

CHARACTER NAME

RACE BACKGROUND

ALIGNMENT EXPERIENCE POINTS



PROFICIENCY PASSIVE PERCEPTION

INSPIRATION PASSIVE INSIGHT

AC INITIATIVE SPEED

Hit Point Maximum Temporary Hit Points

HIT DICE DEATH SAVES

Used Total SUCCESSES FAILURES

d8

NAME	ATK BONUS	DAMAGE/TYPE

DISCIPLINE ATTACK BONUS DISCIPLINE SAVE DC PSI POINTS

Used Total

Psi Limit

PSIONIC TALENTS

KNOWN

PSIONIC DISCIPLINES

KNOWN

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

LIGHT ARMOUR SIMPLE WEAPONS

MEDIUM ARMOUR MARTIAL WEAPONS

HEAVY ARMOUR SHIELDS

TOOLS & OTHER PROFICIENCIES

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

- 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.