

Confusion

The Mystic's understanding of the labyrinth of the senses can make an enemy get lost inside its own mind.

Material: A couple of drops of wine.

Novice Active. The Mystic can confuse an enemy with a successful [Resolute <- Resolute] test. Each turn, until the Mystic breaks concentration or fails another identical test, roll 1D6 to see how target reacts: 1-2, stands still; 3-4, attacks closest ally; 5-6, attacks closest enemy.

Adept Active. The Mystic can confuse without the need to concentrate. Continue to make a test each turn to maintain the effect.

Master Active. The Mystic creates a chain effect. If the Mystic succeeds with the first test, select another target and so on, until the Mystic fails a test. Thereafter, make a test each turn for each of the targets to determine if they remain confused.

Entangling Vines

The Mystic can evolve and harness the roots and vines of the earth.

Material: A handful of seeds or a tangle of roots.

Novice Active. The Mystic calls upon vines and roots to ensnare a target by making a successful Resolute test. Once ensnared, the target can use powers or ranged weapons, but cannot move. Starting from the following turn, the target can escape if the Mystic fails a [Resolute <- Strong] test.

Adept Active. The Mystic creates a chain effect. If successful with the first test, the Mystic can select another target, and so on until an attempt fails. The same process applies thereafter to maintain the snare for each target held.

Master Active. The Mystic creates an entangling chain of thorns. Each test the Mystic succeeds to maintain the entanglement inflicts 1D6 Penetrating damage on the struggling target.

Flame Wall

The Mystic can form a wall or dome of fire.

Material: A fistful of brimstone and some mercury.

Novice Active. With a successful [Resolute] test the Mystic summons a wall of flame before them, roughly 10 paces square. To pass through the wall inflicts 1D12 damage (Armor applies). Any small flammable object passing through the wall burns to a cinder. The Mystic can choose to summon the wall upon a line of enemies. [R] test each turn maintains.

Adept Active. The Mystic creates an encircling wall, 10 paces in diameter. Effect, otherwise, as Novice.

Master Active. The Mystic creates a dome of flame, roughly 10 paces in diameter. Effect, otherwise, as Novice.

Holy Aura

The Mystic can send out a holy and life-affirming aura that harms abominations and the undead.

Material: Holy symbol.

Novice Active. The Mystic surrounds itself with an aura of holy energies with a successful Resolute test. Abominations and undead that attack the Mystic will suffer 1D6 Penetrating damage. The Mystic can choose to exclude allies from the effect. A successful Resolute test to maintain.

Adept Active. As Novice, but the aura inflicts 1D8 damage and heals living creatures by 1D4 points of Toughness damage. The option to exclude applies to both effects.

Master Active. As Adept, but the aura inflicts 1D10 damage and heals 1D6 points of Toughness each turn maintained.

Inherit Wound

The Mystic can distribute damage between itself, its allies and its enemies.

Material: A splash of blood.

Novice Free. A successful Resolute test allows the Mystic to draw damage from a target. The target is healed 1D6 points of Toughness while the Mystic suffers a like amount in damage.

Adept Free. As Novice, but the Mystic also draws any ongoing effects from poison and bleeding, and heals 1D8 points of Toughness. The Mystic suffers half the total healed, rounded up.

Master Active. As Adept, except the Mystic can direct half the total healed, rounded up, on a single target in sight as Penetrating damage. The target cannot resist or defend themselves. The Mystic still suffers the other half.

Larvae Boil

The Mystic can infuse a target's body with larvae that then start to eat their way out.

Material: A handful of larvae.

Novice Active. The target suffers 1D4 Penetrating damage each turn as the larvae eat their way out. The effect is automatic in the first turn and continues until the Mystic fails a [Resolute <- Strong] test.

Adept Active. As Novice, but the larvae inflicts 1D6 Penetrating damage each turn.

Master Active. As Novice, but the larvae inflicts 1D8 Penetrating damage each turn.

Levitate

The Mystic can levitate, using nothing but the power of their mind.

Material: A handful of feathers.

Novice Active. The Mystic floats at a stride per turn out of melee range. Ranged attacks and an enemy with flight remain a problem. The Power requires Concentration to maintain; otherwise, the Power expires as the Scene ends. Sudden expiration results in a fall inflicting 1D6 Penetrating damage.

Adept Active. As Novice, but the Mystic can levitate a target (most likely an ally) with a test of [Resolute <- Strong]. Identical rules apply on expiration and damage from falling.

Master Active. As Adept, but the Mystic can chain the effect, with a test of [Resolute <- Strong] for each target. Rules on pace, expiration, and falling apply.

Maltransformation

The Mystic can transform targets into weaker forms.

Material: A pupa or an egg.

Novice Active. With a successful [Resolute] test, the Mystic can transform a target into a harmless beast (mammal or reptile). Concentration maintains the effect or the target can resist with Resolute. The test to resist is made on the Mystic's Initiative. The beast form possesses the target's Attributes, but none of the Abilities / Powers nor can it attack or use objects.

Adept Active. Concentration no longer applies, though the target still has the option to resist. That aside, the Power remains as Novice.

Master Active. The Mystic can chain the effect. If the Mystic succeeds in transforming one target, they can target another. The effect continues until the Mystic fails a Resolute test, made each turn for each target.

Mind-Throw

The Mystic can use their mind to move and throw around loose objects, or even enemies.

Material: A glass pearl.

Novice Active. The Mystic can use loose objects as weapons or a shield. With a [Resolute <- Quick] test to attack, the Mystic can deal 1D8 damage with a loose object against a target. As a shield, the Mystic can block physical attacks with a successful [Resolute <- Accurate] test and magic with a [Resolute <- Resolute] test. The object is destroyed after one successful test.

Adept Active. With a [Resolute <- Strong] test, the Mystic can lift, and throw, an target. The throw sends the target 10 paces away and they suffer 1D8 damage (Armor applies). The target lands prone unless they make a successful Quick test.

Master Active. As Adept, but the Mystic can chain the effect. The Mystic starts with one target and can keep choosing new ones until he or she fails one of the [Resolute <- Strong] tests.