

JOURNEYMAN POWERS:

BEASTIAL FURY (RAPID FIRE, INSTANT)
1 PACKET/LVL "50 ANIMAL"

HYPERAWARENESS (TOUCH, DEBRIEFING)
IF TARGET HAS AN UNUSED EVADE OR AVOIDANCE AVAILABLE, TARGET MAY CALL THE DEFENSE, BUT USE THIS TAG INSTEAD.

IMPROVED FOCUS (TOUCH, DEBRIEFING)
FOR EVERY 2 MASTRIES TARGET POSSESSES, TARGET GETS EXTRA MASTERY OF SAME TYPE. MAY NOT BE USED TO DETERMINE PREREQUISITES FOR ADDITIONAL SKILLS.

IMPROVED PSIONIC BLADE (SELF, DEBRIEFING)
GRANTS ABILITY TO SWING MELEE WEAPON FOR "MYSTIC" ONCE PER LEVEL

MENTAL INVULNERABILITY (TOUCH, DEBRIEFING)
GRANTS THE CHARACTER A SHIELD MYSTIC

PSIONIC BOLT (SINGLE, INSTANT)
"10X LVL" MYSTIC

PSIONIC GUIDANCE (TOUCH, DEBRIEFING)
NEXT MELEE ATTACK DOES +4 PIERCING DAMAGE

PSIONIC REFLECTION (TOUCH, DEBRIEFING)
NEXT MYSTIC ATTACK TARGET MUST CALL 'REBOUND'

PSIONIC RIFLE (RAPID FIRE, INSTANT)
1 PACKET/LVL "12 MYSTIC"

PSIONIC SWARM (SHOTGUN, INSTANT)
4 PACKETS "5X LVL" MYSTIC

APPRENTICE POWERS:

BEASTIAL PAIN (SINGLE, INSTANT)
"25 ANIMAL"

DELAYED STRENGTHENING (TOUCH, DEBRIEFING)
TARGET MAY CHOOSE TO HAVE ANY ONE MELEE ATTACK BE CHANGED TO "MASSIVE"

EGO BOOST (TOUCH, DEBRIEFING)
TARGET GAINS 10 HP. HP MAY EXTEND BEYOND NORMAL MAX HP. HP IS HEALABLE. IF AFFECTED BY ANY MYSTIC FLAVOR, IMMEDIATELY DROP TO -1 AND END THIS POWER. (NON-STACKABLE)

MENTAL BLAST (SHOTGUN, INSTANT)
3 PACKETS "3X LVL" MYSTIC

MENTAL CLARITY (TOUCH, DEBRIEFING)
TARGET MAY USE ONE LESS TAG ON ONE TAGGED ACTION FOR THE DAY. ACTIONS MAY NOT BE REDUCED BELOW 1 TAG.

MIND SPIKE (SINGLE, INSTANT)
"5X LVL" MYSTIC

PSIONIC BLADE (SELF, DEBRIEFING)
GRANTS ABILITY TO SWING MELEE WEAPON FOR "MYSTIC" ONCE

PSYCHIC QUERY (SINGLE, INSTANT)
"MYSTIC DETECT [TYPE]" [TYPE] MAY BE FROM THE FOLLOWING LIST: MAMMALIAN, HUMANOID, DEMONIC, REPTOID, AVIAN, DIMENSIONAL, ARACHNOID, INSECTOID, CONSTRUCT, ASTRAL OR UNDEAD.

SPRAY OF PAIN (RAPID FIRE, INSTANT)
1 PACKET/LVL "6 MYSTIC"

WILLFUL STRENGTHENING (SELF, DEBRIEFING)
NEXT MELEE ATTACK DOES +2 MASSIVE DAMAGE

MASTER POWERS:

BARRIER OF PAIN (TOUCH, WEEKLY)
CREATES BARRIER THAT DOES "(5X/LVL) MYSTIC" TO ANYONE WHO CROSSES IT. BARRIER MUST BE MARKED USING YELLOW LINE ON GROUND AND TOP. DOORWAY MAY BE USED BUT MUST BE MARKED. BARRIER MAY NOT EXCEED 10' BY 10' PER USE OF THIS POWER. OTHERS MAY ADD DAMAGE AND SIZE TO BARRIER. MUST ATTACH CARD THAT LISTS NAMES OF MYSTICS WHO CREATED BARRIER AND ARE IMMUNE TO IT.

BESTIAL REPULSION (SHOTGUN 5, INSTANT)
"10X LVL" ANIMAL"

LAST BREATH (TOUCH, DEBRIEFING)
NEXT TIME TARGET DROPS BELOW 1 HP, THEY RISE AGAIN WITH +10 STRENGTH, AND ARE IMMUNE TO MYSTIC FLAVOR, ALL CURATIVE EFFECTS, AND TOUCH POWERS. ANY TOUCH POWERS ACTIVE ARE DISPELLED. TARGET DIES IF HIT BY ANY DAMAGE OR BECOMES INCAPACITATED. REPLACES AN ENDURANCE EFFECT ON THE TARGET.

PSIONIC DRAINING (SINGLE, INSTANT)
"MYSTIC DRAIN"

PSIONIC HAMMER (SINGLE, INSTANT)
"(15X/LVL) MYSTIC"

PSIONIC STORM (RAPID FIRE, INSTANT)
1 PACKET/LVL "18 MYSTIC"

SPACE OF CLEAR THOUGHT (TOUCH, DEBRIEFING)
AFFECTS ONE ROOM, WHICH MUST BE MARKED ON ITS GUIDE NOTES. ANY TECHNICAL SKILL USED IN ROOM HAS TAG COST REDUCED BY 1. NO COST MAY BE REDUCED TO LESS THAN 1. STACKABLE WITH MENTAL CLARITY.

SUPERIOR MENTAL CLARITY (TOUCH, DEBRIEFING)
GRANTS TARGET ABILITY TO USE 1 TAGGED ACTION AT COST OF 1 TAG WHETHER OR NOT THE TARGET COULD NORMALLY USE ACTION.

SUPERIOR PSIONIC BLADE (SELF, DEBRIEFING)
GRANTS ABILITY TO SWING MELEE WEAPON FOR "+(LVL) MYSTIC" ONCE PER LEVEL.

TOWERING EGO (TOUCH, DEBRIEFING)
TARGET GAINS 25 HP AND SWINGS FOR "MASSIVE" WITH MELEE WEAPONS. HP MAY EXTEND BEYOND NORMAL MAX HP. HP IS HEALABLE. IF AFFECTED BY ANY MYSTIC FLAVOR, IMMEDIATELY DROP TO -1 AND END POWER. (NON-STACKABLE)

PSIONICS

MENTAL FOCUS
ALLOWS CHARACTER TO TRADE HP AT A RATE OF 1 HP TO 1 PACKET, DEALING "2 MYSTIC" PER PACKET. MAY ALSO REMOVE DRAIN EFFECTS 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.