

CHARACTER NAME

RACE BACKGROUND

ALIGNMENT EXPERIENCE POINTS



MYSTIC

MYSTIC ORDER

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 FEATURE LEVEL 1

MYSTICAL RECOVERY LEVEL 2

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.

TELEPATHY LEVEL 2

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.

MYSTIC ORDER FEATURE LEVEL 3

STRENGTH OF MIND LEVEL 4

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.

MYSTIC ORDER FEATURE LEVEL 6

POTENT PSIONICS LEVEL 8

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

CONSUMPTIVE POWER LEVEL 10

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.

PSIONIC MASTERY LEVEL 11

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.

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.



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

HEAD _____	Attuned	<input type="radio"/>
AMULET _____		<input type="radio"/>
CLOAK _____		<input type="radio"/>
ARMOUR _____		<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

BACKPACK/STORAGE

MAGIC ITEMS

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