

# FINAL FANTASY ZERO

## THE MYSTIC



Tsai: "Transition...depends on yin and yang"

## THE MYSTIC

<b>Hit Points:</b> 10 + Constitution Score, +5 per level
<b>Magick Points:</b> 20 + Charisma Score, +5 per level
<b>Weapon Attack Bonus:</b> Level
<b>Weapon Defense Bonus:</b> Level
<b>Magick Attack Bonus:</b> Level+2
<b>Magick Defense Bonus:</b> Level+2
<b>Weapon Resistance Bonus:</b> Level
<b>Magick Resistance Bonus:</b> Level
<b>Weapon Power:</b> 1d6 + Level
<b>Magick Power:</b> 1d10 + Level
<b>Trained Skill:</b> Persuasion
<b>Weapon Proficiency:</b> Staff
<b>Armor Proficiency:</b> Robe
<b>Accessory Proficiency:</b> Armlet
<b>Job Tree:</b> Astrologer, Wizard, Alchemist

“Mystic” is the term FFZ applies to those spellcasters who focus on altering the body and form of others. Their powers of transformation handicap their enemies by blinding them, beguiling them, and turning them into pigs, toads, stone, and even mindless zombie slaves.

**Examples:** The Mystic job [FFT], the Green Mage and Alchemist jobs [FFTA2]

## MYSTIC OVERVIEW

**Characteristics:** Mystics are masters of transformation – they alter their enemies and themselves with illusion, darkness, tricks of the light, and even physical transformation. mystics represent the idea that once something is out of sight, it could be anything. Their main role in a party is one of a handicapper – they will prevent enemies from doing much harm to their allies, at least for a round or two. As such, they're generally quite effective against mundane and elite enemies. Against bosses with a lot of immunities, many of those arts turn into damage instead, but if there is a weakness, the mystic will be the one to effectively exploit it.

**Statistics:** A mystic benefits from a high Charisma, being a class that relies on Magick Effect attacks more often than most. Wisdom is also useful to increase your magical defenses, ensuring that when an enemy tries

to transform you, you will be prepared to resist it. Intelligence can be useful for the occasional arcane energy that you unleash as well.

**Espers:** Mystics often pay homage to some of the darker and trickier espers of the world, including Remora, Catoblepas, Cockatrice, Cuchulainn, Doomtrain, Siren, Hades, the Magus Sisters, and Ragnarok

## MYSTIC FEATURES

**Yang:** Make a melee attack. If you hit, the target gains the Poison ailment. *Cost:* The attack deals half damage.

**Yin:** When you take Full Defense, enemies cannot hit you with melee attacks. *Cost:* You do not gain Weapon or Magick Defense bonuses for using Full Defense.

**Fen g Shui (Limit):** You deal 10x[MPW] damage to all enemies, and can change their rows if you desire. *Cost:* 3 Limit Points

## HEX

The following are abilities that a mystic gains as they gain levels.

### Blind

**Level 1, 7 mp, Targets One Enemy ✦ Umbra, Shadow**

*Your enemies eyes are burned with shadow*

Make an Effect Magick attack.

If you hit, the target is dealt ½ [MPW] shadow damage and gains the Umbra ailment.

*Blindara (Lv6, 17 MP):* Deals [MPW] shadow damage

*Blindaja (Lv11, 27 MP):* Targets all enemies; deals [MPW] shadow damage.

### Magnetism

**Level 3, 11 mp, Targets One Enemy ✦ Bolt**

*The enemy is pushed or pulled by your magical force*

Make an Effect Magick Attack.

If you hit, the target is dealt ½ [MPW] bolt damage, and you can change their row if you desire.

*Magnara (Lv8, 21 MP):* Deals [MPW] bolt damage

*Magnaga (Lv13, 31 MP):* Deals [MPW] bolt damage, targets all enemies

## Halt

**Level 5, 15 mp, Targets One Enemy + Immobilize, Earth**

*Your enemies limbs turn to stone*

Make an Effect Magick Attack.

If you hit, the target is dealt  $\frac{1}{2}$  [MPW] earth damage, and gains the Immobilize ailment.

*Haltaja (Lv10, 17 MP):* Targets all enemies

## Tiny

**Level 7, 19 mp, Targets One Enemy + Mini**

*Your enemy suddenly shrinks*

Make an Effect Magick Attack.

If you hit, the target is dealt [MPW] damage and gains the Mini ailment.

*Tinyra (Lv12, 29 mp):* Deals  $2 \times$  [MPW] damage

## Paralyze

**Level 9, 23 mp, Targets One Enemy + Disable**

*Your enemy finds itself unable to act*

Make an Effect Magick Attack.

If you hit, the target is dealt [MPW] damage and gains the Disable ailment.

*Paralyja (LV14, 33 mp):* Targets all enemies

## Toad

**Level 11, 27 mp, Targets One Enemy + Frog, Water**

*A chorus of croaks issues from your enemy's throat as it turns into a frog*

Make an Effect Magick Attack.

If you hit, the target is dealt  $2 \times$  [MPW] water damage and gains the Frog ailment.

## Break

**Level 13, 31 mp, Targets One Enemy + Petrify, Earth**

*Your foe's flesh turns to stone.*

Make an Effect Magick Attack.

If you hit, the target gains the Petrify ailment.

## Corruption

**Level 15, 35 mp, Targets One Enemy + Zombie, Shadow**

*Your foe's soul becomes an undead slave to your will*

Make an Effect Magick Attack.

If you hit, the target gains the Zombie ailment.



## EQUIPMENT & SUPPORT ABILITIES

A mystic gains these abilities with certain types of equipment.

### Magick Power Up

**Onion Weapon Power (Lv0) † Bonus**

+2 Magick Power

*Onion Staff*: A walking stick

### MP Up

**Onion Armor Power (Lv0) † Bonus**

+5 MP

*Cotton Robe*: Soft robes of cotton

### Curse Master

**Onion Accessory Power (Lv0) † Bonus**

+2 Effect Attack

*Armguard*: A leather decoration for your wrist

### Healing Strike

**Bronze Weapon Bonus (Lv1) † Option**

Instead of dealing damage, your attacks heal.

*Caduceus*: A medicinal staff that heals those it touches

### HP Up

**Bronze Armor Power (Lv2) † Bonus**

+5 HP

*Glutton's Robe*: Deep robes with an expanding belt line.

### Ignore Weather

**Bronze Accessory Power (Lv3) † Immunity**

You do not suffer penalties based on the weather if you spend 5 mp.

*Bangle*: A clacking bracelet

### Weapon Power Up

**Silver Weapon Power (Lv4) † Bonus**

+4 Weapon Power

*Battle Bamboo*: A combat pole made of sturdy wood

### Healer's Lore

**Silver Armor Power (Lv5) † Advantage**

+4 MPW on Healing effects.

*White Robes*: Robes of priests and physicians.

### Critical Mana

**Silver Accessory Power (Lv6) † Bloodied Bonus**

When bloodied, you recover 10 MP

*Mythril Bracers*: Silver bracelets

### Spellbound

**Gold Weapon Power (Lv7) † Advantage**

An enhancement you gain lasts 1 round more than usual

*Fairy Tale*: A staff of sylvan wood

### Wizard's Lore

**Gold Armor Power (Lv8) † Advantage**

+6 MPW on Energy attacks.

*Black Robes*: Robes of witches and warlocks

### Weapon Power Up

**Gold Accessory Power (Lv6) † Bonus**

+6 WPW

*Bone Wrist*: Bone jewelry worn by savages and necromancers

### Loudmouth

**Crystal Weapon Power (Lv10) † Immunity**

You do not suffer the Seal status. Instead, the Seal status takes 5 MP from you.

*Sage Staff*: An ancient staff of learned sages.

### MP Up Plus

**Crystal Armor Power (Lv11) † Bonus**

+20 MP

*Luminous Robe*: Glittering robe made from strands of light.

## Counterspell

### Crystal Accessory Power (Lv12) † Option

When you take damage from a spell, you may cast the same spell.

*Diamond Bracers*: Arm jewelry with precious gems.

## Magick Sheild

### Legendary Weapon Power (Lv13) † Option

When dealt HP damage, you may take equivalent MP damage instead.

*Nirvana*: A symbol of eternal peace

## Absorb MP

### Legendary Armor Power (Lv14) † Advantage

When hit with magick, you gain the MP used to cast it.

*Robe of Lords*: A robe worn by rulers

## Martyr

### Legendary Accessory Power (LV 30) † Option

When you take damage, you recover MP equal to the damage dealt.

*Astral Bracers*: Bracelets made of raw woven magick.

