

Linked-mind

Linked are two or more minds which have been joined together into a single intellect. They share all of their knowledge and experience. Linked can introduce new members into their Linked-mind however this requires all of their bodies to be present.

Drones

You have a number of bodies, one for each person that has joined the Linked-mind. These bodies are often referred to as Drones.

A Linked-mind still places great value on each Drone, often going as far as to seek methods to resurrect them if one falls in battle. These drones will often retain many of the personality characteristics they had before joining the Linked-mind. However, if there are characteristics, or personality traits that the Linked-mind does not wish to retain, they will no longer be exhibited. For convenience among other people, each Drone often retains it's name.

Each drone is liable to their own status effects, such as poison or drunkenness, which will not affect the rest of the Linked-mind. However, these status effects cannot lower the mental capacity or change the thought process of the drone.

Telepathy

The Linked-mind is a single mind controlling all of the drones connected to it. This is an arcane mind, created using the part of the Weave upon which all consciousness sits. This is the same part of the mind that many illusion and mind control spells utilise. The linked-mind was created by merging the consciousnesses of multiple people into a single mind.

The effect of this is that anything known to one drone is instantaneously known to all other Drones. This means that you share experience and knowledge between all drones.

This telepathy is not affected by an anti-magic field or dispel magic. Other than the Linked-mind itself, only a wish spell can alter the Linked-mind.

Joining a Linked-mind

Linked-minds tend to be small in number, usually starting at less than four members, although some cults will form far larger Linked-minds.

There are a number of reasons that a person may choose to join a linked mind. Whatever their reasoning, if the Linked-mind allows them to join,

they will take part in an hour long ritual that requires all drones of the linked mind to be present. This can effectively limit the size of a linked mind.

This ritual, called the ritual of linking, takes an hour to complete, during which the new member must be willing to join. There is no way to force someone to join a Linked-mind.

At the end of the ritual of Linking, the new Drone is added to the Linked-mind. All of the drone's knowledge is absorbed into the Linked-mind.

For each of the three mental ability scores (Intelligence, Wisdom and Charisma) roll a 1d100 with a DC equal to two times the number of drones in the linked-mind (before the Ritual of Linking). On a successful roll, the highest value for that ability score is chosen (the Linked-mind's old score or the new Drone's old score). On a failed roll, the ability score is decreased by 4 or to match the lower of the two scores, whichever occurs first.

This means that adding more members to a linked mind increases the risk of lowering the intellect of the mind.

You may choose one proficiency from the new Drone and add it to your own. If you already have proficiency with that skill, you gain expertise. You cannot choose a skill for which you already have expertise.

Leaving a Linked-mind

Linked-minds can choose to set drones free. In this case, the Drone's original personality is returned to it. It will remember it's time within the Linked-mind fondly and often continue to consider the Linked-mind as family. The Linked-mind maintains all knowledge that it gained from the Drone, however it no-longer has a telepathic connection to the free Drone.

Linked Scores

Character sheets: Each drone has it's own character sheet, tracking their Hit points, inventories and spell slots separately.

Shared Mentality: As a Linked-mind, you share all of your mental Ability scores between each drone. You also share your proficiencies, expertise, feats and saving throws between each Drone.

Death: If a Drone dies, the personality and knowledge of that drone lives on in the Linked-mind. The linked mind will often attempt to revive the Drone as it views them as extremely valuable.

			Healer and Caster Roles										Fighter Roles				
Proficiency			Spells	Spell slots per level									Spells	Spell slots			
Level	Bonus	Features	Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	Known	1st	2nd	3rd	4th
1st	+2	Roles, Role Feature	4	2	—	—	—	—	—	—	—	—	1	2	—	—	—
2nd	+2	—	6	3	—	—	—	—	—	—	—	—	2	2	—	—	—
3rd	+2	Multiaction	8	4	2	—	—	—	—	—	—	—	3	2	—	—	—
4th	+2	Ability Score Improvement	10	4	3	—	—	—	—	—	—	—	4	3	—	—	—
5th	+3	Role Feature	12	4	3	2	—	—	—	—	—	—	5	3	—	—	—
6th	+3	Multiaction	14	4	3	3	—	—	—	—	—	—	6	3	—	—	—
7th	+3	—	16	4	3	3	1	—	—	—	—	—	7	4	2	—	—
8th	+3	Ability Score Improvement	18	4	3	3	2	—	—	—	—	—	8	4	2	—	—
9th	+4	Multiaction	20	4	3	3	3	1	—	—	—	—	9	4	2	—	—
10th	+4	Role Feature	21	4	3	3	3	2	—	—	—	—	10	4	3	—	—
11th	+4	—	22	4	3	3	3	2	1	—	—	—	11	4	3	—	—
12th	+4	Ability Score Improvement	23	4	3	3	3	2	1	—	—	—	12	4	3	—	—
13th	+5	Role Feature	24	4	3	3	3	2	1	1	—	—	13	4	3	2	—
14th	+5	—	25	4	3	3	3	2	1	1	—	—	14	4	3	2	—
15th	+5	Multiaction	26	4	3	3	3	2	1	1	1	—	15	4	3	2	—
16th	+5	Ability Score Improvement	27	4	3	3	3	2	1	1	1	—	16	4	3	3	—
17th	+6	Role Feature	28	4	3	3	3	2	1	1	1	1	17	4	3	3	—
18th	+6	—	29	4	3	3	3	3	1	1	1	1	18	4	3	3	—
19th	+6	Ability Score Improvement	30	4	3	3	3	3	2	1	1	1	19	4	3	3	1
20th	+6	Role Feature	32	4	3	3	3	3	2	2	1	1	20	4	3	3	1

Creating a Linked-mind

The regular character creation process is a little different for linked minds.

Talk with your DM: Each game is different. Your DM may allow you to start with more or less Drones, however it is recommended to start with 3 or 4 Drones at first level. If you're starting at higher levels, the recommended amount of Drones increases by 1 for every 5 levels.

Character Sheets: Each drone has it's own character sheet, so gather as many sheets as you have drones.

Race: Your drones do not need to be of any one race. So feel free to choose whatever races you would like. Any weapon, armour, skill or language proficiencies gained from each race is shared between all drones. Any other racial ability is separate to each drone.

Physical Ability scores: For each drone, roll your ability scores (do not use point buy, if this is an issue, talk with your DM). Your drones Strength, Dexterity and Constitution scores are separate, so write those down in each drones sheet.

Mental Ability scores: Each drone should have a value for their mental ability scores, take the highest value for that score across all drones, and use that for all drones. This often leads to drones with significant mental scores. Be sure that you have added your racial bonuses to any drone's ability score *before* you take the highest. After this step, all mental ability scores should be equal.

Your mental ability scores cannot be improved using feats or ability score improvements.

Balancing: This is an optional rule. If you have drones with more than one mental ability score at 20, choose one to keep, and decrease the other to 16. Repeat this if needed.

Backgrounds: Each drone has their own background, however, any skill, tool, weapon or armour proficiencies are shared between all drones.

Additional Proficiencies: All drones gain proficiency in all armour and shields as well as all simple and martial weapons.

Hit Points at first level: Your drones have hit points equal to 8 + their constitution modifier.

Hit points at later levels: Your drones have hit points equal to 1d8 (or 5) + their constitution modifier. You roll hit points for each of your drones separately.

Hit point tracking: Each drone tracks their Hit points and Hit die separately.

Role: Each drone must choose a role. You cannot change this later. The roles available to your drones are Healer, Caster, Melee Fighter and Ranged Fighter. Each role has their own spell list. Healer and Caster are full-casters and Melee Fighter and Ranged Fighter are quarter casters.

Spells known and prepared: Whenever you learn a new spell, however it is learnt, all drones that have that spell on their role's spell list learn that spell. Your drones do not need to prepare

spells, and have any spells that you know prepared at all times (like a sorcerer).

You learn spells each time you gain a level. The spells known columns of the Linked-mind table show when you learn more spells of your choice. The columns apply to each role individually.

Spell slots: Each drone tracks their spell slots separately.

Cantrips: Each role knows a number of cantrips equal to the number of drones in the Linked-mind. Once every cantrip on that role's spell list is known, that role cannot gain additional cantrips. Every time a new drone joins, each role learns an additional cantrip. There are cantrips that are on multiple role's spell lists. If you learn this cantrip for one role, it counts towards the number of cantrips learned for each role that also has that cantrip.

Trance: Drones that are not needed or being used will often spend time in a trance like state. Although not all Linked-minds utilise this, drones are able to be left in a trance indefinitely without requiring food or water. This trance state counts as unconscious for the Primordial race.

This trance is used to allow the Linked-mind to function while some drones rest (only requiring 4 hours, like an elf) or to allow the Linked-mind to focus on a single drone or task.

Primordials: When used with the Primordial race from starsandlasers.com/dnd which was written by the same author as this class, if one of your drones is a primordial and their affinity effects a mental attribute, they do not gain the +1 to their ability score.

Multiaction

You share your actions between your drones. Each turn, you have one Action, one Bonus Action and one Reaction. Any drone can take any of these.

All drones get their full movement on your turn.

At 3rd level, and again at 6th, 9th and 15th levels, you gain an additional Action and Bonus Action that you can take on your turn.

No drone can take two actions or bonus actions during it's turn.

Ability Score Improvements

At 4th level and again at 8th, 12th, 16th and 19th level you can increase your drones ability scores. For each drone, you can increase one ability score by 2 points or two ability scores by 1 point.

Alternatively, you can choose to take a single feat. This feat is applied to all drones.

You cannot change your Intelligence, Wisdom or Charisma scores using this feature.

Multiclassing

If you choose to multiclass with the Linked-mind class, all of your drones must multiclass into the same class.

Additionally, you cannot multiclass into Linked-mind.

Roles

There are four roles that a drone may have. When a drone is added to the Linked-mind, it is given a role. Once a drone has a role, it cannot be changed.

Healer: A fullcaster role, the healer maintains the other drones. This role is entirely focused on healing. A healer is less efficient at healing characters that are not in the Linked-mind.

Caster: The caster utilizes a number of utility spells as well as damaging spells. This role is the primary magic user role of the Linked-mind.

Melee Fighter: The melee fighter is the drone that is thrown into combat with a spear and expected to kill foes. These drones are often left to rest between fights and may spend multiple days in a trance awaiting use.

Ranged Fighter: The Ranged fighter is capable in combat from a range. Using a number of weapons, from crossbows to javelins. This role also often spends a lot of time in a trance awaiting use.

Healer

This role focuses solely on healing other drones or friendly creatures.

Spellcasting: Charisma is your spellcasting ability for your healer drones. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

Linked-healer: Starting at 1st level, every time a healer drone heals another drone using a spell slot of 1st level or higher, the healer drone heals 2 Hit points. Whenever they heal a creature that is not part of the Linked-mind, they do not add any proficiency bonuses, ability score modifiers or their level to any healing rolls. This does affect the Healing Hands ability.

Healing Pool: Starting at 5th level, all Healer drones have a shared pool of Hit points equal to your level + the number of healer drones. They can choose to add any number of these points to a healing spell when they take their action to heal a creature that is not part of the Linked-mind. A number of expended points equal to your proficiency bonus is restored each time a Healer drone finishes a long rest.

Healing Aura: Starting at 10th level, whenever another drone is within 5 feet of a healing drone they gain additional hit points equal to half your level. Once a drone has gained temporary hit points using this feature they cannot do so again until they finish a long rest.

Healing Hands: Starting at 13th level, you add your proficiency bonus to any healing caused by a touch spell.

Linked Pool: Starting at 17th level, you can use your healing pool ability on other drones.

Swift Pool: Starting at 20th level, your healing pool recovers when a healing drone takes a short rest.

Caster

This role focuses on utility and damaging spells. This is the primary magic caster.

Spellcasting: Intelligence is your spellcasting ability for your Caster drones. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Linked-Avoidance: Starting at 1st level, whenever you cast a spell, you can choose a number of drones up to your Intelligence modifier to completely exclude from any effects.

Linked-Spells: Starting at 5th level, whenever a spell can target multiple creatures, you can choose an additional drone to target for free.

Once a drone has used this feature, it cannot do so again until it finishes a long rest.

Relative Radius: Starting at 10th level, whenever you cast a spell with a radius, you can choose to increase or decrease the radius by half of the radius. Once a drone has used this feature it cannot do so again until it finishes a long rest.

Boosted Spell: Starting at 13th level, whenever you cast a spell with a spell save DC, you can impose disadvantage on one creature. Once a drone has used this feature it cannot do so again until it finishes a long rest.

Linked-Casting: Starting at 17th level, choose a spell of first or second level. Whenever you cast this spell using it's lowest level, you can choose a second drone within 30 feet. You can spend your reaction to also cast the spell from the second drone that you chose. The second drone can be of any role and does not cost a spell slot to cast the additional spell. The spell that you choose can be changed whenever the caster drone finishes a long rest.

Free spell: Starting at 20th level, choose a first level spell and a second level spell. Whenever you cast this spell using it's lowest level spell slot, you do not expend a spell slot. One or both of these spells can be changed if the caster drone spends eight hours in a Trance.

Melee Fighter

This role focuses on fighting up close and personal.

Spellcasting: Wisdom is your spellcasting ability for your Fighter drones. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Fighting Style: Starting at 1st level, you can choose a fighting style. This fighting style is used by all of your Melee Fighter drones. Choose one of the following.

Defensive style: Your Melee Fighter drones gain a +1 to their AC

Dueling: When your Melee Fighter drones are wielding a weapon in one hand and no other weapons, they gain a +2 bonus to damage rolls.

Two-weapon fighting: When your Melee Fighter drones engage in two weapon fighting they can add their ability modifier to their second attack.

Extra Attack: Starting at 5th level, when your Melee Fighter Drones take the attack action on your turn, they can attack twice.

Fighting Style: Starting at 10th level, you can choose an additional fighting style.

Extra Attack: Starting at 13th level, when your Melee Fighter drones take the attack action on your turn, they can forgo their second attack and allow a different Melee Fighter drone to immediately make a single attack.

Fast Feet: Starting at 17th level, your Melee Fighter drones gain an additional 10 feet of movement.

Reliable: Starting at 20th level, for each Melee Fighter drone, choose Strength or Dexterity. If an ability check or saving throw with the chosen ability score roll less than 10 on the die, then the die is treated as 10. This includes critical fumbles.

Ranged Fighter

This role focuses on fighting up close and personal.

Spellcasting: Wisdom is your spellcasting ability for your Fighter drones. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Fighting Style: Starting at 1st level, Your Ranged Fighter Drones gain the Archery fighting style. Your Ranged Fighter drones gain a +2 bonus to attack rolls made with a ranged weapon.

Extra Attack: Starting at 5th level, when your Melee Fighter Drones take the attack action on your turn, they can attack twice.

Powerful shot: Starting at 10th level, whenever a Ranged fighter drone hits with a ranged weapon, you can choose to deal an additional 1d4 damage if the target is below their hit point maximum.

Synchronised Shot: Starting at 13th level, whenever two or more Ranged fighter drones make ranged weapon attacks against a single target, they both gain advantage on the roll.

Sniper: Starting at 17th level, whenever your Ranged Fighter drones hit a surprised target with a ranged weapon attack, their attacks are treated as a critical hit.

Reliable: Starting at 20th level, for each Melee Fighter drone, choose Strength or Dexterity. If an ability check or saving throw with the chosen ability score roll less than 10 on the die, then the die is treated as 10. This includes critical fumbles.

Spell Lists

Each role has it's own spell lists. Cantrips are listed as Level 0 spells.

Healer

LEVEL 0

Healing thought
Mage hand
Message
Mending
Presdidigitation
Guidance
Resistance
Light
Spare the Dying

LEVEL 1

Absorb Elements
Bane
Bless
Ceremony
Cure Wounds
False Life
Healing Word
Herosim

LEVEL 2

Aid
Gentle Repose
Healing Spirit
Lesser Restoration
Prayer of Healing

LEVEL 3

Aura of Vitality
Beacon of Hope
Life Transference
Mass healing Word
Protection from energy
Remove curse
Revivify

LEVEL 4

Aura of life
Death Ward

LEVEL 5

Greater Restoration
Mass cure wounds
Reincarnate

LEVEL 6

Heal
Heroes' Feast

LEVEL 7

Regenerate
Resurrection

LEVEL 8

Holy aura

LEVEL 9

Invulnerability
Mass Heal
Power Word Heal
True Resurrection

Caster

LEVEL 0

Mage hand
Message
Mending
Predidigitation
Acid Splash
Chill Touch
Control Flames
Create Bonfire
Dancing Lights
Eldritch Blast
Friends
Frostbite
Gust
Infestation
Light
Magic Stone
Minor Illusion
Mould Earth
Poison Spray
Produce Flame
Shape Water
Shocking Grasp
Thaumaturgy
Thorn Whip
Thunderclap
Vicious Mockery

LEVEL 1

Alarm
Burning Hands
Catapult
Cause Fear
Chaos Bolt
Charm Person
Chromatic Orb
Color Spray
Create or Destroy Water
Detect Magic
Disguise Self
Faerie Fire
Feather Fall
Fog Cloud
Guiding bolt

Ice knife
Identify
Jump
Longstrider
Mage Armour
Magic Missile
Ray of sickness
Shield
Silent Image
Sleep
Speak with animals
Tenser's Floating disk
Unseen Servant

LEVEL 2

Aganazzar's Scorchers
Alter self
Augury
Arcane Lock
Blur
Darkness
Darkvision
Detect Thoughts
Dragon's Breath
Earthbind
Enhance ability
Enlarge/Reduce
Flaming sphere
Gust of wind
Heat Metal
Hold Person
Invisibility
Knock
Levitate
Locate Object
Mind Spike
Mirror Image
Misty step
Pass without trace
Phantasmal Force
Rope Trick
See Invisibility
Silence
Spider climb
Suggestion
Zone of Truth

LEVEL 3

Blink
Call Lightning
Counterspell
Dispell Magic
Enemies abound
Fear
Feign Death
Fireball
Fly
Gaseous Form
Leomund's tiny Hut
Lightning bolt
Major Image
Melf's Minute Meteors

Sending
Slow
Wall of sand
Wall of water
Water breathing
Water walk

LEVEL 4

Banishment
Blight
Charm Monster
Confusion
Conjur minor Elementals
Control Water
Dimension Door
Divination
Dominate beast
Elemental Bane
Evard's Black Tentacles
Freedom of Movement
Grasping Vine
Greater Invisibility
Hallucinatory Terrain
Ice Storm
Otiluke's Resilient Sphere
Polymorph
Stone Shape
Storm Sphere

LEVEL 5

Animate Objects
Antilife Shell
Awaken
Bigby's Hand
Cloudkill
Cone of cold
Conjur Elemental
Conjure Volley
Dominate Person
Far step
Flame strike
Geas
Hold monster
Modify Memory
Pass wall
Planar binding
Scrying
Seeming
Steel wind strike
Telekinesis
Teleportation Circle

LEVEL 6

Arcane gate
Blade Barrier
Chain Lightning
Disintegrate
Eyebite
Globe of Invulnerability
Mass suggestion
Otiluke's Freezing Sphere

Programmed Illusion
Scatter
Tenser's Transformation
Wind Walk

LEVEL 7

Delayed blast fireball
Divine Word
Etherialness
Mirage Arcane
Mordenkainen's Magnificent Mansion
Plane shift
Prismatic Spray
Reverse Gravity
Teleport

LEVEL 8

Antimagic field
Demiplane
Dominate Monster
Feeblemind
Glibness
Mighty fortress
Power word stun

LEVEL 9

Astral Projection
Gate
Mass Polymorph
Meteor Swarm
Power Word Kill
Prismatic Wall
Shapechange
Time Stop
True Polymorph
Wish

Melee Fighter

LEVEL 0

Blade Ward
Booming Blade
Green-Flame Blade
Lightning Lure
Magic Stone
Primal Savagery
Shillelagh
Shocking Grasp
Sword burst
True Strike
Vicious Mockery

LEVEL 1

Armour of Agathys
Compelled Duel
Hellish Rebuke

LEVEL 2

Flame Blade
Magic Weapon
Shadow Blade

LEVEL 3

Elemental Weapon
Phantom Steed
Vampiric touch

LEVEL 4

Find Greater Steed
Shadow of Moil
Staggering smite

Ranged Fighter

LEVEL 0

Blade Ward
Booming Blade
Green-Flame Blade
Lightning Lure
Magic Stone
Primal Savagery
Shillelagh
Shocking Grasp
Sword burst
True Strike
Vicious Mockery

LEVEL 1

Ensnaring strike
Entangle
Expeditious Retreat
Hail of Thorns
Snare

LEVEL 2

Cordon of Arrows
Melf's Acid Arrow

LEVEL 3

Flame Arrows
Lightning Arrow
Thunder Step

LEVEL 4

Phantasmal Killer
Vitriolic Sphere

Healing thought

Level: Cantrip
Components: none
Casting Time: 1 Action
Choose a drone within 30 feet with 1 or more hit points. They gain 1 hit point.