

**JOURNEYMAN POWERS:**

**COMPLETE REGENERATION (SINGLE, INSTANT)**  
"MYSTIC DISPEL MAIM FULL".

**DISCORDANT INTERFERENCE (SELF, DEBRIEFING)**  
ALL DISCORD AND HARMONIC EFFECTS ARE REDUCED TO MINIMAL.

**GREATER HEAL (SINGLE, INSTANT)**  
"5 X LEVEL) MYSTIC HARMONICS".

**GREATER WOUND (SINGLE, INSTANT)**  
"5 X LEVEL) MYSTIC DISCORD".

**MAJOR MASS DISCORD (RAPID FIRE, INSTANT)**  
ONE PACKET/LVL: "3 MYSTIC DISCORD".

**MAJOR MASS HEALING (RAPID FIRE, INSTANT)**  
ONE PACKET/LVL: "3 MYSTIC HARMONICS".

**MASS WEAKEN (SHOTGUN 5, DEBRIEFING)**  
"MYSTIC WEAKEN".

**RAISE DEAD (SINGLE, INSTANT)**  
"MYSTIC RAISE 3".

**REVERBERATION (SELF, DEBRIEFING)**  
DOUBLES AMOUNT ON ALL SINGLE HARMONIC AND DISCORD POWERS USED. DISPELLED IF CASTER TAKES DAMAGE. NOT STACKABLE WITH INNER RESONANCE OR REVERBERATION.

**SAVIOR'S GRACE (SINGLE, INSTANT)**  
"MYSTIC REVIVE 0".

**APPRENTICE POWERS:**

**BURNING BLOOD (SINGLE, INSTANT)**  
"MYSTIC DISPEL CHEMICAL".

**GARGUTH'S CONFINEMENT (SHOTGUN 5, DEBRIEFING)**  
"UNDEAD NET: FULL".

**HEAL (SINGLE, INSTANT)**  
"2 X LEVEL) MYSTIC HARMONICS".

**INNER RESONANCE (SELF, DEBRIEFING)**  
DOUBLE AMOUNT OF ANY ONE INSTANT POWER USED. NOT STACKABLE WITH ADDITIONAL INNER RESONANCE OR REVERBERATION.

**INTERFERENCE (TOUCH, DEBRIEFING)**  
REDUCE NEXT HARMONIC OR DISCORD AMOUNT TO 1, CALLING "REDUCED".

**MINOR MASS DISCORD (RAPID FIRE, INSTANT)**  
ONE PACKET/LVL: "1 MYSTIC DISCORD".

**MINOR MASS HEALING (RAPID FIRE, INSTANT)**  
ONE PACKET/LVL: "1 MYSTIC HARMONICS".

**REGENERATE LIMB (SINGLE, INSTANT)**  
"MYSTIC DISPEL MAIM {LIMB}".

**STONE (SINGLE, INSTANT)**  
"MYSTIC DETECT: UNDEAD".

**WEAKENING (SINGLE, DEBRIEFING)**  
"MYSTIC WEAKEN".

**WOUND (SINGLE, INSTANT)**  
"2 X LEVEL) MYSTIC DISCORD".

**MASTER POWERS:**

**BANE OF DEATH (SINGLE, DEBRIEFING)**  
"MYSTIC ENDURANCE".

**BANE OF LIFE (SINGLE, DEBRIEFING)**  
"MYSTIC SMITE".

**GRACIOUS RESTORATION (SINGLE, INSTANT)**  
"MYSTIC REVIVE (5 X LEVEL)".

**GREATER MASS HEALING (RAPID FIRE, INSTANT)**  
ONE PACKET/LVL: "6 HARMONICS".

**GREATER MASS WOUND (RAPID FIRE, INSTANT)**  
ONE PACKET/LVL: "6 DISCORD".

**HAVEN OF REBIRTH (TOUCH, WEEKLY)**  
MAY BE USED ON ANY ENCLOSED ROOM WITH AT LEAST THREE WALLS. HAVEN DUPLICATES CLONING VATS FOR RECLONING.

**HEAL ALL (SINGLE, INSTANT)**  
"1000 MYSTIC HARMONICS".

**RAISE GRAVEYARD (RAPID FIRE, INSTANT)**  
ONE PACKET/LVL: "MYSTIC RAISE (LVL)".

**RAISE MINION (SINGLE, INSTANT)**  
"MYSTIC RAISE (5 X LEVEL)".

**RAVAGE (SINGLE, INSTANT)**  
"1000 MYSTIC DISCORD".

# HARMONICS

**TUNING**  
THIS SKILL DUPLICATES PARAMEDIC, AND ALSO ALLOWS YOU TO TRANSFER HIT POINTS FROM ONE CHARACTER TO ANOTHER ON A 10 COUNT. TARGETS MUST BE WILLING OR INCAPACITATED. THIS SKILL MAY ALSO BE USED TO REMOVE ANY WEAKEN OR SMITE EFFECT ON A TEN-COUNT BY TOUCH.

**DETECT POWERS**  
THIS SKILL IDENTIFIES WHETHER TARGET HAS ANY MYSTIC POWERS ACTIVELY EMBEDDED IN IT. THIS SKILL CANNOT DETERMINE THE EXACT MYSTIC EFFECT PRESENT, ONLY WHETHER ONE EXISTS. THIS SKILL TAKES TEN SECONDS OF CONCENTRATION TO PERFORM. ONCE PER DAY YOU MAY IMMEDIATELY PACKET-DELIVER "MYSTIC DETECT MYSTIC".

**DISPEL POWERS**  
THIS SKILL TAKES TEN SECONDS AND GRANTS THE ABILITY TO IMMEDIATELY PACKET-DELIVER ONE "MYSTIC DISPEL MYSTIC". ALTERNATELY, THIS SKILL MAY ACT AS A "DETECT MAGIC" SKILL. MAY PACKET DELIVER A SINGLE "DETECT MAGIC" PACKET INSTEAD OF USING IT AS A "DISPEL MYSTIC" PACKET.

**READ MAGIC**  
THIS SKILL ACTS AS AN "IDENTIFY POWER" AND CAN IDENTIFY ALL POWERS CURRENTLY ACTIVE ON THE TARGET OBJECT. IDENTIFICATION REQUIRES TOUCH AND A TEN COUNT TO USE OR THE TIME IT TAKES OOP TO ACQUIRE THE TAGS/DESCRIPTIONS FOR THE ITEMS, WHICHEVER IS LONGER.  
THIS SKILL ALSO IDENTIFIES SPELLBOOK PAGES EVEN ON SPELLBOOK PAGES THE CHARACTER CANNOT CAST. THIS SKILL ALSO ALLOWS CHARACTER TO ADD OR REMOVE SPELLBOOK PAGES FROM SPELLBOOKS.