

# 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

Level 11

As a standard action, form a telepathic link with 6 allies.

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 \_\_\_\_\_