

MYSTIC SPECIAL ABILITIES & SPELLCASTING REFERENCE SHEET

PSYCHIC ENDURANCE
I3+rank

PREMONITION
35%+2% per rank

ESP
5%+3% per rank

MAGIC ATTACK	
BASE	ADJUSTED

MAGIC DEFENSE	
BASE	ADJUSTED

MYSTIC MINIMUM REQUIREMENTS

To be a Mystic, must have a **PSYCHIC TALENT** score of at least a 9. There is no minimum **INTELLIGENCE** requirement; Mysticism, unlike Elementalism or Sorcery, is not academically demanding.

MYSTICS AND ARMOUR

Mystics receive -2 to **ATTACK** and **DEFENSE** for wearing Mail Armor; -4 for Plate Armour. Any other armours incur no **ATTACK** or **DEFENSE** penalties. Mystics have no chance of spell failure for wearing armour.

SPELLCASTING (See pg. 90 for spell list)

CASTING A SPELL

Like the other spellcasting classes, Mystics cannot use spells higher than their rank. However Mystics suffer additional difficulties when using magic. Whenever casting a spell, a Mystic must make a check to see if the Mystic becomes 'psychically fatigued.' To avoid **PSYCHIC FATIGUE**, the Mystic must roll:

❖ $\leq I3$, PLUS HIS RANK, MINUS THE SPELL'S LEVEL, ON **ID20**.

This roll is called the **PSYCHIC FATIGUE CHECK**. If it fails, the Mystic cannot cast any more spells that day, although this does not prevent the spell the Mystic just cast from taking effect. Only further spells are prevented. Mystics automatically recover from **PSYCHIC FATIGUE** at dawn. Note that when making the **PSYCHIC FATIGUE CHECK** a roll of 20 always results in fatigue. whatever the Mystic's rank or the level of spell being cast.

CASTING SPELLS ABOVE THEIR LEVEL

For the purposes of penetrating the sorcerous defenses *Wall of Magic* and *Spell Screen*, Mystics are considered to have a 'MAGIC POINT strength' equal to their level. Thus (even though Mystics do not use **MAGIC POINTS**), an *Enthrall* spell, being of level 4, is equivalent in strength to a 4 MP Sorcerer spell such as *Curse*. The three other wizardly professions can put extra **MAGIC POINTS** into a spell to help it 'punch through' magical defenses. Mystics cannot do that, but they can choose to cast a spell above its normal level. This increases the chance of **PSYCHIC FATIGUE** but gives a more powerful spell. A Mystic could cast *Enthrall* as an eighth-level spell to break through a 4 MP *Wall of Magic*. The Mystic would make his **PSYCHIC FATIGUE CHECK** as though the Mystic had cast a level eight spell. The Mystic's *Enthrall*, after losing the equivalent of 4 **MAGIC POINTS** to the *Wall*, is reduced to fourth level and attacks the foe normally.

SPELLS AND VICTIMS

There are two types of spells:

- **DIRECT-ATTACK**: These spells match the Mystic's **MAGIC ATTACK** against the victim's **MAGIC DEFENSE**.
- **INDIRECT-ATTACK**: These spells match the spell effect's **SPEED** against the victim's **EVASION** and/or subtracts the victim's **ARMOUR FACTOR** from the damage.

RESISTING DIRECT-ATTACK SPELLS

The rules for this are very similar to **EVASION** rules (pg. 62). Subtract the foe's **MAGIC DEFENSE** from the Mystic's **MAGIC ATTACK**. The result is the number the Mystic must roll \leq on 2d10 in order for the spell to work. As with **EVASION**, a result of 2 means the spell takes effect regardless of the foe's **MAGIC DEFENSE**. This procedure also applies to a number of magical attacks that are not, strictly speaking, spells (i.e. a Basilisk's gaze).

DURATION AND SPELL EXPIRY FOR MYSTICS

Spells with effects lasting more than one round are "DURATIONAL" spells. Some **DURATIONAL** spells state the duration of their effects clearly in their entry. Other durational spells have a duration of "SPELL EXPIRY ROLL applies." For most spells of this kind, this check is made by rolling 2d6 at the start of each **COMBAT ROUND** the spell is in effect. On a roll of 2-11, the spell continues. On a 12, the spell wears off. For convenience, minutely checks may be made if making a check every 6 seconds is too cumbersome. Mystics have a 75% of the spell continuing after 1 minute. Roll 1d100 at the end of every minute in game-time. On a roll of 1-75, the spell continues. On a roll of 76-100, the spell wears off.

OVERLAPPING SPELLS

All spell-casters can cast a spell before the effects of another spell have worn off. In fact, a Mystic may have any number of spells going at one time. However, The same spells may not be cast twice in a row to "double up" the effects and get twice the benefit.

TERMINATING A SPELL

Mystics can cancel out their **DURATIONAL** spells at any time. Unlike the Sorcerer, the Mystic does not need a **COMBAT ROUND** to do this. Mystics can cause any or all of their **DURATIONAL** spells to lapse by not bothering to sustain them. If a Mystic is killed or knocked unconscious, any **DURATIONAL** spells the Mystic has going at the time will expire immediately. Sorcerers rarely leave **SPELL EXPIRY DURATIONAL** spells going after combat as they prefer to recoup some of their expended **MAGIC POINTS** (see pg. 78). A Mystic gains nothing by prematurely terminating a spell, and will usually choose to leave it going until it expires naturally.

SPELL MASTERY

A Mystic may select one spell to master. A mastered spell is effectively 'always on' with an indefinite duration: the Mystic receives the full benefits of the spell without having to make **PSYCHIC FATIGUE CHECK**. It continues to function after the Mystic becomes psychically fatigued. At 1st rank only one spell may be selected for mastery: See **Enchantment**. As Mystics gains ranks, they may change the spell they have mastered by taking a week to intensely meditate on a different spell. The old spell may still be cast as normal, but has the usual duration rather than continuing indefinitely. The new spells that become available for mastery at each rank are listed below. Note that the Mystic may only have one spell mastered at a time.

SPELLS AVAILABLE FOR MASTERY	
1st Rank:	<i>See Enchantment</i>
2nd Rank:	<i>Darksight</i>
3rd Rank:	<i>All-Seeing Eye</i>
4th Rank:	<i>Mind Cloak</i>
5th Rank:	<i>Clairvoyance</i>
6th Rank:	<i>Hidden Target, Telepathy</i>
7th Rank:	<i>Truthsense, Assessment</i>

CURRENT MASTERY:

SPECIAL ABILITIES

Constant training in the use of the mind's power provides the Mystic with other abilities besides spells. The supernormal senses that are latent in all of us are awakened in him. Although not fully reliable, they are indispensable aids on any adventure, for, in contrast to the Mystic's spells, the Mystic can use them over and over without suffering psychic fatigue.

PREMONITION (OR SIXTH SENSE)

This is the ability to sense danger. It must be applied to a specific location or item within 5 metres of the Mystic. It does not give any exact knowledge as to the form of the danger (a door which registered as dangerous could be booby-trapped, or it might have a Vampire lurking on the other side of it). The chance of perceiving danger is:

❖ 35% + 2% PER RANK

To use **PREMONITION**, the Mystic must first concentrate on the place or thing under suspicion. This takes two full **COMBAT ROUNDS (CR)** while the Mystic clears the mind of all distractions. In the third CR, the GM rolls d100. If the roll comes up within the Mystic's success range, the GM informs the player of any danger present. If the roll is outside the required range, or if there is no danger, the Mystic simply gets no impression (note that the Mystic will not be able to distinguish between 'sensing no danger' and 'not sensing danger'). It is not possible to double-check a **PREMONITION** by waiting another two CRs and trying again. Having gotten a negative reading (for whatever reason), the Mystic will continue to get the same reading on every attempt unless the circumstances suddenly change in some way (e.g. the brook the Mystic has previously checked out as safe is suddenly poisoned by some Goblins upstream).

ESP (OR SEVENTH SENSE)

This is the ability to detect thoughts within a range of 10 metres. No indication is given of direction, nor of the number of beings, although Mystics may selectively 'tune out' the thoughts of their companions. The Mystic can tell the difference between intelligent thoughts and animal thoughts, but cannot actually read minds. The success chance of ESP is:

❖ 5% + 3% PER RANK

The Mystic must prepare for three **COMBAT ROUNDS** before attempting ESP. Unlike **PREMONITION**, this does not take all the Mystic's concentration. The Mystic may be in the middle of a fight and still use the ESP ability. The percentile roll is made, as before, by the GM. A Mystic using the *Mind Cloak* spell will not register on ESP. Nor will the following: Elves (except if detected by an Elven Mystic), Ghosts, Gnomes, Goblins, Hobgoblins, and the Undead. Tenebrous and obscure, the thoughts of these magic folk slip through the Human Mystic's coarse ESP net. A Mystic of 9th rank or higher will always be able to sense the proximity of another Mystic of 9th rank or higher (unless the latter has got a *Mind Cloak* spell up). The Mystic Force is so strong with such individuals that they activate one another's **SEVENTH SENSE** automatically.

ENCHANTMENT OF ARMS AND ARMOUR (4TH RANK)

- A Mystic of 4th rank is able to produce +1 magic weapons.
- At 6th rank the ability extends to +2 items.
- At 9th rank the ability extends to +3 items.

Producing an enchanted weapon or suit of armor entails more than just stoking up the forge and hammering out metal. A long period of solitude and fasting, of physical and mental preparation, must come first. The task may take months or years:

Item	Time Taken To Create
+1 Arrow or Quarrel	25 days
+2 Arrow or Quarrel	125 days
+3 Arrow or Quarrel	375 days

+1 Weapon	100 days
+2 Weapon	500 days
+3 Weapon	1500 days

+1 Armour (any sort)	100 days
+2 Armour (any sort)	400 days
+3 Armour (any sort)	900 days

If the Mystic fails to remain in the proper transcendent state throughout this time, a flawed item may be produced. Obviously the chance of this diminishes as the Mystic becomes more dedicated and more accomplished; as the Mystic advances in rank, in other words. The chance of producing a flawed item is 40% at 4th rank and diminishes at a rate of 10% each rank thereafter (30% at 5th rank, 20% at 6th rank, etc.). The player makes the roll for this, not the GM. A Mystic always knows when a flawed item is created. Flawed items function normally, but there is a general aura of imperfection and possibly evil about them. This will detect as dangerous under **PREMONITION**. Eventually, flawed items will bring ill-luck to their owners by embroiling them in squabbles they did not want, slaying someone other than they intended, or failing to parry a killing blow; for example, flawed armour may cause the owner to stumble in the path of a *Firestorm* spell. Generally, a Mystic will destroy the item upon creating it and seeing it is flawed. Unfortunately, not all members of the profession share these scruples.

ADEPTHOOD (8TH RANK, POTENTIALLY)

Even in the magical world of *Dragon Warriors* there is no power to match the mysteries of the human mind. Extraordinary abilities may be acquired by a Mystic who reaches total spiritual mastery and becomes an Adept. The Mystic may first attempt to attain Adepthood upon reaching 8th rank. The Mystic must find some secluded spot where the Mystic can dwell in solitary contemplation; a high mountain cave or bleak island will do. Each day the Mystic meditates, and at the end of each week the Mystic checks to see if Adepthood has been achieved. In game-terms, this is indicated by a roll of 96-00 on d100. However, in the case of a player-character the GM should be satisfied that the player's interpretation of the character's role is appropriate for the character to become an Adept.

The Adept Mystic is spiritually the at the pinnacle of perfection, and physically not far from that. The Adept Mystic's **REFLEXES** and **PSYCHIC TALENT** scores both increase to 18. The Adept Mystic's rate of healing from wounds is doubled, and the Adept Mystic becomes immune to poison and disease. The Adept Mystic's serenity cannot be perturbed by external influences, rendering the Adept Mystic inviolate against fright attacks, mind-controlling spells, or possession by demons or spirits. Lastly, no enchanted weapon the Adept Mystic forges will ever be flawed. With every action guided by perfect wisdom, how could it be otherwise?