

Illusory Correction

The Mystic can use the gap between truth and perception to evade a horrible fate or correct an unwanted reality.

Material: A shard of a mirror.

Novice Reaction. The Mystic can make a *Resolute* test once per turn to make a correction of reality – if successful the Mystic may re-roll a failed *Defense* test.

Adept Reaction. The Mystic can make a *Resolute* test in order to correct something that happened to him or her during the turn. This means that any test that somehow affected the Mystic can be re-rolled.

Master Reaction. The Mystic can make a *Resolute* test in order to correct reality for someone else. This means that any test that affected the intended target in any way may be re-rolled.

Shapeshift

The Mystic's understanding of the essence of Nature makes it possible for her to take the form of beasts.

Material: A bit of fur or skin from the target beast.

Novice Active. With a successful *Resolute* test, the Mystic can take the form of a small beast, practical for scouting or escape. The Mystic's Attributes do not change, but she can move twice as far and may re-roll all *Discreet* and *Quick* tests. Also, enemies do not get any Free Attacks against the Mystic, even if it withdraws from melee combat or hurries past an enemy. The Mystic does not have to test *Resolute* to remain in beast form, but has to pass a *Resolute* test to change back. For the purpose of Abilities and Powers, the Mystic is considered a *Beast*.

Adept Active. The Mystic can assume the form of a battle beast (wild boar or wolf are most common). The beast form has the Attributes of the Mystic but also gains the traits *Armor (I)* and *Natural Weapon (I)*

Master Active. The Mystic can assume the form of a truly imposing battle beast, gaining *Regeneration (I)* and *Robust (I)* in addition to those gained at Adept level.

Unnoticeable

The Mystic can remain undetected by subtly turning the enemy's attention elsewhere.

Material: A strip from a thin veil.

Novice Active. With a successful [*Resolute* < - *Resolute*] test, the Mystic can fade from one creature's perception. The Mystic remains invisible to this creature until the Mystic makes an attack or takes any kind of damage.

Adept Active. With a successful *Resolute* test, the Mystic can fade from the perception of all nearby enemies and remain invisible until the Mystic makes an attack or takes any kind of damage.

Master Active. With a successful *Resolute* test, the Mystic can make itself as well as an ally fade from the perception of their enemies. The Mystic and the ally remain invisible separately and can be detected or remain hidden separately, until they make an attack or take any kind of damage.

Bend Will

The Mystic has come to understand seemingly contradictory principles and can use the insight to control the will of other creatures.

Material: A silver ring.

Novice Active. The Mystic can seize control of a creature's will by making a successful [*Resolute* < - *Resolute*] test. The control is considered active until the Mystic breaks concentration or fails a [*Resolute* < - *Resolute*] test. The controlled creature can only perform one (1) Action each turn and cannot use any active abilities or powers while affected.

Adept Active. As Novice, but the Mystic does not have to concentrate to sustain; it is ongoing and considered active until the Mystic fails a [*Resolute* < - *Resolute*] test. A controlled creature suffers the same restrictions as Novice.

Master Active. As Adept, but a controlled creature can perform two (2) Action each turn.

Burning Glass

The Mystic can focus the light of its soul into a burning ray, which hurts most beings and destroys the unholy.

Material: A holy symbol.

Novice Active. With a *Resolute* test the Mystic steers the holy light towards a target, dealing 1D6 of damage. The damage increases to 1D8 if the target is an abomination or undead.

Adept Active. With a *Resolute* test the Mystic can let the holy light pass over all nearby enemies. The burning energy deals 1D8 damage, 1D12 on abominations and undead.

Master Active. With a *Resolute* test the Mystic can let her light shine over all nearby enemies, dealing 1D8 damage, increased to 1D12 if the enemies are abominations or undead. The Mystic can also stun all thoroughly corrupt and undead enemies for one turn if he or she succeeds with a [*Resolute* < - *Resolute*] test.

Storm Arrow

The Mystic has come to understand seemingly contradictory principles and can use the insight to control the will of other creatures.

Material: Arrows or crossbow bolts.

Novice Active. The Mystic enchants a handful of arrows (up to five) with a successful *Resolute* test. The arrows float by the Mystic for the rest of the scene and can be fired, once / turn, as a Free Action (one arrow can be fired the turn the power is activated). The arrows hit their target automatically. Any special quality the arrow might have is added to the effect. The arrow normally deals 1D6 damage.

Adept Active. The arrows are enchanted as above, but in the hands of the Adept they now deal 1D8 dmg. As a Combat Action, the Mystic can send two arrows against either the same target or different targets. If the Mystic performs this Action, then she cannot fire another arrow as a Free Action.

Master Active. The Mystic can use a Combat Action to fire three arrows against one or separate targets. If the Mystic performs this Action, then she cannot fire another arrow as a Free Action.

Curse

The Mystic masters the stare of the Evil Eye and can curse enemies on the battlefield.

Material: None, a dark glare is enough.

Novice Free. The Mystic's dark glare automatically gives its enemies a second chance to fail any success tests against the Mystic (roll twice, the action fails if one of the tests is a failure). This effect is ongoing until the Mystic fails a *Resolute* test.

Adept Free. The Mystic automatically curses an enemy and gives it a second chance to fail all its tests, regardless of target. This effect is ongoing until the Mystic fails a *Resolute* test.

Master Active. The Mystic puts a curse of death upon an enemy. The enemy suffers 1D6 damage, which ignores any *Armor*, for all actions it tries to perform. The target suffers no damage if it remains still and passive. This effect is active until the Mystic fails a *Resolute* test.

Anathema

The Mystic can dispel the effects of other powers. Anathema does not affect rituals.

Material: A small silver bell.

Novice Active. By making a successful roll against [*Resolute* < - *Resolute*] the Mystic can disperse a power's ongoing effects on a creature, or on himself provided that the Mystic is fit to wield magic. It is the *Resolute* of the Mystic who has unleashed the power that is used as resistance when making the test.

Adept Active. The Mystic can disperse the ongoing effects on multiple creatures in a chain; the test is made for one target at a time.

Master Active. The Mystic is now powerful enough to dispel all kinds of mystical effects, inc. summoned effects and creatures, by making a test vs *Resolute* test.

Blessed Shield

The Mystic raises an invisible holy shield against the weapons of its enemies. When struck, it glitters as if struck by sunlight.

Material: A holy symbol.

Novice Active. With a successful test on *Resolute* the Mystic surrounds itself with a warm glow. This glow provides an additional 1D4 *Armor*. Also, any abomination or undead who attacks the Mystic with melee attacks suffers 1D4 damage from the glow, ignoring *Armor*. The blessed shield lasts to the end of the scene.

Adept Active. As on the Novice level, but the shield now provides 1D6 of extra *Armor* and damage. Also, an ally within sight can be included in the effect of the blessed shield.

Master Active. As on the Novice level, but the shield now provides 1D8 of extra *Armor* and damage. Two of the Mystic's allies can be included in the effect of the blessed shield.