

Mystic

The mystic believes that violence is sometimes necessary, but knowing and understanding is the true root of perfection. Through meditation and spiritual visions, a mystic can see beyond the veil of reality to the underlying truth of all existence.

The mystic is an archetype of the astrologian class.

Limited Spellcasting: A mystic loses access to 7th through 9th level spells and has a lower Base MP as noted below.

Level	Base MP	Spell Level
1 st	1	1 st
2 nd	2	1 st
3 rd	3	1 st
4 th	4	2 nd
5 th	6	2 nd
6 th	8	2 nd
7 th	10	3 rd
8 th	14	3 rd
9 th	17	3 rd
10 th	20	4 th
11 th	25	4 th
12 th	29	4 th
13 th	33	5 th
14 th	40	5 th
15 th	46	5 th
16 th	50	6 th
17 th	59	6 th
18 th	66	6 th
19 th	74	6 th
20 th	79	6 th

Mystic Prowess: A mystic's base attack bonus increases by one step (from 1/2 BAB to 3/4 BAB). Also increases mystic's hit dice from d6 to d8.

Limit Break (Su): At 1st level, the mystic receives the Limit Break (Mystic Barrage).

Mystic Barrage (Su): This Limit Break allows the mystic to fire a barrage of mystic bolts at her enemies. The mystic fires a number of mystic bolts equal to half her astrologian level (minimum of 1, rounded down), but they deal half damage. If the mystic shoots multiple mystic bolts, she can have them strike a single creature or several creatures. A single mystic bolt can strike only one creature. The mystic bolts strikes unerringly, even if the target is in melee combat, so long as it has less than total cover or total concealment. Specific parts of a creature can't be singled out.

This ability replaces the Limit Break (Kinetic Card).

Mystic Bolts (Su): A mystic can sling projectiles of magical energy at will by shooting a bolt or touching her foe. A melee mystic bolt requires the target to be within reach, and a ranged mystic bolt is a ranged attack with a range of 30 feet. A mystic bolt deals 1d6 points of damage plus an additional 1d6 for every four astrologian levels the mystic has after 1st.

The mystic must choose one type of damage for her mystic bolt: earth, fire, ice, lightning, water, or wind. Attacking with a mystic bolt takes the place of one of the mystic's normal attacks, and she can make a full attack using mystic bolts. The mystic attacks with mystic bolts as though they were light one-handed weapons, and the bolts can be used for two-weapon fighting (with each hand creating one mystic bolt) and feats and abilities that apply to weapon attacks (unless they're excluded from that feat, such as with Power Attack). Weapon Focus (ray) doesn't apply to mystic bolts, but a mystic can take Weapon Focus (mystic bolt) and apply it to both melee and ranged mystic bolts.

Creating a mystic bolt requires the hand to be free, but the bolt appears only briefly, so a mystic using mystic bolts has a free hand any time she isn't attacking with a mystic bolt.

The mystic threatens with a mystic bolt, but only if she has a hand free. Because mystic bolts are impermanent, a spell that targets a single weapon (like *magic weapon*) can't affect it, nor can a mystic bolt be made with magic weapon special abilities. Abilities that affect all weapon attacks the mystic makes function with mystic bolts.

At 7th level and every six astrologian levels thereafter, the mystic chooses another damage type from the list above. Each time she creates a mystic bolt, she can have it use any one of the damage types she has selected.

This ability replaces globe of the constellation and draw.

Piercing Bolts (Ex): At 3rd level, the mystic can choose one mystic bolt per round to be a touch attack. This turns a melee mystic bolt into a melee touch attack or a ranged mystic bolt into a ranged touch attack. At 10th level, the mystic can treat all of her mystic bolts as touch attacks.

This ability replaces lightspeed and divination.

Mystic Ki (Su): At 3rd level, a mystic gains a pool of ki points, supernatural energy she can use to accomplish amazing feats. The number of points in a mystic's ki pool is equal to half her astrologian level + her Wisdom modifier. If the astrologian has at least 1 point of ki in her ki pool, she gains a +2 bonus on all Knowledge skill checks. As a swift action, the astrologian can spend 1 ki point immediately before making an ability, or skill check to gain a +4 insight bonus on the check.

This ability replaces anticipate danger and minor arcana.

Mystic Insight (Su): At 4th level, a mystic becomes apt at giving just the right word of advice in just the nick of time. As an immediate action, the astrologian can spend 2 ki points to grant an ally within 30 feet the ability to reroll a single attack roll or saving throw. The ally must be able to hear the astrologian to gain the reroll benefit.

This ability replaces royal road and constellation synergy.

Mystic Visions (Su): At 8th level, a mystic may receive mystic visions when he rests. These visions can come as a dream, an epiphany, or even as the voice of an old friend whispering in the mystic's mind. The effect is similar to a *divination* spell with a caster level equal to the astrologian's level. The divination has no casting time; it is just part of the normal dreams or visions that occur every night. Using this ability costs 2 ki points that are removed from the next day's total.

This ability replaces spread and sleeve draw.

Mystic Prescience (Su): At 12th level, a mystic gains a +2 insight bonus to AC and CMD. At 20th level, the bonus increases to +4.

This ability replaces shuffle.

Mystic Persistence (Su): At 18th level, a mystic can create an aura once per day as a swift action at the cost of at least 2 points of ki. The aura emanates out to a 20-foot radius. The mystic and all allies within the aura can roll two dice when making an attack roll or a saving throw and take the better result. The aura lasts for 1 round, plus an additional round for every 2 ki points spent when the mystic created the aura. The mystic can dismiss the aura at any time as a free action, but the ki points for the full duration of the aura are lost.

This ability replaces the astrology secret gained at 18th level.

Ascension (Su): At 20th level, the mystic becomes infused with the power of the heavens. She gains immunity to earth, ice, and petrification. She also gains resistance 10 to lightning and fire, as well as a +4 racial bonus on saving throws against poison.

This ability replaces master astrologian.