

Mystic

Mystics are master martial artists, channeling the Chi of the world into various techniques of unarmed martial arts, following their chosen Way with a monomania that often leaves them oblivious to other areas.

Skills: Athleticism, Labor, Intimidation, Resistance, Reaction, Mental Strength, 2 Regular Skills of your choice.

Combat Skills: Staves, Brawling, Dodging, Blocking, Parrying, Grappling, Throwing

Mystics wear Light Armor

CLASS ABILITIES

Raining Blows: Gain +1 die to Brawling and Grappling by spending 5 Stamina during combat. This can be used a number of times equal to your Endurance stat per turn.

Deflect: The Mystic may Block without the need for a shield. In practice, when Blocking without a shield she is essentially catching arrows out of the air or stopping a blade with her staff. This cannot be used to stop magical attacks or things like breath attacks from a dragon.

Living Weapon: The Mystic may learn and use any Combat Ability meant for Swords, Daggers, Axes, or Hammers with her bare hands. If they have a Stamina cost, it is one extra when using her Fists.

Suppressed Urges: The Mystic is immune to the Aroused status (first Lust threshold). She is not, however, immune to the Horny status (second Lust threshold), for which her dice penalty increases by 1

Combo Finisher: By spending 5 Stamina, a Mystic can end a string of attacks with a fatal blow. At character creation, she may choose one of the following Combo Finishers to start with:

- **Leg Sweep:** Knock a targeted enemy down at the end of an attack, forcing them to spend a turn getting back up. Huge enemies and larger are immune to this, unless the heroine has the Huge trait.
- **Iron Shoulder:** A successful Brawling attack deals bonus damage equal to your Body stat times two, while knocking the targeted enemy into Short Range at the end of the attack.
- **Chi Strike:** The final Success of a Brawling attack launches a blast of pure energy at an enemy within Melee or Short Range. It has the damaging power of a normal Unarmed attack, plus an enemy's Corruption score. The target can defend against this, provided they haven't defended already during an attack, and it counts as a ranged attack. This instead of Stamina costs 5 MP
- **Hurricane Spin:** All enemies within Melee Range suffer damage equal to your Agility at the end of a successful Brawling attack

The Ways

Through mastery of certain aspects of life, Mystics accumulate Chi, gradually increasing their strength

Way of the Land

The land is replete with gathering Chi – by growing and harmonizing with it, a fighter may strengthen herself. For each advance of the following skills:

Athleticism, Hunting, Investigation, Magic Perception, Running, Sneaking, Reaction

Gain +1 melee damage bonus and you may learn combat abilities from their advances. You also gain **monomania**, meaning that for these skills, you always gain an advance even if you fail, as if they were untrained. You may also gain combat abilities for advancing these skills.

Conversely, your monomaniacal focus on outdoorsmanship makes you inept at the following skills:

Labor, Service, Teaching, Studying, Sewing, Haggle, Persuasion, Gambling

You cannot raise the level of these skills beyond Untrained, though you may increase the amount of dice thrown (but they do not get the untrained advance rule always, merely to 5/5, like other skills).

Start with Magic Perception instead of Labor as trained

Way of the Hand

Civilization is also a font for Chi. By immersing one-self into the workings of the world of Man, a fighter masters herself also. For each advance of the following skills:

Labor, Service, Teaching, Studying, Sewing, Haggle, Persuasion, Gambling

Gain +1 melee damage bonus and you may learn combat abilities from their advances. You also gain **monomania**, meaning that for these skills, you always gain an advance even if you fail, as if they were untrained. You may also gain combat abilities for advancing these skills.

Conversely, your monomaniacal focus on being a good burgher makes you inept at the following skills:

Athleticism, Hunting, Investigation, Magic Perception, Running, Sneaking, Reaction

You cannot raise the level of these skills beyond Untrained, though you may increase the amount of dice thrown, (but they do not get the untrained advance rule always, merely to 5/5, like other skills).

Start with Studying and Persuasion as trained instead of Athleticism and Reaction.

Way of the Brew

Alcohol is the key to man's soul. In a very literal sense. By mixing certain alchemical ingredients with a certain kind of alcohol, their special Ki can be transferred to the user in a powerful fashion for a time, with all the attendant risks.

Brewmaster fighters may make **Tonics**, that they may imbibe before or during encounters at no action cost for bonuses depending on what they made them from. These function as alcohol, meaning the

usual rules for resistance rolls when drinking applies. If the fighter gets drunk on the field, she receives no penalty – rather, the bonus from this and all subsequent tonics double, but upon returning to town you must roll on the drunk table. The effects of multiple of the same tonics do not stack.

The Tonics are made from the material and 5 gold for the alcohol.

The tonics are as such

Bolstering Jaeger – Feldkap mushroom.

+1 To resistance and mental strength rolls for this scenario.

Heart-Soul Beer – Heartstring Herb

+1 to Defense rolls for this scenario

Seventh Shadow Lager – Darkbark Moss

+1 to Attack rolls for this scenario

Hellfire Special – Firebark

+1 Damage to and fire damage to brawling, staves and grappling.

Hoarfrost Spirits – Frostflower

+1 Damage to and Frost damage to Brawling, staves and Grappling.

Elsewhere Schnapps – Moonstride

Allows to skip this encounter by teleporting past.

Red Fog Mead – Henbane

+1 Attack, -1 Defense, -2 Mental Strength

Vento Aureo – Windflower

+1 Damage, -1 dice to attacks blocked with hands.

Deep Dive Daiquiri – Deluvian Delight (Sewers and Catacombs)

-2 to darkness penalties, +1 Mental Strength, +1 Magic perception

You start with 10/20 mastered beginner Alchemy (enough to collect beginner ingredients).

Once you become a Master of Alchemy, you may, with the addition of a Dragon Heart, or the powerful heart of some other creature (Troll kings, Naiads, whoever drops such etc) and Five of the Ingredient create a greater version of the brews, upon the drinking of which you gain that buff as permanent, which also stacks with the regular buff, in addition to +1 melee damage. Upon drinking this you are considered drunk without a check and must roll on the Drunk table.

You must also roll against drunkenness every time you do anything in the tavern/longhouse.

Way of the Hips

All Mystics know that sex and sexuality is an immensely powerful confluence of Chi, but such methods are scorned for obvious reasons. Among those few who take up this immensely dangerous road, the masters claim that sex is in fact the center of this world.

For each advance of a sex skill gain +1 Melee Damage.

In addition, gain **monomania**, meaning that for Sex skills, you always gain an advance even if you fail, as if they were untrained. You may also gain combat abilities for advancing sex skills.

However, the following skills:

Labor, Singing, Playing Music, Service, Teaching, Persuasion, Bluffing, Intimidation

May not be higher trained than untrained, though may still get dice bonuses on advances (but they do not get the untrained advance rule always, merely to 5/5, like other skills).

Gain Seduction instead of intimidation and dancing instead of labor as trained skills.

In addition to all of this, you lose Suppressed Urges, but gain rather than -1/-2 attack on aroused/horny, gain +1/+2, which increase by 1 for every level of fetish triggered by the fight (primarily enemy types and exhibitionist) and double the maluses the enemies gain from high lust.

Class Missions

Easy: Training

Some (2d4 humans) guys want to improve their physiques and are looking for someone well versed in sports to show them how to. You are paid 25 gold per success of Athletics, teaching, brawling or grappling. Also roll 1d6 for what happens

1-2: Nothing of particular interest happens.

3: They are staring. For whatever reason, the recruits spend as much time staring at you as focusing on the training. For that, negate 1 Success. Also, gain 1d4 Lust and additional 1d4 Lust for Exhibitionism. Any kind of Seduction tests Difficulty is reduced by 1.

4: This may have been a ploy to get you to show off the goods in the first place. The men are purposely indolent and spend more time staring at you than working out. However, by overhearing their whispers, you find a way to motivate them. You can roll seduction to do some fanservice, and add the successes of that roll to the dice pool for training (gaining 1d4 lust and an additional 1d4 for Exhibitionism and Prostitution) or shout them down with an Intimidate(hard) or take it on the chin and negate -2 successes. Seduction Difficulty is reduced by 1 for the purposes of sex afterwards.

5: Some unfortunate accident happens. You start the next day with – 10 HP and – 10 Stamina.

6: Something fortunate happens during the training, it goes really well or you make a good impression on the people. Add an additional Success and + 50 Gold.

Difficult: The Arrogant Young Master

An impudent lordling has beset the town, harassing the locals and demanding service upon service from the local lord. They hire you to deal with him discreetly and non-lethally.

Confronting him out of town, you have several options

1. Fight him. Resolve this like the Soldier difficult mission. If this ends in defeat and rape, the man will brag far and wide about banging you, not only do you receive no reward, but gain +1 personal reputation
2. Persuade him to leave, a very hard Persuasion or Bluffing test or a very, very hard Intimidation. If you fail intimidation, he will attack.
3. Seduce him into leaving. This is a Seduction(hard) check, and if you fail, it simply means that you seduced him, but not enough to actually leave afterwards, so he will attack you, starting at half lust. If you succeed, you must succeed a hard(intimidation) check or he will brag about it far and wide, gaining you 1 personal reputation.
4. Offer to accompany him, as long as he leaves. This is a standard persuasion, bluffing or seduction test, that means you take him up as a companion and have to leave town by tomorrow evening (or you get +1 vigilance for every day you remain). If you seduced him, he will expect sex fairly regularly (roll 1d6 under 1+fetishes that apply you for days) and will leave in anger (meaning you get +1 personal vigilance) if you deny him. Regardless if you seduced him or not, this counts as 1 level of affection. Dismissing him is also no easy task – you must travel at least 1d4-1 (min 1) towns before he may be dismissed without causing you problems (1 personal vigilance).

Though as you are a mostly unarmed fighter, it is assumed you do not kill him if you defeat him, if you do, it counts as murder for the purposes of local vigilance and you gain 3 personal vigilance and the enmity of the young man's noble family.

The Reward is 2d4+500 gold

Difficult – Tournament Arc

A merchant or some other midly wealthy person (roll 50/50 male or female) has decided to make some money by betting on a dark horse candidate in a local tournament – and who better than an unarmed woman? You have to fight in 1d4+2 Fights to win – if you lose once you are knocked out. A fight happens by you rolling your relevant combat skill against an opponent who rolls 2d4+2 dice. If you match, roll again.

Winning the Final round with 4 successes or more results in you gaining an additional personal fame.

Winning with 1-3 successes nets you the reward of 500 +1d4x50g

Should you lose, add the remaining rounds (except the round you fought in, so losing on round 3/5 would mean +2) to the amount of successes you were defeated by for the purposes of deciding the negative outcome.

Losing by 1-2 successes results in the merchant taking their losses on the chin and you simply do not get the reward.

3-4 The merchant demands you cover the $1d4+1 \times 50g$ of the financial hole, gain the amount of the $1d4+1$ roll as vigilance if you refuse.

5-6 Turns out the merchant had gone in depth to the organizers – with you as the collateral. You get drugged and handed over to the winner as a prize, becoming his woman for the next $1d4+2$ days. You may notice this ploy before hand with Investigation(Very Hard) and evade it. You also may try to fight your way out after the fact, by defeating the champion (a High end Forces of Order (Knight/Excutioner/Northman Champion or Bandit Captain, as feels appropriate) enemy with champion bonuses, or sneaking out with a Hard check), this will count as reneging on a legal deal and give you +3 vigilance.

7+ The merchant is so angry and broke they hand you over to the mob. You may notice this ploy before hand with Investigation(Very Hard) and evade it. If you fail, roll as in Black Market negative scenario in the homebrew “Inner Kingdoms Village Expansion”. If the merchant is female they take her too and you are sold together.