

CHARACTER NAME

RACE

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

STRENGTH

SAVING THROWS

ATHLETICS

DEXTERITY

SAVING THROWS

ACROBATICS

SLEIGHT OF HAND

STEALTH

CONSTITUTION

SAVING THROWS

INTELLIGENCE

SAVING THROWS

ARCANA

HISTORY

INVESTIGATION

NATURE

RELIGION

WISDOM

SAVING THROWS

ANIMAL HANDLING

INSIGHT

MEDICINE

PERCEPTION

SURVIVAL

CHARISMA

SAVING THROWS

DECEPTION

INTIMIDATION

PERFORMANCE

PERSUASION

RACIAL TRAITS

PROFICIENCIES

LANGUAGES

TOOLS & OTHER PROFICIENCIES

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

Used

Total

d8

DEATH SAVED

SUCCESSSES

FAILURES

NAME

ATK BONUS

DAMAGE/TYPE

DISCIPLINE ATTACK BONUS

DISCIPLINE SAVE DC

PSI POINTS

Used

Total

Psi Limit

PSIONIC TALENTS

KNOWN

PSIONIC DISCIPLINES

KNOWN

MYSTIC ORDER

MYSTIC ORDER FEATURE

LEVEL 1

MYSTICAL RECOVERY

LEVEL 2

TELEPATHY

LEVEL 2

MYSTIC ORDER FEATURE

LEVEL 3

STRENGTH OF MIND

LEVEL 4

MYSTIC ORDER FEATURE

LEVEL 6

POTENT PSIONICS

LEVEL 8

CONSUMPTIVE POWER

LEVEL 10

PSIONIC MASTERY

LEVEL 11

MYSTIC ORDER FEATURE

LEVEL 14

PSIONIC BODY

LEVEL 20

Immediately after you spend psi points on a psionic discipline, you can take a bonus action to regain hit points equal to the number of psi points you spent.

You can telepathically speak to any creature you can see within 120 feet of you. You don't need to share a language, but it must be able to understand at least one language or be telepathic.

After a short or long rest you can replace your proficiency in Wisdom saving throws with Strength, Dexterity, Constitution, or Charisma. This lasts until you finish your next short or long rest.

Once on each of your turns when you hit a creature with a weapon, you can deal an extra 1d8 psychic damage to that target. When you reach 14th level, this extra damage increases to 2d8. In addition, you add your Intelligence modifier

When activating a psionic discipline, you can pay its psi point cost with your hit points instead. Your current hit points and hit point maximum are both reduced by the number of hit points you spend. This can't be lessened in any way, and the reduction to your hit point maximum lasts until you finish a long rest. Once you use this feature, you can't use it again until you finish a long rest.


As an action, you gain 9 special psi points that you can spend only on disciplines that require an action or a bonus action to use. You can use all 9 points on one or multiple disciplines. You can't also spend your normal psi points on these disciplines. You lose any of these special points that you haven't spent after a long rest. If more than one of the disciplines you activate require concentration, you can concentrate on all of them. Activating one of them ends any effect you were already concentrating on, and if you begin concentrating on an effect that doesn't use these special points, the disciplines end that you're concentrating on. At 15th level, the pool of psi points from this feature increases to 11. You gain one additional use of this feature at 13th, 15th, and 17th level. You regain any expended use of it with a long rest.

Resistance to bludgeoning, piercing, and slashing damage.

You no longer age.

Immune to disease, poison damage, and the poisoned condition.

If you die, roll a d20. On a 10 or higher, you disincorporate with 0 hit points, instead of dying, and you fall unconscious. You and your gear disappear. You appear at a spot of your choice 1d3 days later on the plane of existence where you died, having gained the benefits of one long rest.



CHARACTER NAME

AGE

HEIGHT

WEIGHT

DISTINGUISHING MARKS

EYES

SKIN

HAIR

SCARS

CHARACTER APPEARANCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND

ALLIES

ENEMIES

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

Attuned

HEAD

AMULET

CLOAK

ARMOUR

HANDS/ARMS

RING

RING

BELT

BOOTS

CP

SP

EP

GP

PP

MAGIC ITEMS

Attuned

Name

Attuned

Name

Attuned

Name

Attuned

Name

Attuned

Name

BACKPACK/STORAGE