

CHARACTER NAME

RACE BACKGROUND

ALIGNMENT EXPERIENCE POINTS



EMERGENT

INCARNATION TYPE

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

AC INITIATIVE SPEED

Hit Point Maximum Temporary Hit Points

HIT DICE DEATH SAVES

Used Total

2d6

SUCCESES FAILURES

NAME	ATK BONUS	DAMAGE/TYPE

INCARNATION

AC INCARNATION SAVE DC SPEED

NAME	ATK BONUS	DAMAGE/TYPE

ADDITIONAL COMBAT FEATURES

RACIAL TRAITS

PROFICIENCIES

LIGHT ARMOR

MEDIUM ARMOR

HEAVY ARMOR

SIMPLE WEAPONS

MARTIAL WEAPONS

SHIELDS

LANGUAGES

TOOLS & OTHER PROFICIENCIES

INCARNATION TYPE FEATURE

LEVEL 1

For your incarnation's specific features, please see page 2.

SYMBIOTIC WARRIOR

LEVEL 3

When you roll initiative while your incarnation is absorbed, you can use your reaction to cause it to appear in the nearest unoccupied space to you.

Additionally, when you use your action to have your incarnation take the Attack action, you can use your bonus action this turn for one of the following effects:

- You make a single weapon attack against one of your incarnation's targets.
- You take the Help action.
- You take the Dodge action.

SYMBIOTIC MIGHT

LEVEL 5

While your incarnation is absorbed, you gain a +2 bonus to your AC if you aren't wielding a shield, and you can attack twice, instead of once, whenever you take the Attack action on your turn.

ASPECT OF RESILIENCE

LEVEL 9

SYMBIOTIC MANIFESTATION

LEVEL 11

While your incarnation is absorbed, you can make attacks using your incarnation's natural weapons, creating a spectral version of the natural weapon over an appropriate part of your body.

Additionally, while your incarnation is absorbed, you gain a trait depending on your incarnation's type.

COMPLEX PERSONALITY

LEVEL 14

Whenever you finish a short or long rest, you can spend 1 minute meditating to change your incarnation's aspects. When you do, you replace one of your incarnation's aspects with a different aspect of the same type.

RESOLUTE PERSONALITY

LEVEL 18

When you finish a long rest, you can choose any aspect, ignoring Incarnation Type restrictions. Until you finish your next long rest, your incarnation gains the benefits of that incarnation aspect.

You still can't choose an aspect more than once this way. Additionally, you can't replace the aspect you choose this way using Complex Personality.

UNCONQUERABLE SPIRIT

LEVEL 20

When you are reduced to 0 hit points or are subjected to an effect that would kill you instantaneously, you can choose to fall to 1 hit point instead. If you do, your body is absorbed into your incarnation, you gain temporary hit points equal to half your hit point maximum, and you gain the following benefits for 1 minute:

- Your incarnation adds your proficiency bonus to the damage of its natural weapon attacks for 1 minute.
- During each of your turns, you can use a bonus action to have your incarnation make a natural weapon attack against a target within range.
- You are treated as though you are on a different plane of existence, though you can still perceive through your incarnation's senses. You can't be targeted by spells or attacks, and you can't attack or cast spells. However, you can still telepathically command your incarnation to take actions, and you can use your reaction as normal.
- At the end of the duration, or if you drop to 0 hit points, you fall prone in the nearest unoccupied space to your incarnation.

Once you use this feature, you can't do so again until you finish a long rest.



CHARACTER NAME

AGE	HEIGHT	WEIGHT	DISTINGUISHING MARKS
EYES	SKIN	HAIR	SCARS

LEVEL 1

INCARNATION TYPE FEATURE

For your character's specific features, please see page 1.

LEVEL 1

ASPECT OF FORM

LEVEL 2

ASPECT OF CHARACTER

LEVEL 2

INCARNATION TYPE FEATURE

LEVEL 5

INCARNATION ASSAULT

Your incarnation can attack twice, instead of once, whenever you use your action to have it take the Attack action.

LEVEL 6

ASPECT OF POWER

LEVEL 6

SOUL STRIKES

Your incarnation's weapon attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

LEVEL 7

INCARNATION TYPE FEATURE

LEVEL 10

WELL-ROUNDED PERSONALITY

LEVEL 11

ASPECT OF FURY

LEVEL 13

INCARNATION TYPE FEATURE

LEVEL 15

ASPECT OF SPIRIT

LEVEL 17

INCARNATION TYPE FEATURE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

EQUIPMENT

HEAD	_____	Attuned <input type="radio"/>
AMULET	_____	<input type="radio"/>
CLOAK	_____	<input type="radio"/>
ARMOR	_____	<input type="radio"/>
HANDS/ARMS	_____	<input type="radio"/>
RING	_____	<input type="radio"/>
RING	_____	<input type="radio"/>
BELT	_____	<input type="radio"/>
BOOTS	_____	<input type="radio"/>

CP SP EP GP PP

MAGIC ITEMS

Name _____	Attuned <input type="radio"/>

CHARACTER & INCARNATION APPEARANCE

BACKGROUND

ALLIES

ENEMIES

BACKPACK/STORAGE

ADDITIONAL FEATURES & TRAITS