

A RULES SUPPLEMENT
COMPATIBLE WITH THE
The 5th Edition
RULES OF
THE ORIGINAL 1974 ROLEPLAYING GAME



The Majestic Fantasy Realms
Mystics

Copyright 2014 Robert S. Conley

Written by Robert S. Conley
Cartography by Robert S. Conley
Layout by Robert S. Conley

Edited by
Inspiration and Design, Dwayne Gillingham

some artwork copyright, The Forge, Maciej Zagorski, Pawel Dobosz, Claudio Pozas, Daniel Comerci, Dover Publications, Robert S. Conley, used with permission.

some artwork public domain retrieved from Wikimedia Commons
at <http://commons.wikimedia.org>

Mystics

Mystics in the Majestic Fantasy Realms are those who have been trained to tap into their inner soul known as vim. It was found that wearing armor and having too much gear especially if it was made of a forged metal interfered with one's ability to tap into their vim.

Mana, Vim and Viz

Magic is possible through the flow of mana throughout the Majestic Realms. Mana is harnessed by spell casters and used by others to fuel various supernatural abilities.

Viz is a magical substance that takes many forms. It could be a flask of pure spring water, a newly bloomed flower, or an iridescent rock. What all these items have in common is they are infused with pure mana. Viz has many uses like the casting of spells or the creation of magic items.

Vim is the internal manifestation of viz in beings with a soul which include all sentient races. Mana is intertwined with material objects to form viz. Mana also intertwines with one's soul to form vim. While spell casters had training or divine guidance to channel mana, vim and viz into spells. Mystics have learned to tap their vim directly.

Rob's Notes: In these rules mystics are monk with a slightly different set of details to reflect the setting of the Majestic Fantasy Realms. Unless stated otherwise any ruling or detail relevant to monks are also relevant to Mystics.

1st Level

Hit Dice

As a mystic you gain 1d8 HP/Level as well as max hit points at first level.

Proficiencies

Your focus on unarmed combat prizes fighting without any armor. You do not have any proficiency in any armor.

Even with your training focused on unarmed combat you do learn how to use some weapons that are readily available. You have proficiency in simple weapons and shortswords.

Your master's instruction has given you proficiency in saving throws involving Strength, and Dexterity.

While a novice your master taught you a craft or to play a musical instrument in order to aid you in connecting with your vim. You gain proficiency in either a musical instrument or a tool of your choice.

During your time as a novice you were taught some useful skills related to unarmed combat. You gain proficiency in two skills from the following list: Acrobatics, Athletics, History, Insight, Religion, and Stealth.

Unarmored Defense

Your training as a novice has taught you how to effectively defend yourself with not only your reflexes but with your insights as well. When you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

Art of Vim

Your master has taught you not only how to defend yourself but how to attack if necessary, by using the Art of Vim. Since a mystic must keep their use of material possessions to a minimum in order to channel their vim, this training focuses on unarmed combat, the use of reflex over brawn, and simple weapons easily obtained.

The following techniques that are part of a mystic's fighting style can be used with unarmed strikes, shortswords, and simple weapons that don't have two-handed or heavy property. And as long as you are not wearing any armor or using a shield.

Your fighting style focused on using dexterity over brawn. You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and mystic weapons.

You learn to focus your vim to enhance the damage inflicted in combat. You can roll a d4 in place of the normal damage of your unarmed strike or mystic weapon. This die changes as you gain mystic levels, as shown in the Art of Vim column of the Mystic Feature table.

You learn to channel your vim and use your wits to sense unexpected attack opportunities. When you use the Attack action with an unarmed strike or a mystic weapon on your turn, you can make one unarmed strike as a bonus action. For example, if you take the Attack action and attack with a quarterstaff, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn.

Various Mystic Traditions use specialized variants of simple weapons or the shortsword. These variants are considered mystic weapons usable with the Art of the Vim.

2nd Level

Vim

When you become an initiate, you have been trained to actively channel your vim. Your access to this energy is represented by a number of vim points. You have a number of vim points equal to your level as shown on the Mystic Features table below. You can spend these vim points to fuel various techniques used with the Art of Vim.

Your understanding of vim causes your Vim Save DC to be equal to 8 + your proficiency bonus + your Wisdom modifier.

You learn use vim to enhance your ability to sense attack opportunities. Immediately after you take the Attack action on your turn, you can spend 1 vim point to make two unarmed strikes as a bonus action.

Your use of vim to enhance your senses has enabled you to better defend yourself. You can spend 1 vim point to take the Dodge action as a bonus action on your turn.

You learn to use vim to temporarily enhance your physical reflexes. You can spend 1 vim point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

Unarmored Movement

Your training as an initiate has strengthened the inherent connection between vim and your body. Your speed increases by 10 feet while you are not wearing armor or wielding a shield. This bonus increases when you level, as shown in the Mystic Features table.

3rd Level

Deflect Missiles

As you transition into being a disciple of vim, your senses and reflex are honed to the point where you can deflect incoming missile with your hand or mystic weapons. You can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your mystic level.

Not only you learn how to deflect missile but how to catch them under certain circumstances by channeling vim. If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile in this way, you can spend 1 vim point to make a ranged attack with the weapon or piece of ammunition you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a mystic weapon for the attack, which has a normal range of 20 feet and a long range of 60 feet.

Mystic Tradition

As a disciple of vim, you chose a mystic tradition to follow. You learn the first feature of your mystic tradition.

4th Level

Ability Score Improvement

Continued training allows you to increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. You may take a feat instead.

Slow Fall

Your ability to integrate vim and body has started to affect how your body interacts with the physical world. You can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your mystic level.

5th Level

Extra Attack

Your training as a master of the Art of Vim has improved your effectiveness in combat. You can attack twice, instead of once, whenever you take the Attack action on your turn.

Stunning Strike

As a master, you have begun to learn how to interfere with the vim of others. When you hit another creature with a melee weapon attack, you can spend 1 vim point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

6th Level

Vim-Empowered Strikes

You learned to focus your vim to allow your strikes to hit magical creatures. Your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Mystic Traditions

Your training as a grand master has also further initiated you into the mysteries of your mystic tradition. You learn the second feature of your mystic tradition.

7th Level

Evasion

Your continuing meditations as nearly completed the enhancement of your senses by using vim. You can now completely avoid certain dangers. When you make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Stillness of Mind

Your meditations has also allowed you to learn a quick technique to calm your mind. You can use your action to end one effect on yourself that is causing you to be charmed or frightened.

8th Level

Ability Score Improvement

Continued training allows you to increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. You may take a feat instead.

9th Level

Lightness of Being

The integration between vim and your body has grown to the point where it greatly effects how your body interacts with the physical world. You gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move as long as you are not wearing armor or wielding a shield.

10th Level

Purity of Body

Your mastery of vim develops to where your body is no longer affected by disease or poison. You are now immune to disease and poison.

11th Level

Mystic Tradition

Your understanding of your mystic tradition has deepened. You learn the third feature of your mystic tradition.

12th Level

Ability Score Improvement

Continued training allows you to increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. You may take a feat instead.

13th Level

Tongue of the Sun and Moon

Your work as a grand master has allow you to reach out with your vim to connect with another creature vim to facilitate communication. You can understand all spoken languages. Moreover, any creature that can understand a language can understand what you say.

14th Level

Mastery of the Soul

Your understanding of vim has allowed you to rework how it intertwines with your soul and body. As of part this you can now actively channel your vim to avoid danger. You have proficiency in all saving throws. Additionally, whenever you make a saving throw and fail, you can spend 1 vim point to reroll it and take the second result.

15th Level

Endurance of the Trees

You gain a deep understanding of how you and your vim are connected to the natural world as a result you are no longer subject to the ravages of old age. You can also now sustain yourself by replenishing what your body needs by channeling the ambient mana into your vim. You are no longer affected by aging and can't be aged magically. You still live out your natural life span only slightly graying as time goes on. In addition, you no longer need food or water.

16th Level

Ability Score Improvement

Continued training allows you to increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. You may take a feat instead.

17th Level

Mystic Tradition

You finally complete your understanding of your mystic tradition. You learn the fourth and final feature of your mystic tradition.

18th Level

One with Mana

You learned to use your vim to merge into the ambient mana of the Majestic Realms. As an action, you can spend four vim points to become invisible for 1 minute. During that time, you also have resistance to all damage except force damage.

Your ability to merge with the ambient mana also allows you access to the Outer World. The reality that surrounds the Majestic Realms. You can spend eight vim points to cast the *astral projection* spell, without needing material components. When you do so, you can't take any other creatures with you.

19th Level

Ability Score Improvement

Continued training allows you to increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. You may take a feat instead.

20th Level

One with the World

The merger of your vim with the wider world is now complete. When you roll for initiative and have no vim points remaining, you regain 4 vim points.

Starting Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a shortsword or (b) any simple weapon
- (a) a dungeoneer's pack or (b) an explorer's pack
- 10 darts

Dungeoneer's Pack

A backpack, a crowbar, a hammer, 10 pitons, 10 torches, a tinderbox, 10 days of rations, and a waterskin. Fifty feet of hempen rope strapped to the side of the backpack.

Explorer's Pack

A backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin. Fifty feet of hempen rope strapped to the side of the backpack.

Class Features

Level	Proficiency Bonus	Class Features
1	+2	Unarmored Defense, Art of Vim
2	+2	Vim, Unarmored Movement
3	+2	Mystic Tradition, Deflect Missiles
4	+2	Ability Score Improvement, Slow Fall
5	+3	Extra Attack, Stunning Strike
6	+3	Vim-Empowered Strikes, Mystic Tradition Feature
7	+3	Evasion, Stillness of Mind
8	+3	Ability Score Improvement
9	+4	Lightness of Being
10	+4	Purity of Body
11	+4	Mystic Tradition Feature
12	+4	Ability Score Improvement
13	+5	Tongue of the Sun and Moon
14	+5	Mastery of the Soul
15	+5	Endurance of the Trees
16	+5	Ability Score Improvement
17	+6	Mystic Tradition Feature
18	+6	One with Mana
19	+6	Ability Score Improvement
20	+6	One with the World

Mystic Features

Level	Art of Vim	Vim Points	Unarmored Movement
1	1d4	-	-
2	1d4	2	+10 ft.
3	1d4	3	+10 ft.
4	1d4	4	+10 ft.
5	1d6	5	+10 ft.
6	1d6	6	+15 ft.
7	1d6	7	+15 ft.
8	1d6	8	+15 ft.
9	1d6	9	+15 ft.
10	1d6	10	+20 ft.
11	1d8	11	+20 ft.
12	1d8	12	+20 ft.
13	1d8	13	+20 ft.
14	1d8	14	+25 ft.
15	1d8	15	+25 ft.
16	1d8	16	+25 ft.
17	1d10	17	+25 ft.
18	1d10	18	+30 ft.
19	1d10	19	+30 ft.
20	1d10	20	+30 ft.

Mystic Traditions

The Way of Vim

This tradition focuses on the use and manipulation of vim to enhance one's physical health and to harm one's foes.

Entangle Vim (3rd)

When you choose this tradition, you learn to momentarily entangle your opponent's vim with your own. This allows you limited control over your opponent's bodily movement. Whenever you hit a creature successfully with one of your Flurry of Blows, you can choose one of the following:

Your opponent's leg muscles weaken. Your opponent must succeed on a Dexterity saving throw or be knocked prone.

Your opponent involuntarily leaps backward, aided by the force of your blow. Your opponent must make a Strength saving throw. If it fails, you can push it up to 15 feet away from you.

You can confuse your opponent's reflexes. Your opponent can't take reactions until the end of your next turn.

One Vim and Body (6th)

Your control over vim deepens. You can now harness your vim for healing. As an action, you can regain hit points equal to three times your mystic level. You can do this once between long rests.

Aura of Tranquility (11th)

You learn a meditation that extends your vim outwards entangling it with any opponent within line of sight. This interferes with your opponent's ability to attack you. During your long rest, you gain the effects of a *sanctuary* spell that lasts until the start of your next long rest or until the spell ends with you attacking or casting a spell on an enemy creature.

You are considered warding against attacks until the spell ends. Any creature who targets you must first make a Wisdom saving throw. The spell DC is 8 + your wisdom modifier + your proficiency bonus. On a failed save, the creature must choose a new target, or lose the attack or spell. Your aura of tranquility doesn't protect against area-effect attacks.

If you make an attack, cast a spell that affects an enemy, or deal damage to another creature, your aura ends until your next long rest.

Sever Vim (17th)

When you momentarily entangle your vim after you successfully hit a creature with your unarmed strike, you gain control over their vim's connection with their soul. While this connection will eventually fade, while it exists you can use it to sever the vim from their soul causing them to collapse and start dying.

After a successful hit with an unarmed strike, you can spend 3 vim points to gain control over the creature's vim. This connection last for a number of days equal to your mystic level after which your control ends. Your connection with target also ends if they move to a different plane of existence. You can only have control over one creature's vim. You can also release control at any time without having to take an action.

While you retain the connection, you can at any time choose to sever the target's vim from their soul dissipating it into ambient mana of the Majestic Realms. The creature must make a Constitution saving throw. If it fails it is reduced to 0 hit points and starts dying. If it succeeds, it takes 10d10 necrotic damage.

The Way of the Tree

Trehaen mystics have forged their own path with the way of the tree. Using the insight granted by Silvanus they learn to use their vim to defend and protect the natural world and allied realms.

Barkskin (3rd)

You learn how to use your vim to roughen your skin so it becomes as tough as a bark of a tree. As an action you can raise your base AC to become 13 instead of 10. This will last 1 hour and require concentration.

Additionally, you can temporally connect to an ally's vim and lend some of your own vim to resist incoming damage or avoid damage. As a reaction, you can spend a vim point and grant an ally within 30 feet an additional 1d4 die roll to add to their saving throw.

Or you can use your reaction to toughen your ally's skin giving them +3 AC until the start of your next term including the triggering attack.

Opening the Way (6th)

Your vim begins to connect to the natural world. You can touch a natural feature, like a tree or rock, and exit out of another natural feature within 30 feet.

In addition, you can touch a creature and manipulate their vim so that the effects of a curse lose its hold. As an action, you can spend 4 vim points to use *Remove Curse* on a creature that you can touch.

Vim and Body (11th)

You learn how to use your vim to heal a creature's injuries by strengthening their vim. As an action you can spend a number of vim points up to your wisdom bonus to heal a creature within 30 feet. You can roll a number of dice equal to your vim. The type of dice is the same die type as your Art of Vim features (1d8 at 11th level).

Wrath of Nature (17th)

Your control over vim is such that you can seize control of your enemy's vim after a successful hit with your unarmed strike. You can use this control to alter their body into a tree-like form imprisoning them for the rest of their natural life. On a successful hit with unarmed strike, the victim must make a Constitution saving throw. If they fail they are transformed into a mature tree and now are petrified. In addition, the victim is vulnerable to fire damage, and its lifespan is the same as the type of tree they transform into.

Shelter of the Soul (17th)

Your insights into the nature of mana, vim, and viz have allowed you to alter the fabric of the Majestic Realms to create a refuge. Once during a long rest you can perform a meditation and use your vim to transfer an area of 30 feet in diameter into a wold. A self-contained refuge that remains connected to the Majestic via a portal that appears as a large stand of shrub of undergrowth five feet in diameter. Anybody entering the stand will find themselves stepping out of it into your refuge. Stepping into the stand inside the wold will return you to the Majestic Realms.

Multiple mystics can work together to create a larger wold. Each additional mystic adds 30 feet to the wold's diameter. You can only create one wold at a time. You can take another long rest to restore the wold back to the Majestic Realm after which you can a new wold in another location.

The mystic can use their connection to the Outer World to enter the wold without having to go through the entrance. They appear at a location of their choice within the wold.

The Way of Blood

This is practiced by the Claws of Kalis, a cult of assassins who follow the Blood Goddess Kalis. It involves the use of blood to enhance your vim and to manipulate the vim of others.

Kalisa

Mystics that follow the Way of Blood are trained in the use of the kalisa (ka-lis-a), a specially crafted dagger with three sharp edges and the pommel in the shape of Kalis' visage in her aspect as the blood avenger.

The primary feature is a small central channel designed to collect the blood cause by a successful strike and channel into a small reservoir in the pommel. This dagger is considered a mystic weapon for those following the Way of the Blood. It can't be used as a thrown weapon.

Kalisa Dagger; 3 gp; 1d4+1 piercing; 1 lb; *finesse, light*

Extract Blood (3rd)

Learning the way of blood allows you to sever a portion of the victim's vim when you make a successful strike with a Kalisa. On a successful hit with a Kalisa the additional damage you do with the Art of the Vim (1d4 at 3rd level) also subtracts from the target's hit point maximum. The victim regains their hit point maximum loss after their next long rest. In addition, you can use the connection created by the collected blood to stun the victim of your strike. If you spend a point of vim, the target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

Blood Transfer (6th)

You learn to extract the victim's vim for your own use from the blood collected with your Kalisa. Each successful strike adds one vim to the reservoir up to your wisdom bonus. You can use the vim from the reservoir in lieu of expending one of your own vim points.

Blood Sacrifice (11th)

Your control over the vim found in blood is such that you can heal yourself with the blood collected with your kalisa. Each vim collected in your kalisa's reservoir can heal hit points equal to the dice you roll for the Art of Vim.

Remove Heart (17th)

On a successful strike, you plunge the kalisa into the victim's heart and pull it out. On a successful hit with the kalisa, the victim must make a Constitution saving throw. If the creature fails they immediately drop to 0 hit points and start dying with a hole in their chest and their heart impaled on the end of the kalisa. If the creature succeeds they take 8d12 piercing damage. In either case, the reservoir of your kalisa is filled to capacity. You can do this a number of times equal to your Wisdom bonus between long rests.

Halfling Shadows

The Halfling race lack of physical strength and magical gifts often means that their only recourse to deal with threats is manipulation and guile. They will plant rumors, lie, and steal to nullify any threat to their race. Their ideal is to transform a potential conflict into one of mutual cooperation. But they will do what takes to nullify the threat if that can't be achieved.

Centuries of survival have given rise to a group of Halflings known as the Shadows. Their deep love of family and home has inspired them to tap into their innermost selves to do what needed. Techniques, honed over generations, has let these select individuals develop almost magical powers. In times of peace, they serves as the eyes and ears of the Halfling realms. In times of crisis, they are called on to act when all other measures fail.

Many of their techniques relies on the almost magical power of Halfling luck. Through training and discipline, they are able to channel their lucks into tricks that produce magical effects and allows them to exceed their physical capabilities.

Finally as arms and armor draw unnecessary attention, the Shadows have honed pugilism to a fine art. A combination of offensive and defensive techniques gives the Shadows options if matters turn violent.

Interestingly it seems this is not innate to the Halfling race. Humans who dwell among Halflings are able to master their luck as well as allied members of other races. Scholars are baffled at how luck is related to vim.

1st Level

Hit Dice

A Shadow gains 1d8 HP/Level. Max hit points at first level.

Proficiencies

No Proficiency in Armor.

Proficiency in Simple Weapons and shortswords.

Proficiency in one type of artisan's tools or musical instrument.

Proficiency in Strength, Dexterity.

Proficiency in two of the following; Acrobatics, Athletics, History, Insight, Religion, and Stealth.

You trained in shadow weapons. You gain proficiency in shortswords, clubs, daggers, handaxes, javelins, light hammers, maces, quarterstaves, and spears.

Pugilism

You learn to duck and weave as part of the art of pugilism. Your armor class while unarmored and not wielding a shield is equal to 10 + dexterity modifier + wisdom modifier.

You train the art of pugilism, and your finely honed boxing skills allow you to use dexterity in lieu of strength for unarmed attacks, and shadow weapons.

Your skill in pugilism allows you to roll a d4 in lieu of normal unarmed damage (this increases as you level).

Your sparring both in boxing and swordplay has taught you to spot openings where your opponent dropped their guard. When you make an unarmed strike or use a shadow weapon, you can make another unarmed strike as a bonus action.

2nd Level

Luck

You learn to focus your luck. This is represented by a number of luck points given on the level chart. You regain your luck points after a short or long rest. Thirty minutes of which must be spent in contemplation while smoking your pipe.

You can use one luck point to execute a Rain of Blows with your pugilism. Make two unarmored attacks as a bonus action.

You can use one luck point to give you Serene Patience which allows you to take the dodge action as a bonus action.

You can use one luck point to give you the Ring Wearer's Leap which allows you to take the disengage action or dash action as a bonus action. In addition, your jump distance is doubled for your turn.

Unencumbered Move

Your step quickens by +10 feet per turn as you learn to move while unarmored or not wielding a shield. This increases as you level.

3rd Level

Missile Finesse

You learn how to finesse your pipe and pouches to defend yourself from missiles. By using your reaction, you can deflect a missile that about to hit you with your pipe, or deflect it with your sleeves or gear. You do so the damage you suffer from the attack is reduced by 1d10 + your dexterity mod + your Shadow level. If you reduce the damage to zero, you have the option to catch the missile in your pouch provided that you have one hand free to open it. If this occurs you have the option to spend 1 luck point to use the weapon or missile as part of a ranged attack during your reaction. You have proficiency with this attack and it counts as if you are attacking with a Shadow weapon.

Art of the Pipe

You learn the art of pipe smoking. You learn the following tricks.

You can use smoke from your pipe to create illusions as if you possess the *minor illusion* cantrip.

You can puff away merrily on your pipe and spend 2 luck points to create a 10 foot radius cloud of smoke that works the same as a *fog cloud* spell.

You can spend 2 luck points to aim a cloud of smoke from your pipe at a point within 20 feet. All creatures within 10 feet of that point are effected by the equivalent of a *sleep* spell.

You can spend 2 luck points to aim a cloud of smoke from your pipe at a target within 30 feet and create the equivalent of a *blindness* spell.

4th Level

Ability Score Improvement

Continued training allows you to increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. You may take a feat instead.

Falling with Grace

You can fall gracefully and use your reaction to reduce falling damage by five times your shadow level.

5th Level

Extra Attack

Your mastery of pugilism is such that you can make two attacks during your Attack action.

Stunning Punch

You are better able to focus your punches with Pugilism so that when you hit a creature with a melee attack you can spend 1 luck point to attempt a Stunning Punch. The target must make a Constitution save or be stunned until the end of your next turn.

6th Level

Lucky Blow

Your luck is such that your unarmed strike with Pugilism counts as magical for the purpose of resistances and immunities.

Unexpected Guest

You learn how to be an unexpected guest. As a bonus action, you can envelop yourself in a cloud of smoke from your pipe and teleport yourself to an unoccupied space 30 feet away. This is similar to the *Misty Step* spell.

7th Level

Instincts Quicken

Your instinct quickens to the point where you can completely avoid damage from area effects. If you are subjected to an attack that does half-damage on a successful save, you take no damage if you succeed and only half-damage if you fail.

Preternatural Calm

At 7th level, you possess a Preternatural Calm that allows you to use your action to end one effect that is causing you to be charmed or frightened.

8th level

Ability Score Improvement

Continued training allows you to increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. You may take a feat instead.

9th Level

Finding the Pathway

Your well-honed powers of observation are such that you can find a way to quickly climb across a vertical surface at full movement or find a way to cross a body of liquid without sinking at your full movement speed.

Tea-Time Circle

A Shadow may establish a home and attract a circle of fellow enthusiasts to train and tell tales during daily tea time.

10th Level

Healthy Mind and Body

Years of eating good food and drinking the finest liquor have given you exceptional health. You are immune to disease and poison.

11th Level

Calm Demeanor

As an action, you can puff away calmly on your pipe and cause others not to notice you. This is similar in effect to the *Invisibility* spell. This will end if the pipeweed in your pipe runs out, you fail to maintain concentration, make an attack, cast a spell, or use one of your other shadow abilities.

12th Level

Ability Score Improvement

Continued training allows you to increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. You may take a feat instead.

13th Level

Expert Conversationalist

You have become an Expert Conversationalist. You can understand any spoken language and anybody can understand what you have to say.

14th Level

Unflappable

The various dangers of adventuring simply hold no terror for you. You gain proficiency with all saving throws. Your unflappable nature allows you to spend 1 luck point and reroll a saving throw and use the second result.

15th Level

Well Preserved

Your well-honed palette now means that aging no longer affects you. And that you can't be magically aged. You still have your natural lifespan. You can also, if you must, live without food or water indefinitely. Although you rather not have to.

16th Level

Ability Score Improvement

Continued training allows you to increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. You may take a feat instead.

17th Level

Pugilist Opportunities

Your unarmed attacks with Pugilism have been honed to the point where you can exploit an opponent's momentary distraction when it is hit. Whenever a creature within 5 feet of you is hit you can use your reaction to make a melee attack against that creature.

18th Level

Avoiding Unpleasant Relations

You can avoid unpleasant circumstances. You can spend 4 luck points to become invisible for 1 minute (10 rounds). During this you have resistance to all damage but force damage.

If you really must avoid something you can use 8 luck points to take a step "outside" similar to the spell *astral projection*. The only downside is that you can't take anybody with you.

19th Level

Ability Score Improvement

Continued training allows you to increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. You may take a feat instead.

20th Level

Supreme Composure

Your composure is finally such that if you really need some luck you can get some. When you roll for initiative and have no luck points remaining you gain 4 luck points back.

Class Features

Level	Class Features	Pugilism Damage	Luck Points	Move Bonus
1	Unarmored Agility, Pugilism	1d4	0	0
2	Luck, Unencumbered Move	1d4	2	+10 ft.
3	Missile Finesse, Art of the Pipe	1d4	3	+10 ft.
4	Ability Score Increase, Falling with Grace	1d4	4	+10 ft.
5	Extra Attack, Stunning Punch	1d6	5	+10 ft.
6	Lucky Blow, Unexpected Guest	1d6	6	+15 ft.
7	Quicken Instincts, Preternatural Calm	1d6	7	+15 ft.
8	Ability Score Increase	1d6	8	+15 ft.
9	Finding the Pathway	1d6	9	+15 ft.
10	Healthy Mind and Body	1d6	10	+20 ft.
11	Calm Demeanor	1d8	11	+20 ft.
12	Ability Score Increase	1d8	12	+20 ft.
13	Expert Conversationalist	1d8	13	+20 ft.
14	Unflappable	1d8	14	+25 ft.
15	Well Preserved	1d8	15	+25 ft.
16	Ability Score Increase	1d8	16	+25 ft.
17	Pugilist Opportunity	1d10	17	+25 ft.
18	Avoiding Unpleasant Relations	1d10	18	+30 ft.
19	Ability Score Increase	1d10	19	+30 ft.
20	Supreme Composure	1d10	20	+30 ft.

Starting Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a shortsword or (b) any simple weapon
- (a) a dungeoneer's pack or (b) an explorer's pack
- a sling.

Dungeoneer's Pack

A backpack, a crowbar, a hammer, 10 pitons, 10 torches, a tinderbox, 10 days of rations, and a waterskin. Fifty feet of hempen rope strapped to the side of the backpack.

Explorer's Pack

A backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin. Fifty feet of hempen rope strapped to the side of the backpack.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

The Majestic Realms Class, Copyright 2014, Robert Conley.