

# Mystic Class

By J.D. Diaz



**LOW  
FANTASY  
GAMING  
COMPATIBLE**

## Mystic

You are a Mystic, a passionate contemplative that burns with an unquenchable desire for the divine. Often living as a hermit, you have devoted yourself to pursuing a transcendent reality at the expense of all worldly pleasures. As a result, your unique abilities and potent insights into the nature of things have been derived primarily through the incorporation of regular ascetic practices. While it is rare that a Mystic would leave their solitude, it is not entirely unheard of either. You are willing to walk to the ends of the world if it means catching even the smallest glimpse of the divine, as in your view there is no greater treasure to be found.

**Key Attribute:** Willpower

**Hit Points:** 1d4+4(plus Con bonus if any) per level up to 9<sup>th</sup> level, then 2 hp/level.

**Armour and Shields:** Light

**Weapons:** Club, Staff, Sling.

**Skills:** Divine Lore, Insight plus 5 of the following: Acrobatics, Animal Lore, Apothecary, Athletics, Arcane Lore, Detection, Gather Information, General Lore, Leadership, Persuasion, Sailing, Stealth, Wilderness Lore.



### Agape's Fire (1st level)

Your passion for the divine burns strongly enough to manifest itself into reality. You may engulf your weapon and body in a sacred flame that neither harms you nor consumes what you wield. The fire cannot be put out by normal means, but you may extinguish it as you please. While the flames cannot harm you or another Mystic, it can damage all other creatures. This sacred fire serves as a source of illumination, but it cannot spread to other objects (e.g. no lighting candles or starting campfires).

While this ability is active you gain + 1 AC. Enemies hit by the sacred flames take additional damage equal to your Mystic level. Demon, Undead, and Void creatures struck by your fiery assault must make a successful Will check or suffer disadvantage on their next attack. You begin an adventure with one use of this ability per level. You may regain expended uses by taking short or long rests.

### Sacred Constitution (1st level)

Your natural hardiness does not come from physical traits or armor, but rather an inner strength that is fortified by the divine. When determining your AC, substitute Dex for Will in the final calculation.

MYSTIC ATTACK BONUS

Level	1	2	3	4	5	6
Bonus	0	1	2	2	3	4
Level	7	8	9	10	11	12
Bonus	5	5	6	7	8	8

Furthermore, your knowledge and learning has been primarily developed through contemplation, prayer, and ascetic practices. Any skills that normally correspond to the Int attribute can instead be governed by Will.

### Sensus Divinitatis (2nd level)

At 2nd level your understanding of the divine allows you to comprehend the world on a deeper level than most humans. You have advantage on all rolls which concern Insight.

### (3rd, 6th, 9th & 12th level)

See pages 16, 44.

### New Skill (4th & 8th level)

At 4th and 8th level

### Austere Combatant (5th level)

At 5<sup>th</sup> level you've become experienced in denying worldly pleasures. You may make a Will check, with advantage, to go without food, water, or sleep for an entire day. You may do this consecutively for a number of days equal to your Mystic level.

In addition, you've become proficient in wielding Agape's fire in such a way that it can exhaust your opponents. While this ability is active you may apply a fatigue condition (-1 Con for 2d4 rounds) to your target after a successful attack roll. You may do this a number of times per day equal to your Will modifier.



### Divine Intercession (7th level)

At 7<sup>th</sup> level you begin to have glimpses into an otherworldly realm of pure bliss. Once per week, you may experience a beatific vision and plead directly to the divine. Upon doing so, conduct a Will check. If successful, you may restore a number of luck points to yourself or an ally equal to your Will modifier.

Furthermore, death is no longer an immediate end for you. After drawing your last breath, you may choose to briefly resurrect during a combat encounter of your choosing. For a number of turns equal to 1d4 + your Will modifier, you are able to fight alongside your allies. During this time, you may use all your abilities and cannot be harmed by attacks. Once your turns expire or combat ends (whichever comes first) you may say your last goodbyes before passing into final death.



### Order of Hermits (10th level)

At 10th level you may found a hermitage that can be joined by three other Mystics. It will attract a number of visitors interested in your order's wisdom, prayers, and way of life. Even after experiencing final death, pilgrims will regularly visit the hermitage and pray for your intercession.

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