

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 ability or bonus feat, paths
2nd	+1	+0	+0	+3	Mystic ability, slow fall 10 ft
3rd	+2	+1	+1	+3	Mystic ability or bonus feat
4th	+3	+1	+1	+4	Mystic ability, still mind
5th	+3	+1	+1	+4	Mystic ability or bonus feat
6th	+4	+2	+2	+5	Mystic ability, slow fall 20 ft
7th	+5	+2	+2	+5	Mystic ability or bonus feat
8th	+6/+1	+2	+2	+6	Mystic ability, purity of body
9th	+6/+1	+3	+3	+6	Mystic ability or bonus feat
10th	+7/+2	+3	+3	+7	Mystic ability, slow fall 30 ft
11th	+8/+3	+3	+3	+7	Mystic ability or bonus feat
12th	+9/+4	+4	+4	+8	Mystic ability, diamond body
13th	+9/+4	+4	+4	+8	Mystic ability or bonus feat
14th	+10/+5	+4	+4	+9	Mystic ability, slow fall 40 ft
15th	+11/+6/+1	+5	+5	+9	Mystic ability or bonus feat
16th	+12/+7/+2	+5	+5	+10	Mystic ability, timeless body
17th	+12/+7/+2	+5	+5	+10	Mystic ability or bonus feat
18th	+13/+8/+3	+6	+6	+11	Mystic ability, slow fall 50 ft
19th	+14/+9/+4	+6	+6	+11	Mystic ability or bonus feat
20th	+15/+10/+5	+6	+6	+12	Mystic ability, perfect self

Class Features

All of the following are class features of the monk.

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 chooses 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 (minimum 1) or a familiar as a wizard of her level.

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 ability on even levels.

Lorekeeper: The mystic gains bardic knowledge.

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), Listen (Wis), Spellcraft (Int), Spot (Wis), 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 1st level and every two levels higher than 1st (3rd, 5th, 7th,...), 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	Power
1 or less	Additional path*
2	Preternatural sense
3	Magical talent (1st)
4	Evasion
5	Fast movement*
6	Magical talent (2nd)
7	Magical <i>ki</i> strike
8	Wholeness of body
9	Magical talent (3rd)
10	Healing talent
11	Resistance
12	Magical talent (4th)
13	Improved evasion
14	Lawful <i>ki</i> strike
15	Magical talent (5th)
16	Abundant step
17	Diamond soul
18	Magical talent (6th)
19	Quivering palm
20	Adamant <i>ki</i> strike
21	Magical talent (7th)
22	Tongue of the sun and moon
23	Prowess
24	Magical talent (8th)
25	Empty body
26	Speak with stones
27	Magical talent (9th)

* May be taken more than once.

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

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.

Magical Talent: A mystic prepare and cast one spell of the specified level from the cleric list. A mystic must all the previous magical talents and twice the Hit Dice of the spell level to select this power. When wearing armor, using a shield, or carrying a medium or heavy load, a monk loses her magical talent.

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 monk loses her fast movement. These increases are natural until the mystic's base speed is doubled, and supernatural thereafter.

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.

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.

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 twice her current mystic level each day, and she can spread this healing out among several uses.

Resistance (Ex): The mystic gains resistance 2 against acid, cold, electricity, fire, and sonic.

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.

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).

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.

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 the blow, 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.

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 ability to choose this power.

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

Prowess (Ex): The mystic gains a +1 bonus on all attack rolls.

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 *ethereality*. 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.

Speak with Stones (Ex): The mystic gains 60 foot tremorsense. She must have tongue of the sun and moon before selecting this ability.

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.

Diamond Body (Su): At 12th level, a mystic gains immunity to poisons of all kinds.

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 as a humanoid (or whatever the mystic's creature type was) for the purpose of spells and magical effects. Additionally, the mystic gains damage reduction 10/magic, which allows her to ignore the first 10 points of damage from any attack made by a nonmagical weapon or by any natural attack made by a creature that doesn't have similar damage reduction. Unlike other outsiders, the mystic can still be brought back from the dead as if she were a member of her previous creature type.

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.

Ex-Mystics

A mystic who becomes chaotic cannot gain new levels as a mystic but retains all mystic abilities (except lawful *ki* strike).

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.