

MYSTIC (BASE CLASS)

Alignment: Any.

Hit Die: d8.



Class Skills

The mystic's class skills are Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Profession (Wis), and Spellcraft (Int).

Skill Ranks Per Level: 2 + Int modifier.

Table: Mystic

Level	Base Atk Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day								
						1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+2	+0	+2	Domain, orisons, bonus feat, mystical touch	3	—	—	—	—	—	—	—	—
2nd	+1	+3	+0	+3	Weather any trial 19-20	4	—	—	—	—	—	—	—	—
3rd	+2	+3	+1	+3		5	—	—	—	—	—	—	—	—
4th	+3	+4	+1	+4	Bonus feat	6	3	—	—	—	—	—	—	—
5th	+3	+4	+1	+4		6	4	—	—	—	—	—	—	—
6th	+4	+5	+2	+5	Secret of the heart	6	5	3	—	—	—	—	—	—
7th	+5	+5	+2	+5		6	6	4	—	—	—	—	—	—
8th	+6/+1	+6	+2	+6	Power of the heart 1/week	6	6	5	3	—	—	—	—	—
9th	+6/+1	+6	+3	+6		6	6	6	4	—	—	—	—	—
10th	+7/+2	+7	+3	+7	Weather any trial 18-20	6	6	6	5	3	—	—	—	—
11th	+8/+3	+7	+3	+7	Secret of the heart	6	6	6	6	4	—	—	—	—
12th	+9/+4	+8	+4	+8	Bonus feat	6	6	6	6	5	3	—	—	—
13th	+9/+4	+8	+4	+8		6	6	6	6	6	4	—	—	—
14th	+10/+5	+9	+4	+9	Bonus domain	6	6	6	6	6	5	3	—	—
15th	+11/+6/+1	+9	+5	+9	Power of the heart 2/week	6	6	6	6	6	6	4	—	—
16th	+12/+7/+2	+10	+5	+10	Secret of the heart	6	6	6	6	6	6	5	3	—
17th	+12/+7/+2	+10	+5	+10		6	6	6	6	6	6	6	4	—
18th	+13/+8/+3	+11	+6	+11	Weather any trial 17-20	6	6	6	6	6	6	6	5	3
19th	+14/+9/+4	+11	+6	+11	Power of the heart 3/week	6	6	6	6	6	6	6	6	4
20th	+15/+10/+5	+12	+6	+12	Bend fate	6	6	6	6	6	6	6	6	6

Table: Mystic Spells Known

Level	Spells Known										Level	Spells Known									
	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th		0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	4	2	—	—	—	—	—	—	—	—	11th	9	5	5	4	3	2	—	—	—	—
2nd	5	2	—	—	—	—	—	—	—	—	12th	9	5	5	4	3	3	1	—	—	—
3rd	5	3	—	—	—	—	—	—	—	—	13th	9	5	5	4	4	3	2	—	—	—
4th	6	3	1	—	—	—	—	—	—	—	14th	9	5	5	4	4	3	2	1	—	—
5th	6	4	2	—	—	—	—	—	—	—	15th	9	5	5	4	4	4	3	2	—	—
6th	7	4	2	1	—	—	—	—	—	—	16th	9	5	5	4	4	4	3	2	1	—
7th	7	5	3	2	—	—	—	—	—	—	17th	9	5	5	4	4	4	3	3	2	—
8th	8	5	3	2	1	—	—	—	—	—	18th	9	5	5	4	4	4	3	3	2	1
9th	8	5	4	3	2	—	—	—	—	—	19th	9	5	5	4	4	4	3	3	3	2
10th	9	5	4	3	2	1	—	—	—	—	20th	9	5	5	4	4	4	3	3	3	3

Class Features

All of the following are class features of the mystic.

Weapon and Armour Proficiency: A mystic is proficient with all simple weapons, with light and medium armor, and with shields (except tower shields).

Spells: A mystic casts divine spells which are drawn primarily from the cleric spell list presented in Spell Lists. She can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, a mystic must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a mystic's spell is 10 + the spell level + the mystic's Charisma modifier.

Like other spellcasters, a mystic can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Mystic. In addition, she receives bonus spells per day if she has a high Charisma score (see Table: Ability Modifiers and Bonus Spells).

A mystic's selection of spells is extremely limited. A mystic begins play knowing four 0-level spells and two 1st-level spells of her choice. At each new mystic level, she gains one or more new spells, as indicated on Table: Mystic Spells Known. (Unlike spells per day, the number of spells a mystic knows is not affected by her Charisma score; the numbers on Table: Mystic Spells Known are fixed.) These new spells can be common spells chosen from the cleric spell list, or they can be unusual spells that the mystic has gained some understanding of through study.

Upon reaching 4th level, and at every even-numbered mystic level after that (6th, 8th, and so on), a mystic can choose to learn a new spell in place of one she already knows. In effect, the mystic loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level mystic spell the mystic can cast. A mystic may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

Unlike a wizard or a cleric, a mystic need not prepare her spells in advance. She can cast any spell she knows at any time, assuming she has not yet used up her spells per day for that spell level. She does not have to decide ahead of time which spells she'll cast.

Domain: Mystics do not derive their power from the deities of Krynn, but they are concerned with same cosmic, natural, and mortal forces as clerics—Good and Evil, Knowledge and Passion, Protection and Destruction. A mystic chooses one domain from among those available to clerics, including the domains in the *Pathfinder Roleplaying Game Core Rulebook* (even Sun, which is not granted by any of the living deities of Krynn, but not Magic) and the new domains presented in various Dragonlance supplements (including several that are available only to mystics). A mystic can choose an alignment domain (Chaos, Evil, Good, or Law) only if her own alignment matches that domain, but there are otherwise no restrictions on her choice of a domain.

A mystic's single domain gives her one additional known spell at each spell level, from 1st on up, as well as granted powers. Unlike a cleric, a mystic does not have to prepare a domain spell and can freely cast all her known spells without special consideration for her domain spell.

For example, Hevara Tarn is a mystic who has chosen the Animal domain. At 1st level, she knows four 0-level spells unrelated to her domain, two 1st-level spells that she can choose freely, and *calm animals*, the 1st-level spell of the Animal domain. She chooses *cure light wounds* and *divine favor* as her two 1st-level spells. She can cast three 1st-level spells per day (plus any bonus spells from her Charisma score), and these three spells can be any of the spells she knows: she could cast *cure light wounds* three times, *calm animals* three times, or any other combination of the three spells she knows.

A mystic who chooses the Sun domain gains the ability to channel positive energy as her granted power at 1st level, the sun's blessing power at 8th level, and does not receive the nimbus of light power. No other mystic can turn undead.

Orisons (Sp): Mystics learn a number of orisons, or 0-level spells, as noted on Table: Mystic Spells Known under "Spells Known". These spells are cast like any other spell, but they do not consume any slots and may be used again.

Bonus Feats: A mystic gains Eschew Materials as a bonus feat at 1st level. At 4th-level, you may choose a bonus feat from the following list: Endurance, Great Fortitude, Iron Will, Lightning Reflexes, Skill Focus, Spell Focus, Toughness, or Weapon Focus. At 12th-level, you gain another bonus feat, and the list of choices expands to also include the following: Diehard, Greater Spell Focus, Improved Great Fortitude, Improved Iron Will, Improved Lightning Reflexes. In all cases, prerequisites must be satisfied in order to qualify for the feat.

Mystical Touch (Ex): At 1st-level, you can touch a creature as a standard action, healing it for 1 point of damage plus 1 for every two mystic levels you possess. You can only use this ability on a creature that is below 0 hit points. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Weather Any Trial (Ex): Mystics learn to reach deep within the core of their being for strength at the most dangerous of times. At 2nd-level, you may treat a natural saving throw roll of 19-20 as a natural 20 (an automatic success), even if the final result of a natural 19 would normally fail. At 10th-level, a natural roll of 18-20 automatically succeeds all saving throws. At 18th-level, the range increases to 17-20.

Secret of the Heart (Ex): At 6th level, 11th level, and 16th level, you grow in your ability to shape and channel your mystical powers. Each time you gain a secret, you may permanently modify one of your spells known with either the Empower or Extend metamagic feat at no additional increase in spell level. You do not need to have the specific metamagic feats in question to benefit from this ability.

Power of the Heart (Ex): At 8th level, once per week you may attempt to fulfill your heart's deepest desires, harnessing power and shaping it to your will. You may choose any divine spell that you are of sufficient level to cast, even if the spell is not known to you. As a standard action, roll a d20 + caster level + Charisma modifier. If the result succeeds a DC equal to 15 + double the spell's level, you cast the spell. If the check fails, the spell fails, yet you still expend a spell slot for the level of spell attempted. At 15th level, you may use Power of the Heart twice per week. At 19th level, you may use it three times per week.

Bonus Domain (Ex): At 14th-level, you may choose a bonus domain, including the appropriate domain powers. You gain the new domain's spells to your list of spells known, but do not gain additional spells per day.

Bend Fate (Su): At 20th-level, once per day you can choose to automatically succeed at any one saving throw, before any roll is made. If the effect causing the saving throw is a spell or spell-like ability, it might be turned back upon the original caster if the type of effect falls under the perimeters for turning, as described under the *spell turning* spell.