MYSTIC

CONNECTION

SAVING THROW

SG = 10 + [Mystic Level ÷ 2] + WE

OPPOSED SKILL

SG = 10 + [Mystic Level × 1½] + WE

CHANNEL SKILL

+

TRANSCENDENCE

Stufe 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

SG = Mystic Level ÷ 5

Take 10 minutes to heal one ally.

SPELLS ›

Spells Save DC	Bekannte Zauber		Zauber pro Tag	=	Grund-zauber	+	Bonus-Zauber
		0	∞				WE
		1					
		2					
		3					
		4					
		5					
		6					

▲ RW gegen Zauber = 10 + WE + Zauber Level

MINDLINK

Stufe 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

Stufe 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.

Stufe 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

Stufe 1

Stufe 3

Stufe 6

Stufe 9

Stufe 12

Stufe 15

Stufe 18

BEKANNTE ZAUBER

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Connection Spell 1

Connection Spell 2

Connection Spell 3

Connection Spell 4

Connection Spell 5

Connection Spell 6