

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

Used Today

hp

=

× 5

Take 10 minutes to heal one ally.

☐

SPELLS

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

▲ 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