

MYSTIC

CONNECTION

SAVING THROW

Mystic Level

DC

= 10 + [÷ 2] + WIS

OPPOSED SKILL

Mystic Level

DC

= 10 + [× 1½] + WIS

CHANNEL SKILL

+

TRANSCENDENCE

Level 19

Cast each of your connection spells once a day without spending a spell slot.

To project your consciousness beyond your body as an intangible psychic image:

1 rp

HEALING TOUCH

HEALING

Mystic Level

DC

= ÷ 5

Take 10 minutes to heal one ally.

SPELLS

Spells Save DC	Spells Known	Spells per day	= Base Spells	+ Bonus Spells
	0	∞		WIS
	1			
	2			
	3			
	4			
	5			
	6			

▲ Spell Save DC = 10 + WIS + Spell Level

MINDLINK

Level 2

As a standard action, touch one creature and instantly communicate large amounts of information.

Can only use on each target once per day.

TELEPATHIC BOND

As a standard action, form a telepathic link.

Level 11

TARGETS

Mystic Level

DC

= ÷ 3

All the members can communicate with each other over any distance (but not across planes), regardless of language.

ENLIGHTENMENT

No longer age.

Once a week, cast *miracle* as a spell-like ability.

Level 20

Once a day as a move action, enter a state of total communion for 1 minute.

+4

Bonus to attack rolls, saving throws and skill checks.

20 rp

Temporary resolve points to spend on connection powers.

CONNECTION POWERS

Level 1

Level 3

Level 6

Level 9

Level 12

Level 15

Level 18

KNOWN SPELLS

0

∞

Connection Spell

1

Connection Spell

2

Connection Spell

3

Connection Spell

4

Connection Spell

5

Connection Spell

6