

Mystic School

(*Unearthed Arcana: Psionics and the Mystic* (online download, 2015) *Unearthed Arcana: Psionics and the Mystic, Take 2* (online download, 2016); *Unearthed Arcana: the Mystic Class* (online download, 2017))

"It's all in the mind. And then you make it come out of the mind, and kick other people's asses."

--Mitra, junior Human Mystic

Here in the Agis of Asticles School of I Guess We Dumped the Name Psion for Something Super Generic and Flavorless, we teach the grand science of psionic power to anyone with the strength of mind and depth of pocketbook to understand the secrets hidden in the mortal brain. We'll help you tap that dormant potential to make you mentally capable and hyper aware, or if you go a different way, freaky fast because you think so hard. (Speed is directly related to brain power; that's why geniuses are all track stars).

All Mystic students must choose a Psionic Order to follow when they enroll in the program. This will guide your studies, hone your skills, and completely fail to explain why we replaced the highly flavorful word "Psion" with a word we've used in the past to describe spontaneous-casting Clerics, low-power Clerics from Gothic Earth, Clerics who enjoy using potions and candles (according to Faerun), and basic rules Monks. We love the word "Mystic" but can't really decide from curriculum to curriculum what it means.

FRESHMAN YEAR

Your first year as a Mystic student requires two units of Psionic Talents Lab and two units of Psionic Disciplines Lab. In addition, you'll take Mystical Recovery (MYS 160), Developing Strength of Mind (MYS 220), and Telepathy as a Second Language (MYS 163).

SOPHOMORE YEAR

In your second year, you'll continue in more Psionic Talents and Psionic Disciplines Labs, along with Development of Psionic Potency, and Consumptive Power (MYS 520)



JUNIOR YEAR

Besides more Psionic Disciplines Labs, the most important development in year 3 is three units of Psionics Master Class (MYS 615). At this point, your mind will be quite potent, and you'll be recommended to partner with a grad student for counseling.

SENIOR YEAR

To graduate as a Mystic, you must complete your Psionic Talents and Psionic Disciplines Labs, and continue with two more units of Psionics Master Class. Thereafter, you will take Development of a Psionic Body (MYS 990). Upon completion of all requirements, you will graduate with the Bachelor of Mentalism degree.

Mystic Career Paths

Order of the Avatar

(Unearthed Arcana: the Mystic Class (online download, 2017))

Bring out the emotions in others, to make them more valiant and aggressive in combat. Or determined and courageous, refusing to fall. Or whatever emotion makes somebody faster. Speediness is an emotion, yes?

This program requires several courses in Avatar development, including Becoming an Avatar of Battle, Becoming an Avatar of Healing, and Becoming an Avatar of Speed. The previously announced Becoming an Avatar of Culinary Expertise has since been cancelled.

Order of the Awakened

(Unearthed Arcana: Psionics and the Mystic (online download, 2015); Unearthed Arcana: Psionics and the Mystic, Take 2 (online download, 2016); Unearthed Arcana: the Mystic Class (online download, 2017))

Open your mind to the things men cannot see. And women. Women also can't see them. Unless they have opened their minds. This isn't a sexist thing. Both men and women can't see these things, but they both can open their minds. I'm rambling, aren't I? Um, where did I leave off... Oh, open your mind, and also, hey! Open other people's minds. To you. You little mind reader you.

Freshman enrollment requires Talent Awakening (MYS 111) and Psionic Investigation (MYS 271), and by Senior year you will be required to complete Development and Maintenance of a Spectral Form. (MYS 713).

Order of the Immortal

(Unearthed Arcana: Psionics and the Mystic (online download, 2015); Unearthed Arcana: Psionics and the Mystic, Take 2 (online download, 2016); Unearthed Arcana: the Mystic Class (online download, 2017))

Think yourself strong! Tap into the depths of your brain and enhance your body. Most people would go to the gym, but honestly, if you have the right mindset, it's so much easier to achieve physical perfection with thought power, rather than doing all those tiring crunches and lifting those heavy barbells. You ever drop one of those? It hurts so bad.

You'll take Immortal Durability in your freshman year, and who else can say that? By your final year, you'll need to take Immortal Will (MYS 706), which is not to be confused with Immortal William, who is currently coasting by on his 36th year as a 3rd year student.

Order of the Nomad

(Unearthed Arcana: the Mystic Class (online download, 2017))

This major is for those with an intense thirst for knowledge, those who would wander far and wide to learn things. Of course, you're in a freakin' university; you don't really have to go that far to accumulate knowledge. Sheesh, you people.

Just to satisfy you, we put your mandatory courses in buildings on opposite sides of the campus. Part of this should be rectified when you take Memory of One Thousand Steps (MYS 203), which is not the same as the one thousand stairs (i.e., what you'll have to climb to get to this class when the elevator's out.)

Order of the Soul Knife

(Unearthed Arcana: the Mystic Class (online download, 2017))

The great thing about being able to use your very will to shape mental energy into a knife is that if the adventuring career fails and you become a professional chef, you're never without proper cutlery.

This program begins with Soul Knife Projection (MYS 109), the first step toward stabbing people with sheer mental energy. In handy sword form.

Order of the Wu Jen

(Unearthed Arcana: the Mystic Class (online download, 2017))

Attuning yourself to the elements and the energies of the arcane, by becoming a Wu Jen, you get to incredible cosmic power. *And* you can just avoid showering altogether and say it's necessary for your inner peace. They cannot make you shower if it's your religion, dammit!

Wu Jens must take several courses. You are not allowed to choose any of the mandatory courses as your taboos. Your journey begins with Hermit's Study Hall (MYS 133), which you must take in your dorm room. While your roommate is out. In your second year, you will take Arcane Dabbling (MYS 316). I'd make a joke about Arcane "Dabbin", but I feel like that's going to be outdated by the time this catalog even sees print.

NEW MYSTIC ORDER:

Order of the Subscription Box

Psi Crate™ is a subscription box service exclusively for Mystics who have the disposable Psi Points to afford a bunch of random crap delivered on a regular basis. (Okay, technically, it's a new subclass for Mystic, but y'know. Roll with it.) Mystics who subscribe to Psi Crate will find themselves with all manner of useful abilities and manifested items, all with their favorite pop culture characters featured prominently.

You can receive your Order of the Subscription Box orders anywhere. They deliver throughout the planes. Extra shipping if you live in Australia.

BONUS DISCIPLINES

At 1st level, you learn two additional psionic disciplines. They must be chosen from among the Subscription Box disciplines, listed in the Psionics section of the Student's Handbook. You also get a free t-shirt for each Subscription Box discipline you select.

COLLECTIBLES ON DEMAND

Beginning at 1st level, you may summon any bit of non-magical gear (including weapons, tools, and armor) up to 10 gp in value per 1 psi spent.

The item appears immediately in your hand upon summoning. It has a picture of a favorite pop culture character on it. You also get a free t-shirt when you use this ability.

After you use this ability, you must complete a short or long rest to use it again.

JOYKO PLOPS

Beginning at 3rd level, you can summon a Plop-brand homunculus, produced by Joyko. This ability expends 5 psi points. The homunculus appears on your shoulder and will thereafter attack the target of your choice on your initiative roll (if summoned in combat), or perform simple tasks for you (such as grabbing an object or opening a door). After one minute, they become inert inanimate objects you can set on a desk or shelf.

Plop-brand homunculi do not have a fly speed, but otherwise have the stats of a homunculus per the Monster Manual. They look like a favorite pop culture character with a squat body and giant bobble-head. You also get a free t-shirt when you use this ability.

After you use this ability, you must complete a short or long rest before you can use it again.

PROBABLY EVEN BETTER COLLECTIBLES ON DEMAND

Beginning at 6th level, you may summon a single Common magic item, which appears immediately in your hand. You are assumed to be attuned to it, if it requires attunement. This ability costs 5 psi points. The item only works for one minute before it loses all magic and becomes an ordinary item with the logo of a favorite pop culture franchise on it. You also get a free t-shirt when you use this ability.

After you use this ability, you must complete a short or long rest before you can use it again.

FINALLY, THE GOOD STUFF

At 14th level, you may summon a single Uncommon magic item, which appears immediately in your hand. You are assumed to be attuned to it, if it requires attunement. This ability costs 7 psi points. The item works for one minute before it loses all magic and becomes an ordinary item with multiple characters and the logo from a favorite pop culture franchise on it. You also get a free t-shirt when you use this ability.

After you use this ability, you must complete a long rest before you can use it again.

The following Psionic Disciplines are associated with this Order, and can be found in the New Psionics chapter:

- The Cheese Wars Box
- The Professor Why Box
- The My Little Ki-Rin Box
- The Planegate Box
- The Trek Jammer Box

NEW MYSTIC ORDER:

Order of True Neutrality

There are those who see Neutrality as a mere state of being. You aren't entirely altruistic, but neither are you overtly malicious. You aren't overly organized, nor do you act entirely on impulse. Neither good nor evil, chaotic nor lawful. But then there are those, like you, whose extremist Neutral views are totalitarian. Neutrality is not only a choice, it's the only right choice, and by damn, you're going to Neutral all over everybody.

In order to further your cause, you're willing to go all Chaotic when Law seems to be too powerful, and will teeter toward Good if Evil seems to be dominating an area. It's all about balance. And a total commitment to noncommitment. (Your DM probably doesn't care about alignment in this day and age, but by damn, you're going to make him care!)

BONUS DISCIPLINES

When you enter this order at 1st level, you may select two extra Psionic Disciplines. These must be chosen from among the True Neutrality disciplines, listed in the Psionics section of the Student's Handbook.

EFFECTIVE ALIGNMENT

At 1st level, you may select one alignment: Lawful Neutral, Chaotic Neutral, Neutral Good or Neutral Evil. Although your true alignment is True Neutral, you are treated as the alignment you've selected for purposes such as activating magic items, being detected by magical effects, or other effects dependent on alignment. Your effective alignment can never be True Neutral, because that would be giving it away.

You may also select an extreme alignment (Lawful Good, Chaotic Good, Lawful Evil or Chaotic Evil) if you have the appropriate Psionic Discipline for at least one component of that alignment.

After each short or long rest, you may change your alignment selection.

PSIONIC SMITE

Any damage you do with a Psionic Discipline does an additional 1d4 psychic damage to targets with an alignment exactly opposite your Effective Alignment (e.g. Chaotic Evil targets if you are Lawful Good or Lawful Neutral targets if you are Chaotic Neutral).

This damage increases to 2d4 at 6th level, and 3d4 at 14th level.

REWARDING INDECISIVENESS

At 3rd level, you gain the ability to heal True Neutral or unaligned creatures, including yourself. You may heal an amount of damage based on the amount of psi points you spend, and you must touch the creature to heal them. Add your Intelligence bonus to the dice roll.

1 psi 1d6

2 psi 2d6

3 psi 3d6

5 psi 4d6

7 psi 5d6

ALIGNED BACKLASH

Beginning at 6th level, whenever you are dealt damage by a creature whose alignment is directly opposite your effective alignment, that creature must make an intelligence saving throw or take 4d4 psychic damage. This damage may not exceed the damage that was dealt to you.

REVERSE ALIGNMENT

Beginning at 14th level, you may spend 7 psi points to force one creature within 30 feet that is not True Neutral or unaligned, to make an Intelligence saving throw, or their alignment is reversed along both axes. (Lawful Good becomes Chaotic Evil, Neutral Evil becomes Neutral Good). This change lasts one hour.

The following Psionic Disciplines are associated with this order:

Philosophy of Chaos

Philosophy of Evil

Philosophy of Good

Philosophy of Law

Philosophy of Unaligned