

A Guide to Spirity Stuff: A Mystic's Handpage

(It's a Handpage, because it's not really a book – a book has more than one page, which this doesn't. It has exactly one page. Unless you print it out on the wrong kind of paper, of course, but that's your own fault. Or your GM's fault, but I wouldn't bring that up unless you like getting hit by lightning or eaten by cave bears.)

As a Mystic, you have uncanny knowledge of the future and other events around you; you can communicate with the various deceased, as well as the Spirits of the Wolf, Cave Bear, Wild Boar, and whatever else you want to make up that will impress the poor suckers in your tribe. An awful lot of being a Mystic is looking flashy and talking big. Don't forget to invest in your Spirity Skill!

Impressing Others

As you well know, when using Spirity Stuff, a Mystic looks very impressive, and you can use that to gain the trust (or fear) of your tribe-mates. Roll Will against a difficulty set by the GM to gain a temporary bonus of your Spirity Skill towards Scariness, Leadership, or Truthfulness. All you need to do is throw in some fancy mumbo-jumbo stuff about Spirity Stuff, and you're set!

Answering Questions

To determine the answer to a question, throw your fortune-telling bones on the ground, and ask his question. The GM will determine the answer, which may or not be the *correct* answer. The better your Spirity Skill, the better your chance of getting a right answer.

Spirit Journey

To take a spirit journey, eat a Spirit Mushroom! It will give you a groovy vision that may or may not leave you hungover, naked, and wearing a traffic cone on your head. The GM will roll for you to determine what, if anything, you learn on your journey.

Mystic Dreams

Mystic Dreams can happen to anyone, even if they aren't a Mystic; however, as a Mystic, you can interpret someone else's dream for them. Roll against your Spirity Skill, and use the following difficulty chart (if it's your own dream, add 5 to your roll):

- 0-9: The GM tells you the dream, and you get to guess what it means.
- 10+: You get a hint if the answer is good or bad.
- 20+: You get a hint towards what the dream is actually about.
- 30+: You get a general answer.
- 40+: You get the exact answer!

Mystic Pouch

Finally, the contents of your Mystic Pouch! The pouch itself is a small leather bag, decorated with feathers and other fancy, mystical stuff. It has a leather strap, too, so you can tie it to your arm and not lose it (it doesn't count against your carried things limit!). Your pouch holds in infinite amount of Spirity Stuff, but only Spirity Stuff – if you put anything else in there, it just falls out. No one knows why. It just does that. It contains:

- 5 spirit mushrooms (for taking “Spirit Journeys”)
- 10 colored smoke powder (for adding to fire to make pretty colors)
- 10 flash powder (for making loud BANGs and bright flashes of light!)
- Fortune-telling bones

Now, get out there and be Mystical!