

Mystic

Dragon Warriors Reference Sheet (p33)

Creation Summary (p24)

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

Psychic Talent must be 9+

Advancement Summary (p130)

| | |
|--|----------------------|
| +1 Attack and Defence | Each odd rank |
| +1 Health Points | Each even rank |
| +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)

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

Premonition (p34)

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

ESP (p34)

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

Adepthood (p35)

- Must be a minimum of rank 8 to attempt
- 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

