

Psionics. You have an internal reservoir of 64 Psi points that can be devoted to psionic disciplines you know. You can use no more than 7 psi points to activate a psionic discipline. As a bonus action, you can choose one of your psionic disciplines and gain its psychic focus benefit. The benefit lasts until you are incapacitated or until

telepathically with one willing creature you can see within 120 ft of you. The target must have an Intelligence of at least 2, otherwise the action is wasted. This communication can occur until the end of the current turn. You don't need to share a language with the target for it to understand you. You also gain access to one memory of the target's choice, gaining perfect recall of one thing it saw or did.

Mind Thrust. As an action, you target one creature you can see within 120 ft of you. The target must succeed on an Intelligence saving throw or take 3d10 psychic damage.

Order of the Immortal. The Order of the Immortal uses psionic

Mystical Recovery. 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.** You can telepathically speak to any creature you can see within 120 ft. of you. You don't need to share a language with the creature for it to understand your telepathic messages, but the creature must be able to understand at least one language or be

Strength of Mind. You can replace your proficiency in Wisdom saving throws whenever you finish a short or long rest. This change

**Potent Psionics.** 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. You also add your Intelligence modifier (+4) to any

Consumptive Power (1/Long Rest). When activating a psionic discipline, you can pay its psi point cost with your hit points, instead of using any psi points. Your current HP and max HP are both reduced by the number of HP you spend. This reduction can't be lessened in any way.

**Psionic Mastery.** 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 discipline, or you can spread them across multiple disciplines. You can't also spend your normal psi points on these disciplines, only the special points gained from this feature. When you finish a long rest, you lose any points you haven't spent.If more than one of the disciplines you activate with these points require concentration, you can

Immortal Durability. While you are wearing no armor and not

temporary hit points equal to your Intelligence modifier (4) if you have at least 1 HP.

Surge of Health. As a reaction when you take damage, you can halve that damage against you. Your psychic focus immediately ends, and you can't use it until you finish a short or long rest. You can't use this feature if you can't use your psychic focus.

**FEATURES & TRAITS** 

Armor Proficiencies. Light Armor

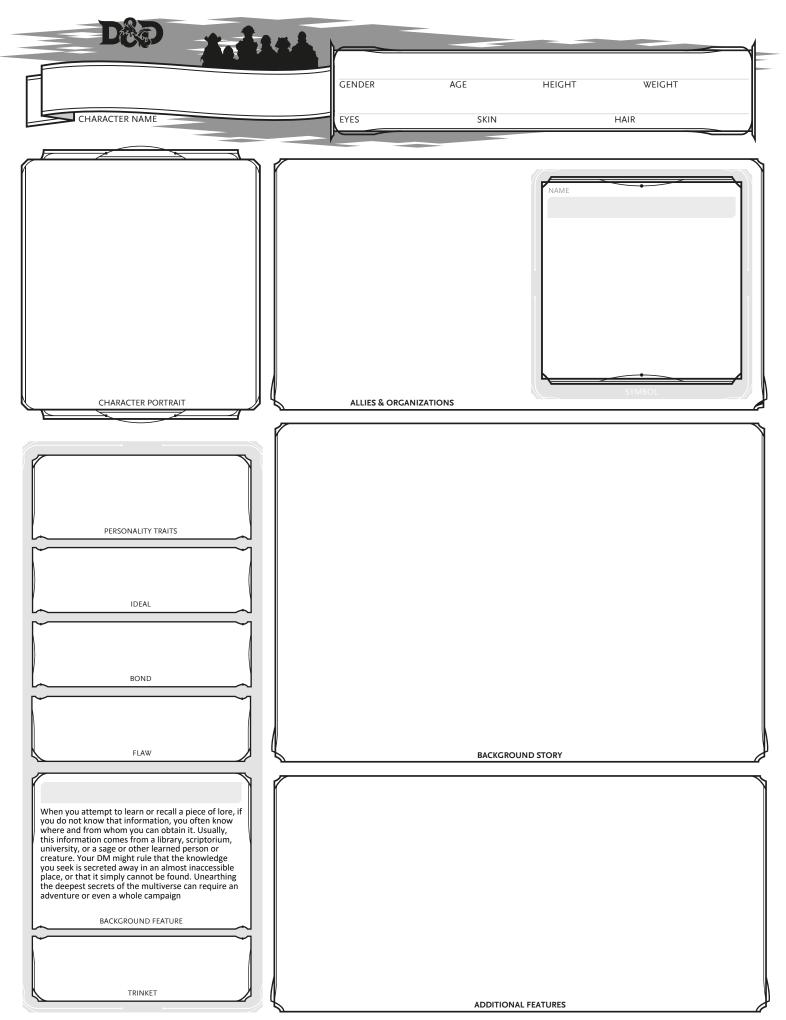
Weapon Proficiencies. Shortbow, Rapier, Simple

Tool Proficiencies. Poisoner's kit

Languages. Common, Elvish, Sylvan, Halfling, Primordial

**PROFICIENCIES & LANGUAGES** 

ATTACKS & SPELLCASTING



ADVENTURING GEAR	# lb	MAGIC ITEMS	# lb	
		ATTUNED MAGIC ITEMS /		
		VALUABLES — GEMS, ART OBJECTS, TRADE GOODS	#lb	
		COPPER SILVER ELECTRUM GOLD	PLATINUM	
		ENGLIMADDANICE LIFTING AND CARDVING		
		ENCUMBRANCE — LIFTING AND CARRYING  WEIGHT CARRIED CARRY CAPACITY PUSH,	DRAG, LIFT	
		/	Biolog, Eli I	
INVENTORY — ADVENTURING GEAR, ARMS, ARMOR, AND OTHER EQUIPMENT				
INVENTORY — ADVE	NTURING GEAR, A	RMS, ARMOR, AND OTHER EQUIPMENT		
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	ADDITIONA	L TREASURE		INVENTORY — ITEM DESCRIPTIONS & NOTES
STORED ITEM	#_ lb	STORED ITEM	#_ lb	
	STORE	TEME	J	OLIEST ITEMS & TRINIVETS

