

MYSTIC

CONNECTION

SAVING THROW

$DC = 10 + [\frac{Mystic\ Level}{2}] + WIS$

OPPOSED SKILL

$DC = 10 + [\frac{Mystic\ Level}{2} \times 1\frac{1}{2}] + WIS$

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

$DC = \frac{Mystic\ Level}{5}$

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		

$\Delta Spell\ Save\ DC = 10 + WIS + Spell\ Level$

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