

DEFENSIVE - WAY OF THE SWEEPING STAFF

Lvl.	Damage	Defensive effects
1	Half	-2 AC
3	(round up)	-2 AC, DEFLECT (1)
7		-2 AC, DEFLECT (2)
11		-2 AC, DEFLECT (3)
15		-2 AC, DEFLECT (4)

THIS IS A TWO-HANDED STYLE; THE MYSTIC WILL AUTOMATICALLY LOSE INITIATIVE AGAINST OPPONENTS WHO USE ONE-HANDED ATTACKS. THE MYSTIC MAY STILL ATTACK, BUT INFLECTS HALF **DEFENSIVE** DAMAGE.

DEFLECT: THE MYSTIC MUST DECIDE IF HE WILL ATTEMPT TO DEFLECT AS SOON AS AN OPPONENT'S HIT IS ROLLED, BEFORE DAMAGE IS DETERMINED. THE INCOMING ATTACK DOES NOT NECESSARILY HAVE TO BE TARGETING THE MYSTIC HIMSELF; HE COULD ALSO BE ALLOWED TO DEFLECT ATTACKS AGAINST OTHERS WITHIN 5' OF HIM. A SAVE VS. DEATH RAY INDICATES A SUCCESSFUL DEFLECT. FAILING IN THE DEFLECT ATTEMPT STILL "USES UP" ONE DEFLECT ATTEMPT.

FOR EACH ATTACK SUCCESSFULLY DEFLECTED, THE MYSTIC MUST GIVE UP ONE OF HIS ATTACKS DURING HIS NEXT ATTACK STEP. ROLL DAMAGE FOR THE ATTACK THAT WAS DEFLECTED, AND IF THE DAMAGE IS OVER 10 POINTS, THE MYSTIC MUST MAKE A SECOND SAVING THROW VS. DEATH RAY, APPLYING -1 TO THE SAVE FOR EACH FULL 10 POINTS OF DAMAGE THE ATTACK WOULD HAVE INFLECTED. IF THE MYSTIC FAILS THIS SAVE, HE MUST GIVE UP ONE ADDITIONAL ATTACK DURING HIS NEXT ATTACK STEP (IF HE HAS ANY ATTACKS REMAINING).

DEFENSIVE GETS +2 TO HIT VS. **THROWING** STYLE AND THE OPPONENT MUST SAVE VS. SPELLS OR TAKE DOUBLE DAMAGE AND GET -2 TO DEFLECT THE ATTACK. **DEFENSIVE** GETS -2 TO HIT VS. **WRESTLING** STYLE AND THE OPPONENT MAY MAKE A SAVING THROW VS. SPELLS TO TAKE HALF DAMAGE (ROUND DOWN).

WRESTLING - WAY OF THE BINDING BOLA

OPONENT'S LEVEL OR HIT DICE	ADJUSTMENT TO OPPONENT'S SAVE VS. DEATH RAY, & RESULTS OF FAILED SAVE, BY LEVEL OF MYSTIC
1-2	3-6
	7-10
	11-14
	15-16
UP TO 1	+0
1+1 TO 3	+1
3+1 TO 6	+2
6+1 TO 9	+3
9+1 TO 12	+4
12+1 TO 16	+5
16+1 AND UP	+5
STRANGLE	20
DAMAGE	1d2

STRANGLE: ON A NATURAL ROLL OF THE NUMBER INDICATED, THE VICTIM MUST SAVE VS. DEATH RAY OR BE PARALYZED AND DIE IN 1d6+2 ROUNDS IF THE MYSTIC MAINTAINS THE HOLD. IF FREED, THE PARALYSIS LASTS 2d6 ROUNDS. **ENTANGLE:** THE VICTIM CANNOT ATTACK, CAST SPELLS, OR MOVE. IF THE MYSTIC HOLDS, THE VICTIM GETS -4 TO SAVING THROWS & OPPONENTS GET +4 TO HIT. **SLOW:** THE VICTIM MOVES AND ATTACKS AT HALF NORMAL RATE. IF HELD, HE GETS -2 TO HIT ROLLS AND SAVING THROWS. & OPPONENTS GET +2 TO HIT HIM. **DELAY:** THE VICTIM AUTOMATICALLY LOSES INITIATIVE. IF HELD, HE CANNOT CAST.

NORMAL RESULTS: LAST 1 ROUND UNLESS THE MYSTIC HOLDS. A HELD VICTIM MAKES A NEW SAVE AT THE END OF HIS HAND-TO-HAND PHASE EACH ROUND TO ESCAPE WHILE HOLDING. THE MYSTIC MUST KEEP USING THIS STYLE AND GIVE UP 1 ATTACK, AND IS TREATED AS **PRONE** VS. OTHER FOES (SEE **THROWING**).

WRESTLING GETS +2 TO HIT VS. **DEFENSIVE** STYLE AND THE OPPONENT MUST SAVE VS. SPELLS OR SUFFER DOUBLE DAMAGE AND -2 TO SAVE VS. THE ATTACK. **WRESTLING** GETS -2 TO HIT VS. **OFFENSIVE** STYLE AND THE OPPONENT MAY SAVE VS. SPELLS TO TAKE HALF DAMAGE AND GET +2 TO SAVE VS. THE ATTACK.

THROWING - WAY OF THE HOOKING HALBERD

Lvl.	Damage	Throwing effects
1	1	HOOK, DISARM
3	3	HOOK (SAVE -1), DISARM (SAVE +1)
5	5	2
7	7	HOOK (SAVE -2), DISARM (SAVE +2), DEFLECT (1)
9	9	3
11	11	HOOK (SAVE -3), DISARM (SAVE +3), DEFLECT (1)
13	13	4
15	15	HOOK (SAVE -4), DISARM (SAVE +4), DEFLECT (2)

THIS IS A TWO-HANDED STYLE; THE MYSTIC WILL AUTOMATICALLY LOSE INITIATIVE AGAINST OPPONENTS WHO USE ONE-HANDED ATTACKS.

HOOK: THE MYSTIC ATTEMPTS TO GRAB AND THROW A FOE TO THE GROUND. LITTLE DAMAGE IS INFLECTED, BUT THE VICTIM MUST SAVE VS. PARALYSIS OR FALL DOWN **PRONE**. A **PRONE** CREATURE SUFFERS -2 TO HIT ROLLS AND -4 TO SAVING THROWS. ATTACKERS GET +4 TO HIT HIM. IT TAKES ONE ROUND OF MOVEMENT TO STAND UP, AND THE CREATURE WILL SUFFER THE PENALTIES FOR BEING **PRONE** FOR THE REST OF THAT ROUND.

DISARM: THE MYSTIC ROLLS TO HIT THE TARGET'S NORMAL AC BUT INFLECTS NO DAMAGE. INSTEAD, THE VICTIM MUST MAKE A DEXTERITY CHECK OR LOSE HIS WEAPON (DM SHOULD DETERMINE DEX SCORES FOR NPCs AND MONSTERS OR ASSUME A DEX SCORE OF 11). DRAWING A NEW WEAPON CUSES THE LOSS OF INITIATIVE. RETRIEVING A DROPPED WEAPON REQUIRES A RETREAT MANEUVER. **DEFLECT:** SEE **DEFENSIVE** STYLE.

THROWING GETS +2 TO HIT VS. **OFFENSIVE** STYLE AND THE OPPONENT MUST SAVE VS. SPELLS OR SUFFER DOUBLE DAMAGE AND -2 TO SAVE VS. THE ATTACK. **THROWING** GETS -2 TO HIT VS. **DEFENSIVE** STYLE AND THE OPPONENT MAY SAVE VS. SPELLS TO TAKE HALF DAMAGE AND GET +2 TO SAVE VS. THE ATTACK.

OFFENSIVE - WAY OF THE FOCUSED FIST

Lvl.	#AT	Damage	offensive effects
1	1	1d4	
2	1	1d4+1	HIT AS SILVER WEAPON
3	1	1d6	
4	1	1d6+1	
5	2	1d6	HIT AS +1 WEAPON
6	2	1d6+1	
7	2	1d10	
8	2	1d12	HIT AS +2 WEAPON
9	3	2d6	
10	3	2d10	
11	3	2d12	HIT AS +3 WEAPON
12	3	3d6+1	
13	4	4d6+2	
14	4	5d6	HIT AS +4 WEAPON
15	4	4d8	
16	4	3d12	HIT AS +5 WEAPON

#AT (THIS IS THE SAME FOR ALL STYLES): THE NUMBER OF ATTACKS THE MYSTIC MAY MAKE EACH ROUND UNTIL HE SCORES A SUCCESSFUL HIT. ONCE HE HITS AN OPPONENT (AND IS NOT DEFLECTED) HE CAN MAKE NO MORE ATTACKS. HOWEVER, IF HE CAN HIT A TARGET WITH AN ADJUSTED ROLL OF 2, HE MAY MAKE HIS FULL NUMBER OF ATTACKS AND SCORE MULTIPLE HITS ON THAT FOE.

OFFENSIVE GETS +2 TO HIT VS. **WRESTLING** STYLE AND THE OPPONENT MUST MAKE A SAVING THROW VS. SPELLS OR SUFFER DOUBLE DAMAGE. **OFFENSIVE** GETS -2 TO HIT VS. **THROWING** STYLE AND THE OPPONENT MAY SAVE VS. SPELLS TO TAKE HALF DAMAGE AND GET +2 TO DEFLECT THE ATTACK.