

# CHK CHK

MYSTIC **3**

ANCESTRY	SHIRREN (DEFIANT)	BACKGROUND	DISCIPLE (ZON-SHELYN)
SPEED	25 FEET	PERCEPTION	+9 (TRAINED)
LANGUAGES	COMMON, SHIRREN, VERCITE	CLASS DC	19
STRENGTH	DEXTERITY	CONSTITUTION	
<b>STR</b> +1	<b>DEX</b> +2	<b>CON</b> +2	
INTELLIGENCE	WISDOM	CHARISMA	
<b>INT</b> +1	<b>WIS</b> +4	<b>CHA</b> -1	

## DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS
	37	19
FORTITUDE  +7	REFLEX  +9	WILL  +11

**Toughness:** You reduce the DC of recovery checks by 1.

## STRIKES

MELEE	◆ painglaive +7 (boost 1d10, powered, reach 10 feet, tech, tracking +1), 2d10+1 slashing
RANGED	◆ arc pistol +7 (arc, expend 2, mag 10, range increment 30 feet, reload 1), 1d4 electricity

## SKILLS

ACROBATICS (DEX)  +2	ARCANA (INT)  +1	ATHLETICS (STR)  +1
COMPUTERS (INT)  +1	CRAFTING (INT)  +6 ●	DECEPTION (CHA)  +6 ●●
DIPLOMACY (CHA)  -1	INTIMIDATION (CHA)  -1	ZON-SHELYN LORE (INT)  +6 ●
MEDICINE (WIS)  +9 ●	NATURE (WIS)  +9 ●	OCCULTISM (INT)  +1
PERFORMANCE (CHA)  -1	PILOTING (DEX)  +2	RELIGION (WIS)  +9 ●
SOCIETY (INT)  +1	STEALTH (DEX)  +7 ●	SURVIVAL (WIS)  +4
THIEVERY (DEX)  +2	● = TRAINED ●● = EXPERT ●●● = MASTER	

## FEATS AND ABILITIES

ANCESTRY ABILITIES	Defiant Shirren, limited telepathy, Unconventional Weaponry (painglaive)
CLASS FEATS	Spot Healing
GENERAL FEATS	Toughness
SKILL FEATS	Battle Medicine, Religious Talisman
CLASS ABILITIES	connection (shadow), group chat, mystic bond, vitality network

\* Abilities with an asterisk have already been calculated into Chk Chk's statistics and do not appear elsewhere.

## EQUIPMENT

BULK	Current: 5; Encumbered: 6; Maximum: 11 Bulk
WORN	commercial arc pistol (1 commercial battery; 10 charges), commercial medkit, commercial microcord armor, tactical painglaive (1 commercial battery; 10 charges)
STOWED	comm unit, commercial repair toolkit
WEALTH	279 credits

## SPELLS

SPELL ATTACK  +9	SPELL DC 19
CANTRIPS (AT WILL)	detect magic, eldritch lance, figment, guidance, void warp
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 1ST RANK	fear, grim tendrils*, heal, motivating ringtone
<input type="checkbox"/> <input type="checkbox"/> 2ND RANK	heal, invisibility, soul surge*
<input type="checkbox"/> FOCUS SPELLS	shadow snap

\* Spells with an asterisk can be heightened



## WHAT IS A MYSTIC?

Chk Chk is a **mystic**, a spellcaster who heals allies through spiritual bonds and channels the fundamental forces of the cosmos.

### EQUIPMENT

The following rules apply to Chk Chk's equipment.

**Arc** The attack arcs to the closest enemy creature within 10 feet of the initial target. If the secondary target's AC is lower than your attack roll result, you deal electricity damage to that creature equal to 1 per weapon damage die.

**Arc Pistol** This electric pistol has 1 commercial battery with 10 charges, with each shot expending 2 charges.

**Boost 1d10** ♦ Interact to add 1d10 damage to your next Strike.

**Comm Unit** This pocket-sized device combines a portable computer and communications device, allowing instantaneous wireless communication with other comm units in both audio- and text-based formats at planetary range. A comm unit includes a calculator, flashlight (emits bright light in a 5-foot radius around you and dim light in the next 5 feet), a browser that accesses any local infospheres, and several entertainment options (including games).

**Expend 2** Using this weapon expends 2 ammunition.

**Mag** The amount of ammo a magazine holds.

**Medkit, Commercial** These contain analgesics, bandages, sterile gauze, and suturing tools necessary for Medicine checks to Administer First Aid, Treat Disease, Treat Poison, or Treat Wounds.

**Microcord Armor** Light armor woven from ultralight fibers.

**Powered** This weapon uses a battery. You can activate or deactivate a powered weapon with an Interact action or as part of drawing or stowing it. If you try to attack with a powered weapon that's out of charges or deactivated, it functions as an improvised weapon.

**Range Increment 30 Feet** Attacks with this weapon work normally up to a range of 30 feet. Attack rolls beyond a weapon's range increment take a -2 penalty for each additional multiple of 30 feet between you and the target. Attacks beyond the 180 feet are impossible.

**Reach 10 feet** This weapon can be used to attack enemies up to 10 feet away instead of only adjacent enemies.

**Reload 1** When you're out of ammunition, you can reload a new battery or magazine as an Interact action.

**Repair Toolkit, Commercial** A repair toolkit contains a variety of delicate tools and supplies that allows you to perform simple repairs while traveling. You can use a repair toolkit to Repair items using the Crafting skill.

**Tactical Weapon** The weapon gains the Tracking +1 trait.

**Tech** Weapons with the tech trait incorporate electronics, computer systems, and power sources. Usually the weapons rely on integrated power sources (such as melee weapons that don't have the powered trait), while others drain batteries with each attack.

**Tracking +1** Attack rolls with this weapon gain a +1 item bonus (already included in Chk Chk's statistics).

### FEATS AND ABILITIES

Chk Chk's feats and abilities are described below.

**Battle Medicine** ♦ (general, healing, manipulate, skill) **Requirements** You're holding or wearing a healer's toolkit; **Effect** You can patch up wounds, even in combat. Attempt a Medicine check with the same DC as for Treat Wounds and restore the corresponding amount of HP; this doesn't remove the wounded condition. As with Treat Wounds, you can attempt checks against higher DCs if you have the minimum proficiency rank. The target is then immune to your Battle Medicine for 1 day. This does not make them immune to, or otherwise count as, Treat Wounds.

**Group Chat** Creatures in your bond can communicate telepathically while within 120 feet of one another.

**Limited Telepathy** You can communicate mentally with creatures within 30 feet. You can communicate only with creatures that share a language with you. This doesn't give you any access to their thoughts and communicates no more information than normal speech would.

**Mystic Bond** You can maintain a bond with up to 10 other willing creatures, and the bond lasts until you or the bonded creature are no longer willing to be part of the bond. You always know the general distance and direction toward other bonded creatures, their Hit Point totals, and if they're conscious, unconscious, dying, or dead.

**Network Spell** ♦ (concentrate, mystic, spellshape) You channel your spell to manifest from one of your allies instead of yourself. If the next action you use is to Cast a Spell with an area, range, or target, the spell manifests from one of your bonded allies instead of yourself.

**Rebellious Defiance** ♦ (mental) **Frequency** once per day; **Effect** You decry one foe within 100 feet that you can see as a tyrant or villain, and prepare yourself to defy them, even unto death. You gain a +1 circumstance bonus on your attack rolls against this foe, and gain a +1 circumstance bonus to saving throws against the attacks, spells, and effects of this foe. These benefits last for 1 minute.

**Religious Talisman** You can construct and bless a temporary religious symbol of your deity in 10 minutes. Once per day, you can choose to gain a +1 status bonus to initiative rolls if engaged in your deity's edicts.

**Signature Spells** Spells marked with an asterisk (\*) are signature spells. You don't need to learn heightened versions of signature spells separately; instead, you can heighten these spells freely. If you've learned a signature spell at a higher rank than its minimum, you can also cast all its lower-rank versions without learning those separately.

**Spot Healing** ↻ (mystic) **Trigger** An adjacent bonded ally takes damage; **Effect** You quickly expend energy from your vitality network toward a bonded ally. Transfer Vitality to the triggering ally.

**Transfer Vitality** ♦ (concentrate, healing, mystic) You can transfer up to 10 Hit Points (minimum 1) from your vitality network into yourself or a bonded creature you can sense within 60 feet. This works on creatures with void healing as though this action had the void trait.

When you Transfer Vitality, the target's shadow darkens and swells, reducing bright light within a 10-foot emanation of the target to dim light. This is a form of magical darkness and can overcome non-magical light sources or attempt to counteract magical light as described on *Player Core* 299. The target becomes concealed while in this dim light and can use the concealed condition to Hide. This lasts until the end of your next turn.

**Vitality Network** 18 HP; regain 4 per turn

### SPELLS

Chk Chk can cast the following spells. He can cast his 1st-rank spells four times per day and 2nd-rank spells three times per day in any combination and can cast his cantrips at will.

### CANTRIPS (AT WILL) (2ND-RANK)

**Detect Magic** ♦♦ (cantrip, concentrate, detection, manipulate) **Area** 30-foot emanation; **Effect** You send out a pulse that registers the presence of magic. You receive no information beyond the presence or absence of magic. You can choose to ignore magic you're fully aware of, such as the magic items and ongoing spells of you and your allies. You detect illusion magic only if that magic's effect has a lower rank than the rank of your *detect magic* spell. However, items that have an illusion aura but aren't deceptive in appearance (such as an *invisibility* potion) typically are detected normally.

**Eldritch Lance** ♦♦ (attack, cantrip, concentrate, manipulate, mental)

**Range** 30 feet; **Targets** 1 creature; **Defense** AC; **Effect** You condense a beam of mind-assaulting eldritch energy from the dark spaces between the stars and fire it at a target. Make a ranged spell attack roll against the target's AC. If you hit, you deal 3d6 mental damage. On a critical success, you deal double damage.

**Figment** ♦♦ (cantrip, concentrate, illusion, manipulate, subtle) **Range** 30 feet; **Duration** sustained; **Effect** You create a simple illusory sound or vision. A sound adds the auditory trait to the spell and the sound can't include intelligible words or elaborate music. A vision adds the visual trait, can be no larger than a 5-foot cube, and is clearly crude and lacking detail if viewed from within 15 feet. When you Cast or Sustain the Spell, you can attempt to Create a Diversion with the illusion, gaining a +2 circumstance bonus to your Deception check. If the attempt fails against a creature, that creature disbelieves the *figment*.

**Guidance** ♦ (cantrip, concentrate) **Range** 30 feet; **Targets** 1 creature; **Duration** until the start of your next turn; **Effect** You ask for the guidance of supernatural entities, granting the target a +1 status bonus to one attack roll, Perception check, saving throw, or skill check the target attempts before the duration ends. The target chooses which roll to use the bonus on before rolling. If the target uses the bonus, the spell ends. Either way, the target is then temporarily immune for 1 hour.

**Void Warp** ♦♦ (cantrip, concentrate, manipulate, void) **Range** 30 feet; **Targets** 1 living creature; **Defense** basic Fortitude; **Effect** You call upon the Void to harm life force. The target takes 3d4 void damage with a basic Fortitude save. On a critical failure, the target is also enfeebled 1 until the start of your next turn.

### 1ST-RANK SPELLS (4/DAY)

**Fear** ♦♦ (concentrate, emotion, fear, manipulate, mental) **Range** 30 feet; **Targets** 1 creature; **Defense** Will; **Duration** varies; **Effect** You plant fear in the target; it must attempt a Will save.

**Critical Success** The target is unaffected.

**Success** The target is frightened 1.

**Failure** The target is frightened 2.

**Critical Failure** The target is frightened 3 and fleeing for 1 round.

**Grim Tendrils**\* ♦♦ (concentrate, manipulate, void) **Area** 30-foot line; **Defense** Fortitude; **Effect** Tendrils of darkness curl out from your fingertips and race through the air. You deal 2d4 void damage and 1 persistent bleed damage to living creatures in the line. Each living creature in the line must attempt a Fortitude save.

**Critical Success** The creature is unaffected.

**Success** The creature takes half the void damage and no persistent bleed damage.

**Failure** The creature takes full damage.

**Critical Failure** The creature takes double void damage and double persistent bleed damage.

**Heal** ♦ to ♦♦♦ (healing, manipulate, vitality) **Range** varies; **Targets** 1 willing living creature or 1 undead creature; **Effect** You channel vital energy to heal the living or damage the undead. If the target is a willing living creature, you restore 1d8 Hit Points. If the target is undead, you deal that amount of vitality damage to it, and it gets a basic Fortitude save. The number of actions you spend when Casting this Spell determines its targets, range, area, and other parameters.

♦ The spell has a range of touch.

♦♦ The spell has a range of 30 feet. If you're healing a living creature, increase the Hit Points restored by 8.

♦♦♦ (concentrate) You disperse vital energy in a 30-foot emanation. This targets all living and undead creatures in the burst.

**Motivating Ringtone** ♦♦ (auditory, concentrate, emotion, healing, manipulate, subtle) **Requirements** You have a comm unit, used as a locus, and the contact info of the target; **Range** 120 feet; **Targets** 1 comm unit; **Duration** 1 minute; **Effect** You cause the target comm unit to play a cosmically composed personal theme song specific to its owner. The creature who owns the target comm unit regains 1d8+4 Hit Points when you Cast the Spell, a +5-foot status bonus to all Speeds, and a +1 status bonus to saves against fear effects for the duration as long as the comm unit continues to play the ringtone.

### 2ND-RANK SPELLS (3/DAY)

**Grim Tendrils**\* ♦♦ (concentrate, manipulate, void) As 1st-rank *grim tendrils*, but deal 4d4 void damage and 2 persistent bleed damage instead.

**Heal** ♦ to ♦♦♦ (healing, manipulate, vitality) As 1st-rank *heal*, but restore 2d8 Hit Points instead. Additionally, depending on the number of actions you use: ♦♦ Increase the Hit Points restored by 16 instead.

**Invisibility** ♦♦ (illusion, manipulate, subtle) **Range** touch; **Targets** 1 creature; **Duration** 10 minutes; **Effect** The target is undetected to all creatures, though the creatures can attempt to find the target, making it hidden to them instead. If the target uses a hostile action, the spell ends after that hostile action is completed.

**Soul Surge**\* ♦♦ (attack, concentrate, manipulate, sanctified, spirit) **Range** 60 feet; **Targets** 1 creature; **Defense** AC; **Effect** You channel your life force into a spear of energy. You lose 6 Hit Points or, if you're in a bond with a vitality network that has at least 12 Hit Points, you can reduce the vitality bond's Hit Points by 12 instead. Make a ranged spell attack against the target's AC. On a hit, you deal 6d6 spirit damage. On a critical hit, the target takes double damage and becomes drained 1.

### FOCUS SPELLS (1 FOCUS POINT) (2ND-RANK)

Chk Chk can cast an epiphany spell. Epiphany spells are a type of focus spell. It costs 1 Focus Point to cast a focus spell, and you start with a focus pool of 1 Focus Point. You refill your focus pool during your daily preparations, and you can regain 1 Focus Point by spending 10 minutes using the Refocus activity (*Player Core* 296) to spend time with your bonded allies or otherwise ponder the nature of your connection.

**Shadow Snap** ♦♦ (uncommon, concentrate, focus, manipulate, mystic, shadow) **Range** 30 feet; **Targets** 1 creature; **Defense** AC; **Duration** sustained up to 1 minute; **Effect** With a snap of your fingers, you command the target's shadow to either attack or stalk its body. If you command it to attack, attempt a spell attack roll against the target's AC, dealing 2d10 cold damage on a hit (or double damage on a critical hit). This attack uses and contributes to your multiple attack penalty.

If you command the shadow to stalk, attempt a spell attack roll against the target's AC the first time the target uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using; if the attack is a critical hit and the trigger was a manipulate or move action, the shadow disrupts that action.

Each time you Sustain the spell, you can choose to either attack the target or command the shadow to stalk the target until the end of your next turn.