

Mystic

Alignment: Any nonchaotic.

Hit Die: d8.

Class Skills

The mystic's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Jump (Str), Perform (Cha), Profession (Wis), and Swim (Str).

Skill Points at 1st Level: (4 + Int modifier) x4.

Skill Points at Each Additional Level: 4 + Int modifier.

Table: The Mystic

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Mystic power or bonus feat, paths
2nd	+1	+0	+0	+3	Mystic power, slow fall 10 ft
3rd	+2	+1	+1	+3	Mystic power or bonus feat
4th	+3	+1	+1	+4	Mystic power, still mind
5th	+3	+1	+1	+4	Mystic power or bonus feat
6th	+4	+2	+2	+5	Mystic power, slow fall 20 ft
7th	+5	+2	+2	+5	Mystic power or bonus feat
8th	+6/+1	+2	+2	+6	Mystic power, purity of body
9th	+6/+1	+3	+3	+6	Mystic power or bonus feat
10th	+7/+2	+3	+3	+7	Mystic power, slow fall 30 ft
11th	+8/+3	+3	+3	+7	Mystic power or bonus feat
12th	+9/+4	+4	+4	+8	Mystic power, heart of fire
13th	+9/+4	+4	+4	+8	Mystic power or bonus feat
14th	+10/+5	+4	+4	+9	Mystic power, slow fall 40 ft
15th	+11/+6/+1	+5	+5	+9	Mystic power or bonus feat
16th	+12/+7/+2	+5	+5	+10	Mystic power, timeless body
17th	+12/+7/+2	+5	+5	+10	Mystic power or bonus feat
18th	+13/+8/+3	+6	+6	+11	Mystic power, slow fall 50 ft
19th	+14/+9/+4	+6	+6	+11	Mystic power or bonus feat
20th	+15/+10/+5	+6	+6	+12	Mystic power, perfect self

Class Features

All of the following are class features of the mystic.

Weapon and Armor Proficiency: Mystics are proficient with club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, sai, shuriken, siangham, and sling. They are proficient with light armor and shields (except tower shields).

Path: Mystics choose two paths from the following list:

Acrobat: The following skills are added to the Mystic's class list:

Balance (Dex), Escape Artist (Dex), Hide (Dex), Move Silently (Dex), and Tumble (Dex). Her base Reflex save improves to match her base Will save.

Empath: The following skill is added to the Mystic's class list: Sense Motive (Wis). She may gain an animal companion as a ranger of her level or a familiar as a wizard of her level (but not both).

Free Spirit: Any two skills of the mystic's choosing are added to her class list. The mystic can multiclass freely.

Killer: The following skills are added to the Mystic's class list: Bluff (Cha), Disguise (Cha). She may choose to gain +1d6 sneak attack instead of a mystic power on even levels.

Lorekeeper: The mystic gains bardic knowledge and may choose loremaster secrets instead of mystic powers, with the following level + Wis modifier requirements: instant mastery (2), secret health (4), secrets of inner strength (6), the lore of true stamina (8), secret knowledge of avoidance (10), weapon trick (12), dodge trick (14), applicable knowledge (16), newfound arcana* (18), more newfound arcana* (20). The newfound arcana abilities require the ability to cast spells.

Priest: The mystic adds Knowledge (religion) to her class list. She gains the ability to prepare and cast one first-level spell from the cleric list. This is a divine spell and follows the same rules for clerics casting spells, except that the mystic cannot spontaneously

cast healing spells and need not have a minimum Wisdom score to cast it. This path may be taken up to 9 times, each time granting a spell one level higher. A mystic must have at least twice the Hit Dice of the spell level to cast it. When wearing armor, using a shield, or carrying a medium or heavy load, a mystic can't cast these spells.

Savant: The mystic may choose powers as though her Wisdom was 8 higher than it actually is, or as if it were 20, whichever is better.

Scholar: The following skills are added to the Mystic's class list: Knowledge (all) (Int), Spellcraft (Int), and any two.

Warrior: The Mystic can choose feats as though her base attack from this class was the same as a fighter's. Her base Fortitude save improves to match her base Will save.

Mystic Power: At every level the mystic chooses one power from the table below. Her level plus Wisdom modifier determines the total number of powers she can choose. She can't choose the same power twice unless otherwise noted.

Mystic Powers

Lvl+Wis Mod	Power
Less than 0	Additional path*
0	Asceticism
1	Death trance
2	Preternatural sense
3	Fast movement*
4	Skill mastery*
5	Evasion
6	Domain*
7	Magical <i>ki</i> strike
8	Wholeness of body*
9	Healing talent*

10	Resistance*
11	Camaraderie
12	Improved evasion
13	Lawful <i>ki</i> strike†
14	Walk on water
15	Abundant step*
16	Diamond body
17	Focused mind†*
18	Diamond soul
19	Quivering palm*
20	Prowess*
21	Adamant <i>ki</i> strike
22	Lawgiver†*
23	Tongue of the sun and moon
24	Empty body*
25	Speak with stones
26	Forceful fists
27	Mind over body
28	Eternal lawgiver†
29	Harness destructive energies
30	Spiritual journey

* May be taken more than once.

† Requires a lawful alignment.

Abundant Step (Su): A mystic can slip magically between spaces, as if using the spell *dimension door*, once per day. Her caster level for this effect is one-half her mystic level (rounded down). This mystic power can be taken more than once, increasing the number of uses by 1 each time. Additionally, the second time it is taken the caster level increases to the mystic's level (instead of half of the mystic's level).

Adamant Ki Strike (Su): A mystic's unarmed attacks are empowered with *ki*. Her unarmed attacks are treated as adamantite weapons for the purpose of dealing damage to creatures with damage reduction. A mystic must have the magical *ki* strike power to choose this mystic power.

Asceticism (Ex): The mystic may make a Concentration check in place of a Constitution check to avoid damage and death due to starvation or dehydration.

Camaraderie (Su): The mystic must be on the empath path to select this power. The mystic can attract stronger companions. If she attracts a familiar she acts as though she had the Improved Familiar feat. If she has an animal companion it gain powers as though she was a druid three-quarters her level instead of a ranger of her level. If she attracts a new companion she may instead choose a fiendish servant as a blackguard as though her character level was her class level or a paladin warhorse as a paladin of her level.

Death Trance (Ex): A mystic can enter a deep trance, waking only on physical stimulus (vigorous shaking or worse) or on predetermined cues or times. During the trance she consumes one-tenth the normal amount of air, food, and water. A mystic with at least 10 ranks of Concentration also acts as if she were under the effects of a *delay poison* spell while trancing. A mystic with at least 20 ranks of Concentration perfects her trance, consuming one-twentieth the normal amount of food and water and no air at all.

Diamond Body (Su): A mystic gains immunity to all poisons.

Diamond Soul (Ex): A mystic gains spell resistance equal to her current mystic level + 10. In order to affect the mystic with a spell, a spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the mystic's spell resistance.

Domain: A mystic must be on the priest path and be an exclusive worshipper of a deity to select this power. She chooses one of her deity's domains, gaining its granted power. She can prepare spells from that domain as well as from the cleric list.

Empty Body (Su): A mystic gains the ability to assume an ethereal state for 1 round per mystic level per day, as though using the spell *etherealness*. She may go ethereal on a number of different

occasions during any single day, as long as the total number of rounds spent in an ethereal state does not exceed her mystic level. This ability may be taken more than once. Each time beyond the first, the total duration is multiplied by 10. (Do not combine these multiplications as normal; duration is x10, x100, x1000.)

Eternal Lawgiver (Su): A mystic must select lawful *ki* strike, magical *ki* strike, and lawgiver before this power. If the mystic strikes a chaotic creature with an unarmed strike and is not using her lawgiver ability she deals +1d6 damage. Her damage from lawgiver is increased to +5d6. A mystic must be lawful to choose this power and loses this power if she ceases to be lawful.

Evasion (Ex): If the mystic makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the mystic is wearing light armor or no armor. A helpless mystic does not gain the benefit of evasion.

Fast Movement (Ex/Su): Each time the mystic takes this ability, she gains a +10 ft enhancement bonus to her speed. These stack with each other (but not with other enhancement bonuses). When wearing armor, using a shield, or carrying a medium or heavy load, a mystic loses her fast movement. These increases are natural until the mystic's base speed is doubled, and supernatural thereafter. Add the supernatural component of the speed to the distance the mystic can slow fall.

Focused Mind (Ex): Once per day as a standard action the mystic can harden her mind against influence. The next time she resists a spell or ability allowing a Will save she gains a bonus equal to 5 + one-half her class level on the save. This ability lasts for 1 hour or until used. A mystic must be lawful to choose this power.

Forceful Fists (Ex): The mystic can expend one use of her stunning fist ability to deal an extra +2d6 damage with an unarmed strike. This counts as a use of the ability for all purposes, such as the limit on uses per round. This affects even creatures not subject to stunning. A mystic must have the Stunning Fist feat to choose this power.

Harness Destructive Energies (Sp): Once per day as a standard action, the mystic can tap into and release fell energies used against her. If in the past round she was targeted with and saved against a negative energy effect or a death effect to which she was not immune, she can use it herself as a standard action. The effect is a ray with a range of the original effect's range (or 10 feet, whichever is better), but is otherwise identical to it (do not recalculate the DC).

Healing Talent (Su): A mystic must select wholeness of body before this power. She can heal others (but not herself) a number of hit points of damage equal to three times her current mystic level each day, and she can spread this healing out among several uses.

Improved Evasion (Ex): A mystic henceforth she takes only half damage on a failed Reflex save for half damage (and no damage on a successful save). A helpless mystic does not gain the benefit of improved evasion.

Lawful Ki Strike (Su): A mystic's unarmed attacks are empowered with *ki*. Her unarmed attacks are treated as lawful weapons for the purpose of dealing damage to creatures with damage reduction. A mystic must be lawful to choose this power and loses this power if she ceases to be lawful.

Lawgiver (Su): A mystic must select lawful *ki* strike and magical *ki* strike before this power. As a free action once per day per six class levels (but not more than once per round) the mystic can empower her unarmed strikes with lawful power. This deals +2d6 damage to chaotic creatures. The charge is lost if the mystic hits a nonchaotic creature, but remains if the mystic misses her attack. A mystic must be lawful to choose this power and loses this power if she ceases to be lawful.

Magical Ki Strike (Su): A mystic's unarmed attacks are empowered with *ki*. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

Mind over Body (Su): The mystic may use half her Wisdom modifier in place of her Constitution modifier for calculating hit points and Concentration checks.

Preternatural Sense (Ex): When unarmored and unencumbered, the mystic adds her Wisdom bonus (if any) to her AC. In addition, the mystic gains a +1 bonus to AC at 5th level and every five mystic levels thereafter (+2 at 10th, +3 at 15th, and +4 at 20th level).

These bonuses to AC apply even against touch attacks or when the mystic is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

Prowess (Ex): The mystic gains a +1 bonus on all attack rolls. She loses these bonuses when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

Quivering Palm (Su): A mystic can set up vibrations within the body of another creature that can thereafter be fatal if the mystic so desires. She can use this quivering palm attack once a week, and she must announce her intent before making her attack roll.

Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be affected. Otherwise, if the mystic strikes successfully and the target takes damage from her unarmed strike, the quivering palm attack succeeds. Thereafter the mystic can try to slay the victim at any later time, as long as the attempt is made within a number of days equal to her mystic level. To make such an attempt, the mystic merely wills the target to die (a free action), and unless the target makes a Fortitude saving throw (DC 10 + 1/2 the mystic's level + the mystic's Wis modifier), it dies. If the saving throw is successful, the target is no longer in danger from that particular quivering palm attack, but it may still be affected by another one at a later time. A mystic must have the magical *ki* strike ability and the Fists of Iron feat to choose this power.

Resistance (Ex): The mystic gains resistance 2 against acid, cold, electricity, fire, and sonic. This power may be selected multiple times; its effects stack.

Skill Mastery (Ex): The mystic chooses one skill with which she can take 10 even if stress and distractions would normally prevent her from doing so.

Speak with Stones (Ex): The mystic can speak with inanimate objects, granting her 60 foot tremorsense. (Inanimate objects have limited abilities to impart other useful information, but may do so at the DM's discretion.) She must have tongue of the sun and moon before selecting this ability.

Spiritual Journey (Sp): The mystic can project her mind and the minds of other willing creatures to the astral plane, as the *astral projection* spell (caster level is half class level). This ability requires 1 hour of meditation and a Concentration check (DC 30) but can be attempted any number of times per day.

Tongue of the Sun and Moon (Ex): A mystic can speak with any living creature.

Walk on Water (Su): A mystic gains a +20 competence bonus on Balance checks to walk on surfaces that couldn't support the character's weight, such as water (DC 90), fragile branches (DC 90), and clouds (DC 120). Add one-half the monk's speed bonus from fast movement to this bonus. If the mystic moves at least as far as her speed in a given round, double this competence bonus.

Wholeness of Body (Su): A mystic can heal her own wounds. She can heal a number of hit points of damage equal to twice her current mystic level each day, and she can spread this healing out among several uses.

Bonus Feat: Every odd level, a mystic may choose a bonus fighter feat instead of a mystic power.

Slow Fall (Ex): At 2nd level or higher, a mystic within arm's reach of a wall can use it to slow her descent. When first using this ability, she takes damage as if the fall were 10 feet shorter than it actually is. The mystic's ability to slow her fall (that is, to reduce the effective distance of the fall when next to a wall) improves by 10 feet every fourth level.

Still Mind (Ex): A mystic of 4th level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Purity of Body (Ex): At 8th level, a mystic gains immunity to all diseases except for supernatural and magical diseases.

Heart of Fire (Su): At 12th level the mystic gains +4 on saves against death, level drain, ability drain, and ability damage. If such effect does not normally allow a saving throw the mystic may negate the effect with a Will save (without the usual +4 bonus).

Timeless Body (Ex): Upon attaining 16th level, a mystic no longer takes penalties to her ability scores for aging and cannot be magically aged. Any such penalties that she has already taken remain in place. Bonuses still accrue, and the mystic still dies of old age when her time is up.

Perfect Self: At 20th level, a mystic becomes a magical creature. She is forevermore treated as an outsider rather than her former type for the purpose of spells and magical effects. Unlike other outsiders, the mystic can still be brought back from the dead as if she were a member of her previous creature type. Additionally, the mystic gains damage reduction 10/magic.

Epic Levels

The mystic's slow fall continues to improve at the same rate (60 feet at level 22, 70 feet at level 26, and so on). Her other class abilities do not improve except as noted below.

Epic Bonus Feats: The epic mystic gains a bonus feat (selected from the list of epic mystic bonus feats) every three levels higher than 20th. She may choose a mystic power instead of a bonus feat, if desired.

Epic Mystic Bonus Feat List: Armor Skin, Blinding Speed, Damage Reduction, Energy Resistance, Epic *Ki* Strike, Epic Prowess, Epic Speed, Epic Toughness, Exceptional Deflection, Fast Healing, Improved Combat Reflexes, Improved Spell Resistance, Improved Stunning Fist, Infinite Deflection, Keen Strike, Legendary Climber, Legendary Wrestler, Reflect Arrows, Righteous Strike, Self-Concealment, Shattering Strike, Vorpall Strike.

Paths at Epic Levels: Some path abilities continue to improve, or gain new abilities at epic levels.

Empath: The mystic's effective class level continues to increase.

The following epic feats are added to the mystic's class list:

Familiar Spell, Magical Beast Companion. She can qualify for Magical Beast Companion as though she could *wild shape* 6/day if she has the Camaraderie mystic power.

Killer: The following epic feats are added to the mystic's class list: Improved Sneak Attack, Lingering Damage. Like a rogue, the killer may choose crippling strike (but, unlike the rogue, not other rogue special abilities) instead of an epic feat.

Lorekeeper: The mystic's effective level continues to increase.

Priest: The following epic feats are added to the mystic's class list: Epic Spellcasting, Improved Spell Capacity, Improved Metamagic, Multispell, Spell Stowaway, and Spontaneous Domain Access.

Savant: The mystic gains the Great Wisdom epic feat as a bonus feat on level 21.

Scholar: The following epic feat is added to the mystic's class list: Legendary Scholar.

Ex-Mystics

A mystic who becomes chaotic cannot gain new levels as a mystic but retains all mystic abilities (except eternal lawgiver, focused mind, lawful *ki* strike, and lawgiver).

Like a member of any other class, a mystic may be a multiclass character, but multiclass mystics face a special restriction. A mystic who gains a new class or (if already multiclass) raises another class by a level may never again raise her mystic level, though she retains all her mystic abilities. This restriction does not apply to mystics on the free spirit path.

Feats

These feats are designed for use with the mystic class. They allow mystics to become accomplished martial artists without need for weapons, without forcing all mystics to gain mastery over this type of combat. It also allows fighters to become consummate unarmed combatants without the magical and quasi-magical abilities of the mystic class, which is inappropriate for some characters or archetypes.

Alternate Mystic: For GMs who wish to use mystics only for unarmed warriors, grant all mystics the Warrior path (allowing them to select only one other path at first level) and grant Guarded Unarmed Strike at level 1, Lethal Unarmed Strike at level 3, Flurry of Blows at level 5, Improved Flurry of Blows at level 7, Greater Flurry of Blows at level 9, Supreme Flurry of Blows at level 11, and Fists of Iron at level 15. These replace the "mystic ability or bonus feat" at those levels, but are granted without need for meeting the prerequisites. This makes the class much less flexible, but may be appropriate for some especially martial campaigns.

	Fine	Diminutive	Tiny	Small	Medium	Large	Huge	Gargantuan	Colossal
Standard	—	—	1	1d2	1d3	1d4	1d6	1d8	2d6
Guarded Unarmed Strike	—	1	1d2	1d3	1d4	1d6	1d8	2d6	3d6
Lethal Unarmed Strike	1	1d2	1d3	1d4	1d6	1d8	2d6	3d6	4d6
Improved Flurry of Blows	1d2	1d3	1d4	1d6	1d8	2d6	3d6	4d6	6d6
Greater Flurry of Blows	1d2	1d3	1d4	1d6	1d10	2d8	3d8	4d8	6d8
Supreme Flurry of Blows	1d3	1d4	1d6	1d8	2d6	3d6	4d6	6d6	8d6
Fists of Iron	1d4	1d6	1d8	1d12	2d8	3d8	4d8	6d8	8d8

Fists of Iron [Fighter]

Prerequisites: Str 13, Guarded Unarmed Strike, Lethal Unarmed Strike, Power Attack, base attack +15.

Benefit: Your unarmed damage increases to 2d8 as a Medium creature (adjusted for size).

Flurry of Blows [Fighter]

You strike with a flurry of blows at the expense of accuracy.

Prerequisites: Dex 13, Guarded Unarmed Strike, Lethal Unarmed Strike.

Benefit: When unarmed or using a kama, nunchaku, quarterstaff, sai, shuriken, siangham, or natural weapon, you may take an extra attack at your highest attack bonus. If you do, all attacks this round suffer a –2 penalty.

Greater Flurry of Blows [Fighter]

Prerequisites: Dex 13, Flurry of Blows, Guarded Unarmed Strike, Improved Flurry of Blows, Lethal Unarmed Strike, base attack +9.

Benefit: You suffer no attack penalty when you flurry. Additionally, your unarmed damage increases to 1d10 as a Medium creature (adjusted for size).

Guarded Unarmed Strike [Fighter]

Benefit: You are considered to be armed even when unarmed—that is, you do not provoke attacks or opportunity from armed opponents when you attack them while unarmed. However, you still get an attack of opportunity against any opponent who makes an unarmed attack on you.

Additionally, your unarmed damage increases to 1d4 as a Medium creature (adjusted for size).

Normal: Without this feat, you are considered unarmed when attacking with an unarmed strike.

Improved Flurry of Blows [Fighter]

Prerequisites: Dex 13, Flurry of Blows, Guarded Unarmed Strike, Lethal Unarmed Strike, base attack +5.

Benefit: When you flurry, your attacks suffer a –1 penalty instead of a –2 penalty.

Additionally, your unarmed damage increases to 1d8 as a Medium creature (adjusted for size).

Lethal Unarmed Strike [Fighter]

Prerequisites: Guarded Unarmed Strike.

Benefit: Your unarmed strikes can deal normal or subdual damage, at your option.

Additionally, your unarmed damage increases to 1d6 as a Medium creature (adjusted for size).

Normal: Without this feat, you can deal subdual damage at no penalty or normal damage at a –4 penalty.

Stunning Fist [Fighter]

Prerequisites: Dex 13, Wis 13, Guarded Unarmed Strike, base attack +1.

Benefit: You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Stunning Fist forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier), in addition to dealing damage normally. A defender who fails this saving throw is stunned for 1 round (until just before your next action). A stunned character can't act, loses any Dexterity bonus to AC, and takes a –2 penalty to AC. You may attempt a stunning attack once per day for every two character levels you have attained, rounded up, and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

Supreme Flurry of Blows [Fighter]

Prerequisites: Dex 17, Flurry of Blows, Greater Flurry of Blows, Guarded Unarmed Strike, Improved Flurry of Blows, Lethal Unarmed Strike, base attack +12.

Benefit: When you flurry, you make two extra attacks at your highest bonus instead of one.

Additionally, your unarmed damage increases to 2d6 as a Medium creature (adjusted for size).