

# The Vigor Mystic

Sample file



Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Life is Strength. A magician must spend years learning to affect the natural world with his mind, but every child can change their world with their hands. Within the power of their lives, the strength of their arms, lies immense power that shapes weapons, builds castles and topples empires. Most mystics seek to transcend their mortal bodies, but the Vigor Mystic knows that the flesh is not weakness or distraction, but the true source of life's infinite potential and power. Some call them "muscle wizards" derisively, but the Vigor Mystic takes pride in the power of the physical form and wears the appellation with pride. After all, no one would dare call them that to their faces. Is that not a kind of power?

The power the Vigor Mystic wields is, according to them, the power of life itself which flows through them like blood and pumps their bodies with energy and vitality. Health of body is therefore of prime importance to the Vigor Mystic, as it is the source of all his power. As life finds strength in adversity, so does the mystic.

**ROLE:** Vigor Mystics seek to test their endurance by engaging in prodigious feats of strength and power. They will clasp hands with, arm wrestle, grapple, deadlift, push and punch almost anything as a matter of course. Where other adventurers might grow tired, the Vigor Mystic finds more potential for his muscle to say all that needs saying. They tend to be showy, honest, open and well-humored, but often allow their passions to overwhelm them. Although the crafts produced by muscle are valued by them, most Vigor Mystics eschew using weapons or armor entirely to better emphasize their physiques.

**ALIGNMENT:** Any.

**HIT DIE:** d12.

**STARTING WEALTH:**  $4d6 \times 10$  gp (average 140 gp) In addition, each character begins play with an outfit worth 10 gp or less.

#### **CLASS SKILLS**

The vigor mystic's class skills are Acrobatics (Dex), Climb (Str), Escape Artist (Dex), Intimidate (Cha), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Stealth (Dex), and Swim (Str).

**SKILL RANKS PER LEVEL:** 4 + Int modifier.

Vigor Mystics do not gain proficiency with any weapons or armor.

