

Psionicist

Level	Proficiency Bonus	Features	PSPs	Mental Limit	Disciplines	Devotions	Sciences	Defenses
1	2	Psionics, Mental Recovery, Primary Discipline	8	4	2	3	1	1
2	2	Adept Will, Discipline Feature	12	6	2	4	1	1
3	2		32	8	2	5	1	2
4	2	Ability Score Improvement	40	10	3	6	2	2
5	3		64	12	3	7	2	3
6	3	Discipline Feature	76	12	3	8	2	3
7	3		89	13	3	9	3	4
8	3	Ability Score Improvement	102	13	3	10	3	4
9	4		129	14	4	11	3	5
10	4	Discipline Feature	143	14	4	12	3	5
11	4		158	15	4	13	4	5
12	4	Ability Score Improvement	166	15	4	14	4	5
13	5		174	16	5	15	4	5
14	5	Discipline Feature	183	17	5	16	4	5
15	5		192	18	5	16	5	5
16	5	Ability Score Improvement	206	19	5	17	5	5
17	6		226	20	6	18	5	5
18	6	Discipline Feature	233	21	6	19	5	5

19	6	Ability Score Improvement	241	22	6	20	5	5
20	6		257	25	6	20	6	5

Class Features

Hit Points

See Primary Discipline

Proficiencies

Armor: None

Weapons: Simple

Tools: None

Saving Throws: See Primary Discipline

Skills: Choose 2 from the following: Acrobatics, History, Investigation, Insight, Perception, Deception, Persuasion

Equipment

You start with the equipment granted by your background.

Psionics

As a psionicist, your greatest strength is your mind. With only a thought you can unleash your power and affect the world around you.

Disciplines

All psionic powers belong to one of six disciplines: Clairsentience, Psychokinesis, Psychometabolism, Psychoportation, Telepathy, and Metapsionics. Within each discipline are major powers, called sciences, and minor powers, called devotions. At first level you select your primary discipline, and gain access to more as you level. The one exception is Metapsionics, which all psions have access to but it cannot be chosen as a primary discipline.

Learning Powers

As you gain levels, you will add new powers to your repertoire. Powers are divided into

Talents, – are powers which do not require PSPs to use (Similar to cantrips) Each discipline has its own talent, which you learn automatically when you gain access to that discipline.

Devotions, – Minor powers within a Discipline

Sciences. – Major powers within a Discipline

Whenever you gain a new science or devotion you can select any power, as long as it doesn't violate any of the following rules:

1. *You must know any prerequisites listed in the power's description when you learn that power.*
2. *You must always know at least two devotions in any discipline for each science in that discipline.*
3. *You must always know more devotions in your primary discipline than in any other discipline*
4. *You must always know more sciences in your primary discipline than in any other discipline*

The one exception to this is learning multiple powers in the same level. You may select a combination of powers that could not be learned one-by-one as long as you satisfy all four rules after all your powers are selected. For example, a first level psychokinetic could learn Telekinesis and Ballistic Attack as two of their starting powers, even though they would need to learn Telekinesis to meet the prerequisite for Ballistic attack but would need to learn 'Ballistic Attack' to meet the 2nd devotion requirement for Telekinesis.

If you learn a power but cannot select one due to not meeting the requirements, you can select that power at a later level once you meet the necessary requirements. This can most commonly happen if you distribute your devotions across multiple disciplines and learn a science but cannot select one without breaking one of these rules. It can be useful to plan your next science a couple levels in advance to avoid this.

Psionic Strength Points

Psionic Strength Points, or PSPs, are the mental resources you use to activate your powers. As you gain levels, your pool of PSPs increases. You use these points to activate and maintain your powers. When you complete a long rest your PSP pool is restored to maximum, minus any points spent on maintaining powers during the rest.

You can gain bonus PSP's at 1st level based on your Primary attribute score modifier, determined by your Primary Discipline

Clairsentient – Wisdom
Psychometabolic – Constitution
Psychoportation – Charisma
Telekinesis – Constitution
Telepathy – Wisdom
Psylocke – Charisma (at 3rd level)
Psychic warrior – Constitution (at 3rd level)
Path of the Mind – Constitution

Power Cost

Each power has a cost, listed in its description. When you activate a power, you must pay this cost from your pool of PSPs. Many powers also have an enhance cost. When activating the power you may pay this cost in addition to the initial cost to increase its effect. Most powers with enhancement costs can pay the cost multiple times, scaling the effect for each time it is played. If a power has a limit to how many times it can be enhanced it will say so in its description. Any effect that is based on the cost of a power includes both the initial cost and the PSPs spent on enhancing it.

Maintenance

Psionic powers do not have a duration, but some powers can have an effect that lasts longer than a single round. These powers have a maintenance cost, listed with a number and a time interval. You may continue that power's effect as long as they pay the maintenance cost. Maintaining your powers does require concentration, but you can maintain any number of psionic powers at once as long as you pay the cost for each. In combat you pay the cost for any power you wish to maintain at the start of your turn.

If you are forced to make a concentration check while maintaining your powers you make an individual check for each power you are maintaining. Each power that fails the check immediately stops functioning.

Normally you cannot sleep while concentrating, but some powers have a maintenance cost paid per day. These powers can be maintained even while sleeping, but the cost must be paid every morning after you wake up. The Gird power also allows you to maintain a power while sleeping, but PSPs spent while resting are not restored when the rest is completed.

Mental Limit

Your mental limit is the amount of mental energy you can safely put into a single power. Exceeding this limit puts an immense strain on your body. When activating a psionic power, for every PSP spent

beyond this limit you take 1d12 psychic damage. This limit includes any enhancement costs paid when activating the power.

Defenses

All psionics gain at least some ability to defend themselves from psionic contact, even if they aren't an expert in telepathy. You start with one defense of your choice at level 1 and gain additional defenses as you level until you know all 5. Defenses do not belong to any discipline, so they do not count toward or against the rules described under Learning Powers.

Mental Recovery

You have learned to regain some of your mental energy when you rest. Once per day when you finish a short rest, you can choose to regain PSPs equal to twice your level.

Primary Discipline

At first level you choose a primary discipline, shaping your practice of psionics. You may select Clairsentience, Psychokinesis, Psychometabolism, Psychoportation, or Telepathy. The 6th discipline, Metapsionics, may not be selected as your primary discipline but you can access it at first level. Your choice controls which discipline you select at 1st level, and provides additional abilities at 2nd, 6th, 10th, and 14th level.

Not every psionist draws their strength in the same way. Each primary discipline lists a primary attribute. Your psionic save DC and psionic attack modifier is determined by this attribute according to the following formula.

- **Psionic save DC** = 8 + your proficiency bonus + your primary attribute modifier
- **Psionic attack modifier** = your proficiency bonus + your primary attribute modifier

Each primary discipline also lists your HP and two proficient saving throws, one of which is always your primary attribute. Some disciplines also grant additional proficiencies at first level.

Adept Will

At 2nd level you become more skilled at sustaining powers from your primary discipline. After activating a power from your primary discipline, you may maintain the power for 2 rounds/units without spending PSPs. You must still concentrate as you would on any power you are maintaining, and the power can still be disrupted. Only one power may be maintained in this way at a time, if you use a second maintainable power from your primary discipline you must start paying the maintenance cost on the first on your next turn if you want to continue it.

Psionics

Disciplines

Clairsentient

The Clairsentient focuses on powers that augment the senses, detecting what others could not. They can see and hear distant places, detect dangers and poisons, and extend their senses to detect things they normally could not. In combat clairsentients excel at archery, where their enhanced senses can reveal enemy weak points to strike.

Hit Points:

Hit Dice: 1d6 per psion level

Hit Points at First Level: 6 + your Constitution modifier

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

Primary Attribute: Wisdom

Saving Throws: Intelligence, Wisdom

Proficiencies: Ranged Weapons, Light Armor

Proficient Archer

At 2nd level you gain the Archery fighting style. You can't take a fighting style more than once, even if you later get to choose another. You may use your Wis bonus in place of your Dex bonus when making ranged weapon attacks.

Archery

You gain a +2 bonus to attack rolls you make with ranged weapons.

Extra Shot

At 6th level, you attack twice, instead of once, when you take the Attack action on your turn with a ranged weapon.

Second Sight

Starting at 10th level, as long as you can sense an enemy with an active clairsentience power you deal an additional 2d6 damage with ranged weapon attacks against them.

Danger Sense

At 14th level you gain proficiency in dexterity saving throws. You also gain one of the following features of your choice.

Evasion

When you are subjected to an effect, such as a red dragon's fiery breath or a lightning bolt spell, that allows you to make a dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Uncanny Dodge

When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

True Sense

At 18th level you can now maintain 1 Clairvoyance Devotion without paying its maintenance cost, and maintaining that power no longer requires concentration. In addition, you no longer suffer any negative effects from the Blinded or Deafened conditions.

Psychokinetic

The psychokinetic focuses on powers that manipulate the world around them. They can lift, move, create, or destroy with only a thought. They can even control temperature by affecting material at a molecular level. In combat the psychokinetic may attack by flinging objects at their opponent, or use their abilities on them directly.

Hit Points:

Hit Dice: 1d6 per psion level

Hit Points at First Level: 6 + your Constitution modifier

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

Primary Attribute: Intelligence

Saving Throws: Constitution, Intelligence

Common starting powers: Telekinesis, Ballistic Attack

Force of Will

Beginning at 2nd level, when using a psychokinetic devotion or science to deal damage the power deals one extra die of damage of the appropriate type. If enhanced and the enhancement adds additional dice of damage, it deals an additional die per level of enhancement.

Kinetic Barrier

Beginning at 6th level, you form a barrier of kinetic energy around yourself whenever you use a psychokinetic power. When you use a power from the psychokinesis discipline you gain temporary hit points equal to half its PSP cost.

Psychic Parry

Starting at 10th level, you may spend your reaction to attempt to deflect an incoming attack. You may use this ability after you've been hit by an attack or failed a Dexterity saving throw by spending 2 PSPs. You roll 1d6 and add the result to your AC or saving throw result against that attack.

Overcharge

Starting at 14th level, your mental limit is increased by 2 when using a psychokinetic power.

Psychokinetic Mastery

Starting at 18th level you select 2 Psychokinetic powers. You may use these powers without paying their PSP cost, as long as the cost of the power is no greater than 8 PSPs.

Psychometabolic

The Psychometabolic can use their mind to alter their own body, or the bodies of those around them. They can alter a being's size and strength, heal wounds, or even change their form entirely. In combat the Psychometabolic can be a capable front line fighter, altering their form to augment their offense and defense while healing any wounds they suffer.

Hit Points:

Hit Dice: 1d10 per psion level

Hit Points at First Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per psion level after 1st

Primary Attribute: Constitution

Saving Throws: Strength, Constitution

Proficiencies: Martial Weapons, Light Armor

Fighting Style

At 2nd level, you automatically pass all concentration checks for Psychometabolic powers. You also adopt one of the following fighting styles. You can't take a fighting style more than once, even if you later get to choose another.

Fencing

When you are wielding a melee weapon in one hand and no weapon or shield in your off hand you gain a +2 bonus to AC. Using Psychometabolic powers with your off hand does not disable this ability.

Great Weapon Fighting

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Metabolic Burst

Beginning at 6th level, you become adept at sustaining your offense while using your powers. When you activate a Psychometabolic power as your action, you may also make a melee attack as part of that action. You can also attack twice, instead of once, whenever you take the Attack action on your turn while maintaining a Psychometabolic power.

Sustained Adaptation

By 10th level, altering your body through Psychometabolism has become second nature. The maintenance cost of all your Psychometabolic powers is reduced by 2 PSPs. This still requires your concentration, so even if the cost is reduced to 0 you must still concentrate on it as you would any other power.

Heightened Metabolism

When you reach 14th level your ability to control your own body to heal your wounds becomes second nature. At the start of your turn you regain HP equal to your constitution modifier as long as you are maintaining at least one Psychometabolic power affecting yourself.

Augmented Form

When you reach 18th level your current and maximum Strength, Dexterity, and Constitution are all increased by 2.

Psychoportive

The psychoportive is adept at moving themselves or others from one place to another with only a thought. They can teleport themselves or their allies over short or long distances, or even banish an unwilling foe. In combat the psychoportive is excellent at hit-and-run tactics and learns to take advantage of their opponent's inability to predict their movements.

Hit Points:

Hit Dice: 1d8 per psion level

Hit Points at First Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 4) + your Constitution modifier per psion level after 1st

Primary Attribute: Charisma

Saving Throws: Dexterity, Charisma

Proficiency: Light Armor

Common starting powers: Teleport, Dimension Door

Blink Strike

At 2nd level you can no longer be disorientated by your own Psychoportation powers. You can also deal a Blink Strike when you attack, which can be triggered in one of two ways. A Blink Strike deals an additional 1d6 damage for every two levels of psionicist, and only one attack per turn can deal this bonus damage.

First, after using a Psychoportation power to move adjacent to an enemy on your turn you may make a melee attack against them as part of that action. This attack deals a Blink Strike if it hits.

Second, you may use the Sleight of Thought talent to manipulate a light weapon and strike your opponent in an unexpected way. After activating Sleight of Thought you may spend your action to make a Sleight of Hand check. If your result is greater than your opponent's passive perception you may make a melee attack against the opponent. This attack deals a Blink Strike if it hits.

Melee Training

At 6th level you become more skilled in melee combat. You gain one of the following combat styles:

Light: When you are wearing light armor and a weapon in each hand, you gain +2 to AC. When using your blink strike, you may attack with a light weapon in each hand. If both attacks hit, the second attack deals 1d6 bonus damage rather than the full blink strike bonus.

Medium: You gain proficiency with all martial melee weapons that do not have the Heavy or Two-Handed properties. You gain proficiency with shields and medium armor. When using Blink Strike with Slight of Thought, you may use any melee weapon without the Heavy or Two-Handed properties to attack.

Heavy: You gain proficiency with medium armor and all martial melee weapons with the Heavy or Two-Handed properties. When using Blink Strike with Slight of Thought, you may use a Heavy or Two-Handed melee weapon to attack. When using Blink Strike with a Heavy or Two-Handed weapon the damage is increased by 1d6.

Ambush

At 10th level you become even better at catching your enemies unaware, particularly if they don't know what to expect. The first time you use Blink Strike in a combat you gain advantage on your attack roll, and you score a critical hit on a 19 or 20.

Psychoportation Reflex

Starting at 14th level, you gain the ability to evade attacks by either teleporting short distances or momentarily jumping to another plane. As long as you are aware of the attack, your AC is increased by +2 and you gain the Evasion feature.

Evasion

When you are subjected to an effect, such as a red dragon's fiery breath or a lightning bolt spell, that allows you to make a dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Far Step

At 18th level you can teleport to your intended location any time you take the Move action. Attacking after moving in this way does allow you to use Blink Strike. The ability can be used multiple times within the same turn as long as the total distance traveled does not exceed your speed.

In addition, the range of all your Psychoportation powers is doubled.

Telepathic

The telepath is the master thought. They are able to communicate with their allies or attack their opponent's minds directly. In combat the telepath breaks down their opponents' mental defenses, at which point they can unleash a multitude of devastating mental attacks.

Hit Points:

Hit Dice: 1d6 per psion level

Hit Points at First Level: 6 + your Constitution modifier

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

Primary Attribute: Wisdom

Saving Throws: Wisdom, Charisma

Common starting powers: Contact, Mindlink, One Psionic Attack

Strength of Thought

At 2nd level you begin honing your mind's offensive and defensive abilities. The cost of all your psionic attacks and defenses is reduced by 1, and you can maintain Contact with one target for only 1 PSP per hour. You gain a +2 bonus on your attack and defense rolls in psionic combat, and you can replace your Int or Cha bonus with your Wis bonus in psionic combat.

Psychic Feint

At 6th level, when you begin psionic combat you may select a different attack power after your first attack. You pay the cost of the more expensive of the two powers, and can use the full number of attacks listed in the new power. If you choose not to use this ability, you make an additional psionic attack in this combat.

Telepathic Follow-Up

Beginning at 10th level, on the same turn that you establish contact against an enemy you can use a telepathic power against that enemy as a bonus action.

Telepathic Reflexes

At 14th level reading minds has become second nature, and you can react to an opponent's actions before they even take them. While you have contact against a character, that character has disadvantage on all attacks against you and you have advantage on all saving throws against abilities they use.

True Telepath

At 18th level you become aware of all sources of intelligent thought within 60 ft of you at all times, unless they are protected from telepathic reading. You may use telepathic powers against them as if you had vision of them. In addition, you have advantage on all psionic combat rolls.

Disciplines

All psionic powers belong to one of six disciplines: clairsentience, psychokinesis, Psychometabolism, Psychoportation, telepathy, and Metapsionics. Within each discipline are major powers, called sciences, and minor powers, called devotions. At 3rd level you gain access to one discipline of your choice other than Metapsionics. You gain access to more as you level but cannot select Metapsionics as it requires a much more dedicated study of psionics.

Learning Powers

As you gain levels, you will learn talents, devotions, and sciences. Talents are powers that do not cost any PSPs. There is one talent for each discipline, which you learn automatically when you gain access to that discipline. You will also gain devotions and sciences. You must learn two devotions in any discipline for every science. Some powers also have more specific requirements, which are listed in the power's description.

Psionic Strength Points

Psionic Strength Points, or PSPs, are the mental resources you use to activate your powers. As you gain levels, your pool of PSPs increases. You use these points to activate and maintain your powers. When you complete a long rest your PSP pool is restored to maximum, minus any points spent on maintaining powers during the rest.

You can gain bonus PSP's at 1st level based on your Primary attribute score modifier, determined by your Primary Discipline

Power Cost

Each power has a cost, listed in its description. When you activate a power you must pay this cost from your pool of PSPs. Many powers also have an enhance cost. When activating the power you may pay this cost in addition to the initial cost to increase its effect. Most powers with enhancement costs can pay the cost multiple times, scaling the effect for each time it is payed. If a power has a limit to how many times it can be enhanced it will say so in its description. Anything that is based on the cost of a power includes both the initial cost and the PSPs spent on enhancing it.

Maintenance

Psionic powers do not have a duration, but some powers can have an effect that lasts longer than a single round. These powers have a maintenance cost, listed with a number and a time interval. You are able to continue that power's effect as long as they pay the maintenance cost. Maintaining your powers does require concentration, but you can maintain any number of psionic powers at once as long as you pay the cost for each. In combat you pay the cost for any power you wish to maintain at the start of your turn.

If you are forced to make a concentration check while maintaining your powers you make an individual check for each power you are maintaining. Each power that fails the check immediately stops functioning.

Normally you cannot sleep while concentrating, but some powers have a maintenance cost paid per day. These powers can be maintained even while sleeping, but the cost must be paid every morning after you wake up.

Mental Limit

Your mental limit is the amount of mental energy you can safely put into a single power. Exceeding this limit puts an immense strain on your body. When activating a psionic power, for every PSP spent beyond this limit you take 1d12 psychic damage. This limit includes any enhancement costs paid when activating the power.

Defenses

All psionics gain at least some ability to defend themselves from psionic contact, even if they aren't an expert in telepathy. You start with one defense of your choice at level 1, and gain additional defenses as you level.

Psionic Sense

You gain the Psionic Sense talent, even though you do not have access to the Metapsionics domain.

Psychic Warrior

Psychic Warrior Power Progression

Level	PSPs	Mental Limit	Disciplines	Devotions	Sciences	Defenses
3	8	4	1	2	1	1
4	12	5	1	3	1	1
5	18	6	1	3	1	1
6	24	7	2	4	1	1
7	32	8	2	5	1	2
8	35	9	2	5	2	2
9	38	10	2	5	2	2
10	40	10	2	6	2	2
11	46	11	2	6	2	3
12	52	12	2	6	3	3
13	64	12	2	7	3	3
14	68	12	3	8	3	3
15	72	12	3	9	3	4
16	76	12	3	9	4	4
17	80	12	3	9	4	4
18	84	12	3	9	4	4
19	89	13	3	10	4	5
20	95	13	3	10	4	5

Psionics

When you reach 3rd level, you begin developing your psionic abilities. Your psionic save DC and psionic attack modifier is determined by Constitution according to the following formula.

- **Psionic save DC** = 8 + your proficiency bonus + your constitution modifier
- **Psionic attack modifier** = your proficiency bonus + your constitution modifier

Psionic Strength Points

You can gain bonus PSP's at 3rd level based on your Primary attribute score modifier, determined by your Primary Discipline

Pain Attunement

At 3rd level, you learn to channel your own pain and adrenaline to sustain your powers. When you take damage, you can reduce the total number of PSPs spent to maintain powers on your next turn by the amount of damage received. A single hit can sustain multiple powers, or many small hits can sustain one difficult power with this ability, but if you take more damage than the combined maintenance cost of your active powers you gain no additional benefit.

You gain advantage on all concentration checks to maintain psionic powers due to taking damage.

War Psion

Beginning at 7th level, when you use a power that costs half your mental limit or less you may make one weapon attack as a bonus action.

Psionic Strike

At 10th level, you learn how to make your weapon strikes undercut a creature's resistance to your powers. When you hit a creature with a weapon attack, that creature has disadvantage on the next saving throw it makes against a power you activate before the end of your next turn.

Psionic Burst

At 15th level, you gain the ability to momentarily push yourself beyond your normal limits. When you use your action surge to activate a psionic power, your mental limit is increased by 5 for that action.

Improved War Psion

Starting at 18th level, when you use your action to activate a power you can make one weapon attack as a bonus action.

Rogue Subclass – Psylocke

Some rogues enhance their fine-honed skills of stealth and agility with psionics, training their mind to do what their hands cannot. Psionics offers many tools a rogue could find valuable – teleportation, telekinesis, and manipulation of perception. It also demands discipline and training that many rogues don't care for, so Psylocke's are relatively rare. Their diverse abilities can make them extremely potent both on the battlefield and when more subtlety is called for.

Psionics

When you reach 3rd level, you begin developing your psionic abilities. Your psionic save DC and psionic attack modifier is determined by charisma according to the following formula.

- **Psionic save DC** = 8 + your proficiency bonus + your charisma modifier
- **Psionic attack modifier** = your proficiency bonus + your charisma modifier

Psionic Strength Points

You can gain bonus PSP's at 3rd level based on your Primary Ability score modifier, determined by your Primary Discipline.

Disciplines

All psionic powers belong to one of six disciplines: clairsentience, psychokinesis, Psychometabolism, Psychoportation, telepathy, and Metapsionics. Within each discipline are major powers, called

sciences, and minor powers, called devotions. At 3rd level you gain access to one discipline of your choice other than Metapsionics. You gain access to more as you level but cannot select Metapsionics as it requires a much more dedicated study of psionics.

Learning Powers

As you gain levels, you will learn talents, devotions, and sciences. Talents are powers that do not cost any PSPs. There is one talent for each discipline, which you learn automatically when you gain access to that discipline. You will also gain devotions and sciences. You must learn two devotions in any discipline for every science. Some powers also have more specific requirements, which are listed in the power's description.

Psionic Strength Points

Psionic Strength Points, or PSPs, are the mental resources you use to activate your powers. As you gain levels, your pool of PSPs increases. You use these points to activate and maintain your powers. When you complete a long rest your PSP pool is restored to maximum, minus any points spent on maintaining powers over the rest.

Power Cost

Each power has a cost, listed in its description. When you activate a power you must pay this cost from your pool of PSPs. Many powers also have an enhance cost. When activating the power you may pay this cost in addition to the initial cost to increase its effect. Most powers with enhancement costs can pay the cost multiple times, scaling the effect for each time it is paid. If a power has a limit to how many times it can be enhanced it will say so in its description. Anything that is based on the cost of a power includes both the initial cost and the PSPs spent on enhancing it.

Maintenance

Psionic powers do not have a duration, but some powers can have an effect that lasts longer than a single round. These powers have a maintenance cost, listed with a number and a time interval. You may continue that power's effect if you pay the maintenance cost. Maintaining your powers does require concentration, but you can maintain any number of psionic powers at once if you pay the cost for each. In combat you pay the cost for any power you wish to maintain at the start of your turn.

If you are forced to make a concentration check while maintaining your powers you make an individual check for each power you are maintaining. Each power that fails the check immediately stops functioning.

Normally you cannot sleep while concentrating, but some powers have a maintenance cost paid per day. These powers can be maintained even while sleeping, but the cost must be paid every morning after you wake up.

Mental Limit

Your mental limit is the amount of mental energy you can safely put into a single power. Exceeding this limit puts an immense strain on your body. When activating a psionic power, for every PSP spent beyond this limit you take 1d12 psychic damage. This limit includes any enhancement costs paid when activating the power.

Defenses

All psionics gain at least some ability to defend themselves from psionic contact, even if they aren't an expert in telepathy. You start with one defense of your choice at level 1 and gain additional defenses as you level.

Psionic Sense

You gain the Psionic Sense talent, even though you do not have access to the Metapsionics domain.

Psylocke Power Progression

Level	PSPs	Mental Limit	Disciplines	Devotions	Sciences	Defenses
3	8	4	1	2	1	1
4	12	5	1	3	1	1
5	18	6	1	3	1	1
6	24	7	2	4	1	1
7	32	8	2	5	1	2
8	35	9	2	5	2	2

9	38	10	2	5	2	2
10	40	10	2	6	2	2
11	46	11	2	6	2	3
12	52	12	2	6	3	3
13	64	12	2	7	3	3
14	68	12	3	8	3	3
15	72	12	3	9	3	4
16	76	12	3	9	4	4
17	80	12	3	9	4	4
18	84	12	3	9	4	4
19	89	13	3	10	4	5
20	95	13	3	10	4	5

Psyblade

At 3rd level, you gain the ability to manifest a blade of psionic energy. This blade deals psychic damage, and when using it your sneak attack also deals psychic damage. The blade can be created as easily drawing a weapon and dismissed with a thought. You may only manifest one psyblade at a time, and only once per turn. The psyblade becomes stronger and gains new abilities as you gain levels, according to the following table. A thrown Psyblade dissipates after hitting its target or passing its listed range.

Level	Attack Bonus	Damage	Additional Properties
3	+1	1d6+1	Light, Finesse
6	+1	1d6+1	Light, Finesse Thrown (Range 20 ft)
9	+2	1d6+2	Light, Finesse Thrown (Range 30 ft)
12	+2	1d8+2	Light, Finesse Thrown (Range 40 ft)

			Ignores Damage Resistance
15	+3	1d8+3	Light, Finesse Thrown (Range 50 ft) Ignores Damage Resistance Can be any damage type when created
18	+3	1d8+3	Light, Finesse Thrown (Range 60 ft) Ignores Damage Resistance Can be any damage type when created Attack rolls are critical hits on a roll of 19 or 20

Psionic Ambush

Starting at 9th level, if you are hidden from a creature when you activate a psionic power on it, the creature has disadvantage on any saving throw it makes against the power this turn.

Psionic Strike

At 13th level, you gain the ability to follow up your sneak attacks with a psionic power. When you deal sneak attack damage to a target, you may activate a psionic power with a casting time of 1 action against that target as a bonus action. The total cost of this power cannot be more than 6 PSPs

Psychic Thief

At 17th level, your psyblade can now steal mental energy to replenish your own. When an enemy is hit by your psyblade, you regain 2d6 PSPs. If the target has PSPs they lose the same amount. If they don't, they lose one point of intelligence, wisdom, or charisma, chosen randomly. You cannot gain PSPs above your normal maximum with this power.

Barbarian Subclass – Path of the Mind

Very rarely, someone with psionic potential chooses the life of a barbarian. These individuals can learn to tap into their powers through the Path of the Mind. Unlike other psionics, Path of the Mind Barbarians do not access their psionic power through training and discipline. Instead, their powers are released through their rage and instincts. They struggle to control their powers normally, but within the fury of their rage they can release immense psionic power.

Psionics

When you reach 3rd level, you begin developing your psionic abilities. Your psionic save DC and psionic attack modifier is determined by Constitution according to the following formula.

- **Psionic save DC** = 8 + your proficiency bonus + your constitution modifier
- **Psionic attack modifier** = your proficiency bonus + your constitution modifier

Disciplines

All psionic powers belong to one of six disciplines: clairsentience, psychokinesis, Psychometabolism, Psychoportation, telepathy, and Metapsionics. Within each discipline are major powers, called sciences, and minor powers, called devotions. At 3rd level you gain access to one discipline of your choice other than Metapsionics or telepathy. You gain access to more as you level but cannot select Metapsionics or telepathy as they require a much more dedicated study of psionics.

Learning Powers

As you gain levels, you will learn talents, devotions, and sciences. Talents are powers that do not cost any PSPs. There is one talent for each discipline, which you learn automatically when you gain access to that discipline. You will also gain devotions and sciences. You must learn two devotions in any discipline for every science. Some powers also have more specific requirements, which are listed in the power's description.

Psionic Strength Points

Psionic Strength Points, or PSPs, are the mental resources you use to activate your powers. As you gain levels, your pool of PSPs increases. You use these points to activate and maintain your powers. When you complete a long rest your PSP pool is restored to maximum, minus any points spent on maintaining powers over the rest.

Power Cost

Each power has a cost, listed in its description. When you activate a power you must pay this cost from your pool of PSPs. Many powers also have an enhance cost. When activating the power you may pay this cost in addition to the initial cost to increase its effect. Most powers with enhancement costs can pay the cost multiple times, scaling the effect for each time it is paid. If a power has a limit to how many times it can be enhanced it will say so in its description. Anything that is based on the cost of a power includes both the initial cost and the PSPs spent on enhancing it.

Maintenance

Psionic powers do not have a duration, but some powers can have an effect that lasts longer than a single round. These powers have a maintenance cost, listed with a number and a time interval. You are able to continue that power's effect as long as they pay the maintenance cost. Maintaining your powers does require concentration, but you can maintain any number of psionic powers at once as long as you pay the cost for each. In combat you pay the cost for any power you wish to maintain at the start of your turn.

If you are forced to make a concentration check while maintaining your powers you make an individual check for each power you are maintaining. Each power that fails the check immediately stops functioning.

Normally you cannot sleep while concentrating, but some powers have a maintenance cost paid per day. These powers can be maintained even while sleeping, but the cost must be paid every morning after you wake up.

Mental Limit

Your mental limit is the amount of mental energy you can safely put into a single power. Exceeding this limit puts an immense strain on your body. When activating a psionic power, for every PSP spent beyond this limit you take 1d12 psychic damage. This limit includes any enhancement costs paid when activating the power.

You find it much easier to unleash your powers while raging, so your mental limit is increased when in this state.

Defenses

All psionics gain at least some ability to defend themselves from psionic contact, even if they aren't an expert in telepathy. You start with one defense of your choice at level 1, and gain additional defenses as you level.

Psionic Sense

You gain the Psionic Sense talent, even though you do not have access to the Metapsionics domain.

Path of the Mind Power Progression

Level	PSPs	Mental Limit	Mental Limit (Raging)	Disciplines	Devotions	Sciences	Defenses
3	8	2	8	1	2	1	1
4	12	3	10	1	3	1	1
5	18	3	12	1	3	1	1
6	24	4	12	2	4	1	1
7	32	4	13	2	5	1	2
8	35	5	13	2	5	2	2
9	38	5	14	2	5	2	2
10	40	5	14	2	6	2	2
11	46	6	15	2	6	2	3
12	52	6	15	2	6	3	3
13	64	6	16	2	7	3	3
14	68	6	17	3	8	3	3
15	72	6	18	3	9	3	4
16	76	6	19	3	9	4	4
17	80	6	20	3	9	4	4

18	84	6	21	3	9	4	4
19	89	7	22	3	10	4	5
20	95	7	25	3	10	4	5

Psionic Rage

At 3rd level, as you begin to manifest your psionic powers the following changes are made to your Rage ability:

- You can activate and maintain psionic powers while raging. This does not give you the ability to cast spells while raging.
- Spending an action using a psionic power does not end your rage, even if the power is not an attack and you haven't taken damage.
- You add your Rage Damage to the damage dealt by any psionic attacks. If the power is enhanced you add your Rage Damage again for each level of enhancement.
- You gain resistance to Psychic damage, including the damage from exceeding your mental limit.
- You gain advantage on intelligence, wisdom, and charisma saving throws. You also gain advantage on constitution saving throws made to maintain concentration on your psionic powers.

Augmented Rage

At 6th level you may select one psionic power you know to augment your Rage ability. The power must meet the following criteria:

- The power's activation cost cannot exceed your mental limit while raging. If the power has an enhancement cost you cannot enhance it beyond your mental limit.
- The power must have a maintenance cost.
- The power cannot directly target an opponent.

Whenever you activate your rage ability you may also activate the selected power as part of that action. You do not spend PSPs activating or maintaining the power, and you automatically pass concentration checks to maintain the power. The power ends immediately when your rage ends.

To change your selected power you must spend a full day on a personal ritual of your choice, such as meditation or combat training.

Fury Attunement

At 10th level you gain the ability to sustain your mental reserves through the fury of your own attacks. While raging, when you hit an opponent with a melee attack you regain 1 PSP. This cannot increase your PSP total above your normal maximum. If your HP or PSP total are at less than half of their maximum this is increased to 1d4 PSPs. If both your HP and PSP total are at less than half of their maximum this is increased to 2d4 PSPs.

Mental Retaliation

At 14th level you gain the ability to strike back with your mind against those that strike you. When you take damage from a creature that is within 5 feet of you, you can use your reaction to activate a psionic power targeting that creature. The power cannot cost more than half your mental limit.

Psionic Combat

Initiating Psionic Combat

Many telepathic powers require Contact, a power that establishes a mental link between you and another creature. If a power's range is listed as "Contact", it means the power can be used at any range but can only be used against a mind you have contacted. To establish Contact with an unwilling opponent, you must first break down their mental defenses. This is done through psionic combat.

To begin psionic combat you must know at least one of the five telepathic attacks. You use one of these powers on an opponent like any other psionic power. This begins a psionic contest between you and your opponent. If they have multiple defense modes they select one to use against your attacks. If they have PSPs they may spend them on the enhance cost for their defense mode to gain an additional bonus for the entire round of combat.

Attacking a Non-Psionist

All minds have at least some defense against psionic contact. While a psionist trains their mind to learn a variety of defenses, a non-psionist only has their natural subconscious instincts. When attacked, a non-psionist will defend with one of the following powers, based on their highest stat. If two or more stats are tied for highest, decide randomly (or if this is a PC, allow the player to choose).

Int – Mental Barrier

Wis – Thought Shield

Cha – Mind Blank

Making a Psionic Attack

First compare your attack to their defense on the following chart. Add this modifier to your proficiency bonus and your modifier for the attribute listed in the attack description. This is your attack bonus.

	Mind Blank	Thought Shield	Mental Barrier	Intellect Fortress	Tower of Iron Will
Mind Thrust	+2	+6	0	-4	-5
Ego Whip	+9	-3	+3	-4	-6

Id Insinuation	+1	+3	+6	-1	-2
Psychic Crush	+5	+5	+5	-2	-4
Psionic Blast	+8	+5	+3	-1	-2

The defender adds their proficiency bonus to their attribute bonus listed in their defense power. If they paid the enhance cost of the defense power they add that bonus as well. These three values added together are their defense bonus.

The attacker and defender each roll 1d20 and add their respective bonuses. If the attacker's result is higher than the defender's result then the attacker establishes one tangent.

Resolving Psionic Combat

Every psionic attack power lists the number of attacks that it can make when activated to establish contact. The combat continues until the attacker has made that number of attacks, or they have established three tangents. Upon establishing the third tangent the attacker now has Contact against the defender, as described in the Contact power.

Feats

Mental Reserves

Prerequisite: You have the psionics class feature

You gain +1 to the primary attribute of your psionic ability.

Your maximum PSPs are increased by 2 for each Science you know.

Focused Power

Prerequisite: You have the psionics class feature.

You gain +1 to the primary attribute of your psionic ability.

Your Mental Limit is increased by 1.

Mental Defenses

You have some ability to defend yourself against psionic attacks that goes beyond standard natural defenses. You gain a small amount of psionic energy, which you can use to enhance your natural defenses as if you were a psionist. You gain the following benefits:

- You gain +1 to the attribute associated with your natural psionic defense
- You gain 6 PSPs as long as you do not have the psionics class feature.

Wild Talent

Prerequisite: You do not have the psionics class feature

You manifest a latent psionic talent. Unlike a psionist, you have no control over what form this talent takes. You roll on the following table and gain the power(s) and PSPs listed in that entry.

If you later gain the psionics class feature you use this PSP total or the PSP total from the class, whichever is higher. You use the mental limit of your class, except you can use the mental limit from this feat when activating your wild talent power(s). The powers gained from your wild talent count toward your total known powers from the psionics class feature.

If a power lists Combat Mode, you gain one of the following powers of your choice:

Mind Thrust

Ego Whip

Id Insinuation

Roll	Power(s)	Mental Limit	PSPs
1	All-Round Vision	3	7
2	Combat Mind	4	12
3	Danger Sense	6	10
4	Environment	6	6
5	Feel Light	2	6
6	Feel Sound	1	3
7	Hear Light	2	6
8	Know Direction	1	1
9	Know Location	6	6

10	Poison Sense	2	2
11	Predestination	17	17
12	See Sound	2	6
13	Spirit Sense	6	6
14	Weather Prediction	3	3
15	Aura Sight	10	22
16	Clairaudience	7	17
17	Clairvoyance	10	24
18	Object Reading	12	12
19	Animate Object, Telekinesis	7	15
20	Animate Shadow	1	3
21	Ballistic Attack, Telekinesis	4	4
22	Compact	13	25
23	Control Body, Telekinesis	12	26
24	Control Flames, Telekinesis	2	4
25	Control Light	3	5
26	Control Sound	3	5
27	Control Wind, Telekinesis	13	25
28	Create Sound, Control Sound, Telekinesis	5	11
29	Ghost Writing, Molecular Manipulation	2	4

30	Inertial Barrier, Telekinesis	7	17
31	Molecular Agitation	2	6
32	Molecular Manipulation, Telekinesis	6	16
33	Opposite Reaction	5	5
34	Soften	4	10
35	Create Object, Telekinesis	14	24
36	Detonate, Molecular Agitation, Telekinesis	12	12
37	Disintegrate, Telekinesis, Soften	16	16
38	Gravelstorm, Telekinesis, Ballistic Attack	13	23
39	Project Force, Telekinesis	10	10
40	Telekinesis	2	4
41	Adrenalin Control	6	14
42	Biofeedback	3	3
43	Body Control	13	19
44	Body Equilibrium	2	6
45	Body Weaponry	5	11
46	Catfall	4	4
47	Cause Decay	10	10
48	Cell Adjustment	4	4
49	Chameleon Power	6	8

50	Chemical Simulation	4	10
51	Displacement	3	9
52	Double Pain	9	19
53	Ectoplasmic Form	13	27
54	Expansion	4	6
55	Flesh Armor	2	4
56	Graft Weapon	2	4
57	Heightened Senses	6	8
58	Lend Health	4	4
59	Pheromone Discharge	12	14
60	Reduction	2	4
61	Rigidity	6	10
62	Share Strength	7	13
63	Animal Affinity	10	16
64	Complete Healing, Cell Adjustment	10	10
65	Energy Containment	15	45
66	Life Draining	12	20
67	Metamorphosis	13	25
68	Shadow Form	9	15
69	Astral Projection	12	16
70	Deep Pockets	2	4
71	Dimensional Door	4	8
72	Dimension Walk	12	14
73	Dissipating Touch, Teleport	4	4

74	Dream Travel	4	4
75	Ethereal Traveler	16	20
76	Impossible Shot, Dimension Door	4	4
77	Teleport Object, Teleport	2	2
78	Teleport Trigger, Teleport	4	10
79	Time Shift, Teleport	6	6
80	Time/Space Anchor	5	9
81	Vanish, Teleport	5	5
82	Banishment, Teleport	13	21
83	Probability Travel	12	26
84	Summon Planar Creature, Teleport	13	13
85	Teleport	4	4
86	Attraction, Contact, Mindlink, Combat Mode	5	20
87	Aversion, Contact, Mindlink, Combat Mode	9	20
88	Awe, Contact, Mindlink, Combat Mode	4	15
89	Conceal Thoughts	3	7
90	Daydream, Contact, Mindlink	4	13
91	ESP, Contact	6	16
92	False Sensory Input,	4	16

	Contact, Mindlink, Combat Mode		
93	Impossible Task, Contact, Mindlink, Combat Mode	10	25
94	Invincible Foes, Contact, Mindlink, Combat Mode	7	22
95	Invisibility, Contact, Mindlink, Combat Mode	5	18
96	Life Detection	3	9
97	Mind Bar	5	11
98	Mysterious Traveler	2	2
99	Phobia Amplification, Contact, Mindlink, Combat Mode	5	18
100	Psychic Messenger	10	10
101	Repugnance, Contact, Mindlink, Combat Mode	9	32
102	Send Thoughts, Contact	4	5
103	Sight Link, Contact, Mindlink, Combat Mode	7	22
104	Sound Link, Contact, Mindlink, Combat Mode	5	18
105	Synaptic Static	14	34
106	Taste Link, Contact, Mindlink, Combat	4	14

	Mode		
107	Telepathic Projection, Contact, Mindlink, Combat Mode	4	13
108	True Worship, Contact	5	9
109	Truthear, Contact, Mindlink, Combat Mode	5	18
110	Domination, Contact, Mindlink, Combat Mode	14	51
111	Ejection	8	8
112	Fate Link, Contact, Mindlink, Combat Mode	13	34
113	Mindlink, Contact	2	5
114	Mindwipe, Contact, Mindlink, Combat Mode	14	51
115	Probe, Contact, ESP Combat Mode	8	27
116	Superior Invisibility, Invisibility, Contact, Mindlink, Combat Mode	13	30
117	Disjoint Psionics, Psionic Inflation	12	12
118	Psychic Bolt	6	6
119	Stasis Field	15	35
120	Psionic Storm, Psychic Bolt	13	17

Psionic Powers

Clairsentience

Talent

Glance

Casting Time: 1 Action

Range: 5 ft

You shift your perception 5 ft in any direction for 1 round. You don't physically move, but until your next turn you can see and hear as if you were in an adjacent square. You can use this ability to shift your perceptions to the other side of a barrier as long as it is less than 3 ft thick. If you have any active Clairsentience powers that augment your senses they also function while your sight is shifted.

Devotions

All-Round Vision

Casting Time: 1 Bonus Action

Initial Cost: 1 PSP

Enhance Cost: N/A

Maintenance Cost: 3 PSPs per minute

Range: N/A

Prerequisites: None

This power gives you "eyes in the back of your head" – and in the sides and on top, as well. (Of course, this is figurative; you do not literally sprout eyeballs.) In effect, you can see in all directions simultaneously. Besides its obvious applications when combined with the clairvoyance power, all-round vision prevents anyone from sneaking up on you without some sort of concealment. While this power is active you can no longer be flanked, but you suffer disadvantage on saving throws against gaze attacks because you are unable to avert your gaze.

Combat Mind

Casting Time: 1 Bonus Action

Initial Cost: 4 PSPs

Enhance Cost: 2 PSPs

Maintenance Cost: 4 PSP per round

Range: N/A

Prerequisites: None

You focus your senses on an opponent, to the exclusion of all others. You may focus your mind on offence to gain advantage on attack rolls against that target, or defense to give disadvantage to attack rolls from that target against you. This focus does reduce your ability to react to other threats, so any enemy that isn't the target of Combat Mind gains advantage on attacks against you. If you enhance this power you gain the benefit of both the offense and defense abilities against the target.

Danger Sense

Casting Time: 1 Action

Initial Cost: 6 PSPs

Enhance Cost: N/A

Maintenance Cost: 2 PSPs per hour

Range: N/A

Prerequisites: None

When using danger sense, you will experience a slight tingling sensation at the back of your neck when a hazard or threat is near. This power does not give you any specific information about the type of danger. You do not learn how or when it will strike. However, you do learn the general direction of the threat.

While danger sense is active you may act in the first round of combat, even when surprised. If you can communicate the danger to your allies you can extend this ability to them as well. You also gain advantage on initiative checks, and you may use your reaction to give an enemy disadvantage on an attack roll or gain advantage on a saving throw against an enemy's attack.

Environment

Casting Time: 1 action

Initial Cost: 6 PSPs

Enhance Cost: N/A

Maintenance Cost: N/A

Range: Unlimited

Prerequisites: None

This power lets you get a sensory image of the present surroundings of a particular nonliving item. You need not have any idea where the object is when the power is used, but you must concentrate on a specific, familiar item. For instance, "my friend's metal dagger" is fine, but "the nearest metal dagger" is not.

You receive an all-round sensory "snapshot" from the item's surroundings: visual, olfactory, aural, and temperature signals. The power itself gives no notion of direction or distance to the item in question, though you may be able to deduce its location from the sensory signals.

If the item has been destroyed before the power is used, it automatically fails. A concealed item (for example, in a pocket) gives a black visual image and insignificant olfactory, aural, and temperature signals.

Feel Light

Casting Time: 1 Action

Initial Cost: 2 PSPs

Enhance Cost: N/A

Maintenance Cost: 2 PSPs per hour

Range: N/A

Prerequisites: None

This extrasensory power allows you to experience light through tactile sensations (by touch). Your entire body becomes a receiver for light waves. In effect, your body replaces your eyes; you can see what your eyes would normally reveal. This power does not allow you to see in the dark, since there must be light for you to feel. Nor does it counter magical darkness, which actually blocks or destroys light waves. If you close your eyes and rely entirely on your sense of touch you are immune to gaze attacks.

Feel Sound

Casting Time: 1 Action

Initial Cost: 1 PSP

Enhance Cost: N/A

Maintenance Cost: 1 PSP per hour

Range: N/A

Prerequisites: None

This power is almost identical to feeling light, but it makes your body sensitive to sound. It allows you to continue hearing when your ears are disabled. This power does not detect sound where there is none, however, nor is it effective inside magical silence. You gain advantage on saving throws against sonic attacks and effects, including magical songs.

Hear Light

Casting Time: 1 Action

Initial Cost: 2 PSPs

Enhance Cost: N/A

Maintenance Cost: 2 PSPs per hour

Range: N/A

Prerequisites: None

This extrasensory power resembles "feel light", but it relies on your hearing rather than your sense of touch. Any light waves which reach you are converted to sound, and you "hear" the image. The image your mind perceives is just like an image offered by normal sight, and you suffer no penalties for anything requiring vision. If you close your eyes and rely entirely on your sense of hearing you are immune to gaze attacks.

Know Direction / Location

Casting Time: 1 Minute

Initial Cost: 1 PSPs

Enhance Cost: 5 PSPs

Maintenance Cost: N/A

Range: N/A

Prerequisites: None

You become your own compass. After using this power, you know which way is north. You can also tell if the ground you're standing on is sloped.

If you pay the enhancement cost this power reveals general information about your location. The information is usually no more detailed than the response of a simple farmer when asked, "Where am I?" Typical answers include "a few miles south-west of Waterdeep... as the crow flies," "in the house of Kilgore the taxidermist," or "adrift on the Blood Sea."

You can get additional information that is less specific than the initial answer by asking for it. For example, if the first response is "you're in the house of Kilgore the Taxidermist" you might then ask

where the house is. The DM might answer by saying Kilgore's house is in Chendl, in the Kingdom of Fuyondy.

Location Attunement

Casting Time: 1 Action

Initial Cost: 3 PSPs

Enhance Cost: N/A

Maintenance Cost: None or 3 PSPs per hour

Range: Infinite

Prerequisites: None

With this power, you can attune yourself to your current location. You may be attuned to one location at a time without paying a maintenance cost, but each additional location requires you to pay 3 PSPs per hour. If you stop paying the maintenance cost you must select one location to keep and discard the others. When you activate this power you can decide to add this location or replace your currently attuned location.

As long as you are attuned to a location you can pay 1 PSP to instantly know where that location is relative to your current position. This gives you the direction and distance, but does not provide any additional information such as how to navigate a maze between you and the location.

When you use a power that can be enhanced to increase its range, you gain one additional level of enhancement for free while targeting the location you're attuned to.

Poison Sense

Casting Time: 1 Action

Initial Cost: 2 PSPs

Enhance Cost: N/A

Maintenance Cost: N/A

Range: 5 ft

Prerequisites: None

This power enables you to detect the presence of poison and identify its location within 5 ft of your body (or in your presence if you are using clairvoyance or traveling astrally). The type of poison is not revealed, only its presence. Any poison, including animal venom, can be detected.

Predestination

Casting Time: 1 hour

Initial Cost: 17 PSPs

Enhance Cost: N/A

Maintenance Cost: N/A

Range: Touch

Prerequisites: Precognition

This power lets you predict the general destiny of a single creature. That destiny is based on the current situation only – future actions may change the target's predicted destiny.

You must spend a full hour alone with the subject (or isolated if you are using the power on yourself). The two converse about the past and present, and the subject makes known their plans for at least the immediate future. If the subject is not completely honest with you, the power automatically fails.

The DM makes a DC 17 insight check secretly. If successful, you gain a broad understanding of the target creature's prospects for one year in the future. This comes in a general statement of one or two words such as "favorable", "great riches", "little change", or "possible death". This power gives no great detail.

You and the subject are both aware that these predictions are subject to change. Your impressions are based solely on inertia generated by past and present events, they are no guarantee of the future.

See Sound

Casting Time: 1 Action

Initial Cost: 2 PSPs

Enhance Cost: N/A

Maintenance Cost: 2 PSPs per hour

Range: N/A

Prerequisites: None

This power enables you to perceive sound waves visually – with your eyes – by converting the sound waves to light impulses. (It works in much the same way as feel light.) You can only use this power if you can see normally. You can see sound even in darkness because sound waves do not require light. You can still be "blinded" by silence, however.

Spirit Sense

Casting Time: 1 Action

Initial Cost: 6 PSPs

Enhance Cost: N/A

Maintenance Cost: N/A

Range: 50 ft

Prerequisites: None

Using this power allows you to sense the presence of "spirits" within 50 ft – meaning ghosts, banshees, wraiths, haunts, and other noncorporeal undead. If a spirit frequently haunts the location at hand, you will know it. You will also know when a spirit is within 50 ft, but you won't be able to pinpoint its location.

Weather Prediction

Casting Time: 1 Action

Initial Cost: 3 PSPs

Enhance Cost: N/A

Maintenance Cost: N/A

Range: N/A

Prerequisites: Precognition

With this power, you can accurately predict the weather conditions for your present location. The forecast reaches 24 hours into the future, giving you precise knowledge of temperature, wind speed and direction, cloud cover, and any natural storms. This only predicts naturally occurring weather, not magically induced conditions.

Sciences

Aura Alteration

Casting Time: 10 minutes

Initial Cost: 6 PSPs

Enhance Cost: 8 PSPs

Maintenance Cost: N/A

Range: Touch

Prerequisites: Aura Sight

With aura alteration, you can temporarily disguise a person's aura or remove afflictions like curses, geases, and quests.

Disguise: You can change anything about a person's aura that could be revealed by the power Aura Sight. The disguise is temporary, lasting 1d6 hours. The DM should make this roll in secret, when you make the change you have no idea how long it will last before their true aura reasserts itself. Each quality of the aura you wish to change requires an individual use of this power. If someone attempts to read the target's aura they must make a wisdom saving throw. If they succeed they see through the alteration.

Repair: Because curses, geases, and quests are imprinted on a character's aura, they can be removed with this power. To use Aura Alteration in this way, you must pay the enhance cost. You then make an insight check to attempt to remove the affliction. If the affliction was caused by an ability that allowed a saving throw, the DC to remove it is equal to the original saving throw DC. If it didn't allow a saving throw, the DM should determine the DC to repair the condition.

Aura Sight

Casting Time: 1 Action

Initial Cost: 10 PSPs

Enhance Cost: N/A

Maintenance Cost: 6 PSPs per round

Range: 50 Ft

Prerequisites: None

An aura is a glowing halo or envelope of colored light which surrounds all living things. It is invisible to the naked eye. A creature's aura reflects their strength, intentions, and experiences.

When you use this power, you can see auras. Interpreting an aura requires some concentration. You must be careful in how you interpret what you see however, while an aura never lies its meaning isn't always obvious. With each round of concentration you can learn only one piece of information.

Strength: The individual's overall strength. You learn their total hit dice or levels, but do not learn their specific powers or abilities.

Intentions: You learn their current emotional state. This can give you some insight into why they may act a certain way, but it isn't mind reading. For example, a potential mercenary hiring could be confident because they believe the boasts they're making or because they believe that you're falling

for their lie. You can read their intentions again in a subsequent round to tell if their emotional state has changed.

Experiences: You learn of a recent event that had a strong emotional effect on the individual, and what that effect was. You get only the most basic information about the event. For example, you may learn that a death made them happy, but you won't learn who died or why they were happy about it. Every round you focus on their experiences you can learn of a previous event, up to a total number of events equaling $\frac{1}{3}$ of your Psionicist level.

You can be reasonably discreet when you use this power. You don't have to poke at the subject or give them the hairy eyeball. However, you do need to gaze at the subject intently. If you try to sense auras of people you're conversing with, they will notice that you're staring and probably will be uncomfortable.

Aura Sight does not act on the target directly, so there is no way to resist this power. However, some spells and psionic powers may hide or alter a character's aura, causing this power to fail or provide incorrect information.

Clairaudience

Casting Time: 1 Minute

Initial Cost: 7 PSPs

Enhance Cost: 2 PSPs

Maintenance Cost: 5 PSPs / round

Range: 100 ft

Prerequisites: None

Clairaudience allows you to hear sounds from a distant area. You pick a spot within range. You then can hear everything that you would be able to hear normally if you were standing in that spot. If you have enhanced senses, the senses apply to clairaudience as well.

You may enhance this power to increase its range, according to the following table:

Enhancement Level	Range
0	100 ft
1	1 mile
2	10 miles
3	100 miles

4	1,000 miles
5	10,000 miles

Using clairaudience does not screen out background noise around you. If something in your own neighborhood is raising a racket, you may have trouble hearing what is happening somewhere else. Clairaudience also does not give you the ability to understand a foreign or alien language, nor does it help you interpret sounds. For example, if you hear furniture scraping across the floor you can only guess if it's a chair or something else – just as if you heard it while blindfolded.

Clairvoyance

Casting Time: 10 minutes

Initial Cost: 10 PSPs

Enhance Cost: 2

Maintenance Cost: 7 PSPs per round

Range: 100 ft

Prerequisites: None

Clairvoyance allows you to see images from a distant area. You pick a viewing spot anywhere within range. You can then see anything that you could normally see if you were standing in that spot. Your field of vision is no wider than usual, but you can scan the area by turning your head.

You may enhance this power to increase its range according to the following table:

Enhancement Level	Range
0	100 ft
1	1 mile
2	10 miles
3	100 miles
4	1,000 miles
5	10,000 miles

Clairvoyance does not replace your normal eyesight. You can still “see” what is actually before you, but the distant scene is superimposed. For this reason, most clairvoyants close their eyes to avoid the confusion of images.

Clairvoyance does nothing to enhance your vision. Unless some other power or magic is at work, you still cannot see objects that are invisible, hidden in shadow, or behind other objects. This power also provides no sound, so you actually see a kind of silent movie (without subtitles, of cours).

Once the viewing spot is chosen, it is fixed in space. To enjoy the view from another location, you must use this power another time. Your clairvoyant presence is undetectable by normal means. It cannot be dispelled, repelled, or kept away by any form of magic.

Object Reading

Casting Time: 10- minutes

Initial Cost: 6 PSPs

Enhance Cost: 2 PSPs

Maintenance Cost: N/A

Range: Touch

Prerequisites: None

Object Reading is the ability to detect psychic impressions left on an object by its previous owner, including their race, sex, age, and the circumstances of their ownership. The amount of information gained depends on how much you enhance this power, according to the following table:

0	Last owner's race
1	Last owner's sex
2	Last owner's age when they lost the item
3	Last owner's name
4	Last owner's emotional connection to the item, if any.
5	How the last owner gained and lost the item, including how long ago the item was lost.

Precognition

Casting Time: 10 minutes

Initial Cost: 18 PSPs

Enhance Cost: N/A

Maintenance Cost: N/A

Range: N/A

Prerequisites: None

Precognition enables you to foresee the probable outcome of a course of action. This foresight is limited to the near future – no more than several hours from the time you use the power. Furthermore, you must describe the intended course of action in some detail in order to establish the course of events.

The DM makes a check for you secretly, rolling 1d20 and adding your Wisdom modifier. If they roll a 1, you see your own death in a particularly nasty and grisly way and must make a DC 15 Con saving throw. If you fail the save you are so completely shaken up by the vision that you gain an additional level of Exhaustion (in addition to the Exhaustion normally resulting from the use of this power).

If the result is not a 1, the DM should consult the following chart and provide an appropriate amount of information about the intended course of action.

7 or Less	Misleading information about the likely outcome, potentially including inaccurate ‘insights’ into unforeseen events.
8 – 13	An extremely vague sense of the most likely outcome of the described course of events.
14 – 20	A detailed description of the likely result of the intended course of action, excluding anything that the player has no knowledge of.
21+	A detailed description of the likely result of the intended course of action, including likely events the player has no knowledge of that will affect the outcome.

Even when it’s successful, precognition offers no guarantees. You see only one possible (albeit likely) outcome to a specific course of action. If the characters involved deviate from the actions you described, then they are changing the conditions and the lines of time, thereby making other outcomes more likely. Die rolls also play a large part in a precognition’s inaccuracy. The DM cannot be expected to engineer die rolls to the players’ advantage, and even events with a 95% certainty fail to occur 5% of the time. Anyone who relies on precognition to the exclusion of caution and common sense is asking for trouble.

Precognition is tiring. Regardless of outcome, you gain one level of Exhaustion.

Sensitivity to Psychic Impressions

Casting Time: 1 minute

Initial Cost: 14 PSPs

Enhance Cost: N/A

Maintenance Cost: 14 PSPs per minute

Range: 100 ft radius

Prerequisites: None

With this power, you gain a sense of history. You perceive the residue of powerful emotions which were experienced in a given area. These impressions offer you a picture of the location's past.

Battles and betrayals, marriages and murders, childbirth, and great pain – only events which elicited strong emotional or psychic energy leave their impression on an area. Everyday occurrences leave no residue for you to detect.

When sensing an area, you first learn of the most recent event which left a strong impression. Each minute that you maintain this power allows you to learn of another event, going in reverse chronological order until you no longer maintain the power or there are no noteworthy events left to sense.

Your understanding of these events is vague and shadowy, as if you were viewing a dream. The dominant emotion involved – anger, hate, fear, love, ect. – comes through very clearly. The psychic impression left on an area fades with time, so as you delve further into the past you will only sense impressions strong enough to last and the impression of the event becomes more vague. This is subject to DM discretion, but in general impressions that last dozens or hundreds of years tend to either have a strong effect on many or an extremely profound effect on an individual.

Psychokinesis

Talent

Fire Burst

Casting Time: 1 Action

Range: 60 ft

With a thought, you ignite the air around a target. That creature must make a dexterity save or take 1d10 fire damage. This damage increases by 1d10 at 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Devotions

Animate Object

Casting Time: 1 Action

Initial Cost: 7 PSPs

Enhance Cost: 2 PSPs

Maintenance Cost: 4 PSPs per round

Range: 150 ft

Prerequisites: Telekinesis

Inanimate objects can be "brought to life" with this devotion. The objects are not actually alive, but they move under your control. For example, chairs may walk, trees may dance, and stones may waddle around. Once animated, you may spend a bonus action to control the object making up to one movement and up to one attack action.

The object being animated must weight 50 pounds or less. Once animated, all materials become flexible to some extent. Fluid motion is not common. The animated item moves more like a puppet. Its movements are jerky and clumsy, and if the item was rigid to begin with, it makes a loud creaking, groaning, or grating sound. It can move 30 ft per round. It can attack as a club, dealing 1d6 damage. It gains your psionic attack modifier to hit and damage.

Each level of enhancement increases the weight you can animate by 50 lbs. and increases the damage its attacks deal by 2d6.

Animate Shadow

Casting Time: 1 Action

Initial Cost: 1 PSP

Enhance Cost: N/A

Maintenance Cost: 1 PSP per round

Range: 100 ft

Prerequisites: None

With this devotion you can animate the shadow cast by anyone or anything and make it seem to have a life of its own. The shadow can even move away from the person or thing that cast it. It must, however, remain flatly cast along a surface. It can never be more than two-dimensional.

An animated shadow can't really do anything other than startle or amuse someone. It cannot attack or disrupt concentration. In this regard, it is similar to a cantrip's effect. It can serve as a diversion by entertaining someone or attracting a guard's attention.

Ballistic Attack

Casting Time: 1 action

Initial Cost: 4 PSPs

Enhance Cost: 4 PSPs

Maintenance Cost: N/A

Range: 30 ft

Prerequisites: Telekinesis

Lift a nearby rock or other small object and project it at a target within range. Make a ranged attack against the target. On a successful hit the target takes 2d6 points of bludgeoning damage.

Each level of enhancement increases the damage by 2d6.

Compact

Casting Time: 1 Action

Initial Cost: 13 PSPs

Enhance Cost: N/A

Maintenance Cost: 6 PSPs per round

Range: 10 ft

Prerequisites: None

With this power, you can take any nonliving material and compact it into a smaller size. The material retains its original mass, but its substance is compressed. Each use of this power can compact 10 cubic feet of material into one cubic foot of space. Volumes smaller than 10 cubic feet are reduced by nine tenths. The material can be gaseous, liquid, or solid, and reacts to temperature changes normally while compacted. It will remain compacted for as long as you pay the maintenance cost, then it quickly expands to its original size, exerting tremendous force.

When expanding, the material forces its way around existing things. For instance an expanding boulder on a surface of sand causes no damage, but compacted water poured into the cracks of stone severely damages the stone when it expands. If carefully applied, each cubic foot of compacted materials can cause as much as 25 points of damage to a structure on expansion. A creature that ingests compacted materials takes 1d20 points of damage per ounce taken in when the material re-expands. Expansion is quick, but not explosive.

Control Body

Casting Time: 1 Action

Initial Cost: 12 PSPs

Enhance Cost: N/A

Maintenance Cost: 7 PSPs per round

Range: 100 ft

Prerequisites: Telekinesis

This devotion allows psychokinetic control of another person's body. In effect, the victim becomes a marionette. They know that someone else is pulling the strings, though, and they're probably mad as all get-out.

Before this devotion actually works, you must engage in a psychic contest, pitting your psionic ability directly against the victim's Strength. They must make a strength saving throw. If they succeed they break free, but you only lose 6 PSPs rather than the full 12.

If the power works, you have rudimentary control over the victim's limbs. You can make the victim stand up, sit down, walk, turn around, etc. The body can be forced to attack physically, but with disadvantage on attack rolls. The victim keeps control over their own voice and can say whatever they like.

The victim must stay within the 100 ft range, or your control is broken automatically. If the body is forced to do something obviously suicidal, like walking off a cliff or poking at a red dragon, the

victim can make another saving throw to regain control (the adrenaline rush of imminent danger gives them renewed strength).

At the start of each of your turns the victim gets a new saving throw, and they gain advantage on if they spent their previous turn doing nothing but struggle against your control. If they fail you may pay the maintenance cost to continue your control over them.

Control Flames

Casting Time: 1 round

Initial Cost: 2 PSPs

Enhance Cost: 4 PSPs

Maintenance Cost: 1+ PSPs per round

Range: 150 ft

Prerequisites: Telekinesis

By controlling flames, you can make a normal fire bigger, smaller, hotter, or colder. You can even make it move around as if it were a living creature.

If you increase the fire's size it deals an additional 1d6 damage for every round of concentration. If decreased, the damage it deals is reduced by 1d6 per round until it is snuffed out.

An animated fire can move up to 45 ft per round. It can be shaped like a person or an animal, as long as it covers no more than 10 square feet of ground. If the fire moves away from its fuel, it can survive for only one more round, then dies out.

An animate fire can also attack by engulfing an opponent. You must make an attack roll using your psionic attack bonus. If successful, the attack causes 1d6 points of damage.

For each level of enhancement, you can increase or decrease a fire's size by an additional 2d6 damage per round or animate a fire that deals an additional 2d6 damage. Each level of enhancement also increases the maintenance cost by 2 PSPs per round.

Control Light

Casting Time: 1 Round

Initial Cost: 3 PSPs

Enhance Cost: N/A

Maintenance Cost: 1 PSP per round

Range: 60 ft

Prerequisites: None

You can manipulate existing light with this devotion. You cannot create light from darkness, but you can create darkness from light. This power can accomplish the following, and anything else the DM allows:

- Deepening existing shadows, making them inky black. Anyone hiding in this shadow gains advantage on their stealth roll.
- Lighten existing shadows, giving disadvantage to anyone attempting to hide in them.
- Brighten a light source until it hurts to look at it. This gives everyone exposed to the light disadvantage on attack rolls.
- Dim a light source until it resembles twilight.
- Extend shadows into areas that are otherwise well lit. Only an existing shadow can be extended, but its size can be increased by 200% (i.e., its size can be tripled).
- Extend light into areas that are otherwise in shadow. Shadows can be reduced in size by 50%.

Control Sound

Casting Time: 1 Round

Initial Cost: 3 PSPs

Enhance Cost: N/A

Maintenance Cost: 1 PSP per round

Range: 60 ft

Prerequisites: None

This power allows you to shape and alter existing sounds. As a woman speaks, for example, you could change her words into a lion's roar, or even into different words. Or you could disguise the sound of 20 men marching past a guard as falling rain. Sounds can also be layered – so that one singing person sounds like an entire choir, for example.

The power can also dampen a sound. You must specify which sound you intend to eliminate; the power has no area of effect. For example, you might quiet the sound of a hammer, muffle the words from someone's mouth, or eliminate the creaking of a door. You could not do all three simultaneously, however.

Control Wind

Casting Time: 1 round

Initial Cost: 13 PSPs

Enhance Cost: N/A

Maintenance Cost: 6 PSPs per round

Range: 1500 ft

Prerequisites: Telekinesis

You can gain limited control over wind speed and direction with this devotion.. The speed of any existing wind can be increased or decreased by 10 miles per hour or 25%, whichever is greater. The direction of the wind can also be changed by up to 90 degrees.

The changes are temporary, lasting only as long as you pay the maintenance cost. The changes occur within moments after you will them and die out in less than a minute when you stop maintaining them.

Winds above 19 miles per hour prevent anything smaller than a man or condor from flying, and missile attacks are made with disadvantage. They also whip up waves on the sea and make sailing difficult. Winds gusting at over 32 miles per hour cause minor damage to ships and buildings. These gusts also kick up clouds of dust and prevent all but the largest creatures from flying. Winds over 55 miles per hour prevent all flight, knock down trees and wooden buildings, and threaten to swamp ships. Winds over 73 miles per hour are hurricane gales.

Enhancing this power increases your ability to control the wind's speed. Each level of enhancement allows you to increase or decrease the wind speed by an additional 10 mph.

Create Sound

Casting Time: 1 Round

Initial Cost: 5 PSPs

Enhance Cost: N/A

Maintenance Cost: 3 PSPs per round

Range: 100 ft

Prerequisites: Telekinesis, Control Sound

Unlike the control sound devotion, this power allows you to create sound from silence. That means you can choose the source or location of the sound. For example, you can make rocks sing, weapons cast insults, and trees sound as if a battle is occurring inside. The sound can be as soft as a whisper or as loud as several people shouting in unison. Once the sound is created, you can control it without expending additional PSPs (other than maintenance).

Created sounds cannot have any magical effect. You might duplicate a banshee's wail, for example, but it cannot harm anyone.

Ghost Writing

Casting Time: 1 round

Initial Cost: 2 PSPs

Enhance Cost: N/A

Maintenance Cost: 1 PSPs per round

Range: Unlimited

Prerequisites: Molecular Manipulation

With this power you can write messages on blank paper, parchment, or papyrus at a distance. The sheet can lie by itself, among many others, rolled into a scroll, etc. You must know of the sheet's existence and its present location. If the sheet is no longer where you remember it, the power fails. You mentally darken the sheet in a thin, continuous line, forming, with time and effort, letters, words, and sentences. You can form up to 5 words per round. You receive no clairvoyance during the power's use - you do not get an impression of whether or not the intended people read your message, only that it has been so written. Anyone can read the message once transmitted.

Inertial Barrier

Casting Time: 1 round

Initial Cost: 7 PSPs

Enhance Cost: N/A

Maintenance Cost: 5 PSPs per round

Range: 5 ft

Prerequisites: Telekinesis

The inertial barrier is a defense. You create a barrier of 'elastic' air around yourself and anyone else within 5 ft. Like an unpopable, semipermeable bubble, this barrier helps soften missile blows and can shield those inside from many forms of damage.

Specifically, the barrier helps protect against the following, by absorbing some (or with luck all) of the potential damage:

- Any non magical missile weapon.
- Any physical missile which was created with magic.
- Any missile with magical pluses.
- Flames.
- Some breath weapon attacks, depending on the nature of the breath.
- Acid. The barrier stops or slows the attack. This doesn't matter much if the acid comes from above, because it just drips on the characters.

- Gas. The barrier turns it aside, at least partially (depending on the defender's die roll), but after 10 rounds it will eventually work its way inside and take full effect.
- Falling. With an inertial barrier in place you suffer only one-half damage from a fall; the barrier absorbs a lot of the impact, but you still get banged around inside.

The inertial barrier has no effect against the following:

- Missiles conjured from pure magic.
- Raw heat or cold.
- Pure energy or light.
- Gaze weapons.

Furthermore, the barrier cannot keep enemies out, but it does slow them a bit. Anyone trying to cross the barrier must stop moving when they hit it. They can then cross inside (or outside) on the next round.

Handling Missile Attacks: The inertial barrier saps energy from missile weapons by tightening around them as they pass through. If a missile strikes its target inside the barrier, the attacker rolls damage normally. The defender then rolls the same type of die (as the attacker just did) to see how much damage the barrier absorbed. The defender does not include any magical pluses the weapon may have.

The defender then subtracts the result of their die roll from the attacker's damage. If anything is left over, the defender loses that many hit points. If the defender's roll equals or exceeds the total damage, the weapon falls harmlessly to the ground. If the missile is explosive, the barrier does prevent damage, but not the explosion.

The barrier does not differentiate the direction of travel. If a weapon is fired from the inside, the penalties above still apply.

Levitation

Casting Time: 1 round

Initial Cost: 6 PSPs

Enhance Cost: 1 PSP

Maintenance Cost: 2 PSPs per round

Range: N/A

Prerequisites: Telekinesis

Levitation allows you to float. It is the use of telekinesis on oneself.

You can lift yourself at the rate of 30 ft per round. You can descend as quickly as you want by simply letting yourself fall, then slowing down as you near the ground.

Levitation is not flying; it doesn't provide any horizontal movement. You can hover motionless, and will drift with the wind, however. You can also push yourself off a wall or other fixed object and drift up to 30 ft per round in a straight line, but you can't stop until you meet another solid object or lower yourself to the ground.

Two other powers – control wind and project force – can help you propel yourself forward. Control wind allows you to determine the direction in which you drift. Project force allows you to create a “wall” wherever it's wanted; movement is up to 30 ft per round, in any direction. Each change of direction or speed is a distinct use of the power, however, and costs PSPs.

You can always levitate your own weight plus 25 lbs. Additional weight, however, such as equipment or passengers, is a hindrance. You must enhance the ability once for every additional 25 pounds of added weight.

Molecular Agitation

Casting Time: 1 bonus action

Initial Cost: 2 PSPs

Enhance Cost: N/A

Maintenance Cost: 2 PSPs per round

Range: 60 ft

Prerequisites: None

Molecular agitation enables you to excite the molecules of a substance: paper ignites, wood smolders, skin blisters, water boils, etc. The list below shows what's possible, depending on how many rounds the substance is agitated.

1 round: Readily flammable materials (e.g. paper, dry grass) ignite, skin becomes red and tender (1 point of damage), wood becomes dark.

2 rounds: Wood smolders and smokes, metal becomes hot to the touch, skin blisters (1d4 points of damage), hair smolders, paint shrivels.

3 rounds: wood ignites, metal scorches (1d4 points of damage), skin burns away (1d6 points of damage), water boils, lead melts (damage does not increase after this round, but it does continue).

4 rounds: steel grows soft

5 rounds: steel melts

Molecular Manipulation

Casting Time: 1 round

Initial Cost: 6 PSPs

Enhance Cost: N/A

Maintenance Cost: 5 PSPs per round

Range: 30 ft

Prerequisites: Telekinesis

This power allows you to weaken the molecular bonds within an object or structure. When someone stresses the object or strikes a blow to it, it snaps.

You can create a "breaking point" of approximately two square inches per round. Deterioration occurs across a plane (in two dimensions, not three). Once round's work is enough to fatally weaken most small objects – e.g., swords, ropes, saddle straps, belts, and bows. Larger objects require more time, and DM discretion.

The DM must decide how vulnerable this power makes larger, oddly shaped items like shield or doors. They should keep in mind that an object need not be in two pieces before it's virtually useless. For example, a little boat with a cracked hull is unsafe at sea. And a shield that is split halfway across offers little or no protection; if successive blows don't shatter it, they certainly will rattle the holder's arm unmercifully.

Opposite Reaction

Casting Time: 1 reaction, which you take when you are attacked with a missile weapon.

Initial Cost: 5 PSPs

Enhance Cost: N/A

Maintenance Cost: N/A

Range: 90 ft

Prerequisites: None

Acting upon a single missile attack, this power blasts energy of equal power from the missile in the opposite direction, presumably striking the attacker. The missile must be physical, not magical. You must see the missile and use this power in reaction to the attack, before the attack roll has been made.

This power applies a telekinetic force to the missile, pushing it back in the direction it came from. You may make a spell attack against the attacker, and if you succeed you strike them with their own missile. Otherwise it falls harmlessly to the ground near them.

Soften

Casting Time: 1 round

Initial Cost: 4 PSPs

Enhance Cost: N/A

Maintenance Cost: 3 PSPs per round

Range: 30 ft

Prerequisites: None

This power resembles molecular manipulation, except that it weakens the entire object instead of a small area across a single plane. The object softens overall, losing its rigidity and strength. Specific effects vary, depending on the material.

Metal: For each round of softening, weapons incur a -1 penalty to attack and damage rolls, cumulatively. The armor class of metal armor decreases one point per round of softening. After 10 rounds any metal becomes soft and rubbery, but retains its shape.

Wood: Like metal, weapons with wooden shafts or handles suffer a -1 penalty to attack and damage rolls per round of softening. After six rounds, wood becomes stringy and rubbery but retains its shape. After 10 rounds, the grain can be split easily and a punch can break through even the hardest and thickest doors or chests.

Stone: After two rounds, stone becomes noticeably soft to the touch. After 5 rounds, it can be worked like stiff clay, but this is as soft as it gets.

Living Tissue: No effect.

DMs can use their own judgement and the examples above to handle other materials.

Sciences

Create Object

Casting Time: 1 minute

Initial Cost: 14 PSPs

Enhance Cost: N/A

Maintenance Cost: 5 per hour

Range: 50 ft

Prerequisites: Telekinesis

With this power, you can assemble matter from air and the surrounding area to create a solid object. This object remains in existence as long as you pay the power's maintenance cost. When you stop maintaining it, the object breaks into its constituent parts.

An object created this way can have any shape, color, and texture you desire, provided it fulfills at least one of the following conditions:

- Fits entirely within a sphere no more than 4 feet in diameter.
- Fits entirely within a cylinder no more than 20 ft long and 1 ft in diameter.
- Fits entirely within a cylinder no more than 2 feet high and 6 feet in diameter.
- Weighs no more than 10 lbs.

Only available materials within 50 ft of you can be used in the construction. However, these materials can be rearranged or restructured if you also have the power of molecular rearrangement. By combining these two powers, you could manufacture diamonds from coal dust or a sword from rocks containing iron ore. Using Create Object in this way only requires knowledge of Molecular Rearrangement, you do not need to pay the PSP cost of both.

Detonate

Casting Time: 1 Action

Initial Cost: 12

Enhance Cost: 2

Maintenance Cost: N/A

Range: 100 ft

Prerequisites: Telekinesis, Molecular Agitation

You concentrate the latent energy in an area to a single point, then release that energy in a powerful explosion. Any creature in a 20 ft radius of the detonation must make a Dexterity saving throw. A target takes 7d6 damage on a failed save, or half that on a successful save. Each level of enhancement increases the damage die by one size (d8, d10, ect.) to a maximum of 7d12.

Alternatively, you can use the power to attempt to destroy a single nonliving object, including animated undead such as skeletons and zombies. The power destroys 8 cubic feet of material.

Anyone within 10 ft of the object must make a dexterity saving throw. On failure they take 1d10 force damage.

Disintegrate

Casting Time: 1 Action

Initial Cost: 16

Enhance Cost: 2

Maintenance Cost: N/A

Range: 50 ft

Prerequisites: Telekinesis, Soften

The disintegrate power reduces an object or creature to microscopic pieces and scatters them. The target must make a Constitution saving throw. It takes 6d8 + 30 force damage on a failed save, or half as much on a successful save. Each level of enhancement increases the damage by 3d8. If the target fails their save and is reduced to 0 HP their body is completely destroyed.

Gravelstorm

Casting Time: 1 action

Initial Cost: 13 PSPs

Enhance Cost: 2 PSPs

Maintenance Cost: 5 PSPs per round

Range: 120 ft

Prerequisites: Telekinesis, Ballistic Attack

With this power you whip up a flurry of small objects and debris in an area, pummeling any creature that remains there. The power covers a circular area 20 ft in diameter. Any creature in the area must make a dexterity saving throw, and any creature that ends its turn in the area or moves through the area must also make a saving throw. On a failed save, a creature takes 4d8 bludgeoning damage, or half as much on a successful save.

Enhancing this power increases both its size and intensity. Each level of enhancement increases the diameter by 5 ft and the damage by 1d8.

Molecular Rearrangement

Casting Time: 1 hour

Initial Cost: 18 PSPs

Enhance Cost: N/A

Maintenance Cost: 10 per hour

Range: 5 ft

Prerequisites: Telekinesis, Molecular Manipulation

Molecular Rearrangement is the psionic equivalent of alchemy. By toying with an object's molecular structure, you can change its fundamental nature or properties. This power cannot create matter or mass from nothing, however. Nor can it change a material's state from liquid to solid, gas to liquid, and so on. It is best suited to converting one sort of element into another, but it can also be used for more complex operations – neutralizing a poison for example.

Converting one element to another is usually a simple operation, in which one ounce of material can be changed each hour. Typical conversions of this type include steel to lead, or any metal to gold. More complex rearrangement, like changing a metal to glass or changing a wooden goblet to a ruby goblet, takes four times longer.

The creation of gold coins from other metals is possible, but it's no way to get rich quick. At the rate of one ounce per hour, it would take 16 hours – about two work days – to change 10 copper pieces into 10 gold pieces, for a net profit of 9 gold pieces.

Molecular rearrangement is often used to create superior weapons. A psionically tempered weapon receives a +1 on damage rolls. The process is time-consuming, however. For example, a typical short sword takes at least 40 hours to temper psionically. (The average short sword weighs 3 pounds, or 48 ounces, most of which is the blade.)

This power has no effect against living creatures weighing more than one ounce. Creatures weighing one ounce or less are killed if their molecules are rearranged.

Project Force

Casting Time: 1 Action

Initial Cost: 10

Enhance Cost: 2

Maintenance Cost: N/A

Range: 100 ft line

Prerequisites: Telekinesis

You project a wave of force away from you, striking anything in its path. The blast is 5 ft wide and up to 100 ft long. Any creature in its path must make a Dexterity saving throw. They take 7d4 damage

on a failed save, or half as much on a successful save. Each level of enhancement increases the damage die by one size (d6, d8, ect.) to a maximum of 7d12.

Project Force can also be used in place of any action which would require a Strength check. You make the check with advantage and a +2 bonus, with an additional +2 for each level of enhancement.

Telekinesis

Casting Time:

Initial Cost: 2 PSP

Enhance Cost: 4 PSPs

Maintenance Cost: 1+ PSP per round

Range:

Prerequisites: None

Telekinesis, or "TK" for short, is the ability to move objects through space without touching them. All telekinetic efforts tend to be physically taxing because they involve real work. Moving small, light objects is relatively easy. As the objects become more massive, the task becomes significantly more difficult.

At its most basic level, telekinesis can move an object weighing 10 lbs. or less. Each level of enhancement increases the amount of weight that can be lifted, according to the following table:

Enhancement	Weight	Maintenance Cost
0	10 lbs	1 PSP per round
1	100 lbs	2 PSPs per round
2	500 lbs	4 PSPs per round
3	1000 lbs	8 PSPs per round
4	2000 lbs	14 PSPs per round

You can move an object up to 60 ft per round. The object can serve as a weapon, using your attack bonus with a penalty equal to $\frac{1}{3}$ its weight in lbs.

Psychometabolism

Talent

Adaptive Shell

Casting Time: 1 Action

Range: Self

You adjust your body to form a temporary defensive shell adapted to a specific damage type. When you activate this power choose a damage type other than psychic. You gain resistance to that damage type until your next turn.

Devotions

Absorb Disease

Casting Time: 1 action

Initial Cost: 3 PSPs

Enhance Cost: N/A

Maintenance Cost: N/A

Range: Touch

Prerequisites: None

This power lets you take the disease from another character's body, and absorb it into yourself. This power can absorb magical disease, but not curses, such as lycanthropy.

Adrenalin Control

Casting Time: 1 bonus action

Initial Cost: 6 PSPs

Enhance Cost: N/A

Maintenance Cost: 4 PSPs per round

Range: N/A

Prerequisites: None

By controlling the production and release of adrenaline in your system, you can give yourself temporary physical boosts on demand. When you increase your adrenalin, you gain 1d6 points, which you can add directly to your Strength, Dexterity, or Constitution scores however you choose.

You enjoy all the normal bonuses for high physical attributes while this power is in effect. This power can raise your attributes beyond their normal maximum.

Aging

Casting Time: 1 action

Initial Cost: 16 PSPs

Enhance Cost: N/A

Maintenance Cost: N/A

Range: Touch

Prerequisites: None

With this power, an evil psionicist can cause unnatural aging by touch. (Other psionicists can use this power, too, but their alignment would begin to twist toward evil.) The victim ages 1d4 years unless they pass a constitution saving throw.

Biofeedback

Casting Time: 1 reaction, when you are hit by an attack that deals slashing or piercing damage

Initial Cost: 3 PSPs

Enhance Cost: N/A

Maintenance Cost: N/A

Range: Self

Prerequisites: None

Biofeedback is the power to control the flow of blood through one's own body. Using this power, you can reduce the damage dealt by slashing or piercing attacks, and reduce the effects of bleeding or poisoning caused by those attacks.

When you use this power you gain damage resistance against all piercing or slashing damage caused by the triggering attack. You gain advantage on any saving throws against bleeding or poison effects caused by that attack.

Body Control

Casting Time: 1 action

Initial Cost: 13 PSPs

Enhance Cost: N/A

Maintenance Cost: 3 PSPs per hour

Range: Self

Prerequisites: None

This power allows you to adapt your body to a hostile environment. The change must be keyed to a specific surrounding: water, acid, extreme heat, extreme cold, an elemental plane, etc. You're not only able to survive, you fit in like a native organism. You can breathe and move normally, and you take no damage simply from being in that environment.

An attack in any form does not constitute an environment. For example, a character who can survive subarctic temperature is still vulnerable to a cone of cold.

Body Equilibrium

Casting Time: 1 action

Initial Cost: 2 PSPs

Enhance Cost: N/A

Maintenance Cost: 2 PSPs per round

Range: Self

Prerequisites: None

Body equilibrium allows you to adjust the weight of your body to correspond with the surface you're standing on. Thus, you can walk on water, quicksand, or even a spider's web without sinking or breaking through. If you are falling when you use this power you will fall slow enough to escape injury.

Because of your lightness, you must be wary of wind gusts, which can easily sweep you up and blow you away.

Body Weaponry

Casting Time: 1 bonus action

Initial Cost: 4 PSPs

Enhance Cost: 2 PSPs

Maintenance Cost: 1 PSP + 1 PSP per level of enhancement per round

Range: Self

Prerequisites: None

Body weaponry allows you to convert one of your arms into a weapon. Virtually any sort of weapon can be imitated except a projectile weapon. The arm actually becomes wood and/or metal, and assumes the weapon's form. It behaves in every respect like a normal weapon of the chosen type, but can never be dropped or stolen. Effects that apply to your body like Expansion can also apply to the

weapon, and striking a target with the weapon counts as touching them for touch-based abilities like Chemical Simulation.

For each level of enhancement, the weapon gains a +1 to hit and damage to a maximum of +3.

Catfall

Casting Time: 1 bonus action

Initial Cost: 4 PSPs

Enhance Cost: N/A

Maintenance Cost: N/A

Range: Self

Prerequisites: None

Using this power lets you spring like a cat in the same round, and always land gracefully on your feet. You still suffer damage from falling, but the damage is halved. You can jump down 30 feet without risking any injury at all.

Cause Decay

Casting Time: 1 action

Initial Cost: 10 PSPs

Enhance Cost: 2 PSPs

Maintenance Cost: N/A

Range: Touch

Prerequisites: None

This power only works against inanimate objects. Your touch causes instant decay: metal rusts, wood ages and splits, cloth falls to dust. The object may resist the decay, depending on how durable it is. Roll 1d20 and consult the following table. If the object is magical, you have disadvantage on this roll. If you roll greater than or equal to the target for the material, up to 60 lbs of that material is consumed in 1 round. For each level of enhancement, you gain a +2 bonus to your roll.

Material	DC
Bone or Ivory	10
Cloth	9
Glass	16

Leather	11
Metal	8
Paper, etc.	5
Pottery	17
Rock, crystal	18
Rope	9
Wood, thick	13
Wood, thin	12

Cell Adjustment

Casting Time: 1 action

Initial Cost: 4 PSPs

Enhance Cost: 4 PSPs

Maintenance Cost: N/A

Range: Self

Prerequisites: None

Cell adjustment allows you to heal wounds and cure diseases. Any sort of wound can be healed, but only non-magical diseases are affected. If you cure disease, you cure a single disease every time you activate this power. A cure doesn't automatically restore hit points lost due to illness; it merely arrests the disease. If you heal wounds, you heal 1d8 + your Con modifier. For each level of enhancement you heal an additional 1d8 HP.

Chameleon Power

Casting Time: 1 bonus action

Initial Cost: 6 PSPs

Enhance Cost: N/A

Maintenance Cost: 1 PSP per minute

Range: Self

Prerequisites: None

Using this power changes the coloration of your skin, clothing, and equipment to match your background. The match is automatic; you do not choose the appearance. The change takes 1-2

seconds, depending on the complexity of the coloration needed to match the environment. As you move, the coloration changes and shifts to reflect any changes in the surroundings.

While chameleon power is active you may use your psionic attack modifier in place of your normal bonus and have advantage when making stealth checks to hide from vision. You are also more difficult to see from a distance, granting you light cover against enemies more than 20 ft away.

You may also take the hide action when you aren't being observed, regardless of concealment. As long as you don't move, characters have disadvantage on perception checks to see you.

Chemical Simulation

Casting Time: 1 action

Initial Cost: 4 PSPs

Enhance Cost: 4 PSPs

Maintenance Cost: 3 PSPs per round

Range: Self

Prerequisites: None

With this devotion, you can make your body simulate the action of acids. You secrete an "acid" through your hand. Any item you hold in your hand is subject to the effects of the acid. Roll 1d20 with disadvantage and consult the following table. The acid isn't strong enough to destroy magical objects, so they are immune to this effect. If you roll greater than or equal to the target for the material, the acid eats through any part touching your skin. For each level of enhancement, you gain a +1 bonus to your roll.

Material	DC
Bone or Ivory	10
Cloth	9
Glass	16
Leather	11
Metal	8
Paper, etc.	5
Pottery	17

Rock, crystal	18
Rope	9
Wood, thick	13
Wood, thin	12

If used as a weapon you make a melee attack, dealing 1d4 damage if you hit. While maintaining this power you may use your off hand to make attacks with chemical simulation as if dual wielding. If enhanced your attacks deal an additional 1d4 damage per level of enhancement.

Displacement

Casting Time: 1 bonus action

Initial Cost: 3 PSPs

Enhance Cost: N/A

Maintenance Cost: 2 PSPs per round

Range: Self

Prerequisites: None

This power resembles the displacer beast's natural ability to make itself appear to be up to 3 feet from its actual location. You decide where this false image will appear. This is a very effective means of protecting oneself from attack, giving you a +2 bonus to AC. Effects such as True Seeing reveal your actual location, negating this effect.

Double Pain

Casting Time: 1 action

Initial Cost: 9 PSPs

Enhance Cost: N/A

Maintenance Cost: 5 PSPs per round

Range: Touch

Prerequisites: None

By touching another person, you greatly lower that character's pain threshold. Even just a little scrape will feel like a serious injury. As long as this power affects the target, they must make a constitution saving throw each time they receive damage. If they fail this save, the damage is doubled. However, only half of this damage is real; the other half represents the amplified pain. When the character's total of real damage and pain reduces their hit points to zero or less, they pass out. They will regain

consciousness 1d6 rounds later. At that time they also regain "fake" hit points – those lost only to pain.

If you do not maintain the power the damage they receive is no longer doubled. However the points of "pain damage" which they have already incurred will remain in effect for another 1d6 rounds. If their HP reaches 0 or less they pass out until the remaining rounds of "pain damage" have elapsed.

Ectoplasmic Form

Casting Time: 1 action

Initial Cost: 13 PSPs

Enhance Cost: N/A

Maintenance Cost: 7 PSPs per round

Range: Self

Prerequisites: None

With this power you convert yourself to ectoplasm, (a fine-spun smoky substance). You become insubstantial, ghostlike, and able to walk through solid material as if it didn't exist. You are still visible as a wispy outline. You move at your normal movement rate and in the normal fashion (e.g., if you couldn't fly before, you can't now). You can also convert your clothing, armor, and up to 15 pounds of equipment that you're carrying.

Enhanced Strength

Casting Time: 1 action

Initial Cost: Varies

Enhance Cost: N/A

Maintenance Cost: Varies

Range: Self

Prerequisites: None

You can increase your physical strength score to a maximum of 20 through this devotion. The PSP cost is twice the number of points you add to your Strength score. The maintenance cost per minute equals the number of Strength points you added.

Expansion

Casting Time: 1 bonus action

Initial Cost: 4 PSPs

Enhance Cost: N/A

Maintenance Cost: 1 PSP per round

Range: Self

Prerequisites: None

You can expand your own body proportions in any dimension: height, length, width, or thickness. You can increase any or all of these proportions by 100% of their original size per round. You can increase your overall size, or expand just one part of your body such as extending an arm to grab a distant object. Maximum expansion is four times your original size. The power has no effect on clothing or equipment. Ability scores don't increase, and the expansion does not include gear or clothing.

Expanding your arms increases your reach by 5ft per round, to a maximum of 20 ft. Expanding a natural weapon increases its damage dice for each round of expansion (to a maximum of 4 rounds) according to the following table:

Old Die	New Die
1d4	1d6
1d6	1d8
1d8	1d10
1d10	1d12
1d12	2d8

So for example: If a creature had a natural weapon that did 2d10 damage and expanded it, it would now do 2d12 instead. If they continued to expand it next round it would then do 4d8 damage.

Flesh Armor

Casting Time: 1 action

Initial Cost: 2 PSPs

Enhance Cost: 3 PSPs

Maintenance Cost: Varies

Range: Self

Prerequisites: None

You transform your own skin into non-magical armor. No one can see the change, but it's as if you had actually acquired some type of armor. The AC the armor provides depends on the level of enhancement used with this power.

Enhancement	AC	Maintenance Cost
0	3	1 PSP per hour
1	4	1 PSP per hour
2	5	2 PSPs per hour
3	6	3 PSPs per hour
4	7	5 PSPs per hour

Because it is part of your body, you can enjoy its benefits without suffering any penalties for wearing armor. The armor created by this power weighs nothing, has no magnetic properties, and in no way encumbers you. It's effects may be combined with a shield or ring of protection, but not with other armor. Flesh Armor does not require concentration and is maintained even while unconscious as long as you wake up in time to pay the maintenance cost when needed.

Graft Weapon

Casting Time: 1 action

Initial Cost: 2 PSPs

Enhance Cost: N/A

Maintenance Cost: 1 PSP per round

Range: Self

Prerequisites: None

With this power you can graft any one-handed melee weapon directly onto your body. You pick up the weapon, activate this power, and the weapon becomes an extension of your arm. You gain a +1 bonus to attack and damage rolls with that weapon. As long as you maintain this power the weapon is considered part of your own body, so other powers that affect you can apply to this weapon as well.

Heightened Senses

Casting Time: 1 action

Initial Cost: 6 PSPs

Enhance Cost: N/A

Maintenance Cost: 1 PSP per minute

Range: Self

Prerequisites: None

By means of this devotion, you sharpen all five of your normal senses: sight, hearing, taste, touch, and smell. You gain your proficiency bonus and advantage on all ability checks that rely on your senses. For example, a survival check to track someone, an investigation check to find a hidden object, or a perception check to spot a hiding foe would all receive this bonus. You don't receive this bonus to all checks with these skills, only checks directly related to your senses. For example, an investigate check to search through the books in a library looking for a particular passage wouldn't receive a bonus from heightened senses.

In addition you can identify a person from a range of 1200 ft, identify a poison at a dose too small to cause harm, distinguish between nearly identical objects entirely from feel, or eavesdrop on a conversation from 300 ft away.

Immovability

Casting Time: 1 action

Initial Cost: 5 PSPs

Enhance Cost: N/A

Maintenance Cost: 3 PSPs per round

Range: Self

Prerequisites: None

When you make yourself immovable, you are exactly that. A tremendous amount of force is required to uproot you from this spot. Multiple characters can contribute to any attempt to move you, but the total strength required equals (your primary attribute - 5) * 10. Any character attempting to move you can make a strength save to contribute double the strength score they are contributing, but a new save must be made every round if they wish to continue attempting to move you.

This power has nothing to do with weight. You will not crash through the floor because you made yourself immovable. You have instead attached yourself to the fabric of the universe, which is considerably more powerful than the strongest castle. You do, however, need a horizontal surface as an anchor.

Lend Health

Casting Time: 1 action

Initial Cost: 4 PSPs

Enhance Cost: N/A

Maintenance Cost: N/A

Range: Touch

Prerequisites: None

Lend health is a power of healing. You may transfer your own hit points to someone else you are touching. You can transfer as many hit points as you want in a single round. The beneficiary of this power can never exceed their normal hit point total, and you must keep at least 1 hit point for yourself.

Mind Over Body

Casting Time: 1 hour

Initial Cost: 10 PSPs

Enhance Cost: N/A

Maintenance Cost: 10 PSPs per day

Range: Touch

Prerequisites: None

Mind of body allows you to suppress your body's need for food, water, and sleep. In exchange for 1 hour of meditation per day, all of your physical needs are overcome. You do not feel hunger, exhaustion, or thirst.

You can also suppress the basic needs of others while suppressing your own. To do so, you must pay an additional 10 PSPs per person and they must accompany you in your hour of meditation. Each person being aided must be in physical contact with you through the entire period of meditation. Usually, all the characters hold hands, forming a continuous line or circle.

You can survive in this fashion for a number of days equal to your psionicist level, or five days, whichever is more. At the end of that time, you collapse from exhaustion. You must then rest one day for every two days spent sublimating your body's needs, unless you restore your strength through some other method such as the Science Complete Healing. This also applies to characters you aided.

Pheromone Discharge

Casting Time: 1 action

Initial Cost: 12 PSPs

Enhance Cost: N/A

Maintenance Cost: 1 PSP per round

Range: Self

Prerequisites: None

This power lets your skin give off beneficial odors that affect lower insects. Only insects of less than 4 intelligence are so affected, but their impressions of you can be controlled to a great degree. You can masquerade as any type of insect, or any class of insect within a society. In a hive, you can impersonate a worker, soldier, even a queen, changing whenever you like. Changing your odor to that of another insect species usually draws an attack, which may be useful as a diversion. Any insect of four or more intelligence immediately sees you for what you really are.

You can also perform rudimentary communication with controlled pheromone releases. You can send rudimentary information but have no means to interpret the answers received.

Reduction

Casting Time: 1 bonus action

Initial Cost: varies

Enhance Cost: N/A

Maintenance Cost: 1 PSP per round

Range: Self

Prerequisites: None

This power is the reverse of expansion. You can reduce your body's dimensions along any or all axes: height, length, width, or thickness. The change amounts to 1 foot per PSP spent, until the dimension being affected is 1 foot or less. After that, you can half your dimensions each time you spend a PSP.

Among other uses, Reduction can reduce the size of your hands making it easier to manipulate small objects. You gain proficiency and advantage when making related checks, such as disarming traps or opening locks.

Rigidity

Casting Time: 1 Action

Initial Cost: 6 PSPs

Enhance Cost: N/A

Maintenance Cost: 2 PSPs per round

Range: 30 ft

Prerequisites: None

This power stiffens the joints and musculature of the affected creature, slowing it gradually until it can barely function. Only corporeal creatures are affected. The target may resist this power by succeeding at a constitution saving throw.

The power's effectiveness is measured in stages. The first stage is obtained immediately. The stage is increased every time you maintain the power, to a maximum of 3 stages. After maintenance stops, the creature gradually recovers its agility, one stage per round until normal. The following table shows the effect to the creature at each stage.

Stage	Attack Penalty	Initiative Penalty	AC Penalty	Perception Penalty
1	-1	-2	-1	-1
2	-3	-4	-4	-3
3	-6	-7	-7	-5

Affected creatures have difficulty communicating physically, and their powers of observation are severely impaired. Spellcasters lose the ability to perform somatic components at stage 2, and verbal components at stage 3.

Share Strength

Casting Time: 1 Action

Initial Cost: 7 PSPs

Enhance Cost: N/A

Maintenance Cost: 3 PSPs per round

Range: Touch

Prerequisites: None

You can effectively lend your physical Strength to another character. You sacrifice two of your own Strength points for every single point the recipient gains. This transfer remains in effect until you stop paying the maintenance cost; then all points return in 1 round.

Suspend Animation

Casting Time: 1 minute or 1 hour

Initial Cost: 11 PSPs

Enhance Cost: N/A

Maintenance Cost: 0 PSPs per week

Range: Self or Touch

Prerequisites: None

With this power you can “play dead” – bringing all life functions to a virtual halt. Only the most careful examination will show that you are still alive. Even psionic powers such as life detection and ESP will not turn up any evidence of life unless those powers are maintained for at least three minutes. Use of the probe power will detect life immediately.

You can remain in suspended animation for a number of weeks equal to your Con modifier or a minimum of 1 week. When you wish to put yourself to sleep, you first decide when you want to wake.

Another willing character can be suspended instead for the same PSP cost. This has a preparation time of 1 hour and a range of touch. Since you cannot maintain other powers while you are in suspended animation you cannot use this power on others and yourself at the same time.

Sciences

Animal Affinity

Casting Time: 1 action

Initial Cost: 10 PSPs

Enhance Cost: 2 PSPs

Maintenance Cost: 3 PSPs per round

Range: Self

Prerequisites: None

When you first learn this power, you develop an affinity for a particular type of animal. You cannot choose the animal; the affinity is dictated by your aura. To determine the nature of the affinity, roll 1d20 and consult the table below. A psionist with Aura Sight can read your aura before you select this power and tell you what animal you would become.

Optional Rule: The DM can allow the player to roll twice and select which animal they have an affinity for. This helps make it more likely that the player will have an affinity for an animal that fits with the character they're playing. Alternatively the DM can also select an animal that would be particularly fitting for the character.

Roll	Animal
1	Crocodile
2	Dire Wolf
3	Elephant
4	Giant Boar
5	Giant Constrictor Snake
6	Giant Eagle
7	Giant Elk
8	Giant Hyena
9	Giant Octopus
10	Giant Poisonous Snake
11	Giant Scorpion
12	Giant Spider
13	Hunter Shark
14	Killer Whale
15	Lion
16	Polar Bear
17	Rhinoceros
18	Saber-Toothed Tiger
19	Warhorse
20	Flying Snake

From that point on, when the character invokes this power, you can claim one of the animal's attributes as your own – temporarily. You can gain the animal's natural armor, movement rate and mode, attacks and damage, strength, dexterity, constitution, hit points, skills, or senses. You gain all special abilities related to the trait you adopt, such as the Flyby ability if you gain a Flying Snake's movement or the Trampling Charge ability if you gain an Elephant's attacks. Only one of these can

be used at a time unless the power is enhanced. For each level of enhancement you gain one additional property of the animal and the maintenance cost is increased by 1 PSP per round. The effect lasts as long as you maintain the power. Switching to a different ability means paying the initial cost of the power again.

If you gain an ability that includes a saving throw or check, the DC is your Psionic Save DC. If you gain an attack, the attack uses your proficiency bonus and attribute modifiers. If the animal has a higher dexterity than strength, their attacks have the Finesse property. If you gain the HP of the animal your HP maximum becomes the animal's average HP, but you retain all damage you have sustained and when the power ends all your current damage is applied to your original HP total. If you gain its skills your bonus for any skill listed becomes equal to the animal's bonus, but you retain your existing bonus on your other skills.

You do undergo a physical change when this power is invoked. The extent of the change depends on the animal and the ability. For example, adopting a hawk's movement obviously requires wings, while attacking like a tiger calls for fangs and claws.

Complete Healing

Casting Time: 1 hour

Initial Cost: 10 PSPs

Enhance Cost: N/A

Maintenance Cost: N/A

Range: Self

Prerequisites: Cell Adjustment

You can heal yourself completely of all ailments, wounds, and normal diseases. You place yourself in a trance for 1 hour to accomplish the healing. The trance is deep, and cannot be broken unless you lose 5 or more hit points. As you use this power, your body is repairing itself at an incredible rate. At the end of the 1 hour period, you awake, restored to complete health in every regard except for PSPs and Hit Dice. When you use this power you do not regain PSPs from the Mental Recovery ability.

If you are interrupted your trance breaks and no healing occurs but only 2 PSPs are expended. Because the power uses PSPs slowly over a long period of time, your Mental Limit does not apply to using this ability.

Death Field

Casting Time: 1 action

Initial Cost: 13 PSPs

Enhance Cost: N/A

Maintenance Cost: N/A

Range: 30 ft

Prerequisites: None

A death field is a life-sapping region of negative energy. Use of this power is an evil act, and non-evil psionicists who use it will find themselves twisting toward evil as they explore their very dark portion of their psyche.

A successful death field takes its toll on everyone inside it, including you. Before you initiate this power, you must decide how many hit points you will sacrifice. This loss is inevitable; you get no saving throw. Every other living thing within the death field must make a constitution saving throw. Those who fail take lose the same number of HP as you, and those that succeed lose half that number.

Energy Containment

Casting Time: 1 action

Initial Cost: 15 PSPs

Enhance Cost: N/A

Maintenance Cost: 15 PSPs per round

Range: Self

Prerequisites: None

You have trained yourself to safely absorb and assimilate energy from electricity, fire, cold, heat, and sound – energy that would fry, freeze, or otherwise harm a normal character. Any physical assault based on these energy types can be drawn into your body. You transform the energy, and safely release it as visible radiance (light).

In effect, this protects you against energy attacks. You gain advantage on saving throws against energy attacks. If you make a successful saving throw, you suffer no damage from the attack. If you fail, you suffer only half damage regardless of what the spell or ability description (if applicable) states.

When you absorb energy, you radiate visible light for a number of rounds equal to the points of damage absorbed. This glow is definitely noticeable, but it is soft, and illuminates no more than an area with a 10 ft radius.

Life Draining

Casting Time: 1 action

Initial Cost: 12 PSPs

Enhance Cost: 1 PSP

Maintenance Cost: 4 PSPs per round

Range: Touch

Prerequisites: None

With this science, you can drain hit points from another character and use them to recover your own. You make a melee attack, and if you hit you drain 3d6 hp from the enemy. As long as you pay the maintenance cost you can spend an action to make another attack. If you're wielding a 1 handed weapon you can use your bonus action to make an attack with life draining as part of a normal attack action, as if dual wielding.

If this ability is enhanced, the hp drained is increased by 1d6 per level of enhancement.

Metamorphosis

Casting Time: 1 action

Initial Cost: 13 PSPs

Enhance Cost: N/A

Maintenance Cost: 6 PSPs per round

Range: Self

Prerequisites: None

This science resembles polymorphing, but it has a much wider application. You can change yourself into anything with approximately the same mass as your body: a wolf, a condor, a chair, a rock, a tree. While in this form, you retain your own hit points and proficiency bonus if possible but gain the natural armor of the new form. You also gain all physical attacks that form allows, but no magical or special abilities. This all depends on the new form; a tree cannot attack, so proficiency bonus and attacks are meaningless.

Shadow-form

Casting Time: 1 action

Initial Cost: 9 PSPs

Enhance Cost: N/A

Maintenance Cost: 3 per round

Range: Self

Prerequisites: None

Using this power transforms you into living shadow, along with your clothing, armor, and up to 20 pounds of equipment. You can blend perfectly into any other shadow and travel at a speed of 30 ft per round. You can only travel through darkness and shadow, however. Areas of open light are impassable.

While in shadow-form, you can be detected only by life detection, other types of psychic detection, or by a true seeing spell. You cannot harm anyone physically, or manipulate any corporeal object, but you can still use psionic powers.

When you stop paying the maintenance cost you immediately materialize in the closest available space.

Psychoportation

Talent

Sleight of Thought

Casting Time: 1 Bonus Action

Range: Touch

By using short range teleportation, you can manipulate objects as if you were a master of sleight of hand. Until your next turn, you may make use your psionic attack modifier in place of your sleight of hand skill bonus when making sleight of hand checks.

Devotions

Astral Projection

Casting Time: 1 action

Initial Cost: 12 PSPs

Enhance Cost: N/A

Maintenance Cost: 2 PSPs per hour

Range: Self

Prerequisites: None

Astral projection is similar to Probability Travel, except you are not accompanied by your physical body. Instead, an astral body is created. This astral body immediately leaps into the astral plane. Only creatures or characters who are also on the astral plane can see it.

A silvery cord connects the astral body to the physical body. Nearly all astral travelers have such a cord. It is visible as a translucent string which stretches 10 feet from the astral body, and then becomes invisible and intangible. If the cord is severed, both bodies die (so does the character). The silvery cord is nearly indestructible, however. Usually it can be severed only by the psychic wind at its most powerful, or by the silver swords of the githyanki.

Since the astral plane is a highway leading to other planes, a character who uses this power usually has another destination in mind – either a distant point on the prime material plane or an outerplanar locale. The astral plane is filled with colored pools which act as gates to nearly any location on the material and outer planes. It takes $1d6 + 6$ hours of travel to find the colored pool leading to your intended destination. When you reach your destination a temporary physical body is formed there. This body resembles your real body in every respect, and the two are still connected by the invisible, silvery cord.

If either the astral body or the temporary physical body are killed, the cord returns to the real body. This second physical body is not formed if you travel to another location on the same plane where your real physical body is located. You can view that plane in astral form, but cannot affect it or even enter it physically, nor can you direct magical or psionic powers into it.

Deep Pockets

Casting Time: 1 action

Initial Cost: 2 PSPs

Enhance Cost: N/A

Maintenance Cost: 1 PSP per hour

Range: Touch

Prerequisites: None

With this power you create a small portal at a point you can touch, leading to a pocket dimension similar to a bag of holding. Anything passed through the portal will remain safely in this space until it is retrieved, or the power is no longer maintained. When this power ends, any items still in the pocket dimension spill out like a bag of holding that has been turned inside out.

You can make the portal opening up to 2 feet in diameter when you activate this power. To place an object in the pocket dimension it must fit through the opening you created. The bag can hold up to 500 lbs, not exceeding a volume of 64 cubic feet.

Dimensional Door

Casting Time: 1 action

Initial Cost: 4 PSPs

Enhance Cost: 3 PSPs

Maintenance Cost: 2 PSPs per round

Range: Up To 1000 ft

Prerequisites: None

Like teleportation, a dimensional door takes you from one location to another. The similarity stops there, however. With dimensional door, you open a man-sized portal which leads to the edge of another dimension. The edge acts as a lightning-quick transit system, carrying travelers to a destination chosen by you.

When you use this devotion, you create a door leading into the alternate dimension. The door is a vaguely outlined portal, which appears in front of you. At the same time, an identical portal appears wherever you want it, within range. The door can have whatever orientation you choose. If someone (including you) steps into either portal, they immediately step out of the other. Both doors remain in place for as long as you maintain this power.

The dimension accessed by this power is not fully understood. Clearly, it has very different qualities of time and space, such that motion is greatly accelerated. For many years this transit was thought to be instantaneous, but arduous experiments by Larue d'jar Azif of Dhaztanar have proved that a very tiny bit of time does elapse. What this means is still unknown.

Travel via this power is disorientating. Presumably, exposure to the alternate dimension traumatizes the body in some way. As a result, a traveler's remaining movement is reduced to 5 ft and cannot take any further actions for the rest of their turn after stepping through the portal. Quick transit is advisable. People who shove only an arm through a portal suffer intense pain. Fools who poke their head through a portal must make a DC 15 constitution save; failure means they lose 50% of their current hit points and pass out.

Inanimate objects are not affected by exposure to the dimension's edge. In fact, a character can throw or fire objects through a portal, and they'll come out the other side. Attackers have disadvantage on their attack rolls against targets on the other side of the dimension's edge.

Range: The normal range of this power – i.e., the maximum distance between the two portals – is 20 ft. The distance can be extended by enhancing the power according to the following table:

Enhancement	Range
0	20 ft
1	100 ft
2	250 ft
3	500 ft
4	1000 ft

Dimension Walk

Casting Time: 1 action

Initial Cost: 12 PSPs

Enhance Cost: N/A

Maintenance Cost: 1 PSP per minute

Range: Self

Prerequisites: None

With dimension walk, you can travel from place to place in your own dimension by piercing other dimensions at right angles. This has two advantages over a dimensional door: 1) a dimension walk is not physically traumatizing and 2) the range of travel is greater. On the other hand, dimension walk only allows you to travel, and you can easily get lost.

The dimension walker opens up a vaguely shimmering portal. Only you can enter it. As soon as you do, the portal closes behind you. You find yourself engulfed by an inky grayness that is virtually without features. The effect is one of extreme sensory deprivation.

You can travel through this grey realm at a speed of 2 miles per minute. You cannot see where you are or where you're going while in this realm. You have only your instinct to guide yourself and must make a Wisdom check every 10 minutes. The starting DC for these checks is 7 and increases by 1 for each previous check. If any single wisdom check fails, however, you will stray off course by several miles. When you step out of the gray realm, the DM can place you in any location, within the maximum distance from your starting point. In general, the sooner you fail your check, the farther

of course you will end up but this isn't guaranteed due to the unusual nature of time and space in the other dimension. It's up to you to figure out your location; this power doesn't help you gain your bearings.

Aside from getting lost, dimension walking is completely safe. Apparently anything that lives in the other dimensions crossed cannot interact with dimensional travelers. Larue d'jar Azif of Dhaztanear postulated that these other dimensions teem with life just as much as our own, but because the traveler is crossing them "against the grain", as it were, they do not register on their senses. You can bring along as much as you can carry, but bags of holding and other dimensional storage devices spill their contents immediately if taken into this space.

Dissipating Touch

Casting Time: 1 action

Initial Cost: 4 PSPs

Enhance Cost: 2 PSPs

Maintenance Cost: N/A

Range: Touch

Prerequisites: Teleport

You attempt to teleport small pieces of a creature in random directions, causing severe damage in the process. To activate this power, you must first succeed at a melee spell attack. If this attack misses, you spend your action but do not spend any PSPs.

If the attack hits, the target must succeed at a constitution saving throw or take 4d6 force damage. This damage is increased by 1d6 for every level of enhancement. If they succeed at their saving throw they only take half damage.

Dream Travel

Casting Time: 8 hours

Initial Cost: 1 per 25 miles traveled

Enhance Cost: N/A

Maintenance Cost: N/A

Range: Touch

Prerequisites: None

Dream travel is a powerful but unreliable means of getting from here to there. You travel in your dreams and awake wherever your nocturnal wandering carried you. You can even take others with you, although it's more difficult than traveling alone. You do not suffer damage for spending more

than your mental limit when activating Dream Travel, the actual effort is spread out over the 8 hour trip so it's far less mentally taxing than most other psionic powers.

To use dream travel, you must be asleep. Once asleep, you begin fashioning a dream that involves traveling from your present location to the intended destination. Make an ability check using your primary attribute, against a DC of 1 per 50 miles traveled.

If the DM wants, this check is all that's required to handle dream travel during a game. However, it's far more satisfying to actually role-play the dream. The player creates the setting and describes their intentions, with the DM interrupting to change things arbitrarily and throw obstacles in the character's path. If the player overcomes the obstacles and solves problems inventively, the DM is justified in giving a bonus to the character's check. If the dream is dull and lifeless, the DM can also penalize the check.

The DM should remember that this is a dream; terrain on the journey may not resemble actual terrain, the character may be completely different, and the world may be completely strange. The length of the dream journey should be approximately the same as the real distance, however, and the final destination should be at least similar to the real destination. Such dream adventures should minimize combat and maximize problems, puzzles, and surreal atmosphere. If combat does occur, it has no effect on you physically, but if you are killed you wake up right where you started. All dream journeys take approximately eight hours to complete, successful or not.

When you reach your destination in the dream you awaken. In the place where you lay sleeping, your body and any equipment carried or worn fades away. At the same time, you fade into being at the new location, still in sleeping posture, but fully awake.

Passengers: You can bring other characters along with you in the dream. You have a -1 to your check for each passenger you carry, and you must pay the full PSP cost for each passenger in addition to yourself. Passengers must also be sleeping. If the check fails, you all still attempt the dream journey but do not reach your target.

Ethereal Traveler

Casting Time: 1 round

Initial Cost: 16 PSPs

Enhance Cost: 1 PSP

Maintenance Cost: 2 PSPs per round

Range: Self

Prerequisites: None

With this power, you can psionically teleport yourself to the ethereal plane. With this Psychoportation you simply cease to exist in the material plane and begin to exist in the ethereal, but only in an ethereal form – your physical form is temporarily lost.

In ethereal form, you cannot be harmed – ethereal objects pass through one another easily. You cannot, in turn, harm other creatures or objects, or even pick them up or move them about. From the ethereal plane you can move about before returning to the material plane, or pass through the border ethereal to reach the inner planes. If you stop paying the maintenance cost while still on the ethereal plane you are returned to the nearest location in the material plane, but if you have crossed the border ethereal you no longer need to maintain this power.

For every level of enhancement, you may bring up to three additional willing creatures. All travelers must join hands with you while you activate this power.

Impossible Shot

Casting Time: 1 round

Initial Cost: 2 PSPs

Enhance Cost: N/A

Maintenance Cost: N/A

Range: 120 ft

Prerequisites: Dimensional Door

You open a small portal for only a moment, just long enough to fire a single projectile. The exit portal is placed anywhere you want within 120 ft, allowing you to make a projectile attack against anyone within range. The attack has no range penalty and the target gains no benefit from cover, since you have perfect control of the projectile's angle.

Teleport Object

Casting Time: 1 round

Initial Cost: Varies

Enhance Cost: N/A

Maintenance Cost: N/A

Range: Up to 10,000 miles

Prerequisites: Teleport

This power is identical to teleport and teleport other, except that it teleports objects. The item to be teleported must be a single piece and weigh no more than 100 lbs. It's slightly easier to teleport

objects short distances, but harder to teleport them extremely long distances. PSP cost increases with distance, according to the following table.

Distance	Cost
20 ft	2
200 ft	5
2000 ft	9
1 mile	12
10 miles	15
100 miles	16
1,000 miles	17
10,000 miles	18

Teleport Trigger

Casting Time: 1 action

Initial Cost: 2 PSPs

Enhance Cost: N/A

Maintenance Cost: 2 PSPs per hour

Range: Self

Prerequisites: Teleport

A teleport trigger is a programmed event which causes you to instantly and reflexively teleport to a safe location. You must specify where you intend to go. You must also define very specifically what conditions will trigger the teleportation. These can be anything you want, but the teleport will not be triggered unless you are aware the conditions have been met. A volcanic eruption 500 miles away will not trigger teleportation unless you have some way to know that the volcano is erupting.

For example, here are three typically triggers: being reduced to 10 or fewer hit points, seeing a mind flayer, and being attacked by a magic missile spell. When such predetermined conditions are fulfilled, you instantly teleport to the programmed location.

When the teleport is triggered, you must have enough PSPs remaining to teleport to that location, because you pay the cost just as if you were performing a normal teleport. The trigger remains in effect until you stop paying its maintenance cost.

Time Shift

Casting Time: 1 action

Initial Cost: 6 PSPs

Enhance Cost: 3 PSPs

Maintenance Cost: N/A

Range: Self

Prerequisites: Teleport

Time shifting allows you to travel up to 3 rounds into the future and observe things until time catches up with you. You see everything frozen around you just as it will be when that moment in the future actually arrives.

You enter a different reality when you use this power. No one in the "still life" that surrounds you can see or detect you in any way. You can move freely through the environment, putting yourself wherever you want to be when you return to normal time. You cannot affect anything around yourself, nor can anything affect you. Even two time-shifted characters are completely invisible to each other. To the people in real time, you simply vanish and then reappear sometime later.

You do not exist for any normal game purpose during the period when you are time shifted. If, for example, a fireball spell detonates in the room while you are time shifted, you are completely protected against its effects. In fact, unless the blast leaves visible effects (charred walls, or corpses or sulfurous fumes), you won't even know it happened. You see none of the intervening events.

The power cannot help a character escape contact, however. If someone has established contact or tangents with the time shifter – and continues paying their maintenance cost – then the tangents or contact will still be in effect when you return to normal time. Similarly, any spells affecting you will still apply as long as the caster maintains concentration while you are time-shifted but their duration continues during the time shifted rounds.

Time shifting offers an obvious advantage in combat. You can leap one round into the future and maneuver into position for an attack. In that case, you get advantage on your attack roll. With enough time, it could even create an opportunity for you to escape.

How long does a time shift last? If you travel one round forward, you have one round to maneuver. For each level of enhancement you travel an additional round forward and gain an additional round to maneuver before returning to normal time.

Time/Space Anchor

Casting Time: 1 action

Initial Cost: 5 PSPs

Enhance Cost: N/A

Maintenance Cost: 2 PSPs per round

Range: 5 ft radius or Touch

Prerequisites: None

This power protects you against unwanted teleportation. When a time/space anchor is in effect, you cannot be teleported against your will. Anyone and anything else inside the 5 ft radius is also protected using this power. Items are protected automatically, but living creatures are only protected if you want them to be. Each additional creature protected costs increases the maintenance cost by 1 PSP per round, and only willing creatures are protected.

Alternatively, you can place a time/space anchor on an unwilling creature. You must succeed at a melee spell attack, and the target gets a wisdom saving throw to shake off the effect. If they fail, they cannot be teleported by any means as long as you maintain this power. The character can feel the effect of this power and knows that it will prevent teleportation.

Vanish

Casting Time: 1 reaction, which you take when you are hit by an attack or roll a dexterity saving throw

Initial Cost: 3 PSPs

Enhance Cost: N/A

Maintenance Cost: N/A

Range: Self

Prerequisites: Teleport

Until the start of your next turn you may evade attacks with short distance teleportation. Whenever an attack would hit you with this power active, you may spend 1 PSP to gain a +5 bonus to your AC against that attack. If the attack misses, you may teleport 5 ft in the direction of your choice.

You may also attempt to evade an attack that force you to make a dexterity saving throw. After rolling your saving throw, you may spend 2 PSPs plus 1 PSP per 5 ft needed to move out of the area of effect of the attack. If you do, you gain +5 to the results of your saving throw. If your saving

throw succeeds you suffer no effects that would normally occur on a successful saving throw. You may only use this effect of Vanish once per use of the power.

All PSPs spent on a single use of Vanish are considered a single power, so spending points to evade attacks after already spending enough points on Vanish to reach your mental limit will cause psychic damage as if using a single power with a cost higher than your mental limit.

Sciences

Banishment

Casting Time: 1 action

Initial Cost: 13 PSPs

Enhance Cost: N/A

Maintenance Cost: 4 PSPs per round

Range: 60 ft

Prerequisites: Teleport

With this power, you can teleport a creature against its will to a pocket dimension and hold it there. The pocket dimension is a featureless area with a benign environment – it may be hot, cold, dark or light, but not so much that it will cause injury. The target may resist the power by making a charisma saving throw.

Banishment has a boomerang feature. If you fail to pay the maintenance cost, the banished creature automatically returns to its original location. The creature cannot reappear in a location that now contains other matter, however (e.g., to a doorway that has been closed, or to a spot that now has a sharp stake upon it). If this happens, the creature returns to the nearest open space.

As long as you pay the maintenance cost, the creature will not automatically return. If the creature has access to the astral or ethereal planes, or it can teleport between planes, it could try to return that way. If the banisher is still maintaining the power, however, a psychic contest takes place. If the banisher wins, the victim is prevented from returning.

Probability Travel

Casting Time:

Initial Cost: 12 PSPs

Enhance Cost: N/A

Maintenance Cost: 7 PSPs per hour

Range: Self plus Touch

Prerequisites: None

With probability travel, you can traverse the astral plane physically as if you were in astral form. You have no cord, so you can never be killed by having it severed. On the other hand, you can still be blown to bits.

The astral plane boasts nothing that would attract tourists, but its two-dimensional color pools serve as highways to the outer planes. These pools, scattered randomly throughout the astral plane, provide connections to all surface layers of the outer planes.

Travel through the astral plane is speedy, but distance on the astral plane does not equate to distance on other planes. After $1d6 + 6$ hours of travel you reach the color pool you seek. There is a flat 75% chance that this pool leads to the exact destination you want. Otherwise, it is approximately 10 miles off target.

You can take other persons along on your probability trip. Each passenger costs 1 extra PSP per hour, and adds one-half hour to the time needed to find the correct color pool. Passengers must travel voluntarily; this power cannot drag a character into the astral plane against their will.

Combat on the astral plane is unusual. The traveler's physical body cannot affect the astral bodies in any way. However, psionic powers do work against the minds of astral travelers. Most magical items do not work in the astral plane. Magical items which are keyed to a particular plane do function there, often with enhanced effect.

If you simply turn off this power while in the astral plane, you don't leave. Instead, you're stranded, unable to move except by physically pushing off of solid objects (which are extremely rare in the astral plane). You're also stranded if you run out of PSPs or are knocked unconscious on the astral plane. The only exit from this plane is a color pool.

Summon Planar Creature

Casting Time: 1 action

Initial Cost: 13 or 16 PSPs

Enhance Cost: N/A

Maintenance Cost: N/A

Range: 120 ft

Prerequisites: Teleport

This science allows you to reach into another plane, grab whatever creature you happen to find there, and teleport it to your own plane. The victim will be disorientated for one round after arriving; as a result, they suffer disadvantage on initiative, attack rolls, and saving throws.

A magical summons offers some control over a planar creature, and usually returns that creature to its home automatically. This psionic power does neither; it merely teleports something. To be rid of the creature, you must banish it, teleport it again, kill it, or control it somehow. If the creature is intelligent, you might reason with it. However, the creature is almost certain to fly into a murderous rage when it discovers its plight.

You can make a summoned creature materialize anywhere within 120 ft of your present position. This is a tremendous advantage, since the creature, at least initially, has no idea who summoned it. Its anger is likely to be vented against the first target it finds.

You choose the plane from which the creature will come. You do not choose the creature, however; that's determined at random. A creature from one of the elemental planes usually will be an elemental of the appropriate type. A creature from an outer plane probably will be a native of that particular plane, but it could also be a visitor, or even an adventurer who happened to be in the wrong place at the right time. In contrast, the astral or ethereal planes are a cornucopia of creatures, frequented by beings of every imaginable description. In any event, the DM decides which creature is summoned, drawing from the monsters for which they have game statistics.

It costs 13 PSPs to summon a creature from the astral or ethereal plane. If you are dipping into an inner or outer plane, the cost increases to 16 PSPs.

Teleport

Casting Time: 1 action

Initial Cost: Varies

Enhance Cost: N/A

Maintenance Cost: N/A

Range: Up to 10,000 miles

Prerequisites: None

Teleport is the essential power within this discipline. It allows you to teleport to a familiar spot. The destination must be a place that you know and can picture mentally – even if you've never actually been there. For example, you may still know a location that you have seen through a crystal ball, via a sight link, or even by scanning someone else's mind for the information.

You can still teleport to a place even if it has somehow changed from the way you picture it. For example, if a room has been rearranged, or is currently on fire, such changes won't affect the teleport.

Teleports always take you to a fixed location. For example, if you try to teleport into a gypsy wagon which is on the move, you'll arrive at the wagon's location when you last knew it. The wagon itself may be miles away by then. Also, if you were picturing the wagon's interior, you will teleport to the space corresponding to the wagon's interior - which is several feet off the ground! Because the wagon itself has moved, you will fall when you arrive. Imagine teleporting to a room on the fifth floor of a tower, only to discover the tower has been razed by marauders since your last visit.

Teleportation is instantaneous. You simply cease to exist in the previous location and spring into being at the destination. There is a slight, audible "pop" at both ends, as air rushes into the sudden vacuum or is instantly displaced.

Restraints do not affect teleportation. If you are tied up, shackled to a wall, or buried up to your neck you can still teleport. The restraints remain behind.

Clothing, on the other hand, does accompany you. You may also carry small items in your grasp or wear equipment on your person, not exceeding $\frac{1}{5}$ of your total body mass. If you double the PSPs expended you can carry up to 3 times your body mass or take along up to 3 other willing characters whom you have a firm grasp. This extra cost does not toward your mental limit.

A character can teleport any distance, but as the distance increases so does the cost. Ranges and point costs are shown below.

Distance	Cost
20 ft	4
200 ft	8
2000 ft	12
1 mile	13
10 miles	14
100 miles	15
1,000 miles	16
10,000 miles	17

Teleport Other

Casting Time: 1 action

Initial Cost: Varies

Enhance Cost: N/A

Maintenance Cost: N/A

Range: Touch

Prerequisites: Teleport

This power is identical to Teleport, except it is used to teleport other characters. You stay where you are while someone else is teleported. The character must be willing to be teleported, or unconscious. PSP costs are the same as for Teleport. In other words, cost increases with distances. If you pay twice the usual PSP cost, you can teleport up to 3 characters, provided they are firmly grasping one another. This additional cost does not count toward your mental limit.

Telepathy

Talent

Psychic Jab

Casting Time: 1 Action

Range: 60 ft

You strike at the target's mind directly, inflicting psychic damage. That creature must make a wisdom save or take 1d10 psychic damage. This damage increases by 1d10 at 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Contact

Casting Time: 1 action

Initial Cost: 1 psp

Enhance Cost: N/A

Maintenance Cost: 1 PSP per minute

Range: Unlimited

Prerequisites: None

Contact must be established before virtually any telepathic power can be used on another character. It is just what its name implies – contact between the minds of the telepath and another creature. Contact does not allow communication by itself; it is merely the conduit for other telepathic exchanges.

Many telepathic powers list “contact” in their initial cost. That means contact must be established in a previous round before those powers can be used. As long as contact is maintained, you can use other powers which require it, and can even switch (using attraction and then mindlink on the same subject, for example).

You can maintain contact with more than one subject at a time, but you must pay the maintenance cost for each one individually. For example, if you wish to inspire awe in two subjects you must establish and maintain contact with each one separately.

You cannot contact a subject that you know nothing about. In other words, you can’t use this power to scan around and “see what’s out there.” You must either have your subject in sight or know specifically who or what you are looking for. You cannot, for example, try to contact any random orc which may or may not be standing behind a closed door. However, you can try to contact a particular orc which you have seen before.

How you establish contact depends on your target: If they aren’t on their guard and don’t consider you a hostile character you can attempt to establish contact without them noticing, but it takes longer. You activate the contact power and make a ranged psionic attack against the target’s wisdom score. If the attack succeeds you establish a tangent, and once you have 3 tangents you have complete contact. If your attack fails the target makes a perception check, and if they succeed they are aware that something is happening to their mind. They aren’t aware that you specifically are the one responsible unless they have another reason to suspect you, but this will still generally put them on the defensive forcing you to use psionic attacks if you wish to establish contact.

If they are on their guard or you want to establish contact faster, you must break through their defenses with a psionic attack. See the section on psionic combat. You need at least one psionic attack power to establish contact in this way.

Breaking Contact: Contact is not severed until you break it off by failing to maintain it. If the person contacted is a psionist, they may also do something to sever it. The power “ejection” can end unwanted contact. They can use a psionic attack of their own to attack your mind, and once they establish their own contact against you both are canceled. You do not need to make concentration checks to maintain Contact.

Devotions

Attraction

Casting Time: 1 action

Initial Cost: 5 PSPs

Enhance Cost: N/A

Maintenance Cost: 3 PSPs per round

Range: Contact

Prerequisites: Contact, Mindlink

The opposite of aversion, this power creates an overwhelming attraction to a particular person or thing – be it an item, creature, action, or event. A victim of this power will do whatever seems reasonable to get close to the object of their attraction.

The key word is “reasonable”. The victim is completely fascinated, but they don’t suffer from blind obsession. They won’t leap into a fire or over a cliff, for example, or climb into the arms of a Tarrasque. They can still recognize danger, but they will not flee unless the threat is strong and immediate. And if the danger is not apparent, such as poison in a goblet of wine, the character could easily destroy themselves in pursuit of the attraction.

Aversion

Casting Time: 1 action

Initial Cost: 5 PSPs

Enhance Cost: N/A

Maintenance Cost: 3 PSPs per round

Range: Contact

Prerequisites: Contact, Mindlink

The victim of this power gains an aversion to a particular person, place, action, or event. They will do everything they can to avoid the object of their aversion. They will not approach within 60 feet, and if they are already within 60 feet, they will back away at the first opportunity.

Awe

Casting Time: 1 action

Initial Cost: 2 PSPs

Enhance Cost: N/A

Maintenance Cost: 2 PSPs per round

Range: Contact

Prerequisites: Contact, Mindlink

You can use this power to make others hold you in awe. Each character contacted is mentally cowed; they sense your "awesome might". They have no desire to serve or befriend you, but they won't attack you unless forced to do so. They'll do whatever they can to avoid angering or upsetting you. If possible, they'll avoid you all together, and take the first opportunity to escape.

Any time a creature affected by this power sees you take damage or show weakness in some way they may make a wisdom saving throw. If they succeed the effect ends on that character but can still be maintained if other characters are still affected.

Conceal Thoughts

Casting Time: 1 action

Initial Cost: 3 PSPs

Enhance Cost: N/A

Maintenance Cost: 2 PSPs per round

Range: Self

Prerequisites: None

This defensive devotion protects you against psionic or magical ESP, probes, mindlink, life detection, and other powers or spells which read or detect thoughts. If one of these powers or spells is used against you and does not normally allow a save you may make a wisdom save to avoid the effect. If it does allow a save, you gain advantage on that save.

Convergence

Casting Time:

Initial Cost: 8 PSPs

Enhance Cost: N/A

Maintenance Cost: N/A

Range: Contact

Prerequisites: Contact

When psionics put their heads together, the results can be impressive. Convergence allows psionics to link their minds into one synergetic being – an entity more powerful than the sum of the individual parts.

There is no limit to the number of psionicists who join minds. Each participating psionicist must know the convergence power, however, and must pay the initial cost to join the collective. Then they are linked. All their PSPs flow into a single pool, from which each draws their strength. If one participant knows a power, now anyone in the group can use it.

Each participant can use psionic powers at the normal rate per turn. If the group is attacked psionically, the attack must overcome every psionicist's defense. If it does, the attack affects every character in the convergence.

When convergence is discontinued, PSPs that remain in the pool are evenly divided among all the participants. Fractions rounded down, and no individual can exceed their usual maximum.

Daydream

Casting Time: 1 action

Initial Cost: 2 PSPs

Enhance Cost: N/A

Maintenance Cost: 1 PSP per minute

Range: Contact

Prerequisites: Contact, Mindlink

By using this power, you cause someone's mind to wander. This is only effective against characters with Intelligence 14 or less who are not concentrating hard on the task before them but are just going about their business in a casual, relaxed manner. You must have established contact against the target without raising their awareness. It obviously has no effect in combat.

Once affected, the daydreamer pays little attention to their surroundings, making it much easier for someone to pick their pocket, slip past them unobserved, or otherwise escape their notice. They gain disadvantage on all perception checks.

Ego Whip

Casting Time: 1 action

Initial Cost: 3 PSPs

Enhance Cost: N/A

Maintenance Cost: N/A

Range: 80 ft

Prerequisites: Contact, Mindlink

Ego whip is one of the five telepathic attacks used to establish contact with another's mind. The power assaults the victim's ego, leaving them with feelings of inferiority and worthlessness. When used in this way, ego whip allows you to attack twice. When using ego whip you add your intelligence modifier to your psionic attack rolls.

If used against a contacted mind, the target is restrained for 1 round.

Empathy

Casting Time: 1 action

Initial Cost: 1 PSP

Enhance Cost: N/A

Maintenance Cost: 1 PSP per round

Range: 50 ft radius or Contact

Prerequisites: Contact

By using empathy, you can sense the basic needs, drives, and/or emotions generated by any mind. Thirst, hunger, fear, fatigue, pain, rage, hatred, uncertainty, curiosity, hostility, friendliness, love – all of these and more will be sensed.

This power can affect any non-psionic creature within 50 ft if they fail a wisdom saving throw. Alternatively, it can be used on any mind you have contacted without any saving throw allowed.

ESP

Casting Time: 1 action

Initial Cost: 6 PSPs

Enhance Cost: N/A

Maintenance Cost: 5 PSPs per round

Range: Contact

Prerequisites: Contact

Extrasensory perception, or ESP, allows you to read someone else's mind (as the power is treated here). You can only perceive surface or active thoughts. You cannot use ESP to explore someone's memories or delve into their subconscious.

Most intelligent creatures tend to think in words, so language is a barrier to understanding. Intelligent creatures think in pictures. Magical thought, such as a wizard uses in casting spells, is unintelligible. However, you can easily recognize such thoughts as part of the spell-casting process.

False Sensory Input

Casting Time: 1 action

Initial Cost: 3 PSPs

Enhance Cost: N/A

Maintenance Cost: 2 PSPs per round

Range: Contact

Prerequisites: Contact, Mindlink

This devotion allows you to falsify someone's sensory input – making the victim think that they see, hear, smell, taste, or feel something other than they really do. The falsehoods are somewhat limited. Nothing can be completely hidden or made to disappear, and everything must retain its general size and intensity.

For example, a human could be made to look like a dwarf, but not like a parrot. A slamming door could be made to sound like a thunderclap or a cough, but not like rustling paper. Oil could be made to taste like garlic, but not like water.

Id Insinuation

Casting Time: 1 action

Initial Cost: 4 PSPs

Enhance Cost: N/A

Maintenance Cost: N/A

Range: 120 ft

Prerequisites: Contact, Mindlink

Id insinuation is one of the five telepathic attacks. It seeks to unleash the uncontrolled subconscious of the defender, putting it against their superego. The attack leaves the victim in a state of moral uproar. When used in this way, id insinuation allows you to attack twice. When using id insinuation you add your charisma modifier to your psionic attack rolls.

Technically speaking, this power drives them nuts, at least temporarily. Their id – the seat of primitive needs, animal drives, cruelty, and ferocity – seeks to launch them into a rage of violence and desire. Their superego – the seat of moral conscience and the “civilized” part of their brain – struggles to maintain the upper hand. If this power is used against a contacted mid, the target spends their next action attacking the nearest target. If this causes them to attack an ally, they have disadvantage on the attack.

Identity Penetration

Casting Time: 1 action

Initial Cost: 2 PSPs

Enhance Cost: N/A

Maintenance Cost: N/A

Range: Contact

Prerequisites: Contact

Identity Penetration allows you to determine the target's identity in spite of polymorphs, illusions, disguises, etc. You learn their true name, race, gender, and appearance. You also learn any aliases or nicknames that they frequently use. If used with an ability which allows you to see auras, you can also see through any attempt to conceal or disguise their true aura.

Impossible Task

Casting Time: 1 action

Initial Cost: 10 PSPs

Enhance Cost: N/A

Maintenance Cost: 3 PSPs per day

Range: Contact

Prerequisites: Contact

This power forces the victim to think that a given goal is unachievable, regardless of the reality of the situation. You must be familiar with the victim and what they are trying to accomplish. The power must be directed at one particular task, something easily described. The task can be simple, like "travel from Tyr to Altaruk is impossible" or more complicated such as "further study in magic will be fruitless". As long as you maintain contact they act accordingly – other characters cannot convince them that their task is possible. If you discontinue contact but maintain Impossible Task they may immediately make a wisdom saving throw, and if they succeed they shake off the effect. As long as you maintain Impossible Task without contact they may repeat this saving throw each day.

If you cannot narrow down the tasks effectively, describing it in just a few words, the DM can decide that the power has no effect.

Incarnation Awareness

Casting Time: 1 action

Initial Cost: 13 PSPs

Enhance Cost: N/A

Maintenance Cost: 13 PSPs per round

Range: Contact

Prerequisites: Contact

By applying this power to another character, you can gain knowledge about past lives. One past life can be explored per round, starting with the most powerful personalities (usually these are also the most famous, but not always).

You also know immediately how many times this particular personality has been killed and raised from the dead. It is up to the players to put this information to use.

Inflict Pain

Casting Time: 1 action

Initial Cost: 4 PSPs

Enhance Cost: N/A

Maintenance Cost: 2 PSPs per round

Range: Contact

Prerequisites: Contact, Mindlink

This is a particularly nasty form of torture. It causes no actual harm to the subject and leaves no marks or scars but causes excruciating pain of any sort you desire. Only evil characters can learn this power freely; others find their alignments twisting toward evil if they wish to inflict pain.

If the victim is being questioned, they must make a constitution saving throw each round to withstand this agony. You do not know the results of their saving throw. If they fail their save they must respond to any question that round with the answer that they believe will be most likely to stop the pain. This could be the truth, or just what they think you want to hear.

If used in combat, the victim must make a constitution saving throw at the beginning of their turn. If they fail they cannot cast spells, lose any spell requiring concentration, and suffer disadvantage on all attacks, saving throws, and skill checks until their next turn.

Invincible Foes

Casting Time: 1 action

Initial Cost: 7 PSPs

Enhance Cost: N/A

Maintenance Cost: 3 PSPs per round

Range: Contact

Prerequisites: Contact, Mindlink

The victim of this devotion believes that any blow struck against them will cripple or kill them. Even if the blow actually causes only one point of damage, the victim thinks they're dying, and that they can no longer fight. They fall to the ground in horrible pain. At the end of each of their turns after taking damage they may make a wisdom saving throw, and if they succeed they recover, and the effect of Invincible Foes ends.

Even if the victim of this power is never actually struck, their behavior is likely to change. Fully expecting the next blow to kill them, they may stop attacking and defend, try to flee, or surrender and beg for quarter.

"Invincible Foes" can also work in reverse. In other words, an attacker can be made to believe that every blow they strike is fatal. The belief is strong enough to create an illusion: even if the attacker barely scratches their foe, they see the "victim" lying down, mortally wounded. They will continue to imagine that opponent lying on the ground until the opponent attacks again. It doesn't matter whom they attack; any attack breaks the illusion.

This reversal has several consequences. Characters who have been "killed" – i.e., struck – can simply walk away from the fight, leaving their "corpses" behind. Or they can move into position and attack again, gaining advantage on their attack roll. After this happens three times, the affected character must make a Wisdom saving throw. If they fail, they become convinced that their foes are unkillable and reacts accordingly.

A creature can only be affected by each version of Invincible Foes once per combat.

Invisibility

Casting Time: 1 action

Initial Cost: 5 PSPs

Enhance Cost: N/A

Maintenance Cost: 2 PSPs per round

Range: Contact

Prerequisites: Contact, Mindlink

Psionic invisibility differs significantly from magical invisibility. To make yourself invisible, you must individually contact each mind that you want to deceive. Once they are all contacted, you make yourself invisible to them only. You can still see yourself, as can anyone who was not contacted. Only characters within 100 yards of you can be affected by this power.

Invisibility is a delusion affecting one or more select characters, not an illusion affecting everyone. The only real change occurs in the mind of your targets. For this reason, you can make anyone invisible – not just yourself. The “invisible” being must be approximately man-sized or smaller however.

You pay the maintenance cost for each target and each individual you wish to make invisible separately. For example, to make two creatures invisible to two opponents you would need to pay the maintenance cost four times.

Life Detection

Casting Time: 1 action

Initial Cost: 3 PSPs

Enhance Cost: N/A

Maintenance Cost: 3 PSPs per round

Range: 120 ft

Prerequisites: None

You can detect the presence of living, thinking creatures within a limited area. You must scan like radar. If you are scanning at short range, you can cover a large angle. At long range, the angle is significantly reduced. You can scan through 180 degrees to a range of 40 ft, 90 degrees to a range of 80 ft, or 30 degrees to a range of 120 ft.

One round of scanning will detect humanoids, mammals, and monsters with 8 or more hit dice. A second round of scanning will detect birds, reptiles, amphibians, fish, and monsters with less than 8 hit dice. In either case you get an accurate count of the creatures.

Mind Bar

Casting Time: 1 action

Initial Cost: 5 PSPs

Enhance Cost: N/A

Maintenance Cost: 3 PSPs per round

Range: Self

Prerequisites: None

Mind bar is a magician’s bane and the telepath’s boon. It gives you advantage on all intelligence, wisdom, and charisma saving throws from magical sources. It also offers complete protection against possession of any sort.

In addition, mind bar protects you against all telepathic powers from opponents that do not have contact against you, except the 5 attack modes. If an attack succeeds against you, it ends your Mind Bar rather than establishing a tangent. Once Mind Bar is removed, further attacks can establish contact like normal.

Mind Thrust

Casting Time: 1 action

Initial Cost: 2 PSP

Enhance Cost: N/A

Maintenance Cost: N/A

Range: 30 ft

Prerequisites: Contact, Mindlink

Mind Thrust is one of the 5 telepathic attacks used to establish contact with another's mind. It is a stabbing attack which seeks to "short" the synapses of the defender. When used in this way, mind thrust allows you to attack twice. When using mind thrust you add your wisdom modifier to your psionic attack rolls.

If the subject's mind has already been contacted, this power disrupts the target's control of their legs causing them to fall prone.

Mysterious Traveler

Casting Time: 10 minutes

Initial Cost: 2 PSPs

Enhance Cost: N/A

Maintenance Cost: N/A

Range: Self

Prerequisites: None

This power begins a contagious rumor about your whereabouts and direction of travel. The subject take extraordinary notice of you – dress, appearance, mannerisms – and spend an entire day remarking about the traveler they have seen. Their memory is entirely accurate except when it comes to direction and mode of travel. A subject may say you were an "extraordinary elf, who made his way south out of town on the M'ke caravan" to one acquaintance, then insist an hour later that he "ran from town to the north-west". All characters that see you during the 10 minute casting time continue these rumors all day, except that characters who personally know you are unaffected. Unaffected people who hear a rumor may still pass it along normally.

Phobia Amplification

Casting Time: 1 action

Initial Cost: 5 PSPs

Enhance Cost: N/A

Maintenance Cost: 2 PSPs per round

Range: Contact

Prerequisites: Contact, Mindlink

This power allows you to reach into someone's mind and discover their greatest fear, then amplify it to the point of irrationality. The victim believes they are imminently threatened by the object of their fear, even if it is completely absurd. A character with a fear of falling, for example, is convinced they could pitch over a cliff at any moment – even while on an endless prairie – unless they stand absolutely still.

The reaction of the frightened character depends on the fear. They will defend themselves if attacked (unless defending themselves is somehow tied to their phobia). A wizard may teleport away or use other spells to guarantee their safety. Other characters might freeze in place or flee for their lives. But all of their actions will be geared toward protecting against the fearsome object or situation.

The fear lasts as long as you maintain the effect. Once you stop, the fear fades back to its normal proportions, probably leaving the character slightly shaken and more than slightly chagrined.

Post-Hypnotic Suggestion

Casting Time: 1 action

Initial Cost: 1 PSP per level or hit die of the creature

Enhance Cost: N/A

Maintenance Cost: N/A

Range: Contact

Prerequisites: Contact, Mindlink

Any creature with an intelligence between 6 and 16 can receive a post-hypnotic suggestion. (Very dim or very brilliant creatures are not susceptible.) You plant a suggestion of some reasonable course of action in the creature's subconscious, along with the situation that will trigger this action. When that situation arises, they make a saving throw with a +1 bonus for each day that has passed since the suggestion was planted. If they fail, they will believe that the action is completely reasonable and will immediately attempt to carry it out.

A "reasonable course of action" is one that does not violate the creature's alignment or class restrictions. It can be something that they would not normally do, but if it is too strange they just won't do it.

The suggestion continues even if contact is ended. The suggestion fades completely once it's no longer possible for the target to fail their saving throw.

Psychic Crush

Casting Time: 1 action

Initial Cost: 6 PSPs

Enhance Cost: N/A

Maintenance Cost: N/A

Range: 60 ft

Prerequisites: Contact, Mindlink

Psychic crush is one of the five telepathic attacks used to establish contact with another's mind. It is a massive assault upon all neurons in the brain, attempting to destroy all by a massive overload of signals. When used in this way, psychic crush allows you to attack twice. When using psychic crush you add your intelligence modifier to your psionic attack rolls.

If this attack is used against an already contacted mind it does 5d6 psychic damage.

Psychic Drain

Casting Time: 1 minute

Initial Cost: 9 PSPs

Enhance Cost: N/A

Maintenance Cost: N/A

Range: Touch + Contact

Prerequisites: Contact, Mindlink

Psychic drain enables you to tap into the personal psychic energy of other people to augment your own psionic strength. Up to 6 people can be tapped at one time.

Each subject, who is often called a host, must first be asleep. Next, you must establish contact with the person's mind. Then you activate this power the host falls into a trance which lasts 1d6+3 hours. The character can be awakened with some difficulty before then, but they'll be groggy and disoriented for another hour.

While the host is in the trance, you can siphon psychic energy. Just as a vampire draws blood to grow strong, you drain wisdom, intelligence, and constitution points. When you activate a power, you can siphon ability points to pay for it at a rate of 1 point per 10 PSPs. You must remain within 120 ft to draw strength from them.

After the power ends, the host may suffer ill effects depending on how much strength was drained from them. For each attribute that was reduced, roll 1d10. Add up rolls that were higher than the reduced attribute score and consult the following table.

Result	Lingering Effects
0	None
1	Temporary Amnesia (2d6 weeks)
2	Permanent Amnesia
3	Coma

Reduced attributes recover at a rate of one point per day. Additional ill effects can be recovered with Greater Restoration or Psychic Surgery.

Psychic Impersonation

Casting Time: 1 action

Initial Cost: 5 PSPs

Enhance Cost: N/A

Maintenance Cost: 3 PSPs per hour

Range: Self

Prerequisites: Probe

This power enables you to mask your own aura and thought patterns and make them match someone else's perfectly. To accomplish this, you must first probe the subject you wish to impersonate.

Psychic impersonation does not alter any of your other features. It only changes your identity to other creatures with psionic powers. If a psionic power attempts to discern your identity or aura, you may make a wisdom saving throw. If you succeed, they see only the identity of the creature you probed.

Psychic Messenger

Casting Time: 1 action

Initial Cost: 10 PSPs

Enhance Cost: N/A

Maintenance Cost: N/A

Range: 200 miles

Prerequisites: None

This power allows you to create an insubstantial, 3-D image of yourself, which can appear anywhere within 200 miles and deliver a message. Everyone present can see and hear the messenger. Communication is one-way. You have no idea what is happening around your messenger.

Repugnance

Casting Time: 1 action

Initial Cost: 9 PSPs

Enhance Cost: N/A

Maintenance Cost: 7 PSPs per round

Range: Contact

Prerequisites: Contact, Mindlink

With this power, you make something – a particular person, place, or object – completely repugnant to another character. That character is overwhelmed with loathing for the “thing”, and they will seek to destroy it as completely and quickly as possible.

If the object is something they have affection for or if this destruction is strongly against the character’s alignment, they get may make a wisdom saving throw to resist this effect. If it is both against their alignment and something they like they have advantage on this saving throw.

Send Thoughts

Casting Time: 1 bonus action

Initial Cost: 4 PSPs

Enhance Cost: N/A

Maintenance Cost: N/A

Range: Contact

Prerequisites: Contact

This is one-way communication, allowing you to send your own thoughts to someone else's mind. You can send information or simply distract the target. If sending information you can send any image you can form in your mind, but you can only include words if you share a language. If you attempt to distract the target they must make a concentration check with a DC equal to your psionic save DC or lose any concentration effect they are maintaining.

Sight Link

Casting Time: 1 action

Initial Cost: 7 PSPs

Enhance Cost: N/A

Maintenance Cost: 3 PSP per minute

Range: Contact

Prerequisites: Contact, Mindlink

Sight link allows you to tap into another character's optical system. You see whatever your link sees. (Your own vision is unaffected.) Alternatively, you can send your own sight to the other character. If the sender is subjected to a gaze attack, the receiver is also affected.

Sound Link

Casting Time: 1 action

Initial Cost: 5 PSPs

Enhance Cost: N/A

Maintenance Cost: 2 PSP per minute

Range: Contact

Prerequisites: Contact, Mindlink

By means of a sound link, you tap into the auditory system of another person or creature. You hear whatever your link hears. Alternatively, you can send your own sense of hearing to your target so they hear whatever you hear. If the sender is subjected to an auditory attack the attack affects the receiver as well.

Synaptic Static

Casting Time: 1 action

Initial Cost: 14 PSPs

Enhance Cost: N/A

Maintenance Cost: 10 PSPs per round

Range: 60 ft

Prerequisites: None

Synaptic static interferes with all psionic activity within a given area. Even you are affected, when you create static, you cannot activate or maintain any other power simultaneously. However, you may also prevent others from using their powers. Anyone who tries to use a psionic power within the area of effect must make a wisdom saving throw. If they succeed the power functions normally, but if they fail then they still spend half the power's initial cost.

Exposure to synaptic static for more than 5 rounds will give anyone a splitting headache.

Taste Link

Casting Time: 1 action

Initial Cost: 3 PSPs

Enhance Cost: N/A

Maintenance Cost: 1 PSP per minute

Range: Contact

Prerequisites: Contact, Mindlink

Could this be a dieter's dream? Taste link allows you to tap into the flavor senses of another person or creature. You taste whatever your link tastes. Alternatively, you can send your own sense of taste to the target.

Telepathic Projection

Casting Time: 1 action

Initial Cost: 4 PSPs

Enhance Cost: N/A

Maintenance Cost: N/A

Range: Contact

Prerequisites: Contact, Mindlink

Telepathic projection allows you to send emotions to everyone you have contacted. This power cannot radically change a character's emotional state, however. A character who is very angry could be made only slightly angry, for example, but not happy. Empathic changes are a matter of degrees, no more.

Repeated use of this power can move a character further toward the emotion you are sending, but each use is less effective than the last.

True Worship

Casting Time: 1 action

Initial Cost: 5 PSPs

Enhance Cost: N/A

Maintenance Cost: N/A

Range: Contact

Prerequisites: Contact

You can pinpoint the focus of worship for any individual you have contacted by using this power. If the target is a spellcaster that draws power from their devotion to a particular entity or other source, such as a cleric or druid, you will learn what they worship and the type of power they draw from it. If they are not granted power through worship you will learn that as well, in addition to anyone or anything that they worship for other reasons.

Truthear

Casting Time: 1 action

Initial Cost: 5 PSPs

Enhance Cost: N/A

Maintenance Cost: 2 PSPs per round

Range: Self

Prerequisites: Contact, Mindlink

When you use Truthear, you can tell whether other people intentionally lie. You do not hear their words translated into truth; you merely know whether or not speakers believe they are lying. You do not need to contact a target to use this power, but it does make it more effective. If the target attempts to lie while you are using Truthear they must make a charisma saving throw to keep the lie hidden, but if you have contacted them they have disadvantage on this saving throw.

Sciences

Domination

Casting Time: 1 action

Initial Cost: 14 PSPs

Enhance Cost: N/A

Maintenance Cost: 14 PSPs per round

Range: Contact

Prerequisites: Contact, Mindlink

With domination, you can project signals from your own mind into the mind of another person or creature. As a result, the subject is forced to do nearly anything you wish. The dominated subject knows what is happening but cannot resist your will. Commands are given mentally and automatically.

The victim's abilities are neither diminished nor enhanced by this power. The subject can be forced to use any power or ability they normally can – assuming you know about it. Domination does not reveal facts or secrets about a victim.

As soon as the domination is attempted, the victim makes a wisdom saving throw. If this saving throw succeeds the victim is not dominated. If it fails, the victim has fallen under your control. However, if the victim is later forced to do something obviously suicidal they can make another saving throw to regain their free will. This would include non-action that is likely to lead to its death, like lowering its own defenses while your allies prepare to strike.

Ejection

Casting Time: 1 action

Initial Cost: 8 PSPs

Enhance Cost: N/A

Maintenance Cost: N/A

Range: Self

Prerequisites: None

Ejection is the final defense against unwanted contact. If a psionicist has forced contact with your mind or has been granted contact and is now doing things they should not be, they can be ejected.

Ejection is risky for the user. You may fail to fully eject the opponent or suffer one of several possible side effects. Roll 1d20 on the table below to determine the result of your attempt.

- 1) Lose access to all sciences for 1d10 hours
- 2) Lose access to one discipline at random for 1d10 hours
- 3) Lose 1d10 + 10 PSPs
- 4) Lose 1d10 PSPs
- 5) Take 1 point of temporary constitution damage
- 6) Lose 1d10 HP
- 7) Sever only 1 portion of contact
- 8) Sever only 2 portions of contact

- 9 – 19) Sever contact entirely
- 20) Sever contact, and the opponent rolls 1d6 on this chart.

Fate Link

Casting Time: 1 action

Initial Cost: 13 PSPs

Enhance Cost: N/A

Maintenance Cost: 6 PSPs per round

Range: Contact

Prerequisites: Contact, Mindlink

This power enables you to intertwine your own fate with that of another creature. If either being experiences pain, both feel it. When one loses hit points, both lose the same amount. If either dies, the other must immediately make a saving throw to avoid the same fate.

Alternatively, you can tie the fates of two creatures together. You must contact each of them individually, and then activate this power. Once the fate link is established, it remains in place as long as you pay the maintenance cost even if you lose contact with one or both creatures.

Mindlink

Casting Time: 1 action

Initial Cost: 2 PSPs

Enhance Cost: N/A

Maintenance Cost: 1 PSP per round

Range: Contact

Prerequisites: Contact

Mindlink allows the user to communicate wordlessly with any intelligent creature you can contact. This is two-way communication. It is not the same as mind-reading because you only receive thoughts which the other party wants to send. Language is not a barrier. Distance has no effect once contact is established.

Mindwipe

Casting Time: 1 action

Initial Cost: 14 PSPs

Enhance Cost: N/A

Maintenance Cost: 14 PSPs per round

Range: Contact

Prerequisites: Contact, Mindlink

Mind wiping is a crude form of psychic surgery which affects the subject's IQ. It's like a temporary lobotomy. You systematically seal off portions of the subject's mind, making whatever knowledge was contained there inaccessible.

When a mindwipe is attempted, the victim makes a wisdom saving throw. If it succeeds Mindwipe has no effect, but contact is maintained. If it fails the target's Intelligence and Wisdom scores are reduced by 1.

You can also use mindwipe to seal off a particular memory or piece of knowledge. If you target a memory it must be a specific event. For example, if you wanted to erase all knowledge of a person from someone's mind you'd need to know every time they encountered that person and remove each one individually. When removing knowledge it must be a specific idea. For example, you could remove the knowledge of a particular spell from a spellcaster's mind but could not remove all knowledge of spellcasting. You are not granted any information on what the target knows, but a power like probe could reveal memories or knowledge you wish to remove.

The damage done with Mindwipe can be restored with psychic surgery or greater restoration.

Probe

Casting Time: 1 action

Initial Cost: 8 PSPs

Enhance Cost: N/A

Maintenance Cost: 5 PSPs per round

Range: Contact

Prerequisites: Contact, ESP

Probe is similar to ESP (a telepathic devotion), but a probe allows you to dig much deeper into a subject's subconscious. If the subject fails a wisdom saving throw, then all their memories and knowledge are accessible to you - from memories deep below the surface to those still fresh in the subject's mind. The information gained is not necessarily true, but it is true as far as the subject knows.

You can learn the answer to one question per round. DMs have some discretion in determining this rate. If the questions or answers become too complicated, each may take longer than one round to

resolve. You can probe a subject who is conscious, as well as one who resists. A probe can even be carried out in the midst of melee, provided the telepath can establish contact.

Psionic Blast

Casting Time: 1 action

Initial Cost: 14 PSPs

Enhance Cost: N/A

Maintenance Cost: N/A

Range: 60 ft cone

Prerequisites: Contact

Psionic blast is a wave of brain force which can jolt a subject's mind like shocking news. This is one of the 5 telepathic attacks used to establish contact. Unlike the other attack modes, psionic blast effects a 60 ft cone rather than an individual creature. You make one attack roll, and each creature in the area that fails to defend itself receives a tangent. When using psionic blast you add your wisdom modifier to your psionic attack rolls.

If a creature within the area is already contacted, it takes 8d8 psychic damage. When you use psionic blast you can make two attacks, but each creature can only take psychic damage from psionic blast once per round.

Psychic Surgery

Casting Time: 10 minutes

Initial Cost: 14 PSPs

Enhance Cost: N/A

Maintenance Cost: N/A

Range: Touch + Contact

Prerequisites: Contact, Mindlink

Psychic surgery allows you to repair psychic damage. You can even operate on yourself if need be, though you have disadvantage on your Insight check in this case. Phobias, aversions, idiocy, comas, seizures – all these psychic ailments can be treated and cured, as well as several others. Curses or magical conditions – such as geases and charms – cannot be cured.

This power cannot cure possession either. However, psychic surgery can confirm that the problem really is possession and can force the possessing entity into psionic combat if you desire. This may be risky, since creatures capable of possession may be quite powerful and you cannot ascertain their

power beforehand. On the other hand, psychic surgery could cure the possession indirectly by forcing a psionically weak entity to flee rather than face combat.

To cure a condition, you must make an Insight check. The difficulty of the check depends on the condition being cured. Most conditions are DC 15, but the DM can determine that a particular condition is easier or harder depending on its severity and source. If you fail the Insight check by 5 or more curing the condition is beyond your skill, and you cannot make another attempt until you gain a level.

Superior Invisibility

Casting Time: 1 action

Initial Cost: 13 PSPs

Enhance Cost: N/A

Maintenance Cost: 4 PSPs per round

Range: Contact

Prerequisites: Contact, Mindlink, Invisibility

Superior Invisibility is like invisibility, but it masks you completely. You make no sound and have no smell, though you can still be felt if touched. When activated, this power affects each creature you have currently contacted. If you attack a creature affected by this power, they may make a wisdom saving throw to remove the effect.

Switch Personality

Casting Time: 10 minutes

Initial Cost: 18 PSPs

Enhance Cost: N/A

Maintenance Cost: N/A

Range: Touch + Contact

Prerequisites: Contact, Mindlink

You can literally put yourself in another's shoes. This science allows you to switch your own mind with someone else's. In effect, you exchange bodies. The other person's mind inhabits your body, while your mind inhabits the subject's body. The switch is permanent and lasts until you use the power to reverse it.

Each character gains the other's physical attributes. However, both minds retain all their own knowledge and knowledge-based abilities. For example, if you switch minds with a 10th level fighter

you gain a body with that fighter's hit points and physical attributes (strength, dexterity, and constitution). However, you retain your proficiency bonus, skills, and so forth.

The switch takes 10 minutes to complete, and the process is quite traumatic. At the end of the casting time, both characters must make a DC 17 constitution saving throw. A character who fails this saving throw lapses into a coma for 2d20 hours.

Bodies that have undergone a personality switch tend to degenerate. Both characters must make a DC 13 constitution saving throw every day. If a saving throw fails the character takes 1 point of constitution damage. This damage cannot be restored with greater restoration until the original mind is returned to its body. If a constitution score drops to zero, the creature dies. Once the original mind is restored, the body will recover one point of constitution per day.

Metapsionics

Talent

Psionic Sense

Casting Time: 1 action

Range: 120 ft

With psionic sense, you can detect psionic activity anywhere within 120 ft. Any expenditure of PSPs constitutes psionic activity, even if it is only to maintain a power.

You can also sense objects imbued with psionic energy via empower, or residual energy from psionic powers used in the area. If sensing residual energy, the power must have been used within 1 minute per PSP spent. You must be within 30 ft to sense empowered objects or residual psionic energy.

Devotions

Cannibalize

Casting Time: 1 bonus action

Initial Cost: 0 PSPs

Enhance Cost: N/A

Maintenance Cost: N/A

Range: Self

Prerequisites: None

This power allows you to cannibalize your own body for extra PSPs. When used, you can take any number of Constitution points and convert them directly to PSPs at a ratio of 1 to 8.

The constitution reduction is not permanent, but its debilitating and long-lasting. You can recover one cannibalized point of Constitution per full day of rest.

Disjoint Psionics

Casting Time: 1 action or 1 reaction which you take when you see a creature within 60 ft of you activate a psionic power.

Initial Cost: Varies

Enhance Cost: N/A

Maintenance Cost: N/A

Range: 300 ft or 60 ft

Prerequisites: Psionic Inflation

This power allows you to disrupt another Psionics powers. This has a variety of uses; it can disrupt psionic items, prevent a psionist from maintaining their powers, or counter another psionists power as it's being activated.

If you use this power to disrupt a psionic item, you must spend 12 PSPs. The item's psionic properties and abilities are suppressed for 1 hour. During that time it is treated as a mundane object, except in regard to surviving an attempt at destroying it.

If you use this power to prevent a power from being maintained, you choose a number of PSPs to spend. The psionist maintaining the power must succeed at Wisdom saving throw. If they fail, they must immediately stop maintaining any number of powers with a total maintenance cost greater than or equal to the number of PSPs you spent, or all powers they are maintaining if you spend more PSPs than the total maintenance cost of all powers they are maintaining.

If you cause a psionist to discontinue contact, this frequently results in a psionic backlash against the contacted creature. This is similar to the Ejection power, but more severe because the contacted creature cannot prepare for the side effects of suddenly ending contact. They must roll 1d12 on the following table:

- 1) Lose access to all sciences for 1d10 hours, and take 6d10 psychic damage
- 2) Lose access to one discipline at random for 1d10 hours, and take 4d10 psychic damage

- 3) Lose 1d10 + 10 PSPs. Take 2 points of psychic damage for each PSP lost beyond your current total.
- 4) Lose 1d10 PSPs. Take 2 points of psychic damage for each PSP lost beyond your current total.
- 5) Take 1 point of temporary constitution damage
- 6) Take 1d10 psychic damage
- 7) Sever only 1 portion of contact
- 8) Sever only 2 portions of contact
- 9 - 12) Sever contact entirely

If used to counter a psionic power, you must spend your reaction when you see a creature within 60 ft activate a psionic power. That creature must make a Wisdom saving throw. If they fail, you may prevent them from activating their power by spending PSPs equal to the power's cost (including any enhance cost they paid). If they succeed, you lose PSPs equal to half the power's cost (including any enhance cost they paid).

Gird

Casting Time: 1 action

Initial Cost: 0 PSPs

Enhance Cost: N/A

Maintenance Cost: 1 PSP per hour

Range: Self

Prerequisites: None

Each time you gird another power you can maintain that power automatically - i.e., without mental concentration. Thus, you could even sleep without disrupting those powers.

To use gird, you must first initiate and maintain the power you intend to affect. You then spend an action to use this power, and the initial power will be maintained until you consciously choose to end it or run out of PSPs.

Gird does offer a significant advantage in combat, since the power requires no mental concentration it cannot be disrupted when you take damage or are distracted. You never have to make a concentration check to avoid losing a power maintained with Gird. If you use Gird on every power you are maintaining, you could even use your concentration on an effect other than maintaining psionic powers.

Martial Trance

Casting Time: 1 action

Initial Cost: 5 PSPs

Enhance Cost: N/A

Maintenance Cost: N/A

Range: Self

Prerequisites: None

With this power you enter a trance, which focuses your mind for psionic combat. As long as this power is active, you gain advantage on all rolls in psionic combat. However, you cannot take any actions other than activating psionic powers. You are aware of your surroundings while martial trance is active but must spend an action to end the trance if you wish to do anything other than use your psionic powers.

Psionic Inflation

Casting Time: 1 action

Initial Cost: 16 PSPs

Enhance Cost: N/A

Maintenance Cost: 3 PSPs per round

Range: 100 ft radius

Prerequisites: None

When you invoke this power, you send out a powerful ring of psionic noise. All psionic activity within range requires twice the normal initial cost and maintenance. You are not affected; the noise actually begins about an inch beyond your aura, creating a bubble of relative quiet around you.

Psychic Bolt

Casting Time: 1 action

Initial Cost: 6 PSPs

Enhance Cost: 6 PSPs

Maintenance Cost: N/A

Range: 120 ft

Prerequisites: None

You send out a single bolt of raw psionic energy. You make a spell attack roll against an enemy within range. If the attack hits, it deals 4d6 psychic damage.

For each level of enhancement, you fire an additional psychic bolt. These bolts may attack the same target or different targets within range.

Receptacle

Casting Time: Varies

Initial Cost: 0 PSPs

Enhance Cost: N/A

Maintenance Cost: N/A

Range: Touch

Prerequisites: None

This power allows you to store psionic energy in a special receptacle. You can then draw upon the energy later to fuel your other psionic powers. You cannot use these points when your total pool of psionic strength is at its maximum. However, you can keep the stored PSPs on hand until you're running low on psionic energy, and then use them immediately. (It's like storing a pint of your own blood at a hospital. With a little time, your body replaces the pint. Later, if you should lose blood in an accident or operation, you can use the stored blood to recover the loss quickly.)

Before powers can be stored, a receptacle must be prepared. Two types of containers are appropriate: a vessel prepared with empower, or a valuable gem that has been specially prepared using the receptacle power.

Empowered Vessel: Any vessel can serve as a receptacle for psionic energy if it is empowered first. You must perform the initial preparation and final sealing described under Empower. You do not need to do anything further; the vessel needs no additional powers. It can hold PSPs equal to double your psionicist level.

Valuable Gem: A gem can hold 1 PSP for every 100 gold pieces of its worth, rounded down. The gem still requires preparation, however. To do this, you must slowly fill the gem with PSPs – 1 per 10 minutes – until the gem reaches maximum capacity. You can do nothing else while filling the gem. Once complete, the gem becomes a psionic receptacle which can be used to store and retrieve PSPs.

Storing Points: Using your receptacle power, you can automatically place PSPs into a properly prepared container at a rate of 1 per round.

Using Stored Points: You can retrieve stored points automatically. The receptacle must be in contact with your flesh. You can never retrieve more points than the receptacle currently holds, nor can you

retrieve more points that would take you above your maximum. You can only use one receptacle at a time, and you can only retrieve PSPs from a receptacle that you have personally stored PSPs in.

Retrospection

Casting Time: 10 minutes

Initial Cost: 60 PSPs

Enhance Cost: N/A

Maintenance Cost: N/A

Range: Self

Prerequisites: Convergence

Retrospection is a kind of psionic seance. It allows you to delve into the past and locate memories that have been loosed from other minds. You must join at least two other psionics in a convergence before you can use this power. You – or one of the participants in the convergence – then poses a question regarding a specific event in the past.

When retrospection succeeds, you tap into a universal, pervasive memory. You have access to any information that ever existed in anyone's memory regarding the incident you are investigating, but not all of it may come to mind through the use of this power. To determine how much information you retain, the DM rolls 1d20 in secret and consults the following chart.

Roll	Information Gained
1	False or misleading information
2 – 8	No information
9	Extremely vague and fragmentary
10 – 11	Vague or incomplete
12– 18	Complete, but not specific
19 – 20	Complete and specific

Memories bear the mark of the personalities who created them. The DM should role-play the memories accordingly, not just recite information. If memories are from someone with a significantly different alignment, you must pass a DC 12 persuasion check to convince the memory to share its knowledge. Memories can be polite and helpful, or they can be cantankerous and downright

rude. Memories which have lain undisturbed for centuries may be angered by the intrusion, or they may be delighted for the chance to air themselves out and bring the truth to light.

Stasis Field

Casting Time: 1 action

Initial Cost: 15 PSPs

Enhance Cost: N/A

Maintenance Cost: 10 PSPs per round or 1 PSP per round

Range: 15 ft radius

Prerequisites: None

A stasis field is a region in which time slows to a crawl and energy is reduced to a meaningless fizzle. When created, the stasis field surrounds you like a bubble. You choose the size of the bubble's radius, up to 15 ft.

From the outside, the stasis field looks like a slightly shimmering, completely smooth silver globe. When something presses against the edge, it gives slight resistance, but the object passes through.

Inside the field, all is murky and dim. Light filters through from the outside, but it turns gray. A light source inside is only about $\frac{1}{4}$ as bright as usual.

Time is 10 times slower in a stasis field. That is, for every round that passes inside, a minute elapses outside. This dilation is not apparent to those inside the field, however. Each round you spend inside, you must pay 10 PSPs to maintain the stasis field.

Energy and motion also change inside a stasis field. Energy magic's – e.g., fireball, magic missile, cone of cold, and flamestrike – have no effect; the spells appear and then fizzle in midair. Movement is slowed down visibly, and swift objects are affected more than slow objects. Character and creature movement rates are halved. A dagger can easily be pushed through someone, but a lightninglike slash with a sword is slowed to a graceful arc, almost like slow motion. A missile weapon is useless; the missile drifts lazily through the air, only to bounce off an unwary target or be dodged by a target who's looking.

Mechanically, this means projectile weapons and many spells have no effect in the stasis field. Most melee weapons suffer disadvantage on attack and damage rolls, as they are easier to dodge and unlikely to cause as much damage. Piercing weapons are still somewhat effective, so they only have disadvantage on their attack rolls. Light piercing weapons do not have disadvantage on their attack or damage rolls, as their effectiveness is almost unchanged.

If you keep the stasis field centered on yourself, it moves with you. You can transfer the focal point of the field to anything you touch, however. Then you can move freely within the field, or even leave it. If you do leave the field, the cost to maintain it is reduced to 1 PSP per round. While outside the field, you can move up to 300 ft from it and still maintain the field.

Sciences

Appraise

Casting Time: 1 minute

Initial Cost: 14 PSPs

Enhance Cost: N/A

Maintenance Cost: N/A

Range: Self

Prerequisites: None

With this power, you can determine the likelihood that a specific course of action will succeed. You focus on a course of action and examine the possibilities. You assign probabilities. Then you mentally process the enormous calculations to arrive at an overall probability of success.

In game play, you must first state the exact course of action you intend to analyze. You then make an insight check. The DM should determine the DC depending on how complete your plan is. If there are many factors the DM knows about that you did not foresee the DC should be 18 or more, while a relatively simple plan with few unknowns could be 10 or less. The DM does not need to tell you the difficulty, only if you succeeded or not.

If you passed the insight check, the DM must reveal an approximate percentage chance for the plan's success. Exact odds may be difficult or impossible to determine, but the DM should provide their most accurate, honest appraisal.

No one, not even a psionicist, can foresee the future with assured accuracy. Like precognition, the success of this power depends on how closely the characters adhere to the plan. Do they act as they intended? React as they intended? What factors did they fail to foresee? Every deviation steers events away from the predicted path. If this power is used, the DM should give the best answer they can, based on information the characters have. Factors they don't know about, and therefore can't take into account while forming a plan, can change things dramatically.

Empower

Casting Time: 8 hours per day

Initial Cost: Varies

Enhance Cost: N/A

Maintenance Cost: N/A

Range: Self

Prerequisites: None

This is not a tool for the weak or inexperienced. Empower allows you to imbue an item with rudimentary intelligence and psionic ability. The process, which requires extraordinary effort, is described below.

Item Requirements: An item must meet two requirements before it can be empowered. First, it must be of exceptional quality – worth at least 100% more than a normal item of its type for each day you intend to spend empowering it. Second, it must be new. The process of empowering must begin within 48 hours after the item is manufactured. If it is delayed longer, the item cannot be empowered. If the item meets these two requirements, you can begin the empowerment.

You must at least attempt to work on the item every day, or the empower process will fail. Once you start the empowering process you do not regain PSPs as normal for resting. If you skip a day or reach the maximum number of days the item can be worked on based on its value, the process ends with the item in whatever state it's in. The process is extremely draining, and after you finish working on the item you must rest 1d4 days for each day spent working on the item before your mental energy begins to return.

While working on the item, you will have to make many empower checks. Your bonus on an empower check is equal to your proficiency bonus plus your primary attribute modifier. You can gain advantage on this check through the help action only if the character aiding you is also a psionist with Empower, and only if that character aids you for the full duration every day. The helping character spends 5 PSPs to aid you, and also cannot regain PSPs while participating in the Empower process. They do not need to help you with the entire process, but once they stop they cannot resume at a later point. After they stop, they must spend 1 day of rest for every day spent aiding you before they can begin recovering PSPs again. You cannot gain additional bonuses from effects that affect skill checks such as Bardic Inspiration while empowering an item, the process is too lengthy for a single inspiring moment to be of much help.

On each day you must begin with the preparation step. If it is successful you may advance to one of the other steps. You do not need to complete these steps in order, other than needing access to a

discipline before it can be granted any powers. You do not take damage for spending more PSPs than your mental limit in any step of this process, as the PSPs are spent over the course of hours working on the item.

Preparation: At the start of the day, you must first prepare the item to receive psionic power. This costs 5 PSPs, and a DC 10 enhance check. If the check fails, the day is wasted; no further progress can be made until the next day but the PSPs are spent.

Step One: If the item has been prepared, you can give it access to a discipline. It can have access to only one discipline, never more, and you must personally have access to that discipline. This step requires a DC 15 enhance check, and you must spend 15 PSPs if it is successful.

Step Two: You can attempt to empower the item with any single power you know within the chosen discipline. The item must have been properly prepared on the same day, and the item must already know any prerequisites of that power. It does not need to know 2 devotions for every science. You must make a successful DC 12 empower check. If it succeeds, the item has that psionic power. If this step is successful, you spend another 10 PSPs. Every time you repeat this step you add another power.

Step Three: You can increase the total pool of PSPs the item will have. You must make an enhance check, and if successful you spend PSPs and the item's maximum PSP total is increased. You may repeat this step in subsequent days, but each day increases the cost and the enhance check DC. The enhance check DC, PSP cost, and PSP total all increase every time step 3 is repeated according to the following table. Increasing the PSP total also increases the enhancement bonus if the item is a weapon, shield, or suit of armor.

Number of times enhanced	Enhance DC	PSP Cost	Total Item PSPs	Enhancement Bonus
0	10	5	4	0
1	12	20	8	+1
2	15	25	12	+2
3	17	30	13	+2
4	18	25	14	+3
5	19	25	15	+3

Step Four: When the item has acquired all the powers which you intend to give it, you can seal those powers within the item. Before you begin this step you must have given the item at least one power and enough PSPs to activate it at least one time, without this the personality doesn't have enough psionic energy to remain stable. To seal the item, you must prepare the it one more time, and make one more DC 10 enhance check while spending 5 PSPs. If the item is sealed successfully, it can never gain any additional powers – but it will take much longer for its powers to fade. You may repeat this process in subsequent days, adding more time to the item's lifespan with each success. Once you start sealing an item, you can no longer do anything other than seal it further.

A psionically empowered item is intelligent, containing a splinter of the personality of its creator. It has an intelligence, wisdom, and charisma each equal to your own corresponding attribute minus 1d6 (roll separately for each attribute). The item will refuse to work for a person whose personality clashes with your own, even if you share an alignment and/or goal. You will never have a personality conflict with your own item, but you cannot force it to work for someone else if it doesn't want to. Using an empowered item always requires attunement. When attuned to an empowered item you can spend an action to command it to use any power it knows, drawing from its own pool of PSPs. The DM may also have the item choose to use its powers on its own, although it may not use them when and how its wielder desires. It will never take an action that will actively oppose its wielder unless there is a personality conflict. The item's PSPs are restored whenever its attuned wielder takes a long rest.

After the process is complete, roll on the following table to determine the item's communication ability. This is in addition to any powers granted that could allow the item to communicate.

d100	Communication
1-60	The item communicates by transmitting emotion to the creature carrying it.
61-75	The item can speak, read, and understand one language you know, determined randomly.
76-85	The item can speak, read, and understand all languages you know.
86-90	The item can only communicate telepathically with the creature attuned to it.
91-95	The item can speak, read, and understand one language you know, determined randomly. In addition, the item can communicate

	telepathically with any creature attuned to it.
96-99	The item can speak, read, and understand all languages you know. In addition, the item can communicate telepathically with any creature attuned to it.
100	The item can speak, read, and understand any language and communicate telepathically with any creature within 300 ft.

Unlike magic items, empowered items fade over time. If not properly sealed, it loses one power or PSP level at random every week until it is just a normal item. If properly sealed, this process is delayed by one year per successful seal before the fading begins. After its creation, there is no way to determine the remaining lifespan of an empowered item.

Empowered items are even more difficult to sell than magic items. Both their temporary nature and the potential for personality conflicts make it nearly impossible to find a buyer willing to pay much more than the item's normal value. It can be possible to be approached by someone looking to commission an empowered item. Typically an ability like Aura Sight or Probe is used first to learn if there's any chance of a personality conflict before beginning the process.

Psionic Storm

Casting Time: 1 action

Initial Cost: 13 PSPs

Enhance Cost: 1 PSP

Maintenance Cost: 2 PSPs per round

Range: 120 ft

Prerequisites: Psychic Bolt

You cover an area in blue/white bolts of psionic energy. The storm covers a circular area with a 20 ft radius. Any creature that enters or begins its turn in the area must make a Wisdom saving throw. If they fail they take 4d10 points of psychic damage. If they succeed, they take half damage.

The psionic storm also makes it extremely difficult to maintain focus. All creatures within the area have disadvantage on concentration checks. The maintenance cost of psionic powers maintained by creatures within the area is doubled.

For each level of enhancement, the damage is increased by 1d10.

Psychic Clone

Casting Time: 1 minute

Initial Cost: 16 PSPs

Enhance Cost: N/A

Maintenance Cost: 5 PSPs per round

Range: 300 ft

Prerequisites: Clairaudience, Clairvoyance, Psychic Messenger

When this power is initiated, a clone of you steps out of your body. It is in every way identical to your original form, except that has no substance. You can see and hear what the clone sees and hears. The clone will do anything you want it to (as if it were actually you). Furthermore, your psyche goes with the clone, thus enabling it to perform all of your psionic powers.

This power has a serious drawback. As long as the clone exists, you are practically a turnip. You retain only three sense: smell, taste, and touch. You cannot move, see, or hear. All of your psionic powers are transferred to the clone. In effect, your body is no longer a psionist; not even psionic sense will reveal your true nature. You can be slain without any combat rolls if an opponent wishes to do so.

The clone can travel up to 300 feet from you. It can go anywhere you could go. For example, you can walk down a corridor, walk across acid (the clone has no substance and cannot be hurt), and swim (provided you can). Because you could walk through an unlocked door, so can the clone – although the clone passes through like a ghost. However, a clone cannot travel through walls or walk on water, because you could not either.

The clone is impervious to all forms of attack and damage except psionic or mental attack.

Split Personality

Casting Time: 1 action

Initial Cost: 18 PSPs

Enhance Cost: N/A

Maintenance Cost: 8 PSPs per round

Range: Self

Prerequisites: Psychic Surgery

This is not a psychosis; it's the power to divide one's mind into two independent parts. Each part functions in complete autonomy, like two characters in one body. Both parts communicate fully. Both can use psionic powers, even at the same time. That means a split personality can use twice as many psionic powers per round. Alternatively, one personality can use psionic powers while the other

does something else. Thus, split personality allows you to fight physically and psionically at the same time.

Mental attacks directed against you affect only half of your mind. Contact must be established separately with each half. If one half is destroyed, controlled, or subdued somehow, the other half can continue fighting independently and retains control of the body.

When you end your use of this power your two personalities fuse back into one. If any spells or powers are affecting only one of your two personalities there is a 50% chance the power affects your restored mind. Roll separately for each spell or power affecting one of your personalities.

Ultrablast

Casting Time: 4 rounds

Initial Cost: 14 PSPs

Enhance Cost: 2 PSP

Maintenance Cost: N/A

Range: 50 ft

Prerequisites: None

Using Ultrablast, you can overwhelm and damage nearby psyches. To do this, you cast thought waves in all directions. In laymen's terms, you "grumble" psychically for 3 rounds. While grumbling, you must concentrate on this power and failing a concentration check causes the power to fail, but you only lose half the PSP cost spent on this power. You can maintain psionic powers while concentrating on Ultrablast.

After this preparation time your consciousness bursts forth and a horrid, psychic scream penetrates all nearby minds. Victims may never be the same again. Each other creature within 50 ft must make a wisdom saving throw. If they fail, they take 40d6 psychic damage and must make a constitution ability check on the following table. If they succeed, they take half damage and do not have to make a constitution check. All lasting effects can be restored with greater restoration or psychic surgery.

Constitution Check Result	Lasting Effect
Less than 1	Permanent Brain Death
1	Permanently Paralyzed
2	Lapse into a coma for 1d6 weeks
3	Lapse into a coma for 1d8 days

4	Fall unconscious for 1 day
5	Permanently Blinded
6	Permanently Deafened
7	Permanently Frightened
8	Permanently frightened in the presence of any psionist
9	Permanently frightened in your presence
10+	No effect

You can enhance Ultrablast to reduce the amount of time spent “grumbling” before releasing the scream. Each level of enhancement reduces the amount of time spent grumbling by 1 round.

Activating Ultrablast is not without risk. You take no psychic damage, but you must also make a DC 18 wisdom saving throw. If you fail, you must make a constitution ability check on the table above. If you result in an 8 or 9, the trauma leaves you permanently frightened of your own psionic power. Until you correct the condition, you must make a DC 15 wisdom saving throw before you activate any power, and if you fail you spend the round doing nothing.

Ultrablast is even more dangerous if you push yourself beyond your limits to activate it. If you exceed your mental limit while activating this power you have disadvantage on your wisdom saving throw and constitution check. You also have a -1 to both for each PSP you spend beyond your mental limit. This is in addition to the psychic damage taken when activating the power, which also forces you to make a concentration check like any other damage taken while concentrating.

Defense Modes

Tower of Iron Will

Initial Cost: 8 PSPs

Enhance Cost: N/A

Range: 15 ft

Prerequisites: Intellect Fortress

This defense relies only upon the superego to build an unassailable haven for the brain. When using tower of iron will, you add your wisdom modifier to your defense roll.

When an ally within 15 ft is attacked with a psionic attack mode, you may activate tower of iron will and extend its defense to cover them. They may use your tower of iron will bonus (including your wisdom modifier) on their defense roll rather than using their own defense.

Intellect Fortress

Initial Cost: 6 PSPs

Enhance Cost: N/A

Range: 5 ft

Prerequisites: Mental Barrier, Mind Blank, or Thought Shield

This defense calls forth the powers of the ego and superego to repel attacks. When using intellect fortress, you add your intelligence modifier to your defense roll.

When an ally within 5 ft is attacked with a psionic attack mode, you may activate intellect fortress and extend its defense to cover them. They may use your intellect fortress bonus (including your intelligence modifier) on their defense roll rather than using their own defense.

Mental Barrier

Initial Cost: 0 PSPs

Enhance Cost: 3 PSPs

Range: Self

Prerequisites: None

This defense is a carefully built wall of thought repetition which exposes only one small area of the mind at a time. When using mental barrier, you add your intelligence modifier to your defense roll.

Mental barrier can be enhanced to improve its defensive abilities. When enhanced, you add +3 to your defense rolls. Mental Barrier can only be enhanced one time.

Mind Blank

Initial Cost: 0 PSPs

Enhance Cost: 4 PSPs

Range: Self

Prerequisites: None

This psionic defense attempts to hide the mind from attack, making its parts unidentifiable. When using mind blank, you add your charisma modifier to your defense roll.

Mind blank can be enhanced to improve its defensive abilities. When enhanced, you add +4 to your defense rolls. Mind blank can only be enhanced one time.

Thought Shield

Initial Cost: 0 PSPs

Enhance Cost: 2 PSPs

Range: Self

Prerequisites: None

This psionic defense clouds the mind so as to hide first one part, then another. When using thought shield, you add your wisdom modifier to your defense roll.

Mind blank can be enhanced to improve its defensive abilities. When enhanced, you add +2 to your defense rolls. Thought Shield can only be enhanced one time.

Updates

For future balance changes I'll add the date and a short description of what was changed and why in this section.

6/29/2020 - Added some optional rules for different ways of selecting the animal for Animal Affinity, to help players get an animal that fits the character they're playing. Clarified how the animal's attack, saving throw, and skill based abilities work with the character's existing stats.

7/5/2020 - Made some changes to Psyblade. It was too weak at early levels where the cost is prohibitive, and some of the later scaling was weird. Added Finesse and Light properties, which should have always been there. Changed thrown range to start lower, but scale up with levels.

7/25/2020 - Made some changes to Psychometabolic powers, mostly weaker devotions:

- Adrenalin Control - Changed to bonus action

- Body Weaponry - Clarified that effects applied to you also apply to the weapon. Gave it some small buffs to cost. Changed it to a bonus action

Chameleon Power – Significant update to the ability, because it was hardly better than just taking proficiency in stealth.

Enhance Strength – Changed maintenance cost to be per minute to differentiate it more from Adrenalin Control

Expansion – Changed to bonus action. Clarified what expanding limbs and natural weapons does.

Reduction – Changed to bonus action. Added some clarification on what kind of bonus to give to someone using the power to manipulate small objects.

Complete Healing – Changed it to not use Mental Limit

Shadow-form – Clarified what happens when the power ends.

8/30/2020 – Added a Barbarian subclass called the Path of the Mind.

11/29/20 – Made some small additions to the psyblade class feature.

1/2/2021 – Combined Know Direction and Know location into a single power, because the cost of two devotions for that effect was too high.

21/12/2021 – Dmteza added Extra psionic points based on Primary Ability score.