

# DARK SUN PSIONIC CLASS BOOK



**HOME BREW**

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# MONK

## WAY OF THE SOUL BLADE

Monks of the Way of the Soul Blade are monks who have learned to harness and focus their ki, using their inner will and focus to control psionic powers—primarily into a blade of pure psionic power: a Soul Blade.

### SOUL BLADE

Starting when you choose this tradition at 3rd level, you've learned to focus your ki into a psionic blade. As a bonus action, you can create a blade of pure scintillating psionic energy. The blade you create this way most typically takes the form of a knife-like blade projecting from your fist, but you can shape it however you choose. You can choose to create multiple blades, but any blade you are not touching vanishes at the end of your turn and must be resummoned.

Regardless of the form it takes, the weapon is a monk weapon for you, deals 1d8 psychic damage, and has the light, finesse, and thrown(20/60) properties.

### PSIONIC KI

Additionally at 3rd level, you gain the Telekinetics Discipline; this can be found under the Psionic Disciplines list of the psion class. You can use ki points as psi points, with a limit of 1 ki point. This limit increases to 2 ki points at level 5, 3 ki points at level 9, 4 ki points at level 13, and 5 ki points at level 17. The DC for your psionic abilities is equal to your ki save DC.

If your character has both psi points and ki points, those are added together into one pool and can be used interchangeably. Your psi limit (and the limit you can use ki points as psi points) becomes your psi limit + one third of your monk levels rounded down.

When you use your action on a psionic power or to cast a spell using this feature, you can make one attack with an unarmed strike or monk weapon as a bonus action before the end of your turn.

### ART OF THE SOUL BLADE

Starting at 6th level, your expertise with the blade allows you to control it in unique and powerful ways

#### Extended Blade

You can expend 1 ki point to give your Soul Blade the Reach property until the end of your turn.

#### Psionic Flurry

When you make a Flurry of Blows, you can make the additional attacks with your Soul Blade.

#### Soul Strike

When you take the Attack action, you use your soul blade to make a single piercing strike. Make a single attack using your action (forgoing any additional attacks gained from Extra Attack) to ignore all armor a creature has and treat its AC as 10 + its Dexterity. On a hit, the creature takes additional damage equal to your Wisdom modifier.

### POWER OF THE MIND

Starting at 11th level, your psionic abilities manifest more completely, giving you greater control and power in your psionic abilities.

### Ethereal Sweep

When you use Extended Blade, you can sweep or stab through multiple creatures with a single blow. Once per turn, when you make an attack with your Soul Blade, if you have activated Extended Blade you can make a single additional weapon attack with your Soul Blade against a number of creatures equal to your Wisdom modifier within range.

### Consumptive Blade

Whenever you kill a creature with your Soul Blade that has an Intelligence of 6 or higher, you can use your reaction to draw in part of their psionic essence. You regain 1d4 hit points and 1 expended ki point.

### Empowered Discipline

When you use a Psionic Discipline, you can expend 1 ki point for free without exhausting the ki point on empowering the psionic power granted by the Discipline, even if you do not have any remaining ki (this can't be used on the spells granted by the Discipline).

### TRANSCENDENT BLADE

Starting at 17th level, your Soul Blade becomes a peerless weapon. You can add a +1 to its attack and damage rolls. You can choose for your blade to affect inanimate material, causing it to gain the Siege property and deal force damage to it when you choose. Reactions that parry or block to add Armor Class against an attack are ineffective against attacks made with the Soul Blade.





Additionally, critical hits from your Soul Blade rend the soul of the target. If a creature would have less than 50 hit points after taking damage from your critical strike, the creature must make a Charisma saving throw. On failure, its Charisma score becomes zero and it dies.

Soul Blade Quirks

The following are some optional quirks for a player of this Way

- d6

Quirk
- 1

You carry around a bladeless sword hilt for your Soul Blade's blade.
- 2

You occasionally attempt to cut fruit with your Soul Blade.
- 3

You refer to your actions as the will of the living Ki.
- 4

You view killing things with your psionic powers as evil, but killing things with your Soul Blade as perfectly okay.
- 5

You have endless platitudes about temperance and control.
- 6

You practice obscure martial arts stances every morning.

Soul Knife Magical Items

A Way of the Soul Knife monk without a magical weapon would quickly find themselves eying a +1 Quarterstaff and discarding the main focus of their subclass, so consider giving a Way of the Soulknife Monk the following one of the items as other players start acquiring magic items:

Psi Blade Crystal<sup>K</sup>

Wondrous item, uncommon/rare/very rare

Embedded in a ring, bracelet, bladeless sword hilt, or similar item, this small gem seems to have minimal value to the casual observer, but has perfect psionic resonance. While carried by a Way of the Soul Knife Monk, that monk can use this crystal to focus a purer Soul Knife, adding +1/+2/+3 (based on rarity) to attack and damage rolls with their Soul Knife.

Some crystals come in various colors, and change the hue of your psi blade to match the color of the crystal.

Telekinesis Discipline

Telekinesis is the ability to interact with physical objects and energy with your psionic powers.

Telekinetic Hands

When you gain this feature, you can manipulate small objects within 30 feet with your mind as if using your hand to interact with it. You can use this power to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You cannot Attack, activate magical items, or carry more than 10 pounds in this manner. You can move an item you are controlling in this way up to 30 feet during your turn.

You can spend 1 or more psi point to increase how much you can lift by 100 pounds per psi point spent for 1 turn.

Telekinetic Force

*Psionic Power*

**Casting Time:** 1 Action  
**Range:** 60 feet  
**Components:** S  
**Duration:** Instantaneous

You smash a target creature you can see or object with your mental power. The target must succeed on a Strength saving throw, or take 1d10 bludgeoning damage and be shoved 5 feet in a direction of your choosing or be knocked prone.

You can spend Psi Points up to your per use limit to add the following modifiers to Telekinetic Force (you can add multiple modifiers). The points must be spent when choosing the target of the power.

**Hammering** (1+ psi points): The target takes +1d10 bludgeoning damage for each point spent.

**Hurling** (1-3 psi points): The target is shoved +10 feet in a direction of your choosing for each point spent.

**Crushing** (2 psi points): The target is restrained until the end of its next turn if it fails its saving throw.

**Zone of** (1-3 psi points): You can target all creatures in a 5 foot radius. The radius doubles for each point spent (5 ft., 10 ft., 20 ft.).

Alternate Effects

Additionally, when you learn the Telekinesis psionic discipline you can use your Psionics feature to cast the following spells as per the rules defined in the feature:

Points Cost	Alternate Effects
1	jump, launch object <sup>K</sup> , thunderwave
2	fling <sup>K</sup> , levitate, shatter
3	fly, vortex blast <sup>K</sup>
4	orbital stones <sup>K</sup> , resilient sphere
5	telekinesis, wall of force, shockwave <sup>K</sup>

If a spell can be cast at a higher level, you can spend an additional psi point to cast it at that higher level.



# PSION V1.5.0

A large orc is flung across the room, smashing through tables and chairs before hitting the wall with a thunderous crash, collapsing dazed. A human, her eyes still glowing with unearthly power, tosses a few extra coins on the bar. "Sorry for the mess. If he wakes up, tell him to try picking on someone his own size next time".

The prisoner's expression turns from defiant to puzzled as the interrogator asks no questions, merely stares at them silently. His puzzled expression turns worried as he finds himself, unbidden, recalling where he stashed the loot. "Under the stables behind the Rusty Hook Inn" the interrogator finally speaks, as the thief's expression becomes terrified.

"Ain't you... cold or somethin'?" the dwarf asks the elf as they trudge through the snow, eying her simple robe and bare feet. "I just think 'warm'" the elf replies with a distracted air. The dwarf snorts, a puff of chilled air. Typical elf nonsense. Except... they haven't frozen to death yet. "Say... could you think some 'warm' this way?" the dwarf asks hopefully. To the dwarfs surprise, the chill of the snow fades away completely "that's downright creepy... hey don't stop now! Was jus' sayin' it was creepy."

Psions are those who have tapped into a special otherworldly force, with the ability to actualize the power of their mind to accomplish impossible feats. Reading minds, lifting vast weights, and transcending physical limitations, they tend to inspire awe and terror in equal measure.

The exact nature of what is Psionic power might be a question answered in your setting, or it might not be. Most view Psionic power as coming from within, though other answers exist - anything from the leaking power of the Far Realm, to an alternate way to express magic, to an actualization of an individual's will upon the world.

## POWERFUL MINDS

Since a psion's weapon is their mind, they are always a careless thought away from harming those around them. For a psion, the line between thinking and doing can be very thin, forcing them to keep their thoughts and emotions in check, lest their powers run amok. This leads to many of them developing odd behaviors or mannerisms to help them control their state of mind, frequently seeming quite eccentric to an outside observer.





## PSION

Level	Proficiency Bonus	Psi Points	Psi Limit	Features	Psionic Talents
1st	+2	1	1	Psionic Archetype, Psionics	--
2nd	+2	2	1	Psionic Talents	2
3rd	+2	3	2	Secondary Discipline, Psionic Archetype Feature	2
4th	+2	4	2	Ability Score Improvement	2
5th	+3	5	3	Psionic Mastery	3
6th	+3	6	3	Psionic Archetype Feature	3
7th	+3	7	4	—	4
8th	+3	8	4	Ability Score Improvement	4
9th	+4	9	5	—	5
10th	+4	10	5	Psionic Archetype Feature	5
11th	+4	11	6	Innate Psionic Ability (6th level)	5
12th	+4	12	6	Ability Score Improvement	6
13th	+5	13	7	Innate Psionic Ability (7th level)	6
14th	+5	14	7	Psionic Archetype Feature	6
15th	+5	15	8	Innate Psionic Ability (8th level)	7
16th	+5	16	8	Ability Score Improvement	7
17th	+6	17	9	Innate Psionic Ability (9th level)	7
18th	+6	18	9	Third Discipline	8
19th	+6	19	10	Ability Score Improvement	8
20th	+6	20	10	Ascension	8

## CREATING A PSION

When creating a Psion, consider your character's background. How did you become a Psion? Were you born with latent powers? Or did something happen to you granting your powers? Or did you intentionally train yourself through rigorous mental exercise to leverage them? Consider how developing a rare and mysterious power would have affected your interactions with people.

Consider what your purpose is with your newfound powers, or how you plan to use your powers. Do you intend to be taken for a Wizard casting magic, or are you freely open about being of a... different nature?

## QUICK BUILD

You can make a Psion quickly by following these suggestions. First, make Intelligence your highest ability score, followed by Dexterity or Constitution. Second, choose the Acolyte, Far Traveler or Hermit background.

## CLASS FEATURES

### HIT POINTS

**Hit Dice:** 1d6 per Psion level

**Hit Points at 1st Level:** 6 + your Constitution modifier

**Hit Points at Higher Levels:** 1d6 (or 4) + your Constitution modifier per psion level after 1st

### PROFICIENCIES

**Armor:** Light armor.

**Weapons:** Simple weapons.

**Saving Throws:** Wisdom, Intelligence

**Skills:** Psionics, and choose two from Deception, History, Insight, Intimidation, Investigation, Medicine, Perception, or Religion.

### EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a quarterstaff or (b) a dagger
- (a) leather armor



## PSIONIC ARCHETYPE

At 1st level, you pick the archetype of Psion you embody, choosing from Awakened, Unleashed, Transcended, or Shaper, each of which are detailed at the end of the class description. Your choice grants you features at 1st level, and again at 3rd, 6th, 10th, and 14th level.

## PSIONICS

### PSIONIC DISCIPLINES

You are granted access to a psionic discipline (such as Telepathy or Telekinesis) by your chosen archetype. A psionic discipline comes with a passive feature that expands your character's capabilities and an active psionic power that can be modified and empowered with Psi Points. Additionally you can use your discipline in more detailed applications to recreate the effect of certain spells, listed at the end of the discipline description. At 3rd level you can select a second discipline, and 18th level you can select a 3rd discipline.

Psionic powers are suppressed by *anti-magic field* and can be dispelled with *dispel magic*, but are only affected by *counterspell* if recreating the effect of a spell. Any check required to *dispel magic*, *counterspell* or identify a spell being cast with Psionics is made at disadvantage unless the caster also has the Psionics feature. The spell *detect magic* will detect the usage of psionics, but not their nature - it will show up as a mysterious untyped power, even if being used to generate the effect of a spell.

When recreating a spell through a Psionic effect (using a Psionic discipline to cast the spell) the spell has no Material or Verbal components, but using any psionic ability requires Somatic components and causes the Psion to vibrantly glow with the otherworldly psionic energies they are controlling.

### PSI POINTS

Starting at 1st level, you gain access to Psi Points used to fuel psionic discipline powers and effects. You have a number of Psi Points equal to your Psion level, and regain all spent points after completing a short or long rest. You can spend a number of Psi Points equal to half your Psion level (rounded up) at a time (for example, at level 5, you can spend 3 psi points on psionic power or cast a spell with a cost of 3 psi points).

### PSIONIC ABILITY

Psionic powers, psionic talents, and spells gained through this class use your Psionic ability.

**Psionic Ability save DC** = 8 + your proficiency bonus +  
your Intelligence modifier

**Psionic Ability attack modifier** = your proficiency bonus +  
your Intelligence modifier

### PSIONIC TALENTS

Starting at 2nd level, you gain access to a Psionic Talent allowing you to further specialize. Pick two talents from the list of Psionic talents presented at the end of the class description. You can pick a new Psionic talent at 5th, 7th, 9th, 12th, 15th, and 18th level.

When you level up, you can replace a Psionic talent you have previously selected with a different option.

## SECOND DISCIPLINE

When you reach 3rd level, you can select a second Psionic Discipline from the list of Psionic Disciplines. You cannot select a Discipline you already know. You gain all features of a Psionic Discipline when selecting it.

## ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

## PSIONIC MASTERY

When you reach 5th level, you gain mastery of your psionic powers. At the start of your turn you get 1 free Psi Point. This can be spent to empower Psionic Disciplines, but not to recreate spells or fuel Psionic Talents. If you have any unspent free Psi Points left at the end of your turn, then they are lost.

At 11th level, this is increased to 2 free Psi points, and at 17th level, this is increased to 3. Points can be split between different abilities.

## INNATE PSIONICS

At 11th level, you gain the ability to exert great feats of psionic power. Choose one 6th-level spell from the Psion spell list as an innate ability. You can use this innate ability to cast this spell once. You must finish a long rest before you can do so again. At higher level, you gain more innate abilities of your choice that can be used in this way: one 7th level spell at 13th level, one 8th level spell at 15th level, and one 9th-level spell at 17th level. You regain all uses of your Innate Psionics when you finish a long rest.

Innate Psionics are well beyond the normal scope of your powers and are not restricted by what disciplines you have. Unlike psionic disciplines, they require any component the spell requires.

## THIRD DISCIPLINE

When you reach 18th level, you can select a third Psionic Discipline from the list of Psionic Disciplines. You cannot select a Discipline you already know. You gain all features of a Psionic Discipline when selecting it.

## ASCENSION

Starting at 20th level, if you die you can choose to become an incorporeal entity on the ethereal plane at the spot you died in the material plane at the start of your next turn. This entity has the physical ability scores (Strength, Dexterity, Constitution) and abilities of a Ghost, but has your mental ability scores (Intelligence, Wisdom, Charisma) and your Psion class abilities.



When you take this from your current and maximum hit points becomes that of the ghost while you are in the form, if you have less than 10 psi points when you would assume this form, you have 10 psi points. While in this form you cannot rest to regain spent abilities. If you exhaust all Psi Points or the ghost is destroyed, you die as a normal creature would.

## PSIONIC ARCHETYPES

### AWAKENED MIND

An Awakened Mind is a Psion who had their psionic power awakened within them by an encounter, event, or circumstance. Perhaps their powers were latent or perhaps their destiny had been that of a normal creature until powers were suddenly thrust on them. Perhaps they brushed the Far Realm in a vivid dream, perhaps they wandered the Feywild and came back warped, perhaps they merely glimpsed the eyes of a creature that did not belong walking down the street.

An awakening is often somewhat traumatic. Psions are not well understood and the first power they manifest - telepathy - is one of the most feared and shunned abilities.

An Awakened can be either empathetic or cruel, good or evil. Knowing what is on the minds of others affects people in different ways, driving some away from society as they see its true face, while others feel drawn to help the problems only they can see.

### OPENED MIND

At 1st level when you select this Archetype, your mind awakens the ability to directly connect to the minds of other creatures, granting the psionic discipline of [Telepathy](#).

### MENTAL AWARENESS

Additionally starting at 1st level, you can use Intelligence instead of Wisdom when making an Insight check against a creature with an Intelligence ability score of 6 or higher.

Further, if you have telepathically communicated with a willing creature, you know their general location (direction and rough estimate of distance) for the next hour as long as you are on the same plane as them.

### MIND READER

Starting at 3rd level, when you use Telepathic intrusion, you can force the target to make an Intelligence saving throw instead of a Wisdom saving throw against the power (deciding when you use the ability).

When a creature fails a saving throw against your Telepathic Intrusion, you gain a d4. Until the end of your next turn, if you make an attack roll against the creature or the creature makes a saving throw against a Psionic power other than Telepathic Intrusion against you, you can add or subtract the d4 from the roll (deciding to roll before you roll the attack or use the power).

### EMPOWERED PSIONICS

Starting at 6th level, when you deal damage with a Psionic Discipline power you can add your Intelligence modifier to the damage dealt.



### ALL SEEING EYE

Starting at 10th level, you can see a creature by its mind. You gain a mindsight of 60 feet, allowing you to see creatures with an intelligence of 6 or higher within range as if by blindsight. A creature you are unaware of can still be hidden from you, but you can use your Intelligence modifier instead of your Wisdom modifier with making Perception checks to detect creatures.

### FULL AWAKENING

Starting at 14th level, you can briefly fully awaken your expanded mind to true comprehension. At the start of your turn, you can expend 2 Psi Points to gain advantage on all saving throws and attack rolls until the start of your next turn.



## UNLEASHED MIND

An Unleashed Mind's power is most often an innate force they struggle to understand or control, a reflection of their state of mind and mood projected onto the world around them, often to devastating results. The life of an Unleashed Psion is frequently their journey to control their unruly powers... or one of embracing the destructive powers they grant fully.

What the wellspring of their innate power is varies - they could be a psionic race, born under the influence of distant twisted powers, warped by fey blood, or a herald of something more sinister brushing against the material world. Sometimes their power will show itself in simple applications, but most often their power becomes known and feared when their temper flares.

Their alignment frequently depends on the approach to their powers they have taken, an Unleashed Psion who emphasizes control and restraint, keeping their emotions from running wild and their powers from running rampant will most often be lawful, following strict personal codes. On the other hand, an Unleashed Psion who lets their power run rampant will almost always be chaotic in nature, acting on impulse... with great emphasis.

## UNSHACKLED POWER

At 1st level when you select this archetype, you gain the ability to unleash your mind to physically interact with the world around you, granting you the psionic discipline [Telekinesis](#).

## OVERWHELMING POWER

Additionally at 1st level, you gain the ability to cast *thaumaturgy* with your psionic powers. When you cast in this way, you have an additional options:

- You cause up to 10 pounds of loose objects within 10 feet of you to start floating for 1 minute.
- You can force all targets within 5 feet to make a Strength saving throw, or be pushed by 5 feet away from you.

## RAMPAGING POWER

Starting at 3rd level, you gain a d4 rampage die. Once per turn during your turn when making a damage roll, you can add this rampage die to the damage roll. If you dealt damage during your last turn, your rampage die becomes a d6, increasing with each subsequent turn you deal damage by one step, up to a d12; if you did not deal damage during your last turn or become incapacitated, it becomes a d4 once more. If you maintain a continuous d12 rampage die for more than one minute, you gain a level of exhaustion.

## EMPOWERED PSIONICS

Starting at 6th level, when you deal damage with a Psionic Discipline power you can add your Intelligence modifier to the damage dealt.

## UNCONTROLLABLE MIND

Starting at 10th level, the strength of your rampaging mind is such that others' attempts to control it are futile. You gain immunity to charm, fear, and effects that would control your mind while your rampage die is a d8 or more.

## UNSTOPPABLE RAMPAGE

Starting at 14th level, when an attack reduces you to zero hit points, you can roll your rampage die. If your roll + your Constitution modifier is higher than the excess damage you took, you are instead reduced to one hit point. You can expend 2 psi points to roll an additional rampage die, adding it to the result.

## TRANSCENDED MIND

A Transcended Psion is most often one that has found their path to psionic powers through a mental epiphany, realizing the place of their mind within the multiverse and how it ties to everything else, seeing the keys and levers to the world laid out before them in their mind's eye.

Most often achieved either intentionally or accidentally through meditation and ritual, this can sometimes even be a passed on technique to reliably transcend the strictly material concerns, and explore the more cognitive realm and powers within.

Transcended Psions tend to have the best grasp on their powers in control and principle, having come to understand the greater cosmos, but lack the reckless abandon some other Psions may have. Unfortunately less transcendent minds frequently cannot understand the greater truths they have learned and may view a Transcended Psion as a bit... peculiar.

## ENLIGHTENED

At 1st level when you select this archetype, you gain the ability to empower your body with the power of your mind, granting you the psionic discipline of [Enhancement](#).

## STATE OF MIND

Additionally at 1st level, you can ignore the effects of extreme heat or cold, hold your breath twice as long as normal, and can go twice as long without eating or sleeping before suffering exhaustion.



### BALANCE OF POWER

Starting at 3rd level, when you use a psionic ability (power or spell) to restore hit points or grant temporary hit points, you can add the hit points granted to a stored pool. The maximum value of the pool is your psion level, and any points beyond the maximum are lost. The next time you make a damage roll, you can expend the pool to add damage equal to the stored value to one target affected by the damage roll. This stored damage is lost if not spent within 1 minute.

### PERFECTED ENHANCEMENT

Starting at 6th level, when you grant temporary hit points with a psionic power you can add your proficiency bonus to the temporary hit points gained by one creature.

### MENTAL CONTROL

Starting at 10th level, when you have to make a Constitution saving throw to avoid losing concentration on an effect from a psionic discipline, you can add your Intelligence modifier to the saving throw.

### MIND OVER MATTER

Starting at 14th level, when you roll a Strength, Dexterity, or Constitution saving throw, you can expend 2 Psi Points to roll an Intelligence saving throw instead.

Additionally, when you roll a Death Saving throw, you can expend 4 Psi Points to roll a 20.

### SHAPER'S MIND

A Shaper is a Psion that specializes in the materialization of their imagination, projecting it out into the world. No mere conjurers borrowing the powers of other planes, a Shaper manifests things from nothing but their own mind, weaving their creations into existence through the exertion of raw psionic power and imagination.

A Shaper's mind is a tool of nearly unrivaled power possessing both boundless creativity and inexorable will, but if that will is overrun, the world would do well to fear a Shaper's nightmares.

### CREATOR'S MIND

At 1st level when you select this Archetype, you gain the ability to will the contents of your mind into the world, granting you the psionic discipline [Projection](#).

### BOUNDLESS IMAGINATION

Additionally at 1st level, when you conjure your Astral Construct, you can apply one of the following powers to it:

**Devastating Weapons** You imagine more deadly armaments - from a greatsword to vicious fangs - causing your Astral Construct to grow more deadly. The Astral Construct's damage becomes 1d12

**Psionic Conduit** You can use your Psionic powers through your Astral Construct, as if you were where it is.

**Vivid Existence** Your Astral Construct fully materializes and automatically uses Solidify at the start of your turn without requiring a command to do so.

You can change which benefit you grant it for the duration of the effect as a bonus action.

### ASTRAL METASTABILITY

Starting at 3rd level, when you use your Psionic powers to create an Astral Construct, it does not require concentration to maintain, and lasts until dismissed, but you cannot summon another one while you have one summoned.

### EMPOWERED CONSTRUCT

Starting at 6th level, when you deal damage with an Astral Construct or a weapon created by Project Item, you can add your Intelligence modifier to the damage dealt.

### ASTRAL GUARDIAN

Starting at 10th level, when you would take damage while you have an Astral Construct within 30 feet of you, you can use your reaction to conjure it to you (sharing your space) and expend 1 psi point to Solidify it, transposing it between you and the source of damage. It takes the damage instead of you. If the attack deals more damage than it has hit points (from Solidify), you take the remainder of the damage.

### IMAGINARY ARMY

Starting at 14th level, you can allow your mind to run wild, letting an astral army spring forth into reality. When you use Replicate, one additional Astral Construct is created and can be controlled with the same action (commands still only affect one Astral Construct of your choice). This additional construct lasts until the start of your next turn and cannot be sustained.

Once you create an additional duplicate, you cannot do so again until you complete a short or long rest.





## WANDERING MIND

A Wandering Mind is among the more mysterious incarnates of psions, these are individuals that just aren't quite rooted in the same reality everyone else is... they find it more pliable and slippery, and prone to jumping right through it on occasion.

How they get their powers varies. Some were born in the ethereal plane or went through a portal too young. Sometimes it is just that their mind just works along an axis most people cannot understand. No matter its source, they manifest a truly unique ability to treat certain aspects of the metaphysical with a certain mundanity, and are prone to treating their powers as absolutely natural things as one might use an arm or a leg.

### SPACIAL MANIPULATION

At 1st level when you select this archetype, your mind grows a greater perspective on the nature of space and dimensions, allowing you to manipulate it and your relation to it, granting you the psionic discipline of *Transposition*.

Additionally, your connected to your transdimensional powers are such that you can slide through the spaces you see in dimensions as another might slip through a tight space, without conscious thought or effort. You can use your Dexterity ability score in place of your Intelligence ability score calculating the DC or attack roll modifier of Transpositional powers, alternate effects, or talents that require the Transpositional discipline.

### NOMAD'S GEAR

Additionally at 1st level, you gain proficiency with martial weapons and medium armor.

### CUNNING STRIKES

Starting at 3rd level, you gain the Rift Strike talent. If you already have the Rift Strike talent. It does not count against your Psionic Talents known, but cannot be switched out on leveling up.

#### TALENT: RIFT STRIKE <sup>PG19</sup>

*Prerequisite: Transposition Discipline*

When you use your Phase Rift power as an action, you can make a single weapon attack as a bonus action.

## CURIOUS MIND

Starting at 3rd level, your wandering mind adapts to new situations constantly. At the end of a long rest select two skills you do not have proficiency in, until the end of your next long rest, you can add half your proficiency modifier (rounded down) to ability checks for those skills.



### PHASE DANCER

Starting at 6th level, once per turn, you automatically gain one illusory duplicate as per the blurring modifier when using your Phase Rift power. Additionally, your first attack roll before the end of your turn after using Phase Rift gains advantage.

### FLICKERING PRESENCE

Starting at 10th level, your unspent Psionic Mastery points are not lost until the start of your next turn, but can only be used to cast *flicker*.

Additionally, when you roll for the effect of *flicker* or *blink* you can expend 1 psi point to reroll the result. You can select which of the two results you would like to use.

### PLANESWALKER

Starting at 14th level, your understanding of how to traverse space expands to a previously incomprehensible scale. You gain the ability to cast *planeshift* and *teleport*. You can cast one of these spells per day once without expending a spell slot or use of innate psionics. Once you do this, you must complete a long rest before you can use them again, or use your 7th level or Higher use of Innate Psionics instead of the spell selected for that level to cast these spells again before completing a long rest. If you already have one of these spells selected for your 7th level Innate Psionic power, you can select a new 7th level spell from the Psion list for that slot.

### WINDING PATHS

Additionally at 14th level, your phase rift no longer has to go in a straight line, though it can only pass through a creature's space once.



## ELEMENTAL MIND

### ELEMENTAL POWER

At 1st level when you select this archetype, you gain a deep intrinsic tie to elemental power, granting you the ability to manipulate it. You gain the psionic discipline of *Psychokinesis*.

### PRIMORDIAL ASPECT

Additional at 1st level, when you deal fire, cold, lightning or force damage, you take on an aspect of that element until the end of your next turn or you take a new primordial aspect.

- **Cold:** You gain an icy shell, reducing any nonmagical bludgeoning, piercing or slashing damage taken by your proficiency bonus.
- **Fire:** You gain a fiery aura, once per turn, a creature within 5 feet that hits you with a melee attack takes fire damage equal to your proficiency bonus.
- **Lightning:** You flicker with lightning. Your walking speed is increased by 5 feet for the duration.

You can additionally spend 1 psi point to gain resistance to the element to the start of your next turn. If you are a specialized in an element, you can do this without spending a psi point for the element you are specialized in.

### ASPECT APPEARANCE

The appearance of the aspect manifesting itself may vary, perhaps your hair becomes fire and radiate heat or your skin takes on an icy sheen, but whatever the nature and consequence of the aspect is apparent to observers.

### LIVING POWER

Starting at 3rd power, your powers become a living extension of your mind, weaving an extension of your will into reality, allowing you to manipulate your powers in more advanced ways. When you use a power or alternate effect of psychkinetics, you can apply one of the following modifiers:

### SHAPED POWER

When you use a power or spell that makes a ranged spell attack, you can convert it to a melee spell attack (such as forming it a weapon shape), and when you would make an attack that would make a melee spell attack, you can instead form into a shape and hurl it at a target within 15 feet making a ranged spell attack.

### CONTROLLED POWER

When you use a spell or power that targets an area, you can select a number of creatures equal to the psi points spent in the area of effect for the spell or power to be ignored. The power passes harmless around these creatures and they automatically succeed on their saving throw against the effect, and they take no damage if they would normally take half damage on a successful save against the effect.

## RAGING POWER

When you use a spell or power, you can let it rage out of control. When you roll damage for the power or spell, you can reroll 1 + the number of psi points spent on the power or spell dice. You can must use the new roll.

### EMPOWERED PSIONICS

Starting at 6th level, when you deal damage with a Psionic Discipline power you can add your Intelligence modifier to the damage dealt.

### FULL MANIFESTATION

Starting at 10th level, when you enter a primordial aspect, you can expend 1 psi point to fully manifest that element, replacing the primordial aspect with the following effect. If you are specialized in that element, it does not require a psi point to fully manifest the power.

- **Cold:** Your movement speed becomes zero until the end of your next turn, but you have resistance to all damage types beside fire and force.
- **Fire:** Fire fills a 10 foot radius around you. When the creature enters the area for the first time on a turn or starts its turn there, it takes fire damage equal to 1d4 + your proficiency bonus.
- **Lightning:** You can user your movement speed to teleport for the duration.

If you are not in a primordial aspect, you can fully manifest a power as bonus bonus action for 2 psi points (or 1 psi point if are specialized in that power).





## ELEMENTAL FORM

Starting at 14th level, you can expend 5 psi points to cast *shapeshift* to assume elemental forms. When you cast *shapeshift* in this way it has no verbal or material components, but you can only assume the form of a Water Elemental, Fire Elemental, or Air Elemental. If you are specialized in an element, the cost is reduced to 3 psi points, but you can only assume the form associated with your specialization (Water Elemental for cold, Fire Elemental for fire, or Air Elemental for lightning). A Water Elemental assumed with this form does not have the Freeze property.

Once you cast *shapeshift* this way, you cannot do so until you complete a short or long rest.

## CONSUMING MIND

A dangerous branch of psionics that are born from the ability to sap energy from other creatures, tearing from them their thoughts, their mind, and ultimately their vitality for your own consumption. A feared branch of power, it is often believed to be one of the roots of psionic power as it is a branch of power found in many of the most ancient and terrible practitioners of psionics, such as brain eating squid faced monsters and ancient psionic space whales (editor note: OGL).

It has been refined by those that seek greater power either from ambition or desperation, and unlocks a terrible but effective path. One example of mortal creatures walking this path is the houses of dark elves, who developed their dark powers from their study of feral vampiric brain eating monsters.

## PSIONIC PREDATOR

At 1st level when you select this archetype, you gain the ability to consume the psionic power of others. You gain the psionic discipline of [Consumption](#).

## DARK LURKER

Additionally at 1st level, your powers grant you intuition that allows you to better adapt and survive as a mind hunter. You gain proficiency in Stealth and Deception.

When you use psionic abilities, you can make an Intelligence (Deception) check contested by a target's Wisdom (Insight) to conceal your use of psionic powers, suppressing their usual visible indicators. If you spend psi points on the ability, you must subtract the psi points spent from your Intelligence (Deception) roll result (concealing greater uses of psionics being more difficult).

## RAVENOUS POWERS

Starting at 3rd level, you gain the psionic talent Mind Devourer; this talent ignores the normal level restriction, and does not count against your Psionic Talents known, but cannot be switched out on leveling up.

Additionally, you can gain the benefit of this talent from a range of 30 feet when the creature is killed by one of your Psionic powers.

## CONSUMPTION & TELEPATHY

As with all Psion subclasses, the 2nd psionic discipline can be selected from any of the available options, but the combination of Consumption and Telepathy is the default selection. Your features do not rely on this combination, but it opens some interesting possibilities in the Talents, and will best represent some of the sources of inspiration for the subclass.

## EMPOWERED PSIONICS

Starting at 6th level, when you deal damage with a Psionic Discipline power you can add your Intelligence modifier to the damage dealt.

## MIND VAMPIRE

Starting at 10th level, you can trigger Mind Devourer anytime you deal psychic damage to a target within 30 feet, regardless if it kills the target or not.

Further, you can have additional psi points (over your normal limit) equal to your half your Intelligence modifier (rounded down) when gaining psi points from Mind Devourer, but any additional psi points are lost when you complete a short or long rest.

## LIMITATIONS

Even when used with Mind Vampire, Mind Devourer still requires a reaction to use, meaning that it can still effectively trigger once per round. All normal restrictions of Mind Devourer still apply (such as a minimum Intelligence ability score of the target.)

## SHATTERED HUSKS

Starting at 14th level, your Mind Leech ability always gains the Shredding modifier, and it does not cost a psi point to add the modifier.

Further, you can use additional power to leave their mind further vulnerable. You can spend additional psi points on the Shredding modifier to further reduce their next Wisdom, Intelligence or Charisma saving throw (up to 2 additional points to reduce it by a total of 3d4). Once this effect has been applied to a creature, you cannot spend additional psi points on the Shredding modifier against the creature until 1 hour has passed.



# PSIONIC DISCIPLINES

## ENHANCEMENT DISCIPLINE

Enhancement is the ability to interact with a creature's nature and abilities with your Psionic power.

### ENHANCING SKILL

You can focus your psionics to enhance your abilities. Whenever you make a skill check using Strength or Dexterity, you can add 1d4 to the result.

### ENHANCING SURGE

*Psionic Power*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** S

**Duration:** 1 Round

You empower the body of a target creature you can see with your Psionics. The target gains 1d6 temporary hit points and the next time the target deals damage, it deals 1d6 additional damage to one application of that damage roll. Any remaining temporary hit points from this power fade when you use it again.

You can spend Psi Points up to your per use limit to add the following modifiers to Enhancing Surge (you can add multiple modifiers). The points must be spent when choosing the target of the power.

**Savage** (1+ psi point): The target's next weapon attack deals an +1d6 additional damage for each point spent.

**Fortifying** (1+ psi point): The target gains an additional +1d6 temporary hit points for each point spent.

**Swift** (2 psi points): The target gains an additional action. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

**Resilient** (3 psi points): the target gains resistance to all damage until the start of your next turn.

### ALTERNATE EFFECTS

Additionally, when you learn the Enhancement psionic discipline you can use your Psionics feature to cast the following spells as per the rules defined in the feature:

Point Cost	Alternate Effects
1	<i>heroism, longstrider, unlocked potential<sup>K</sup></i>
2	<i>alter self, enlarge/reduce, lesser restoration</i>
3	<i>haste, protect from energy</i>
4	<i>freedom of movement, stone skin</i>
5	<i>greater restoration</i>

If a spell can be cast at a higher level, you can spend an additional psi point to cast it at that higher level.

## ENHANCEMENT TALENTS

### BODY CONTROL

*Prerequisite: 5th level Psion, Enhancement Discipline*

You can cast *alter self* at will, without expending a spell slot or psi points. Additionally, when you cast *enlarge/reduce* on yourself, you may expend 1 psi point instead of 2.

### ENHANCED REGROWTH

*Prerequisite: Enhancement Discipline*

You gain the *cure wounds* spell, and can cast it as a first level spell by expending 1 psi point. You can cast it at a higher level by spending an additional psi point for each level above first. When you cast *cure wounds* on a creature, you can use Enhancing Surge on the target creature as a bonus action.

### METAMORPHOSIS

*Prerequisite: Body Control, Enhancement Discipline*

The *mutate<sup>K</sup>* and *polymorph* spells are added to your Enhancement Alternate Effects list. Unless you know it from another source, you can only target yourself when casting *polymorph*.

### PHYSICAL SURGE

*Prerequisite: Enhancement Discipline*

When you use Enhancing Surge targeting yourself, you can choose to make your Strength or Dexterity ability score equal to your Intelligence ability score until the start of your next turn.

### SURGING POWER

*Prerequisite: Enhancement Discipline*

When you target only yourself with Enhancing Surge, you can use the power as a bonus action instead of an action, but the damage and temporary hit points the base power grants are reduced to 1d4 when using the power this way.

### TRANSCENDENT LIFE

*Prerequisite: Enhancement Discipline, 9th level Psion*

The *mass cure wounds* and *reincarnate* spells are added to your Enhancement Alternate Effects list. Reincarnate requires its normal material components when cast this way.



## PROJECTION DISCIPLINE

Projection is the ability to project what is in your mind to the outside world with your Psionic power.

### PROJECT ITEM

As an action, you can use your powers to project an inanimate object you imagine into your hands. It cannot be larger than 3 feet on any side or weigh more than 10 pounds, and is clearly ethereal in nature. The item behaves as a solid object. Weapons created with this feature deal force damage.

Projected items fade after 1 minute, and you can have no more than 3 projected items at a time.

### ASTRAL CONSTRUCT

*Psionic Power*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** S

**Duration:** Concentration, Up to 1 minute

You project an ethereal creation from your mind taking the shape of a medium or smaller creature, weapon, or other object. This creation is clearly ethereal in nature. When you create it, and on subsequent turns using your action to mentally control it, you can move it up to 30 feet in any direction and attack; so long as it does not move beyond the range of the power. To attack with it, make a melee spell attack. In a hit, the target takes 1d8 force damage.

While the Astral Construct is active, you can spend Psi Points up to your per use limit to issue commands that effect and empower your construct. Commands require no action, but you cannot exceed your psi point limit in total commands issued, and each command can only be issued once per turn.

**Strike** (2 psi point): The construct makes an attack (even if it has already attacked).

**Relocate** (1 psi point): The construct disappears and reappears anywhere within 60 feet of you.

**Solidify** (1 psi point): Your construct becomes solid, blocking its space until the start of your next turn. You can only use this command if it is not in another creature's space. It has an armor class of 16 and hit points equal to your Intelligence modifier + your Psion level. The construct becomes ethereal again if it drops to zero hit points.

**Grab** (1 psi point): Can only be used while your construct is Solidified. A target creature within 5 feet of your construct must make a Strength saving throw or become *restrained* by the construct. At the end of the creatures turns it can repeat the saving throw. The condition ends of the construct becomes ethereal again.

**Grow** (1 psi points): Your construct increases by one size, and its number of damage dice increases by one. It returns to its normal size at the start of your next turn. It can only gain one additional die (for example, up to 2d8).

**Replicate** (3 psi points): You use Relocate, but the original does not disappear. Until the end of your turn, you have another construct and control both with the same action (commands only affect one of your choice). Pick one construct to fade at the start of your next turn or use Sustain.

**Sustain** (1+ psi point): At the start of your turn, you can sustain the effect of a Solidify, Grow or Replicate command an additional round. This costs 1 psi point for each effect sustained. Sustaining solidify refreshes the construct's hit points to its maximum.

### ORDER OF OPERATIONS

You can sustain an effect before it ends at the start of your turn.

### ALTERNATE EFFECTS

Additionally, when you learn the Projection psionic discipline you can use your Psionics feature to cast the following spells as per the rules defined in the feature:

Point Cost	Alternate Effects
1	<i>floating disk, unseen servant</i>
2	<i>mirror image</i>
3	<i>phantom steed</i>
4	<i>arcane eye</i>
5	<i>creation</i>

If a spell can be cast at a higher level, you can spend an additional psi point to cast it at that higher level.

### PROJECTION TALENTS

#### PROJECTED WEAPONRY

When you project a weapon with your Project Item feature, it gains the following benefits:

- You can project it as a bonus action and you can project up 3 weapons or pieces of ammunition at the same time.
- You are proficient with any projected weapon.
- It is no longer restricted to a maximum of 3 feet when it takes the form of a weapon (for a medium sized creature).
- You can use your Intelligence modifier in place of your Strength or Dexterity modifier for attack and damage rolls with it.
- If it has the thrown property, it's throwing range is doubled. If it does not have the thrown property, it gains the Thrown (10/30) property.
- You can apply the Astral Construct modifiers Grow and Sustain to projected weaponry. Grow adds 1d8 to the weapon's damage dice. You can expend Psionic Mastery on these modifiers.



## MATTER MADE REAL

*Prerequisite: 9th level Psion*

You gain the ability to solidify some of your projections into real objects, you can cast *fabricate* and *wall of stone* expending psi points equal to the spell level.

## ANIMATED PROJECTIONS

*Prerequisite: 10th level Psion*

You learn to project a swarm of ethereal objects. As an action, you can expend 5 psi points to cast animate objects. When cast in this way, the spell creates new ethereal objects rather than animating existing ones.

## TELEKINESIS DISCIPLINE

Telekinesis is the ability to interact with physical objects and energy with your psionic powers.

### TELEKINETIC HANDS

When you gain this feature, you can manipulate small objects within 30 feet with your mind as if using your hand to interact with it. You can use this power to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You cannot Attack, activate magical items, or carry more than 10 pounds in this manner. You can move an item you are controlling in this way up to 30 feet during your turn.

You can spend 1 or more psi point to increase how much you can lift by 100 pounds per psi point spent for 1 turn.

### TELEKINETIC FORCE

*Psionic Power*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** S

**Duration:** Instantaneous

You smash a target creature you can see or object with your mental power. The target must succeed on a Strength saving throw, or take 1d10 bludgeoning damage and be shoved 5 feet in a direction of your choosing or be knocked prone.

You can spend Psi Points up to your per use limit to add the following modifiers to Telekinetic Force (you can add multiple modifiers). The points must be spent when choosing the target of the power.

**Hammering** (1+ psi points): The target takes +1d10 bludgeoning damage for each point spent.

**Hurling** (1-3 psi points): The target is shoved +10 feet in a direction of your choosing for each point spent.

**Crushing** (2 psi points): The target is restrained until the end of its next turn if it fails its saving throw.

**Zone of** (1-3 psi points): You can target all creatures in a 5 foot radius. The radius doubles for each point spent (5 ft., 10 ft., 20 ft.).

### ALTERNATE EFFECTS

Additionally, when you learn the Telekinesis psionic discipline you can use your Psionics feature to cast the following spells as per the rules defined in the feature:

### Points Cost

### Alternate Effects

1	<i>jump, launch object<sup>K</sup>, thunderwave</i>
2	<i>fling<sup>K</sup>, levitate, shatter</i>
3	<i>fly, vortex blast<sup>K</sup></i>
4	<i>orbital stones<sup>K</sup>, resilient sphere</i>
5	<i>telekinesis, wall of force, shockwave<sup>K</sup></i>

If a spell can be cast at a higher level, you can spend an additional psi point to cast it at that higher level.

## TELEKINESIS TALENTS

### KINETIC SLAM

When you use the Telekinetic Force power, you can unleash it as a blast of kinetic power. You can use your power as a ranged psionic attack (applying damage and effect on hit). You can only select the Hammering modifier when you use it in this way.

### TELEKINETIC MOVEMENT

You can expend a psi point to gain 10 additional feet of movement and the effect of *spiderclimb*, *feather fall*, or *levitate* until the start of your next turn. At the start of your next turn you can expend a psi point to maintain the effect before it would end.

### TELEKINETIC WEAPONS

You gain the [Telekinetic Weapon](#) psionic power as part of your Telekinetic Discipline (in addition to your other psionic powers), giving the ability to fling weapons as per the power.

### TELEKINETIC BARRIER

You focus your telekinetic power spreading it thin to create a large barrier. As an action you can expend 2 psi points to create a wall of weak telekinetic force up to 40 feet long, or as a 15 radius around you. This barrier is visible as small objects hover and float within it. If you create it around yourself, it moves when you move. Ranged attacks that pass through this barrier are made with disadvantage as their trajectory is deflected. You can maintain this barrier by concentrating, as if concentrating on a spell, for up to 1 minute after creating it.

### PRECISE POWER

*Prerequisite: 9th level Psion, Incompatible with Unchecked Power*

The spell *animate objects* is added to your Alternate Effect list for Telekinesis. Additionally, as a reaction to a ranged weapon attack you can see being made against a target within 60 feet of you, you can expend 1 psi point to add or subtract 2d4 to or from that attack roll. You can do this after the attack is rolled, but before you know the outcome of the roll.



## UNCHECKED POWER

*Prerequisite: 9th level Psion, Incompatible with Precise Power,*

The spell *fissure*<sup>K</sup> is added to your Alternate Effect list for Telekinesis. Additionally, as a reaction to a melee attack being made against you, you can expend 1 psi point to shove the creature away. The creature must make a Strength saving throw, or be knocked 10 feet backwards. If this puts the attack out of reach, it automatically misses.

## MENTAL MIGHT

*Prerequisite: 10th level Psion*

You learn to focus your mental grip. You can make an Intelligence (Athletics) check when you make an Athletics check. Additionally, when you initiate a grapple in this method, you can attempt to grapple a creature within 30 feet. Maintaining a grapple like this requires Concentration, as if concentrating on a spell, and the grapple ends if concentration is lost.

## TELEPATHY DISCIPLINE

Telepathy is the ability to interact with the minds of other creatures using your psionic abilities.

## TELEPATHIC COMMUNICATION

When you gain this feature, you can communicate telepathically with any creature you can see within 30 feet of you. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language.

## TELEPATHIC INTRUSION

*Psionic Power*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** S

**Duration:** Instantaneous

You assault the mind of a creature you can see directly. The target must succeed on a Wisdom saving throw, or take 1d8 psychic damage. If the target fails the saving throw, it has disadvantage on attacks made against you until the start of your next turn. You can choose to deal no damage to the creature when it fails its saving throw.

You can spend Psi Points up to your per use limit to add the following modifiers to Telepathic Intrusion (you can add multiple modifiers). The points must be spent when choosing the target of the power.

**Rending** (1+ psi points): The target takes +1d8 psychic damage for each additional point spent.

**Terrifying** (1 psi point): The target is *frightened* of you until the end of your next turn if it fails its saving throw.

**Meddling** (2 psi points): You make one creature *invisible* to target creature or cause the creature to see something that is not there with the effect of *minor illusion* until the start of your next turn if it fails its saving throw.

**Overwhelming** (3 psi points): The target is *stunned* until the end of its next turn if it fails its saving throw.

## ALTERNATE EFFECTS

Additionally, when you learn the Telepathy psionic discipline you can use your Psionics feature to cast the following spells as per the rules defined in the feature:

Point Cost	Alternate Effects
1	<i>compelled query</i> <sup>K</sup> , <i>command</i> , <i>cause fear</i>
2	<i>detect thoughts</i> , <i>suggestion</i>
3	<i>delve mind</i> <sup>K</sup> , <i>fear</i>
4	<i>dominate beast</i> , <i>compulsion</i> , <i>confusion</i>
5	<i>dominate person</i> , <i>modify memory</i> , <i>telepathic bond</i>

If a spell can be cast at a higher level, you can spend an additional psi point to cast it at that higher level.

## TELEPATHIC TALENTS

### MENTAL IMAGE

You gain the ability to use your Telepathy to project images into the minds of creatures with perfect clarity, interposing it over their reality. The spells *silent image*, *major image*, *hallucinatory terrain* and *seeming* are added to your Telepathic Discipline alternate effects list costing psi points equal to their spell level.

### MENTAL INFLUENCE

You specialize in the subtly touch, picking stray thoughts and soothing concerns without overtly intruding upon a mind. You gain expertise the Persuasion skill, though you are reduced to normal proficiency against creatures that are immune to mental influence or charm (such a creature under the effect of *mindblank*).

### TACTICAL OPENING

*Prerequisite: 5th level Psion*

You can communicate the opening a creature to your allies. When a creature fails a saving throw against your Telepathic Intrusion, you can take the Help action targeting that creature as a bonus action, helping another creature that you can telepathically communicate with. When you take the Help action in this way, the range of it becomes 30 feet.

### TELEPATHIC LINK

Your telepathic communication gains an unlimited range as long as you have communicated with the creature within the last day, and the target willingly maintains the link. However, it takes an action to focus to communicate over distance if you cannot see the target (or for the target to communicate with you if they cannot see you). You can maintain a link with a number of people equal to your Intelligence modifier in this way.



## TRANSPPOSITION DISCIPLINE

Transposition is the ability to modify the properties of space and manipulate dimensional boundaries with your psionic powers.

### FLICKER STEP

On your turn, you can replace your movement by teleporting 5 feet in any direction to a space you can see. This distance increases by 5 feet at 5th level (to 10 feet), at 11th level (to 15 feet), and becomes equal to your movement speed at 17th level. This replaces all movement for your turn when used.

### PHASE RIFT

*Psionic Power*

**Casting Time:** 1 Action

**Range:** 10 feet

**Components:** S

**Duration:** 1 Round

You step through space traveling up to 10 feet in a straight line leaving a spatial tear behind. You can pass through creatures but cannot pass through objects, buildings or terrain more than 4 inches thick. Any creature in the path of this tear must make a Dexterity saving throw or take 1d8 force damage.

You can spend Psi Points up to your per use limit to add the following modifiers to Phase Rift (you can add multiple modifiers). The points must be spent when choosing the target of the power.

**Disruptive** (1+ psi point): Each target that fails their saving throw takes an additional 1d8 force damage for each point spent.

**Blurring** (1-3 psi point): You gain an illusory duplicate, as per the *mirror image* spell. You gain 1 duplicate per psi point spent (up to a maximum of 3). One remaining image fades at the start of each of your turns.

**Long** (1-3 psi points): You can travel an additional 10 feet for each point spent.

**Echoing** (2 psi points): You immediately Phase Rift again with the same action.

**Ethereal** (2 psi points): You can pass through solid objects, buildings, and terrain as long as you end your Phase Rift in a space you can occupy. If your Phase Rift would end inside a space you cannot occupy, the power fails.

### ALTERNATE EFFECTS

Additionally, when you learn the Transposition psionic discipline you can use your Psionics feature to cast the following spells as per the rules defined in the feature:

Point Cost	Alternate Effects
1	<i>expeditious retreat, flicker<sup>K</sup></i>
2	<i>misty step, blur, pass without a trace</i>
3	<i>blink, nondetection, turbulent warp<sup>K</sup></i>
4	<i>banish, dimension cutter<sup>K</sup>, dimension door</i>
5	<i>flickering strikes<sup>K</sup>, spatial manipulation<sup>K</sup></i>

If a spell can be cast at a higher level, you can spend an additional psi point to cast it at that higher level.

## TALENTS

### RIFT STRIKE

*Prerequisite: Transposition Discipline*

When you use your Phase Rift power as an action, you can make a single weapon attack as a bonus action.

### PHASE SHOT

*Prerequisite: Rift Strike*

When use your Phase Rift power, you can instead empower a piece of ammunition, granting it the following special properties:

- It can be fired through all cover, including total cover, that is less than 4 inches thick.
- It deals 1d8 additional force damage.

Additionally, applying Phase Rift modifiers gain special effects:

- **Disruptive:** The attack deals an additional 1d8 force damage on hit.
- **Blurring:** You can roll an additional attack roll per die spent, selecting the highest roll.
- **Long:** The effective range of the attack is increased by 10 feet per point spent.
- **Echoing:** A second projectile is created on firing, using a separate attack roll.
- **Ethereal:** The attack can travel through up to 10 feet of cover.

### PHASE SLASH

*Prerequisite: Rift Strike, 11th level Psion*

You can expend 1 psi point to make a single weapon attack against any target you pass through with Phase Rift as part of the same action. You can make this attack against a target once per turn. You can spend Psionic Mastery points on this talent.

### PHASE SHROUD

*Prerequisite: Transposition Discipline*

After using Phase Rift, you gain temporary hit points equal to your Proficiency bonus + the psi points spent on the power.

### FLICKERING ESCAPE

*Prerequisite: Transposition Discipline, 11th level Psion*

Whenever you roll a d4 for *flicker*, you can teleport 5 feet after the attack resolves.



## LINGERING RIFTS

*Prerequisite: Transposition*

When you use Phase Rift you can choose to leave a 5 foot wide tear in reality behind, forming a line between your starting location and ending location until the start of your next turn. Any creature that enters this area for the first time or ends their turn in it must make a saving throw against the effect of Phase Rift as if they'd been hit by it.

## PSYCHOKINETICS DISCIPLINE

Psychokinetics is the mental art of spontaneously creating and controlling energy; sapping energy to freeze or spontaneously creating bursts of fire or arcs of lightning. Dangerous and destructive, it provides devastating power.

## ENERGY MANIPULATION

When you gain this feature, you can manipulate energy in minor ways at will. As an action you can cause a light that casts 30 feet of bright light and 30 feet of dim light, cause things you touch to catch fire as if touched by a match, cause small arcs of electricity, freeze or thaw up to 5-foot cube of water. Any ongoing effect you create lasts 1 minute. You can have up your Intelligence modifier simultaneous effects, after which another ends the oldest ongoing effect.

## ELEMENTAL BLAST

*Psionic Power*

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** S

**Duration:** 1 Round

You can use your mind to create a burst of elemental power, blasting a target you can see within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 cold, fire, force or lightning damage.

For each die of cold damage dealt, the creature's movement speed is reduced by 5 feet until the end of their next turn, for each die of fire damage dealt by the original attack, the creature takes 1d4 fire damage at the start of its next turn, and for each die of lightning damage dealt, an arc of lightning strikes another creature of your choice within 20 feet, dealing 1d4 lightning damage (damage from these effects do not add additional bonuses, such as Empowered Psionics).

You can spend Psi Points up to your per use limit to add the following modifiers to (you can add multiple modifiers). The points must be spent when choosing the target of the power.

**Amplified** (1+ psi points): The target takes an additional 1d8 cold, fire, force or lightning damage.

**Lasting** (1 psi point): Your Elemental Blast leaves a 5 foot radius sphere of devastating behind where it strikes until the start of your next turn. Creatures that enter this zone for the first time or end their turn in it must make a Constitution saving throw or suffer the secondary effects (slow, burn, arc) of the blast as if they had been hit by it.

**Massive** (1-3 psi points): You unleash a massive blast; rather than making an attack roll, all creatures within a 15 foot cone must make a Dexterity Saving throw. On failure, they take the effect as if hit by the Elemental Blast. The size of the cone is doubled for each point up to 3 spent (2 points for 30 foot, 3 points for 60 foot).

**Overcharged** (0 psi point): You take 1d4 force damage and do not add your Proficiency modifier from the attack or Spell Save DC for your Elemental Blast, but increase the damage it deals by twice your Proficiency modifier.

## ALTERNATE EFFECTS

Additionally, when you learn the Psychokinetics psionic discipline you can use your Psionics feature to cast the following spells as per the rules defined in the feature:

Point Cost	Alternate Effects
1	<i>burning hands</i> , <i>lightning tendril</i> <sup>K</sup>
2	<i>flaming sphere</i> , <i>scorching ray</i>
3	<i>aether lance</i> <sup>K</sup> , <i>fireball</i>
4	<i>jumping jolt</i> <sup>K</sup> , <i>wall of flame</i>
5	<i>aether storm</i> <sup>K</sup> , <i>cone of cold</i>

If a spell can be cast at a higher level, you can spend an additional psi point to cast it at that higher level.

## SPECIALIZATIONS

When you take this Discipline, you may (but do not have to) select a specialization from the following list. You may only select a specialization at the time of gaining the Discipline, and cannot change or remove a Specialization once selected.

## CRYOKINETIC

You can only deal Cold damage with Elemental Blast. When is hit by an attack of your Elemental Blast or fails a saving throw against this power, it becomes frozen until the end of its next turn, giving it disadvantage on its next attack roll or dexterity saving throw, and reducing it's speed by an additional 5 feet (to a total of 10 feet).

If the attack roll is a critical hit or the target fails their saving throw by 5 or more, the target becomes restrained while frozen.

The following list of spells replace your Alternat Effects list:

Point Cost	Alternate Effects
1	<i>arctic breath</i> <sup>K</sup> , <i>entomb</i> <sup>K</sup>
2	<i>cold snap</i> <sup>K</sup>
3	<i>flash freeze</i> <sup>K</sup> , <i>sleet storm</i>
4	<i>ice storm</i> , <i>ice spike</i> <sup>K</sup>
5	<i>cone of cold</i>



## ELECTROKINETIC

You can only deal Lightning damage with Elemental Blast, but the size of the damage dice of Lightning damage (both the initial damage and arc damage) is increased by one step (to a d10 initial damage and d10 additional damage per point spent on Amplified, and 1d6 arc damage to a nearby target per die of initial damage).

The following list of spells replace your Alternate Effects list:

Point Cost	Alternate Effects
1	<i>lightning tendril<sup>K</sup>, thunder punch<sup>K</sup></i>
2	<i>crackle<sup>K</sup>, lightning charged<sup>K</sup></i>
3	<i>electrocute<sup>K</sup>, lightning bolt</i>
4	<i>jumping jolt<sup>K</sup>, storm sphere</i>
5	<i>sky burst<sup>K</sup></i>

## PYROKINETIC

You can only deal Fire damage with Elemental Blast, but the size of the damage dice of fire damage (both the initial damage and burn damage) is increased by one step (to a d10 initial damage and d10 additional damage per point spend on Amplified, and 1d6 burn damage at the start of their turn per die of initial damage).

The following list of spells replace your Alternate Effects list:

Point Cost	Alternate Effects
1	<i>burning hands, hellish rebuke</i>
2	<i>flaming sphere, scorching ray</i>
3	<i>fireball, fire cyclone<sup>K</sup></i>
4	<i>fire shield, wall of fire</i>
5	<i>flamestrike, immolation</i>

## TALENTS

### ELEMENTAL AEGIS

*Prerequisite: Psychokinetics Discipline*

As an action, you surround yourself with a swirling shield of fire, ice, or lightning. You gain temporary hit points equal to your Psion level. Creatures that strike you while you have these temporary hitpoints take 1d4 damage of the shield type chosen.

Once you use this talent, you cannot use it again until you complete a short or long rest.

### ELEMENTAL EMOTIONS

*Prerequisite: Psychokinetics*

The powers you wield effect your state of mind, empowering you based on how you wield them. When you deal elemental damage, you gain the related mental property until the start of your next turn.

Element	Effect
Cold	You can add 1d4 to Wisdom saving throws or ability checks.
Fire	You can add 1d4 to Strength or Charisma saving throws or ability checks.
Lightning	You can add 1d4 to Dexterity saving throws and gain 5 ft. of movement speed.

If you are specialized in an element, you can instead add 1d6.

### ELEMENTAL SHIELD

*Prerequisite: Psychokinetics, 9th level Psion*

You gain the ability to cast *fire shield* without expending psi points; if you have a specialization, it's damage type matches your specialization. Once you cast it this way, you cannot cast it again until you complete a long rest, or you must spend 4 Psi Points to cast it again early.

### MANIFESTED EMOTIONS

*Prerequisite: Psychokinetics, Elemental Emotions*

You can manifest your emotions into elemental powers that take shape in the material realm. While you are in an elemental emotion, you can expend 2 psi points to manifest that emotion as a bonus action into the world; this takes the form of a mephit (ice mephit for cold, magma mephit for fire, and dust mephit for lightning). As your emotion, given form, it acts immediately after your initiative at your directive. It lasts for up to 1 minute after which it naturally fades away or until destroyed. You cannot manifest more than one emotion at a time, and if it is destroyed, you take 2d6 psychic damage from the backlash.

This manifestation is not a sentient creature of its own, and simple a manifestation of your emotion.

### EMOTIONAL ACTIONS

There is no mechanical limitations on the actions of the manifested emotion, but it is recommended you consider the emotion of which it is manifest when determining it's actions. Magma mephits will act rashly and aggressively, dust mephits will be restless and easily distracted, and ice mephits will be cold and calculating.



## PRECOGNITION

Precognition is the ability to see what lies ahead, piercing the veil of the future. Seeing things that most people cannot a Psion with Precognitive abilities can, to a limited extent, know the future; such a future is known by tracing its roots from the present, and grows more mysterious and cloudy as such roots grow distance.

Such a future can be changed by the actions of the present, particularly by knowledge of said future and action to prevent or change it. This is the function most often leveraged by Precognitive Psions, peering into the future to steer around courses they seek to prevent or steer toward a possible outcome they seek.

## PRESCIENCE

Your eyes wander to events before they happen. You can add your proficiency to perception and initiative rolls; if you already are able to add your proficiency to perception, you can add twice your proficiency.

If you concentrate on your keeping an eye on the future (as if concentrating on a spell), you can use your Intelligence modifier when making Perception (instead of Wisdom) or Initiative (instead of Dexterity) ability checks, and make Intelligence saving throws in place of Dexterity saving throws.

## SEEING

*Psionic Power*

**Casting Time:** 1 Action

**Range:** Self

**Components:** S

**Duration:** Instantaneous

You concentrate and peer into the stream of future possibilities, gaining insight into what will happen next; you can select one of the following:

- You can grant advantage to yourself or to a creature that can see or hear you on their next attack roll before the start of your next turn; if an attack that gained advantage from this feature hits, it deals an additional 1d4 damage.
- You can grant disadvantage on the next attack roll against yourself or a creature that can see or hear you before the start of your next turn; if an attack despite the disadvantage, the damaged creature rolls 1d4 and subtracts that from the damage dealt.

You can spend Psi Points up to your per use limit to add the following modifiers to Seeing (you can add multiple modifiers).

**Withheld** (0 psi point): Rather than granting advantage or disadvantage on the next attack, you can grant advantage or disadvantage as a reaction to an attack being made until the start of your next turn.

**Piercing** (1+ psi points): You see through the target's defenses when granting advantage, increasing the damage of the attack benefiting from advantage by +1d8 if it hits.

**Omniscient** (1 psi points): The beneficiary of your Seeing is under the effect of *bless* and *guidance* until start of your next turn.

**Thwarting** (2 psi point): The beneficiary of your Seeing has advantage on the next Saving Throw they make before the start of your next turn.

**Positioning** (1+ psi points): The beneficiary of your Seeing can move immediately move 5 feet per psi point spent without provoking opportunity attacks.

## ALTERNATE EFFECTS

Additionally, when you learn the Precognition psionic discipline you can use your Psionics feature to cast the following spells as per the rules defined in the feature:

Point Cost	Alternate Effects
1	<i>detect good and evil, identify, future insight*</i>
2	<i>augury†, glimpse the future,* locate object</i>
3	<i>fear‡, clairvoyance</i>
4	<i>death ward‡, divination</i>
5	<i>legend lore, scrying</i>

† *augury* has the same effect, but does not consult a specific entity when cast in this way.

‡ *fear* has the same effect, shows a the creature visions of their own death when cast in this way.

‡ *death ward* has the same effect, but gives a forewarning to a creature allowing them to avoid death when cast in this way.

## PRECOGNITION TALENTS

### ONE-STEP AHEAD

*Prerequisite: Precognition*

When you are subjected to a saving throw, can expend 1 psi point and glimpse into the future. You know what the effect you saving against is if it is a Spell or Psionic effect as if you passed an Intelligence (Arcana) or Intelligence (Psionics) check against it. Additionally, can add your Intelligence modifier to your saving throw against it regardless of its nature.

### GLIMPSED FUTURE

*Prerequisite: Precognition*

When you use Seeing with yourself as the beneficiary, you can use it as a bonus action.

### PRECOGNITIVE DREAMS

*Prerequisite: Precognition, 11th level Psion*

When you finish a long rest, your dreams have prepared you for the day to come. Upon waking, you issue reassuring words and advice to your companions to help them survive the day, giving them temporary hit points equal to your Intelligence modifier. During the next 24 hours, you cannot be surprised.



## NULLIFICATION

Nullification is the ability to interfere with the supernatural effects of the world, reverting reality back to its original state.

### DISRUPTIVE TOUCH

When you gain this feature, you can control the aura of interference, wreathing yourself in the disruptive power that asserts reality. You can end minor magical or psionic effects (such as the result of cantrips or zero point psionic powers) by touching them, and have resistance to illusions or magical damage from things you touch (gaining advantage on the saving throw against them, if applicable).

If you are grappling or otherwise touching a spellcasting or psionic creature, at the start of your turn you can expend 1 or more psi to interfere with their abilities until the start of your next turn. In order to cast a spell or use a Psionic power, they must succeed a Saving Throw of their spell casting or psionic ability score against your Psionics DC unless casting a spell with a higher level or using a power with more psi points than the psi points spent on this feature.

### DENIAL

*Psionic Power*

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** S

**Duration:** Instantaneous

You release a burst of raw psionic nullification at a creature you can see within range. The creature must make a Charisma saving throw. On failure, you can apply 1d4 force damage as its existence is disrupted.

If the target is a aberration, celestial, construct, elemental, Fey, fiend, undead, or a creature with the ability to cast spells or use psionic powers it takes an additional 1d4 force damage, and becomes disoriented; until the end of its next turn, it rolls a d4 and subtracts the number rolled from all its attack rolls and ability checks, as well as its Constitution saving throws to maintain concentration.

A creature can choose to fail the saving throw.

You can spend Psi Points up to your per use limit to add the following prefixes to Denial modifying its functionality (you can add multiple prefixes). The points must be spent when choosing the target of the power.

**Aura of** (3 psi points): Instead of targeting a creature, it becomes an effect around you with a radius of 20 feet until the start of your next turn; any creature of your choice that enters or starts its turn in the area of effect must save against the power.

**Existential** (1+ psi points): You can deal an additional 1d4 initial and bonus (if applicable) force damage to the target creature.

**Firm** (2 psi points): The target creature has disadvantage on the saving throw against the ability.

**Lingering** (1+ psi points): You can apply the effect of Disruptive Touch to an affected creature.

**Supernatural** (1+ psi points): A supernatural effect of or on the creature is ended; if the effect is a magical or psionic power, it is only ended if the psi points spent on this modifier equals or exceeds the spell level or psi points spent on the effect.

If the property is an innate property of a creature (either of the target creature, or effecting the target with this power), it is only ended if the psi points exceed the CR (or class levels) of the target creature, and they return at the end of that creature's next turn. The supernatural effect cannot be its existence, unless it has less than 10 hit points and it would otherwise qualify.

### ALTERNATE EFFECTS

Additionally, when you learn the Nullification psionic discipline you can use your Psionics feature to cast the following spells as per the rules defined in the feature:

Point Cost	Alternate Effects
1	<i>protection from evil and good</i>
2	<i>nullify effect*</i>
3	<i>dispel magic, counterspell, intellect fortress, remove curse</i>
4	<i>banishment</i>
5	<i>dispel evil and good</i>

If a spell can be cast at a higher level, you can spend an additional psi point to cast it at that higher level.

## NULLIFICATION TALENTS

### IRON TEMPLAR

*Prerequisite: Nullification Discipline*

You gain proficiency with medium armor. If you already have proficiency with medium armor, you gain proficiency with heavy armor.

Additionally, when you hit a creature with an melee weapon attack or with a spell attack with the range of touch, you can use your Denial power as a bonus action targeting that creature.

### MAGICAL ANATHEMA

*Prerequisite: Nullification Discipline*

You gain resistance to damage dealt by spells or magical effects. The effect of all magical healing effects (including healing potions) on you is halved.

### MAGICAL RESISTANCE

*Prerequisite: Nullification Discipline, 9th level Psion*

You have advantage on saving throws against spells and other magical effects.

### DEADSPOT

*Prerequisite: Nullification Discipline, 15th level Psion*

You gain the ability to expend 8 psi points to cast *antimagical field*. Once you cast it this way, you cannot cast it again until you complete a long rest.



## CONSUMPTION DISCIPLINE

Your psychic powers are that of a predator, and your prey is the minds of others. Their thoughts, their feelings, their vital psionic energies are your food.

### ADAPTIVE HUNTER

After using your Mind Leech on a target, you can gain one skill, tool or language proficiency that creature has until the end of your next long rest. If you use this ability again, you lose the last proficiency or language to acquire the new one.

### MIND LEECH

*Psionic Power*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** S

**Duration:** Instantaneous

You assault the mind of a target you can see within range, rending and devouring its psionic energy. The target must succeed a Charisma saving throw or take 1d6 psychic damage. If the target is frightened, charmed, stunned, restrained, grappled, or paralyzed, the psychic damage becomes 1d12 instead. On a failed save, you gain a psionic charge of consumed power until the end of your next turn. You can expend this charge when you deal damage, to deal additional damage equal to your Intelligence modifier, or consume this charge at the end of your turn to gain temporary hit points equal to your Intelligence modifier. You can spend only charge at a time.

You can target the corpse of a recently perished creature with this power, as long as the target has died within the last minute and not been previously leached by this power.

**Rending** (1+ psi points): The target takes an additional die of damage (1d6 or 1d12 as applicable if they under the effect of a listed condition) per psi point spent.

**Shredding** (1 psi point): You leave the targets mind and soul shredded, reducing their next saving throw before the end of your next turn by 1d4.

**Nourishing** (1 psi points): On a failed saving throw, and an additional psionic charge.

**Devouring** (2 psi points): The range of Mind Leech becomes a radius of 5 feet, centered on you.

**Stunning** (3 psi points): On a failed saving throw, the target becomes stunned until the start of your next turn. If the power effects multiple targets, select one target for this effect

**Thieving** (1 psi point): On a failed saving throw, you can draw from the target's mind a 5th level or lower spell it can cast (from a Spellcasting or Psionics feature). You must be aware that it can cast that spell; the target retains the ability to cast the spell, but you gain the ability to cast the spell using your Psionics feature by spending psi points equal to the level of the spell (restricted by your psi point limit; you cannot use psionic mastery to cast this spell).

You can know one spell in this manner at a time, and retain the ability to cast the spell for 1 minute or until cast. If the spell is one that restores hit points, you reduce your own hit points by the amount healed by the spell.





## ALTERNATE EFFECTS

Additionally, when you learn the Consumption psionic discipline you can use your Psionics feature to cast the following spells as per the rules defined in the feature:

Point Cost	Alternate Effects
1	<i>inflict wounds</i>
2	<i>psychic drain<sup>K</sup></i>
3	<i>vampiric touch</i>
4	<i>blight</i>
5	**

If a spell can be cast at a higher level, you can spend an additional psi point to cast it at that higher level.

## CONSUMPTION TALENTS

### CONSUMING LINK

*Prerequisite: Consumption Discipline*

You can target a creature that is charmed or frightened by you with Mind Leech as long as they are within 120 feet. You do not need to be able to see the target when targeting them in this way and the target has disadvantage on the saving throw against Mind Leech.

### SKILL THIEF

*Prerequisite: Consumption Discipline*

You can gain an additional number of skill, tool, or language proficiencies from Adaptive Hunter equal to half your proficiency bonus (rounded down) before losing the previously gained proficiency. If you would gain an additional proficiency from it beyond that, the first one you gained is lost.

### CONSUMED STRENGTH

*Prerequisite: Consumption Discipline*

You can use your Intelligence modifier in place of Strength for Athletics check while you have a psionic charge from Mind Leech. Additionally, targets you are grappling have disadvantage on the saving throw against your Mind Leech power.

### UNLIFE WIELDER

*Prerequisite: Consumption*

While you have a psionic charge, you can invest into a corpse, bringing it to a state of unlife, becoming a zombie or skeleton. It acts on its own initiative immediately after your turn. It's unlife fades at the end of your next turn unless you expend a psionic charge or psi point on your next turn (no action required) to continue its animation for an additional round. You can spend psionic mastery points on this.

## PSIONIC TALENTS

### ASTRAL ARMS

You can expend 1 psi point to create psionic constructions serving as additional appendages. These arms last for 10 minute. You determine the arms appearance, and they vanish early if you are incapacitated or die. While you have these arms, you gain the following benefits:

- They serve as as a natural weapon you can make unarmed attacks with, using your Intelligence in place of your strength for attack and damage rolls. They deal 1d6 force damage on hit.
- You can use your Intelligence modifier in place of your Strength modifier when making Strength checks and Strength saving throws.
- You can expend 1 psi point to make a single unarmed strike with this arms as a bonus action. You can use psionic mastery on this.

### AURA SIGHT

As an action, you can spend 1 psi point to psionically see the aura of a creature of your choice within 30 feet. When you see the creature's aura in this way, you can determine if there are any spells or magical effects affecting the creature, and you learn their schools of magic, if any. You can also determine if the creature is under the influence of psionics. A shapeshifter or creature that is transformed or disguised by magic or nonmagic means must make a Charisma (Deception) check against your Psionics save DC. On a failure, you can perceive their original form in their aura.

### AWAKEN MIND

*Prerequisite: 9th level Psion*

You can cast *awaken* once without expending a spell slot or psi points. You can't do so again until you finish a long rest.

### BEAM OF ANNIHILATION

*Prerequisite: 11th level Psion, Elemental Mind subclass*

You gain the ability to cast *beam of annihilation* for 6 psi points. If you have a specialization of Psychokinetics, you can only select the related elemental damage type, but the beam's damage ignores resistance to that damage type any creatures caught in the beam might have.

### CONTROLLED POWER

You gain the ability to suppress the glow and somatic component of a Psionic Power. You can expend 2 psi points to use a power without a visual sign or somatic component. Each time you do this, the cost of doing so doubles until you complete a short or long rest.



## DIVIDED MIND

*Prerequisite: 9th level Psion*

You learn the *divide self* spell, and can cast it by expending 5 psi points. When you gain access to the Innate Psionics feature, you may expend a use of Innate Psionics to cast *divide self* at the level of the use of Innate Psionics expended. For example, if you choose the teleport spell for your Innate Psionics feature at 13th level, you could expend a casting of teleport to instead cast *divide self* as a 7th level spell, and cannot cast teleport or *divide self* as a 7th level spell in this way until you complete a long rest.

You do not require the material components of the spell when you cast it by expending psi points or a use of Innate Psionics.

## DREAMWALKER

*Prerequisite: 9th level Psion*

You gain the ability cast *dream*. You can cast the spell without expending a spell slot, but once casted cannot cast it again until you complete a long rest.

## ELEMENTAL PENETRATION

*Prerequisite: Elemental Mind subclass*

When you use a psionic power that deals elemental damage, you can expend 1 psi point to make the power ignore resistance to that elemental damage type. You can spend psi points granted by Psionic Mastery on this ability. If you have a specialization of Psychokinetics, if the target has immunity to the damage type chosen, this instead turns immunity into resistance for that power.

## EMPATHY

You can psionically link yourself to other creatures. As a reaction to a creature taking psychic, necrotic, or radiant damage you can grant them resistance to the damage taken, but take damage equal to the damage they take (after resistance).

If the damage would inflict any further negative status effect on the target, you can choose for that effect to affect you instead.

## EMPOWERED STRIKE

*Prerequisite: Psychokinetics or Telekinetics Discipline*

Once per turn, as part of making a weapon attack as part of the attack action, you can empower a melee weapon you are holding with psionic power. When you hit a creature with a weapon, you can apply Elemental Blast or Telekinetic Force modifiers (you can only select a power you know) to the attack (you can use Psionic Mastery on this). This does not deal the base damage of the power, but any added damage causes the additional effects of the power damage effects to occur.

When applying a modifier that would make it target an area of effect, only the target takes the weapon damage, but other creatures in the radius become a target of the attack as if using the power normally.

## LIFE WIELDER

*Prerequisite: Enhancement or Consumption*

You learn the spell *invest life*<sup>K</sup>. You can spend psionic mastery points to cast this spell.

## MIND DEVOURER

*Prerequisite: 5th level Psion*

You gain the ability to cast *psychic drain* for 2 psi points. Additionally, whenever a creature within 10 feet of you that had an Intelligence score of 6 or higher dies, you can expend your reaction to draw in its psionic power, regaining 1d4 hit points and 1 expended psi point.

## MIND RIDER

As an action, you can touch a willing creature to see through its eyes and hear what it hears for the next hour, gaining the benefits of any Special Senses that the creature has.

During this time, you are deaf and blind with regard to your own Senses. You can end this effect at any time. While this is active, the creature has advantage on Intelligence, Wisdom, and Charisma saving throws.

## PERFECT FOCUS

*Prerequisite: 10th level Psion*

You can enter a state of extreme focus. Your concentration is no longer interrupted by using a second ability that requires concentration, but your movement speed is reduced to zero while concentrating on more than one effect; you have a -5 penalty to any concentration check. If you move or fail a concentration check, one of your concentration affects ends. If you fail the concentration check by 5 or more, you lose concentration on both effects.

## POTENT PSIONICS

When a target passes the saving throw against a damaging Psionic Power (granted by a Psionic Discipline), they still take half the damage, but suffer no other effects.



## PSI CRYSTAL

You gain the ability to impart part of your mind into crystal. You can expend 2 psi points to cast the *find familiar* spell but your familiar takes on the statics of a psi crystal (below) and the material component required is a crystal worth 10 gp instead of the normal material components. The Psi Crystal gains your mental stats. You can use Psionic Disciplines without a range of Self through your Psi Crystal is if you were standing in its location. If the psi crystal is destroyed, you gain its memories as your own. While you have a Psi Crystal active, as a bonus action, you can deactivate it to regain 2 expended psi points.

### PSI CRYSTAL

*Tiny construct, unaligned*

**Armor Class** 20

**Hit Points** 2 (1d4)

**Speed** fly(hover) 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	10 (0)	10 (0)	10 (+0)	10 (+0)	10 (+0)

**Skills** Perception +4

**Damage Vulnerabilities** bludgeoning

**Damage Resistances** piercing, slashing.

**Condition Immunities** blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 14

**Languages** understands the languages of its creator but can't speak

When you summon a Psi crystal, you can store a fragment of your personality, that you can then release by shattering the crystal. Select one of the following when summoning a psi crystal.

**Courage.** When you make a saving throw against the Frightened condition, you can use your reaction to shatter the crystal to gain advantage on the save.

**Cowardice.** When your Psi Crystal is within 30 of you and a creature comes within 5 feet of you, you can use your reaction to shatter the crystal releasing that emotion and immediately move your movement speed away from the creature without taking an attack of opportunity.

**Cruelty.** When your Psi Crystal is within 30 feet of a creature that takes damage, you can use your reaction to shatter the crystal releasing that emotion and causing the creature to take additional damage equal to your Psion level.

**Sympathy.** When your Psi crystal is within 30 feet of you and another creature, if that creature takes damage, you can use your reaction to shatter the crystal releasing that emotion and granting the creature resistance to that damage and take an equal amount of damage to the damage it takes.

## PSIONIC DEFENSES

You gain a way to defend yourself using your psionic powers. While you are not wearing any armor or carrying a shield, your Armor Class equals 13 + your Intelligence modifier.

## PROJECTED NIGHTMARES

*Prerequisite: Shaper's Mind Archetype*

You gain an additional option for Boundless Imagination to apply to your Astral Construct: **Horrifying Nightmare:** Creatures that start their turn within 5 feet of your Astral Construct must make a Wisdom saving throw against your Psionics DC or become frightened of your Astral Construct until the start of their next turn.

Once they have saved against this, they are immune to the effect for the next 24 hours or until you summon a new Astral Construct.

## PSIONIC WEAPON

As a bonus action, you can expend 1 psi point to imbue a weapon you are holding with psionic energy. For 1 minute, once per turn when you deal damage with that weapon, you can deal an additional 1d6 psychic damage.

At higher levels you can expend additional psi points to further enhance the Psionic weapon; 2 points to enhance it 2d6 at 5th level, 3 points to enhance it to 3d6 at 11th level, and 4 points to enhance it to 4d6 at 17th level.

## REFLECTED SUFFERING

*Prerequisite: Empathy*

When a creature deals damage to you, you can spend expend 1 or more psi points (up to your psi limit) to share the pain you experienced back at them, dealing 1d10 psychic damage per point spent. The damage this deals cannot exceed the damage taken from the attack.

## SCHISM

*Prerequisite: 5th level Psion*

You can spend 1 psi point to temporarily divide your mind to do two things at once until the end of your turn. While dividing your mind, if you use your action on a psionic power or spell granted by a psionic discipline, you can use your bonus action to use a psionic power. The two powers share your per use psi point limit between them.

## PROPELLED BOUND

*Prerequisite: Telekinesis or Psychokinetics*

When you move on your turn, you can expend movement, up to your movement speed, in single bounding leap, propelled by telekinetic power or psychokinetic force.



## TANTRUM

*Prerequisite: Unleashed Mind subclass*

Your anger boils just beneath the surface. When you roll initiative, you can instantly increase your rampage die by one step (from a d4 to a d6, for example). Additionally, if you take damage while your rampage die is a d6 or lower, your rampage die increases by one step.

## TRANSCENDENT FOCUS

*Prerequisite: Perfect Focus*

While in a state of perfect focus (concentrating on two spells), you gain a magical flying speed of 10 feet instead of a movement speed of 0 feet. Moving with this speed does not interrupt Perfect Focus.

## VISIONARY SIGHT

You can see a creature by its mind. You gain a mindsight of 15 feet, allowing you to see creatures with an intelligence of 6 or higher within range as if by blindsight. A creature you are unaware of can still be hidden from you, but you can use your Intelligence modifier instead of your Wisdom modifier when making Perception checks to detect creatures.

If you already have mindsight, the range of your mindsight increases by 30 feet.

Additionally, due to your increased awareness, attacks from creatures you cannot see due to blindness or obscurement do not gain advantage against you if they are not hidden from you.

## MULTICLASSING

Should you want to multiclass into Psion, the prerequisites and proficiencies are listed below:

- Prerequisite: 13 Intelligence.
- Proficiencies gained: [Psionics](#)

Psionic powers can be weird, strange, and rare. Your DM may place additional restrictions or requirements into multiclassing into Psionic classes.



## PSION SPELL LIST

### 6TH LEVEL

- Blade Barrier
- Chain Lightning
- Disintegrate
- Find the Path
- Eyebite
- Harm
- Mass Suggestion
- Mind Blast <sup>Psion</sup>

### 7TH LEVEL

- Etherealness
- Geas\*
- Planeshift
- Regenerate
- Reverse Gravity
- Teleport

### 8TH LEVEL

- Antimagic Field
- Demiplane
- Dominate Monster
- Earthquake
- Feeblemind
- Mind Blank
- Power Word Stun

### 9TH LEVEL

- Astral Projection
- Foresight
- Gate
- Power Word Kill
- Time Stop

Spells with an \* can be selected and cast as the level they are listed at only.

## PSIONIC SPELLS

### BEAM OF ANNIHILATION

*6th-level psionic*

**Casting Time:** : 1 action.

**Range:** Self (60 foot line.)

**Components:** S

**Duration:** Concentration, Up to 3 rounds.

You unleash a beam of pure energy, selecting cold, fire, force, or lightning energy and blasting it outward in a line that is 60 feet long and 10 feet wide that persists at the start of your next turn. Any creature that starts their turn in this beam must make a Dexterity saving throw. On failure, they take 8d8 damage of the beams energy type, taking half as much on a successful save.

While you are concentrating on this spell, your movement speed is zero. At the start of your next turn, you can use your action to maintain the beam or redirect it, rotating it up to 90 degrees. Any creature the beam passes through while rotating (if the beam passes completely through them and they will not start their turn inside of it) must make a Dexterity saving throw immediately, taking 4d8 damage of the beams energy type on a failed save, and taking no damage on a successful save.

If you do not use your action maintain or redirect it, the spell ends early.

### COMPELLED QUERY

*1st-level psionic*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** S

**Duration:** Instantaneous

You focus your telepathic powers on a creature and ask it a question. It must make an Intelligence saving throw, or it conjures a short mental thought or image that answers your question to the best of its ability that you can perceive telepathically. If a character passes a saving throw against this ability, they have advantage on saving throws against it for next 24 hours.

### DELVE MIND

*3rd-level psionic*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** S

**Duration:** Concentration, up to 1 minute.

You delve into a creature's mind forcing it to make an Intelligence saving throw. On failure, for the duration or until you end the spell you gain access to its memories from the past 12 hours, able to recall things it remembers as if they are your own memories, but these memories contain only things the target creature remembers.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, you can delve an additional 12 hours further back in the creature's memories each slot level above 3rd.



## DIVIDE SELF

5th-level psionic

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** S

**Duration:** Concentration, 1 minute.

You create an exact duplicate of yourself in an empty space you can see within 30 feet of you. When you cast this spell at the start of each of your turns for the duration, you can determine which of the duplicates is you.

It has all of your stats, abilities, and equipment (including magic items). It acts on your initiative, and has its own actions, though it shares its concentration on this spell, and if either of you lose concentration, the spell ends. Your current hit points are divided between you and the duplicate (you can divide them however you want) and shares all other resources and abilities with you (including limited use magic items), with any usage by either you or the duplicate depleting the resource for both of you.

Your duplicate can take any action you can take, but it can deal a maximum of 15 damage on its turn (any additional damage dealt deals no further damage, when dealing area of effect damage, damage is split between all targets equally up to the maximum).

If either you or the duplicate is reduced to zero, the spell ends and you become the copy that was not reduced to zero hit points. When the spell ends, if both you and the duplicate are still present, decide which is you, and the other vanishes. Anything that was copied during the spell has the copied version vanish.

**At Higher Levels:** When you cast this spell using a spell slot of 6th level or higher, the starting hit points of you and the duplicate both increase by 15 (but neither you or the duplicate can be given more maximum hit points) and the maximum damage the duplicate can do during its turn increases by 10 for each slot level above 5th

### SPLIT, NOT COPIED.

When you switch which of the copies you are, no status effects or resources are exchanged - you become the duplicate and the old you becomes the duplicate for the purposes of the spell.)

## GLIMPSE THE FUTURE

2nd-level psionic

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** S

**Duration:** 10 minutes.

You give a creature within range a glimpse of their future. Roll a d4 for to determine outcome.

### Result

### Effect

- |   |   |
|---|---|
| 1 | The target foresees an action to come. Roll a d20 and record the value. Until the duration of the spell ends, they can replace one of their attack rolls, ability checks, or saving throws with the value.  |
| 2 | The target sees their own death. If they are reduced to zero hit points as the result of being hit by an attack, they can force that attack reroll and subtract a d8, potentially missing. If they are reduced to zero hit points as result of failing a saving throw, they can reroll the save adding a d8, potentially passing. |
| 3 | They see a future victory, growing confident. They gain 10 temporary hit points and are immune to the <i>frightened</i> condition for the duration of the spell.  |
| 4 | The target sees an ambush or surprise, the first time they would be surprised they are not or the first time an attack would made against them with advantage, it is instead made with disadvantage.  |

Once any of the events foreseen occur, the spell ends. A target can only be under one of the effects a time.

**At Higher Levels:** When cast using 3 or more psi points, you can select the effect instead of rolling a d4.

### THE UNAVOIDABLE DEATH

In the case of number 2, passing the save would not always be enough to make them not be reduced to zero hit points. Sometimes they are reduced to zero by something like falling damage that has no save or attack. Sometimes life's a bummer that way.

## FLICKER

1st-level psionic

**Casting Time:** 1 reaction, when you would take damage

**Range:** Self

**Components:** S

**Duration:** 1 round

You flicker between the material and ethereal plane. Until the start of your next turn, each time you would take damage, including the triggering attack, roll a d4. On a 2, you gain resistance to that instance of damage. On a 4, you don't take any damage.



## FLICKERING STRIKES

*5th-level conjuration*

**Casting Time:** 1 action

**Range:** Self(30-foot radius)

**Components:** V, S, M (a melee weapon you are proficient with worth at least 1 sp).

**Duration:** Instantaneous

You flourish a weapon weapon you are proficient with used in the casting and then vanish, instantly teleporting to and striking up to 5 targets within range. Make a weapon attack against each target. On hit, a target takes the weapon damage from the attack + 6d6 force damage.

You can then teleport to an unoccupied space you can see within 5 feet of one of the targets you hit or missed.

## FLING

*2nd-level transmutation*

**Classes:** Sorcerer, Wizard

**Casting Time:** 1 action.

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

You manipulate gravity around one large or smaller creature. The target creature makes a Strength saving throw. On failure, you can fling them 40 feet straight up or 20 feet in any direction.

If you fling them straight up they immediately fall, taking 4d6 damage falling damage, and fall prone. If you fling them any other direction, they take 2d6 damage and fall prone. If their movement would be stopped early by a creature or object, both the target and creature or object takes 3d6 bludgeoning damage.

## FUTURE INSIGHT

*1st-level psionic*

**Casting Time:** 1 action

**Range:** Self

**Components:** S

**Duration:** 10 minutes.

Your roll 3d4 or 1d12 (your choice) and record the results. During the duration, you can add or subtract the dice you rolled from any attack roll, saving throw, or ability check made by a creature within 60 feet of you, until the dice are exhausted or the spell ends. You must expend the die after the roll is made, but before you know the outcome of the roll.

## INVESTED COMPETENCY

*5th-level psionic*

**Casting Time:** 1 action

**Range:** Touch

**Components:** S

**Duration:** Concentration, up to 1 hour

You touch a willing creature imbuing psionic competency into them. Until the spell ends, they gain expertise in on skill of your choice, adding double their proficiency bonus to that skill.

## INVEST LIFE

*3rd-level psionic*

**Casting Time:** 1 action

**Range:** Touch

**Components:** S

**Duration:** Instantaneous

You sacrifice some of your health to mend another creature's injuries. You take 4d8 necrotic damage, which can't be reduced in any way, and one creature of your choice that you can see within range regains a number of hit points equal to twice the necrotic damage you take.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

## LAUNCH OBJECT

*1st-level transmutation*

**Classes:** Inventor

**Casting Time:** 1 action

**\*\*Range:** \*\*60 feet

**Components:** S

**Duration:** Instantaneous

Choose one object weighing 1 to 5 pounds within range that isn't being worn or carried. The object flies in a straight line up to 90 feet in a direction you choose before falling to the ground, stopping early if it impacts against a solid surface. If the object would strike a creature, that creature must make a Dexterity saving throw. On a failed save, the object strikes the target and stops moving. When the object strikes something, the object and what it strikes each take 3d8 bludgeoning damage.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the maximum weight of objects that you can target with this spell increases by 5 pounds, and the damage increases by 1d8, for each slot level above 1st.

## NULLIFY EFFECT

*2nd-level psionic*

**Casting Time:** : 1 reaction, which you take when you are forced to make an Intelligence, a Wisdom, or a Charisma saving throw

**Range:** Self

**Components:** S

**Duration:** 1 round.

You gain advantage on Intelligence, Wisdom, and Charisma saving throws until the start of your next turn. You also gain resistance to Psychic and Force damage until the start of your next turn.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, you can roll an additional d20 as part of your advantage roll. If you cast this at the 5th level or higher, it grants immunity to Psychic and Force damage for the duration.



## MIND BLAST

6th-level psionic

**Casting Time:** 1 action

**Range:** Self(60-foot cone)

**Components:** S

**Duration:** Instantaneous

You emit a blast of psychic energy. Each creature in a 60-foot cone must make an Intelligence saving throw. A creature takes 6d8 Psychic damage and is stunned until the end of their next turn on a failed save. A creature takes half as much damage and is not stunned on a successful save.

## MUTATE

3rd-level transmutation

**Classes:** Druid, Occutlist, Sorcerer, Warlock, Wizard

**Casting Time:** 1 Action

**Range:** Self

**Components:** V, S, M (something from an extinct animal)

**Duration:** Concentration, up to 10 minutes.

You manipulate the nature of your body with magic temporarily giving it new properties. You can select three of the following properties:

- Your body becomes malleable and amorphous. You have advantage on saves and checks against grapples and the restrained condition, you do not suffer disadvantage from squeezing into smaller spaces, and you can squeeze through openings two sizes smaller than you.
- You grow one additional appendage. This appendage serves as an arm and a hand, though it can take the shape of an arm, tentacle, or similar appendage.
- You extend the length of your limbs, giving you a 10 foot reach on melee attacks, touch spells, and object interactions.
- Your flesh hardens, your base AC becomes 14 + your dexterity modifier if it is not already higher.
- You grow more resilient, adapting against one external threat. You gain advantage on one type of saving throw of your choice.
- You adapt your body to an aquatic environment, sprouting gills and growing webbing between your fingers. You can breathe underwater and gain a swimming speed equal to your walking speed.
- Your body grows ablative armor. You gain temporary hit points equal to your spellcasting modifier at the start of each of your turns.
- You can grow one size larger or smaller.
- You sprout wings. You gain a flying speed of 30 feet.
- You grow a natural weapon; this weapon can have the statistics of any martial melee weapon and takes on a form vaguely reminiscent of it without the thrown property. You have proficiency with this weapon, and are considered holding it. You can use your spellcasting modifier in place of your Strength modifier for attack and damage rolls with this natural weapon. The natural weapon is magic and you have a +1 bonus to the attack and damage rolls you make using it.

For the duration of the spell, you can use an action to change one or all of the properties, losing the benefits of your previously selected properties and gaining the benefits of the new selected properties.

**At Higher Levels:** When you cast this spell using a spell slot of 4th or higher, you can select one additional property from the list of options, with one additional property per spell level above 3rd.

## PSYCHIC DRAIN

2nd-level psionic

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** S

**Duration:** Instantaneous

You draw on the psychic energy of another creature to sustain yourself. The target must make a Charisma saving throw. On failure it takes 3d8 psychic damage and you gain temporary hit points equal to half the amount of psychic damage dealt and regain one expended psi point.

**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, the spell deals an additional 1d8 psychic damage.

## SHOCKWAVE

5th-level psionic

**Casting Time:** : 1 action.

**Range:** Self

**Components:** S

**Duration:** Instantaneous.

You unleash a burst of telekinetic force in all directions. Each creature you choose within 30 feet of you is knocked 5 feet back and must succeed on a Strength saving throw or take 8d6 damage bludgeoning damage and be knocked prone. A creature that succeeds on its saving throw takes half as much damage and isn't knocked prone.

## SPATIAL MANIPULATION

5th-level conjuration

**Casting Time:** 1 action

**Range:** Self(120-foot radius)

**Components:** V, S

**Duration:** Instantaneous

You can swap the position two creatures you can see within range. An unwilling creature can make a Charisma saving throw, preventing the swap on success.

**At Higher Levels:** When you cast this spell using a spell slot of 6th level or higher, you can swap an additional set of creatures of each level about 5th.



## TURBULENT WARP

*3rd-level psionic*

**Casting Time:** 1 action

**Range:** 90 ft.

**Components:** V

**Duration:** Instantaneous

You teleport yourself to an unoccupied space you can see within range, leaving behind a spatial distortion. Each creature within 10 feet of the space you left must make a Charisma saving throw. On a failure, they take 5d4 force damage and are teleported to an empty space of your choice within 5 feet of where they were. On success they take half as much damage and are not teleported.

You can also teleport one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you cast this spell, and there must be an unoccupied space within 5 feet of your destination space for the creature to appear in; otherwise, the creature is left behind.

**At higher levels:** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 2d4 for each slot level above 3rd.

## UNLOCKED POTENTIAL

*1st-level psionic*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** S

**Duration:** Concentration, up to 1 minute.

You unlock the potential of a creature's mind, allowing it to fully reach its limits. For the duration, once per turn the creature can add 1d4 to any attack roll, damage roll, or saving throw it makes.

## VORTEX BLAST

*3rd-level evocation*

**Classes:** Occultist, Sorcerer, Wizard.

**Casting Time:** 1 Action

**Range:** Self (30 foot cone)

**Components:** V, S

**Duration:** Instantaneous

You create a sudden violent vortex that blasts outwards in a cone, tossing characters and objects within the area. Creatures take 2d6 bludgeoning damage and must succeed a Strength saving throw or be knocked 20 feet backward and 40 feet upward.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.



## ELEMENTAL SPELLS

### AETHER LANCE

*3rd-level evocation*

**Classes:** Sorcerer, Wizard

**Casting Time:** 1 Action

**Range:** Self (30-foot line)

**Components:** V, S

**Duration:** Instantaneous

You gather raw aether in your hand and expel it in a lance of power forming a line 30 foot long and 5 foot wide. Each creature in a line takes 8d4 force damage.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d4 for each slot level above 3rd.

### ARCTIC BREATH

*1st-level conjuration*

**Classes:** Druid, Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** Self (30 ft line)

**Components:** V, S

**Duration:** Instantaneous.

A line of freezing arctic wind 30 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. On a failed save, a creature takes 2d8 cold damage and their movement speed is reduced by 10 feet until the end of their next turn. On a successful save, a creature takes half as much damage and isn't slowed.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

### AETHER STORM

*5th-level evocation*

**Classes:** Sorcerer, Wizard

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute.

You conjure a storm of aether erupting from a point of your choice within range. The aether storm fills a 10-foot radius, 40-foot-high cylinder. When the storm appears, each creature within its area takes 8d4 force damage.

A creature takes 1d4 force damage for each 5 feet they move through the storm, and if a creature ends their turn within the aether storm, they take 8d4 force damage. On your turn, you can move the storm 10 feet in any direction as a bonus action.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the initial and ongoing damage increase by 1d4 for each slot level above 5th.

### COLD SNAP

*2nd-level evocation*

**Classes:** Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** 90 ft (5 ft radius)

**Components:** V, S

**Duration:** Instantaneous.

A swirling burst of freezing wind erupts at a point you choose within range. Each creature in a 5-foot-radius sphere centered on that point must make a Constitution saving throw. On a failed save, a creature takes 3d8 cold damage and becomes stuck in the ice, reducing their movement speed on their next turn by 10 feet. On a success, the target takes half as much damage and is not stuck in ice.

The ground in the area is covered with slick ice and snow, making it difficult terrain until the start of your next turn.

**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

### CRACKLE

*2nd-level evocation*

**Classes:** Druid, Occultist, Sorcerer, Warlock, Wizard

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

You create three arcs of lightning striking targets in range. You can direct them at one target or several.

Make a ranged spell attack for each arc. On a hit, the target takes 1d12 lightning damage. If three or more arcs hit a single target, they must make a Constitution saving throw or become shocked, stunning them until the start of their next turn.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, you create one additional arc for each slot level above 2nd.

### ELECTROCUTE

*3rd-level evocation*

**Classes:** Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous.

A massive arc of lightning leaps from your hand to a target you can see within range. The target must make a Constitution saving throw. On a failed save, the target takes 4d12 lightning damage and is stunned until the start of your next turn. On a successful save, the target takes half as much damage and isn't stunned.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d12 for each slot level above 3rd.



## ENTOMB

*1st-level transmutation*

**Classes:** Wizard

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute..

You attempt to encase a Medium or smaller creature you can see within ice. The creature must make a Strength saving throw or become restrained by ice for the duration. At the end of each of its turns, the target takes 1d8 cold damage and can make another Strength saving throw. On success, the spell ends on the target.

If the creature takes more than 5 fire or bludgeoning damage from a single damage roll while restrained, the ice breaks and the target is freed, ending the spell for the target.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

## FIRE CYCLONE

*3rd-level conjuration*

**Classes:** Druid, Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a pinch of ashes from a forest fire)

**Duration:** Concentration, up to a 1 minute.

Targeting a point you can see, you cause a cyclone made of whipping flames with a radius of 5 feet and height of 30 feet to form.

When a creature starts its turn inside the cyclone's radius or enters it for the first time during a turn, it must make a Strength saving throw. On a failed saving throw, it takes 3d6 fire damage and, if it is entirely inside the cyclone's area, it's also flung 15 feet upwards and lands 15 feet in a randomly determined horizontal direction. On a successful save, the creature takes half as much damage and is not flung. When a creature is not entirely inside the cyclone's radius but within 30 feet of its center at the start of its turn, it still feels the intense draw of the raging cyclone, and must spend 2 feet (or 3 feet if it is flying) of movement for every 1 foot it moves away from the cyclone.

If a creature starts its turn outside of the cyclone's radius but within 10 feet of its center, it must make a Strength saving throw or be pulled 5 feet toward the center of it.

**At Higher Levels.** At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 and the height of the cyclone as well as the distance a creature is thrown upward increases by 5 feet for each level above 3rd.

## FISSURE

*5th-level transmutation*

**Classes:** Druid, Sorcerer, Wizard

**Casting Time:** 1 Action

**Range:** Self (60 foot line)

**Components:** V, S

**Duration:** Instantaneous

You rend asunder the earth in a 60-foot-long 5-foot-wide line, targeting an area of dirt, sand, or rock at least 10 feet deep.

Creatures in that line must make a Dexterity save. On a failure, a creature falls into a suddenly opened crevice in the ground, falling into it before it snaps shut, crushing them. From the fall and crush, creatures that fail the saving throw take 6d10 bludgeoning damage. The creature is buried in 10 feet of rubble, and creatures without a burrowing speed require 30 feet of movement to extract themselves from the loose rubble to return to where they failed the saving throw. If they end their turn while buried, they take an additional 1d10 bludgeoning damage.

## FLASH FREEZE

*3rd-level evocation*

**Classes:** Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** Self(30-foot cone)

**Components:** V, S

**Duration:** Instantaneous.

A freezing wind ripples outward. Each creature in a 30-foot cone must make a Constitution saving throw. On a fail save, a creature takes 4d8 cold damage and is restrained by ice until the start of your next turn. On a successful save, the target takes half as much damage and isn't restrained.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

## ICE SPIKE

*4th-level evocation*

**Classes:** Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

You create a lance of ice that shoot up from the ground to impale a creature within range. The target must make a Dexterity saving throw. The target takes 4d8 piercing damage and 4d8 cold damage on a failed save. The target takes only the 4d8 cold damage on a successful save.

**At Higher Levels.** When you cast this spell using a spell slot of 6th or 7th level, you can create a second spike. When you cast this spell using a spell slot of 8th or 9th level, you can create a third spike. Additional spikes can target the same or different creatures.



## JUMPING JOLT

*4th-level evocation*

**Classes:** Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous.

You release an arc of lighting at a creature within range. Make a ranged spell attack roll against the target. On hit, the target takes 4d12 lightning damage, and you can cause the spell to jump to another target within 20 feet of the first target making a new attack roll for each target. The spell cannot hit the same target twice, or jump to a target out of the spells range. The spell can jump a maximum of five times.

On a miss, the target takes half as much damage and the spell does not jump to a new target.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, the starting damage increases by 1d12 for each slot level above 4th.

## LIGHTNING CHARGED

*2nd-level evocation*

**Classes:** Inventor

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a piece of once used lightning rod)

**Duration:** 10 minutes

You channel lightning energy into a creature. The energy is harmless to the creature, but escapes in dangerous bursts to other nearby creatures.

Every time that creature strikes another creature with a melee attack, a spell with a range of touch, is struck by another creature with a melee attack, or ends their turn while grappling or being grappled by another creature, they deal 1d6 lightning damage to that creature.

Once this spell has discharged 6 times (dealing up to 6d6 damage), the spell ends.

**At Higher Levels:** The spell can discharge damage 2 additional times (dealing 2d6 more total damage) before the spell ends for each slot level above 2nd.

## LIGHTNING TENDRIL

*1st-level evocation*

**Classes:** Druid, Occultist, Sorcerer, Warlock, Wizard

**Casting Time:** 1 bonus action

**Range:** 20 feet

**Components:** V, S, M (a twig from a tree that has been struck by lightning)

**Duration:** Concentration, up to 1 minute.

Crackling beams of blue energy leap from your hands. For the duration of the spell, as an action, you can direct them toward a creature within range, dealing 1d12 lightning damage to that creature.

**At Higher Levels.** When you cast this spell using a 3rd- or 4th-level spell slot, the damage increases to 2d12 and the range increases to 30 feet. When you cast it using a 5th- or 6th-level spell slot, the damage increases to 3d12 and the range increases to 60 feet. When you cast it using a spell slot of 7th level or higher, the damage increases to 4d12 and the range increases to 120 feet.

## ORBITAL STONES

*4th-level transmutation*

**Classes:** Druid, Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, Up to 1 Minute.

You lift three inanimate Small or Medium sized rocks or similar objects from within 10 feet of you, causing them to defy gravity and slowly circle you. With all three stones orbiting, you have three quarters cover. With at least one stone remaining, you have half cover.

As a bonus action while at least one stone remains in orbit, you can magically fling a stone at target within 60 feet. Make a ranged spell attack roll. On hit, the target takes 3d10 bludgeoning damage and is knocked backward 5 feet.

## SKY BURST

*5th-level evocation*

**Classes:** Druid, Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous.

Five bolts of lightning strike five points of your choice that you can see within range. Each creature within 5 feet of the chosen points must make a Dexterity saving throw. A creature takes 4d12 lightning damage on a failed save, or half as much on a successful one. A creature in the area of more than one lightning burst is affected only once.

**At Higher Levels:** When you cast this spell using a spell slot of 6th level or higher, you can call down an additional bolt of lightning targeting another point within range for each slot level above 5th.

## THUNDER PUNCH

*1st-level evocation*

**Classes:** Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous.

You charge your hand (or similar appendage) with thunder power. Make a melee spell attack against the target. On a hit, there is a thunderous crash audible from up to 300 feet of you and the target takes 3d8 thunder damage, and is knocked 10 feet away from you.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.



# SPECIAL PSIONIC POWERS

## TELEKINETIC WEAPONS

*Psionic Power*

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** S

**Duration:** Instantaneous

You telekinetically fling a weapon at a creature or object. Choose a weapon within 15 feet that isn't being worn or carried, or choose a weapon under your control. Make a ranged spell attack. On hit the target takes damage equal to the weapon's damage dice. The range of the attack decreases to 15 feet if the weapon has the heavy or special property, and increases to 60 feet if the weapon has the light property.

You can use Psionic Mastery points on this power, and this power counts as a Discipline Power of the Telekinetics Discipline (for example, for the purpose of Empowered Psionics).

You can spend Psi Points up to your per use limit to add the following modifiers to Telekinetic Force (you can add multiple modifiers). The points must be spent when choosing the target of the power.

**Multiple** (*1+ psi points*): For each additional psi point spent, you can fling an additional weapon, making a separate attack and damage roll for each weapon flung.

**Whirling** (*2+ psi points*): You can replace throwing a weapon with casting *cloud of daggers*. Is cast at one level higher for each additional point spent after 2.



## PSIONIC FEATS

### PSIONIC MIND

*Prerequisite: The ability to use at least one Psionic Discipline*

You tap deeper into your psionic potential drawing out a new talent. You can select a psionic talent from the Psion class psionic talent list. You cannot select a talent you already know, or one that requires a level restriction, even if you are already of that level.

### PSIONIC ADEPT

You develop a minor grasp of psionic power, either uncovering an innate potential within yourself, through contact with a psionic source, or through training. You gain one of the psionic disciplines of the Psion class, gaining the attached psionic feature and psionic power, but you do not gain use of any associated spells when gain a Discipline from this feat.

You gain 1 psi point that you can use to empower the Discipline. You regain use of this Psi Point when you complete a short or long rest.

### INNER POWER

*Prerequisite: At least 1 psi or ki point*

Your body is powered by the inner powers that course through it. Your maximum psi or ki points (if you have both, your choice of which) increases by one.

At the end of your turn after expending one or more psi or ki points during your turn (not counting temporary or free points, such as those from Psionic Mastery), you heal for a number of hit points equal to the psi or ki points spent.

### WAR PSION

*Prerequisite: The ability to use at least one Psionic Discipline*

You have utilizing psionics in the midst of combat, learning techniques that grant you the following benefits:

- You have advantage on Constitution saving throws that you make to maintain your concentration on a psionic ability when you take damage.
- You can perform the somatic components of psionic abilities even when you have weapons or a shield in one or both hands.
- When a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to use a psionic discipline power or spell targeting the creature, rather than making an opportunity attack. The spell must have a casting time of 1 action and must target only that creature.

## PSIONIC SKILLS

### PSIONICS

Psionics a new Intelligence based skill that serves to understand things of a Psionic nature as Arcana might understand things of an arcane nature. It is a skill to help you identify Psionic objects, phenomena and creatures.



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