

# Mystic (p33)

## Creation Summary (p24)

<b>Attack</b>	12	<b>Magical Attack</b>	14	<b>Initial Equipment</b>
<b>Defence</b>	6	<b>Magical Defence</b>	4	Lantern, flint-and-tinder, backpack, bow (d6, 4), quiver
<b>Stealth</b>	14	<b>Evasion</b>	3	of 6 arrows, dagger (d4, 3), mail hauberk (AF 3), 2d10
<b>Perception</b>	6	<b>Health Points</b>	1d6+5	florins, sword (d8, 4) or staff (d6, 3).

**Psychic Talent** must be 9+

## Advancement Summary (p130)

+1	Attack and Defence	Odd Ranks
+1	Health Points	Even Ranks
+1	Magical Defence, Magical Attack, and Perception	Each Rank
+1	Additional Magical Defence	Ranks 7 and 12
+1	Stealth	Ranks 4, 7, 10, etc.
+1	Evasion	Ranks 5, 9, and 13

## Armour Proficiencies (p71)

**Mail armour:** -2 Attack and Defence  
**Plate armour:** -4 Attack and Defence

## Spell Mastery (p33)

Spend a week attuning to a single spell, from which the Mystic benefits with an indefinite duration, even when psychically fatigued.

- 1st Rank:** See *Enchantment* (p90)
- 2nd Rank:** *Darksight* (p90)
- 3rd Rank:** *All-Seeing Eye* (p91)
- 4th Rank:** *Mind Cloak* (p91)
- 5th Rank:** *Clairvoyance* (p91)
- 6th Rank:** *Hidden Target* (p91), *Telepathy* (p92)
- 7th Rank+:** *Truthsense* (p93), *Assessment* (p93)

## Premonition (p34)

- Must concentrate for 2 rounds to use
- Chance of success: 35% + 2% per rank

## ESP (p34)

- Must concentrate for 3 rounds to use
- Chance of success: 5% + 3% per rank
- Cannot detect elves, ghosts, gnomes, goblins, hobgoblins and undead
- Will always detect mystics of 9<sup>th</sup>+ rank (even elven mystics)
- Will not detect mystic protected by *Mind Cloak*

## Craft Arms & Armour (p34)

- 4th Rank:** +1 arrow or quarrel – 25 days  
+1 weapon – 100 days  
+1 armour – 100 days
- 6th Rank:** +2 arrow or quarrel – 125 days  
+2 weapon – 500 days  
+2 armour – 400 days
- 9th Rank:** +3 arrow or quarrel – 375 days  
+3 weapon – 1,500 days  
+3 armour – 900 days

**Chance for flawed item**  
80% – 10% per rank

## Adepthood (p35)

- Minimum 8<sup>th</sup> rank
- Must meditate for at least a week
- 5% chance per week
- Reflexes and Psychic Talent increase to 18
- Double natural rate of healing
- Immunity to poison, disease, Fright Attacks, mind control, and possession
- Adepts will never create a flawed magic item