

Written to stack with Knight-Chandler and provide the other half of the magical girl experience. Hopefully works fine on its own as well, for Mystics who want to trade crafting for a familiar.

Mystic Star

Just as how envoys of the divine may sometimes appear directly to prospective paladins, sometimes the primal arcane energies of a young mystic may draw the attention of a powerful outsider, who sends their assistance in the form of an arcane familiar to aid and influence the Mystic in their use of power.

The intentions of these familiars can range from anywhere between overt and honest, training the Mystic Star to combat an upcoming disaster, or cruel and deceitful, leading them along a seemingly innocent path while keeping them blind to ulterior motives and the true consequences of their actions.

Generally, the outsider encourages the Mystic Star to gain fame and influence, and chooses Mystics with strong principles or hidden ambitions.

Class Skills: The Mystic Star adds Handle Animal and Diplomacy to their class skills. In addition, the Mystic Star may use her initiation modifier in place of Intelligence for Spellcraft checks, and in place of Charisma for Use Magic Device checks.

Disciplines: Tasked with furthering their patron's cause, the Mystic Star may trade one of her disciplines for Golden Lion.

Familiar (Su): At first level, the Mystic Star gains the services of a familiar, as a Wizard's Arcane Bond, treating her initiator level as her wizard level. These levels stack with those of any other familiar-granting class, up to the Mystic Star's HD, for the purposes of determining the familiar's level and abilities.

The familiar also gains one of the following two abilities:

A Familiar Voice (Su): The familiar learns to speak and understand any one language its master knows.

Outsider Knowledge (Ex): The familiar gains any one skill of its choice as a class skill and uses its HD in place of its ranks in the skill. The familiar must still be physically capable of performing the skill to make use of it.

If an Mystic Star's familiar dies, its consciousness simply leaves its body, and the Mystic Star can replace its body after 24 hours. This requires an 8-hour ritual that costs 200gp per Mystic Star level, and once the ritual is complete, the familiar returns in a new body, retaining all previous memories from before it died. Familiars do not generally enjoy dying, and some may use this opportunity to leverage debts or favors from the Mystic Star.

This replaces Mystic Artifice.

Minor Magic Show (Su): Borrowing their patron's arcane experience, the familiar is able to teach the Mystic Star some more conventional magic abilities, both to aid her and encourage her to make a lasting impression on those she meets. Choose two cantrips from the following list:

Prestidigitation, Dancing Lights, Ghost Sound, Arcane Mark, Breeze, Light, Penumbra

At first level, the Mystic Star gains the chosen cantrips, as well as *Detect Magic*, as at-will spell-like abilities with a caster level equal to her initiator level, and using her initiation modifier to calculate the save DCs.

In addition, she may cast any of her spell-like abilities gained this way as a free action as part of making any attack, combat maneuver or martial maneuver, even if it is not her turn. Using her spell-like abilities as a free action in this way makes them last only a maximum of one round, but they do not provoke attacks of opportunity or require concentration to maintain, and must target an area or object within 5 feet of either the Mystic Star or a target of the associated action.

At 5th, 8th, 11th and 14th level, the Mystic Star may learn another spell-like ability from the above list, and starting from 5th level she may also choose *Silent Image*, but all observers automatically disbelieve its effects.

At 3rd level, the Mystic Star also gains [Charlatan](#) as a bonus feat, even if she does not meet the prerequisites. Unless she also has Charlatan from another source, she may only apply its benefits to martial maneuvers with spell-like abilities attached in the above way. However, when doing so, she can also apply the benefits of Charlatan to non-supernatural maneuvers.

Special: If the Mystic Star also has the *Form Astral Suit* class feature, is wearing an item such as *Hat of Disguise* or *Sleeves of Many Garments*, or possesses any other supernatural, magic, or psionic means to change their appearance or the appearance of their equipment, she may also use these spell-like abilities as a free action as part of doing so, with the same restrictions as using them as part of an attack.

Arcane Defense (Ex): The bonus the Mystic Star gains from Arcane Defense is halved (Minimum 1).

This alters Arcane Defense.

Coat of Ideals (Su): When an Mystic Star finds herself faltering or with a lack of options, her Familiar can come to her aid and give her advice, turning her into a momentary beacon of her patron's ideals and filling onlookers with awe, peace, confusion, terror, or similar emotions. This functions as Blade Meditation, except as a teleportation effect, the Mystic Star's familiar can be summoned to a free adjacent space, and instead of damaging creatures who attack her, the Mystic Star and her familiar are treated as if under the effect of a *Sanctuary* spell for one round, with a caster level equal to her initiator level and save DC equal to 10+½ initiator level+initiation modifier, plus 1 for every three points of animus remaining in the mystic's animus pool. This is a mind-affecting effect, and creatures immune to mind-affecting effects ignore this protection.

If the Mystic Star's familiar is currently dead, or does not come within 5ft of her (either by conscious choice or being prevented from teleporting), this refreshes maneuvers as normal but does not grant the sanctuary effect.

This counts as Blade Meditation for the purpose of prerequisites, and the Improved Blade Meditation feat reduces the action needed to a standard action.

Special: If the Mystic Star also has the *Form Astral Suit* class feature, is wearing an item such as *Hat of Disguise* or *Sleeves of Many Garments*, or possesses any other supernatural, magic, or psionic means to change their appearance or the appearance of their equipment, they may activate one of them at the same time as this ability as a free action, as long as its normal activation time is not greater than a standard action. Any such abilities activated this way cannot target other creatures.

This replaces Blade Meditation.

True Form (Ex): At 7th level, the Mystic Star's familiar reveals its true form, transforming into an improved familiar that matches the Mystic Star's patron's alignment and changing its type to Outsider. The familiar gains the change shape universal monster ability if it doesn't already have it, which it can use at will to transform into its original form or back to its true form.

In addition, it can choose to gain a new ability from *A Familiar Voice* and *Outsider Knowledge*. The familiar can choose the same ability it first chose, being able to speak a new language or applying Outsider Knowledge to a second skill. In the latter case, any previous skill ranks in the chosen skill are immediately re-assigned.

This replaces Instant Enlightenment.