PLAYER NAME

ALIGNMENT

EXPERIENCE POINTS

SPECIALIZATION & LEVEL

BACKGROUND

ANCESTRY

CHARACTER NAME

STRENGTH

INSPIRATION

PROFICIENCY BONUS

DEXTERITY

PASSIVE PERCEPTION

CONSTITUTION

- Strength
- Dexterity
- Constitution
- Intelligence
- Wisdom
- Charisma

SAVING THROWS

INTELLIGENCE

- Acrobatics (Dex)
- Animal Handling (Wis)
- Arcana (Int)
- Athletics (Str)
- Deception (Cha)
- History (Int)
- Insight (Wis)
- Intimidation (Cha)
- Investigation (Int)
- Medicine (Wis)

WISDOM

- Nature (Int)
- Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)

CHARISMA

- Religion (Int)
- Sleight of Hand (Dex)
- Stealth (Dex)
- Survival (Wis)

SKILLS

PROFICIENCIES AND LANGUAGES

ARMOR CLASS

INITIATIVE

SPEED

HP Max _____

CURRENT HP

TEMPORARY HP

Total _____

HIT DICE

Sucesses

Failures

DEATH SAVES

NAME **ATK BONUS** **DAMAGE/TYPE**

ATTACKS AND POWERS

CP SP EP GP PP

EQUIPMENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

Total _____

RESOURCE

Total _____

RESOURCE

FEATURES AND TRAITS

POWER SAVE DC

POWER ATTACK BONUS

MANIFESTATION DIE

CURRENTLY CONCENTRATING ON

1ST-ORDER POWERS

2ND-ORDER POWERS

3RD-ORDER POWERS

4TH-ORDER POWERS

5TH-ORDER POWERS

6TH-ORDER POWERS

MANIFESTATION SCORE

Every power of 2nd order or higher has a manifestation score equal to its order. A power's manifestation score increases by 1 for every other power you are concentrating on when you manifest it.

MANIFESTATION TESTS

Whenever you manifest a power of 2nd order or higher, you must make a manifestation test at the end of the power's manifestation time. To make a manifestation test, roll your manifestation die and note the result:

- If the roll is higher than the power's manifestation score, you manifest the power.
- If the roll is equal to the power's manifestation score, you manifest the power, then gain 1 strain.
- If the roll is lower than the power's manifestation score, you manifest the power, then gain strain equal to the power's order.

If the amount of strain you gain from manifesting a power would cause you to exceed your strain maximum, you can choose to either manifest the power then immediately die; or to not manifest the power, gain no strain, and drop to 0 hit points.

STRAIN

Whenever you gain strain, you choose which type of strain it is (body, mind, or soul) and how much strain is applied as that type. For example, if you gain 3 strain while manifesting a 3rd-order power, you can choose to gain all 3 strain as body, mind, or soul strain; you can gain 2 strain in body and 1 in mind; you can gain 1 strain each in body, mind, and soul; and so forth.

As you gain strain, you gain detrimental strain effects as shown on the Talent Strain table. These effects are cumulative.

If your strain ever exceeds your strain maximum, you die. If you are returned to life after dying as a result of gaining strain, you return to life with strain equal to your strain maximum.

REDUCING STRAIN

When you finish a short rest, you can spend Hit Dice to remove strain instead of using them to regain hit points. For each Hit Die spent this way, you lose 1 strain from body, mind, or soul (your choice). When you finish a long rest, your strain is reduced to 0.

STRAIN TO MAINTAIN

Whenever you fail a Constitution saving throw to maintain concentration on one or more powers you gain from this class, you can gain strain to keep all the powers you are concentrating on active. This strain is equal to the sum of the order of those powers.

STRAIN MAXIMUM   TOTAL STRAIN

BODY STRAIN   MIND STRAIN   SOUL STRAIN

STRAIN	BODY STRAIN EFFECTS	MIND STRAIN EFFECTS	SOUL STRAIN EFFECTS
1	Disadvantage on Strength and Dexterity checks	Can't take the Dash, Disengage, or Dodge actions	Disadvantage on Wisdom and Charisma checks
2	No effect	No effect	No effect
3	Speed halved	Lose proficiency in all skills	Disadvantage on death saving throws
4	No effect	No effect	No effect
5	Disadvantage on Strength and Dexterity saving throws	-5 penalty to AC	Disadvantage on Wisdom and Charisma saving throws
6	No effect	No effect	No effect
7	Hit Point Maximum halved	Lose proficiency in all saving throws	When a supernatural effect causes you to regain hit points you regain only half the amount you normally would
8	No effect	No effect	No effect