

CHK CHK

MYSTIC **7**

ANCESTRY	SHIRREN (DEFIANT)	BACKGROUND	DISCIPLE (ZON-SHELYN)
SPEED	25 FEET	PERCEPTION	+13 (TRAINED)
SENSES	DARKVISION		
LANGUAGES	COMMON, SHIRREN, VERCITE	CLASS DC	25
STRENGTH		DEXTERITY	
STR	+2	DEX	+3
INTELLIGENCE		WISDOM	
INT	+1	WIS	+4
		CHARISMA	
		CHA	+0

DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS
	80	24
FORTITUDE	REFLEX	WILL
+14	+14	+15

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

STRIKES

MELEE	◆ painglaive +12 (boost 1d10, powered, reach 10 feet, tech, tracking +1), 2d10+2 slashing
RANGED	◆ arc pistol +13 (arc, expend 2, mag 10, range increment 30 feet, reload 1, tracking +1), 1d4 electricity

SKILLS

ACROBATICS (DEX)	ARCANA (INT)	ATHLETICS (STR)
+3	+1	+2
COMPUTERS (INT)	CRAFTING (INT)	DECEPTION (CHA)
+1	+10 ●	+11 ●●
DIPLOMACY (CHA)	INTIMIDATION (CHA)	ZON-SHELYN LORE (INT)
+0	+0	+10 ●
MEDICINE (WIS)	NATURE (WIS)	OCCULTISM (INT)
+15 ●●	+13 ●	+1
PERFORMANCE (CHA)	PILOTING (DEX)	RELIGION (WIS)
+1	+3	+13 ●
SOCIETY (INT)	STEALTH (DEX)	SURVIVAL (WIS)
+1	+14 ●●	+4
THIEVERY (DEX)		
+3		

● = TRAINED ●● = EXPERT ●●● = MASTER

FEATS AND ABILITIES

ANCESTRY ABILITIES	Communalism, Defiant Shirren, limited telepathy, Unconventional Weaponry (painglaive)
CLASS FEATS	Radiant Bond*, Spot Healing, Waste Not
GENERAL FEATS	Robust Recovery, Toughness
SKILL FEATS	Battle Medicine, Continual Recovery, Feign Death, Religious Talisman
CLASS ABILITIES	connection (shadow), mystic bond, vitality network

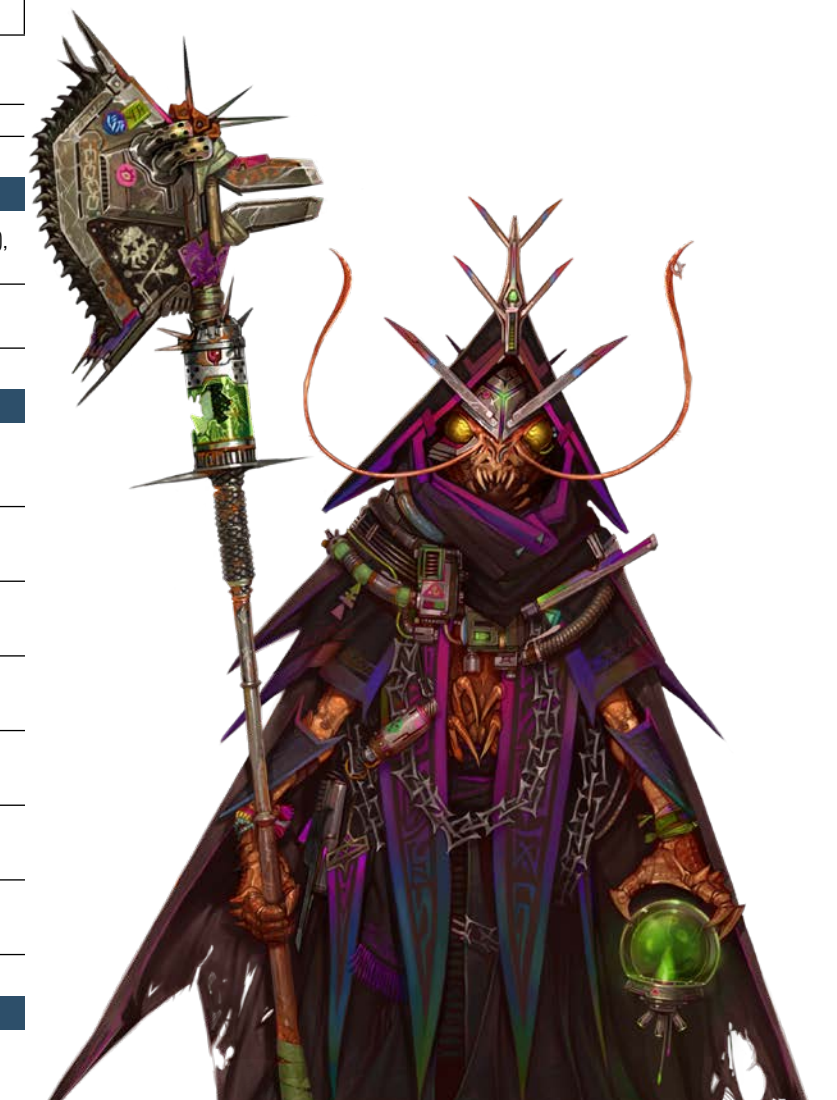
* Abilities with an asterisk have already been calculated into Chk Chk's statistics and do not appear elsewhere.

EQUIPMENT

BULK	Current: 5; Encumbered: 7; Maximum: 12 Bulk
WORN	tactical arc pistol (1 commercial battery; 10 charges), commercial microcord armor (darkvision visor), tactical medkit, commercial pain journal, advanced painglaive (1 commercial battery; 10 charges), commercial repair toolkit, commercial ultralight wings
STOWED	comm unit, commercial repair toolkit
WEALTH	396 credits

SPELLS

SPELL ATTACK	+15	SPELL DC	25
CANTRIPS (AT WILL)	detect magic, eldritch lance, figment, guidance, void warp		
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 1ST RANK	fear, grim tendrils*, heal, motivating ringtone		
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 2ND RANK	clear mind, heal, invisibility, soul surge*		
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 3RD RANK	heal, life seal, share pain, slow*		
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 4TH RANK	flicker*, genetic regeneration, heal		
<input type="checkbox"/> FOCUS SPELLS	shadow snap		



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.

Advanced Weapon The weapon gains the tracking +1 trait, deals 2 damage dice worth of damage, and gains +1 upgrade slot.

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.

Pain Journal, Commercial (invested, magical, tech) This synthetic leather journal contains Chk Chk's poems, songs, and thoughts, conferring a +1 item bonus to Performance (factored into Chk Chk's statistics).

☐ **Activate—Painful Memory** ♦♦ (manipulate) **Frequency** once per day; **Effect** You recite a poem of utter anguish to spread your misery to another creature, casting a 3rd-rank *share pain* (DC 23).

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. Area attacks with this weapon gain a +1 item bonus to the class DCs of saves. These are 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.

Communalism ♫ (concentrate, fortune, shirren) **Frequency** once per day; **Trigger** An ally within 10 feet fails a skill check requiring 3 actions or fewer; **Effect** You broadcast helpful encouragement or pertinent information to your ally's mind. Your ally rerolls the triggering skill check and takes the better result.

Darkvision You can see in the dark as well as you can in bright light, though your darkvision is in black and white.

Feign Death ♫ (general, skill) **Trigger** You take damage; **Effect** You lie prone and Impersonate a corpse. As long as you don't take actions requiring anything other than your mind, you appear dead. To see through your ruse, a creature must succeed at a Seeking or Recall Knowledge check against your Deception DC.

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.

Robust Recovery When you Treat a Disease or a Poison, or someone else uses one of these actions on you, increase the circumstance bonus granted on a success to +4, and if the result of the patient's saving throw is a success, the patient gets a critical success.

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 (Radiant Bond) ♦ (concentrate, healing, mystic) You can transfer up to 20 Hit Points (minimum 1) from your vitality network into

yourself and/or any number of bonded creatures 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.

Ultralight Wings ♦♦ Interact to gain a fly Speed of 20 feet and +1 item bonus to Acrobatics checks to Maneuver in Flight.

Vitality Network 34 HP; regain 6 per turn

Waste Not ♦♦ (concentrate, mystic, spellshape) If the next action you use is to Cast a Spell that deals void damage to a living creature, your vitality network gains Hit Points equal to twice the spell's rank; **Special** You can Waste Not without the spellshape trait. If you do and your next action is to Strike with a weapon that deals void damage, your vitality network gains 2 Hit Points per weapon damage die.

SPELLS

Chk Chk can cast the following spells. He can cast his 1st-rank, 2nd-rank, and 3rd-rank spells four times per day and 4th-rank spells three times per day in any combination and can cast his cantrips at will.

CANTRIPS (AT WILL) (4TH-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.

You learn the rank or level of the most powerful magical effect the spell detects, as determined by the GM. You also pinpoint the source of the highest-rank magic. Like for an imprecise sense, you don't learn the exact location, but can narrow down the source to within a 5-foot cube (or the nearest if larger than that).

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 5d6 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 5d4 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 (4/DAY)

Clear Mind ♦♦♦ (concentrate, healing, manipulate, mental) **Range** touch; **Targets** 1 willing creature; **Effect** Attempt to counteract an effect of your choice imposing one of these conditions on the target: fleeing, frightened, and stupefied. If you failed to counteract the effect but you would have if its counteract rank were 2 lower, instead suppress the effect until the

beginning of your next turn. The effect's duration doesn't elapse while it's suppressed. This spell can't counteract or suppress conditions that are part of curses, diseases, or a natural state of the target.

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.

3RD-RANK SPELLS (4/DAY)

Grim Tendrils* ♦♦ (concentrate, manipulate, void) As 1st-rank *grim tendrils*, but deal 6d4 void damage and 3 persistent bleed damage instead.

Heal ♦ to ♦♦♦ (healing, manipulate, vitality) As 1st-rank *heal*, but restore 3d8 Hit Points instead. Additionally, depending on the number of actions you use: ♦♦ Increase the Hit Points restored by 24 instead.

Life Seal ↻ (concentrate) **Trigger** A creature within range enters an environment that would be harmful to it; **Range** 60 feet; **Targets** the triggering creature; **Duration** 1 minute; **Effect** A bubble allows the target to breathe normally in a vacuum or other unsafe environment and protecting it from severe temperatures and radiation.

Share Pain ♦♦ (concentrate, manipulate, mental) **Range** 30 feet; **Targets** 1 creature; **Defense** Will; **Effect** You telepathically share the sensation of agonizing pain with a creature. The target takes 3d12 mental damage and attempts a Will save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is clumsy 1.

Critical Failure The creature takes full damage and is clumsy 2.

Slow* ♦♦ (concentrate, manipulate) **Range** 30 feet; **Targets** 1 creature; **Defense** Fortitude; **Duration** varies; **Effect** You dilate the flow of time around the target, slowing its actions.

Critical Success The target is unaffected.

Success The target is slowed 1 for 1 round.

Failure The target is slowed 1 for 1 minute.

Critical Failure The target is slowed 2 for 1 minute.

Soul Surge* ♦♦ (attack, concentrate, manipulate, sanctified, spirit) As 2nd-rank *soul surge*, but you lose 8 Hit Points (or a vitality network you're bonded to loses 16 Hit Points) and deal 8d6 spirit damage instead.

4TH-RANK SPELLS (3/DAY)

Flicker* ♦♦ (concentrate, manipulate, teleportation) **Duration** 1 minute; **Effect** You flicker quickly between your current plane and another. You gain resistance 5 to all damage, except force. At the end of each of

your turns, you automatically teleport 10 feet in a random direction, as determined by the GM. You can Sustain the spell to teleport in this way.

Genetic Regeneration ♦♦ (concentrate, healing, manipulate, vitality) **Range** touch; **Targets** 1 willing creature; **Duration** sustained up to 1 minute; **Effect** You imbue the target's genetic code with a stimulating regenerative property that begins healing its wounds. The target temporarily gains regeneration 7, which restores 7 Hit Points to it at the start of each of its turns. While it has regeneration, the target can't die from taking damage, and its dying condition can't increase to a value that would kill it (this stops most creatures' dying condition at dying 3), though if its wounded value becomes 4 or higher, it stays unconscious until its wounds are treated. If the target takes acid or fire damage, its regeneration deactivates until after the end of its next turn. Once during the spell's duration, the creature can forgo healing Hit Points that round to regrow one damaged or ruined organ or reattach a severed body part by spending an Interact action to hold the body part to the area it was severed from.

Grim Tendrils* ♦♦ (concentrate, manipulate, void) As 1st-rank *grim tendrils*, but deal 8d4 void damage and 4 persistent bleed damage instead.

Heal ♦ to ♦♦♦ (healing, manipulate, vitality) As 1st-rank *heal*, but restore 4d8 Hit Points instead. Additionally, depending on the number of actions you use: ♦♦ Increase the Hit Points restored by 32 instead.

Soul Surge* ♦♦ (attack, concentrate, manipulate, sanctified, spirit) As 2nd-rank *soul surge*, but you lose 10 Hit Points (or a vitality network you're bonded to loses 20 Hit Points) and deal 10d6 spirit damage instead.

FOCUS SPELLS (1 FOCUS POINT) (4TH-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 4d10 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.