on their own inner forces.

Self-Healing:

Mystics may heal themselves once a day. The amount of HP recovered is equal to their level (plus CON bonus if positive) and they recover at the rate of 1HP/round.

Mantras:

Mystics are able to draw upon cosmic powers through the repetition of certain sounds, either verbally or internally. These mantras enable Mystics to alter reality with spell-like effects and each day Mystics may memorize a number of mantras as shown on the Mantra table. To attempt a mantra Mystics must roll a saving throw (plus WIS bonus, +1 per round of meditation). If they succeed, they align with the universe and the mantra takes effect. If they fail, they have glimpsed into infinity and being unable to comprehend it, they lose self control, the mantra doesn't work and they are stunned for a number of rounds equal to the mantra's level. Below is a list of mantras and their levels.

Level 1: Charm Person, Cure Wounds I, Detect Evil, Detect Magic, Sleep

Level 2: Detect Invisibility, Detect Thoughts, Invisibility I, Levitate

Level 3: Crystal Ball, Dispel Magic, Protection from Normal Missiles, Water Breathing

Level 4: Charm Monster, Cure Wounds II, Dimensional Portal, Telekinesis

Level 5: Anti-Magic Shell, Contact Other Plane, Reincarnation, Teleport

Saving throws:

Mystics get +1 on saving throws vs. magic.

Establish Commune:

Mystics who attain 10th Level are revered as Gurus or Great Sages by common folk and may establish a commune, attracting followers who wish to listen to their teachings and wisdom. Alternatively they may live as hermits, far from civilisation.

Mystics can use their **Wisdom bonus** to gain an additional percent bonus on Experience Points (XP) earned.

Mystic Mantra Advancement

Level	Mantra Level				
	1	2	3	4	5
1	1	-	-	-	-
2	2	-	-	-	-
3	2	1	-	-	-
4	2	2	-	-	-
5	2	2	1	-	-
6	2	2	1	1	-
7	2	2	2	1	1
8	2	2	2	2	2
9	3	3	3	2	2
10	3	3	3	3	3

Mystic Advancement

Level	XP	HD	BHB	ST
1	0	1	+0	15
2	2,500	1+1	+0	14
3	5,000	2	+0	13
4	10,000	2+1	+0	12
5	20,000	3	+1	11
6	40,000	3+1	+1	10
7	80,000	4	+1	9
8	160,000	4+1	+2	8
9	320,000	5	+2	7
10	640,000	5+1	+3	6

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