

JOURNEYMAN POWERS:

BACKFIRE (SINGLE, INSTANT)
"15 MYSTIC BREAK:[TARGET RANGED WEAPON]"

BUTTERFLINGERS (SHOTGUN, INSTANT)
5 PACKETS "MYSTIC DISARM"

CROWD CONTROL (SHOTGUN, INSTANT)
5 PACKETS "MYSTIC STUN"

DESTROY CONSTRUCT (SINGLE, INSTANT)
"40 CONSTRUCT"

MANGLE LIMB (SINGLE, INSTANT)
"MYSTIC MAIM [TARGET LIMB]"

MASS DISTORTION (TOUCH, WEEKLY)
DISTORTS ANY ONE ITEM OF DOOR-SIZE OR SMALLER. OBJECT IS EITHER LIGHTER (BLUE) OR HEAVIER (GREEN). DATE AND TIME MUST BE MARKED ON OBJECT ALONG WITH A CLEAR MARKING OF BLUE OR GREEN TAPE OR CLOTH WITH YELLOW LETTERING 'M.D.' LIGHTER OBJECTS CAN BE MOVED BY ANYONE, EVEN IF VERY HEAVY NORMALLY. 'HEAVIER' ITEMS REQUIRE SUPERHUMAN STRENGTH TO MOVE. ITEM MAY STILL BE AFFECTED BY BREAK EFFECTS.

MOLECULAR DISSOLUTION (SELF, INSTANT)
GRANTS IMMUNITY TO ALL FLAVORS EXCEPT ANCIENT AND MYSTIC FOR A 10-COUNT. TARGET MAY NOT MOVE THEIR FEET, USE ANY SKILL, OR AFFECT THE WORLD AROUND THEM IN ANY WAY OTHER THAN BY STANDING IN PLACE.

RELEASE (SINGLE, INSTANT)
"MYSTIC DISPEL NET FULL"

TURN ATTACK (TOUCH, DEBRIEFING)
TARGET MUST CALL "REBOUND" ON NEXT PHYSICAL ATTACK.

WEBBING (SINGLE, INSTANT)
"MYSTIC NET: BODY"

APPRENTICE POWERS:

BREAK (SINGLE, INSTANT)
"MYSTIC BREAK:[TARGET ITEM]"

DISARM (SINGLE, INSTANT)
"MYSTIC DISARM:[TARGET ITEM]"

DISCHARGE (SINGLE, INSTANT)
"MYSTIC DISCHARGE:[TARGET RANGED WEAPON]"

DISPEL CONSTRUCT (SINGLE, INSTANT)
"15 CONSTRUCT"

FIRM GRIP (TOUCH, DEBRIEFING)
RESIST ONE DISARMING EFFECT, CALLING "SHIELD"

MINOR REBOUND (TOUCH, DEBRIEFING)
REBOUND MAY CALL "REBOUND" ON NEXT RANGED WEAPON HIT. NOT STACKABLE WITH PHYSICAL SHIELD OR TURN ATTACK.

MYSTIC GLUE (TOUCH, WEEKLY)
GLUES ANYTHING '1' X '1' OR SMALLER TO A FIXED SURFACE. ITEM CANNOT BE MOVED WITHOUT BEING BROKEN. IF MYSTIC GLUE IS AGAIN USED ON A GLUED ITEM, THE GLUE WILL BE DISPELLED. MUST BE PHYSRAPPED BY PUTTING A PIECE OF INVISIBLE (I.E. SCOTCH) TAPE ON TWO OPPOSING SIDES OF THE ITEM TO TAPE IT TO THE FLOOR. A DATE MUST BE WRITTEN ON A CARD UNDER THE TAPE.

PHYSICAL SHIELD (TOUCH, DEBRIEFING)
TARGET MUST CALL "SHIELD" ON THE NEXT PHYSICAL ATTACK.

SNARE (SINGLE, INSTANT)
"MYSTIC NET:[TARGET LIMB]"

STUN (SINGLE, INSTANT)
"MYSTIC STUN"

MASTER POWERS:

BANISHMENT (SINGLE, INSTANT)
"MYSTIC BANISH"

BUFFERING ARMOR (TOUCH, DEBRIEFING)
ALL PIERCING ATTACKS ARE TREATED AS "BASIC"

CHANNELED FORCE (TOUCH, DEBRIEFING)
NEXT MELEE HIT IS NULLIFIED, WITH TARGET CALLING "ABSORBED". THE NEXT MELEE STRIKE TARGET MAKES AFTER THAT HIT WILL BE MADE WITH THE SAME CALL THAT WAS NULLIFIED.

CRIPPLING FORCE (SHOTGUN, INSTANT)
1 PACKET/LVL "MYSTIC MAIM"

FORCE OF WILL (SELF, DEBRIEFING)
CHARACTER'S MAY CALL "REBOUND" TO ALL PACKET AND WEAPON DELIVERED EFFECTS AS LONG AS FEET ARE NOT MOVED. NO SKILLS MAY BE USED WHILE POWER IS IN EFFECT.

FIELD OF PROTECTION (TOUCH, WEEKLY)
AFFECTS ONE ROOM. ONE OPENING INTO THIS ROOM IS DESIGNATED THE ENTRYWAY. ON GUIDE NOTES FOR ENTRYWAY, THE FIELD POWER MUST BE MARKED ALONG WITH NAME AND LEVEL OF THE CASTER AND NAMES OF ANY CHARACTERS TOUCHING HIM/HER AT TIME POWER IS USED. THESE CHARACTERS MAY PASS THROUGH ENTRYWAY AT WILL. NO CHARACTERS OR EFFECTS MAY ENTER THIS AREA UNLESS A CHARACTER LISTED IN THE GUIDE NOTES LOWERS THE ENTRYWAY FOR 5 SECONDS BY CALLING "ENTRY DOWN 1, ENTRY DOWN 2... ENTRY DOWN 5" IN A CLEAR TONE OF VOICE, DURING WHICH ANYTHING MAY CROSS THROUGH THE ENTRYWAY.

HYPERACCELERATION (TOUCH, INSTANTANEOUS)
NEXT SHOT WITH RANGED WEAPON INFLECTS +25 DAMAGE.

MASS WEBBING (SHOTGUN, INSTANT)
5 PACKETS "MYSTIC NET: FULL"

STOP ARMY (RAPID FIRE, INSTANT)
1 PACKET/LVL "MYSTIC NET: FULL"

WIND ARMOR (SELF, DEBRIEFING)
GRANTS IMMUNITY TO ALL RANGED WEAPON ATTACKS UNTIL STRUCK BY A MELEE WEAPON.

PROJECTION

BARRIER
ALLOWS CHARACTER TO CREATE A BARRIER OF FORCE THAT ONLY SOUND AND CLEAN AIR CAN PASS THROUGH. BARRIER CAN BE NO MORE THAN 10' IN DIAMETER AND MUST BE CLEARLY MARKED. BARRIER IS 10' HIGH UNLESS SITUATED IN A FRAME WHICH HAS A CLEAR TOP. THE MYSTIC MUST LAY OUT THE PLANE OF THE DOME AND SPEND 10 SECONDS CREATING BARRIER. IF MYSTIC BECOMES INCAPACITATED OR MOVES EITHER FOOT BARRIER VANISHES. MAY ALSO BE USED TO REMOVE ANY NET 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.