

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, diamond soul
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 is 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.

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 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), 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 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
1 or less	Additional path*
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	Run on water
15	Abundant step*
16	Focused mind*
17	Diamond body
18	Quivering palm*
19	Adamant <i>ki</i> strike
20	Lawgiver*
21	Tongue of the sun and moon
22	Empty body
23	Prowess*
24	Speak with stones
25	Improved empty body
26	Heart of fire
27	Spiritual journey
* May be taken more than once.	

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.

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.

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

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. The domain spells can be selected as if they were on 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.

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 a mystic can reroll a failed Will save. This ability may be taken multiple times, but can only be used once on a given Will save.

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.

Heart of Fire (Ex): A mystic must select diamond body before this power. She is immune to death spells, magical death effects, energy drain, and any negative energy effects as if protected by a deathward spell.

Improved Empty Body (Su): The duration of the mystic's empty body ability increases to 1 minute per mystic level per day.

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. 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.

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.

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 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 Wisdom 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.

Run on Water (Su): A mystic gains a +30 competence bonus on Balance checks when moving at least half her base speed. A DC 90 balance check allows her to walk on surfaces that couldn't support her weight, such as water and fragile branches. A DC 120 balance check allows her to walk on clouds. A mystic adds her fast movement bonus to her balance check.

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 gains 60 foot tremorsense. She must have tongue of the sun and moon before selecting this ability.

Spiritual Journey (Su): Once per day the mystic may concentrate for 30 minutes to create an effect equivalent to the astral projection spell. Only the mystic is affected; other characters cannot be taken along.

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

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, and may be improved by the fast movement mystic power (see above).

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 Soul (Ex): At 12th level, 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.

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.

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.

Ex-Mystics

A mystic who becomes chaotic cannot gain new levels as a mystic but retains all mystic abilities (except 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.

Additional Fighter Feats:

These feats supercede Improved Unarmed Strike:

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.

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.

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.

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).

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).

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).

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).