

# Mystic Knight O.C.C.

Mystic Knights are among the most hated and feared warriors on the continent. They are most common in the Magic Zone, but can be encountered throughout the eastern half of North America, and only occasionally in the west or far north. They are famous for being merciless cutthroats and killers who engage in war, murder, and all heinous crimes. The Order of the Mystic Knights are elite mercenaries who sell their services to evil forces - assassins, warriors and enforcers of the underworld, demons, evil dragons and wicked sorcerers. They are among the most fanatical, militant and bloodthirsty groups operating in the Magic Zone. They swear fealty to no kingdom, nation or power and fight only for money or revenge. In some regards, Mystic Knights are like evil "Ronin," the masterless Japanese Samurai condemned to wander the land without a Daisho to give their life direction or purpose, thus they become mercenaries. Only the Mystic Knight is much worse than any Ronin. They seldom exhibit honor and sell their services only to the most vile and despicable employers, Necromancers, the Splugorth, Lord Dunscon, the Grim Reapers, Society of Sages and the Black Market among them. They often travel in pairs or small groups of 3-6, although they sometimes associate or join with other large groups, typically powerful men at arms, monsters and demons. When a group of more than a dozen Mystic Knights is seen, it can only mean some terrible war, massacre or unspeakable horror is about to unfold. Seeing a small army (1,000 or more) suggests armageddon.



Despite calling themselves "knights," these vile mercenaries do not abide by any strict code of ethics. Generally, as long as they get the job done and display the proper loyalty and respect to their current masters, they fulfill the broad parameters of their Order. Their reputation is such that when one "acquires" the services of a Mystic Knight, he knows he is unleashing a murderous and chaotic force upon his enemies. Thus, Mystic Knights cannot be held accountable for any slaughter or damage that may ensue from their actions in the performance of their duties. They can do whatever it takes to get the job done, and in many cases, do as they please to the insignificant masses or any who get in their way.

## **Erin Tarn writes:**

*If these so-called "knights" have any code at all, it is a loose set of an assassin's guidelines. A particularly dashing, though menacing Mystic Knight professed the following to be their code. While he recited this litany of black-hearted ethics in a mocking manner and tone, directed at the Cyber-Knight in our party, the words fell too quickly and smoothly from his lips to have been spontaneous. No, I fear most Mystic Knights ascribe to this immoral code and dismal view of life.*

- *The end justifies the means.*
- *Know thy enemy and never underestimate him.*
- *Dead enemies tell no tales, nor come back to haunt you, except in your dreams.*
- *The weak are meant to be dominated by the strong. This is a basic principle of nature and leadership.*
- *Seize opportunity without regret or recrimination. It is an obliging enemy who turns his back or bares his throat.*
- *Eye for an eye, a life for a life - revenge is sweet.*
- *Patience is a virtue - think before you act. Remember always, opportunity does indeed come to he who waits, and revenge that must wait tastes all the sweeter, like a fine, aged wine, when that time finally comes.*
- *Respect and honor he who pays/employs you, at least until a new master replaces him. Loyalty and word of honor have their merits and will lead to employment and opportunity.*
- *The Mystic Knight has but one true ally, the Eternal Order of the Mystic Knights from which he was created. Respect and serve the Order and its loyal members, and it will serve you. Never betray your own.*

## **Special Mystic Knight O.C.C. Abilities:**

**1. P.P.E. Channeling:** This is a unique power that sometimes resembles spell casting. The character can channel and convert P.P.E. energy into other types of energy with the following effects:

- Can power most, comparatively simple electronic items, simply by holding them in his hand and desiring them to function. Such items include: flashlight, radio, video camera, portable computer, language translator, electric shaver, etc. No P.P.E. cost.
- Recharge most types of batteries: One small, S.D.C. energy battery per level of experience at a total cost of one P.P.E. point.
- Recharge large S.D.C. battery (the equivalent of a automobile battery): 2 P.P.E. points.
- Standard E-Clip (M.D. energy): 12 P.P.E.
- Long E-clip (M.D. energy): 18 P.P.E.
- Energy Canister or Rail Gun: 30 P.P.E.
- Recharge a high-powered energy cannon with one blast (1D6x10 to 2D6x10 M.D.; two blasts if the energy beam does 6D6 to 1D4x10 M.D.): P.P.E. 30

2. **Fire Energy Bolts!** The foul knight can fire 4D6 M.D. energy bolts (+1D6 at levels 4, 8, 12). 1000 feet (305 m) from hand or eyes. P.P.E. Cost: 5 points per blast. An additional 1,000 feet (305 m) range can be added for the cost of 10 P.P.E.
3. **Steal & Redirect ley line energy!** The knight can prevent others from drawing on ley line energy at a particular location along that line; 50 foot (15.2 m) length per level of experience. He can also steal P.P.E. being summoned by one or more mages during a time of power (eclipse, solstice, ritual, etc.) by redirecting the flare of energy into himself instead of the person(s) who drew it out in the first place. Likewise, at the key moment of a ceremony, the Mystic Knight can steal 1D6x10% of the energy and draw it into himself. He can then use the stolen energy for his own magic. Note: In all cases, he must know who is drawing on the energy, have line of sight visual contact, and be within 200 feet (61 m). This extra energy can be held and used for 10 minutes per level of experience, after which, any energy beyond his normal P.P.E. basic capacity is harmlessly released.  
Using his channeling and redirection abilities, he can draw upon double the usual amount of P.P.E. typically available to practitioners of magic at ley lines and nexus points.
4. **Impervious to Energy!** The Mystic Knight is impervious to lasers, ion blasts, particle beams, plasma bolts, electricity, fire, heat and radiation. Magically created energy and ley line storms inflict half damage.  
Rune weapons, holy weapons, and most magical weapons of all kinds do full damage. Likewise, ordinary swords, clubs, spears, etc., as well as bullets, arrows, Vihro-Blades, thrown rocks, falls, punches and most kinetic based attacks, do full damage.
5. **Masters of Combat (O.C.C. Bonuses):** Bonuses are in addition to attributes & skills: +1D6 to P.S., +1 to P.E., +1D6+6 to Spd. +1 attack per melee round, +3 on initiative and +1 at levels 5, 10, and 15, +3 to disarm, +2 to entangle, +1 to roll with impact or fall, +2 to pull punch at levels 2, 4, 6, 10, and 14, +5% to save vs coma and death, +2 to save vs disease and poison.
6. **Ley Line Abilities:** *Sense Ley Lines and Magic Energy* the same as the Line Walker ability. Also possesses the abilities of *Ley Line Phasing* and *Ley Line Rejuvenation* the same as the Ley Line Walker.
  - Sense Ley Line: The Mystic Knight is able to feel whether there is a ley line within the area of his sensing abilities, 10 miles (16 km) per level of experience. He can tell whether it is near or far and follow the feeling to the location of the ley line. Base Skill: 30% +5% per each additional level of experience.
  - Sense Ley Line Nexus: Once the ley line has been found, the walker can follow the ley line to as many nexus points as it may have. A nexus point is where two or more ley lines cross/intersect. Base Skill: 40% +5% per each additional level of experience.
  - Sense a Rift: The mage will automatically feel the sensation of a Rift opening or closing anywhere within 50 miles (80 km) of him. Increase the sensing range 10 miles (16 km) per each additional level of experience starting with level two. Although he cannot tell exactly where this Rift is, the mage knows if it is near or far and whether it is big or small. **Note:** When actually on a ley line, the Mystic Knight will know exactly where the Rift is located and he can sense one wherever it is, as long as it is on the ley line or a connecting line.
  - See Magic Energy: The mage sees magic energy/P.P.E. radiating from people, creatures, objects, and areas, as a faint aura whenever more than 20 P.P.E. points are present. The sensing ability is so acute that the Mystic Knight can see things made invisible by magic and invisible things that are magical, including invisible dragons and other creatures of magic. This special sight occurs only when the mage desires to use it and focuses on seeing the magically invisible. However, the effort uses up one melee attack/action per round (15 seconds) that this special sight is willed in place. **Note:** Does not work on the spell *Invisibility Superior*. Range: Line of sight, about 1,000 feet (305 m).
  - Sense Magic in Use: The expenditure of magic in the form of a spell, Rifting, or Techno-Wizardry can be felt, if not seen, up to 100 feet (30.5 m) away per every level of the Mystic Knight's experience. The Mystic Knight will not know the location nor be able to trace it, but he will feel its energy and know that magic is being used in the area of his sensing range. **Note:** This does not include the use of psionic powers.
  - Ley Line Phasing (Teleportation): A Mystic Knight also has the power to instantly teleport from one place to another, flawlessly, anywhere on the same ley line. By the way, that can be anywhere in any direction (ley lines can be a quarter/0.4 km to one full mile/1.6 km wide!), including up into the air (ley lines are typically a half mile/0.8 km to two miles/3.2 km tall) and To do a ley line teleport the mage must concentrate, opening himself to the ley line energy and focusing all of his thoughts to the task of teleporting to the new location. Engaging in conversation or combat, even self-defense, will break the concentration, forcing the mage to start over. The process requires 1D4 melees (15 to 60 seconds) of concentration every time before the teleportation happens, so he can't just pop out in a heartbeat, but it's still very, very handy. The teleport is always on target because Mystic Knight is one with the ley line. Of course, unless he can see his destination, he can't know who or what might also be present in that area and he could appear in the middle of an armed camp (but not inside one of them or a tree, etc., as is the danger with the Teleportation spell).

**Note:** Ley Line Phasing is an automatic ability common to all Mystic Knights at NO P.P.E. cost, but it does take its toll on the body. The maximum number of phasings/teleports possible is four per hour. The per 24 hour period is 4 +2 per each level of experience (6 at level one, 8 at level two, 10 at level three, etc). More than this is just impossible. The only other limitations are: 1) He can only teleport himself and his possessions, nobody else. 2) The location must be along the same ley line as if traveling on a mystic railway. To switch to a different ley line, the character must travel or teleport to the nexus point intersection where two or more different ley lines cross paths to follow one of the other lines.

- **Ley Line Rejuvenation:** The character can absorb ley line energy to double the rate of natural healing. To do this, the mage must concentrate and relax on a ley line, letting the mystic energy fill him and heal him over a period of days. The mage can also perform an instant rejuvenation on a ley line as often as once every 24 hours, in which after about ten minutes of concentration, he is completely rested, alert and healed of 20 Hit Points and 20 S.D.C. +1D6 additional Hit Points and 2D6 S.D.C. (or 4D6 M.D.C. if a Mega-Damage being) per level of experience! Again at no P.P.E. cost, but only possible on a ley line. **Note:** No P.P.E. or I.S.P. can be restored this way, only Hit Points and S.D.C.

**7. P.P.E.:** Like spell casters, the Mystic Knight has a considerable capacity to hold magical energy. Base is 2D4x10 +P.E. attribute. They get an additional 2D6 per level of experience. Like spell casters, they can draw additional P.P.E. from ley lines and nexuses, but can draw twice as much energy.

**8. Initial Spell Knowledge:** Being “Mystics,” the knight’s spell knowledge, like everything else, comes from within the character himself on an intuitive level. The character spends years pondering life, his place in it, and how magic might help him find that place in the world. Then, when he is ready to find or make his place in the world, the mystic enters into three days of fasting and meditation or virtually nonstop fighting or blood-letting. At the end of this period, he somehow knows the following spells: *Magic Shield, Armor of Ithan, Aura of Death, Tongues, Energize Spell, Fists of Fury, and Power Weapon*. These are part of the Mystic Knight’s permanent spell casting capabilities.

**9. Learning New Spells:** The Mystic Knight will intuitively sense when he has reached a new metaphysical plateau (new level of experience). At each new junction in life (experience level), the character will find the time to meditate on combat, revenge, his goals, and magic. At each subsequent level of experience, the character can select two spells from levels 1-6.

Unlike the other magic O.C.C.s, the Mystic cannot be taught nor purchase additional spell knowledge. In fact, the character never even tries to learn additional spells. The character simply does not have the mastery of magic to go beyond this point, and the Mystic accepts this without question or regret. Mystic Knights may use Techno-Wizard devices and covet magical weapons and armor, especially rune weapons.

**10. Psionic Powers of the Mystic Knight:** See the invisible, sixth sense, resist fatigue, mind block and three of choice from the Sensitive or Physical category. Select one additional psychic ability from the Sensitive or Physical category for each new level of experience starting at level two. The Mystic Knight can select one ability from the Super category at level four and another at level nine.

**11. I.S.P.:** Roll 5D6+6 plus the character’s M.E. number to determine the base Inner Strength Points. The Mystic Knight is considered a major psionic, so he or she receives another 1D6+1 I.S.P. per each additional level of experience.

## **Mystic Knight – NPC Villains & Optional Player Character**

Also known as the “Death Knights.”

**Alignment Restrictions:** Anarchist or evil only, typically miscreant or diabolic.

**Attribute Requirements:** P.E.: 15, and an evil spirit. A high I.Q., P.S., P.P., and M.E. are useful, but not required.

**Race Restrictions:** None, although most (60%) are human. Both males and females can become Mystic Knights.

Player Character Note: Evil Mystic Knights are not suggested as player characters. If allowed into a player group of predominantly good characters, a conflict and violence are likely to develop. Good characters will not tolerate the Mystic Knight’s penchant for torture, threats, blackmail, strong-arm tactics, lies, treachery and murder.

There are tumors of a splinter group known as the Order of the White Rose - heroic Mystic Knights of good, aberrant and selfish alignments. According to the legend, they betrayed their evil brethren and tried to start their own knightly order as mercenaries for good guys. The Mystic Knights insist that every last one of these rebels were hunted down and killed like dogs. However, rumors of the Order of the White Rose persist. If these good Knights of the White Rose really exist, they operate in secret and cannot number more than a few dozen.

### **O.C.C. Skills:**

Speak American (+30%)

Speak one additional language (+20%)  
Literate in one language of choice (+15%)  
Horsemanship: Knight  
Horsemanship: Exotic (+10%)  
Magic Lore (+10%)  
Demon Lore (+20%)  
Boxing  
Running  
Land Navigation (+10%)  
Espionage: Two of choice (+10%)  
Military: Two of choice (+15%)  
Rogue: Two of choice (+10%)  
W.P. Sword  
W.P. two ancient of choice  
W.P. two energy weapons of choice.  
Hand to Hand: Expert\*

\* Hand to Hand: Expert can be changed to Martial Arts or Assassin at the cost of one O.C.C. Related skill.

**O.C.C. Related Skills:** At first level, the character can select six other skills, plus one additional at levels 3, 6, 9, 12, and 15.

Communications: Any (+5%)  
Cowboy: None  
Domestic: Any  
Electrical: None  
Espionage: Any (+5%)  
Mechanical: Basic only.  
Medical: First Aid only.  
Military: Any (+10%)  
Physical: Any  
Piloting: Any  
Pilot Related: Any  
Rogue: Any (+2%)  
Science: Math only (+IS%)  
Technical: Any, except Computer, (+10%)  
Weapon Proficiencies: Any, including tech weapons.  
Wilderness: Any

**Secondary Skills:** The Character gets three Secondary skills from the list above, excluding those marked "None," plus two additional at levels 3, 7, 10, and 13. These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

**Standard Equipment:** Begins with a set of clothes, uniform, ceremonial robes, utility belt, two canteens, backpack, knapsack, three weeks of food rations, a pair of handcuffs, 50 feet (15.2 m) of strong cord/rope, 1D4 flares, a flashlight, compass, and a pocket knife.

Standard Mystic Knight Body Armor (70 M.D.C.) and Demon-Ram helmet with curled horns (50 M.D.C.) made either of M.D.C. composite materials with plates and padding or magically created materials. It is not a full environmental suit.

Weapons include a magic sword, three ancient weapons of choice (no special powers), and two modern weapons.

Starts without transportation if a player character, but NPCs may have a horse, monster steed, hovercycle or some other mode of transportation. Likewise, NPC villains may have more in the way of magic weapons and items.

**Money:** The Mystic Knight starts with 2D4x1,000 credits and 1D4x1,000 worth of precious metals or gems. They get work as mercenaries, assassins, and bounty hunters, only they usually get paid 50% to 100% more, based largely on their reputation and unique powers.

**Cybernetics:** None to start and will avoid them like the plague.

**Note:** There are several factions and headquarters for Mystic Knights, with the largest number operating in and around the Magic Zone. An estimated 4,000 Mystic Knights are believed to be employed in the Zone (hundreds by Lord Dunscon), with perhaps an equal amount scattered throughout North America (including Canada). How many actual enclaves/bases might exist is unknown; there are at least two in the Magic Zone and one near Free Quebec.