

PSION V1.2.3

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 individuals 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.

Consider how *your* psion keeps their powers in check, and how much their power bleeds into their everyday life. How reading minds may effect their body language or habits. Do they add wood to the campfire from the comfort of their bedroll, or do they restrain themselves from using their power for trivial matters lest they slip up?



MISUNDERSTOOD POWER

In a world of widespread magic, many will assume a Psion to be a type of Sorcerer or Wizard, mistaking their powers for the common applications of magic. The common villager keeps only one mental category for the supernatural and creepy people that bend reality their will. But even among magic users, a Psion's powers will frequently be found unnerving.

It is often those who *do* understand magic that find a Psion's abilities the most aberrant. A force that intersects the magical weave rather than obeys it, the nature of the power that the psion wields one can only contemplate with unease.

Psion is created by **KibblesTasty**. Support additional content and updates by KibblesTasty at <http://www.patreon.com/KibblesTasty>.

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
- (a) a scholar's pack or (b) an explorer's pack

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 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 form 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, 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

An Awakened 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 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, often viewed for its rather creepy potential.

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, once you have telepathically communicated with an allied creature, you know their location for next hour.

EXPOSED PLANS

Starting at 3rd level, if a creature has failed a saving throw against your Telepathic Intrusion since the start of your last turn, you can use a bonus action to give it disadvantage on its next saving throw against a psionic power besides Telepathic Intrusion or give yourself advantage on your next attack roll against that target.

EMPOWERED PSIONICS

Starting at 6th level, when you deal damage with a Psionic Discipline 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 blindsight with a range of 30 feet, but it only sees creatures with an intelligence of 6 or higher. Additionally, you no longer need to be able see a creature to use a psionic power on them, so long as you know where they are, and they are within range of your blindsight.

FULL AWAKENING

Starting at 14th level, you can briefly fully awaken your expanded mind to true comprehension. As a bonus action, you can expend 3 Psi Points to gain the effect of *foresight* until the start of your next turn.



UNLEASHED

An Unleashed Psion'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.

MENTAL EMPHASIS

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 option:

- You cause up to 10 pounds of loose objects within 10 feet of you to start floating for 1 minute.

RAMPAGING POWER

Starting at 3rd level, you gain a d4 rampage die. Once per turn during your turn when make 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, it becomes a d4 once more.

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 d6 or more.

CRUSHING POWER

Starting at 14th level, as a bonus action you can expend 1 Psi Points to exert crushing force and buffeting winds around yourself in a radius of 15 feet until the start of your next turn. Creatures that enter the area for the first time or start their turn in it must make a Strength saving throw. On failure, you can make move them 5 feet in any direction, or make them fall prone.

TRANSCENDED

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 transcended 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 understanding of 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, every time you grant a creature temporary hit points, you can add the hit points granted to a stored pool. The maximum value of the pool is your psion level. The next time you deal damage, you can expend the pool to add damage equal to the stored value. 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 half your Intelligence modifier (rounded down) 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

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 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 contents of your mind into the world, granting you the psionic discipline Projection.

BOUNDLESS IMAGINATION

Additionally at 1st level, as an action, you can conjure new powers for your Astral Construct in your mind and project them into reality. You can only apply one of the following properties at a time:

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 its turn without requiring a command to do so.

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 something created by the Projection Discipline deals damage, 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 a 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 your action (commands only effect one of your choice). This additional construct last 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.



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 1d4 temporary hit points and the next time the target deals damage, it deals 1d4 additional damage to one application of that damage roll. Any remaining effects of this spell end at the start of your next turn.

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 +30 feet of movement speed.

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^{Psion}</i>
2	<i>alter self, enlarge/reduce, lesser restoration</i>
3	<i>catnap, haste</i>
4	<i>freedom of movement, stone skin</i>
5	<i>greater restoration, skill empowerment</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 DISCIPLINE

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

PROJECT ITEM

When you gain this feature, 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. This item behaves as a solid object.

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, on 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): You 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 creatures space. It has an armor class of 16, and hit points of your Intelligence modifier + your Psion level. The construct 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 be *restrained*. 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 by a size, and its damage increased by one die. It returns to its normal size at the start of your next turn unless you use Sustain. 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 constructs and control both with the same action (commands only effect 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 constructs hit points to its maximum.



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 psi point to increase how much you can lift by 100 pounds 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 knocked 5 feet in a direction of your choosing or 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 knocked +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.

Sweeping (3 psi points): You can target all creatures in a 10 foot radius of a point within range.

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, catapult, thunderwave</i>
2	<i>levitate, dust devil, shatter</i>
3	<i>fly, erupting earth</i>
4	<i>Otiluke's resilient sphere</i>
5	<i>telekinesis, animate objects, wall of force</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.

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.

Rendering (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 its next turn if it fails its saving throw.

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

Double (3 psi points): You can target a second creature.

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^{psion}, command, cause fear</i>
2	<i>detect thoughts, mind spike, suggestion</i>
3	<i>delve mind^{psionic}, fear, enemies abound</i>
4	<i>dominate beast, compulsion, confusion</i>
5	<i>dominate person, modify memory, telepathic bond, synaptic static</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.

TRANSPPOSITION DISCIPLINE

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

PHASING STEPS

When you gain this feature, you can pass through difficult terrain without expending additional movement, including the spaces of friendly creatures.

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 solid objects more than a foot thick. Any creature in the path of this tear must make 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.

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 so long as you don't end your Phase Rift inside of one.

Vanishing (1 psi point): You are invisible until the start of your next turn.

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^{psion}, zephyr strike</i>
2	<i>misty step, blur, pass without a trace</i>
3	<i>blink, nondetection, thunder step</i>
4	<i>banish, dimension door</i>
5	<i>far step, steel wind strike</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.

PSYCHOKINETICS DISCIPLINE

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

ENERGY CREATION

When you gain this feature, you can convert your power into elemental form, allowing to produce minor flames, lightning things you touch on fire, freeze small amounts of liquid, or produce sparks of lightning. You can illuminate up to 10 feet of bright light with fire or lightning.

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.

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 devastation 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 (3 psi points): You unleash a massive blast; rather than making an attack roll, all creatures within a 30 foot cone must make a Dexterity Saving throw. On failure, they take the effect as if hit by the Elemental Blast.

Overcharged (0 psi point): You take 1 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, ice knife, thunderwave</i>
2	<i>flaming sphere, scorching ray</i>
3	<i>fireball, lightning bolt</i>
4	<i>ice storm, wall of flame</i>
5	<i>cone of cold, destructive wave</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. Once per turn, when a target takes Cold damage from your Elemental Blast, it must make a Constitution saving throw, or become restrained by ice until the end of its next turn.

When using your Psionics feature to cast a spell under Alternate Effects, the damage of the spell becomes Cold damage.

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).

When using your Psionics feature to cast a spell under Alternate Effects, the damage of the spell becomes Lightning damage.

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).

When using your Psionics feature to cast a spell under Alternate Effects, the damage of the spell becomes Fire damage.



ADDITIONAL PSIONIC DISCIPLINES

You can find additional Psionic Disciplines in the Psion: Expanded Options document [here!](#)

PSIONIC TALENTS

ANIMATED PROJECTIONS

Prerequisite: 10th level Psion, Projection Discipline.

As an action, you can project a swarm of ethereal objects. You can cast expend 5 psi points to cast *animate object* but it creates new ethereal objects rather than animating existing ones.

ASTRAL SWAP

Prerequisite: Projection and Transposition Disciplines.

As an action, you can expend 1 psi point to swap places with your Astral Construct using Phase Rift. You can apply Phase Rift modifiers to this movement.

AURA SIGHT

You gain the ability to psionically see a creature's aura. By spending 1 psi point you can determine if a creature is under the influence of magic and what school it is, or if a creature is under the influence of psionics. A shape shifter or disguised creature makes a Charisma (Deception) check against your Psionics save, on failure you can see their true nature in their aura.

AWAKEN MIND

Prerequisite: 9th level Psion

You gain the ability to cast *awaken* without expending a spell slot. Once you cast this spell in this way, you cannot cast it again until you complete a long or short rest.

BODY CONTROL

Prerequisite: Enhancement

You gain the ability to use your *alter self* ability at-will without expending psi points. Additionally, you can cast *enlarge/reduce* on yourself for half the psi point cost it would normally cost.

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: Divide Spell Known

You can sustain your *divide self* spell by one additional round by expending 2 psi points at the start of your turn.

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.

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 WEAPON

Prerequisite: Psychokinetics Discipline

As part of taking the attack action, you can empower a melee weapon you are holding with elemental energy. The next time before the end of your turn you deal damage to a creature with that weapon, you can treat the attack as an Elemental Blast, adding the Elemental Blast modifiers to that attack as if using the power (you can use Psionic Mastery on this). This does not deal the base damage of Elemental Blast, but any added damage causes the additional effects of Elemental Blast damage effects to occur.

HALLUCINATION

Prerequisite: Telepathy Discipline

If a target fails a saving throw against Telepathic Intrusion, you can use your bonus action to implant a false sensory input in their mind that lasts until the start of the next turn, with the effect of having cast *minor illusion* and creating an illusion of your choice that affects only that creature.

KINETIC SLAM

Prerequisite: Telekinesis Discipline

When you use the Telekinetic Force power, you can unleash it as a blast of kinetic power. You make an attack roll using your psionic attack modifier. If the attack hits, apply the effect of the power as if the target failed their saving throw against it. You can only select the Hammering modifier when you use it in this way.

MATTER MADE REAL

Prerequisite: Projection Discipline

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.

MENTAL IMAGE

Prerequisite: Telepathy Discipline

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 mastery alternate effects list.

MENTAL MIGHT

Prerequisite: 10th level Psion, Telekinesis

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.

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 against being charmed or frightened.

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 and you make any concentration check with disadvantage. If you move or fail a concentration check, one of your concentration effects ends. If both dice of the concentration check would fail, you lose both concentration effects.

PHASE SLASH

Prerequisite: Transposition Discipline

When you use your Phase Rift power, you can make one melee weapon attack as a bonus action against a target you pass through with your Phase Rift.

PHASE SHOT

Prerequisite: Transposition Discipline

You can use your Phase Rift power on an object. The effects are the same, but you remain in place and the object you use the ability on is transported.

PHYSICAL SURGE

Prerequisite: Enhancement Discipline

When you use Enhancing Surge, you can choose to make your Strength or Dexterity ability score equal to your Intelligence modifier ability score for 1 minute.

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 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 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.

PROJECTED NIGHTMARES

Prerequisite: Shaper Subclass

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 DEFENSES

You gain a way to defend yourself using your psionic powers. This can be done via Telepathy (affecting creatures that would try to attack you), Telekinetics (redirecting attacks that would hit you), or Enhancement (increasing your durability and agility). While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Intelligence modifier.

PSIONIC WEAPON

As a bonus action, you can expend 2 psi points to imbue a weapon you are holding with psionic energy. For the next minute, once per turn when you deal damage with that weapon, you can deal an additional 1d6 psychic damage.

The damage increases by 1d6 when you reach 5th level in Psion (2d6), 11th level in Psion (3d6), and 17th level in Psion (4d6).

SCHISM

Prerequisite: 5th level Psion

You can spend a psi point to temporarily subdivide your mind to do two things at once until the end of your turn. While are 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.

SURGING POWER

Prerequisite: Enhancement Discipline

Your power is at your finger-tips. When you target only yourself with Enhancing Surge, you can use the power as a bonus action instead of an action.

TELEPATHIC LINK

Prerequisite: Telepathy Discipline

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.

TELEKINETIC WEAPONS

Prerequisite: Telekinesis Discipline

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.

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 no longer need to see targets of Psionic powers, so long as they are within range and you know where they are. Being unable to see an attacker no longer grants them advantage against you, and you do not suffer disadvantage attacking unseen targets.

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

- Arcane Gate
- Blade Barrier
- Chain Lightning
- Divide Self^{Psion}
- Disintegrate
- Find the Path
- Eyebite
- Harm
- Mass Suggestion
- Mental Prison
- Mind Blast^{Psion}
- Scatter

7TH LEVEL

- Crown of Stars
- Etherealness
- Geas*
- Planeshift
- Power Word Pain
- Regenerate
- Reverse Gravity
- Teleport
- Whirlwind

8TH LEVEL

- Antimagic Field
- Demiplane
- Dominate Monster
- Earthquake
- Feeblemind
- Maddening Darkness
- Power Word Stun

9TH LEVEL

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

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

PSIONIC SPELLS

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

6th-level psionic

Casting Time: 1 bonus action

Range: Self

Components: S

Duration: 1 round

You create an exact duplicate of yourself within 30 feet of you. It has all of your stats, abilities, and equipment, but you can only choose one to any of your magical items. It acts on your initiative, and has its own actions. It has its own hit points equal to your current hit points when you cast it, but shares your Psi Points, spell slots, and Innate Psionics feature.

At the start of your next turn, pick which is the real you between the two versions. The other one disappears and its essence returns to you, and you gain all memories it gained as your own. If one version dies before the spell ends, you are the version that did not die. Whichever version is you at the end of the spell has all of your magical items.

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 to resistance to nonmagical damage. On a 4, you don't take any damage.

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 for 1 minute on a failed save. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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.

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. Each time it adds the additional 1d4, it takes 1 psychic damage as it pushes beyond its natural limitations.

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 been 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 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.

Spinning (*2 psi points*): You can replace an attack with casting *cloud of daggers*.

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 gain the following benefits:

- Your Intelligence, Wisdom, or Charisma score increases by 1.
- 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.

You can take this feat multiple times, selecting a different talent each time.

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 spending one or more psi or ki points during your turn, you heal for 1 hit point as the power revitalizes your body.

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.

FIGHTER: PSIONIC WARRIOR

A Psionic Warrior is a Fighter who is deadly in both mind and body, lethal in both thought and action. Gifted, blessed, cursed, burdened, or born with Psionic powers, when these powers manifest upon taking this archetype, the Fighter transitions into a terrifying foe, unbounded by any natural laws.

PSIONIC POWERS

When you choose this archetype at 3rd level, your psionic powers manifest, allowing you warp and bend reality with your mind. These powers are fueled by psi points.

Powers You learn three powers of your choice, which are detailed under "Powers" below. Some powers enhance an attack in some way. You can only use one power per attack.

You learn two additional powers of your choice at 7th, 10th, and 15th level. Each time you learn powers, you can also replace one power you know with a different one.

Psi Points You have three psi points. A psi point is expended when you use it. You regain all your expended psi points when you finish a short or long rest.

You gain another psi point at 7th level, and one more at 15th level.



Saving Throws Some of your powers require your target to make a saving throw to resist the power's effects. The saving throw DC is calculated as follows:

Psionic Power save DC = 8 + your proficiency bonus + your Intelligence modifier

PSION INTEGRATION

The Psionic Warrior has a grab-bag Psionic Features appropriate to a Fighter that dabbles in Psionics. Some of its features resemble counter parts in the [Psion](#), and its Psi Points are compatible with the Psionic Powers of the Psion, sharing a pool should a character have both.

For the purposes of the **Psionic Mind** Feat, the Psionic Warrior is considered to have a Psionic discipline, though does not meet the prerequisite of any talent that requires one.

TELEKINETIC MANIFESTATION

At 3rd level, 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.

MENTAL AWARENESS

Starting at 7th level, you can feel the presence of other minds, giving you edge on detecting them. You can add your Intelligence modifier to your Wisdom (Perception) check when looking for a creature.

GATHER MIND

Starting at 10th level, when you use your Second Wind feature you regain an expended psi point.

SPATIAL DISTORTION

Starting at 18th level, when you move you can distort space, stepping through it. You can teleport up to your movement distance, and become wreathed in psionic energy. Your next weapon attack before the end of your turn deals an additional 3d8 psychic damage. Once you do this, you cannot do this again until you complete a short or long rest.

PSIONIC POWERS

Adapt

As an action, you can expend a psi point adapting your system to acid, cold, fire, lightning, or thunder energy. For a number of rounds equal to your Constitution modifier, you can cast *absorb elements* when you would take damage from that element without expending a spell slot.

Befuddle Foe

As a reaction to being attacked by a creature you can see, you can expend a psi point and attempt to redirect it. It must succeed on a Wisdom saving throw or be befuddled. Choose 4 targets, including yourself, and assign them numbers 1-4. Empty space can be a target. Roll a d4, the attack is redirected to a target corresponding to the number rolled.

Border Walk

When you move, you can expend one psi point to walk the border of the ethereal plane, partially phasing from existing. You can pass through creatures without expending additional movement until the end of your turn, and attacks of opportunity made against you with non magical weapons have disadvantage.

Enhancing Surge

As a bonus action, you can expend a psi point to gain 1d4 + your intelligence modifier temporary hit points, and cause your next weapon damage roll before the end of your turn to deal 1d4 additional damage.

Erase Presence

As bonus action, you can expend a psi point and attempt to remove knowledge of yourself from the minds of nearby creatures. Creatures of your choice within 30 feet must make an Intelligence saving throw. On failure, you are hidden from the creatures that failed until the start of your next turn, you make an attack against them or interact with them, or they make a Search check against your Psionic Power DC to find you.

Kinetic Barrier

As a reaction against a ranged attack roll, you can expend a psi point and attempt to deflect incoming ranged attacks. Until the start of your next turn, you can add your Intelligence modifier to your Armor Class against ranged attack rolls.

Mental Read

As a bonus action, you expend a psi point to reach out to probe the mind of a creature you can see within 60 feet. The target must make an Intelligence saving throw. On a failed save, you can see through its defenses and have advantage on attacks against that target until the end of your turn.

Mind Slam

As a bonus action, you can expend a psi point to reach out and slam a Large or smaller creature you can see within 30 feet with your psionic powers. The target must make a Strength saving throw. On a failed save, you push the target 10 feet away from you or knock it prone.

Mind Blank

As a reaction to making an Wisdom, Intelligence, or Charisma saving throw, you can expend a psi point to gain advantage on that roll.

Remote Strike

When you take the Attack action, you can expend one psi point to give the rest of your attacks that turn a range of 30 feet; you fling your weapons out, controlling them with your telekinetic powers to attack at range, and return them to your hands.

Telekinetic Leap

When you move, you can expend one psi point to leap movement speed in a single bound touching the ground only at the starting and ending location.

Translocation Swap

As an action, you can expend a psi point to swap places with another willing target within 30 feet.

PSYCHIC WARRIOR QUICKS

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

d6	Quirk
1	You have a habit of juggling dangerous objects with a little help from your powers..
2	You tend to stand on things should be impossible to balance on.
3	You spout endless quotes about the mind being the most deadly weapon of all.
4	Your eyes flash with psionic power whenever you use your psionic features.
5	You stare at people too long.
6	You follow odd taboos that no one else can understand.

MONK: WAY OF THE SOUL KNIFE

Monks of the Way of the Soul Knife 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 Knife.

SOUL KNIFE

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 holding 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 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 14, and 5 ki points at level 17.

PSION INTEGRATION

Alternatively, with the agreement of your DM, you can select any one Discipline from the Psion Psionic Disciplines List.

Additionally, 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.

If you spend 1 ki or more on your Discipline abilities as part of your action on your turn, you can then immediately make one unarmed strike as a bonus action.

ART OF THE SOUL KNIFE

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

Extended Knife

You can expend 1 ki point to give your weapon 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 Knife.

Soul Strike

When you take the attack action, you can focus. Make a single attack using your action (forgoing any additional attacks gained from Extra Attack) to ignore all armor a creature has and treating 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 Knife, you can sweep or stab through multiple creatures with a single blow. Once per turn, when you make an attack with your Soul Knife, you can make a single additional weapon attack with your Soul Knife against another creature within range.

Consumptive Blade

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

Empowered Discipline

When you use your Discipline, you can expend 1 ki point for free without exhausting the ki point on empowering the Psionic Power granted by the Discipline (this cannot be used on the spells granted by the Discipline).

TRANSCENDENT KNIFE

Starting at 17th level, your Soul Knife becomes an peerless weapon. You can add a +1 to its attack and damage rolls. You can choose for your knife to effect 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 Knife.

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



SOULKNIFE 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 Knife blade.
2	You occasionally attempt to cut fruit with your Soul Knife.
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 Knife as perfectly okay.
5	You have endless platitudes about temperance and control.
6	You practice obscure martial art form 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 FOCUS CRYSTAL

Wondrous Item, Uncommon/Rare/Very Rare

Embedded in a ring, bractlet, 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.



CREDITS AND THANKS!

CHANGE LOG 1.2.1

CHANGE LOG 1.2.2

CHANGE LOG 1.2.3

- Physical Surge now increases changes your Strength or Dexterity modifier to your Intelligence modifier for 1 minute, instead of 1 round; this opens up more builds that might want that Bonus Action sometimes.
- Wording clarified on Matter Made Real.
- Divide Self now splits with your current hit points (no longer serving a full heal).
- You can now use any Psionic Discipline without a range of self through your Psi Crystal as if you were standing where it is.
- Quicken Mind deleted; it effectively allowed you to spend all of your Psi Points in turn, which was ultimately not a health way to use them from a design perspective.
- Added Psionics as a new skill.
- Added Proficiency in Psionics to base class proficiencies.
- **Precognitive Discipline** added to the [Expanded Options](#)
- **14 new Talents** added to the [Expanded Options](#).
- Several talents brought in from the [Suggestion Form!](#) Want to see a new talent, suggest it!
- Add Quirks to the [Expanded Options](#).
- Psionic powers and talents now explicitly require somatic component and cause visual effect (instead of just alternate spell effects).

PROJECTION

- Clarified that Astral Construct cannot move beyond the range of the power.

TRANSPOSITION

- Exploding Phase Rift removed. Echoing and Vanishing Phase Rift added.

ART CREDITS:

- Class Image: Unleashed Psion - Art by Adrytia45 - Copyright KibblesTasty
- Psychic - Paizo
- [Disciple of the Ring](#) - Magic the Gathering - Wizards of the Coast
- Spiritualist - Paizo
- [Syncope](#) - Magic the Gathering - Wizards of the Coast
- Mesmerist - Paizo
- [Chandra, Torch of Defiance](#) - Magic the Gathering - Wizards of the Coast
- Psychic Dagger Thrower - Paizo
- [Graceblade Artisan](#) - Magic the Gathering - Wizards of the Coast
- Githyanki - Wizards of the Coast
- Path of Light (crystal) - Wizards of the Coast
- Oracle - Paizo

SUPPORTED BY

Creation is made possible by generous patrons:

- Andrew Hoertt
- Angel Gomez
- Ara Enzeru
- Austin Fox
- Billy Dick
- Buackaroo
- Callum Sim
- Chris Lynch
- Code Ghoul
- Corbin
- Garion Pankievich
- GMBinder
- HerdSheep
- Ihileath
- Issac Dyne
- James Sant
- Jacob Herrera
- Jau
- Jack
- Kybernetes
- Larry Eger
- Long Nguyen
- Max
- Nannette Groft
- NotoriousOZB
- Rory Collier
- Seffykun
- Seranata
- Sergio Reyes
- Spenser Birney
- Stalwart Maiden
- Thortron
- Thought-Knot
- Unlikely Alpaca
- Verixa Okblek

...and many more!

Want to support KibblesTasty in keeping this updated and creating more homebrew like this? You can join them here [on Patreon](#).

Thank you!

FAN CONTENT POLICY

Content is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

This class is created by [/u/KibblesTasty](#) and supported by awesome people on [patreon!](#)





THIS DOCUMENT WAS LOVINGLY CREATED
USING [GM BINDER](#).

If you would like to support the GM Binder developers,
consider joining our [Patreon](#) community.