

PSIONICS HANDBOOK

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INTRODUCTION

PSIONICS HAVE LONG BEEN A PART OF the *Dungeons & Dragons* roleplaying game, hailing all the way back to the *Dungeons & Dragons Supplement III: Eldritch Wizardry* rulebook by Gary Gygax and Brian Blume, in 1976. They've since been a part of every edition of the game, and formed the basis of at least one major official setting, the popular *Dark Sun* post-apocalyptic fantasy setting introduced in 1991.

They are also found throughout many creatures in the official settings in the current era of the game, particularly common among alien extraplanar beings like the gith, illithids, and many Far Realm horrors.

Psychic powers and psionic abilities are seen throughout many of the fantasy and sci-fi stories we use as inspiration for immersing ourselves in these roleplaying worlds, and there is a lot of cross-over between genres.

For example, the Force-users of Star Wars are akin to mystics of old, yet use what is effectively psionic ability rather than spellcasting. The fantasy setting found in *Eragon* is much closer to psionics than to magic, with the powers coming from within, spoken word used as meditative tool to help the person maintain focus (yet not necessary), with telepathy and remote viewing. Mental focus and internal energies, not external forces, powering supernatural ability.

Subtlety is often the name of the game when it comes to psionics, thanks to their far less flashy fundamental nature. The hidden groups of mind-readers who try to keep their existence secret, for the populace fears them. The seers who peer into the past or future, or touch an object sense everything that has imprinted itself upon the item throughout its history. Those who can levitate objects or hurl someone backwards with a thought. The people who round a corner in front of you and vanish without a flash or a sound, gone as though they were never there. The people who seem able to control their own internal organs and bloodflow, who can run further, climb faster, jump further than seems possible.

USING THIS BOOK

This book is for those who want subtly powerful characters who aren't capable of the same flashy, in your face abilities spellcasters are capable of. You won't find psionic characters who can summon meteors from the sky. Or raise the dead from beyond the grave. Make the very earth itself shake, causing a city block to collapse. Shapeshift into lowliest beast or mightiest dragon.

In exchange for not having such blatant supernatural abilities capable of radically altering reality with a more limited number of uses each day, psionic characters—represented in this handbook via the psion class—are designed primarily as casters with more at-will abilities—called talents instead of cantrips—and passive abilities than any other caster class. Talents and passive abilities that scale with them in the same way cantrips do: at 5th, 11th, and 17th levels.

Not only do these at-will and passive abilities scale like cantrips, almost all the powers that have a scalable component scale with a psionic character at the same rate.

So, as psions get more powerful, the floor of their psionic powers surpass the floor of equivalent cost spells, while the ceiling never gets as high as spell ceilings. But, with the ability to augment powers in multiple ways instead of a singular way like spells cast with a higher spell slot, psionic abilities have much more versatility in exchange for this lower ceiling of power.

Psions have a limited number of resources, called psi points, which they can use to manifest their psionic powers (and replenish on a short rest), but once those run out they have to tap into their own hit points to continue to use their psionic abilities. Moreover, hit points spent in this manner only heal back through the use of a character's own natural resources: Hit Dice. Nothing but spending Hit Dice can heal the damage done by spending hit points to power psionic ability. No healing magics, not even a *wish* spell.

Psionics have been fundamentally designed as taking the design direction initially explored by the warlock, and expanding it further. More at-wills and more passive abilities, while benefiting highly from short rests. Even less non-hit point resources to spend after each rest than a warlock, but the ability to spend hit points to really push yourself between rests in ways no other character can.

Additionally, psionic characters use their Psionic Focus to concentrate on any number of psionic abilities at once. Their concentration powers, however, tend to be smaller in scale—except in the case of areas where it's firmly in the psion's wheelhouse more than a spellcaster's (such as telepathically charm and domination abilities, which a psion will be able to do more of than a spellcaster could hope to—as is fitting).

Take barrier abilities, like magical walls. Where a spellcaster will throw up one massive wall taking all their concentration that instantly and profoundly changes the battlefield, a psion will slowly put layers upon layers of walls up, but be able to maintain concentration on all those layers of walls at once. But you make the psion lose concentration, and the whole house of cards collapses at once.

Finally, psionic powers are virtually all far more subtle than their spellcasting equivalent. Even the rare flashy psionics. You know where a *fireball* or *eldritch blast* is coming from. Not so the psionic equivalent. A pyrokinetic explosion of fire can erupt from anywhere, without any indication of who caused it. The bolts of telekinetic force striking you could have come from anywhere or anyone within range.

With hit points as a spendable resource, more passive and at-will abilities (but less variety per character of resource-dependent abilities), almost everything inherently scaling at 5th, 11th, and 17th levels, and very subtle, more easily hidden abilities, psionic characters adopt a longer-term, more efficient playstyle, with their raw life force being a primary resource they have to carefully weigh their use of. And a much more secretive nature to their abilities in exchange for significantly less raw power.

So if you would like to try a character with more at-will options than any other class, powers that are far more secretive but without the same massively potent effects common to most caster classes, and using your own life force as a resource, this handbook—and psionics in general—might well be a good fit for you.

CHAPTER 1: PSIONIC RACES

ONE NEW RACE, TWO VARIANTS OF AN existing race's subraces, and one new subrace are presented here, each with some sort of tie to psionics. Some have a wild talent—a single psionic talent of their choice—others have suites of psionic powers akin to a tiefling's spellcasting racial feature, or resistance to psionic abilities, or the ability to communicate telepathically.

These are all rarer races or subraces on most worlds, save those with an abundance of psionics. Consult with your DM before you choose one of these options, to make sure it's ok for their campaign. They might modify this race or subrace to suit the campaign game world.

The following races are detailed in this chapter:

Elan are an ancient, extremely long-lived human offshoot of powerful psionic beings. They are not born, but created from humans by other elan in a highly secretive ritual.

Gith are extraplanar beings hailing from the Astral Plane, inherently psionic in nature.

Psiforged are a subrace of warforged with crystalline structures throughout, that channel psionic power.

ELAN

Elan are a psionic offshoot of humans, created through a special ritual known only to each new elan innately—passed on as part of that very ritual—but requiring at least three elan to conduct. Most elan are made only with the approval of a local council of elders of their kind, and those made outside of such approval might be hunted down or shunned. Only humans are capable of becoming elan, and it is not known why this is.

The ritual of creation involves many secretive psionic processes that cause the elan to intentionally abandon their humanity, in favor of a vastly longer existence with a different bond to the fabric of reality itself. Elan are linked intimately with the noosphere, the special plane of existence that connects all thoughts of all beings throughout the multiverse. Some also feel the noosphere—and thus the elan themselves—are connected to the Far Realm.

While they retain all memory of their previous life, their personality fundamentally changes, and they lose all skills and other characteristics; each elan builds themselves into a brand new person with a brand new existence, their memories being nothing more than a historical reference to them.

Their minds are altered to be able to live for multiple millennia; they appear to be medically immortal, living as long as something else doesn't kill them. The oldest elan known to exist right now are over 2,000 years old, more than double that of the eldest of elves. They have as much variability in personality as the human they were created from, but all share a remarkable level of restraint and patience compared to most races. They think in scales incomprehensible to most beings.

Elan are extremely unlikely to worship any deities, for they are very much creatures encapsulating the perfection and divinity of self, and have been created by the minds and hands of others of their own kind. They rarely discover or embrace a bond with a deity.

Each elan looks very similar to their previous human selves, only every physical flaw is removed, the two halves of their body becoming perfectly symmetrical; they are incapable of preventing this perfect symmetry. This distorted level of perfection, this alien symmetry, is subconsciously unnerving to most other humanoids, causing distrust or anxiety around an elan without knowing why. People who learn an elan is a completely immortal psychic being created by ritual are often highly repulsed by or frightened of them.

Otherwise, elan are just as varied in looks as humans. They do, however, intentionally wear the clothing, hairstyles, tattoos, piercings, and other fashions common to whatever region they are living in. This is to attempt to fit in, and pass themselves off as natives of the region. Quite a few no longer identify with gender, as created beings who shape their own identity from their inner self with purpose and intent. Thus, androgyny or gender fluidity is very common among the elan.

Elan names are very personal, and more varied than any other race, chosen by the individual and not those who created them. They are influenced by the names of any number of people important to them in their previous life, regardless of race or nationality, or even direct connection; important historical or fictional characters that heavily impacted their lives are as common as real individuals they knew personally.

Amongst others of their kind, each elan has a special title associated with their age. While they avoid using these titles around others, they're highly important to elan when amongst their own kind. The youngest of elan—those less than 20 years old—are called the Newmade. Upon reaching the 20th anniversary of their creation, they are known as the Made. If an elan survives a century or longer, they are given the title of Eternal. Any Eternal can become part of the local council who approves the creation of new elan, at which point they gain the title of Culler; most Cullers, however, are at least a couple of centuries old.

These titles are used before their name when being addressed before other elan or those trusted amongst the elan. For example, Newmade J'ora or Eternal Mannu. Elan do not have surnames, only their self-given name.

ELAN TRAITS

Your elan character shares the following racial traits with other elan.

Ability Score Increase. Your Intelligence, Wisdom, and Charisma scores each increase by 1.

Age. Elan begin life as fully matured beings, but become adults in the eyes of other elan at 20 years of age, and are immortal, living until something kills them.

Alignment. Elan run the same gamut of alignments as humans.

Size. Elan have the same range of height and weight as humans.

Speed. Your base walking speed is 30 feet.

Aberrant Humanoid. You have two creature types: humanoid and aberration. You can be affected by a game effect if it works on either of your creature types.

Additionally, your overly perfect appearance is unnerving to most other humanoids; you have disadvantage on any Charisma (Deception) and Charisma (Persuasion) checks when dealing with non-aberration humanoids.

Telepathy. You can communicate telepathically with any creature you can see or whose mind you can sense within 30 feet of you. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language. This communication is two-way for as long as you wish it. However, communicating with more than one creature simultaneously with telepathy is as difficult as vocal communication with more than one creature simultaneously.

Aberrant Legacy. You gain the Psionic Manifesting psion class feature. At character creation, choose and gain one psionic talent of your choice.

When you reach 3rd level, you choose and learn one psionic discipline of your choice you meet the prerequisites for, gain 1 psi point, and have a Psi Limit of 1 unless you have a higher Psi Limit from another source.

Manifesting Ability Proficiency. You gain your choice of Intelligence, Wisdom, or Charisma as a manifesting ability.

Repletion. When you finish a long rest, you may spend one Hit Die to no longer require food or drink for the next 24 hours.

Resilience. As a reaction when you take damage from a single source, you can spend and roll one Hit Die. Add your Constitution modifier to the number rolled, and reduce the damage taken by that total.

Resistance. As a reaction when you fail a saving throw, you can spend one Hit Die to reroll that saving throw.

Languages. You can speak, read, and write Common, Deep Speech, and one other language of your choice.

GITH VARIANTS

Gith are inherently psionic in nature, with rich lore found in the *Monster Manual* and *Mordenkainen's Tome of Foes*. The DM may permit the following variants for your gith character, replacing the magical versions of the racial psionic feature presented in *Mordenkainen's Tome of Foes* with psionic powers as presented in this guide, instead.

GITHYANKI VARIANT TRAITS

Your githyanki has the following racial trait variant:

Githyanki Legacy. You gain the Psionic Manifesting psion class feature, and you gain Intelligence as a manifesting ability. You know the *far hand* talent.

When you reach 3rd level, you learn the *telekinetic leap* power from the *mind over matter* discipline, gain 1 psi point, and have a Psi Limit of 1 unless you have a higher Psi Limit from another source; you gain this power without gaining the

discipline it is in. When you reach 5th level, you learn the *apportation* discipline, gain another 1 psi point, and increase your Psi Limit to 2 unless you have a higher Psi Limit from another source.

This trait replaces the Githyanki Psionics trait.

GITHZERAI VARIANT TRAITS

Your githzerai has the following racial trait variant:

Githzerai Legacy. You gain the Psionic Manifesting psion class feature, and you gain your choice of Intelligence or Wisdom as a manifesting ability. You know the *far hand* talent.

When you reach 3rd level, you learn the *telekinetic leap* power from the *mind over matter* discipline, gain 1 psi point, and have a Psi Limit of 1 unless you have a higher Psi Limit from another source; you gain this power without gaining the discipline it is in. When you reach 5th level, you learn the *forcefield* power from the *force barrier* discipline, gain another 1 psi point, and increase your Psi Limit to 2 unless you have a higher Psi Limit from another source.

This trait replaces the Githzerai Psionics trait.

WARFORGED SUBRACES

At the DM's discretion, you can choose from another subrace for warforged characters, in addition to the subraces presented in the *Wayfinder's Guide to Eberron*. When you choose the subrace of your warforged, you can choose the psiforged.

PSIFORGED

As a psiforged, you were designed to be more thoughtful and curious than most other warforged, and were created then released into the world without some sort of role of function. Unlike most warforged, the psiforged were not built for the war effort, instead seemingly made to seek out and solve all manner of mystery. The psionically resonant crystals protruding from their body, as well as lacing through their interior like circuitry, firmly sets them apart from all other warforged. The prevalence of these psicrystals is what earned them the name psiforged in the first place, and virtually no one calls a psiforged a warforged.

PSIFORGED TRAITS

Psiforged have the following traits in common, in addition to the traits they share with other warforged.

Ability Score Increase. Your Intelligence score increases by 2.

Psicrystals. You are covered in crystalline structures that allow you to channel psionic power. You gain the Psionic Manifesting psion class feature, but without gaining the Psionic Body or Meditation Manifesting features. You learn one psionic discipline of your choice that you meet the prerequisites for, gain 1 psi point, and have a Psi Limit of 1 unless you have a higher Psi Limit from another source.

Manifesting Modifier. You gain Intelligence as a manifesting ability.

CHAPTER 2: THE PSION



HE LEVITATES UNDER THE WATERFALL, liquid parting in unnatural ribbons around her slight frame. Dozens of stones orbit between the twisting braids of cool, clear liquid. Occasionally, one of the smooth floating pebbles enters a falling stream, angling the water to spray across her bare skin in a carefully orchestrated pattern. With

barely a sound, a bowstring is pulled taut from within tall grasses near the riverside, arrow taking aim at the hovering woman. Without warning, a staccato of sharp cracks ring out, followed by the fluttering sound of startled birds taking wing. Eyes still closed and fewer stones drifting around her, the woman—who hasn't spoken aloud in over a decade—silently welcomes her now unconscious guest as they join her morning ablution.

Standing amidst the royal court in loose, humble robes, an androgynous bald human calmly addresses the assembly. Disturbingly flawless head with perfectly symmetrical features cocking to one side, the emissary from a nearby esoteric order falls silent mid-sentence, eyes closing as two fingers lift to their temple. A yelp at the edge of the congregation echoes through the room. Rivulets of blood stream from the ears of a now unconscious assassin as she collapses, parting crowd revealing her poison-coated dagger clattering across the marble floor.

He walked calmly through the bustling market, the throng unconsciously parting around him. Feeling and influencing the emotions of the crowds, seeing glimpses of the past, present, and future of various individuals, the man patiently paints a picture of the many layers of goings on amidst these people. Suddenly, a person he's seen only in dreams for months drifts through his field of view. He effortlessly follows a familiar stranger through busy streets. As he passes through the crowd, clouds form within the memories of each individual the moment he's out of their sight. Once again, he was never here.

These heroes are all psions, who tap into their inner selves, then use the power found there to bend reality to their will. Psions are very rare on most worlds, and tend to keep the nature of their powers secretive, passing themselves off as magic-users. Many learn how to read and manipulate the minds of others without being detected. Others manipulate matter and energy. Some few create visually apparent effects, but by and large, psions are much stealthier than spellcasters.

POWER OF THE MIND

Psions are sometimes loners, sometimes members of great universities or orders, sometimes parts of bloodlines, sometimes random outliers growing up within a population learning it all on their own. Regardless of which path they take, psions tend to have the same breakdown of knowledge and terminology. Somehow, psionic beings across the multiverse tap into the same knowledge within the noosphere—a realm of pure knowledge that overlaps all of space and time. How they use this knowledge varies greatly, but they express it with the same eerie precision.

Much of a psion's time is spent meditating, exploring their

own psyche to test its limits. In this way, they master themselves, then utilize this self-mastery to master the reality beyond self. Psionic masters will teach one or more students ways to most efficiently meditate in this manner, expanding their inner horizons before controlling aspects of the world around them. It is through constant exploration and mastery of their internal truths that psions learn to alter what is beyond themselves.

BY WILL ALONE

In order to manipulate the world, psionics requires intense focus and deep discipline allowing one to turn inward to explore the limits of the self, of the will of the individual. Each individual psion has their own techniques to sharpen their will to a razor's edge.

Because the source of their power is themselves, psions continually rebuild that energy, and can also tap directly into their own flesh to boost the power of their will. Sometimes this will manifest as a nose or ear bleeding, or as waves of weariness causing a psion to stumble.

Whether bending some form of energy to their will, manipulating matter by moving it around or vibrating or stilling it to hot and cold, bending space or time itself around, reading and manipulating the thoughts of others, or projecting one's senses out into the multiverse, psions exert the power of their own mind over reality in a myriad of ways.

CREATING A PSION

As you create your psion character, consider what path you traveled to get to the point at which you started adventuring. Did you learn how to manifest on your own through trial and error? Did you have a mentor? What kind of relationship did you have with your mentor? Perhaps you attended a secretive school, or even a public university of psionics. What was your relationship with your teachers and other students?

What aspects of psionics is your character's mind best at harnessing? Moving solid matter around? Energy, like heat and cold? Can they bend space or time? Sense the imprints left behind in the world around? Project an astral body, moving your senses beyond your body? See glimpses of the past or the future? Read the emotions and thoughts of those around you? Manipulate those thoughts and emotions? Control their minds? Without them ever knowing?

Why do you adventure? What motivates you to explore the world along this particular and often dangerous path? Have you heard of other psionic orders out there? Other famed mentors? Wish to make contact with them to expand your knowledge—and perhaps their own? Maybe you just want to test your limits, body and mind, face-to-face with dangers throughout the world.

QUICK BUILD

You can make a psion quickly by following these suggestions. First, choose Order of the Perfect Body, and Intelligence as your primary score. Constitution or Dexterity should be your second highest ability score. Second, choose the sage background. Third, choose the *mind bullets* talent, along with the *telepathy* discipline.

THE PSION

Level	Proficiency Bonus	Psi Points	Psi Limit	Talents Known	Disciplines Known	Sciences Known	Features
1st	+2	1	1	1	1	—	Psionic Manifesting, Psionic Order
2nd	+2	1	1	1	1	1	Psionic Sciences
3rd	+2	2	2	1	2	1	Psionic Order feature
4th	+2	2	2	2	2	2	Ability Score Improvement
5th	+3	3	3	2	3	2	—
6th	+3	3	3	2	3	3	Psionic Order feature
7th	+3	4	4	2	4	3	—
8th	+3	4	4	2	4	4	Ability Score Improvement
9th	+4	5	5	2	5	4	—
10th	+4	5	5	3	5	5	Psionic Order feature
11th	+4	6	6	3	6	5	—
12th	+4	6	6	3	6	6	Ability Score Improvement
13th	+5	7	7	3	7	6	—
14th	+5	7	7	3	7	7	Psionic Order feature
15th	+5	8	8	3	8	7	—
16th	+5	8	8	3	8	8	Ability Score Improvement
17th	+6	9	9	3	9	8	—
18th	+6	9	9	3	9	9	Psionic Order feature
19th	+6	10	10	3	10	9	Ability Score Improvement
20th	+6	10	10	3	10	10	Psionic Master

CLASS FEATURES

As a psion you gain the following class features:

HIT POINTS

Hit Dice: 1d8 per psion level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per psion level after 1st

PROFICIENCIES

Armor: Light armor, shields

Weapons: Simple weapons

Tools: None

Saving Throws: Intelligence

Skills: Psionics, and any two other skills

EQUIPMENT

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

- (a) leather armor or (b) scale mail (if proficient)
- (a) any simple weapon or (b) any martial weapon (if proficient)
- (a) a scholar's pack or (b) an explorer's pack
- A shield and two daggers

PSIONIC MANIFESTING

Your meditation and studies have bestowed on you facility with psionic powers.

TALENTS

You know one talent—the psionic equivalent of a cantrip—of your choice from the psionic talent list. You learn additional psionic talents of your choice at higher levels, as shown in the Talents Known column of the Psion table. Additionally, many psionic disciplines give you psionic talents as part of their suite of abilities. Psionic talents count as psionic powers.

DISCIPLINES

Each psionic discipline is a suite of abilities related to one another. Usually, a discipline has a talent or two, or a passive ability—gained just for knowing the discipline—which all the powers gained for knowing the discipline enhance, extrapolate upon, or complement.

POWERS

Powers are the equivalent of spells within psionics.

PSI COST

Psionic powers and abilities often have a psi cost, expressed as a simple number, so psi cost of 1, psi cost of 2, and so on. To pay a psi cost, you must spend eligible resources you possess to pay the cost. This is in place of using spell slots like spellcasters do for their spells. Most psionic characters spend hit points (see the Psionic Body feature, below), while others can spend things like psi points, ki points, or sorcery points. You may pay a psi cost in any combination of eligible resources.

The Psion table shows the maximum psi cost you can pay at once, in the Psi Limit column. For example, a 5th level psion cannot spend more than a psi cost of 3.

AUGMENTATIONS

Psionic powers often have a section at the end of their listing called Augmentations. Each augmentation option has a psi cost adjustment—such as Psi Cost +1—then an effect line after the cost increase. You use as many augmentations as you wish, and can use each augmentation any number of times unless otherwise specified.

However, the total psi cost including all augmentations combined still cannot exceed the number in the Psi Limit column of the Psion table for your level. For example, a 9th level psion using a power with a psi cost of 2 with an augmentation that costs Psi Cost +1 could use that augmentation up to three times, for a total of psi cost of 5.

PSI POINTS

As a psion, you learn to harness and store a small reserve of your own psionic energy to empower your psionic abilities, represented by resources called psi points. You may spend psi points to pay for psi costs. The Psion table shows the number of psi points you possess, in the Psi Points column. You regain all expended psi points when you finish a short or long rest.

PSIONIC BODY

Mind and body are as one. This is a core truth of psions. You don't merely utilize the will of your psyche to power your psionic abilities, but fuel your power with the resources of your body. You may spend your hit points to pay for psi costs.

However, any hit points you spend on a psi cost can only be healed by spending your Hit Dice at the end of a short or long rest; you are spending so integral a part of your very being to manifest psionic powers that only your body's own natural resources can replenish this expenditure. At the end of a long rest, you spend Hit Dice in this way after restoring your Hit Dice at the end of that rest. Beyond spending Hit Dice in this manner, nothing—no healing powers or spells, no *greater restoration* spell or *body purification* power, not even a *wish* spell—can restore the hit points spent on a psi cost, unless it specifically states it does.

Each time you pay a psi cost with hit points, if your hit point total is equal to or below half your hit point maximum afterwards there is some sort of physical cue others might be able to spot. The most common cues are the classic nosebleed, blood dripping from one or both ears, or a momentary stagger from the strain as your hand clutches your head in pain. You can attempt to hide this physical manifestation with use of a Dexterity (Stealth) check or Charisma (Performance) check opposed by the passive Wisdom (Perception) scores of observers.

PSIONIC FOCUS

Psionic focus is a core feature of psionics, referenced by many psionic effects, including powers, talents, disciplines, and features. As a psionic character, you have two states you can be in when it comes to your psionic focus: focused or unfocused.

As an action on your turn, you may become focused. While you are focused, you may concentrate on any number of psionic powers and abilities at once, in addition to one non-psionic spell or effect as normal. If you become unfocused, you lose concentration on all of your psionic powers and abilities, and all of your psionic abilities that have the **Focused** tag immediately turn off until you become focused again.

Psionic powers are designed with the Psionic Focus feature in mind. Most concentration psionic powers do less out of the gate than equivalent concentration spells, and some powers that have comparable spells, like the *charm* power—the equivalent to the *charm person* spell—requires concentration where its parallel spell doesn't. A psionic character is expected to slowly roll out more and more concentration effects it layers atop one another, rather than having larger effects up-front.

You immediately become unfocused if you fail a saving throw to maintain concentration, if you are incapacitated, or if you die.

PSIONIC ABILITY

As a psion, your mind is the key to manifesting your powers. Each psion order gives you access to choose one from a selection of manifesting ability scores from which you gain a manifesting ability modifier. Other sources might give you additional manifesting ability you have access to at once.

You always use the highest ability modifier you have as a manifestation ability whenever a power refers to your manifestation modifier. In addition, you use that modifier when setting the saving throw DC for a psionic power you manifest and when making an attack roll with one.

Power save DC = 8 + your proficiency bonus +
your highest manifestation ability modifier

Power attack modifier = your proficiency bonus +
your highest manifestation ability modifier

MEDITATION MANIFESTING

You can manifest a psionic power you know as a meditation if that power has the meditation tag, the psionic equivalent of ritual spells. Meditations tend to take longer to manifest than a ritual does to cast; they take a number of minutes to manifest as a meditation equal to ten times their psi cost.

PSIONIC DEVOTIONS

Psionic powers are divided into devotions, in much the same way arcane spells are divided into schools. In the Psionics section below, each discipline and power on the Psionics list will have its devotion in parentheses next to the discipline or power's name.

DISCIPLINES KNOWN

At 1st level, you know one discipline of your choice following the guidelines and Discipline Restrictions feature of your psionic order. The Disciplines Known column of the Psion

table shows when you learn more psionic disciplines. You must always meet all prerequisites choose a psionic discipline, unless the way you gain that discipline specifies you don't need to meet certain (or any) prerequisites.

You might gain other disciplines from a class feature or other source that does not count as or against one of these discipline selections. For example, if you are a psion of the Order of the Awakened Mind, you gain the *telepathy* discipline with your Telepathic feature at your 1st level of psion, in addition to your normal discipline selection for the Disciplines Known column of the Psion table.

Additionally, when you gain a level in this class, you can choose one of the psionic disciplines you've selected from the Disciplines Known column of the Psion table and replace it with another discipline from the Psionics list that you qualify for (as limited by your Order Restrictions feature, prerequisites, and so on).

PSIONIC ORDER

You walk the path of a specific psionic order, usually specializing in a certain kind of psionic ability, such as Order of the Awakened Mind specializing in telepathic abilities, or the Order of the Immortal Body specializing in biokinetic abilities. Each psionic order is detailed at the end of the class description. Your choice grants you a suite of initial features at 1st level, then another feature at 2nd, 6th, 10th, and 14th levels.

An important portion of the suite of initial features determines which ability modifiers other than Intelligence you might use for your psionic abilities, the second saving throw you are proficient in other than Intelligence, and which other skills and/or tools you are proficient in.

Additionally, most psionic orders have an initial feature, the Discipline Restrictions feature, that limits your selection of psionic disciplines from the psionic disciplines list.

PSIONIC SCIENCES

In your study of your own mind and body, you have meditated on psionic sciences, formal methods of shaping your mind and unlocking fragments of knowledge of the universe.

At 2nd level, you gain one psionic science of your choice you meet the prerequisites for. When you gain certain psion levels, you gain additional sciences of your choice, as shown in the Sciences Known column of the Psion table.

Additionally, when you gain a level in this class, you can choose one of the sciences you know and replace it with another science that you meet all the requirements for.

ABILITY SCORE IMPROVEMENT

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

PSIONIC MASTER

At 20th level, you can draw on inner reserves to replenish psionic power within body and mind. When you roll initiative at the beginning of combat, restore a total of up to 3 psi points or hit points you spent to pay a psi cost using the Psionic Body feature, in any combination.

PSIONIC ORDER

Psionics is a form of power that comes from deep within the body and mind of each individual using it. Secretive orders study its origins and applications, while pushing the boundaries of what psionic power can achieve. Each psionic order pursues a specific goal for psionic power. That goal shapes how the members of an order understand psionics and limits the freedom of disciplines they may master. Unlike most classes, a psion chooses their subclass at 1st level, because it affects the class in fundamental mechanical ways.

ORDER OF THE PERFECT SELF

Many psions have no formal training, instead discovering abilities on their own, then focusing on this personal understanding of mind, body, and reality through constant exploration. This "order" is no actual order at all. Instead, it represents most of the countless psions in the world who simply learned they had psionic ability one day, or bounced from mentor to mentor—most of whom are order-less like them—with insights to share.

ORDER PROFICIENCIES

At 1st level, you gain proficiency in one saving throw of your choice other than Intelligence. Additionally, you gain your choice of Intelligence, Wisdom, or Charisma as a manifesting ability.

SELF DISCIPLINE

Also at 1st level, you gain one discipline of your choice you meet the prerequisites for.

INNER POWER

Upon reaching 3rd level, and again at 6th, 10th, 14th, and 18th level, you gain an additional 1 psi point you can spend between rests.

ORDER OF THE AWAKENED MIND

Members of this most feared psionic order, spoken of in hushed tones, can manipulate minds as others do the physical world. Psions of the Order of the Awakened Mind read, control, manipulate, and even erase thoughts, memories, and emotions within the minds of others. They also facilitate both long and short-distance communication, often linking a handful of minds together to great tactical advantage. Most refer to members of this secretive order as telepaths.

DISCIPLINE RESTRICTIONS

Starting at 1st level, at least half of the psionic disciplines you choose from the Disciplines Known column of the Psion table, rounded up, must be from the telepathic psionic devotion. So, for example, if you have three psionic discipline choices from that table, at least two of them must be from the telepathic devotion.

You cannot choose more than one metapsionic discipline unless a science or feature allows you to choose another one.

ORDER PROFICIENCIES

At 1st level, you gain proficiency in your choice of Wisdom or Charisma saving throws. Additionally, you gain your choice of Intelligence, Wisdom, or Charisma as a manifesting ability.

TELEPATHIC

Starting at 1st level, you learn to communicate directly with the minds of others, the most basic component of being a telepath. Gain the *telepathy* discipline.

PSYCHIC ATTACKS

Upon reaching 3rd level, and again at 6th level and 10th level, gain your choice of the *ego whip*, *id insinuation*, or *superego assault* talent. This trio of talents form the foundation of offensive telepathic training, each attacking a different portion of an opponent's psyche.

PSYCHIC DEFENSES

At 6th level, and again at 10th level and 14th level, gain your choice of the *conceal thoughts*, *intellect fortress*, or *mental barrier* discipline, but the disciplines gained by this feature do not count towards the number of telepathic disciplines you know for the purpose of qualifying for the prerequisites of a science. This trio of disciplines form the foundation of defensive telepathic training, each protecting a different portion of your own psyche (and sometimes, the minds of allies near you).

MIND'S EYE

Beginning at 18th level, your telepathic abilities extend as far as the reach of your mind's eye. The range of all your telepathic devotion powers with a range other than Self or Touch can instead be used on any creature you can see or whose mind you can sense, regardless of range, as long as the creature is on the same plane of existence as you.

ORDER OF THE DISTANT HAND

Psions of the Order of the Distant Hand manipulate matter and energy with their minds, with a specialty in both creating and controlling invisible telekinetic force. Heat and cold, light and sound, electricity and more, all are able to be manipulated by these powerful psions. Members of this order are often called kineticists.

DISCIPLINE RESTRICTIONS

Starting at 1st level, at least half of the psionic disciplines you choose from the Disciplines Known column of the Psion table, rounded up, must be from the psychokinetic psionic devotion. So, for example, if you have three psionic discipline choices from that table, at least two of them must be from the psychokinetic devotion.

You cannot choose more than one metapsionic devotion discipline unless a science or feature allows you to choose another one.

ORDER PROFICIENCIES

At 1st level, you gain proficiency in martial weapons, and in your choice of Strength or Dexterity saving throws. Additionally, you gain your choice of Intelligence or Wisdom as a manifesting ability.

TELEKINETIC

At 1st level, you learn the basics of manipulating matter with the power of your own mind. Gain the *mind over matter* discipline.

FORCE OF WILL

Beginning at 3rd level, through will alone you shape telekinetic force in such a manner that it can duplicate other kinds of energy you've learned to control. Choose one of the following damage types: cold, fire, lightning, radiant, or thunder. When you manifest a psychokinetic psionic power that deals damage of the chosen type, you may have that power deal force damage instead of the chosen damage type, and any effects in that power that reference the chosen damage type now reference force for that manifestation instead.

For example, a creature that is immune to cold damage normally isn't affected by the speed reduction effect of the *rime* talent (because a creature's speed is only reduced if it takes cold damage from that talent). If you chose cold for this feature, when you manifest *rime*, you can have it deal force damage, so creatures with immunity to force damage aren't affected by the power's speed reduction, instead of those immune to cold damage. Thematically, this manifestation of *rime* might instead slow the target by wrapping their limbs in bands of restrictive force or creating waves of force that buffet them in a way that slows them.

By default, telekinetic force is invisible. However, you can choose to make this telekinetic force visible, in any translucent color or combination of colors, glow enough to at most shed dim light in a 5-foot-radius around it, and have any shape and cosmetic details you wish.

Upon reaching 6th level, and again at 14th level, choose an additional damage type from the list to be able to be changed to force damage and force effects in this manner.

FORCE MAJEURE

Upon reaching 10th level, you add your manifestation modifier to the damage you deal with any psionic power that deals force damage, except the *force missiles* power.

FORCE MULTIPLIER

Beginning at 18th level, the reach of your ability to manipulate matter and energy with your mind extends. Double the range of all your psychokinetic devotion powers with a range other than Self or Touch, and your psychokinetic powers with a range of Touch have a range of 30 feet instead.

ORDER OF THE HIDDEN EYE

Whether lifting the veils hanging over reality with a third eye, projecting their astral form across space, feeling the imprints left behind by actions and by individuals in the area, seeing the auras around all things, catching glimpses of past, present, and future, or speaking to the spirits of the deceased, clairsentients of the Order of the Hidden Eye use the mind's eye to reach out and expand their senses across space and time. Most members of this order are known as seers.

DISCIPLINE RESTRICTIONS

Starting at 1st level, at least half of the psionic disciplines you choose from the Disciplines Known column of the Psion table, rounded up, must be from the clairsentient devotion. So, for example, if you have three psionic discipline choices from that table, at least two of them must be from the clairsentient devotion.

You cannot choose more than one metapsionic devotion discipline unless a science or feature allows you to choose another one.

ORDER PROFICIENCIES

At 1st level, you gain proficiency in one language of your choice, and your choice of Dexterity or Wisdom saving throws. Additionally, you gain your choice of Intelligence, Wisdom, or Charisma as a manifesting ability.

CLAIRSENTIENCE

At 1st level, your senses extend into the world in a potential direction suited to your own psyche. Gain one clairsentient devotion discipline of your choice that you meet the prerequisites for.

GLIMPSES OF THE FUTURE

Starting at 3rd level, you gain glimpses of possible futures echoing from the noosphere, allowing you to subtly manipulate events as they play out. If you or a creature you can sense fails an attack roll, saving throw, or ability check, as a reaction you may allow that failed roll to be rerolled, using the new result.

If the roll has advantage or disadvantage, the target rerolls only each die that failed, using the new results (but otherwise choosing the final result as normal: the higher result for advantage, or lower result for disadvantage).

You can use this feature twice. Regain any expended uses when you finish a long rest.

PERSISTENT VISIONS

Upon reaching 6th level, your visions of the future come more often. Regain any expended uses of Glimpses of the Future when you finish a short rest.

FATEFUL VISIONS

Upon reaching 10th level, the types of events your visions allow you to manipulate expands in ways fateful for those in opposition to your goals. You can expend a use of Glimpses of the Future as a reaction when a creature you can sense succeeds on an attack roll, saving throw, or ability check to force that successful roll to be rerolled, using the new result.

If the roll has advantage or disadvantage, the creature rerolls only each die that succeeded, using the new results (but otherwise choosing the final result as normal: the higher result for advantage, or lower result for disadvantage).

COMBAT VISIONS

Starting at 14th level, glimpses of the future often come when your life is in danger. You regain one expended use of Glimpses of the Future when you roll initiative at the start of combat.

ENDLESS VISIONS

At 18th level, your precognitive glimpses come constantly, a perpetual part of who you are on a fundamental level. The more you tune into these visions, the greater the personal cost, however. While you have no uses of Glimpses of the Future remaining, you can still use the feature as normal for a psi cost of 1. Each time you use Glimpses of the Future for a psi cost in this manner, increase the psi cost for further uses by 1 afterwards. Reset this psi cost to 1 when you finish a long rest.

ORDER OF THE IMMORTAL BODY

This psionic order focuses on perfecting one's own body. Through mastery of biokinetic ability, they learn how to push themselves far beyond the norms for their kind, are more proficient with arms and armor than your typical psion, and eventually attain immortality as they first learn to slow, then stop, then finally reverse all degradation of their flesh. Members of this order are often called egoists, due to so blatant a focus on their own physical perfection.

DISCIPLINE RESTRICTIONS

Starting at 1st level, at least half of the psionic disciplines you choose from the Disciplines Known column of the Psion table, rounded up, must be from the biokinetic devotion. For example, if you have three psionic discipline choices from that table, at least two must be from the biokinetic devotion.

You cannot choose more than one metapsionic devotion discipline unless a science or feature allows you to choose another one.

ORDER PROFICIENCIES

At 1st level, you gain proficiency in martial weapons and medium armor, and your choice of Strength, Dexterity, or Constitution saving throws. Additionally, you gain your choice of Intelligence or Wisdom as a manifesting ability.

BODILY CONTROL

At 1st level, you learn the basics of controlling your own body through the power of your mind. Gain the *mind over body* discipline.

RESILIENT BODY

Upon reaching 3rd level, your body's inherent resilience grows, marking the beginning of your journey to immortality as your natural lifespan nearly doubles. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level. For every 2 years that pass your body ages only 1 year.

EXTRA ATTACK

Beginning at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

EFFICIENT BODY

At 10th level, your physiology grows supernaturally efficient and your natural lifespan extends significantly. You are immune to disease and poison, require only half the amount of food and water to survive, and can hold your breath for up to 15 minutes. For every 5 years that pass, your body ages only 1 year.

SUSTAINING BODY

Starting at 14th level, your body is capable of drawing nutrients from its surroundings passively, which extends your natural lifespan dramatically. You no longer require food or water, and can hold your breath indefinitely. For every 10 years that pass, your body ages only 1 year. You suffer none of the frailties of old age, and cannot be aged magically or psionically, but can still die of old age.

IMMORTAL BODY

Upon reaching 18th level, mastery of your own physiology finally brings immortality, along with enhanced regenerative power to what was once a mortal form. You do not die of old age.

At the beginning of each of your turns, you regain 1 hit point if you have no more than half of your hit point maximum remaining. You can regenerate any scar if you wish to, and can regenerate the severing of smaller portions of your body such as fingers and toes, nose, ears, eyes, and so on, within 1 hour, but nothing larger (such as a full hand or foot). If you have the severed portion of your body and hold it to the stump, it instead takes only 1 minute to knit back into place.

ORDER OF THE UNSEEN STEP

Psions of the Order of the Unseen Step manipulate space and time in the same way members of the Order of the Distant Hand manipulate matter and energy. Capable of instantly traveling across space or planar boundaries, or even bending and twisting time itself, this order can attack from the most unexpected of places. Members of this order are often called nomads.

DISCIPLINE RESTRICTIONS

Starting at 1st level, at least half of the psionic disciplines you choose from the Disciplines Known column of the Psion table, rounded up, must be from the psychoportation psionic devotion. So, for example, if you have three psionic discipline choices from that table, at least two of them must be from the psychoportation devotion.

You cannot choose more than one metapsionic devotion discipline unless a science or feature allows you to choose another one.

ORDER PROFICIENCIES

At 1st level, you gain proficiency in one language of your choice, and in Dexterity saving throws. Additionally, you gain your choice of Intelligence or Wisdom as a manifesting ability modifier.

PSYCHOPORTIVE

At 1st level, you unlock an ability to manipulate space and time in a particular manner. Gain one psychoportation devotion discipline of your choice that you meet the prerequisites for.

SLIPPERY STEP

Starting at 3rd level, your ability to accelerate in bursts through manipulation of time or space makes you a difficult

opponent to assault when on the move. Opportunity attacks against you have disadvantage, and cannot gain advantage (this means they're always rolled with disadvantage, since there's never advantage to negate that disadvantage).

ESCAPE ARTIST

At 6th level, the ability to alter space and time allows you to escape from all manner of seemingly impossible situations. You have advantage on saving throws against being grappled, restrained, and paralyzed, and on opposed checks to avoid or to escape from a grapple.

UNSEEN STEP

Upon reaching 10th level, crossing space and time grows nearly effortless, allowing you to instantly step from one spot to another nearby in the blink of an eye—after which you must allow space and time to catch up with you before doing so again.

On each of your turns, while you are not grappled or restrained, you can use up to half your move speed for the turn to teleport that distance to an unoccupied space that you can see. You can use all of this move speed to make one large teleport, or break this teleportation up into any number of smaller teleports. For example, if your movement speed for a turn is 30 feet, you could teleport up to 15 feet all at once with your movement speed, teleport 10 feet and again 5 feet later in your move, break it up into three 5-foot teleports, into fifteen 1-foot teleports, and so on.

Once you use this feature during your turn, you can't use it again until you both move 0 feet and do not teleport any distance on one of your turns.

SIDESTEP REALITY

Starting at 14th level, when you teleport by any means, you can leave behind any objects on you. For example, you could now teleport out of manacles or *iron bands of Bilarro* that are restraining you, teleport out of a hood or blindfold that is blinding you, leave behind a flask of oil from your backpack that will then fall to the ground from where it was, possibly shattering, and so on. Additionally, you can use your Unseen Step teleport while grappled or restrained.

REALITY MASTERY

Upon reaching 18th level, your ability to bypass the limits of reality grows to astonishing levels. When you use your Unseen Step class feature, you can use up to your entire move speed instead of up to half your move speed, and you do not have to see the location you teleport to with it. If you would arrive in a place already occupied by an object or creature, you take 1d10 force damage and Unseen Step fails to teleport you; you still use up the attempted move speed.

CHAPTER 3: SCIENCES

PSIONICS BINDS THE MINDS OF ALL thinking beings in the multiverse together from beginning to end of time. While most often being used in the world in the form of powers, study of the mind in every plane, during every time period, has uncovered the same ways to enhance psionic powers and abilities, and to bolster psionic characters of all stripes, called sciences. This chapter provides the rules for psionic sciences. All psionic sciences follow the rules here.

WHAT IS A SCIENCE?

Sciences are special psionic features that show an ability a psionic character can use passively, or actively without the expenditure of psi points. They are on similar to warlock invocations in terms of relative power level and when they are accessible by a psionic character. If you know a science and lose any prerequisites for that it, you do not gain the benefit of that science until you regain all the prerequisites for it. For example, if you know the Expanded Attunement science and exchange the *empower* discipline for a different discipline, you lose the ability to attune to four magic/psionic items at once until you regain the *empower* discipline.

SCIENCES

The sciences are presented in alphabetical order. If a science has prerequisites, you must meet them to learn it. If you no longer meet a prerequisite—for example, due to changing a discipline when gaining a level—the science does nothing until you regain the prerequisite. You can learn the science at the same time that you meet its prerequisites. A level requirement in the prerequisites for a science refers to your character level, not class level. If part of a science's description is listed in a section labeled “**Focused**”, you gain that benefit only while you are focused.

ALL-AROUND VISION

Prerequisites: 6th level, three clairsentient disciplines

When your mind is focused, you gain an astonishing ability to extend your sight all around you.

Focused. Your vision—including sight-based special senses such as those gained from the *aura sight* or *third eye* disciplines—sees in all directions simultaneously, and your mind is easily capable of processing that much extra incoming information.

You now have a passive Wisdom (Survival) and Intelligence (Investigation) score whenever the use of those skills would rely on sight, and you have advantage on your passive Wisdom (Perception) score when it relies on sight; advantage on a passive score adds +5 to the total score.

PASSIVE SCORES

A significant number of sciences give a character one or more passive scores other than Wisdom (Perception)—either all the time, or under certain circumstances (such as while relying on sight). Normally, one does not have a non-Perception passive score unless something explicitly allows or requires it, or the DM wishes to use it as an option.

By giving a character an automatic passive score for abilities like Intelligence (Investigation), Wisdom (Insight), Wisdom (Survival), and more, this means a character not only effectively always rolls at least a minimum of a 10 on any check with that skill, they also don't have to actively be using an ability to do so. For example, a character with a passive Wisdom (Insight) score constantly reads the social cues of anyone and everyone around them.

Note that rogues have something quite similar in their 11th level feature, Reliable Talent. However, that feature gives them a minimum roll of 10 on the die for every single ability check they make that allows them to add their proficiency bonus on. And rogue is the class with the most skill proficiencies out of the gate, as well as one of two classes with expertise in four skills, making reliable talent much broader and more potent in regular usage most of the time. Whereas giving passive scores instead allows psionic characters to be at a higher skill floor without putting any effort in all the time in only one or two specific skills (and often only specialized uses of the skills at that).

Finally, by providing a passive score, while a character has advantage on that skill they gain a +5 bonus to that score; thus, the minimum possible score is increased significantly (as is always the case with a passive score with advantage).

With this in mind, any of the sciences providing a passive score for a skill are effectively useless in campaigns where your DM uses the appropriate passive scores. In such campaigns, it's advised that the given science(s) be removed, and any prerequisites requiring those sciences also be removed.

ANATOMICAL SENSE

Prerequisites: Biofeedback, body modification, injure flesh, or metabolic control discipline

You now have a passive Wisdom (Medicine) score at all times. When you attempt to try to stabilize a dying companion or diagnose an illness, you first check your passive Wisdom (Medicine) score, then roll a Wisdom (Medicine) check if the passive score does not succeed.

ASTRAL AWARENESS

Prerequisites: Astral body *discipline*

While you are in your astral form you can sense the surroundings around your physical body normally, but cannot move it other than making it sit, lay down, stand, or turn in place.

ASTRAL CENTER

Prerequisites: Astral body *discipline*

You are able to summon and maintain your astral form with the greatest of ease while your mind is focused.

Focused. You change your *astral form* talent's duration to Concentration each time you manifest it, and if you lose your concentration, you remain in your astral form until the end of your next turn.

AURA READER

Prerequisites: Aura sense *discipline*

Each time you manifest the *aura reading* talent you may increase the manifestation time to 10 minutes, or each time you manifest the *quick reading* power you may increase the manifestation time to 1 minute. If you increase a manifestation time in this manner, for any target that remains within your aura sight for the entire manifestation time, you gain all possible information for all categories in the *aura reading* talent (including each ability score, saving throw, class level, material, etc; not just one from each category), as well as all information you could gain from each of the following powers whose duration was active when you began manifesting *aura reading*: *aura detection*, *aura diagnosis*, and *aura revelation*.

BEGUILING MIND

Prerequisites: 6th level, beguiling *discipline*

Your understanding of beguiling the minds of others protects you from similar manipulations of your own mind. You are immune to being charmed.

BODY ARTIST

Prerequisites: Body modification *discipline*

You are highly adept at modifying the bodies of yourself and others. You can reduce the manifestation time of your *cosmetic modification* talent to 1 action, and can use your *alter scent* and *chemical stimulation* talents on a willing target you touch; that target may dismiss the effect of that talent at any time, no action required.

Additionally, if you manifest the *cosmetic modification* talent for the normal 1 minute manifestation time, you can instead either add, change, and/or remove any number of small cosmetic effects at once, or you can make one modification that is more significant than a simple cosmetic change. This kind of alternative modification could be a permanent tattoo—or part of a tattoo—on up to one square inch of the target's skin, placing a piece of body jewelry into the willing target's flesh while creating a perfectly clean, sealed piercing that needs no time to heal, or similar cosmetic modification effects at your DM's discretion.

BODY CONTROL

Prerequisites: Three *biokinetic disciplines*

You learn to control your biokinetic abilities, honing them

in such a manner that enable you to protect others from them. When you manifest a biokinetic devotion power that affects other creatures that you can see, you can choose a number of them equal to your manifestation modifier (minimum 1). The chosen creatures automatically succeed on their saving throws against the power, and they take no damage if they would normally take half damage on a successful save.

You can choose this science more than once, increasing the number of creatures you can protect from your biokinetic powers by your manifestation modifier each time (minimum 1).

CENTERED MIND

Prerequisites: One *biokinetic discipline* and one *telepathic discipline*

Your body and your mind work in concert, increasing your ability to remain focused. You add your proficiency bonus to any Constitution saving throw to maintain your concentration that doesn't already include your proficiency bonus.

Note: *Taking this science if you are proficient in Constitution saving throws confers no additional bonus.*

COMBAT AWARENESS

Prerequisites: Celerity, combat precognition, ESP, heightened senses, or precognition *discipline*

Your psionically enhanced speed, precognitive abilities, or enhanced senses makes you more prepared when trouble arises. You add your proficiency bonus to any initiative check that doesn't already include your proficiency bonus.

COMFORTING PRESENCE

Prerequisites: Beguiling or glamour *discipline*

You now have a passive Charisma (Persuasion) score at all times. When you attempt to influence others with tact, social graces, or good nature, you first check your passive Charisma (Persuasion) score, then roll a Charisma (Persuasion) check if the passive score does not succeed.

CONSTANT CONTACT

Prerequisites: Multiple Contacts *science*

While you are incapacitated (including while unconscious), your contacted condition does not end on a number of minds of your choice equal to your manifestation modifier (minimum 1).

CONTROL SPACE AND TIME

Prerequisites: Three *psychoportation disciplines*

You learn to control your psychoportation abilities, honing them in such a manner that enable you to protect others from them. When you manifest a psychoportation devotion power that affects other creatures that you can see, you can choose a number of them equal to your manifestation modifier (minimum 1). The chosen creatures automatically succeed on their saving throws against the power, and they take no damage if they would normally take half damage on a successful save.

You can choose this science more than once, increasing the number of creatures you can protect from your psychoportation powers by your manifestation modifier each time (minimum 1).

DEEP EMPATHY

Prerequisites: 8th level, empathy discipline, and either the emotional reflection or empathic projection discipline

Your ability to read the emotions of those around you grows more refined. You have advantage on your passive Wisdom (Insight) score to sense emotions with your *empathy* discipline while not actively sensing them, and you gain advantage on your Wisdom (Insight) checks when making a contested roll to sense emotions; a passive score with advantage adds +5 to the total score.

DEEPER INSIGHT

Prerequisites: 8th level, Social Insight science

Thanks to your empathy, sixth sense, or ability to telepathically influence the minds of others, your insight into the motives and actions of others in social situations is enhanced. You have advantage on passive Wisdom (Insight) scores; a passive score with advantage adds +5 to the total score.

DISORIENTING MIND

Prerequisites: 6th level, disorientation discipline

Your understanding of disorienting the minds of others protects you from similar intrusions into your own mind. You are immune to being dazed or confused.

DISTANT CONTACT

Prerequisites: Contact talent and read thoughts discipline

You can use the *contact* power on any creature whose mind you have stored with the *mental note* power from the *read thoughts* discipline, as long as you are on the same plane of existence. However, if the creature is unwilling, and you cannot currently see the creature, you have disadvantage on any Intelligence (Cloaking) checks to hide your attempt to contact it, you cannot gain advantage on Intelligence (Cloaking) checks to hide your attempt, and the creature gains advantage on saving throws to avoid or to break contact with you.

EMPATHY

Prerequisites: Empathy discipline

Your ability to sense emotions is expanded significantly. As an action, you can focus on each creature of your choice you can see or whose mind you can sense within range of your empathy sense, to dig a little deeper into their emotional state. Make a single Wisdom (Insight) check contested by the passive Charisma (Deception) score of each such creature. If either your passive Wisdom (Insight) score or the result of this check is greater than a creature's score, you sense their basic needs, drives, and emotions until the end of your next turn; hunger and thirst, love and hatred, desire and fear, fatigue and pain, sorrow and joy, rage, uncertainty, curiosity, friendliness or hostility, and so on, all at your DM's discretion. Constructs (unless a living construct), usually have no emotions to sense.

If a creature is actively hiding their emotions and you are not actively trying to sense their emotions, they make a Charisma (Deception) check. You check your passive Wisdom (Insight) score contested by the higher of that creature's

passive Charisma (Deception) score or the result of their check.

If a creature is actively hiding their emotions and you are also actively trying to sense their emotions, you check the higher of your Wisdom (Insight) check or passive score contested by the higher of that creature's Charisma (Deception) check or passive score.

EMOTIONAL CONTROL

Prerequisites: Empathy discipline

You learn to control your psychokinetic abilities, honing them in such a manner that enable you to protect others from their potentially overwhelming nature. When you manifest an empathic mantle power—signified by being titled, “Mantle of”—you can choose a number of creatures equal to your manifestation modifier (minimum 1). The chosen creatures automatically succeed on their saving throws against that manifestation of the mantle power.

You can choose this science more than once, increasing the number of creatures you can protect from your mantle powers by your manifestation modifier each time (minimum 1).

EMPTY MIND

Prerequisites: 16th level, five telepathic disciplines

Due to your intense understanding of your own psyche and telepathic disciplines, you have the ability to make your mind disappear from the noosphere, unseen by others. You are immune to the contacted condition if you are an unwilling target, and can remove any number of instances of the contacted condition from yourself as a bonus action.

Focused. You are immune to psychic damage, the charmed, confused, dazed, deluded, and frightened conditions, to being put to sleep by others against your will, to attempts to read, probe, or change your thoughts (such as through use of an *alter memories* power or *modify memories* spell), and to having your emotions sensed or manipulated by others. This trait even foils *wish* and comparable spells, powers, and magical or psionic effects used to affect, sense, or manipulate your mind.

ENTERTAINING PRESENCE

Prerequisites: Empathy or glamour discipline

You now have a passive Charisma (Performance) score at all times. When you attempt to delight an audience with entertainment, you first check your passive Charisma (Performance) score, then roll a Charisma (Performance) check if the passive score does not succeed.

EXTENSION OF WILL

Prerequisites: Mental constructs discipline

You can communicate telepathically with your superego simulacrum and perceive through your simulacrum's senses as long as you are on the same plane of existence. Additionally, while perceiving through your simulacrum's senses, you can also communicate with others through your simulacrum with your own spoken voice or telepathy (to the range of your own telepathy, if you possess telepathy), even if your simulacrum is normally incapable of speech or telepathy.

FOCUSED MIND

Prerequisites: ESP, heightened senses, or metacognition discipline

You have a passive Intelligence (Investigation) score at all times. When deducing the location of a hidden object, discern clues about things you are observing, and similar matters that normally require an Intelligence (Investigation) check, you first check your passive Intelligence (Investigation), then roll an Intelligence (Investigation) check if the passive score does not succeed.

FORCE CONTROL

Prerequisites: Three psychokinetic disciplines

You learn to control your psychokinetic abilities, honing them in such a manner that enable you to protect others from them. When you manifest a psychokinetic devotion power that affects other creatures that you can see, you can choose a number of them equal to your manifestation modifier (minimum 1). The chosen creatures automatically succeed on their saving throws against the power, and they take no damage if they would normally take half damage on a successful save.

You can choose this science more than once, increasing the number of creatures you can protect from your psychokinetic powers by your manifestation modifier each time (minimum 1).

FORCE SHIELD

Prerequisites: Forcefield power

While your mind is centered, you can generate an invisible shield of force that, like a physical shield, can move in front of incoming strikes to deflect them.

Focused. You gain a +2 bonus to AC; this counts as holding a shield but does not require you to actually hold it in your hand, and is not cumulative with any bonuses from a shield you are holding. This AC bonus does not apply against attacks that deal only psychic damage, such as the *mind thrust* talent.

While this shield of force is invisible by default, you can choose to make the telekinetic force visible, in any translucent color or combination of colors, glow enough to at most shed dim light in a 5-foot-radius around it, and have any shape and cosmetic details you wish.

HEIGHTENED AWARENESS

Prerequisites: 8th level, ESP or heightened senses discipline

With the benefit of your sixth sense or your heightened senses, your ability to perceive the world effortlessly is greatly enhanced. You have advantage on passive Wisdom (Perception) checks; a passive score with advantage adds +5 to the total score.

HELPING HANDS

Prerequisites: Far hand talent

When you manifest the *far hand* talent, you can create an additional hand if you wish. When you use an action to control your far hand, you control each far hand separately.

Each hand can engage in separate tasks or work in concert on the same task, as you see fit. When carrying an object, you combine the lifting weight of each hand together, so they can carry a combined 10 pounds per hand carrying an objects.

Multiple hands working together on the same task can engage in more complicated tasks that normally require two hands, such as picking locks, disarming traps, pouring one vial of material into another in mid-air, and so on. Each hand can move when you use it.

You may choose this science more than once, gaining an additional hand when you manifest the *far hand* talent each time.

INTIMIDATING PRESENCE

Prerequisites: Phobia amplification or glamour discipline

You now have a passive Charisma (Intimidation) score at all times. When you attempt to threaten, you first check your passive Charisma (Intimidation) score, then roll a Charisma (Intimidation) check if the passive score does not succeed.

LEVITATION

Prerequisites: 8th level, mind over matter discipline

You are capable of levitating yourself for potentially extreme lengths of time. Your *telekinesis* power has a duration of Concentration when you target yourself with the power.

LUCID AURA

Prerequisites: 8th level, Psi Limit of 2 or greater, Disorienting Mind science

You learn to spread your perpetually lucid state to allies in an aura around you.

Focused. While focused, friendly creatures within 10 feet of you can't be dazed or confused. At 11th level, the range of this aura increases to 20 feet, and at 17th level, the range of this aura increases to 30 feet.

MAINTAIN CONCENTRATION

When you become unfocused (even if you become unfocused due to failing a concentration check), you may maintain concentration on all instances of a single power or other psionic effect of your choice; but this power or psionic effect becomes the only thing you may concentrate on. If you fail a concentration check while unfocused, you lose concentration on that power or effect as normal.

MAKING CONTACTS

Prerequisites: Multiple Contacts science

Each time you use the *contact* power, you may target an additional creature with that talent at the same time. If you are using the Intelligence (Cloaking) skill to hide your activity, you make only one check and apply it against each target.

You may choose this science more than once, contacting an additional creature with a single use of the *contact* power each time.

MASTERY OVER MATTER

Prerequisites: 16th level, Levitation science, mind over matter discipline

Your mastery over matter allows you to telekinetically manipulate your environment almost effortlessly for long periods of time. Your *minor telekinesis* and *telekinesis* powers have a duration of Concentration, and your *minor telekinesis* power can have any number of effects created by it active at a time. When you become unfocused, the duration

of all the current effects created by your *minor telekinesis* talents are changed to 1 minute, starting from the time you became unfocused.

MENTAL CLOAK

Prerequisites: Three telepathic disciplines

You now have a passive Intelligence (Cloaking) score at all times. When you attempt to cloak your activities within the minds of others, you first check your passive Intelligence (Cloaking), then roll an Intelligence (Cloaking) check if the passive score does not succeed.

MENTAL CONTROL

Prerequisites: Three telepathic disciplines

You learn to control your telepathic abilities, honing them in such a manner that enable you to protect others from them. When you manifest a telepathic devotion power that affects other creatures that you can see, you can choose a number of them equal to your manifestation modifier (minimum 1). The chosen creatures automatically succeed on their saving throws against the power, and they take no damage if they would normally take half damage on a successful save.

You can choose this science more than once, increasing the number of creatures you can protect from your telepathic powers by your manifestation modifier each time (minimum 1).

MENTAL POWER

Prerequisites: Psi Limit of 5 or greater

You add your manifestation modifier to the damage you deal with any psionic power that deals psychic damage, except the *psychic crush* power.

METADISCIPLINE

Prerequisites: Discipline Restrictions feature

You replace one of your disciplines with a discipline you cannot normally take because of your Discipline Restrictions feature, if you otherwise meet the prerequisites for it. This discipline counts as any devotion you wish for the purposes of your Discipline Restrictions feature. You cannot replace this discipline by any means while you know this instance of the Metadiscipline science; if you change or replace this instance of the Metadiscipline science, the chosen discipline immediately reverts back to the discipline that was replaced.

For example, if you are in the Order of the Awakened Mind, and you're at your limit for non-telepathic devotion disciplines, you can turn one telepathic discipline into an additional non-telepathic discipline.

In this way, you can bypass the restriction of half of your disciplines needing to come from your primary devotion, or the limit of only one metapsionic discipline common to most psionic orders, at the cost of a science selection.

You can choose this science more than once, replacing a different discipline each time.

MIND READER

Prerequisites: 6th level read thoughts discipline

You can now use all of the abilities in the “**Focused**” section of your *read thoughts* discipline while you are unfocused. Additionally, your *mental note*, *probe*, and *truth detection* powers lose the Concentration portion of their

duration; they last the duration whether or not you are concentrating.

MISDIRECTING PRESENCE

Prerequisites: Disorientation or glamour discipline

You now have a passive Charisma (Deception) score at all times. When you attempt to hide the truth, you first check your passive Charisma (Deception) score, then roll a Charisma (Deception) check if the passive score does not succeed.

MULTIPLE CONTACTS

Prerequisites: Contact power

You can have an additional number of minds contacted simultaneously equal to your manifesting ability modifier (minimum 1).

You can choose this science more than once, increasing the number of minds you can have contacted at once by your manifestation modifier each time (minimum 1).

NATURAL WEAPONS

Prerequisites: 6th level, Psi Cost of 2 or greater, body modification discipline As a bonus action, you can grow claws, fangs, bony spines, or a different natural weapon of your choice, change the type of natural weapon you have, or revert the natural weapons back to your normal state. Your unarmed strikes become finesse weapons that you are proficient with, and deal 1d4 bludgeoning, piercing, or slashing damage (as appropriate to the natural weapon chosen). These natural weapons count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

You may select this science a total of three times, increasing the damage dealt by these natural weapons to 1d6 the second time you select it, and 1d8 the third time you select it.

OBJECT READER

Prerequisites: Sensitivity to psychic impressions discipline

Your *psychometry* talent has its manifestation time reduced to 1 minute. Additionally, your *biographic reading*, *location reading*, and *object reading* powers lose the Concentration portion of their duration; they last the duration whether or not you are concentrating, but you can end them at any time for no action.

OPEN DOORS

Prerequisites: Pocket dimensions discipline

Your *open doorway* power costs 1 fewer psi point (to a minimum of 0 psi points). The psi point cost you reduce in this manner still counts against your Psi Limit.

PERFECT BODY

Prerequisites: 16th level, body modification discipline

You have the ability to purify your own body. You can manifest the *body purification* power fully augmented on yourself as a meditation. If something is preventing you from taking actions—including the incapacitated condition or while you are unconscious—you can manifest the *body purification* power fully augmented on yourself with a manifestation time of 10 minutes without using any actions.

PHOBIC MIND

Prerequisites: 6th level, phobia amplification discipline

Your understanding of instilling fear in the minds of others protects you from similar intrusions into your own mind. You are immune to being frightened.

POISON SENSE

Prerequisites: Poison control discipline

You have a sense for poisons while your mind is centered.

Focused. You know if there are any poisons within 30 feet of you. You know of the presence of and have a vague sense of quantity of any poison, and distance to the nearest poison within range of this sense at all times while focused.

As an action, you choose either direction and distance, or exact quantity and type. You gain the chosen information for the nearest poison to you in range of your poison sense that you haven't gained that piece of information for yet. You automatically know if there is no additional poison to learn that piece of information about before you make this choice.

Once you know a piece of information about a specific poison, you always know that information about that exact poison while it's in range of your poison sense, even if it leaves and enters it again. This doesn't mean that kind of poison, but that exact instance of that exact poison (even if it's been split into multiple containers, or mixed in with other substances); you are imprinting that specific poison with your own unique psionic markers for identification.

This poison sense can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

PRETERNATURAL ANALYSIS

Prerequisites: 8th level, ESP, heightened senses or universal consciousness discipline

Thanks to your heightened senses or ability to process information at increased speeds, you have a preternatural eye for detail. You have advantage on passive Intelligence (Investigation) checks; a passive score with advantage adds +5 to the total score.

PSIONIC PHYSIQUE

Prerequisites: Three biokinetic disciplines

You now have a passive Strength (Athletics) and Dexterity (Acrobatics) score at all times. When you attempt to engage in physical activities requiring either skill, you first check your passive Strength (Athletics) or Dexterity (Acrobatics) score, then roll a Strength (Athletics) or Dexterity (Acrobatics) check if the passive score does not succeed.

PSYCHOMETABOLISM

Prerequisites: Three biokinetic disciplines

You now have a passive Constitution score at all times. When you attempt to engage in such tests of endurance that push yourself beyond normal limits, such as a forced march, holding your breath, going without sleep, surviving without food or water, quaffing an entire stein of ale in one go, and so on, you first check your passive Constitution score, then roll a Constitution ability check if the passive score does not succeed.

REPELLING FORCE

Once on each of your turns when you hit a creature with a psionic attack that deals force damage, if the creature takes any of that force damage you can push it 10 feet in any direction. This movement cannot push a creature off the ground unless it is already airborne or underwater.

SENSE MATTER

Prerequisites: Matter manipulation discipline

You can use your ability to sense the makeup of matter with the *matter manipulation* discipline as either an action or a bonus action. Additionally, you reduce the time required to store a material in your mind to 10 minutes, provided you use an action or bonus action on that material on each of your turns for that full 10 minutes.

SHATTERING FORCE

Your psionic powers that do force damage deal double damage to structures, and to objects that are not held or worn; this does not stack with any other ability that doubles the damage a power deals to objects or structures.

SIGNATURE DISCIPLINE

Prerequisites: Psi Limit of 6 or greater

Choose one discipline you know. Reduce the psi cost to manifest each power from that discipline by 1, to a minimum psi cost of 1. Any psi cost you reduce in this manner still counts against your Psi Limit. You cannot change the chosen discipline or the Signature Discipline science by any means (such as when gaining a psion class level).

SIZE MATTERS NOT

Prerequisites: Two psychokinetic disciplines

When one of your psychokinetic powers requires a creature to make a Strength saving throw or a contested Strength check, you may force that creature to replace that Strength saving throw or contested check with a Wisdom saving throw or contested check.

SOCIAL INSIGHT

Prerequisites: Empathy, ESP or glamour discipline

You now have a passive Wisdom (Insight) score at all times. When determining whether or not you sense the true intentions, emotional states, or similar reading of other people, you first check your passive Wisdom (Insight), then roll a Wisdom (Insight) check if the passive score does not succeed.

SPIRIT GUIDE

Prerequisites: Medium discipline

You can use your ability to sense spirits or undead with the *medium* discipline as either an action or bonus action.

Additionally, you automatically succeed on saving throws against being frightened by spirits or the undead, and are immune to being possessed by such beings unless you willingly allow yourself to be. While willingly possessed, the spirit or undead does not control your body unless you allow it—which you can decide on for each choice it wishes to make—but can still speak through you. You can force the being out of your body at any time (no action needed).

SPREADING DELUSION

Prerequisites: Cloud minds or false sensory input discipline

You can delude minds as an action or a bonus action even while unfocused, and your deluded condition lasts for 1 minute on a mind while you're unfocused. When you become unfocused, all of your current deluded conditions on creatures don't immediately end, they instead have their duration changed to 1 minute starting from the moment you became unfocused. If you become focused again during this minute, the duration of your existing deluded conditions reset to lasting as long as you're focused.

STOIC AURA

Prerequisites: 8th level, Phobic Mind science

You learn to spread your stoicism to allies in an aura around you.

Focused. Friendly creatures within 10 feet of you can't be frightened. At 11th level, the range of this aura increases to 20 feet, and at 17th level, the range of this aura increases to 30 feet.

SUBTLE CONNECTION

Prerequisites: 8th level, contact talent

Your ability to contact others is particularly subtle, preventing them from realizing they're contacted by you. You have advantage on both Intelligence (Cloaking) checks and your passive Intelligence (Cloaking) scores to cloak your activities when giving someone the contacted condition, such as with the *contact* talent; a passive score that has advantage gains +5 to the total score.

SUBTLE DELUSION

Prerequisites: 8th level, cloud minds or false sensory input discipline

Your ability to delude others is particularly subtle, preventing them from realizing their mind is being manipulated by you. You have advantage on both Intelligence (Cloaking) checks and your passive Intelligence (Cloaking) scores to cloak your activities when giving someone the deluded condition, such as with the *cloud minds* or *false sensory input* discipline; a passive score that has advantage gains +5 to the total score.

SUBTLE SCRUTINY

Prerequisites: 8th level, empathy or read thoughts discipline

Your ability to read the minds and emotions of others is particularly subtle, preventing them from realizing you're scanning their thoughts and feelings. You have advantage both on Intelligence (Cloaking) checks and your passive Intelligence (Cloaking) scores to cloak your activities when using a power or psionic effect that allows you to detect minds, read thoughts, or sense emotions, such as the *probe* power or *empathy* discipline; a passive score that has advantage gains +5 to the total score.

SWIFT HANDS

Prerequisites: Celerity discipline

You now have a passive Dexterity (Sleight of Hand) score at all times. When you attempt an act of legerdemain or manual trickery, you first check your passive Dexterity

(Sleight of Hand) score, then roll a Dexterity (Sleight of Hand) check if the passive score does not succeed.

SYNESTHETE

Prerequisites: Synesthesia discipline

You inherently blend your senses constantly, experiencing a world very different from most. Gain all of the benefits you normally gain from the *synesthesia* discipline while focused even while you are unfocused. You can turn any given synesthesia effect gained in this manner off or on at will for no action.

TALENTED

You gain a psionic talent of your choice.

You may choose this science more than once, gaining another talent each time.

TELEPATH

Prerequisites: Telepathy discipline

If you have the *telepathy* discipline, you see mindscapes and telepathic abilities that are invisible even while you are unfocused, instead of only while focused. You can use the *contact* power on creatures you can sense or are in telepathic communication with regardless of range even while you are unfocused, provided you are normally allowed to contact the mind of that kind of creature.

THIRD SIGHT

Prerequisites: Third eye discipline

You can see normally in dim light and in magical and normal darkness to a distance equal to the range of your third eye.

UNIVERSAL CONSCIOUSNESS

Prerequisites: three clairsentient disciplines

You now have a passive Intelligence (Arcana), Intelligence (History), Intelligence (Nature), Intelligence (Psionics), and Intelligence (Religion) score at all times. When you attempt to draw on logic, education, memory, or deductive reasoning involving one of these skills, you first check your passive Intelligence (Arcana), Intelligence (History), Intelligence (Nature), or Intelligence (Religion) score, then roll an Intelligence (Arcana), Intelligence (History), Intelligence (Nature), or Intelligence (Religion) check if the passive score does not succeed.

UNIVERSAL TRANSLATOR

Prerequisites: 10th level, three clairsentient devotion disciplines

You can understand, speak, read, and write all languages.

WILLFUL AURA

Prerequisites: 8th level, Psi Limit of 2 or greater, Beguiling Mind science

You learn to spread your willful spirit to allies in an aura around you.

Focused. Friendly creatures within 10 feet of you can't be charmed. At 11th level, the range of this aura increases to 20 feet, and at 17th level, the range of this aura increases to 30 feet.

CHAPTER 4: CUSTOMIZATION OPTIONS

THIS CHAPTER OUTLINES ADDITIONAL multiclassing and feat options to add to Chapter 6 of the *Player's Handbook*. How to multiclass psionic characters, new feats, as well as wild talents or wild disciplines allowing starting characters in some campaigns to begin with minor psionic abilities are presented here.

MULTICLASSING

Presented here are rules for multiclassing with the new psion class, to add to the multiclassing rules as outlined in the *Player's Handbook*.

PREREQUISITES

If you want to multiclass into a psion, you must first meet the requirements shown in the Multiclassing Prerequisites table.

MULTICLASSING PREREQUISITES

Class	Ability Score Minimum
Psion	Intelligence 13, and one of the following: Constitution 13, Wisdom 13, or Charisma 13

PROFICIENCIES

When you gain a level in a class other than your first, you gain only some of that class's starting proficiencies, as shown in the Multiclassing Proficiencies table.

MULTICLASSING PREREQUISITES

Class	Proficiencies Gained
Psion	Psionics skill and one manifestation ability modifier from their Manifestation Modifier order feature

CLASS FEATURES

When you gain a new level in a class, you get its features for that level. The Psionic Manifesting feature has additional rules associated with it for multiclassing. Other features seen in this handbook, such as the Extra Attack feature, follow the same multiclassing rules as presented on page 164 of the *Player's Handbook*.

PSIONIC MANIFESTING

Your capacity for manifesting depends partly on your combined levels in all your manifesting classes and subclasses, and partly on your individual levels in those classes and subclasses. Once you have the Psionic Manifesting feature from more than one class or subclass, use the rules below. Note that, while there are currently no other psionic classes or subclasses, these rules are included to accommodate the existence of such classes or subclasses.

Psi Limit. Your Psi Limit total for all your psionic classes and subclasses combined is as follows. First, you take the highest value from the Psi Limit column available from all of your psionic classes or subclasses; in case of a tie, pick one and use that value. Then, for every other psionic class or subclass, take the value in your Psi Limit column, divide that number in half, rounded down (minimum of 0), and add that to your total Psi Limit value. The final result is your Psi Limit.

A Psi Limit gained through something other than a class or subclass—such as a racial trait or a feat—is not added to a class-based Psi Limit; if a class Psi Limit is higher, it replaces the racial or feat-based Psi Limit.

FEATS

A few feats from the *Player's Handbook*, while applying to spellcasting normally, also apply to psionics. Even though by default psionics are different, the ability to concentrate on many different spells from many wildly different sources such as those granted by deities, patrons, or spirits of the wild, those learned from intense study, or simply an inherent part of your blood—as well as the ability to more easily disrupt concentration or use non-weapon attacks as reactions—is very similar to the skills used in or against psionic users.

Therefore, the following changes are strongly suggested for three feats presented in the *Player's Handbook*:

- The Mage Slayer feat also applies to creatures who manifest a power within 5 feet of you, and when you damage a creature concentrating on one or more powers.
- The Spell Sniper feat also applies to powers you manifest, and you can choose to learn one talent that requires an attack roll rather than a cantrip. If you choose a talent instead of a cantrip in this manner, gain your choice of Intelligence, Wisdom, or Charisma as a manifesting ability.
- The War Caster feat also applies to Constitution saving throws made to maintain your concentration on one or more powers, and allows you to use your reaction to manifest a power in place of making an opportunity attack against a creature, as long as that power has a casting time of 1 action and is targeting only that creature

Presented here are additional feat choices you can select using the optional feats rule in the *Player's Handbook*, with your DM's approval. You can take each feat only once, unless the feat's description says otherwise.

GITHYANKI PSIONIC MASTERY

Prerequisites: *Gith (githyanki)* You learn more of the psionics typical of githyanki. You learn the *mind over matter* discipline, and you may manifest the *nondetection* spell as though it were a psionic power with a psi cost of 2 without requiring any spell components, targeting only yourself. Gain 1 psi point, and increase your Psi Limit for being a githyanki by 1 unless you have a higher Psi Limit from another source.

GITHZERAI PSIONIC MASTERY

Prerequisites: Gith (githzerai)

You learn more of the psionics typical of githzerai. You learn the *third eye* discipline, and you learn the *controlled fall* power from the *mind over body* discipline. Gain 1 psi point, and increase your Psi Limit for being a githzerai by 1 unless you have a higher Psi Limit from another source.

IMPROVED SIMULACRUM

Prerequisites: Mental constructs discipline

You may create a more advanced extension of your own superego, which has the statistics below. Additionally, you cannot change or replace the *mental constructs* discipline for as long as you have the Improved Simulacrum feat.

IMPROVED SUPEREGO SIMULACRUM

Tiny construct, unaligned

Armor Class 13

Hit Points 9 (2d6 + 2)

Speed 0 ft., swim 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+1)	*	*	10 (+0)

Skills Perception +2 + creator's Wis modifier, Stealth +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, confused, frightened, petrified, poisoned

Senses same special senses as creator, passive Perception 12 + creator's Wis modifier

Languages telepathy to the same range as creator, understands the languages of its creator but can't speak

Construct. The simulacrum does not need to breathe, eat, drink, or sleep, and is immune to disease.

Extension. A superego simulacrum has the same Intelligence and Wisdom ability scores as its creator.

Psionic Resistance. The simulacrum has advantage on saving throws against powers and other psionic effects.

Superego Creation. The simulacrum is invisible. Each time the simulacrum takes damage, it become visible until the end of its next turn.

PLANESHIFTER

Prerequisites: 12th level, gith

Your experience and force of will has unlocked the planeshifting power common to your people. You can manifest the *plane shift* spell as though it were a psionic power with this trait once, without requiring any spell components or paying any psi cost. If you are lower than 15th level, you can only use this manifestation of *plane shift* on yourself. You regain the ability to manifest this power again when you finish a long rest.

Additionally, if you have a Psi Limit of 7 or higher, you can manifest the *plane shift* spell as though it were a psionic power with a psi cost of 7, without requiring any spell components.

PSIONIC STUDY

Through intense research and study you have a broader understanding of the nature of psionics—including the limits of your own body and mind—gaining the following benefits:

- You gain proficiency in the Psionics skill. If you are already proficient in that skill, gain proficiency in another skill of your choice.
- You learn the *minor telekinesis* talent. If you already know that talent, you learn another psionic talent of your choice.
- Gain your choice of Intelligence, Wisdom, or Charisma as a manifesting ability.
- You can communicate telepathically with any creature you can see within 30 feet of you. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language. This communication is two-way for as long as you wish it. However, communicating with more than one creature simultaneously with telepathy is as difficult as vocal communication with more than one creature simultaneously.

WILD DISCIPLINE

You gain the Psionic Manifesting psion class feature. Learn one psionic discipline of your choice that you meet the prerequisites for. You gain 1 psi point, and have a Psi Limit of 1 unless you have a higher Psi Limit from another source. You cannot change or replace the chosen discipline by any means.

You gain your choice of Intelligence, Wisdom, or Charisma as a manifesting ability.

You can select this feat more than once. Each time you choose this feat past the first, you instead increase the ability score you chose as a manifesting ability the first time you gained Wild Discipline by 1 (to a maximum of 20), gain 1 psi point, and increase the Psi Limit gained from the Wild Discipline feat by 1.

WILD TALENTS

For campaigns where psionics is extremely prevalent throughout the world, DMs are encouraged to give all characters a single psionic talent for free during character creation, called a wild talent. This wild talent can either be chosen by the player, or rolled at random on the following chart as decided by the DM. If the DM allows the players to choose a wild talent, they can instead choose to roll on the chart below, which gives them a chance of possibly gaining more than one wild talent. You either choose or roll for your wild talent after all other character choices have been made during character creation.

Note that some races have a wild talent (or other psionic talent) as a racial feature. This racial wild talent is in addition to the wild talent gained because the campaign gives a freebie during character creation. Each time you randomly roll for a wild talent, if the result is a talent you already possess from any source, reroll that result.

A creature gains their choice of Intelligence, Wisdom, or Charisma as a manifesting ability.

WILD TALENTS

The selection of wild talents available, either rolled randomly or selected, are as follows:

WILD TALENT CHART

Roll	Wild Talent
1	Acid Bolt
2	Adaptive Skin
3	Alter Scent
4-6	Astral Form
7-8	Aura Reading
9-11	Ballistic Attack
12-13	Beguile
14-15	Body Equilibrium
16	Chemical Stimulation
17	Chill
18	Combust
19	Corrosion
20	Cosmetic Modification
21-22	Disorient
23	Disrupt Spirit
24-25	Ego Whip
26-28	Far Hand
29	Fission and Fusion
30	Force Barricade
31-32	Force Push
33-34	Force Tools
35-36	Forget

Roll	Wild Talent (cont)
37	Frost
38	Ice Sculpture
39-40	Id Insinuation
41-42	Illuminate
43-44	Know Direction and Know Location
45-46	Know Time
47-48	Levitation
49-50	Lucky
51-52	Mind Bullets
53-54	Mind Thrust
55-56	Mind-Trip
57-58	Minor Apportation
59	Minor Cryokinesis
60	Minor Fatigue
61-63	Minor Hallucination
64	Minor Injury
65	Minor Portal
66	Minor Pyrokinesis
67-70	Minor Telekinesis
71	Obscure
72	Passed Time
73	Poison Cloud
74-75	Psychic Diagnosis and Psychic Remedy
76-79	Psychometry
80	Pyre
81	Rime
82-83	Scare
84	Scorch
85-86	Share Senses
87	Spatial Trip
88-89	Stabilize
90-91	Superego Assault
92-93	Thought Spear
94	Time Out
95	Time Skip
96	Toxic Touch
97-98	Unlucky
99	Roll twice on the chart, instead, ignoring results of 99-100 or a talent you already possess.
100	Roll three times on the chart, instead, ignoring results of 99-100 or a talent you already possess.

WILD DISCIPLINES

For some psionic-heavy campaigns, rather than having a wild talent, each character instead gains the Wild Discipline feat for free during character creation. They can either choose this discipline, or they can roll on the Wild Discipline table below in the same manner a character would roll on the Wild Talent table.

A creature gains their choice of Intelligence, Wisdom, or Charisma as a manifesting ability.

WILD DISCIPLINES

The selection of wild disciplines available, either rolled randomly or selected, are as follows:

WILD DISCIPLINE CHART

Roll	Wild Discipline
1	Adapt Body
2-3	Adrenaline Control
4	Apportation
5-7	Astral Body
8-9	Aura Sense
10	Bad Luck
11-12	Beguiling
13-14	Biofeedback
15	Body Modification
16	Bubbles in Time
17-18	Celerity
19-20	Cloud Minds
21	Combat Precognition
22	Conceal Thoughts
23	Control Fate
24	Corrosive Metabolism
25	Cryokinesis
26	Cryokinetic Assault
27	Cryokinetic Barrier
28	Dimensional Lock
29-30	Disorientation
31	Dowsing
32-33	Empathy
34-35	ESP
36-37	False Sensory Input
38	Fold Space
39	Force Barriers
40-41	Force Control

Roll	Wild Discipline (cont)
42	Force Construction
43	Force Movement
44-45	Glamour
46	Good Luck
47-48	Heightened Senses
49-50	Hypercognition
51	Injure Flesh
52	Intellect Fortress
53	Light Manipulation
54-55	Matter Manipulation
56-57	Medium
58	Mental Barrier
59	Mental Constructs
60-61	Metabolic Control
62	Metabolic Suppression
63-65	Mind Over Body
66-68	Mind Over Matter
69	Pheromones
70-71	Phobia Amplification
72	Poison Control
73	Poisonous Assault
74	Precognition
76-77	Project Force
78-79	Psychic Assault
79	Pyrokinesis
80	Pyrokinetic Assault
81	Pyrokinetic Barrier
82	Read Thoughts
83	Relativity
84	Retrocognition
85-86	Sensitivity to Psychic Impressions
87	Spatial Assault
88	Synesthesia
89-90	Telekinetic Assault
91-93	Telepathy
94	Temporal Assault
95	Temporal Manipulation
96-98	Third Eye
99	Timeshift
00	Touch the Source

CHAPTER 5: USING ABILITY SCORES

PSIONIC POWER PRESENTS SOME NEW uses for mental characteristics related to the study and utilization of psychic power. There are two new skills, Psionics and Cloaking. The former is another knowledge skill similar to Arcana, History, Nature, and Religion, but for anything related to psionic abilities, analyzing psionic items and effects in the game world, and understanding how psionics interact. The latter, Cloaking, is the mental equivalent to Stealth, allowing psionic characters to hide their psionic intrusions into the minds of others.

The skills are related to specific ability scores, as shown in the following list:

INTELLIGENCE

- Psionics
- Cloaking

CLASS SKILL LISTS

The following classes have the Psionics skill added to their class skill proficiencies list if you are using psionics in your campaign:

- Bard
- Monk
- Warlock
- Wizard

USING EACH ABILITY

Every task that a character or monster might attempt in the game is covered by one of the six abilities. This section explains in more detail how to use one of these abilities, Intelligence in some new ways other than the ones presented in the Player's Handbook.

INTELLIGENCE

Intelligence measures mental acuity, accuracy of recall, and the ability to reason.

INTELLIGENCE CHECKS

An Intelligence check comes into play when you need to draw on logic, education, memory, or deductive reasoning. The Arcana, Cloaking, History, Investigation, Nature, Psionics, Religion, and Stealth skills reflect aptitude in certain kinds of Intelligence checks.

Psionics. Your Intelligence (Psionics) check measures your ability to recall lore about psionics, psionic items, psionic symbols, psionic traditions, aberrations, the noosphere, the Far Realm, and inhabitants of the Far Realm.

Cloaking. Make an Intelligence (Cloaking) check when you attempt to conceal psionic effects from enemies, as detailed in the Cloaking sidebar, below.

CLOAKING

When you try to hide a psionic effect from a creature, such as the fact you psionically charmed them, are contacting them, or otherwise trying to obfuscate your use of a strictly mental psionic effect on them, make an Intelligence (Cloaking) check. Until you are discovered or you stop cloaking the psionic activity, that check's total is contested by the Wisdom (Insight) check of any creature that actively searches for signs of your mental presence.

Unlike Dexterity (Stealth), you cannot even attempt to cloak your psionic activity unless you have proficiency with Intelligence (Cloaking) skills. You are simply incapable of hiding your psionic activities unless you properly train yourself to do precisely that.

If proficient, however, you have a chance of preventing opponents from knowing they have been charmed by you (they simply think their actions were their own idea, even if normally out-of-character for themselves), or that you've clouded or contacted their mind, and so on.

Passive Insight. When you cloak your psionic activities, there's a chance someone will notice you even if they aren't trying. To determine whether such a creature notices you, the DM compares your Intelligence (Cloaking) check with that creature's passive Wisdom (Insight) score, which equals 10 + the creature's Wisdom modifier, as well as any other bonuses or penalties. If the creature has advantage, add 5. For disadvantage, subtract 5.

For example, If a 1st-level character (with a proficiency bonus of +2) has a Wisdom of 15 (a +2 modifier) and proficiency in Insight, they have a passive Wisdom (Insight) of 14.

VARIANT: ALTERNATIVE SKILLS

This is an alternative set of skill-based abilities used to represent a character being adept at use of skills in a somewhat unconventional or at least less common manner. This variant rule is not limited to psionic characters, and isn't quite like the using alternate abilities rule in the *Player's Handbook*; the alternate ability score becomes the new default for you when using this skill.

When you choose your background, you can choose one of the below abilities to replace proficiency in a skill within that background. For example, if your background lets you choose Athletics, you can choose Agile Athlete or Tough Athlete in place of that skill proficiency.

At your DM's discretion you can choose more than one of these abilities, but by default each character may choose only one during character creation.

The skill abilities are presented in alphabetical order:

AGILE ATHLETE

You gain proficiency in the Athletics skill, and it uses your Dexterity ability modifier instead of Strength modifier.

ANATOMICAL KNOWLEDGE

You gain proficiency in the Medicine skill, and it uses your Intelligence ability modifier instead of Wisdom modifier.

ANIMAL TAMING

You gain proficiency in the Animal Handling skill, and it uses your Charisma ability modifier instead of Wisdom modifier.

ANIMAL TRAINING

You gain proficiency in the Animal Handling skill, and it uses your Intelligence ability modifier instead of Wisdom modifier.

ARCANE INTUITION

You gain proficiency in the Arcana skill, and it uses your Wisdom ability modifier instead of Intelligence modifier.

ART OF MISDIRECTION

You gain proficiency in the Sleight of Hand skill, and it uses your Charisma ability modifier instead of Dexterity modifier.

ATTENTION TO DETAIL

You gain proficiency in the Perception skill, may it uses your Intelligence ability modifier instead of Wisdom modifier.

CUNNING LIAR

You gain proficiency in the Deception skill, and it uses your Intelligence ability modifier instead of Charisma modifier.

HISTORICAL INSIGHT

You gain proficiency in the History skill, and it uses your Wisdom ability modifier instead of Intelligence modifier.

INSIGHTFUL ANALYSIS

You gain proficiency in the Insight skill, and it uses your Intelligence ability modifier instead of Wisdom modifier.

INSTINCTIVE STEALTH

You gain proficiency in the Stealth skill, and it uses your Wisdom ability modifier instead of Dexterity modifier.

INTUITIVE CLOAKING

You gain proficiency in the Cloaking skill, and it uses your Wisdom ability modifier instead of Intelligence modifier.

LATERAL THINKING

You gain proficiency in the Investigation skill, and it uses your Wisdom ability modifier instead of Intelligence modifier.

LOGICAL PRESENTATION

You gain proficiency in the Persuasion skill, and it uses your Intelligence ability modifier instead of Charisma modifier.

NATURAL INSTINCTS

You gain proficiency in the Nature skill, and it uses your Wisdom ability modifier instead of Intelligence modifier.

NATURAL SURVIVOR

You gain proficiency in the Survival skill, and it uses your Constitution ability modifier instead of Wisdom modifier.

POWERFUL ACROBAT

You gain proficiency in the Acrobatics skill, and it uses your Strength ability modifier instead of Dexterity modifier.

PSIONIC AWARENESS

You gain proficiency in the Psionics skill, and it uses your Wisdom ability modifier instead of Intelligence modifier.

RELIGIOUS UNDERSTANDING

You gain proficiency in the Religion skill, and it uses your Wisdom ability modifier instead of Intelligence modifier.

SILVER-TONGUED

You gain proficiency in the Persuasion skill, and it uses your Wisdom ability modifier instead of Charisma modifier.

SKILLFUL PERFORMER

You gain proficiency in the Performance skill, and it uses your Dexterity ability modifier instead of Charisma modifier.

SMOOTH TALKER

You gain proficiency in the Deception skill, and it uses your Wisdom ability modifier instead of Charisma modifier.

SOCIAL BUTTERFLY

You gain proficiency in the Insight skill, and it uses your Charisma ability modifier instead of Wisdom modifier.

SURVIVAL TRAINING

You gain proficiency in the Survival skill, and it uses your Intelligence ability modifier instead of Wisdom modifier.

THREATENING DISPLAY

You gain proficiency in the Intimidation skill, and it uses your Strength ability modifier instead of Charisma modifier.

TOUGH ATHLETE

You gain proficiency in the Athletics skill, and it uses your Constitution ability modifier instead of Strength modifier.

CHAPTER 6: MANIFESTING

ALL MINDS, ALL ENERGY AND MATTER, all of space and time in the multiverse is connected, forming a complex tapestry that binds them together. The ability of a conscious mind to bypass the normal limits of reality through the use of these ubiquitous bonds is called psionics, also known as psychic abilities.

This chapter provides the rules for manifesting psionic powers. Different character classes have distinctive ways of supplementing their use of psionics, but all share a common bond, utilizing the core realities of psionic power in much the same way across the multiverse. Regardless of its source, psionics follow the rules here. Manifesting a psionic power functions identically to casting a spell as shown in the Spellcasting section of the *Player's Handbook*, except as noted in this chapter.

WHAT IS A POWER?

A power is a focused use of your mind to exert your will over reality, shaping energy and matter, space and time, thought itself, in a specific manner. In manifesting a power, a character tugs at the strings that bind all of reality together, reorganizing them in such a manner that they achieve the desired effect, often invisibly and instantaneously.

Psionic powers are a versatile suite of tools, weapons, and defenses. They can deal many different types of damage or undo it, impose or remove conditions (see appendix A of both this book and the *Player's Handbook*), shape energy and matter, space and time, even the constituent parts of living organisms.

For untold millennia throughout the multiverse, individuals, groups, even entire cultures or species, have stumbled upon the ability to manipulate reality through force of will alone. Regardless of the when, or the where, the basics remain the same; it is the knowledge and ability of those involved who determine which aspects of reality can be manipulated in a given place and time.

Every non-talent power has a psi cost of between 0 and 10, listed as Psi Cost: X. A psi cost allows you to spend resources equal to that amount, in any combination, to successfully use that power; this is called manifesting a power. A power's psi cost is a general indicator of how powerful it is, from the simple but useful *force projectiles* power with a psi cost of 1, to the campaign-altering *mind switch* power with a psi cost of 9. Talents are simple but potent powers that characters can manifest at-will through long meditations and study, with a psi cost of 0—the psionic equivalent to cantrips. The higher a power's psi cost, the higher level a psionic manifester must be to use that power.

Psi cost and class level don't correspond directly. For example, typically, a psion has to be at least 5th level, not 3rd level, to manifest a power with a psi cost of 3.

MAGIC VS PSIONICS

It should be noted that damaging psionic powers have intentionally been designed in parallel with talents—psionic cantrips—rather than scaling in the same way non-cantrip

THE NOOSPHERE

Overlapping and underlying all of reality, wherever there is intelligence, from the material planes, to the inner and outer planes, to the Far Realm, and beyond, there is a plane of the mind that collects the experiences and knowledge of every thought ever formed.

The noosphere transcends all of time and space. Psionic characters who touch what they call the universal consciousness or universal mind, who reach back in time to experience the thoughts of ancients, who see glimpses of possible futures, are traversing the noosphere—whether they are aware of this or not.

Some psionic abilities utilize the noosphere, each in a variety of different manners. Clairsentient powers that touch on memories of past, present, and future, all of the telepathic disciplines, and many metapsionic disciplines pull from different aspects of the noosphere.

However, not all psionic powers use the noosphere. Specifically, those that manipulate the material world, such as psychokinetic powers, psychometabolic powers, and metapsionics that manipulate time and space itself, don't utilize the noosphere, instead manipulating the plane they're in itself.

spells scale. That is, all damaging powers, not just talents, automatically increase in damage at 5th level, 11th level, and 17th level, at no additional cost.

This is because damaging psionic powers are fundamentally designed not as their own separate abilities, but as enhancements to the associated talents. Psionic characters are designed as primarily cantrip-users who spend psi points to buff these talents, tapping into their hit points once their psi points run out. While a psionic power like *explosive force* might look like its own area of effect power dealing force damage to targets in a 5-foot radius or larger sphere when taken on its own, it is functionally built as an augmentation of the *thought spear* talent.

Thus, a power that starts off a bit inferior to a spell like *burning hands* will scale all on its own to be better at higher levels than a *burning hands* cast using a 1st level spell slot, while still only having a psi cost of 1. However, while psionic powers might scale better than low-level spells, they never compare to high level spells even when fully augmented; no psionic power comes close to having four 40-foot radius spheres dealing 40d6 damage or half damage on a successful save like the 9th-level *meteor swarm* spell—they are not even half as powerful when fully augmented to a psi cost of 10.

To make up for this dramatic fall-off of top-end damage powers compared to similarly-costed spells, and many other vast, sweeping effects magic is capable of like *wish*, a psionic character can manifest more high-cost powers than a spellcaster. A 17th level wizard, for example, can cast only

one 9th level spell per day, while a 17th level psion of the Order of the Perfect Self (the baseline psion subclass)—the equivalent of a primary caster among manifester classes—can manifest at least one power with a psi cost of 9, plus more with each short rest, plus more still depending on how many hit points they're willing to spend. For damaging spells especially, two 9-cost damaging powers combined might be roughly on par with a single *meteor swarm* spell in either overall damage dealt or area of effect, but not both. This is all part of the calculus involved in the cost structure of psionic powers.

Many disciplines don't appear to have talents at a casual glance due to the lack of associated talents. These disciplines instead tend to have passive abilities that function as their talents, such as *aura sight*, *read thoughts*, and *third eye*. Such disciplines utilize powers that enhance their use of these passive abilities.

Another major subset of disciplines that don't have associated talents instead enhance either one ability score, one or more senses, or similar inherent aspects of a character. For example, allowing rolls with advantage, giving +1 bonuses on a specific roll you can pay for as many times as you wish until you succeed, rerolling failed rolls, or otherwise improving the quality of life for the appropriate ability score, senses, etc.

Psionic powers that have no associated talent they're enhancing are often designed very similar to—commonly even directly parallel to—similar spells. For example, there are psionic powers that function mechanically identical to the *hold person* and *hold monster* spells, or to the *stinking cloud* spell, the *blindness/deafness* spell, *charm person*, *charm monster*, *dominate person*, and *dominate monster* spells. This is intentional, as those are the tested means by which caster-type classes function with balance in the game.

Others are parallel with broad categories of spells, with some differences that are less powerful and other that are more powerful. For example, illusion magic tends to only affect one sense at a time early on, and rarely affects tactile sensation, but creates effects experienced by everyone near the illusion all at once. Psionic hallucinations, on the other hand, tend to affect every sense at once, including touch, even at the same cost as parallel illusion magics. However, these hallucinations only affect one person at a time, or only a small number of individuals who you've spent additional actions on ahead of time to give the deluded condition. Thus, illusions will broadly affect many people at once in a less convincing manner, while hallucinations will effect far less people much more convincingly.

Where spell effects fundamentally alter reality in an overt manner, such as *wish*, *meteor swarm*, *earthquake*, polymorphing, summoning hordes of creatures, or the various resurrection effects, spells are either much more efficient or simply aren't duplicated by psionic powers at all; such overt reality-altering is not the bailiwick of psionics, but is that of magic. However, where the effects enhance the self, or are explicitly within the spheres of classic psychic powers—like telepathy, telekinesis, or clairsentience—psionics can often do things better, and might even be accessible earlier than magic.

Many utility psionic powers that duplicate similar spell abilities have a range of self, cost extra to target allies, or can only target one ally at a time, requiring additional

PSIONIC DEVOTIONS

Psionic abilities are split into five different categories called devotions. Across all of time and space, those who study psionics organize these mental powers into the same groupings, and describe them in much the same way, as they connect with the universal consciousness, touch the noosphere that binds all minds across the multiverse.

The psionic devotions help describe powers; they have no rules of their own, although many rules refer to the devotions.

Biokinetic powers control the bodies of the living. This devotion specializes in manipulating the blood, bone, tissue, and life force of living flesh.

Clairsentient powers reveal information about the multiverse, allowing users to cast their minds and senses far out into other places and times, visions of past, present, and future, locations of hidden people and things, part the veils of darkness, illusion, and more.

Metapsionic powers have no place within one specific devotion, but seem to combine multiple devotions together in a more complicated tapestry of psionic power than normally seen.

Psychokinetic powers manipulate matter and energy. This devotion bends the material world itself to the will of the user, creating invisible force, moving solid matter with the power of mind alone, changing temperatures, manipulating light, electricity, sound, and much more.

Psychoportation powers manipulate space and time. This devotion involves directly moving across space through teleportation, creating tears in the fabric of space, even crossing planar boundaries, or traveling through, speeding up, or slowing down time.

Telepathic powers are purely mental in nature. Speaking mind-to-mind over vast distances, manipulating behaviors, bending the minds of others to their will or shattering their psyches.

manifestations to buff multiple allies. They might have a little extra utility added, they might not; it depends on the power in question. Spellcasters, then, tend to be better at buffing multiple allies at once, while psionic characters are more limited to affecting themselves, or their allies in slower succession.

Because psionic powers with durations longer than instantaneous tend to only affect one ally at a time or affect a much smaller area, psionics use the concentration mechanic differently, through the use of a feature called Psionic Focus, as covered below.

Finally, psionic powers tend to have somewhat higher average ranges when compared to spells, their effects tend to be invisible in terms of point of origin (in addition to effect for telepathic and telekinetic abilities), and are much more likely not to be projectiles originating in a direct path away from the manifester. They might not get the raw power, but they're much more likely to be able to hit a target further away, be

less detectable when using their powers, and get around barriers more readily. In other words, psionics are intentionally significantly more subtle than magic.

This should give psionic characters a unique playstyle, allowing them to feel like they truly are better than spellcasters at using abilities like manipulating minds, viewing past and future events, permanently switching minds with others, creating a gestalt of psionic minds that are greater than the sum of their parts, telekinetically moving objects with their mind, and so on. While spellcasters remain much better at fundamentally altering reality in flashy, unusual ways, dramatic ways, like calling meteors down from the sky, creating giant storms of acid rain and overwhelming lightning, making a wish that changes reality, causing earthquakes, creating clones of themselves, summoning angels, demons, devils, elementals, and fey from other planes of existence, shapeshifting themselves and others, and so on.

DISCIPLINES

Disciplines are a grouping of powers and abilities all closely related in effect to one another. Usually, the only way to gain access to a psionic power is knowing the discipline the power is found in, with the exception of some rare class features or psionic items. Once you know a discipline, you gain everything listed under that discipline, from passive abilities, to talents, to powers. Some abilities are listed under, “**Focused**”; these abilities are only usable while you are focused, as described below.

PSIONIC FOCUS

Psionic focus is a core feature of psionics, referenced by many psionic effects, including powers, talents, disciplines, and features. As a psionic character, you have two states you can be in when it comes to your psionic focus: focused or unfocused.

As an action on your turn, you may become focused. While you are focused, you may concentrate on any number of psionic powers and abilities at once, in addition to one non-psionic spell or effect as normal. If you become unfocused, you lose concentration on all of your psionic powers and abilities, and all of your psionic abilities that have the **Focused** tag immediately turn off until you become focused again.

Psionic powers are designed with the Psionic Focus feature in mind. Most concentration psionic powers do less out of the gate than equivalent concentration spells, and some powers that have comparable spells, like the *charm* power—the equivalent to the *charm person* spell—requires concentration where the parallel spell doesn’t. A psionic character is expected to slowly roll out more and more concentration effects it layers atop one another, rather than having a larger effect up-front.

You immediately become unfocused if you fail a saving throw to maintain concentration, if you are incapacitated, or if you die.

PSI COST

Psionic powers and abilities often have a psi cost, expressed as a simple number, so a psi cost of 1, psi cost of 2, and so on. To pay a psi cost, you must spend eligible resources you possess to pay the cost. This is in place of using spell slots

like spellcasters do for their spells. Most psionic characters spend either psi points, or hit points (see the Psionic Body feature, below). You may pay a psi cost in any combination of eligible resources.

The Psion table shows the maximum psi cost that class can pay at once, in the Psi Limit column. For example, a 5th level psion cannot spend more than a psi cost of 3. Future psionic classes might use different tables, similar to non-spellcaster subclasses like the eldritch knight or arcane trickster subclasses, or hybrid classes like the paladin or ranger

AUGMENTATIONS

Psionic powers often have a section at the end of their listing called Augmentations. Each augmentation option has a psi cost adjustment—such as +1 Psi Cost—then an effect line after the cost increase. You use as many augmentations as you wish, and can use each augmentation any number of times unless otherwise specified.

However, the total psi cost including all augmentations combined still cannot exceed the number in the Psi Limit column of the Psion table for your level.

For example, a 9th level psion with a Psi Limit of 5 is using the power *psionic blast*, which has a psi cost of 3. This power has two +1 Psi Cost augmentations (one that increases the damage, one that increases the size of the power’s cone), and one +2 Psi Cost augmentation (which changes the debuff the power normally applies into the stunned condition). This psion can spend a total psi cost of 5, thanks to their Psi Limit, so 2 beyond the psi cost of the power itself. With that extra 2 possible psi cost, they could either augment the power into a stun, augment the damage twice (+1 psi cost, twice), augment the area of effect twice, or augment the damage once and the area of effect once, for a total psi cost of 5. Alternatively, they could augment *psionic blast* once with one of the +1 psi point augmentations, for a total psi cost of 4. Or they could simply leave it unaugmented, paying only the base psi cost of 3.

As you can see, while augmentations are very similar to the increased slot usage of spells, they are often much more flexible in nature because of the nature of psi costs compared to spell slots, and the larger number of options powers get with augmentations than spells get with their equivalent.

Note: Be careful, and pay attention to the wording of an augmentation. For example, an augmentation that increases a value to another number rather than increasing a value by a number, does nothing extra if you pay for it more than once.

PSI POINTS

The psion class has a small pool of resources they use to empower their psionic abilities, called psi points. You may spend psi points to pay for psi costs. Finishing a short or long rest restores any expended psi points (see Chapter 8 of the *Player’s Handbook* for the rules on resting).

PSIONIC BODY

Psionic characters tend to use their body itself as a primary resource to power their abilities, as a core aspect of their class design, with access to the Psionic Body feature. Such characters may spend hit points to pay for any psi costs.

However, any hit points spent on a psi cost can only be healed by spending Hit Dice at the end of a short or long rest (adding their Constitution modifier to each Hit Die, as

normal). At the end of a long rest, Hit Dice are spent in this way after restoring your Hit Dice at the end of that rest.

Beyond spending Hit Dice in this manner, nothing—no healing powers or spells, no *greater restoration* spell or *body purification* power, not even a *wish* spell—can restore the hit points spent on a psi cost, unless it specifically states it does.

Each time a creature pays a psi cost with hit points, if their hit point total is equal to or below half their hit point maximum afterwards (whether paying the psi cost got them there, or they were already that low on hit points), there is some sort of physical cue others might be able to spot. The most common such cues are the classic nosebleed, blood dripping from one or both ears, or a momentary stagger from the strain as your hand grasps your head in pain. You can attempt to hide this physical manifestation with use of a Dexterity (Stealth) check or Charisma (Performance) check opposed by the passive Wisdom (Perception) scores of observers.

TALENTS

A talent is a psionic power that can be manifested at will. Intense meditation, study, and practice has made the manifester expert with its use, allowing it to produce the effect repeatedly. A talent has a psi cost of 0. Psionic characters generally have many more talents than equivalent spellcasters have cantrips. They are built largely as a cantrip-oriented class, that then augments their cantrips with resources.

MEDITATIONS

Certain powers have a special tag: meditation, the psionic equivalent of the ritual tag. Such a power can be manifested following the normal rules for manifesting or it can be manifested as a meditation. A power manifested as a meditation has a manifestation time equal to 10 minutes per psi point the power would cost. For example, if you manifest a power that costs 3 psi points as a meditation, it takes 30 minutes of meditation to manifest. A power manifested as a meditation doesn't expend any psi points, and it can be augmented as normal.

MANIFESTING A POWER

When a character manifests any power, the same basic rules are followed, regardless of the character's class or the power's effects. These rules are the same as the rules for casting a spell as seen in the Spellcasting section of the *Player's Handbook*, with differences as follows below.

Each power description in Chapter 7 of this guide begins with a block of information, including the power's name, devotion, psi cost, manifestation time, range, and duration. The rest of a power entry describes the power's effect, followed by a list of augmentations.

Psionic characters utilize one or more ability modifiers to manifest their powers. Unlike spellcasting characters, who use a different spellcasting modifier for each kind of magic, and even from each individual source of similar magics—whether from a class, race, feat, or other source—psionic characters hone their minds and body to work in unison. They often gain access to more than one manifesting ability modifier. Each time a manifester manifests a power, they use their highest available manifesting ability modifier.

For the most part, what this truly accomplishes is it allows a character to have all their psionic abilities across all classes and subclasses function with the same ability score, and, should a key ability score end up lowered by some spell, power, or effect like a *feeblemind* spell, they have secondary ability scores they can fall back on; psionic characters intentionally end up a little less affected by ability-reducing debilitating effects as their power comes from a profound understanding of how their own body and mind work to produce their psionic abilities.

Power save DC = 8 + your proficiency bonus +
your highest manifestation ability modifier

Power attack modifier = your proficiency bonus +
your highest manifestation ability modifier

MANIFESTATION TIME

Most powers require a single action to cast, but some powers require a bonus action, a reaction, or much more time to cast, and some require no action at all. An action, bonus action, reaction, or longer manifestation time power works exactly the same as a comparable spell's casting time, as shown in the Spellcasting section of the *Player's Handbook*. A power that has a manifestation time of No action is more limited in usage, and will lay out in the power description precisely when you can manifest it. Similar to spells, if you manifest a power as either an action or a bonus action, you cannot manifest another power during the same turn unless it is a talent with a manifestation time of 1 action or 1 bonus action.

ACTION OR BONUS ACTION

A number of powers require either 1 action or bonus action to manifest. This manifestation time is intended to give the power some flexibility in maximizing the action economy for the psionic character; psionic characters, using just the power of their mind rather than physical motions or spoken language, are intentionally a bit more efficient than many others at maximizing their action usage every turn.

NO ACTION

A select number of powers require no action to manifest. These powers always have very specific conditions under which they can be used, which is listed in the manifestation time in the same way reactions do so. Such powers are usually manifested as part of taking another action, or to enhance an ability check, saving throw, or other roll. These no action powers are designed to allow a psionic character to manifest many in a round without taking up a reaction, action, or bonus action (or their free interact action, for that matter). You can manifest the same power with a manifestation time of No action multiple times for the same trigger, without abiding by your Psi Limit, unless the power specifies otherwise.

RANGE

Additional ranges for psionic powers that differ from spells are as follows:

CONTACTED

Some telepathic devotion powers have a range of Contacted. This means they can target any creature that has the

contacted condition from you, regardless of range, as long as they're on the same plane of existence.

NO ACTION REQUIRED

There are some psionic powers in certain devotions, specifically biokinetic, clairsentient, and telepathic powers, that give players unprecedented ability to succeed at tasks other characters would fail at a high cost of personal resources. These powers require no action, trigger when you use a certain type of roll, allow you to gain a +1 bonus on that roll, and you can wait until after you know the result of the roll before deciding to use that power. The way these abilities are worded, they are designed to intentionally allow you to figure out precisely how much you missed your roll by before deciding if you wish to invest psi points and/or hit points to turn failure into success. DM's are encouraged to tell a player precisely how much psi cost they'll need to spend to succeed at the roll.

Such powers are unique to psionic characters, designed to encourage a player to spend psi points and/or hit points to succeed where others would fail. This gives psionic characters a feel common to such individuals throughout fiction, such as the stereotypical psychic character accomplishing a seemingly impossible task but paying for it with a ubiquitous nosebleed; these fictional characters often succeed by pushing themselves at the cost of both body and mind.

These abilities allow a character to leverage use of resources to succeed at rolls, but come at quite a price. Consider an average 5th-level Psion. They have 3 psi points and approximately 30 hit points when at their maximum resources. If they fail a Dexterity (Acrobatics) check by 3, they could use their *rapid adjustment* power from the *celerity* discipline for a total psi cost of 3—the equivalent of casting a 3rd-level spell—to succeed.

However, this drains all of their psi points until their next rest to succeed at this skill check. Were they already out of psi points and wished to succeed at the check, they would deal themselves 3 damage that cannot be restored by any means until they can heal that damage with one or more Hit Dice. That 3 hit points is 10% of their total hit points, and until they both get a short rest and have a Hit Die or more to spend, it's similar to having their maximum hit points reduced by that amount.

While this is a sizable price to pay to succeed at a single check, it's an option a non-psionic class would not even have access to; they would have to accept the failure. This is a fair exchange, and one that helps give psionic characters a unique feel, and a certain level of risk:reward calculus. Is it worth spending 10% of your hit points to definitely succeed on this roll, or will that bite you in the butt if you shortly thereafter find yourself in a combat situation? .

DELUDED

Some telepathic devotion powers have a range of Deluded. This means they target any number of creatures of your choice that have the deluded condition from you, regardless of range, as long as they're on the same plane of existence.

TARGETING

Unlike the rather arbitrary nature of spells and how they metaphstically target—many only able to target creatures but not objects—psionics fundamentally deals with manipulating the real world itself. Thus, most non-telepathic psionic abilities just as readily affect objects as they do creatures.

PSIONICS ARE DIFFERENT

By default, psionics and magic are distinct from one another. An effect that affects a spell or magical effect has no effect on a power or psionic effect, and an effect that affects a power or psionic effect has no effect on a spell or magical effect. So, for example, a *counterspell* or *dispel magic* spell can't counter or dispel a power or psionic effect, and an *apopsi* or *reddopsi* power can't counter or dispel a spell or magical effect.

When a power or psionic effect duplicates a spell or magical effect, it is distinct from that spell or magical effect. For example, the githyanki and githzerai in the *Monster Manual* have the Innate Spellcasting (Psionics) feature. While this feature allows a gith to cast a number of spells, those are not considered spells but rather are considered psionic powers. Therefore, these powers cannot be countered or dispelled with a *counterspell* or *dispel magic* spell, but could be countered or dispelled with an *apopsi* or *reddopsi* power.

PSIONICS ARE NOT DIFFERENT

Optional Rule. The “Psionics are Different” rule is merely the default. Another option a DM can use for their campaign causes psionics and magic to be folded together. If this is the case, spells and psionics are interchangeable; the terms “spell” and “power”, “cantrip” and “talent”, and “magic” or “magical” and “psionic” are considered identical to one another for the purposes of effects. Thus, using this optional rule, a *counterspell* or *dispel magic* spell can counter or dispel a power or psionic effect, and an *apopsi* or *reddopsi* power can counter or dispel a spell or magical effect.

A third option lies somewhere in the middle: psionics are different, except when a psionic effect reproduces a spell or other magical effect, or when a spell reproduces a power or other psionic effect. In the aforementioned githyanki and githzerai example, because their Innate Spellcasting (Psionics) feature allows them to reproduce a spell, these psionic spells can be countered or dispelled by either a *counterspell* or *dispel magic* spell, or an *apopsi* or *reddopsi* power.

BARD SPELLS

1ST LEVEL

Detect Psionics
Identify Psionics

3RD LEVEL

Dispel Psionics

CLERIC SPELLS

1ST LEVEL

Detect Psionics

3RD LEVEL

Dispel Psionics

9TH LEVEL

Antipsionic Field

DRUID SPELLS

1ST LEVEL

Detect Psionics

3RD LEVEL

Dispel Psionics

PALADIN SPELLS

1ST LEVEL

Detect Psionics

3RD LEVEL

Dispel Psionics

RANGER SPELLS

1ST LEVEL

Detect Psionics

SORCERER SPELLS

1ST LEVEL

Detect Psionics

3RD LEVEL

Counter Psionics
Dispel Psionics

6TH LEVEL

Globe of Nullification

WARLOCK SPELLS

1ST LEVEL

Detect Psionics

3RD LEVEL

Counter Psionics
Dispel Psionics

WIZARD SPELLS

1ST LEVEL

Detect Psionics
Identify Psionics

3RD LEVEL

Counter Psionics
Dispel Psionics

6TH LEVEL

Globe of Nullification

9TH LEVEL

Antipsionic Field

PSIONIC MAGIC

If a campaign is using the Psionics are Different rule, your DM might wish to add the following spells to the lists characters may choose from; if not, these are useless so they should not be added options for spellcasters:

ANTIPSIONIC FIELD

8th-level abjuration

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V, S, M (a pinch of powdered quartz)

Duration: Concentration, up to 1 hour

A 10-foot-radius invisible sphere of psionic nullification surrounds you. This area is devoid of the psionic energy that empowers all consciousness in the universe. Within the sphere, psionics can't be manifested, manifested creatures disappear, and even psionic items become mundane. Until the power ends, the sphere moves with you, centered on you.

Powers and other psionic effects, except those created by an artifact or a deity, are suppressed in the sphere and can't protrude into it. Resources used to pay a psi cost to manifest a suppressed power are consumed. While an effect is suppressed, it doesn't function, but the time it spends suppressed counts against its duration.

Targeted Effects. Powers and other psionic effects, such as *mind bullets* and *beguile*, that target a creature or an object in the sphere have no effect on that target.

Areas of Psionics. The area of another power or psionic effect, such as *inferno*, can't extend into the sphere. If the sphere overlaps an area of psionics, the part of the area that

is covered by the sphere is suppressed. For example, the barrier created by a *conflagration* is suppressed within the sphere, creating a gap in the wall if the overlap is large enough.

Power and Talents. Any active power or other psionic effect on a creature or an object in the sphere is suppressed while the creature or object is in it.

Psionic Items. The properties and powers of psionic items are suppressed in the sphere. For example, a psionic *+1 longsword* in the sphere functions as a nonpsionic longsword. A psionic weapon's properties and powers are suppressed if it is used against a target in the sphere or wielded by an attacker in the sphere. If a psionic weapon or a piece of psionic ammunition fully leaves the sphere (for example, if you fire a psionic arrow or throw a psionic spear at a target outside the sphere), the psionics of the item ceases to be suppressed as soon as it exits.

Psionic Travel. Psionic teleportation and planar travel fail to work in the sphere, whether the sphere is the destination or the departure point for such psionic travel. A portal to another location, world, or plane of existence, as well as an opening to an extradimensional space, temporarily closes while in the sphere.

Creatures and Objects. A creature or object summoned or created by psionics temporarily winks out of existence in the sphere. Such a creature instantly reappears once the space the creature occupied is no longer within the sphere.

Dispel Psionics. Powers and psionic effects such as *apopsi* have no effect on the sphere. Likewise, the spheres created by different antimagic field spells don't nullify each other.

COUNTER PSIONICS

3rd-level abjuration

Casting Time: 1 reaction, which you take when you sense a creature within 60 feet of you manifesting a power

Range: 60 feet

Components: S

Duration: Instantaneous

You attempt to interrupt a creature in the process of manifesting a power. If the creature is manifesting a power with a psi cost of 3 or less, the power fails and has no effect. If it is manifesting a power with a psi cost of 4 or more, make an ability check using your spellcasting ability. The DC equals 10 + the power's psi cost. On a success, the creature's power fails and has no effect.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the interrupted power has no effect if its psi cost is less than the level of the spell slot you used.

DETECT PSIONICS

1st-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

For the duration, you sense the presence of psionics within 30 feet of you. If you sense psionics in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears psionics, and you learn its psionic devotion, if any.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

DISPEL PSIONICS

3rd-level abjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Choose one creature, object, or psionic effect within range. Any power with a psi cost of 3 or less on the target ends. For each power with a psi cost of 4 or more, make an ability check using your spellcasting ability. The DC equals 10 + the power's psi cost. On a success, the power ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you automatically end the effects of a power on the target if the power's psi cost is less than the level of the spell slot you used.

GLOBE OF NULLIFICATION

6th-level abjuration

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V, S, M (a crystal bead that shatters when the spell ends)

Duration: Concentration, up to 1 minute

An immobile, faintly shimmering barrier springs into existence in a 10-foot radius around you and remains for the duration.

Any power with a base psi cost of 5 or lower manifested from outside the barrier can't affect creatures or objects within it, even if the power is manifested with augmentations; those augmentations do not count towards the psi cost for this purpose. Such a power can target creatures and objects within the barrier, but the power has no effect on them. Similarly, the area within the barrier is excluded from the areas affected by such power.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the barrier blocks powers with a base cost of one higher for each slot level above 6th.

IDENTIFY PSIONICS

1st-level divination (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a pure crystal sphere worth at least 100 gp)

Duration: Instantaneous

You choose one object that you must touch throughout the casting of the spell. If it is a psionic item or some other psionic-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any power are affecting the item and what they are. If the item was created by a power, you learn which power created it.

If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.

CHAPTER 7: PSIONICS



his chapter describes the most common psionic powers in the worlds of Dungeons & Dragons. The chapter begins with lists of the psionic talents found within, followed by lists of the disciplines found within each of the five psionic devotions. The remainder contains talents listed in alphabetical order followed by

disciplines listed in alphabetical order. Each discipline has its own list of psionic powers that are accessible while you're focused on that discipline.

TALENTS

BIOKINETIC

Acid Bolt
Adaptive Skin
Alter Scent
Body Equilibrium
Chemical Stimulation
Corrosion
Cosmetic Modification
Minor Fatigue
Minor Injury
Poison Cloud
Stabilize
Toxic Touch

CLAIRSENTIENT

Astral Form
Aura Reading
Disrupt Spirit
Lucky
Psychometry
Unlucky

PSYCHOKINETIC

Ballistic Attack
Chill
Combust
Far Hand
Fission
Force Barricade
Force Push
Frost
Fusion
Ice Sculpture
Illuminate
Levitation
Mind Bullets
Mind-Trip
Minor Cryokinesis
Minor Pyrokinesis
Minor Telekinesis
Obscure

Pyre
Rime
Scorch
Thought Spear

PSYCHOPORTATION

Know Direction
Know Location
Know Time
Minor Apportation
Minor Portal
Pass the Time
Pause
Reality Anchor
Spatial Trip
Time Out
Time Skip

TELEPATHIC

Beguile
Contact
Disorient
Ego Whip
Id Insinuation
Mind Thrust
Minor Hallucination
Psychic Diagnosis
Psychic Remedy
Scare
Share Senses
Superego Assault

DISCIPLINES

BIOKINETIC

Adapt Body
Adrenaline Control
Biofeedback
Body Modification
Celerity
Corrosive Metabolism
Heightened Senses
Injure Flesh
Metabolic Control

Metabolic Suppression
Mind Over Body
Pheromones
Poison Control
Poisonous Assault

CLAIRSENTIENT

Astral Body
Astral Traveler
Aura Sense
Aura Sight
Bad Luck
Combat Precognition
Control Fate
Dowsing
ESP
Good Luck
Hypercognition
Medium
Precognition
Retrocognition
Sensitivity to Psychic
Impression
Synesthesia
Third Eye

METAPSIONIC

Astral Voyage
Aura Alteration
Mental Constructs
Metacognition
Metaconcert
Metafaculty
Touch the Source

PSYCHOKINETIC

Cryokinesis
Cryokinetic Assault
Cryokinetic Barrier
Force Barrier
Force Control
Force Construction
Force Movement

Light Manipulation
Matter Manipulation
Mind Over Matter
Project Force
Pyrokinesis
Pyrokinetic Assault
Telekinetic Assault

PSYCHOPORTATION

Apportation
Dimensional Lock
Fold Space
Planar Traveler
Pocket Dimensions
Relativity
Spatial Assault
Temporal Assault
Temporal Manipulation
Time Bubbles
Time Traveler
Timeshift
Time/Space Anchor

TELEPATHIC

Beguiling
Cloud Minds
Conceal Thoughts
Disorientation
Emotional Reflection
Empathic Projection
Empathy
False Sensory Input
Glamour
Intellect Fortress
Mental Barrier
Mind-Altering
Phobia Amplification
Psychic Assault
Psychic Medicine
Read Thoughts
Schism
Sensory Link
Switch Minds
Telepathy

TALENTS

The psionic talents are presented in alphabetical order.

ACID BOLT

Biokinetic talent

Manifestation Time: 1 action

Range: 60 feet

Duration: Instantaneous

Your own body creates corrosive acid, which you then hurl or spit on a creature or object within range. Make a ranged psionic attack against the target. On a hit, the target takes 1d8 acid damage. This power deals double damage to objects and structures, and to creatures made of earth, metal, or stone.

This power's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

ADAPTIVE SKIN

Biokinetic talent

Manifestation Time: 1 action

Range: Self

Duration: 1 round

Your skin shifts composition, hardening in a manner that makes it very difficult to harm with raw physical damage. Until the end of your next turn, you have resistance to nonmagical bludgeoning, piercing, and slashing damage.

ALTER SCENT

Biokinetic talent

Manifestation Time: 1 action

Range: Self

Duration: Instantaneous

You learn to change your own odors, creating one of the following effects on yourself:

- Your increase one scent on yourself to be up to three times stronger than normal for up to 1 minute.
- You decrease one scent on yourself to be up to three times weaker than normal for up to 1 minute.
- For 1 minute, you cannot suffer from and ignore any disadvantage on ability checks that rely on fooling another creature's sense of smell or scent-assisted social checks or passive scores. For example, Dexterity (Stealth) checks to hide your scent and Charisma (Deception) checks to make yourself smell like someone or something else, or on Charisma (Deception), Charisma (Intimidation), and Charisma (Persuasion) skill checks in social situations that are contested by creatures with a sense of smell. This also means any potential disadvantage won't cancel out advantage on such a check or score.
- You create a harmless cosmetic sensory effect using scent on yourself, such as giving yourself the fragrance of musk or perfume, generating the faint wafting scent of incense or the smell of the ocean off of you, and so on, either instantaneously or for up to 1 hour.

If you manifest this power multiple times, you can have up to two of the non-instantaneous effects created by it active at a time, and you can dismiss any or all such effects as an action.

You can have more than two non-instantaneous effects active at once when you reach higher levels: three active effects at 5th level, four active effects at 11th level, and five active effects at 17th level.

ASTRAL FORM

Clairsentient talent

Manifestation Time: 1 action

Range: Self

Duration: 1 round

You project your consciousness out of your body in an astral form. This astral form lasts until the end of your next turn, at which point it disappears and you are returned to your body. If you manifest *astral form* on a turn you are already in your astral form, your astral form doesn't disappear at the end of the current turn, instead disappearing at the end of your next turn.

While you are in your astral form, your physical body ceases to sense its surroundings, but remains in its current position; it doesn't just collapse to the ground, but you can choose to make it sit down, lay down, stand up, or turn in place while you're in astral form as part of your movement for a turn. All of your senses and all of your psionic abilities use your astral form as the point of your location instead of your physical body.

Your astral form uses any movement you are normally capable of (including any bonuses or types provided by magic or psionic items). Normally, your astral form can only be seen by truesight, by the ability to see invisible or ethereal creatures, and by the ability to sense psionics or astral forms; sight, hearing, smell, blindsight, tremorsense, and other senses that detect the material world cannot sense an astral form.

Your astral form has resistance to all damage except psychic damage, and immunity to all damage types your physical body has immunity to other than psychic damage. Any damage your astral form takes is instead taken by your physical body, ignoring any damage resistance or immunities your physical body possesses.

You can only affect the world with psionic powers while in astral form, unless an ability specifies you can use it in astral form. Your astral form can pass through other creatures as though they were not present (as well as any objects being held or carried by creatures), and it does not provoke opportunity attacks, but it cannot move through other objects, including terrain features.

While in astral form, all psionic powers, including talents, have +1 Psi Cost to manifest, unless otherwise stated. This additional cost counts towards your Psi Limit. When you manifest a power or psionic effect through your astral form, your astral form shimmers into ghostly view until the start of your next turn.

AURA READING

Clairsentient talent

Manifestation Time: 1 minute

Range: 30 feet

Duration: Instantaneous

You observe a creature or object you can see within 30 feet to learn certain information about its capabilities. Each time

you use this power, the DM tells you your choice of one the following:

- Armor Class.
- Maximum and current hit points.
- One ability score of your choice (Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma).
- Alignment.
- Total class levels, or Hit Dice if it does not have or you already know its class levels.

If the target leaves the range of *aura reading* during its manifestation time, the manifesting immediately ends with no effect.

Most objects only have an Armor Class and hit points. However, some—like intelligent magic or psionic items—might have alignment and one or more ability scores.

The range of this power increases when you reach higher levels: 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

BALLISTIC ATTACK

Psychokinetic talent

Manifestation Time: 1 action

Range: 30 feet

Duration: Instantaneous

Choose one object weighing 5 pounds or less within range that isn't being worn or carried; even a mere pebble can be deadly at the speeds *ballistic attack* hurls them. The object is temporarily treated like a ranged weapon with a range of 30/120, but you use your psionic ranged attack value when you use this object as a ranged weapon and you determine the range from the object rather than from you.

Make a ranged psionic attack roll against a target you can see within range of the chosen object's attack range. On a hit, the hurled object deals 1d8 + your manifesting modifier nonmagical bludgeoning, piercing, or slashing damage to the hit target (the type of damage depends on the shape of the object hurled, as determined by the DM). The hurled object then takes the same amount of nonmagical bludgeoning damage it dealt to the target.

The range of this power increases when you reach higher levels: to 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

Additionally, the power can send more than one object flying within range when you reach higher levels: two objects at 5th level, three objects at 11th level, and four objects at 17th level. You can direct the objects at the same target or at different ones. Make a separate attack roll for each object.

Once you can hurl multiple objects, you can alternatively hurl larger objects instead. You can replace two objects that weigh 5 pounds or less with one object that weighs between 5 to 10 pounds which deals 2d10 damage, you can replace three such objects with an object that weighs 10 to 15 pounds and deals 3d10 damage, or you can replace four such objects with an object that weighs 15 to 20 pounds and deals 4d10 damage.

You can split these larger and smaller objects up however you see fit. For example, at 17th level, you could hurl four objects weighing 5 pounds or less that deal 1d10 damage each, two objects that weigh 5-10 pounds that deal 2d10 damage each, one 5 pound or less object dealing 1d10 damage and one 10-15 pound object dealing 3d10 damage, or you could hurl one object weighing 15-20 pounds that deals 4d10 damage.

BEGUILE

Telepathic talent

Manifestation Time: 1 action

Range: 30 feet or Contacted

Duration: Instantaneous

One creature you can see or whose mind you can sense within range must succeed on a Charisma saving throw or be charmed by you until the end of your next turn.

The range of this power increases when you reach higher levels: to 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

BODY EQUILIBRIUM

Biokinetic talent

Manifestation Time: 1 bonus action

Range: Self

Duration: 1 round

You can adjust your body's density to correspond with any solid or liquid that you stand on until the end of your next turn.

While affected by *body equilibrium*, you can walk on water, shifting sands, or even a spider's web without sinking or breaking through (this effect does not confer any resistance to sticky webs). Additionally, you can choose to automatically float up towards the surface of a liquid you are in at a rate of 30 feet at the end of your turn.

You automatically float upwards within a liquid at the end of your turn at a faster rate upon reaching higher levels: 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

CHEMICAL STIMULATION

Biokinetic talent

Manifestation Time: 1 action

Range: Self

Duration: Until dismissed

You experience the effects of a chemical cocktail of your choice, a combination of virtually any substances you can imagine (within certain limitations). For example, you could feel the effects of alcohol, of a rush of adrenaline, or the joy from a flood of endorphins. Perhaps the effects of psychedelic mushrooms, or the strong stimulant drinks many cultures break their fast with. Any or all of the above combined, or more. Essentially, any substance you produce in your own body or have ever imbibed or otherwise experienced yourself first-hand can be reproduced.

Whatever chemical effects you choose, they have no mechanical effect (it is flavor only), with one exception: if exposed to outside recreational substances you consume—such as wine or a hallucinogenic cactus fruit—you can purge yourself of the inebriation instantly with use of this power at the DM's discretion. This doesn't let you remove poisons or similar substances from your body.

Another use of this talent can change the chemical cocktail however you wish, and you can dismiss the cocktail at any time for no action.

CHILL

Psychokinetic power

Manifestation Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

You create an area of mostly invisible, frigid air within range for the duration or until you manifest this power again. The area can be any shape you wish that fits within a 5-foot cube. While the frigid air itself is invisible, any solid surface within the cube has a light dusting of rime coating it.

A creature other than you moving through one the area of frigid air for the first time on a turn or starting its turn there must make a Constitution saving throw. On a failed save, a creature takes 1d6 cold damage, and until the end of its next turn it can use either an action or a bonus action on its turn, not both (unless it's already used both the turn it enters the frigid air).

Creatures with immunity to cold damage automatically succeed on the saving throw. Creatures with resistance to cold damage, creatures naturally adapted to cold climates, and creatures wearing cold weather gear have advantage on the saving throw. Creatures with vulnerability to cold damage have disadvantage on this save.

At the end of each of your turns, each object and non-creature plant life of your choice that isn't being worn or carried within the cube take 1d6 cold damage.

Manifesting this power again doesn't necessarily end it as you reach higher levels. You can have two instances of this power active at once when you reach 5th level, three active at 11th level, and four active at 17th level. If you manifest this power when at this active limit, you must choose a previous one to immediately end.

COMBUST

Psychokinetic talent

Manifestation Time: 1 action

Range: 120 feet

Duration: Instantaneous

You cause the very air to spontaneously combust within a 5-foot cube centered on a creature or object within range. If targeting a creature, or an object being worn or carried by a creature, the creature must succeed on a Dexterity saving throw or the target takes 1d8 fire damage.

Each object and non-creature plant life of your choice that isn't being worn or carried within the cube also takes this fire damage, and the fire ignites flammable objects and non-creature plant life of your choice that aren't being worn or carried within the area. The flames can have any cosmetic details you wish, appearing in precisely the shape you want.

The power's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

CONTACT

Telepathic talent

Manifestation Time: 1 action or bonus action

Range: 30 feet

Duration: Instantaneous

You attempt to contact a mind. A creature you can see or whose mind you can sense within range, or whose mind you have stored with the *mental note* power regardless of range as long as they're on the same plane of existence as you, gains your contacted condition.

A creature with the contacted condition has the following:

- A creature can have the contacted condition more than once, but can only have it once from each creature at a time.
- A contacted creature can be telepathically communicated with regardless of range by the creature that gave it that contacted condition, as long as they are both on the same plane of existence, through any thickness of material (at the DM's discretion).
- A creature with the contacted condition usually knows they are contacted, but might not know who has them contacted. The creature contacting them can attempt to hide the attempt with an Intelligence (Cloaking) skill check. A willing target always knows you have it contacted.
- A creature who suspects it has the contacted condition may attempt to detect contacted conditions on it. As an action, the creature makes a Wisdom (Insight) check contested by each Intelligence (Cloaking) check used to hide a contacted condition on it.
- When a creature knows it has the contacted condition, it may attempt to end contact. As an action, that creature makes a Wisdom saving throw against the manifestation save DC of one of the contacted conditions of its choice on it. On a successful save, that instance of the contacted condition is ended on the target, and the creature that gave it to them cannot attempt to contact them again until the contacting creature finishes a short rest. On a failure, the contacted condition does not end.

Only one creature can have your contacted condition at a time unless otherwise noted. If you contact a new creature when you are at your limit of contacted minds, one creature of your choice with your contacted condition immediately loses your contacted condition.

This talent has a manifestation time of both action and bonus action to allow you to contact two creatures in a turn if you can have multiple minds contacted at once, and to maximize the utility of when you can contact other minds depending on what else you wish to do in a turn.

The range of this power increases when you reach higher levels: to 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

CORROSION

Biokinetic talent

Manifestation Time: 1 bonus action

Range: Touch

Duration: 1 round

Your touch becomes highly corrosive, counting as a melee weapon attack until the start of your next turn. With this acidic touch, whenever you could make a melee weapon attack you can instead make a melee psionic attack against a target within your own reach. On a hit, the target takes 1d8 + your manifestation modifier acid damage. This power deals double damage to objects and structures, and to creatures made of earth, metal, or stone.

The attack and damage bonus for this power increases when you reach higher levels: gain a +1 bonus to both attack and damage rolls at 5th level, a +2 bonus to both at 11th level, and a +3 bonus to both at 17th level. This bonus is not cumulative with similar bonuses gained by a magical or psionic item, such as a magical or psionic weapon, rod, staff, or wand.

COSMETIC MODIFICATION

Biokinetic talent

Manifestation Time: 1 minute

Range: Touch

Duration: Instantaneous

On yourself or a creature you touch for the entire manifestation time, you can permanently add, change, or remove one minor cosmetic feature or imperfection, such as scarring, moles, freckles, hair color or length, eye color, and so on, at the DM's discretion. This does not allow you to alter things like bone structure, change a face to look like someone else, or effects that otherwise require polymorph or shapeshifting abilities, nor does it allow you to do anything as complicated as a tattoo or similar body modification.

You can change more than one cosmetic feature with a single manifestation of this talent when you reach higher levels: two features at 5th level, three features at 11th level, and four features at 17th level.

DISORIENT

Telepathic talent

Manifestation Time: 1 action

Range: 30 feet or Contacted

Duration: Instantaneous

One creature you can see or whose mind you can sense within range must succeed on an Intelligence saving throw or become dazed until the end of your next turn.

While dazed, a creature can't take reactions, and it must choose one of the following at the start of each of its turns:

- The creature's speed becomes 0, it can't benefit from any bonus to its speed until the start of their next turn, and its free interact with an object on its turn instead takes a bonus action.
- The creature cannot take actions until the start of their next turn.

The range of this power increases when you reach higher levels: to 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

DISRUPT SPIRIT

Clairsentient talent

Manifestation Time: 1 action

Range: Touch

Duration: Instantaneous

Make a melee psionic attack against an undead creature you can reach. On a hit, a target takes 1d12 necrotic damage.

However, this necrotic damage cannot be prevented or reduced by any means, including immunity or resistance to necrotic damage, or being incorporeal. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a short rest. A target dies if their hit point maximum is reduced to 0.

Alternatively, you can touch a spirit you can see—such as through use of your *medium* discipline spirit sense. The spirit is dissipated, completely incapable of interacting with or appearing on that plane for 1 hour. When it returns, it cannot be dissipated by your *disrupt spirit* power again until you finish a short or long rest.

The power's damage against undead increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

EGO WHIP

Telepathic talent

Manifestation Time: 1 action

Range: 120 feet

Duration: Instantaneous

You viciously whip at the ego of one target you can see or whose mind you can sense within range, overwhelming it with doubt. The target must succeed on a Charisma saving throw or it takes 1d4 psychic damage. If the creature takes any of this psychic damage, it has disadvantage on either the next ability check or attack roll it makes before the end of its next turn, whichever comes first.

The power's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

FAR HAND

Psychokinetic talent

Manifestation Time: 1 action

Range: 30 feet

Duration: 1 minute

You create an invisible hand of telekinetic force to move an object within range. The hand lasts for the duration or until you dismiss it as an action, you manifest this power again, or if it is ever out of range from you. If you manifest *far hand* again before the previous duration has ended, you can instead extend the duration without interrupting the continuity of the previous hand; in this way, the "new" hand essentially replaces the old, not dropping whatever was already held, or whatever actions were being taken by the "old" hand.

You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a stein, and so on. You can move the hand up to 30 feet each time you use an action to control it.

The hand can't attack, activate magic or psionic items, or carry more than 10 pounds.

You can choose to make this hand of force visible, in any translucent color or combination of colors, glow enough to at most shed dim light in a 5-foot-radius around it, and have any shape and cosmetic details you wish.

FISSION

Psychokinetic talent

Manifestation Time: 1 minute

Range: Touch

Duration: Instantaneous

You create a break, sever, or tear—or cause a small number of tiny breaks, severing, or tears—in an object you touch, such as chain link, a door handle, or a long-sleeved tunic, as long as the total length of the breaks, severing, or tears you wish to create are no longer than 1 foot in any direction. This might separate one or more pieces apart. You can cause the damage to appear however you wish, including detailed enough to sculpt objects with incredible control provided you have the artistic skill as you shave material off in a controlled manner. However, you won't create masterpieces without existing artistic ability using the *fission* talent.

This power cannot break, sever, or tear a magic or psionic item, or a construct, but it can sculpt shapes on such an item in a manner that doesn't undermine its structural integrity. A construct or living construct must be willing, however.

FORCE BARRICADE

Psychokinetic talent

Manifestation Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

An invisible barricade of force pops into existence at points you choose within range. While this barricade is invisible by default, you can choose to make the force visible, in any translucent color or combination of colors, glow enough to at most shed dim light in a 5-foot-radius around it, and have any shape and cosmetic details you wish.

The barricade is made up of one 5-foot-by-5-foot, ¼-inch thick panel, and appears in any orientation you choose, as a horizontal or vertical barrier or at an angle; it can be free floating or resting on a solid surface. It lasts for the duration, or until you use this power again. If a barricade cuts through a creature's space when it appears, the creature is pushed to one side of the barricade (your choice which side).

Nothing can physically pass through a barricade. They are immune to all damage and can't be dispelled by an *apopsi* power. A *disintegrate* spell or *disintegration* power destroys a barricade instantly, however. The barricade also extends into the Ethereal Plane, blocking ethereal travel through it.

The range of this power increases when you reach higher levels: to 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

FORCE PUSH

Psychokinetic talent

Manifestation Time: 1 action

Range: 120 feet

Duration: Instantaneous

You attempt to push a creature or object within range with telekinetic force. You make a ranged psionic attack against the target. If the attack hits, the target takes 1d6 force damage. If the target takes any of this force damage, you can move it up to 10 feet in a straight line in a direction of your

choice. You can't lift the target off the ground unless it is already airborne or underwater, but you could push it off the side of a surface such as a precipice.

You can choose to make this telekinetic force visible, in any translucent color or combination of colors, glow enough to at most shed dim light in a 5-foot-radius around it, and have any shape and cosmetic details you wish.

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

FORCE TOOLS

Psychokinetic talent

Manifestation Time: 1 action

Range: 30 feet

Duration: Concentration

You create invisible tools of telekinetic force at a spot you see within range. You can see and otherwise perfectly sense the exact location and dimensions of these tools despite their invisibility. The tools last until you lose concentration, dismiss them (takes no action), or manifest this power again. A tool also disappears if it is ever out of range of you.

You can create the tools required for a single set of artisan's tools of your choice, a forgery kit, herbalism kit, musical instrument, navigator's tools, poisoner's kit, or thieves' tools. However, this only creates the non-consumable tools from that set of tools. So you could create the clippers, mortar and pestle, pouches, and vials from an herbalism kit, for example, but none of the herbs, or you could make the pen, inkwell, and seal required to use a forgery kit, but not the ink, paper, parchment, gold and silver leaf, or sealing wax, and so on.

You can choose to make a tool of force visible, in any translucent color or combination of colors, glow enough to shed dim light in up to a 5-foot-radius around it, and have any shape and cosmetic details you wish.

At higher levels, you can have more than one set of tools out at once if you manifest this power multiple times: two sets of tools at 5th level, three sets of tools at 11th level, and four sets of tools at 17th level. If you manifest this power while you have the maximum number of sets of tools out at once, you must immediately dismiss an existing set of tools out at once before the new set appears.

FORGET

Telepathic talent

Manifestation Time: 1 action

Range: 30 feet or Deluded

Duration: 1 round

You briefly erase all memory of you from the mind of one creature you can see or whose mind you can sense within range. The target must succeed on a Wisdom saving throw, or its memory of you fades rapidly until the end of your next turn; you are invisible, silent, and odorless to the target, and it has no recollection of you being there for the duration. When this power's effect ends, memory of you from the time the target forgot your presence does not return; to the target, you hazily appeared or disappeared all of a sudden by an unknown means they can't recall.

The range of this power increases when you reach higher levels: to 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

FROST

Psychokinetic talent

Manifestation Time: 1 action

Range: 120 feet

Duration: Instantaneous

You cause the temperature to drop in a 5-foot cube centered on a creature or object within range. If targeting a creature, or an object being worn or carried by a creature, the creature must succeed on a Constitution saving throw or the target takes 1d6 cold damage. If a creature takes any cold damage from this power, it can't take reactions until the end of its next turn, and on its next turn it can use either an action or a bonus action, but not both.

Each object and non-creature plant life of your choice that isn't being worn or carried within the cube also takes this cold damage.

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

FUSION

Psychokinetic talent

Manifestation Time: 1 minute

Range: Touch

Duration: Instantaneous

You repair a single large break, sever, or tear—or a small number of tiny breaks, severings, or tears—in an object you touch, such as a handful of pieces of a torn letter, a cut piece of rope, or a ripped tunic. Alternatively, you can bond two separate objects together, in a manner that makes them appear as a single piece afterwards. As long as the portion of the fusion is no longer than 1 inch on a side, you fuse the pieces together, leaving no trace of the former damage or that they used to be separate objects. You can partially fuse material with each manifestation; a 1-foot-long tear, then, would take a dozen manifestations to fully repair.

This can physically repair a magic or psionic item, or a construct, but it can't restore magic or psionic power to such an object.

Alternatively, with each manifestation you can instead fuse up to 1-cubic-foot of new material on to a surface. Some material—like metal powders—could be fused in a manner that appears however you wish, including detailed enough to sculpt solid metal additions to objects with incredible control provided you have the artistic skill as you shave material off in a controlled manner. However, you won't create masterpieces without existing artistic ability using the *fusion* talent, and this power is often used in combination with the *fission* talent to first fuse a solid lump of material into an object, then shave off material to sculpt a shape.

This power can fuse material onto a magic or psionic item, or a construct, as long as it doesn't undermine its structural integrity or ability to be used in precisely the same way. For example, adding filigree or inlaid runes to an item. A construct or living construct must be willing to have material fused to them, however.

ICE SCULPTURE

Psychokinetic power

Manifestation Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

You create a sculpture made of ice in any shape you wish, including cosmetic details of any sort. The sculpture must fit entirely within one 5-foot cube. The sculpture appears in any orientation you choose, horizontal or vertical or at an angle, and part of the sculpture on at least one of the square's edges be resting on a solid surface. The ice is as opaque or as transparent as you wish, and lasts for the duration or until you manifest this power again.

If the sculpture cuts through a creature's space when it appears, the creature within its area is pushed to one side of the 5-foot cube and must make a Dexterity saving throw. On a failed save, a creature takes 1d6 bludgeoning damage.

The sculpture is an object that can be damaged and thus breached. It has AC 12 and 15 hit points, and it is vulnerable to fire damage. When the sculpture is reduced to 0 hit points, or when its duration ends, the sculpture is destroyed, dropping a 5-foot square of difficult terrain directly below it. Each creature in the square the sculpture is falling onto make a Dexterity saving throw. On a failed save, a creature takes 1d6 bludgeoning damage.

The difficult terrain created in this manner lasts until it is cleared, taking 1 minute to clear each 5-foot square, or until it melts—however long that would normally take, at the DM's discretion.

Manifesting this power again doesn't necessarily end it as you reach higher levels. You can have two instances of this power active at once when you reach 5th level, three active at 11th level, and four active at 17th level. If you manifest this power when at this active limit, you must choose a previous one to immediately end.

ID INSINUATION

Telepathic talent

Manifestation Time: 1 action

Range: 120 feet

Duration: Instantaneous

You briefly pit the mind of one target you can see or whose mind you can sense within range against its own id, causing it to become momentarily reckless as it battles its primal self. The target must succeed on a Wisdom saving throw or it takes 1d4 psychic damage. If the creature takes any of this psychic damage, either the next attack roll against it before the start of your next turn has advantage, or the next saving throw it makes before the start of your next turn has disadvantage, whichever comes first.

This power's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

ILLUMINATE

Psychokinetic talent

Manifestation Time: 1 action

Range: 30 feet

Duration: 1 hour

You designate a point on an object or in empty space within range. Until the power ends, the point sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The light can be any single or combination of colors you'd like. Completely covering the point with something opaque blocks the light. The power ends if you manifest it again or dismiss it as an action.

If you target an object worn or carried by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the power. This power cannot blind or otherwise impede the sight of a creature.

The radius of both the bright light and dim light increases when you reach higher levels: to a 20-foot radius each at 5th level, a 30-foot radius each at 11th level, and a 60-foot radius each at 17th level.

KNOW DIRECTION

Psychoportation talent

Manifestation Time: 1 action

Range: Self

Duration: Instantaneous

You are your own compass. You know precisely where magnetic north is, or the direction (but not the distance) one location you have stored with the *know location* talent is, provided you are on the same plane of existence as that location.

KNOW LOCATION

Psychoportation talent

Manifestation Time: 1 minute

Range: Self

Duration: Instantaneous

This power unerringly provides information about where you are. The information can be vague or detailed, depending on the context of your other knowledge. Additional uses of this talent add more layers of information to refine your knowledge of the location, all at your DM's discretion.

When you use this power, you know where you are. You have a mental map, and know where you are on that map, and where you are relative to any nearby landmarks you know. For example, you might learn you are "a few miles northeast of Waterdeep".

You might also learn information you did not previously know. If you are in a building within settlement you've never encountered before, you might learn you are in "the shop of Maeven the alchemist", and if you use *know location* again to gain more information, you might learn that this is in "the city of Everlund". An additional use of the talent might then tell you this city is in "the Silver Marches", another use let you know that's on the "continent of Faerûn", and another that you're on the "world of Toril".

Finally, you permanently store the current location in your mind. If you ever use a power that allows you to travel through space, such as a teleportation spell or power, any spots you've ever stored with your *know location* talent are 100% safe destinations, requiring no roll and having no chance of missing (unless, of course, a major change has occurred in the interim—such as a tunnel collapsing or wall built on the spot you remember).

Storing a location in this manner doesn't simply mean the exact spot you are standing on when you manifest the power, but everywhere nearby you can see clearly as well. For example, this wouldn't count a forest, mountain, or swamp you see in the distance from where you're standing, but a building a few hundred yards away might count, at the DM's discretion.

KNOW TIME

Psychoportation talent

Manifestation Time: 1 action or bonus action

Range: Self

Duration: Instantaneous

This power unerringly provides information about where you are in time. When you use this power, you learn the exact date and exact time of day—or equivalent in the case of other planes—as measured by both yourself and local methods of telling time.

Additionally, you can store the current time in your mind. If you ever have the opportunity to travel through time, any times you've ever stored with your know time talent are 100% safe destinations, requiring no roll and having no chance of missing.

If you use this power while viewing the past or the future with another power, such as the *retrocognition* power, the time you learn information about and the time you store in your mind is the time being viewed instead of the time your physical body is currently experiencing.

LEVITATION

Psychokinetic talent

Manifestation Time: 1 bonus action

Range: Self

Duration: Concentration

If you are not falling when you manifest this power, you can levitate in place for the duration. You can't move or be moved any distance without ending this levitation.

At higher levels, you can move yourself or be moved by others in limited ways: you can be pushed around by others at a cost of half their speed at 5th level, you can move yourself 5 feet in any direction using all of your movement speed on your turn at 11th level, and you can move yourself 10 feet in any direction using all your movement speed on your turn at 17th level.

LUCKY

Clairsentient talent

Manifestation Time: 1 action

Range: 30 feet

Duration: 1 minute

Choose one creature within range. Once during the duration, the target can add +2 to the number rolled on one ability check, attack roll, damage roll, or saving throw of its choice. They can add this bonus before or after making the roll, but before the results are known. The power then ends. You can only have one creature affected by *lucky* at a time; if you use it again, any previous *lucky* talent of yours ends immediately.

The range of this power increases when you reach higher levels: 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

MIND BULLETS

Psychokinetic talent

Manifestation Time: 1 action

Range: 120 feet

Duration: Instantaneous

One creature or object within range is slammed by a bullet of invisible telekinetic force that forms in this air. You make a ranged psionic attack against the target. If the attack hits, the target takes 1d8 force damage.

You can choose to make this bullet of force visible, in any translucent color or combination of colors, glow enough to at most shed dim light in a 5-foot-radius around it, and have any shape and cosmetic details you wish.

The talent creates more than one bullet when you reach higher levels: two bullets at 5th level, three bullets at 11th level, and four bullets at 17th level. You can direct the bullets at the same target or at different ones. Make a separate attack roll for each bullet.

MIND THRUST

Telepathic talent

Manifestation Time: 1 action

Range: 120 feet

Duration: Instantaneous

The mind of one creature that you can see or whose mind you can sense within range is pierced with a focused thrust of telepathic power. You make a ranged psionic attack against the target. If the attack hits, the target takes 1d8 psychic damage.

The power creates more than one thrust when you reach higher levels: two thrusts at 5th level, three thrusts at 11th level, and four thrusts at 17th level. You can direct the thrusts at the same target or at different ones. Make a separate attack roll for each thrust.

MIND-TRIP

Psychokinetic talent

Manifestation Time: 1 action

Range: 120 feet

Duration: Instantaneous

You attempt to knock a creature or object within range to the ground with a telekinetic shove. You make a ranged psionic attack against the target. If the attack hits, the target takes 1d4 force damage. If the target takes any of this force damage, it is knocked prone or out of a creature's grasp.

You can choose to make this telekinetic force visible, in any translucent color or combination of colors, glow enough to at most shed dim light in a 5-foot-radius around it, and have any shape and cosmetic details you wish.

The talent's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

MINOR APPORTATION

Psychoportation talent

Manifestation Time: 1 action

Range: 30 feet

Duration: Instantaneous

You bend space around an object weighing 10 pounds or less that isn't being worn or carried within range, teleporting it to another spot within range. You do not need to see the spot an object is teleporting to or from if you know where it is. For example, you could teleport an object you are aware of into or out of an opaque, closed, locked container within range. If the object is not where you think it is, or would not fit within the location you are teleporting it to, this power fails.

An object must be one you can see, be familiar to you, be familiar to a person you touch while you manifest this power, or you must be holding a piece of that object while you manifest this power. An object is familiar to a person if they've seen it up close at least once (within 30 feet).

The range of this power increases when you reach higher levels: to 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

MINOR CRYOKINESIS

Psychokinetic talent

Manifestation Time: 1 action

Range: 30 feet

Duration: Instantaneous

You create one of the following within range:

- You instantaneously extinguish any flames you wish within a 5-foot cube.
- You instantaneously create harmless non-magical ice or snow, from as small as a single snowflake, to ice cubes in a glass, up to a thin but non-hindering covering of ice or snow on every surface in a 5-foot cube. This ice or snow lasts until it melts naturally.
- You cause shapes as complex as you are capable of creating with your skill at crafting or artistic ability—such as a creature, an inanimate object, ice cubes, or a scale model of a location—to instantaneously appear within a 5-foot cube of non-magical ice or snow, lasting until the ice or snow melts. It takes no effort to destroy this ice or snow, which dissipates into nothing immediately.
- You cause shapes within a 5-foot cube of non-magical ice or snow to animate as you like (the animated shapes and forms cannot attack or otherwise affect anything meaningfully, per the DM's discretion). The animation lasts for up to 1 minute.
- You create a harmless sensory effect based on ice and cold that is either instantaneous or lasts up to 1 minute, such as a light snow that doesn't impede vision, a shivering chill, shapes of rime appearing throughout the area, and so on.
- You cause ice and snow within a 5-foot cube area. The area of ice and snow is difficult terrain, and lasts for up to 1 minute (or until vaporized by a fire that fills the entire cube).

If you manifest this power multiple times, you can have up to two of the non-instantaneous effects created by it active at a time, and you can dismiss any or all such effects as an action.

You can have more than two non-instantaneous effects active at once when you reach higher levels: three active effects at 5th level, four active effects at 11th level, and five active effects at 17th level.

MINOR FATIGUE

Biokinetic talent

Manifestation Time: 1 action

Range: 30 feet

Duration: Instantaneous

One creature you can see or whose body you can sense within range must make a Constitution saving throw. On a failed save, if the target has no levels of exhaustion it gains one level of exhaustion.

The range of this power increases when you reach higher levels: to 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

MINOR HALLUCINATION

Telepathic talent

Manifestation Time: 1 action

Range: 30 feet or Deluded

Duration: 1 minute

You create a hallucination of something minor in the mind of one creature you can see or whose mind you can sense within range. The hallucination lasts for the duration, or if you dismiss it early, which requires no action.

The hallucination can affect any number of senses as long as it's all a singular sensory experience. It can be seen, heard, smelled, touched, even tasted.

The visual component of the hallucination must fit within a 5-foot cube at a designated point you can see. You can use your action to cause the hallucination to move to any spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking.

You could also give the appearance of something much larger if using tricks of perspective; for example, you could change the scenery showing outside of a window if the window is smaller than 5-feet-by-5-feet, or make the subject of a landscape painting suddenly appear three-dimensional, as though it were instead a window into a full world made of painted brushstrokes.

You cannot create details of a humanoid's face with this power, however. You might be able to make the hallucination of a humanoid creature standing or walking, but if for some reason its face would be exposed, it just looks indistinct without any levels of recognizable detail. It's not blank, but trying to remember or describe it is akin to trying to remember or describe someone's face in a dream you can't recall upon waking.

Sounds must be simple, ranging from a whisper to a scream. It can be your voice, someone else's voice, an elephant's trumpet, the marching of many feet, or any other sound you choose. Auditory hallucinations must come from the visual hallucination if you've made one, but if there is no visual hallucination the sound either originates from one spot you designate (you do not need to see that spot), or one or more directions you designate.

Odors must be similarly simple, from a wisp of a scent to an intense stench. It could be a hint of smoke or incense, the cloying stench of rotting flesh, the smell of food, the wafting scent of the ocean on a breeze, or any other scent you choose. Like sounds, smells must either be linked to the visual hallucination, or come from a specific spot or one or more directions if there is no visual component.

Taste must come from either a visual components, else accompanying an appropriate odor, like tasting pipe smoke in the back of your throat.

Tactile sensations must either comply with what a visual component indicates it should, or, if there is no visual component, an appropriate environmental effect such as heat or cold, the feel of a breeze, rain, or dust on skin, or the feeling of a sound vibrating in your chest.

You cannot make anything cease to be with minor hallucination, so no invisibility, no making parts of something appear to disappear, no removing existing sounds or scents. You can alter or cover up the appearance of existing things or pull new visuals from whole cloth. You can't create sufficient heat or cold to cause damage, sounds loud enough to deafen a creature, dust thick enough to blind or obscure, or a smell that might make a creature anosmic, or poison or sicken a creature (like a ghost's stench).

Hallucinations are much more interactive than illusions, because they're inserted in a creature's mind directly. This is why they have tactile components; a creature's mind tricks them into thinking it's really there, so they feel something because they expect to.

However, only the one designated creature perceives it. A creature might look to its companions as if it's trying to turn the handle on a locked door in an empty doorway. It might then see its allies walk right through that very door like it's not there. If a creature suspects it is hallucinating because of such a reason (or some other imperfection in the hallucination the DM deems appropriate), it can use its action to examine the hallucination. The creature can determine that it is hallucinatory with a successful Intelligence (Investigation) check against your manifestation save DC.

If a creature discerns the hallucination for what it is, the hallucination disappears from their mind entirely, in whatever way you deem appropriate. For example, it might shatter into pieces like stained glass, disintegrate into dust and blow away, fade away, pop like a bubble, or just vanish into thin air.

The range of this power increases when you reach higher levels: to 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

MINOR INJURY

Biokinetic talent

Manifestation Time: 1 bonus action

Range: Touch

Duration: 1 round

You suppresses the flow of fluids and nerve impulses, or sever connections with life forces within a creature you touch, counting as a melee weapon attack until the start of your next turn. With this necrotic touch, whenever you could make a melee weapon attack you can instead make a psionic attack against a target within reach. On a hit, the target takes 1d8 + your manifestation modifier necrotic damage. If a creature takes damage from this power, it is unable to regain hit points until the start of your next turn.

The attack and damage bonus for this power increases when you reach higher levels: gain a +1 bonus to both attack and damage rolls at 5th level, a +2 bonus to both at 11th level, and a +3 bonus to both at 17th level. This bonus is not cumulative with similar bonuses gained by a magical or psionic item, such as a magical or psionic weapon, rod, staff, or wand.

MINOR PORTAL

Psychoportation talent

Manifestation Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

You fold space, creating a tiny portal connecting two points in space. For the duration or until you manifest this power again, a two-dimensional origin portal up to 1 foot in diameter appears within 5 feet of you in any orientation you desire, and a two-dimensional destination portal of the same diameter appears at a chosen destination you can see within range in any orientation you desire.

The portals are two-way; willing creatures can enter through either origin or destination portal and arrive at the other, as though walking through a doorway—providing they can fit through a 1-foot diameter opening. A creature can also reach an arm or other limb through the portal. Unwilling creatures cannot be forced through the portal. Each portal exits in only one direction, and it's perfectly visible—again, as though looking through an open doorway. From either side of, or “behind” the opening, the portal is effectively invisible.

Deities and other planar rulers can prevent portals created by this power from opening in their presence or anywhere within their domains.

If a creature's limb is inside a portal when it closes, that creature immediately takes 1d10 force damage as the fabric of space attempts to shunt their limb back where it belongs. If this reduces a creature to 0 hit points, at your DM's discretion, the closing portal might sever the limb off.

The range of this power increases when you reach higher levels: to 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

MINOR PYROKINESIS

Psychokinetic talent

Manifestation Time: 1 action

Range: 30 feet

Duration: Instantaneous

You create one of the following within range:

- You instantaneously create a non-magical flame from as small as a candle up to a 5-foot cube in size, provided that wood or other fuel is present.
- You instantaneously expand any non-magical flame by up to one 5-foot cube in one direction, provided that wood or other fuel is present in the new location.
- You instantaneously lower any flames you choose within a 5-foot cube by any degree you wish, including extinguishing them.
- You double or halve the area of bright light and dim light cast by a 5-foot cube of non-magical flame for 1 hour.
- You cause shapes—such as the form of a creature, object, or location—to appear within a 5-foot cube of non-magical flames and animate it as you like for up to 1 minute. The quality of the shapes is up to you and how adept your character is at creating and sculpting shapes with their mind.

If you manifest this power multiple times, you can have up to two of the non-instantaneous effects created by it active at a time, and you can dismiss any or all such effects as an action.

You can have more than two non-instantaneous effects active at once when you reach higher levels: three active effects at 5th level, four active effects at 11th level, and five active effects at 17th level.

MINOR TELEKINESIS

Psychokinetic talent

Manifestation Time: 1 action

Range: 30 feet

Duration: Instantaneous

Manipulating the matter all around you in minor ways, you create one of the following effects within range:

- You create a harmless sensory effect, such as causing leaves to rustle, unlocked doors or windows to open and/or slam shut, harmless tremors in the earth or objects, or clothing rippling as if in a breeze, for up to 1 minute.
- You instantaneously clean an object or part of an object no larger than 1 cubic foot.
- You instantaneously snuff out all fire that fits inside a 5-foot cube.
- You move one or more objects, including such things as debris or loose earth, that is neither carried nor worn and that weighs no more than 10 pounds in total. The material is moved up to 10 feet in any direction. It isn't pushed with enough force to cause damage.
- Any number of objects weighing a total of 5 pounds or less that aren't being carried or worn hover for up to 1 minute. These objects can float in simple or complicated patterns, or simply levitate in place at a spot within range. You can instead have the objects hover next to you or orbit around you; if you do so, these objects will travel with you as you move.

You can choose to make the telekinetic force causing these effects visible, in any translucent color or combination of colors, glow enough to at most shed dim light in a 5-foot-radius around it, and have any shape and cosmetic details you wish.

If you manifest this power multiple times, you can have up to two of the non-instantaneous effects created by it active at a time, and you can dismiss any or all such effects as an action.

You can have more than two non-instantaneous effects active at once when you reach higher levels: three active effects at 5th level, four active effects at 11th level, and five active effects at 17th level.

OBSURE

Psychokinetic talent

Manifestation Time: 1 action

Range: 30 feet

Duration: 1 minute

You designate a point on an object or in empty space within range. For the duration, the point suppresses light in a 10-foot radius around it. Within the area, all bright light becomes dim light. Completely covering the point with something opaque blocks the dimming effect. The power ends if you manifest it again or dismiss it as an action.

If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the effect.

The radius of light dimming increases as you reach higher levels: to a 20-foot radius when you reach 5th level, a 30-foot radius when you reach 11th level, and a 60-foot radius when you reach 17th level.

PASS THE TIME

Psychoportation talent

Manifestation Time: 1 bonus action

Range: 30 feet

Duration: Instantaneous

At the end of this turn, if you moved 0 feet this turn choose one friendly creature within range. That creature gains an additional action on its next turn that can be used only to take the Dash or Disengage action.

The range of this power increases when you reach higher levels: to 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

PAUSE

Psychoportation talent

Manifestation Time: 1 reaction, which you take when a creature starts to move

Range: 30 feet

Duration: Instantaneous

You pause a creature in time just long enough to disrupt its movement. The creature who is starting to move must succeed on an Intelligence saving throw, or its speed becomes 0 and it can't benefit from any bonus to its speed until the start of its next turn.

The range of this power increases when you reach higher levels: to 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

POISON CLOUD

Biokinetic talent

Manifestation Time: 1 action

Range: Self (5-foot radius)

Duration: Instantaneous

Your body poisons everything immediately around you with a dangerous misty cocktail of toxins. Each creature within range, other than you, must succeed on a Constitution saving throw or take 1d6 poison damage. Any target that fails its Constitution saving throw by 5 or more also gains the poisoned condition until the end of their next turn.

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

PSYCHIC DIAGNOSIS

Telepathic talent

Manifestation Time: 1 action or bonus action

Range: 30 feet or Contacted

Duration: Instantaneous

On yourself, or a creature you can see or whose mind you can sense within range, make a Wisdom (Insight) check with advantage. The DM compares the result of this check to each hidden contacted or deluded condition on the target, and each effect that charms, confuses, or frightens the target, using the result to contest any Intelligence (Cloaking) check hiding that condition or effect.

You then detect each previously unknown but not hidden contacted or deluded condition on the target, each instance of the target's mental signature being stored by a creature's *mental note* power, and each effect that charms, confuses, or frightens the target that was not hidden, along with each hidden such condition or effect on the target your Wisdom (Insight) check beat the opposing Intelligence (Cloaking) check for.

The range of this power increases when you reach higher levels: to 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

PSYCHIC REMEDY

Telepathic talent

Manifestation Time: 1 action

Range: 30 feet or Contacted

Duration: Instantaneous

On yourself, or a creature you can see or whose mind you can sense within range, you can do one of the following:

- End one contacted or deluded condition you are aware of on the target.
- You choose and end one effect you are aware of on the target that charms, confuses, dazes, or frightens them, but only if that effect would normally end on its own at any point before the start of your next turn.
- Give the target an immediate saving throw to end one effect you are aware of that has them charmed, confused, dazed, or frightened, but only if that effect gives them a saving throw at the end of each of their turns to end it.

The range of this power increases when you reach higher levels: to 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

PSYCHOMETRY

Clairsentient talent

Manifestation Time: 10 minutes

Range: Touch

Duration: Instantaneous

You read the psionic imprints left on a creature, object, or location. If you touch a creature or an object or stand in a location for the entire manifestation time, you learn some basic facts about that creature, object, or location.

If touching an object for the first time, when you finish manifesting *psychometry* you gain a mental replay of the last 1 minute that object was held by a person other than you. For each additional manifestation of the *psychometry* power on a specific object, you gain flashes of significant events that occurred within view of the object, or that happened to that object. You view these flashes of the object's history as though an objective outside observer; you can only sense what the object itself could "sense" from its own perspective, seeing, hearing, smelling, or otherwise experiencing the events as though you were the object itself.

If touching a creature, the first time you manifest *psychometry* you gain a general sense of the history of that creature's life, flashes of important moments in its past and nothing more, gaining no specifics. For each additional manifestation of this power on the same creature you get similar brief glimpses of some significant event that occurred

in that creature's life, with most significant events gained first. These flashes of the creature's history are viewed as though an objective outside observer; you gain no insight into their thoughts and feelings at all.

If standing in a location, the first time you manifest *psychometry* you gain a general sense of the history of the location, but no specifics. For each additional manifestation of this power on the same area you get brief glimpses of some significant event that occurred in the location, with most significant events gained first.

It is entirely at the DM's discretion what information you gain for each use of this talent, but the DM is encouraged to give them useful information that is related to the thoughts and ideas the manifester has at the fore when manifesting *psychometry*.

PYRE

Psychokinetic power

Manifestation Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

You create flames that fill any portion of a 5-foot cube within range. The fire is any shape with any details as fine as you wish, in any colors or combination of colors of flames. The fires last for the duration or until you manifest this power again.

When the fire appears, each creature within its area must make a Dexterity saving throw. A creature takes 1d8 fire damage on a failed save. This effect ignores half or three-quarters cover. A creature that enters the flames for the first time on a turn or starts its turn there takes 1d8 fire damage.

At the end of each of your turns, each object and non-creature plant life of your choice that isn't being worn or carried within the cube take 1d8 fire damage, and the fire ignites flammable objects and non-creature plant life of your choice that aren't being worn or carried within the area. The flames can have any cosmetic details you wish, appearing in precisely the shape you want.

Manifesting this power again doesn't necessarily end it as you reach higher levels. You can have two instances of this power active at once when you reach 5th level, three active at 11th level, and four active at 17th level. If you manifest this power when at this active limit, you must choose a previous one to immediately end.

REALITY ANCHOR

Psychoportation talent

Manifestation Time: 1 action

Range: 30 feet

Duration: Instantaneous

Designate a point in space and time you can see within range. You mark the designated point until you use this power again, and that marked point is called your reality anchor. Your reality anchor on its own does nothing, but certain powers and other psionic abilities utilize your reality anchor for a variety of effects.

The range of this power increases when you reach higher levels: to 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

RIME

Psychokinetic talent

Manifestation Time: 1 action

Range: 120 feet

Duration: Instantaneous

A burst of benumbing rime spreads across a creature or object within range. You make a ranged psionic attack against the target. If the attack hits, the target takes 1d6 cold damage. If a target takes any cold damage from this manifestation of *rime*, its speed is reduced by 10 feet until the start of your next turn.

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

SCARE

Telepathic talent

Manifestation Time: 1 action

Range: 30 feet or Contacted

Duration: Instantaneous

A creature you can see or whose mind you can sense within range must make a Wisdom saving throw. On a failed save, the target becomes frightened of another creature or object of your choice the target can see when you manifest this power until the end of your next turn.

The range of this power increases when you reach higher levels: to 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

SCORCH

Psychokinetic talent

Manifestation Time: 1 action

Range: 120 feet

Duration: Instantaneous

You cause scorching flames to erupt in a burst around a creature or object within range. Make a ranged psionic attack against the target. On a hit, the target takes 1d8 fire damage.

The fire ignites flammable objects and non-creature plant life of your choice that aren't being worn or carried within 5 feet of the target whether you hit or miss. The flames can have any cosmetic details you wish, appearing in precisely the shape you want.

The power creates more than one burst when you reach higher levels: two bursts at 5th level, three bursts at 11th level, and four bursts at 17th level. You can direct the bursts at the same target or at different ones. Make a separate attack roll for each burst.

SHARE SENSES

Telepathic talent

Manifestation Time: 1 action

Range: 30 feet or Contacted

Duration: Instantaneous

You target a willing humanoid you can see or whose mind you can sense within range, and perceive through its senses until the end of your next turn. As long as the creature is on the same plane of existence as you, you can use your action

on subsequent turns to maintain this connection, extending the duration until the end of your next turn. While perceiving through the other creature's senses, you benefit from any special senses possessed by that creature, and you are blinded and deafened to your own surroundings.

The range of this power increases when you reach higher levels: to 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

SPATIAL TRIP

Psychoportation talent

Manifestation Time: 1 action

Range: 120 feet

Duration: Instantaneous

You attempt to teleport a creature or an object within range, usually against their will. A creature, or the creature wearing or carrying a target object, must succeed on an Intelligence saving throw or you can teleport the target up to 10 feet in any direction to a spot you can see or have stored with the *know location* talent; a willing creature can choose to fail this save, and an object not being worn or carried is teleported with no save. You can teleport a target off the ground, which might cause it to take fall damage.

The talent's teleport distance increases by 10 feet when you reach 5th level (20 feet), 11th level (30 feet), and 17th level (40 feet).

STABILIZE

Biokinetic talent

Manifestation Time: 1 action

Range: Touch

Duration: Instantaneous

You can touch a living creature that has 0 hit points and automatically stabilize it.

SUPEREGO ASSAULT

Telepathic talent

Manifestation Time: 1 action

Range: 120 feet

Duration: Instantaneous

One creature that you can see or whose mind you can sense within range has an assault of psychic static flood its mind, disrupting its superego. The target must succeed on an Intelligence saving throw or take 1d8 psychic damage.

The power's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

THOUGHT SPEAR

Psychokinetic talent

Manifestation Time: 1 action

Range: 120 feet

Duration: Instantaneous

Your mind generates an invisible spear of pure telekinetic force that thrusts into one creature or object you can see within range. If targeting a creature, or an object being worn or carried by a creature, the creature must succeed on a Dexterity saving throw or the target takes 1d8 force damage; an object not being worn or carried simply takes the damage.

You can choose to make this telekinetic force visible, in any translucent color or combination of colors, glow enough to at most shed dim light in a 5-foot-radius around it, and have any shape and cosmetic details you wish.

The power's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

TIME OUT

Psychoportation power

Manifestation Time: 1 action

Range: 30 feet

Duration: Instantaneous

You attempt to put a creature or object you can see within range in time out, trapping it momentarily in a bubble of static time. If targeting a creature, or an object being worn or carried by a creature, the creature must succeed on an Intelligence saving throw or the target is timed out until the end of its next turn; a target may willingly fail this save, and an object not being worn or carried is simply affected with no save.

While timed out, a target cannot take any actions or reactions, its speed becomes 0, and it can't benefit from any bonus to its speed. Additionally, the target and any objects it is wearing or carrying exist completely out of time, seemingly frozen in place and untouchable. They cannot be targeted by anyone (including themselves), are immune to damage and other effects, and cannot be moved from their spot by any means. A creature within a static bubble can see and otherwise sense what's going on outside the bubble unimpeded in their frozen state.

When a creature succeeds on a saving throw against a *time out* talent, they automatically succeed on all saving throws against all *time out* talents for the next 1 minute.

The range of this power increases when you reach higher levels: to 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

TIME SKIP

Psychoportation talent

Manifestation Time: 1 action

Range: 120 feet

Duration: Instantaneous

Time fragments around a target within range, causing it to skip momentarily through time in a debilitatingly random manner, as well as putting temporal strain on its body. The target must succeed on a Constitution saving throw or take 1d4 force damage. If a target takes any of this force damage, it is dazed until the end of its next turn.

While dazed, a creature can't take reactions, and it must choose one of the following at the start of each of its turns:

- The creature's speed becomes 0, it can't benefit from any bonus to its speed until the start of their next turn, and its free interact with an object on its turn instead takes a bonus action.
- The creature cannot take actions until the start of their next turn.

The talent's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

TOXIC TOUCH

Biokinetic talent

Manifestation Time: 1 action

Range: Touch

Duration: Instantaneous

Your touch becomes toxic, counting as a melee weapon attack until the start of your next turn. With this poisonous touch, whenever you could make a melee weapon attack you can instead make a melee psionic attack against a target within reach. On a hit, the target either takes 1d8 + your manifestation modifier poison damage, or gains the poisoned condition until the end of their next turn (your choice, decided after you've successfully hit).

The attack and damage bonus for this power increases when you reach higher levels: gain a +1 bonus to both attack and damage rolls at 5th level, a +2 bonus to both at 11th level, and a +3 bonus to both at 17th level. This bonus is not cumulative with similar bonuses gained by a magical or psionic item, such as a magical or psionic weapon, rod, staff, or wand.

UNLUCKY

Clairsentient talent

Manifestation Time: 1 action

Range: 30 feet

Duration: 1 minute

Choose one creature within range. Once during the duration, when the target rolls an ability check of your choice, you can subtract -2 from the number rolled on one ability check, attack roll, damage roll, or saving throw of its choice. You can subtract this penalty before or after making the roll, but before the results are known. The power then ends. You can only have one creature affected by *unlucky* at a time; if you use it again, any previous *unlucky* power of yours ends immediately.

The range of this power increases when you reach higher levels: 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

DISCIPLINES

The psionic disciplines are presented in alphabetical order.

ADAPT BODY

BIOKINETIC DISCIPLINE

You can adapt your body to various effects including withstanding dangerous environments and specific types of damage.

Focused. You can manifest the *adaptive skin* talent as a bonus action for a psi cost of 1.

Talents. You gain the *adaptive skin* and *chemical stimulation* talents.

Powers. You gain the following powers:

ACCLIMATION

Biokinetic power

Psi Cost: 2

Manifestation Time: 1 action

Range: Self

Duration: 1 hour

For the duration, you choose one of the following adaptations, and gain it for the duration.

Aquatic Adaptation. You adapt your body to an aquatic environment. You can breathe underwater, gain a swimming speed equal to your walking speed, and suffer no ill effects for being underwater including the drawbacks caused by a deep, underwater environment.

Desert Adaptation. You adapt your body to dry, hot environments. You count as having resistance to fire for the purpose of overcoming heat-based environmental effects (without actually gaining resistance to fire), you cannot be blinded by light-based effects, you can move across sandy surfaces without needing to make an ability check, difficult terrain composed of sand doesn't cost you extra movement, and you do not suffer disadvantage to Wisdom (Perception) checks due to blowing sand and dust.

Forest Adaptation. You adapt your body to heavily forested environments. You gain a climb speed equal to your walking speed, you can move through areas of natural vegetation without needing to make an ability check, difficult terrain composed of natural vegetation doesn't cost you extra movement, and you do not suffer disadvantage to Wisdom (Perception) checks due to the effects of precipitation (such as rain or fog).

Mountain Adaptation. You adapt your body to windy, high altitude environments. You are not affected by strong or lesser winds, you are acclimated to high altitudes, including elevations above 20,000 feet, you gain a climb speed equal to your walking speed, you can move across earth and stone surfaces without needing to make an ability check, difficult terrain composed of earth and stone don't cost you extra movement, and you gain advantage on Strength (Athletics) checks made when climbing difficult surfaces.

Tundra Adaptation. You adapt your body to freezing cold environments. You count as having resistance to cold for the purpose of overcoming cold weather environmental effects (without actually gaining resistance to cold), you can move across icy surfaces without needing to make an ability check, difficult terrain composed of ice and snow don't cost you extra movement, and you do not suffer disadvantage to Wisdom (Perception) checks due to the effects of ice and snow (such as a blizzard, whiteout, or reflective ice).

Augmentations

+1 Psi Cost: You gain an additional adaptation for the duration.

+1 Psi Cost: Change the duration to 4 hours.

+2 Psi Cost: Change the duration to 8 hours.

ADAPTATION

Biokinetic power

Psi Cost: 3

Manifestation Time: 1 action

Range: Self

Duration: Concentration, up to 1 hour

Choose one of the following: acid, cold, fire, lightning, poison, or thunder damage. For the duration, while you are focused you gain resistance to the chosen damage.

Augmentations

+3 Psi Cost: You instead gain immunity to the chosen damage type for the duration while focused, and resistance to the chosen damage type while unfocused.

ADRENALINE CONTROL

BIOKINETIC DISCIPLINE

By controlling the production, release, and suppression of adrenaline in your system, you can give yourself fine-tuned physical boosts on demand. You add half your proficiency bonus, rounded down, to any Strength-based ability checks that don't already include your proficiency bonus.

Talents. You gain the *chemical stimulation* talent.

Powers. You gain the following powers:

ENHANCED PHYSIQUE

Biokinetic power

Psi Cost: 2

Manifestation Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

You dramatically increase your both your proprioception—the sense of where every muscle and limb in your body is relative to one another—and the ability to precisely control how much strength each muscle uses at any given moment, pumping adrenaline precisely where you need it and shunting it away from where you do not. Your jump distance is tripled, your base walking speed is increased by 10 feet, and you gain a climbing speed and swimming speed equal to your base walking speed for the duration.

Augmentations

+1 Psi Cost: Change the duration to Concentration, up to 10 minutes.

+2 Psi Cost: Change the duration to Concentration, up to 1 hour.

HYSTERICAL STRENGTH

Biokinetic power

Psi Cost: 1

Manifestation Time: No action, which you take when you make a Strength ability check or Strength saving throw.

Range: Self

Duration: Instantaneous

Gain a +1 bonus on the Strength ability check or Strength saving throw. You can wait until after you know the result of the roll before deciding to use *hysterical strength*, but before resolving the effects.

RUSH OF ADRENALINE

Biokinetic power

Psi Cost: 1

Manifestation Time: 1 reaction, which you take when you make a Strength saving throw

Range: Self

Duration: Instantaneous

Gain advantage on the Strength saving throw.

SURGE OF STRENGTH

Biokinetic power

Psi Cost: 1

Manifestation Time: No action, which you take when you make a Strength ability check

Range: Self

Duration: Instantaneous

Gain advantage on the Strength ability check.

APPORTATION

PSYCHOPORTATION DISCIPLINE

You learn how to manipulate space itself, bypassing it in a manner that allows you to teleport creatures and objects around.

Talents. You gain the *know direction*, *know location*, and *minor apportation* talents.

Powers. You gain the following power:

APPORT

Psychoportation power

Psi Cost: 1

Manifestation Time: 1 action

Range: 30 feet

Duration: Instantaneous

You bend space around yourself, around another willing creature of size Medium or smaller, or around an object that fits within a 5-foot cube within range. The target teleports to another spot within range.

The target arrives at exactly the spot desired. It can be a place you can see, one you have previously stored with the *know location* talent, or one you have marked with your reality anchor.

You do not need to see a creature or object you are teleporting if it's within range, nor do you need to see the spot being teleported to, as long as you have stored the spot with the *know location* talent. For example, you could teleport an object into or out of an opaque, closed, locked container within range. If an object would not fit within the location you are teleporting it to, the teleport fails. If a creature would be teleported into an object or solid material, it takes 1d10 force damage and the teleport fails.

A creature must be willing, and either one you see, are familiar with, a person you are touching is familiar with when you manifest this power, or a person for whom an object you are holding is of great importance to.

An object must be one you can see, be familiar to you, be familiar to a person you touch while you manifest this power, or you must be holding a piece of that object while you manifest this power. An object is familiar to a person if they've seen it up close at least once (within 30 feet).

If an object is on the person of, but not held or worn by a creature who is unwilling to lose that object, that creature makes a Wisdom saving throw. On a failed save, the object is teleported. The creature does not know there was an effect, or that it failed or succeeded on this save, without sufficient reason; for example, a large enough object might make things within a backpack shuffle around when it disappears, or cause the backpack to suddenly weigh significantly less.

A creature or an object has all other objects, but not other creatures, that are worn, carried, or inside of it teleported along with it. For example, if you teleport a jewelry box, the jewelry within will teleport with it, but if there was a rat hiding in that box it would be left behind.

Augmentations

+1 Psi Cost: Change the casting time to 1 bonus action.

+1 Psi Cost: Change the range to 60 feet.

+2 Psi Cost: Change the range to 120 feet.

+3 Psi Cost: Change the range to 300 feet.

+4 Psi Cost: Change the range to 500 feet.

+5 Psi Cost: Change the range to 1,000 feet.

+6 Psi Cost: Change the range to 1 mile.

+7 Psi Cost: Change the range to 100 miles.

+8 Psi Cost: Change the range to anywhere on the

same plane.

+1 Psi Cost: You can teleport a creature of size Large or smaller.

+2 Psi Cost: You can teleport a creature of size Huge or smaller.

+3 Psi Cost: You can teleport a creature of any size.

+1 Psi Cost: Increase the size cube of an object by 5 feet per side.

+1 Psi Cost: You can teleport one additional target within range. If you are teleporting an object that might have creatures within it, the additional target can be one creature you know within it, or one random creature if you do not know.

ASTRAL BODY

CLAIRSENTIENT DISCIPLINE

You learn how to create an astral version of yourself.

Talents. You gain the *astral form* talent.

Powers. You gain the following powers:

ASTRAL FLYER

Clairsentient power

Psi Cost: 1

Manifestation Time: 1 action or bonus action

Range: Self

Duration: Special

Until your astral form disappears, it gains a flying speed of 30 feet (hover).

This power does not have +1 Psi Cost to use while you are in astral form.

Augmentations

+2 Psi Cost: Increase the flying speed to 60 feet (hover).

ASTRAL GHOST

Clairsentient power

Psi Cost: 2

Manifestation Time: 1 action or bonus action

Range: Self

Duration: Special

Until your astral form disappears, it gains incorporeal movement. It can move through objects, including terrain features, as if they were difficult terrain. Your astral form takes 1d10 psychic damage if it ends its turn inside an object.

This power does not have +1 Psi Cost to use while you are in astral form.

ASTRAL SCOUT

Clairsentient power

Psi Cost: 1

Manifestation Time: 1 action or bonus action

Range: Self

Duration: Concentration, up to 1 minute

For the duration, your astral form does not shimmer into visibility regardless of what you do.

This power does not have +1 Psi Cost to use while you are in astral form.

Augmentations

+1 Psi Cost: Change the duration to Concentration, up to 10 minutes.

+2 Psi Cost: Change the duration to Concentration, up to 1 hour.

+3 Psi Cost: Change the duration to Concentration.

ASTRAL TRAVELER

CLAIRSENTIENT DISCIPLINE - PREREQUISITES: ASTRAL BODY DISCIPLINE

You learn how to move your astral form across great distances instantly. You gain only a single power with this discipline, but it's both powerful and the only way to normally teleport your astral form around; standard teleportation abilities move only your physical body, even while you're in your astral form.

Talents. You gain the *know location* talent.

Powers. You gain the following power:

ASTRAL STEP

Clairsentient power

Psi Cost: 1

Manifestation Time: 1 action or bonus action

Range: 120 feet

Duration: Instantaneous

Your astral form perfectly teleports to a location you can see or have stored with the *know location* talent within range. If for some reason the area your astral form teleports to is filled with solid material, your astral form takes 1d10 psychic damage, and the teleport fails.

This power does not have +1 Psi Cost to use while you are in astral form.

Augmentations

+1 Psi Cost: Change the range to 500 feet.

+2 Psi Cost: Change the range to 1 mile.

+3 Psi Cost: Change the range to 10 miles.

+4 Psi Cost: Change the range to 100 miles.

+5 Psi Cost: Your astral form teleports to a random location anywhere on the current plane of existence. The random location is determined by the DM, in any manner they choose. In this way, an astral traveller explores the unknown reaches of their world, to store with the *know location* talent and visit later.

+6 Psi Cost: Change the range to anywhere on the current plane of existence.

+7 Psi Cost: Your astral form teleports to a random location anywhere in the multiverse, or a random location anywhere on a specific plane of existence other than the current one if you are aware of that plane's existence. The random location is determined by the DM, in any manner they choose. In this way, an astral traveller explores the unknown reaches of the multiverse, to store with the *know location* talent and visit later.

+8 Psi Cost: Change the range to anywhere on any plane of existence.

ASTRAL VOYAGE

METAPSIONIC DISCIPLINE - PREREQUISITES: PSI LIMIT OF 9 OR GREATER, ASTRAL BODY DISCIPLINE

You learn how to project astral forms into the Astral Plane itself, this astral body allowing planar travel far beyond the mere ghostly projection of an astral form. This discipline offers only one power, but it's very powerful, and can lead to entirely new avenues of adventure all on its own.

Powers. You gain the following power:

ASTRAL PROJECT

Metapsionic power

Psi Cost: 8

Manifestation Time: 1 hour

Range: 30 feet

Duration: Special

You project an astral body of yourself or one willing creature within range when the manifestation of *astral project* finishes into the Astral Plane. You cannot use this power on a target that is already on the Astral Plane. The target's physical body remains on their current plane, unconscious and in a state of suspended animation. While a physical body is in suspended animation, it doesn't need to eat or breathe, and it doesn't age.

An astral body is a perfect replica of a creature's physical form, other than a silvery cord projecting out from between their shoulder blades, slowly fading to invisibility a foot or so directly behind them. This cord is a creature's lifelink to their material body, but is extremely resilient; an effect can only cut a silver cord if it specifically says it does so.

Astral bodies do not need to eat or breathe, and don't age. While on the Astral Plane, a creature moves simply by thinking about moving in a direction, and distance has no real meaning. However, in combat, where you and other creatures in the Astral Plane are moving relative to one another, a creature's speed equals 3 x their Intelligence score; for example a creature with an Intelligence score of 10 has a speed of 30 feet while in combat on the Astral Plane, while a creature with a 15 Intelligence has a speed of 45 feet.

An astral body can pass through portals to other planes of existence that are spread throughout the Astral Plane, called color pools. Usually, finding a color pool to the correct plane by chance takes 1d4 x 10 hours of travel until you finally hit a pool of the correct color; the pools for each plane of existence have their own unique color signature. The first time a creature enters the Astral Plane via astral body, they might not know about color pools—much less what color pools lead to which plane— they never researched or were taught about this information.

If an astral body passes through a portal in the Astral Plane, either entering a new plane or returning to the plane they were on when this power was manifested, their physical body is transported along the silver cord. They enter the plane of existence on the other side of the portal in their physical body, with all possessions it has on it.

An astral body is a distinct entity from a creature's physical body, but starts with that creature's game statistics and possessions, at full hit points and full maximum hit points. A creature in an astral body cannot lose these possessions, and can spend an action to regain a dropped or lost possession. However, any consumable possessions disappear from the real world if consumed by an astral body; for example, if you drink a potion in your astral body, the potion container empties on your physical body.

Any damage or other effects that apply to an astral body have no effect on a creature's physical body, and vice versa. When an astral body re-enters a physical body, all damage and effects from the astral body end immediately, the creature once again using only the characteristics of their physical body.

A creature in their astral body can return to their physical body as an action; a creature inherently knows how to do this, they do not need to be informed or taught. When a creature returns to their physical body, the suspended animation on their body ends and they awaken immediately.

There are only a few ways other than exiting a portal or willing oneself back into their physical body that can destroy an astral body. A successful *apopsi* power used against an astral or physical body returns the creature to their physical body immediately. If either a creature's astral body or physical body drops to 0 hit points, the creature is returned to their physical body. If an effect says it cuts a silver cord, the creature whose cord was cut dies instantly as their body and soul are separated from one another.

Augmentations

+1 Psi Cost: Change the manifestation time to 10 minutes.

+2 Psi Cost: Change the manifestation time to 1 minute.

+1 Psi Cost: You may target an additional creature within range. You can pay this augmentation any number of times without it counting against your Psi Limit.

AURA ALTERATION

METAPSIONIC DISCIPLINE - PREREQUISITES: AURA SENSE DISCIPLINE

You learn how to alter a creature or object's aura, and in turn its connection with reality in some important ways. This allows you to mask or change key aspects of the creature or object from magic or psionics. A subtle ability that can have profound repercussions under the right circumstances.

Because of the limited applications and small number of powers, both powers are usable as meditations that are also augmentable as meditations, making them usable essentially at-will with no real expenditure of resources other than time.

Powers. You gain the following powers:

AURA ADJUSTMENT

Metapsionic power (meditation)

Psi Cost: 1

Manifestation Time: 1 action

Range: Special

Duration: 24 hours

For the duration, you alter a single aspect of your own, or a creature or object's aura if it's within range of your aura sight. You can change any one aspect in the *aura reading* talent, or the *aura detection*, *aura diagnosis*, or *aura perception* powers, but any aspect that is comparing a creature's characteristic to the viewer's, such as current hit points or armor class, you can only select it as reading universally higher or lower than an observer's (no exact numbers).

You change the way the target's chosen aspects appear to spells and magical effects, such as *detect magic*, to powers and psionic effects, such as *aura sight*, and to mundane effects such as the Battle Master fighter's Know Your Enemy feature. If you change an aspect like alignment or creature type, it alters the way the target appears to spells, magical effects, powers, and psionic effects that detect creature types or alignments, such as the trigger of a symbol spell, treat the target as if it were of the new type, alignment, etc.

You can also make a non-magical object appear magical, or make a magical object appear non-magical, change the object's magical aura so that it appears to belong to an additional or different school of magic that you choose, or make a non-psionic object appear psionic, a psionic object appear non-psionic, or change the object's psionic aura so that it appears to belong to a new or different devotion that you choose. When you use this effect on an object, you can make the false aura apparent to any creature that handles the item in the same way magical or psionic items are detectable with physical handling.

Note that this does not actually change the creature or object in any way, it only changes how it reads to observers using mundane, magic, or psionic abilities to determine the true nature of a creature or object.

If you manifest this power as a meditation, you can use augmentations up to a total cost of your Psi Limit.

Augmentations

- +1 Psi Cost:** Increase the duration to 10 days.
- +2 Psi Cost:** Increase the duration to 30 days.
- +3 Psi Cost:** Increase the duration to 1 year.
- +4 Psi Cost:** Increase the duration to Until dispelled.
- +1 Psi Cost:** You may change an additional aspect.

AURA MASK

Metapsionic power (meditation)

Psi Cost: 1

Manifestation Time: 1 action

Range: Special

Duration: 1 hour

For the duration, you mask yourself, a willing creature of size Medium or smaller you touch, or an object or portion of a place with dimensions up to 5 feet on a side within range of your aura sight. The creature, object, or area can't be targeted by any divination magic or clairsentient psionics, or perceived through magical or psionic scrying sensors.

If you manifest this power as a meditation, you can use augmentations up to a total cost of your Psi Limit.

Augmentations

- +1 Psi Cost:** Change the duration to 8 hours.
- +2 Psi Cost:** Change the duration to 24 hours.
- +3 Psi Cost:** Increase the duration to 10 days.
- +4 Psi Cost:** Increase the duration to 30 days.
- +5 Psi Cost:** Increase the duration to 1 year.
- +6 Psi Cost:** Increase the duration to Until dispelled.

+1 Psi Cost: Increase the size category of a willing creature you can mask by one.

+1 Psi Cost: Increase the dimensions of an object or place you can mask by 5 feet on a side.

AURA SENSE

CLAIRSENTIENT DISCIPLINE

You learn to sense the auras surrounding creatures and objects, which appear as combinations of patterns and colors unique to each bond that entity has with reality.

Focused. You have aura sense with a range of 30 feet.

Once you have read a creature or object's aura with the *aura reading* talent, you can permanently see the same information in that creature's aura with this aura sense, or can tell if something has changed. You know what information is no longer correct but not how it has changed; you must use the *aura reading* talent—possibly supplemented by the correct *aura sense* discipline power—to determine the change. Any part of an aura you haven't studied in detail with your *aura reading* talent has a neutral grey color and formless shape that reveals nothing. This aura sight does not penetrate any materials; you only see the aura around things visible to you.

The range of this sense increases when you reach higher levels: 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

Talents. You gain the *aura reading* talent.

Powers. You gain the following powers:

AURA DETECTION

Clairsentient power (meditation)

Psi Cost: 1

Manifestation Time: 1 action or bonus action

Range: Self

Duration: Concentration, up to 1 minute

For the duration, you see the presence and location of magic and psionics within range of your aura sight, as a faint aura around anything with magical or psionic energies. This cannot penetrate any barriers.

When you start manifesting your *aura reading* talent before the duration of *aura detection* ends, if you successfully complete that manifestation of *aura reading* to learn information about a creature or object, you can choose one of the following options instead:

- You learn the schools of magic of any magical effects (if any).
- You learn the psionic devotions of any psionic effects (if any).

AURA DIAGNOSIS

Clairsentient power (meditation)

Psi Cost: 1

Manifestation Time: 1 action or bonus action

Range: Self

Duration: Concentration, up to 1 minute

For the duration, you see the presence and location of poisons, poisonous or venomous creatures, diseases, conditions, and curses—including those affecting creatures or objects—within range of your aura sight. This cannot penetrate any barriers.

When you start manifesting your *aura reading* talent before the duration of *aura diagnosis* ends, if you successfully complete that manifestation of *aura reading* to learn information about a creature or object, you can choose the following option instead:

- Identify one detected but unknown disease in the target.
- Identify one detected but unknown poison in the target.
- Identify one detected but unknown condition or curse affecting the target.

AURA REVELATION

Clairsentient power (meditation)

Psi Cost: 1

Manifestation Time: 1 action or bonus action

Range: Self

Duration: Concentration, up to 1 minute

When you start manifesting your *aura reading* talent before the duration of *aura revelation* ends, if you successfully complete that manifestation of *aura reading* to learn information about a creature or object, you can choose one of the following options instead:

- Determine what kind of a creature something is (for example, an aberration, celestial, construct, dragon, elemental, fey, fiend, giant, monstrosity, ooze, plant, or undead, or what race of humanoid it is).
- One saving throw bonus of your choice (Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma).
- Maximum hit points.
- Levels in a class of your choice (if any).
- Proficiency bonus in one skill or tool of your choice.

AURA SIGHT

CLAIRSENTIENT DISCIPLINE - PREREQUISITES: AURA SIGHT DISCIPLINE

Your ability to sense auras becomes broader in scope, potentially quicker in manifestation in a pinch, and constantly on. You can perpetually see the auras surrounding creatures and objects; your ability to see auras with your *aura sight* discipline is now active at all times, whether you are focused or unfocused.

Powers. You gain the following powers:

QUICK READING

Clairsentient talent

Psi Cost: 1

Manifestation Time: 1 action

Range: Self

Duration: Instantaneous

You immediately manifest the *aura reading* talent; this effectively reduces its manifestation time to 1 action.

SEE AURAS

Clairsentient power

Psi Cost: 1

Manifestation Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

For the duration, when you start manifesting an *aura reading* talent, if you successfully finish that power—even if the duration of *see auras* has finished—you learn whatever information you'd normally learn about a single creature about every creature that stays within range of and that you can see for the entire manifestation time of that power. *Aura reading* gives you the same pieces of information for each such creature.

Additionally, for the duration you see all invisible creatures and objects within range of your aura sight as if they were visible (including astral forms), and you can see into the Ethereal Plane within range of your aura sight. An ethereal or invisible creature or object you see appears a colorful, ghostly translucent, for you are actually seeing its aura.

Augmentations

+1 Psi Cost: Increase the duration to Concentration, up to 10 minutes.

+2 Psi Cost: Increase the duration to Concentration, up to 1 hour.

BAD LUCK

CLAIRSENTIENT DISCIPLINE

You learn to twist the odds negatively around yourself and others.

Focused. Your *unlucky* talent subtracts -3 from the roll, instead of subtracting -2.

Talents. You gain the *unlucky* talent.

Powers. You gain the following powers:

EVIL EYE

Clairsentient power

Psi Cost: 5

Manifestation Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You choose a creature other than yourself you can see within range. That creature must succeed on a Wisdom saving throw or become cursed for the duration of the power. While cursed, the target has disadvantage on ability checks, attack rolls, and saving throws.

A *psychic surgery* power, or a *greater restoration* or *remove curse* spell can end this effect.

The range of this power increases when you reach higher levels: 90 feet at 11th level, and 120 feet at 17th level.

Augmentations

+1 Psi Cost: Change the duration to Concentration, up to 10 minutes.

+2 Psi Cost: Change the duration to 1 hour, no need to maintain concentration.

+3 Psi Cost: Change the duration to 8 hours, no need to maintain concentration.

+4 Psi Cost: Change the duration to 24 hours, no need to maintain concentration.

+5 Psi Cost: The curse lasts until it is dispelled, no need to maintain concentration.

JINX

Clairsentient power

Psi Cost: 2

Manifestation Time: 1 reaction, which you take when any ability check, attack roll, or saving throw within range is successful, after you know the roll's result but before the effects of the roll resolve

Range: 60 feet

Duration: Instantaneous

The roller of the chosen ability check, attack roll, or saving throw rerolls the roll, taking the worse result. For an ability check, attack roll, or saving throw with advantage or disadvantage, only each initial roll that succeeded is rerolled.

MISFORTUNE

Clairsentient power

Psi Cost: 1

Manifestation Time: 1 action

Range: Self (10-foot radius)

Duration: Concentration, up to 10 minutes

Enemies around you in an aura with a 10-foot radius experience misfortune for the duration. Until the power ends, until you manifest this power again, or until you manifest either the *fortune* or *shape destiny* power, the aura moves with you, centered on you.

Each hostile creature in the aura subtracts -1 from each ability check, attack roll, damage roll, and saving throw they make.

The radius of this aura increases when you reach higher levels: 20 feet at 5th level, 30 feet at 11th level, and 60 feet at 17th level.

Augmentations

+2 Psi Cost: For the duration, hostile creatures in the aura subtract an additional -1 from each ability check, attack roll, damage roll, and saving throw they make.

BEGUILING

TELEPATHIC DISCIPLINE

You learn how to telepathically twist the minds of others to bend to your will, and your understanding of this aspect of the minds of others can protect minds from such charms.

Talents. You gain the *beguile* talent.

Powers. You gain the following powers:

CHARM

Telepathic power

Psi Cost: 2

Manifestation Time: 1 action

Range: 30 feet or Contacted

Duration: Concentration, up to 1 hour

You break down the barriers of mind of a humanoid you can see or whose mind you can sense within range, attempting to charm it. The target must succeed on a Charisma saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw. For the duration, the charmed creature regards you as a friendly acquaintance.

If you or creatures that are friendly to you do anything harmful to the charmed target, the power immediately ends. When the power ends, the creature knows it was charmed by you, unless you succeed on an Intelligence (Cloaking) check contested by the target's passive Wisdom (Insight) score.

The range of this power increases when you reach higher levels: to 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

Augmentations

+1 Psi Cost: Choose another target in range to also be affected by *charm*.

+2 Psi Cost: Choose any creatures, rather than only humanoids, to be affected by this power.

CLEAR THINKING

Telepathic power

Psi Cost: 2

Manifestation Time: 1 bonus action

Range: 30 feet or Contacted

Duration: Instantaneous

At your mental touch, you can end one effect that charmed a target that you can see or whose mind you can sense within range.

The range of this power increases when you reach higher levels: to 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

DOMINATE

Telepathic power

Psi Cost: 5

Manifestation Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You seize the mind of a humanoid that you can see or whose mind you can sense within range, attempting to bend it completely to your will. The target must succeed on a Charisma saving throw or be charmed by you for the duration or until you manifest this power again. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the target is charmed by *dominate*, you have a telepathic link with it as long as the two of you are on the same plane of existence. Through telepathic link, you can issue commands to the creature at any time, no action required. The dominated creature obeys all of your commands to the best of its ability, and doesn't just follow the word of your commands but also the intent; you telepathically relay the feeling of your intent along with any command. Commands can be as simple as "Attack that enemy," or "Guard that ally," to as complicated as "Steal that object, then make your way back to the rendezvous point," or "Guard those two allies, while blocking that movement land." If the creature completes the command and doesn't receive further direction from you, it defends itself to the best of its ability.

You can use your action to seize the mind of the target more fully, taking total control of them. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new Charisma saving throw against the power. If the saving throw succeeds, the power ends. When the power ends, the creature knows it was charmed by you, unless you succeed on an Intelligence (Cloaking) check contested by the target's passive Wisdom (Insight) score.

The range of this power increases when you reach higher levels: to 90 feet at 11th level, and 120 feet at 17th level.

Augmentations

+1 Psi Cost: Change the duration to Concentration, up to 10 minutes.

+2 Psi Cost: Change the duration to Concentration, up to 1 hour.

+3 Psi Cost: Change the duration to Concentration, up to 8 hours.

+4 Psi Cost: Change the duration to Concentration, up to 24 hours.

+3 Psi Cost: Choose any creature rather than only humanoids to be affected by this manifestation of *dominate*, and change the duration to Concentration, up to 1 hour.

+4 Psi Cost: Choose any creature rather than only humanoids to be affected by this manifestation of *dominate*, and change the duration to Concentration, up to 8 hours.

+5 Psi Cost: Choose any creature rather than only humanoids to be affected by this manifestation of *dominate*, and change the duration to Concentration, up to 24 hours.

ENTHRALL

Telepathic power

Psi Cost: 8

Manifestation Time: 1 action

Range: 90 feet

Duration: Until dismissed

You enthrall a humanoid you can see or whose mind you can sense within range, charming it in a deep, lasting manner. That creature must succeed on a Charisma saving throw or become charmed by you. The charmed creature regards you as a beloved companion for the duration, or until you dismiss it as an action.

At the end of every 30 days, the creature can repeat its saving throw against this power. If it succeeds on its saving throw, the power ends. When the power ends, the creature knows it was charmed by you, unless you succeed on an Intelligence (Cloaking) check contested by the target's passive Wisdom (Insight) score; if you succeed on this contested check the creature simply believes the two of you had a normal falling out of an interpersonal relationship.

This power can also be ended with the *greater restoration*, *heal*, or *wish* spell, or the *psychic surgery* power.

You must spend one Hit Die when you manifest this power, and cannot restore this Hit Die until this power ends; if you cannot spend that Hit Die, this power fails.

The range of this power increases to 120 feet when you reach 17th level.

Augmentations

+1 Psi Cost: The target no longer makes a save against this power at the end of every 30 days; they are charmed by you until something ends this power on them.

+1 Psi Cost: Choose any creature, rather than only a humanoid, to be affected by this manifestation of *mesmerize*.

FASCINATING

Telepathic power

Psi Cost: 1

Manifestation Time: 1 action

Range: Self

Duration: 1 minute

Your ability to beguile the minds of others allows you to become deeply fascinating to others in social situations. For the duration, you gain advantage on Charisma (Persuasion) checks.

BIOFEEDBACK

BIOKINETIC DISCIPLINE

You have learned how to control the flow of blood, heart rate, flood tissues with blood to cushion damage to various parts of your own body, and similar manner of controlling your internal processes and those who you touch. You add half your proficiency bonus, rounded down, to any Constitution-based ability checks that don't already include your proficiency bonus.

Additionally, when you fall to 0 hit points, you immediately and automatically stabilize.

Talents. You gain the *chemical stimulation* and *stabilize* talents.

Powers. You gain the following powers:

PURGE SYSTEM

Biokinetic power

Psi Cost: 1

Manifestation Time: 1 action

Range: Self

Duration: Instantaneous

You end one disease or poison afflicting you.

Augmentations

+1 Psi Cost: You can use this power on another creature to a range of Touch, instead.

REDIRECT BLOOD

Biokinetic power

Psi Cost: 1

Manifestation Time: No action, which you take when you or a creature within range that you can touch makes a Constitution ability check or Constitution saving throw

Range: Touch

Duration: Instantaneous

The target gains a +1 bonus on the Constitution ability check or Constitution saving throw. You can wait until after you know the result of the roll before deciding to use *redirect blood*, but before the creature suffers the effects.

REINFORCE TISSUE

Biokinetic power

Psi Cost: 1

Manifestation Time: 1 reaction, which you take when you or a creature within range that you can touch makes a Constitution saving throw

Range: Touch

Duration: Instantaneous

The creature gains advantage on the Constitution saving throw.

TOUGHEN MUSCLE

Biokinetic power

Psi Cost: 1

Manifestation Time: No action, which you take when you or a creature within range that you can touch makes a Constitution ability check

Range: Touch

Duration: Instantaneous

The creature gains advantage on the Constitution ability check.

BODY MODIFICATION

BIOKINETIC DISCIPLINE - PSI LIMIT OF 2 OR GREATER

You have the ability to manipulate the structure of your body, or the body of a creature you touch, pushing it towards its most perfect state.

Talents. You gain the *alter scent*, *chemical stimulation*, and *cosmetic modification* talents.

Powers. You gain the following powers:

BODY CLEANSING

Biokinetic power

Psi Cost: 2

Manifestation Time: 1 action

Range: Touch

Duration: Instantaneous

On yourself or a creature you touch, you can end either one disease or one condition afflicting it. The condition can be anosmic, blinded, deafened, paralyzed, or poisoned.

BODY PURIFICATION

Biokinetic power

Psi Cost: 5

Manifestation Time: 1 action

Range: Touch

Duration: Instantaneous

On yourself or a creature you touch, you can either reduce the target's exhaustion level by one, or end one of the following effects on the target:

- One effect that petrifies the target.
- Any reduction to one of the target's following ability scores: Strength, Dexterity, or Constitution.
- One effect reducing the target's hit point maximum.

Augmentations

+3 Psi Cost: The target instead removes all levels of exhaustion, has all diseases and all effects that petrified it ended, and has all effects reducing its hit point maximum ended. All of the following conditions affecting it are ended: anosmic, blinded, deafened, paralyzed, and poisoned. All reductions to the target's Strength, Dexterity, and Constitution are removed. Every portion of the target's body is restored and flawless, at its physical prime; this does not change any stats or reduce the effects of age on them, however.

ENHANCE BODY

Biokinetic power

Psi Cost: 2

Manifestation Time: 1 action

Range: Touch

Duration: Concentration, up to 1 hour

You touch a creature, and enhance its agility, endurance, or physique to supernatural levels. Choose one of the following effect for the target to gain for the duration:

Enhanced Strength. The target has advantage on Strength ability checks.

Enhanced Dexterity. The target has advantage on Dexterity ability checks.

Enhanced Constitution. The target has advantage on Constitution ability checks.

CELERITY

BIOKINETIC DISCIPLINE

You can speed up your physical reaction time, allowing you to respond to stimuli rapidly. You add half your proficiency bonus, rounded down, to any Dexterity-based ability checks that don't already include your proficiency bonus.

Powers. You gain the following powers:

NIMBLE ACTION

Biokinetic power

Psi Cost: 1

Manifestation Time: No action, which you take when you make a Dexterity ability check

Range: Self

Duration: Instantaneous

Gain advantage on the Dexterity ability check.

QUICK REFLEXES

Biokinetic power

Psi Cost: 1

Manifestation Time: 1 reaction, which you take when you make a Dexterity saving throw

Range: Self

Duration: Instantaneous

Gain advantage on the Dexterity saving throw.

RAPID ADJUSTMENT

Biokinetic power

Psi Cost: 1

Manifestation Time: No action, which you take when you make a Dexterity ability check or Dexterity saving throw

Range: Self

Duration: Instantaneous

Gain a +1 bonus on the Dexterity ability check or Dexterity saving throw. You can wait until after you know the result of the roll before deciding to use *rapid adjustment*, but before suffering any effects.

SPEED OF THOUGHT

Biokinetic power

Psi Cost: 1

Manifestation Time: 1 reaction, which you can take at any time

Range: Self

Duration: Instantaneous

You move up to your speed.

CLOUD MINDS

TELEPATHIC DISCIPLINE

You learn to cloud the perceptions of others, so they're incapable of sensing or remembering your presence, and possibly the presence of others. You are difficult to remember in passing. If in a crowd, or dealing with people in passing who would have no reason to remember you specifically, if you desire it they will forget you, what you looked like, and how they interacted with you shortly after you're gone; their memories grow hazy or even disappear entirely at the DM's discretion.

Focused. As an action or bonus action, choose a creature you can see or whose mind you can sense within 30 feet, or a creature you have contacted, to become deluded by you, gaining your deluded condition. By being usable as both an action and bonus action, you can delude two creatures in a turn by using both your action and bonus action. You can dismiss your deluded condition from a creature whose mind you have deluded at any time, which takes no action. Only creatures you've given the deluded condition can be affected by your psionic powers within the *cloud minds* discipline.

If you become unfocused, all minds deluded by you immediately lose your deluded condition. A creature does not know its mind has been deluded unless something allows it to, such as successfully seeing through a clouded memory, or one of the creature's allies tells them they can see, hear, or otherwise perceive a clouded target the creature doesn't.

Clouding a creature's senses and memories is generally much more complete a form of hiding than invisibility as it affects all their senses except tactile at once, but is considerably more limited in how many people it affects at once. When a spellcaster causes something to become invisible, every creature—including any new creatures that randomly wander in—still can't see the invisible target. When

a psionic character clouds the senses, only the creatures that have the deluded condition from the manifesters are incapable of perceiving the clouded target. Thus, individually, clouding the senses seems much more powerful than invisibility, but any random creature wandering in that can still see, hear, smell, feel, or otherwise sense the clouded target could ruin it. They might attack it, sending blood spraying or clearly impacting a target that doesn't appear to be there, or simply tell everyone what they see.

The range of this ability to delude minds increases when you reach higher levels: to 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

Talents. You gain the *forget* talent.

Powers. You gain the following powers:

CLOUD MEMORIES

Telepathic power

Psi Cost: 3

Manifestation Time: 1 action

Range: Deluded

Duration: Concentration, up to 1 minute

You attempt to erase some memories from a creature. Choose one creature whose mind is deluded by you to make a Wisdom saving throw. On a failure, you can erase some of its memories for the duration.

At the end of each of your turns for the duration, including the turn you manifest *cloud memories*, 1 minute worth of memories from that creature's mind is erased from its memories, as long as those memories occurred while its mind was deluded by you. Any memories it has during which it did not have the deluded condition from you cannot be erased. Those memories feel like a distant dream that can never be recalled, not like a loss of time; the creature doesn't think its mind was erased, only that its memory is hazy during that time for some reason.

A use of the *alter memories* or *psychic surgery* power, or the *modify memories* spell can restore the creature's memories lost from one manifestation of *cloud memories*. A *psychic surgery* power augmented with the +3 Psi Cost augmentation, or a *wish* spell, can restore all memories changed with all *cloud memories* powers on a target.

Augmentations

+1 Psi Cost: Change the duration to Concentration, up to 10 minutes.

+1 Psi Cost: You may target one additional creature within range to erase memories from at the end of each of your turns, if it failed the Wisdom saving throw.

CLOUD PERCEPTION

Telepathic power

Psi Cost: 2

Manifestation Time: 1 action

Range: 30 feet or Deluded

Duration: Concentration, up to 10 minutes

One creature or object within range disappears, becoming clouded from the perceptions of anyone whose mind is deluded by you.

A creature must be size Medium or smaller, and anything they are wearing or carrying (for as long as it is on their person), becomes clouded; they are invisible, silent, and odorless to anyone whose mind is deluded by you. This power ends for a target when they attack, cast a spell, or manifest a power other than a power that only affects a deluded mind.

An object must fit within a 5-foot cube, and it and anything inside that object (such as what's inside a chest) becomes clouded; it is invisible, silent, and odorless to any mind that's deluded by you.

If something ceases to be inside a clouded object, or worn or carried by a clouded creature, it is immediately unclouded, becoming visible, audible, and odorous again.

You can choose which minds deluded by you can sense the target at any given time, as you see fit. So, for example, you might allow your allies with your deluded condition to see the target but not deluded enemies, you might make the target appear to pop in and out of view periodically to different deluded enemies to confuse them, and so on.

If you manifest *cloud perception* again before the end of its duration, you can maintain the clouded state of creatures and objects from all previous manifestations of the *cloud perception* power in addition to whatever new creature or object you cloud without interrupting the clouded continuity of those previously targets.

The range of this power increases when you reach higher levels: to 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

Augmentations

+1 Psi Cost: Change the duration to Concentration, up to 1 hour.

+1 Psi Cost: You may target one additional creature within range to become invisible, silent, and odorless for the duration.

+3 Psi Cost: This power no longer ends for a target when they attack, cast a spell, or manifest a power.

CLOUD SENSES

Telepathic power

Psi Cost: 2

Manifestation Time: 1 action

Range: Deluded

Duration: Concentration, up to 1 minute

You can cloud one or more senses within a deluded mind. Choose one creature whose mind you have deluded to make a Wisdom saving throw. If it fails, the target is your choice of anosmic, blinded, or deafened for the duration. The power ends on a creature whose mind is no longer deluded by you.

Augmentations

+1 Psi Cost: You may target one additional clouded mind within range.

+1 Psi Cost: You may cloud one additional sense; using this augmentation twice, then, would leave a target anosmic, blinded, and deafened for the duration or until they save.

MASS DELUSION

Telepathic power

Psi Cost: 1

Manifestation Time: 1 action or bonus action

Range: Self (10-foot radius)

Duration: Instantaneous

You delude the minds of any number of creatures you can see or whose minds you can sense within 10 feet of you, giving them the deluded condition.

Augmentations

+1 Psi Cost: Increase the radius by 10 feet.

COMBAT PRECOGNITION

CLAIRSENTIENT DISCIPLINE

You experience glimpses of the very near future in a manner designed to aid you in tense, dangerous situations. You cannot be surprised.

Powers. You gain the following powers:

COMBAT INTUITION

Clairsentient power

Psi Cost: 1

Manifestation Time: No action, which you take when you roll a Dexterity check to determine initiative

Range: Self

Duration: Instantaneous

Gain advantage on, and ignore any disadvantage for your Dexterity check to determine initiative.

FOREKNOWLEDGE

Clairsentient power

Psi Cost: 1

Manifestation Time: 1 bonus action

Range: Self

Duration: 1 minute

You gain flashes of the near future surrounding you for a short while, minimizing the travails you might face in those moments; this precognition is draining. For the duration, attack rolls and skill checks made against you cannot gain advantage, and you cannot suffer from disadvantage on your ability checks, attack rolls, or saving throws.

PRESCIENT REFLEXES

Clairsentient power

Psi Cost: 1

Manifestation Time: 1 reaction, which you take when you miss with an attack roll, or when an attack roll successfully hits you

Range: Self

Duration: Instantaneous

If you missed with an attack roll, reroll that attack roll against the same target, possibly causing it to hit instead. For a roll with advantage or disadvantage, each initial roll that missed is rerolled.

If an attack roll successfully hit you, reroll that attack roll against the same target, possibly causing it to miss instead. For a roll with advantage or disadvantage, each initial roll that hit is rerolled.

CONCEAL THOUGHTS

TELEPATHIC DISCIPLINE

You craft your mindscape in a manner that forces opponents to try to find you across vast distances, through hidden layers or mental mist and fog, amidst an endless void, or other frustrations stymying their every turn. This protects you from mental attacks directly against your personality.

Knowing a psionic defense, you are in touch with and can view mindscapes, allowing you to see telepathic attacks and defenses, even though they are normally invisible. Thus, you see telepathic defenses that are up from the *conceal thoughts*, *intellect fortress* and *mental barrier* disciplines, and you see any telepathy discipline powers that deal psychic damage such as the psychic bolts from a *mind thrust* power, or that cause a negative condition such as the manifesting of a *beguiling* discipline power to charm someone. You see these abilities made solid as described by the manifester; the mindscape is a realm of metaphor, of conscious and subconscious imagery. For example, a psychic attack might be an eagle screaming forth from the manifester as it dives into a mind, while a psychic defense is a rampart the eagle crashes against or through, or gets lost in or makes its way through a great labyrinth, and so on. Cloaking a power still works, however, as the user hides what their attacks are within these metaphoric mindscapes.

You gain a +1 bonus to your AC against attacks that deal psychic damage, and you gain a +1 bonus to saving throws against telepathic powers and psionic effects, and against spells or magical effects that deal psychic damage. This bonus to AC and saving throws is cumulative with the identical bonuses from the *intellect fortress* and *mental barrier* disciplines, for a maximum +3 bonus to your AC and saving throws against these telepathic powers and psionic effects.

Focused. Your surface thoughts and emotions cannot be sensed without the appropriate contested check against your Charisma (Deception) as described in the *empathy* discipline, and your mind cannot be sensed by abilities like the *probe* power in the *read thoughts* discipline, or the *detect thoughts* spell.

Additionally, you have advantage on ability checks, saving throws, and passive scores to avoid having your thoughts or emotions read, probed, or changed (as with an *alter memories* power or *modify memories* spell), and your emotions sensed or manipulated by others; a passive score with advantage adds +5 to the total score.

Powers. You gain the following powers:

HEAD GAMES

Telepathic power

Psi Cost: 1

Manifestation Time: No action, which you take when you make a Charisma saving throw, or when an attack is made against you that deals psychic damage

Range: Self

Duration: Instantaneous

Gain a +1 bonus on that Charisma saving throw, or gain a +1 AC against that attack. You can wait until after you know the result of the roll before deciding to use *head games*, but before suffering the effects.

MENTAL FOG

Telepathic power

Psi Cost: 1

Manifestation Time: 1 reaction, which you take when you or a creature within 10 feet of you are targeted by an attack that deals psychic damage or fails a Charisma saving throw.

Range: Self

Duration: Instantaneous

The target rerolls that Charisma saving throw, keeping the new result, or that attack has disadvantage against the target.

Augmentations

+1 Psi Cost: You may target an additional creature within 10 feet of you that failed a save from the same effect requiring a Charisma save, or was a target of the same attack dealing psychic damage simultaneously.

PSYCHIC DEFENSE

Telepathic power

Psi Cost: 1

Manifestation Time: 1 action

Range: Self

Duration: Concentration

You have resistance to psychic damage for the duration.

THOUGHT SHIELD

Telepathic power

Psi Cost: 1

Manifestation Time: 1 reaction, which you take when you are targeted by an attack, spell, power, or magical or psionic effect that deals psychic damage, or when you are targeted by the *psychic crush* power.

Range: Self

Duration: 1 round

Your mind is shielded by nonsensical thoughts that protect you. Until the start of your next turn, you have a +5 bonus to AC against attacks that deal psychic damage, including against the triggering attack, you gain a +5 bonus to saving throws against spells, powers, and magical or psionic effects that deal psychic damage, and you take no damage from *psychic crush*.

CONTROL FATE

CLAIRSENTIENT DISCIPLINE

You learn to manipulate the odds of reality, nudging the strands of fate this way and that. When you manifest the *lucky* talent, you may also manifest the *unlucky* talent with the same action.

Talents. You gain the *lucky* and *unlucky* talents.

Powers. You gain the following powers:

PREDESTINATION

Clairsentient power

Psi Cost: 2

Manifestation Time: 1 reaction, which you take when any ability check, attack roll, or saving throw within range succeeds or fails, after you know the roll's result but before the effects of the roll resolve

Range: 60 feet

Duration: Instantaneous

If the chosen ability check, attack roll, or saving throw was successful, it is rerolled and the roller taking the worse result. For such a roll with advantage or disadvantage, each initial roll that succeeded is rerolled.

If the chosen ability check, attack roll, saving throw failed, it is rerolled and the roller takes the better result. For such a roll with advantage or disadvantage, each initial roll that failed is rerolled.

PROBABILITY MANIPULATION

Clairsentient power

Psi Cost: 1

Manifestation Time: No action, which you take when any ability check, attack roll, or saving throw within range is rolled, after you know the roll's result but before the effects of the roll resolve

Range: 60 feet

Duration: Instantaneous

Either add +1 to or subtract -1 from the chosen ability check, attack roll, or saving throw.

SHAPE DESTINY

Clairsentient power

Psi Cost: 2

Manifestation Time: 1 action

Range: Self (10-foot radius)

Duration: Concentration, up to 1 minute

You and your allies around you in an aura with a 10-foot radius have fate on their side, and enemies have fate work against them for the duration. Until the power ends, until you manifest this power again, or until you manifest either the *fortune* or *misfortune* power, the aura moves with you, centered on you.

Each non-hostile creature in the aura (including you) adds +1 to each ability check, attack roll, damage roll, or saving throw they make.

Each hostile creature in the aura subtracts -1 from each ability check, attack roll, damage roll, or saving throw they make.

The radius of this aura increases when you reach higher levels: 20 feet at 5th level, 30 feet at 11th level, and 60 feet at 17th level.

Augmentations

+1 Psi Cost: Increase the aura's radius by 10 feet.

+2 Psi Cost: For the duration, each non-hostile creatures in the aura adds an additional +1 to each ability check, attack roll, damage roll, and saving throw they make, and hostile creatures in the aura subtract an additional -1 from each ability check, attack roll, damage roll, and saving throw they make.

CORROSIVE METABOLISM

BIOKINETIC DISCIPLINE

You learn to manipulate your body chemistry to generate corrosive substances.

Talents. You gain the *acid bolt* and *corrosion* talents.

Powers. You gain the following powers:

ACIDIC SPRAY

Biokinetic power

Psi Cost: 1

Manifestation Time: 1 action

Range: Self (15-foot cone)

Duration: Instantaneous

You spray acid from your body, melting flesh and bone, metal and stone. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 1d6 acid damage on a failed save, or half as much damage on a successful save. This acid deals double damage to creatures made of earth, metal, stone, or wood, to any objects in the area that aren't being worn or carried, and to any structures in the area.

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

Augmentations

+1 Psi Cost: Increase the damage by 1d6.

+1 Psi Cost: Increase the cone length by 15 feet the first time you choose this augmentation, or by 30 feet each time after the first.

CAUSTIC MISTS

Biokinetic power

Psi Cost: 2

Manifestation Time: 1 action

Range: Self (5-foot radius)

Duration: Concentration, up to 1 minute

A fine aerosol of caustic mist wafts out from you in an aura with a 10-foot radius. For the duration, or until you manifest this power again, the aura moves with you, centered on you. The mist spreads around corners. It lasts for the duration, or until a strong wind disperses it, ending the power. Its area is lightly obscured to creatures other than you. The vapors, being heavier than air, sink to the lowest level of the land, even pouring down openings.

When a creature other than you starts its turn within the aura, that creature must make a Constitution saving throw. The creature takes 1d6 acid damage on a failed save, or half as much damage on a successful one. This acid deals double damage to creatures made of earth, stone, or metal, to any objects in the area that aren't being worn or carried, and to any structures in the area.

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

Augmentations

+1 Psi Cost: Increase the damage by 1d6.

+1 Psi Cost: Increase the radius by 5 feet the first time you choose this augmentation, or by 10 feet each time after the first.

+1 Psi Cost: Change the mists' opacity from lightly obscured to heavily obscured to everyone but you.

CORROSIVE BLOOD

Biokinetic power

Psi Cost: 1

Manifestation Time: 1 reaction, which you take when a creature within 5 feet of you deals damage to you

Range: Self

Duration: Instantaneous

As a nearby creature strikes you, you release a mist of highly corrosive blood. The creature that dealt damage to you must make a Dexterity saving throw. The creature takes 1d6 acid damage on a failed save, or half as much damage on a successful one. This acid deals double damage to creatures made of earth, metal, or stone.

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

Augmentations

+1 Psi Cost: Increase the damage by 1d6.

+1 Psi Cost: Instead this power affects all creatures other than you in a 5-foot radius centered on you. This acid deals damage to objects in the area that aren't being worn or carried, and to any structures in the area.

+1 Psi Cost: You can only select this augmentation if *corrosive blood* has been augmented to affect a 5-foot radius centered around you. Increase that radius by 5 feet.

NEUTRALIZE ACIDS

Biokinetic power

Psi Cost: 1

Manifestation Time: 1 action

Range: Self

Duration: Concentration

You have resistance to acid damage for the duration.

CRYOKINESIS

PSYCHOKINETIC DISCIPLINE

You learn to control the cold.

Talents. You gain the *minor cryokinesis* talent.

Powers. You gain the following powers:

BLIZZARD

Psychokinetic power

Psi Cost: 7

Manifestation Time: 10 minutes

Range: Special

Duration: Concentration, up to 8 hours

You take control of the weather within 1 mile of a point centered 500 feet above the surface of the world directly above you for the duration. If you are underground—such as in the Underdark—your DM will determine if and how this affects environmental conditions below ground in your area; however it would normally be affected if the surface world above experienced this kind of weather.

When you manifest the power, you change the current weather conditions, which are determined by the DM based on the climate and season. You can change precipitation, temperature, and wind. It takes 1d4 x 10 minutes for the new conditions to take effect. Once they do so, you can change the conditions again. When the power ends, the weather gradually returns to normal. When you change the weather conditions, find a current condition on the following tables and change its stage by one, up or down. When changing the wind, you can change its direction. When changing the temperature, you must move it to Cold or Arctic Cold, and you may not move it up warmer than Cold. When changing the precipitation, you must choose hail, snow, driving hail, or blizzard and cannot change it to any other precipitation selection but those.

Suppress the effects of any *heatwave* power manifest before, or and *control weather* spell cast before this *blizzard* power, wherever this *blizzard* power overlaps it. If anyone casts a *control weather* spell after this *blizzard* power was manifested, the spell's effects suppresses this power's effects where the spell overlaps it.

PRECIPITATION

Stage	Condition
1	Clear
2	Light clouds
3	Overcast or ground fog
4	Rain, hail, or snow
5	Torrential rain, driving hail, or blizzard

TEMPERATURE

Stage	Condition
1	Unbearable heat
2	Hot
3	Warm
4	Cool
5	Cold
6	Arctic cold

WIND

Stage	Condition
1	Calm
2	Moderate wind
3	Strong wind
4	Gale
5	Storm

Augmentations

+1 Psi Cost: Change the duration to Concentration, up to 24 hours.

+1 Psi Cost: You increase the radius to 5 miles.

+2 Psi Cost: You increase the radius to 10 miles.

COLD INSULATION

Psychokinetic power

Psi Cost: 1

Manifestation Time: 1 action

Range: Self

Duration: Concentration

You have resistance to cold damage for the duration.

COUNTER HEAT

Psychokinetic power

Psi Cost: 2

Manifestation Time: 1 reaction, which you take when you sense a creature within 60 feet of you manifesting a power or casting a spell dealing fire damage or creating a fire or heat-based effect

Range: 60 feet

Duration: Instantaneous

You attempt to interrupt a creature in the process of manifesting a psionic power or casting a spell that deals fire damage or creates a fire or heat-based effect (such as the *fireball* spell or *conflagration* power). If the creature is manifesting a fire or heat-based power with a psi cost of 2 or less or casting a fire or heat-based spell of 2nd level or lower, the power or spell fails and has no effect. If it is manifesting a fire or heat-based power with a psi cost of 3 or more or casting a fire or heat-based spell of 3rd level or higher, make an ability check using your manifesting ability. The DC equals 10 + the power's psi cost or spell's level. On a success, the creature's power or spell fails and has no effect.

Augmentations

+1 Psi Cost: The interrupted fire or heat-based power or spell has no effect if its psi cost or spell level is less than or equal to the psi cost you used.

DISPEL HEAT

Psychokinetic power

Psi Cost: 2

Manifestation Time: 1 action

Range: 120 feet

Duration: Instantaneous

Choose one creature, object, or magical or psionic effect within range that is fire or heat-based (such as the *wall of fire* spell or *heatwave* power). Any fire or heat-based power with a psi cost of 2 or less and fire or heat-based spell of 2nd level or lower on the target ends. For each fire or heat-based power with a psi cost of 3 or greater, or fire or heat-based spell of 3rd level or higher on the target, make an ability check using your manifesting ability. The DC equals 10 + the power's psi cost or spell's level. On a success, the power or spell ends.

Augmentations

+1 Psi Cost: You automatically end each fire or heat-based power or spell on the target if the power's psi cost or spell's level is less than or equal to the psi cost you used to manifest *dispel heat*.

FREEZE

Psychokinetic power

Psi Cost: 2

Manifestation Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

Choose a humanoid creature that you can sense within range. The target must succeed on a Constitution saving throw or be paralyzed for the duration. Creatures with immunity to cold damage automatically succeed on the saving throw. Creatures with resistance to cold damage, creatures naturally adapted to cold climates, and creatures wearing cold weather gear have advantage on the saving throw. Creatures with vulnerability to cold damage have disadvantage on this save.

At the end of each of its turns, the target can make another Constitution saving throw. On a success, the power ends on the target.

Augmentations

+3 Psi Cost: You can target any creature within range with *freeze*, rather than just a humanoid.

PERMAFROST

Psychokinetic power

Psi Cost: 2

Manifestation Time: 1 action

Range: 120 feet

Duration: 10 minutes

You create an area of frigid temperatures with a hard, slick layer of slippery ice covering every surface in a 20-foot radius centered on a point within range. This frigid cold area travels around corners and through solid material of any thickness.

When a creature moves into an area of frigid cold permafrost for the first time each hour, it must succeed on a Constitution saving throw or gain one level of exhaustion. At the end of each hour spent in such a frigid area, a creature must make another save. Creatures with immunity to cold damage automatically succeed on the saving throw. Creatures with resistance to cold damage, creatures naturally adapted to cold climates, and creatures wearing cold weather gear have advantage on the saving throw. Creatures with vulnerability to cold damage have disadvantage on this save.

Slippery ice is difficult terrain. When a creature moves on slippery ice for the first time in a turn, it must succeed on a DC 10 Dexterity (Acrobatics) check or fall prone.

Augmentations

+1 Psi Cost: Increase the radius by 10 feet.

+1 Psi Cost: Change the duration to 1 hour.

+2 Psi Cost: Change the duration to 8 hours.

+3 Psi Cost: Change the duration to 24 hours.

+4 Psi Cost: Change the duration to 10 days.

+5 Psi Cost: Change the duration to 30 days.

+6 Psi Cost: Change the duration to Until dispelled.

WHITEOUT

Psychokinetic power

Psi Cost: 2

Manifestation Time: 1 action

Range: 120 feet

Duration: Concentration, up to 10 minutes

Howling wind and driving snow appears in a 20-foot radius sphere centered on a point you see within range, and lasting for the duration. The sphere spreads around corners, its area is heavily obscured, creatures entirely within the area have disadvantage on any ability checks that require hearing, and exposed flames in the area are continually doused

Augmentations

+1 Psi Cost: Increase the duration to Concentration, up to 1 hour.

+1 Psi Cost: Increase the radius by 10 feet.

+1 Psi Cost: A heavy sleet falls within the whiteout. The ground in the area is covered with slick ice, making it difficult terrain. When a creature enters the power's area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw. On a failed save, it falls prone as it slips on the slick ice.

CRYOKINETIC ASSAULT

PSYCHOKINETIC DISCIPLINE

You learn to create devastatingly cold attacks.

Talents. You gain the *frost* and *rime* talents.

Powers. You gain the following powers:

COLD INSULATION

Psychokinetic power

Psi Cost: 1

Manifestation Time: 1 action

Range: Self

Duration: Concentration

You have resistance to cold damage for the duration.

FLURRY

Psychokinetic power

Psi Cost: 1

Manifestation Time: 1 action

Range: Self (15-foot cone)

Duration: Instantaneous

Tendrils of frigid air swirl outward from the air in a flurry before. Each creature in a 15-foot cone must succeed on a Constitution saving throw or take 1d6 cold damage, have its speed halved until the start of your next turn, and on its next turn it can use either an action or a bonus action, but not both. On a successful save, a creature takes half as much damage, and its movement and actions remains unaffected. Each object not being worn or carried and each structure you choose in the area also takes this damage with no save.

Creatures with immunity to cold damage automatically succeed on the saving throw. Creatures with resistance to cold damage, creatures naturally adapted to cold climates, and creatures wearing cold weather gear have advantage on the saving throw. Creatures with vulnerability to cold damage have disadvantage on this save.

While this power costs a total psi cost of 5 or more when you manifest it, a creature killed by the power becomes a frozen statue until it thaws.

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

Augmentations

+1 Psi Cost: Increase the damage by 1d6.

+1 Psi Cost: Increase the cone length by 15 feet the first time you choose this augmentation, or by 30 feet each time after the first.

SNOWSTORM

Psychokinetic power

Psi Cost: 1

Manifestation Time: 1 action

Range: 120 feet

Duration: Instantaneous

Freezing cold wind and air fills a 5-foot radius sphere centered on a point you can see within range. Each creature other than you in the radius must succeed on a Constitution saving throw or take 1d6 cold damage, have its speed halved until the start of your next turn, and on its next turn it can use either an action or a bonus action, not both. On a successful save, a creature takes half as much damage, and its movement and actions remains unaffected. Each object not being worn or carried and each structure you choose in the area also takes this damage with no save.

Creatures with immunity to cold damage automatically succeed on the saving throw. Creatures with resistance to cold damage, creatures naturally adapted to cold climates, and creatures wearing cold weather gear have advantage on the saving throw. Creatures with vulnerability to cold damage have disadvantage on this save.

While this power costs a total psi cost of 5 or more when you manifest it, a creature killed by the power becomes a frozen statue until it thaws.

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

Augmentations

+1 Psi Cost: Increase the damage by 1d6.

+1 Psi Cost: Increase the radius by 5 feet the first time you choose this augmentation, or by 10 feet each time after the first.

CRYOKINETIC BARRIER

PSYCHOKINETIC DISCIPLINE

You can create walls of ice or chilling cold.

Talents. You gain the *ice sculpture* talent.

Powers. You gain the following powers:

COLD INSULATION

Psychokinetic power

Psi Cost: 1

Manifestation Time: 1 action

Range: Self

Duration: Concentration

You have resistance to cold damage for the duration.

FRIGID AIR

Psychokinetic power

Psi Cost: 1

Manifestation Time: 1 action or bonus action

Range: 120 feet

Duration: Concentration, up to 1 minute

You create a wall made of sheets of mostly invisible, frigid air within range. The wall is made up of two 5-foot-by-5-foot, 1-foot thick panels. Each panel appears in any orientation you choose, as a horizontal or vertical barrier or at an angle, and each panel must have at least one of the square's edges be contiguous with another panel's edge. These panels do not need to rest on any sort of surface. The wall is invisible, but any solid surface within 5 feet of a panel has a light dusting of rime coat it for the duration.

A creature other than you moving through one or more sheets of frigid air for the first time on a turn or starting its turn there must make a Constitution saving throw. On a failed save, a creature takes 1d6 cold damage, has its speed reduced by 10 feet until the start of your next turn, and on its next turn it can use either an action or a bonus action, not both, or half as much damage, no speed reduction, and takes actions as normal on a successful one.

At the end of each of your turns, each object not being worn or carried and each structure you choose in the area takes 1d6 cold damage with no save.

Creatures with immunity to cold damage automatically succeed on the saving throw. Creatures with resistance to cold damage, creatures naturally adapted to cold climates, and creatures wearing cold weather gear have advantage on the saving throw. Creatures with vulnerability to cold damage have disadvantage on this save.

While this power costs a total psi cost of 5 or more when you manifest it, a creature killed by the power becomes a frozen statue until it thaws.

This power's cold damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Augmentations

+1 Psi Cost: Change the duration to Concentration, up to 10 minutes.

+1 Psi Cost: Create an additional two panels.

GLACIATION

Psychokinetic power

Psi Cost: 1

Manifestation Time: 1 action or bonus action

Range: 120 feet

Duration: Concentration, up to 1 minute

You create a thick sheets of solid, glacial ice within range, in any shape you wish, including cosmetic details of any sort. The wall is made up of two 5-foot-by-5-foot, 1-foot thick panels. Each panel appears in any orientation you choose, as a horizontal or vertical barrier or at an angle, and each panel must have at least one of the square's edges be contiguous with another panel's edge. Each panel must also be resting on a solid surface (including other panels of ice), unless it has two or more edges contiguous other panels. The wall is as opaque or as transparent as you wish, and lasts for the duration.

If the wall cuts through a creature's space when it appears, the creature within its area is pushed to one side of the wall and must make a Dexterity saving throw. On a failed save, a creature takes 1d6 bludgeoning damage, or half as much damage on a successful save.

The wall is an object that can be damaged and thus breached. It has AC 12 and 15 hit points per 5-foot section, and it is vulnerable to fire damage. Reducing a 5-foot panel of wall to 0 hit points destroys it, dropping a 5-foot square of difficult terrain directly below it. If a panel is no longer supported by a solid surface, it immediately falls straight down, leaving a 5-foot square of difficult terrain wherever it lands. Each creature in one or more squares where panels are simultaneously falling onto make a Dexterity saving throw. On a failed save, a creature takes 1d6 bludgeoning damage, or half as much damage on a successful save.

Difficult terrain created in this manner lasts until it is cleared, taking 1 minute to clear each 5-foot square, or until it melts—however long that would normally take, at the DM's discretion.

This power's bludgeoning damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Augmentations

+1 Psi Cost: Change the duration to Concentration, up to 10 minutes.

+1 Psi Cost: Create an additional two panels.

DIMENSIONAL LOCK

PSYCHOPORTATION DISCIPLINE - PREREQUISITES: Psi LIMIT OF 2 OR GREATER

You can sense when others try to travel through space and time near you, and have the tools to potentially stop them from doing so.

Focused. You can sense dimensional transportation effects to a range of 30 feet. Any teleportation, portals, planar travel (including moving into or out of the Ethereal Plane), or time travel within range is apparent to you, and you know the exact direction and distance to that phenomenon. This sense penetrates all materials of any thickness, at your DM's discretion.

The range of this sense increases when you reach higher levels: to 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

Powers. You gain the following powers:

DIMENSIONAL BARRIER

Psychoportation power

Psi Cost: 2

Manifestation Time: 1 action

Range: Self (30-foot radius)

Duration: Concentration, up to 10 minutes.

A field of dimension-locking static emanates from you in an aura with a 30-foot radius. For the duration, the aura moves with you, centered on you. The aura penetrates all materials of any thickness, unless some materials at your DM's discretion prevent such abilities.

For the duration, any teleporting or planar traveling—including moving into or out of the Ethereal Plane—to or away from a spot within range, opening an origin or destination portal within range, or traveling in time to or from a spot within range, automatically fails. Creatures not native to the Ethereal Plane within range are automatically shunted back to the plane they originate from while within the dimensional anchor.

The radius of this aura increases when you reach higher levels: to 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

Augmentations

+1 Psi Cost: Change the duration to Concentration, up to 1 hour.

+2 Psi Cost: Change the duration to Concentration, up to 8 hours.

+1 Psi Cost: The dimension-locking field instead emanates from a point you can sense within range of your *dimension lock* discipline dimension sense for the duration.

+6 Psi Cost: The dimension-locking field instead emanates from a point you can sense within 120 feet of you, and the duration is changed to Until dispelled.

DIMENSIONAL COUNTER

Psychoportation power

Psi Cost: 2

Manifestation Time: 1 reaction, which you take when you sense a creature teleporting or planar traveling to or away from a spot within range, opening an origin or destination portal within range, or traveling in time to or from a spot within range

Range: Special

Duration: Instantaneous

You attempt to interrupt a creature in the process of teleporting or planar traveling—including moving into or out of the Ethereal Plane—to or away from a spot within range of your *dimension lock* discipline's dimension sense, opening an origin or destination portal within range, or traveling in time to or from a spot within range, if you can sense that activity due to that dimension sense. Note: if your dimensional sense doesn't have a long enough range, you might not be able to use this power if the effect you're trying to interrupt is out of range of your dimension sense. If the creature is manifesting an appropriate power with a psi cost of 2 or less or casting an appropriate spell of 2nd level or lower, the power or spell fails and has no effect. If it is manifesting an appropriate power with a psi cost of 3 or more or casting an appropriate spell of 3rd level or higher, make an ability check using your manifesting ability. The DC equals 10 + the power's psi cost or spell's level. On a success, the creature's power or spell fails and has no effect.

Augmentations

+1 Psi Cost: The interrupted power or spell has no effect if its psi cost or spell level is less than or equal to the psi cost you used.

DIMENSIONAL DISPEL

Psychoportation power

Psi Cost: 2

Manifestation Time: 1 action

Range: Special

Duration: Instantaneous

Choose one portal, dimensional gate, or similar magical or psionic effect you can see or sense within range of your *dimension lock* discipline's dimension sense that allows teleportation, planar, or time travel. Any appropriate power with a psi cost of 2 or less and spell of 2nd level or lower on the target ends. For each appropriate power with a psi cost of 3 or greater, or appropriate spell of 3rd level or higher on the target, make an ability check using your manifesting ability. The DC equals 10 + the power's psi cost or spell's level. On a success, the power or spell ends.

Augmentations

+1 Psi Cost: You automatically end each appropriate power or spell on the target if the power's psi cost or spell's level is less than or equal to the psi cost you used to manifest *dimensional dispel*.

DISORIENTATION

TELEPATHIC DISCIPLINE

You learn how to distort the minds of others, muddying their thoughts so much they act nearly at random, and you understand how to mitigate confusion in yourself and others.

For ease of referencing, the dazed and confused conditions are both presented here for use with the powers below:

Dazed. While dazed, a creature can't take reactions, and it must choose one of the following at the start of each of its turns:

- The creature's speed becomes 0, it can't benefit from any bonus to its speed until the start of their next turn, and its free interact with an object on its turn instead takes a bonus action.
- The creature cannot take actions until the start of their next turn.

Confused. A confused target can't take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn.

d10 Behavior

- 1 The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.
- 2-6 The creature doesn't move or take actions this turn.
- 7-8 The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.
- 9-10 The creature can act and move normally.

Talents. You gain the *disorient* talent.

Powers. You gain the following powers:

CONFOUNDING

Telepathic power

Psi Cost: 1

Manifestation Time: 1 action

Range: Self

Duration: 1 minute

Your ability to disorient the minds of others allows you to become confounding to others in social situations, deceiving them with ease. For the duration, you gain advantage on Charisma (Deception) checks.

CONFUSE

Telepathic power

Psi Cost: 3

Manifestation Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

This power confuses a creature you can see or whose mind you can sense within range, creating disorientation and provoking uncontrolled actions. That creature must succeed on an Intelligence saving throw or become confused.

At the end of its turns, an affected target can make an Intelligence saving throw. If it succeeds, this effect ends for that target.

The range of this power increases when you reach higher levels: to 90 feet at 11th level, and 120 feet at 17th level.

Augmentations

+1 Psi Cost: Choose another target in range to also be affected by *confuse*.

DAZE

Telepathic power

Psi Cost: 2

Manifestation Time: 1 action

Range: 30 feet or Contacted

Duration: Concentration, up to 1 hour

This power disorients a humanoid you can see or whose mind you can sense within range. That creature must succeed on an Intelligence saving throw or become dazed for the duration.

If an affected creature is attacked by you or your allies, at the end of its next turn it can make an Intelligence saving throw. If it succeeds, this effect ends for that target.

The range of this power increases when you reach higher levels: to 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

Augmentations

+1 Psi Cost: Choose another target in range to also be affected by *daze*.

+2 Psi Cost: Choose any creatures, rather than only humanoids, to be affected by this manifestation of *daze*.

INSANITY

Telepathic power

Psi Cost: 8

Manifestation Time: 1 action

Range: 90 feet

Duration: Until dismissed

You utterly shatter the sanity of a humanoid you can see or whose mind you can sense within range. That creature must succeed on an Intelligence saving throw or become dazed for the duration, or until you dismiss the power as an action.

At the end of every 30 days, the creature can repeat its saving throw against this power. If it succeeds on its saving throw, the power ends.

This power can also be ended with the *greater restoration*, *heal*, or *wish* spell, or the *psychic surgery* power.

The range of this power increases to 120 feet when you reach 17th level.

You must use your Psionic Body feature to pay all costs when manifesting this power.

Augmentations

+1 Psi Cost: Replace the dazed condition with the confused condition for this manifestation of *insanity*.

+1 Psi Cost: The target no longer makes a save against this power at the end of every 30 days; they are confused until something ends this power on them.

***+1 Psi Cost:** Choose any creature, rather than only a humanoid, to be affected by this manifestation of *insanity*.*

RESTORE CLARITY

Telepathic power

Psi Cost: 2

Manifestation Time: 1 bonus action

Range: 30 feet or Contacted

Duration: Instantaneous

At your mental touch, you can end one effect that's confusing or dazing a target that you can see or whose mind you can sense in range.

The range of this power increases when you reach higher levels: to 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

DOWSING

CLAIRSENTIENT DISCIPLINE

You learn to sense the location of specific or broad categories of creatures, objects or substances, or individual creatures or objects. This discipline has only a single power, but it's extremely versatile, allowing you to track down all manner of things given enough time and effort.

Powers. You gain the following powers:

DOWSE

Clairsentient power (meditation)

Psi Cost: 1

Manifestation Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

You learn how to dowse for a kind of material; dowsing is a form of psionic divining that simply points the user in the direction of something by reading its psychic imprint within reality.

Describe or name a kind of object, or a substance. A kind of object would be something like a certain kind of apparel, jewelry, furniture, tool, weapon, or so forth. A substance must be one you are familiar with, like water, or gold ore; if you've never seen a substance such as platinum or ruby, you could not name that as a substance.

For the duration, you sense the direction but not the distance of the nearest such object or source of a substance.

Some creatures who use the *dowsing* power utilize a focus of some sort to enhance the power mildly. While an item such as a dowsing rod, or a crystal, metal, or stone pendulum is not needed to use this power, while the manifester is holding such an item at any point during the duration, it will automatically point towards whatever is being searched for, allowing creatures other than the manifester to have a visual aid for those portions of the duration.

If you manifest this power as a meditation, you can use augmentations up to a total cost of your Psi Limit.

Augmentations

+1 Psi Cost: Change the duration to Concentration, up to 10 minutes.

+2 Psi Cost: Change the duration to Concentration, up to 1 hour.

+3 Psi Cost: Change the duration to Concentration, up to 8 hours.

+1 Psi Cost: You may instead describe or name a specific object. That object must be familiar to you, be familiar to a person you touch while you manifest this power, or you must be holding a piece of that object while you manifest this power. An object is familiar to a person if they've seen it up close at least once (within 30 feet).

For the duration, you sense the direction but not the distance to the object's location as long as it's on the current plane.

+2 Psi Cost: You may instead describe or name a broad or specific type or subtype of creature (such as an elf, wood elf, or wood elf from a specific nation, city, or village, a dragon, red dragon, or female red dragon, and so on).

For the duration, you sense the direction but not distance to the nearest such creature on the plane of existence you are currently on.

+3 Psi Cost: You may instead describe or name a specific creature. A specific creature must be one you are familiar with, a person you are touching is familiar with when you manifest this power, or a person for whom an object you are holding is of great importance to. A specific creature is familiar to a person if they've seen it up close at least once (within 30 feet).

For the duration, you sense the direction but not the distance to the creature's location as long as it's on the current plane for the duration. If the creature you described or named is in a different form, such as druid that has used Wild Shape to transform into a beast, this power doesn't locate the creature.

EMOTIONAL REFLECTION

TELEPATHIC DISCIPLINE - PREREQUISITE: PSI LIMIT OF 3 OR GREATER, EMPATHY DISCIPLINE

You enhance your ability to project emotional states on others, in a very controlled manner giving some quite nuanced effects that make others reflect more upon themselves.

Powers. You gain the following powers:

MANTLE OF CONFUSION

Telepathic power

Psi Cost: 3

Manifestation Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

By flooding others with multiple strong emotions at once, forcing them to reflect upon them all simultaneously, you cause confusion around you in an aura with a radius equal to the range you can sense emotions with your *empathy* discipline. For the duration, the aura moves with you, centered on you.

Each time a creature other than you starts its turn in the aura, it makes a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. On a failed save, a creature is confused until the start of its next turn.

A confused creature can't take reactions and must roll a d10 immediately to determine its behavior until the start of its next.

d10 Behavior

- 1 The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.
- 2-6 The creature doesn't move or take actions this turn.
- 7-8 The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.
- 9-10 The creature can act and move normally.

MANTLE OF TRANQUILITY

Telepathic power

Psi Cost: 3

Manifestation Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

Waves of peace and tranquility creating a calming sense of inner reflection radiate from you in an aura with a radius equal to the range you can sense emotions with your *empathy* discipline. For the duration, the aura moves with you, centered on you.

Each time a creature other than you starts its turn in the aura, it must make a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, it is affected by one or both of the following (your choice):

Suppress all effects causing a target to be charmed, confused, or frightened, and all emotion-based effects such as those given by other mantle powers in the *empathy* discipline for the duration. Targets cannot be forced to make saving throws against mantle powers for the duration. When this power ends, any suppressed effect resumes, provided that its duration has not expired in the meantime. Make a target indifferent about creatures it is hostile toward for the duration. This indifference ends if the target is attacked or

harm by a spell, power, or talent, or if it witnesses any of its friends being harmed. When this power ends, the targets' feelings about other creatures return to normal, unless the DM rules otherwise; the target isn't aware it was forced into indifference, so responds to what happened during the duration of this power accordingly.

EMPATHIC PROJECTION

TELEPATHIC DISCIPLINE - PREREQUISITE: PSI LIMIT OF 2 OR GREATER, EMPATHY DISCIPLINE

You enhance your ability to project emotional states on others, instilling some of the more intense emotions in creatures around you that you wish to.

Powers. You gain the following powers:

MANTLE OF ENVY

Telepathic power

Psi Cost: 2

Manifestation Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

Waves of envious thoughts swirl around you in an aura with a radius equal to the range you can sense emotions with your *empathy* discipline. For the duration, the aura moves with you, centered on you.

Each time a creature other than you starts its turn in the aura, it makes a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. On a failed save, it is envious of one creature or object you can see of your choice until the start of its next turn.

An envious creature must try to move towards the creature or object of its desire by the safest available route on each of its turns, unless there is nowhere to move. An envious creature has advantage on ability checks while the source of its envy is within line of sight, and it has advantage on attack rolls against any creature that it saw attack or make any hostile action against the target of its envy (if a creature), or picked up or interacted with the target of its envy (if an object), since the envious creature's last turn ended.

A creature that gains envious loses the frightened condition, as seen in the *mantle of fear* power.

MANTLE OF FEAR

Telepathic power

Psi Cost: 2

Manifestation Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

Waves of utter terror surround you in an aura with a radius equal to the range you can sense emotions with your *empathy* discipline. For the duration, the aura moves with you, centered on you.

Each time a creature other than you starts its turn in the aura, it makes a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. On a failed save, a creature is frightened of one creature or object of your choice you can see until the start of its next turn.

While frightened by this power, a creature must move away from the creature or object it's frightened of on each of its turns by the safest route possible, unless there is nowhere to move.

A creature that gains frightened loses envious, as seen in the *mantle of envy* power.

MANTLE OF JOY

Telepathic power

Psi Cost: 2

Manifestation Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

Waves of intense joy radiate around you in an aura with a radius equal to the range you can sense emotions with your *empathy* discipline. For the duration, the aura moves with you, centered on you.

Each time a creature other than you starts its turn in the aura, it makes a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. On a failed save, it has joy until the start of its next turn.

A creature with joy has advantage on ability checks, attack rolls, and saving throws.

A creature that gains joy loses sorrow, as seen in the *mantle of sorrow* power.

MANTLE OF SORROW

Telepathic power

Psi Cost: 2

Manifestation Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

Waves of despair and sorrow sweep around you in an aura with a radius equal to the range you can sense emotions with your *empathy* discipline. For the duration, the aura moves with you, centered on you.

Each time a creature other than you starts its turn in the aura, it makes a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. On a failed save, it has sorrow until the start of its next turn.

A creature with sorrow has disadvantage on ability checks, attack rolls, and saving throws, and cannot gain or use inspiration or inspiration dice.

A creature that gains sorrow loses joy, as seen in the *mantle of joy* power.

EMPATHY

TELEPATHIC DISCIPLINE

You learn to detect and manipulate the emotions of others. You can sense the general emotional state of those around you up to 30 feet away. You have a passive Wisdom (Insight) score at all times to feel the surface emotions of each creature you can see or whose mind you can sense within range of this ability, opposed by the passive Charisma (Deception) score of each creature.

As a bonus action, you can focus on one creature you can see or whose mind you can sense within range of this ability to dig a little deeper into their emotional state. Make a Wisdom (Insight) check contested by the passive Charisma (Deception) score of that creature. If either your passive Wisdom (Insight) score or the result of this check is greater than a creature's score, you sense their basic needs, drives, and emotions until the end of your next turn; hunger and thirst, love and hatred, desire and fear, fatigue and pain, sorrow and joy, rage, uncertainty, curiosity, friendliness or hostility, and so on, all at your DM's discretion. Constructs (unless a living construct), usually have no emotions to sense.

If a creature is actively hiding their emotions and you are not actively trying to sense their emotions, they make a Charisma (Deception) check. You check your passive Wisdom (Insight) score contested by the higher of that creature's passive Charisma (Deception) score or the result of their check.

If a creature is actively hiding their emotions and you are also actively trying to sense their emotions, you check the higher of your Wisdom (Insight) check or passive score contested by the higher of that creature's Charisma (Deception) check or passive score.

The range of this sense increases when you reach higher levels: to 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

Powers. You gain the following powers:

MANTLE OF DISGUST

Telepathic power

Psi Cost: 1

Manifestation Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

Waves of disgust radiate from you in an aura with a radius equal to the range you can sense emotions with your *empathy* discipline. For the duration, the aura moves with you, centered on you.

Each time a creature other than you starts its turn in the aura, it makes a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, it is untrusting until the start of its next turn, as overwhelming wariness of others comes to the fore of its mind.

An untrusting creature can't be charmed by any other creature, can't target any other creature with beneficial abilities or magical effects, and all creatures have disadvantage on any ability check to interact socially with it.

A creature that gains untrusting loses the charmed condition, as seen in the *mantle of trust* power.

MANTLE OF LOVE

Telepathic power

Psi Cost: 1

Manifestation Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

Waves of deep love sweep around you in an aura with a radius equal to the range you can sense emotions with your *empathy* discipline. For the duration, the aura moves with you, centered on you.

Each time a creature other than you starts its turn in the aura, or makes an attack roll, it makes a Charisma saving throw; a creature can choose to fail this saving throw if it wishes, and this save is made before an attack roll that triggered it resolves. On a failed save, it is loving until the start of its next turn. Once a creature has been forced to make this saving throw, whether it succeeds or fails this save, it cannot be forced to again until the start of your next turn.

A loving creature has disadvantage on attack rolls, all attacks against it have disadvantage, and it can only cast spells or manifest powers that do not require an attack roll or do not deal damage. An attack roll that triggered the Charisma saving throw it failed to become loving in this manner is made with disadvantage.

A creature that gains loving loses enraged, as seen in the *mantle of rage* power.

MANTLE OF RAGE

Telepathic power

Psi Cost: 1

Manifestation Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

Waves of anger and fury radiate from you in an aura with a radius equal to the range you can sense emotions with your *empathy* discipline. For the duration, the aura moves with you, centered on you.

Each time a creature other than you starts its turn in the aura, makes an attack roll, or has an attack roll made against it, it makes a Charisma saving throw; a creature can choose to fail this saving throw if it wishes, and this save is made before an attack roll that triggered it resolves. If a creature fails its saving throw, it is enraged until the start of its next turn. Once a creature has been forced to make this saving throw, whether it succeeds or fails this save, it cannot be forced to again until the start of your next turn.

An enraged creature has advantage on attack rolls, all attacks against it have advantage, and it can only cast spells or manifest powers that require an attack roll or deal damage. An attack roll that triggered the Charisma saving throw it failed to become enraged in this manner is made with advantage.

A creature that gains enraged loses loving, as seen in the *mantle of love* power.

MANTLE OF TRUST

Telepathic power

Psi Cost: 1

Manifestation Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

Waves of feeling safe and trusting of others surround you in an aura with a radius equal to the range you can sense emotions with your *empathy* discipline. For the duration, the aura moves with you, centered on you.

Each time a creature other than you starts its turn in the aura, it makes a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. On a failed save, a creature becomes trusting until the start of its next turn.

A creature with trusting is charmed by all other creatures. Each time the trusting creature takes damage, it makes a new Charisma saving throw against the power. If the saving throw succeeds, it is no longer trusting.

A creature that is trusting loses untrusting, as seen in the *mantle of disgust* power.

ESP

CLAIRSENTIENT DISCIPLINE

You possess a supernatural sense that taps into the information network known as the noosphere, enhancing your perception of the world around you. You add half your proficiency bonus, rounded down, to any Wisdom-based ability checks that don't already include your proficiency bonus.

Powers. You gain the following powers:

AWARENESS

Clairsentient power

Psi Cost: 1

Manifestation Time: 1 reaction, which you take when you make a Wisdom saving throw

Range: Self

Duration: Instantaneous

Gain advantage on the Wisdom saving throw.

MINDFULNESS

Clairsentient power

Psi Cost: 1

Manifestation Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

For the duration, you cannot be surprised, and you have advantage on passive Intelligence (Investigation), Wisdom (Insight), and Wisdom (Perception) scores; a passive score that has advantage gains +5 to the score.

Augmentations

+1 Psi Cost: Change the duration to Concentration, up to 1 hour.

+2 Psi Cost: Change the duration to Concentration, up to 8 hours.

OBSERVATION

Clairsentient power

Psi Cost: 1

Manifestation Time: No action, which you take when you make a Wisdom ability check

Range: Self

Duration: Instantaneous

Gain advantage on the Wisdom ability check.

SIXTH SENSE

Clairsentient power

Psi Cost: 1

Manifestation Time: No action, which you take when you make a Wisdom ability check or Wisdom saving throw

Range: Self

Duration: Instantaneous

Gain a +1 bonus on the Wisdom ability check or Wisdom saving throw. You can wait until after you know the result of the roll before deciding to use *sixth sense*, but before suffering the effect.

FALSE SENSORY INPUT

TELEPATHIC DISCIPLINE

You learn to alter the perceptions of others, so that they sense what you wish them to sense, instead of what's really happening.

Focused. As an action or bonus action, choose a creature you can see or whose mind you can sense within 30 feet, or a creature you have contacted to become deluded by you, gaining the deluded condition. By being usable as both an action and bonus action, you can delude two creatures in a turn by using both your action and bonus action. You can dismiss your deluded condition from a creature whose mind you have deluded at any time, which takes no action. Only creatures you've given the deluded condition can be affected by your psionic powers within the *false sensory input* discipline.

If you become unfocused, all minds deluded by you immediately lose your deluded condition. A creature does not know its mind has been deluded unless something allows it to, such as successfully seeing through a hallucination, or one of the creature's allies tells them they don't see, hear, or otherwise perceive a hallucination the creature does.

Hallucinations are generally much more convincing than illusions are, but are considerably more limited in how many people they affect at once. When a spellcaster creates an illusory object, every creature—including any new creatures that randomly wander in—see, hear, or otherwise sense that illusion. When a psionic character manifests a hallucination, only the creatures that have the deluded condition from the manifester can perceive the hallucination. Thus, individually, a hallucination seems much more powerful, but any random person wandering in who doesn't see, hear, smell, feel, or otherwise sense the hallucination could ruin it. They might walk through it, or simply ask everyone hallucinating what they're looking at.

Players and DMs alike are encouraged not only to get very creative with what hallucinations they make, but also with the many ways such a hallucination might be broken.

The range of this ability to delude minds increases when you reach higher levels: to 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

Talents. You gain the *minor hallucination* talent.

Powers. You gain the following powers:

HALLUCINATIONS

Telepathic power

Psi Cost: 1

Manifestation Time: 1 action

Range: Deluded

Duration: Concentration, up to 10 minutes

You create a hallucination of something in the mind of one or more creatures whose minds you have deluded. The hallucination lasts for the duration, or if you dismiss it—which requires no action. The hallucination can affect as many of the minds you have deluded at once for the duration, while

they remain deluded; the hallucination itself is still limited to the being the same for all creatures you affect with it, positioned in the same spot in the world. If a creature's mind becomes newly deluded by you, you can have it immediately perceive this hallucination as well. You can change which deluded creatures do or do not perceive this hallucination at will, without any action required.

The hallucination affects all senses, including touch. It could be visual, auditory, olfactory, tactile, or even have taste. There's no real limit to the hallucination.

The visual component of a hallucination must fit within a 10-foot cube at a designated point you can see. You can use your action to cause a visual hallucination to move to any spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking.

Auditory hallucinations can be quite complex, such as the hustle and bustle of a city, incredibly loud sounds like the roar of a dragon with beating wings and scratching scales, relentless whispers all around, and so on, but only one type of sound is allowed. Auditory hallucinations must come from the visual hallucination if you've made one. If you've made no visual hallucination, it originates from one spot you designate, or one or more directions you designate; you do not have to see that spot.

Odors and tastes can similarly complex, but again are limited to only one kind (although if the hallucination is of something like a meal, each part of the meal smells and tastes as it should or how you wish). Olfactory hallucinations work like auditory hallucinations, either being linked to the visual hallucination, or coming from a specific direction or location if there is no visual component. Gustatory hallucinations only allow for tasting hallucinations with visual components, else cloy in the back of the throat with an appropriate odor where there is no visual component.

Tactile sensations are limited either comply with what a visual component indicates it should, or if there is no visual component the tactile hallucination created would be something like an environmental effect such as heat or cold, or the feel of wind, rain, or dust on skin and in eyes. This can at most lightly obscure a creature's view.

You cannot make anything cease to be with *hallucinations*, so no invisibility, no making parts of something appear to disappear. You can alter or cover up the appearances of existing things or pull new visuals from whole cloth.

You can't create sufficient heat or cold to cause damage, sounds loud enough to deafen a creature, dust to blind or heavily obscure, or a smell that might make a creature anosmic, or poison or sicken a creature (like a gha'st's stench).

Hallucinations are much more interactive than illusions, because they're inserted in a creature's mind directly. This is why they have tactile components; a creature's mind tricks them into thinking it's really there, so they feel something because they expect to.

However, only deluded minds are affected. A creature unaffected by a hallucination might look to its companions as if it's bouncing off a wall. It might see its allies walk right through a hallucinatory creature, object, or part of a structure like a door or wall. If a creature suspects it is hallucinating because of one of these reasons, or some other imperfection in the hallucination the DM deems appropriate, it can use its action to examine the hallucination. The creature can determine that it is hallucinatory with a successful Intelligence (Investigation) check against your manifestation save DC.

If a creature discerns the hallucination for what it is, the hallucination disappears from their mind entirely, in whatever way you deem appropriate. For example, it might shatter into pieces like stained glass, disintegrate into dust and blow away, fade away, pop like a bubble, or just vanish into thin air.

If you manifest *hallucinations* again before the end of its duration, you can maintain the hallucinations from all previous manifestations of the *hallucinations* power in addition to whatever new hallucination you manifest without interrupting the continuity of those previous hallucinations.

Augmentations

+1 Psi Cost: Increase the cube a visual component can fit in by 10 feet per side.

+2 Psi Cost: Change the duration to Concentration, up to 1 hour.

+4 Psi Cost: Change the duration to Concentration.

+8 Psi Cost: Change the duration to Until dismissed.

+1 Psi Cost: You can make an additional change with *hallucinations*.

MASQUERADE

Telepathic power

Psi Cost: 1

Manifestation Time: 1 action

Range: Self

Duration: 1 hour

You make yourself—including your clothing, armor, weapons, and other belongings on your person—look, sound, smell, feel, even potentially taste different, to any number of creatures whose minds you have deluded for the duration, in a highly convincing hallucination; they do not have to stay within range for their hallucinatory disguise to be maintained. If a mind becomes newly deluded, you can immediately have them also see this hallucination.

You can seem up to 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the hallucination is up to you.

The changes caused by this power hold up to physical inspection. For example, if you use this power to add a hat to your outfit, someone could reach out and touch that hat. If you give yourself a larger belly, they will feel it. If you give yourself a smaller belly, even though their hand hits your flesh early, their mind will trick them into thinking it hit when it should. However, if something hallucinatory is taken off of your person, it immediately vanishes; that same hallucinatory hat, if pulled off your head, would vanish.

If a creature suspects your appearance is a hallucination or otherwise false, that creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your manifestation save DC to discern that you are disguised.

When a creature discerns your hallucinatory disguise for what it is, the hallucination disappears from their mind entirely, in whatever way you deem appropriate. For example, the disguise might shatter into pieces like stained glass, disintegrate into dust and blow away, fade away, pop like a bubble, melt off the person, or just vanish in an instant, leaving your appearance as it really is—but only in the mind of the person who discerned your disguise.

Augmentations

+1 Psi Cost: Change the range to 30 feet, and you may target a creature within range, rather than yourself. If you choose this augmentation more than once, each time you choose it past the first you instead target an additional creature within range (including yourself). Each creature may look radically different from one another, completely identical, or anything in-between. You can use this augmentation any number of times without it counting against your Psi Limit.

The range of this augmentation increases when you reach higher levels: to 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

MASS DELUSION

Telepathic power

Psi Cost: 1

Manifestation Time: 1 action or bonus action

Range: Self (10-foot radius)

Duration: Instantaneous

You delude the minds of any number of creatures you can see or whose minds you can sense within 10 feet of you, giving them the deluded condition.

Augmentations

+1 Psi Cost: Increase the radius by 10 feet.

WORLDS OF MAKE BELIEVE

Telepathic power

Psi Cost: 7

Manifestation Time: 1 action

Range: Deluded

Duration: Concentration, up to 1 minute

For the duration of *worlds of make believe*, you may make the kinds of changes able to be made with the *hallucinations* power on minds you have deluded, at-will, with total control and no real time between changes.

If you manifest *worlds of make believe* again before the end of its duration, you can instead restart the duration anew with the new manifestation without interrupting the previous hallucinations.

Augmentations

+1 Psi Cost: Change the duration to Concentration, up to 10 minutes.

+2 Psi Cost: Change the duration to Concentration, up to 1 hour.

+3 Psi Cost: Change the duration to Concentration.

FOLD SPACE

PSYCHOPORTATION DISCIPLINE - PREREQUISITES: Psi LIMIT OF 2 OR GREATER

You learn how to manipulate space itself, folding it in a manner that allows you to create teleportation portals that traverse space instantaneously.

Talents. You gain the *know direction*, *know location*, and *minor portal* talents.

Powers. You gain the following power:

PORTAL

Psychoportation power

Psi Cost: 2

Manifestation Time: 1 action

Range: 10 feet

Duration: Concentration, up to 1 minute

You fold space, creating a portal connecting two distant points. For the duration or until you manifest this power again, a two-dimensional origin portal appears within 10 feet of you in any orientation you desire, and a two-dimensional destination portal appears at a chosen destination within range. The portal either must be somewhere you can see, or have stored with the *know location* talent, or have marked with your reality anchor. If the distant portal would appear inside a solid object, this power immediately ends with no effect.

The portals are two-way; willing creatures can enter through either origin or destination portal and arrive at the other, as though walking through a doorway. Unwilling creatures cannot be forced through the portal. Each portal exits in only one direction, and it's perfectly visible—again, as though looking through an open doorway. From either side of or “behind” the opening, the portal is effectively invisible. The doorway is up to 10 feet per side; each pair of parallel sides can be a different length, allowing you to make either a square or a rectangle of variable size each manifestation. The origin and destination portals are always the same size and orientation relative to one another; so a portal placed horizontally underneath you facing up would exit at a portal placed horizontally at the destination facing down.

Deities and other planar rulers can prevent portals created by this power from opening in their presence or anywhere within their domains.

Augmentations

+1 Psi Cost: Increase the duration to Concentration, up to 10 minutes.

+1 Psi Cost: Increase the size of the portals by up to 10 feet per side.

+1 Psi Cost: The portal is only one-way, not two-way.

Choose either the origin or destination portal. Creatures and objects may only pass through the chosen portal. If you choose the origin portal, the destination portal is invisible.

+1 Psi Cost: Change the range to 30 feet.

+2 Psi Cost: Change the range to 60 feet.

+3 Psi Cost: Change the range to 120 feet.

+4 Psi Cost: Change the range to 500 feet.

+5 Psi Cost: Change the range to 1 mile.

+6 Psi Cost: Change the range to 100 miles.

+7 Psi Cost: Change the range to anywhere on the same plane of existence.

+4 Psi Cost: The destination portal appears at a random location anywhere on the current plane of existence, as determined by the DM. In this way you explore the unknown reaches of your world, to store with the know location talent and visit later.

FORCE BARRIERS

PSYCHOKINETIC DISCIPLINE

You create barriers of raw telekinetic force of various shapes and sizes, and use them in all manner of ways.

Talents. You gain the *force barricade* talent.

Powers. You gain the following powers:

FORCE DEFLECTION

Psychokinetic power

Psi Cost: 1

Manifestation Time: 1 action

Range: Self

Duration: Concentration

You have resistance to force damage for the duration, an invisible field of telekinetic force protecting you.

While this protective force is invisible by default, you can choose to make it visible, in any translucent color or combination of colors, glow enough to at most shed dim light in a 5-foot-radius around it, and have any shape and cosmetic details you wish.

FORCEFIELD

Psychokinetic power

Psi Cost: 1

Manifestation Time: 1 reaction, which you take when you are hit by an attack or targeted by the *magic missile* spell or *force missiles* power.

Range: Self

Duration: 1 round

An invisible field of telekinetic force appears and protects you. Until the end of the current turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from *magic missile* or *force missiles*.

While this forcefield is invisible by default, you can choose to make the telekinetic force visible, in any translucent color or combination of colors, glow enough to at most shed dim light in a 5-foot-radius around it, and have any shape and cosmetic details you wish.

FORCE WALL

Psychokinetic power

Psi Cost: 1

Manifestation Time: 1 action or bonus action

Range: 120 feet

Duration: Concentration, up to 1 minute

A wall of telekinetic force appears at a point you choose within range. While invisible by default, you can choose to make this telekinetic force visible, in any translucent color or combination of colors, glow enough to at most shed dim light in a 5-foot-radius around it, and have any shape and cosmetic details you wish.

The wall is made up of two 5-foot-by-5-foot, ¼-inch thick panels. Each panel appears in any orientation you choose, as a horizontal or vertical screen or at an angle; it can be free floating or resting on a solid surface. Each panel must be contiguous with another panel. It lasts for the duration. If the force wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice which side). You can dismiss this force wall at any time (costs no action).

Nothing can physically pass through the wall. It is immune to all damage and can't be dispelled by an *apopsi* power. A *disintegrate* spell or *disintegration* power destroys the wall instantly. The wall also extends into the Ethereal Plane, blocking ethereal travel through the wall.

Most psionic powers can penetrate this force wall without difficulty, unless it explicitly uses physical objects or projects outward from a points that requires it to pass through the wall, such as the *ballistic attack* talent or *flurry* power. Whether psionically creating telekinetic force, creating flames or electricity, or using telepathic attacks, psionic power usually affects the foundation of reality itself. However, abilities that throw objects, such as the *ballistic attack* talent and similar abilities, cannot penetrate the barrier. Therefore, this power is far more useful against magic users and martial characters than against other psionic characters.

Augmentations

+1 Psi Cost: Change the duration to Focused, up to 10 minutes.

+1 Psi Cost: Create an additional two panels.

FORCE CONTROL

PSYCHOKINETIC DISCIPLINE

You learn to create, shape, and control telekinetic force in numerous ways, forming it into tools, animated constructs, and more. This also allows you to see invisible force as though it were visible; for example, you see walls of force, the projectiles of the *mind bullets* talent, the force creations of the *force constructs* power, and so on.

Focused. The range of your *far hand* and *force tools* talents increases when you reach higher levels: to 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

Additionally, when you manifest the *far hand* talent, the duration changes to Concentration. If you become unfocused, your *far hand*'s duration changes back to 1 minute, with the duration starting from the moment you became unfocused.

Talents. You gain the *far hand* and *force tools* talents.

Powers. You gain the following powers:

COUNTER FORCE

Psychokinetic power

Psi Cost: 2

Manifestation Time: 1 reaction, which you take when you sense a creature within range manifesting a power or casting a spell dealing force damage or creating a force-based effect

Range: 120 feet

Duration: Instantaneous

You attempt to interrupt a creature in the process of manifesting a psionic power or casting a spell that deals force damage or creates a force-based effect (such as the *magic missile* spell or *force constructs* power). If the creature is manifesting a force power with a psi cost of 2 or less or casting a force-based spell of 2nd level or lower, the power or spell fails and has no effect. If it is manifesting a force-based power with a psi cost of 3 or more or casting a force spell of 3rd level or higher, make an ability check using your manifesting ability. The DC equals 10 + the power's psi cost or spell's level. On a success, the creature's power or spell fails and has no effect.

Augmentations

+1 Psi Cost: The interrupted force power or spell has no effect if its psi cost or spell level is less than or equal to the psi cost you used.

DISPEL FORCE

Psychokinetic power

Psi Cost: 2

Manifestation Time: 1 action

Range: 120 feet

Duration: Instantaneous

Choose one creature, object, or magical or psionic effect within range that is force-based (such as the *Bigby's hand* spell or the *force edifice* power). Any force-based power with a psi cost of 2 or less and force-based spell of 2nd level or lower on the target ends. For each force-based power with a psi cost of 3 or greater, or force-based spell of 3rd level or higher on the target, make an ability check using your manifesting ability. The DC equals 10 + the power's psi cost or spell's level. On a success, the power or spell ends.

Augmentations

+1 Psi Cost: You automatically end each force-based power or spell on the target if the power's psi cost or spell's level is less than or equal to the psi cost you used to manifest dispel force.

FORCE CONSTRUCTS

Psychokinetic power

Psi Cost: 2

Manifestation Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

You create faintly shimmering animated constructs of telekinetic force that vary in ability by size, as shown in the Force Construct monster blocks, below. You create two constructs unless you augment this power. A Small force construct counts as one construct, a Medium force construct counts as two constructs, a Large force construct counts as four constructs, a Huge force construct counts as eight constructs, and a Gargantuan force construct counts as sixteen constructs. Thus, without any augmentation you can create either one Medium force construct, or two Small force constructs.

**FORCE CONSTRUCT,
SMALL**

Small construct, unaligned

Armor Class 14 (natural armor)

Hit Points 25

Speed 0 ft., swim 30 ft., flight 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	*	*	1 (-5)

Skills Perception same as creator

Damage Immunities necrotic, poison

Condition Immunities anosmic, blinded, charmed, confused, deafened, frightened, paralyzed, petrified, poisoned

Senses same special senses as creator, passive Perception same as creator

Languages --

Construct. The force construct does not need to breathe, eat, or sleep, and is immune to disease. This creature counts as one construct for the purpose of manifesting the *force constructs* power.

Creation of Will. The force construct has the same Intelligence and Wisdom ability scores as its creator.

Actions

Forceful Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 1d8+2 force damage. If the target is Medium or smaller, it must succeed on a Strength saving throw against DC 13 or be pushed up to 5 feet in any direction, 10 feet in any direction if it's Small or smaller. The force construct moves with the target to remain within 5 feet of it. A creature with immunity to force damage is not pushed by this effect. You can't lift a target off the ground unless it is already airborne or underwater.

Grasping Force. Melee Weapon Attack: +6 to hit, reach 5 ft., one Small or smaller target. **Hit:** The target is grappled (escape DC 13). While the force construct is grappling the target, it can use its action to crush the target, and cannot use its action to attack another creature. When it does so, the target takes 1d8+2 force damage.

FORCE CONSTRUCT, MEDIUM

Medium construct, unaligned

Armor Class 13 (natural armor)
Hit Points 40
Speed 0 ft., swim 30 ft., flight 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	*	*	1 (-5)

Skills Perception same as creator
Damage Immunities necrotic, poison
Condition Immunities anosmic, blinded, charmed, confused, deafened, frightened, paralyzed, petrified, poisoned
Senses same special senses as creator, passive Perception same as creator
Languages --

Construct. The force construct does not need to breathe, eat, or sleep, and is immune to disease. This creature counts as two constructs for the purpose of manifesting the *force constructs* power.

Creation of Will. The force construct has the same Intelligence and Wisdom ability scores as its creator.

Actions

Forceful Slam. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 2d6+1 force damage. If the target is Large or smaller, it must succeed on a Strength saving throw against DC 13 or be pushed up to 5 feet in any direction, 10 feet in any direction if it's Medium or smaller. The force construct moves with the target to remain within 5 feet of it. A creature with immunity to force damage is not pushed by this effect. You can't lift a target off the ground unless it is already airborne or underwater.

Grasping Force. Melee Weapon Attack: +5 to hit, reach 5 ft., one Medium or smaller target. *Hit:* The target is grappled (escape DC 13). While the force construct is grappling the target, it can use its action to crush the target, and cannot use its action to attack another creature. When it does so, the target takes 2d6+1 force damage.

FORCE CONSTRUCT, LARGE

Large construct, unaligned

Armor Class 12 (natural armor)
Hit Points 60
Speed 0 ft., swim 30 ft., flight 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	*	*	1 (-5)

Skills Perception same as creator
Damage Immunities necrotic, poison
Condition Immunities anosmic, blinded, charmed, confused, deafened, frightened, paralyzed, petrified, poisoned
Senses same special senses as creator, passive Perception same as creator
Languages --

Construct. The force construct does not need to breathe, eat, or sleep, and is immune to disease. This creature counts as four constructs for the purpose of manifesting the *force constructs* power.

Creation of Will. The force construct has the same Intelligence and Wisdom ability scores as its creator.

Actions

Forceful Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 2d10+2 force damage. If the target is Huge or smaller, it must succeed on a Strength saving throw against DC 14 or be pushed up to 5 feet in any direction, 10 feet in any direction if it's Large or smaller. The force construct moves with the target to remain within 5 feet of it. A creature with immunity to force damage is not pushed by this effect. You can't lift a target off the ground unless it is already airborne or underwater.

Grasping Force. Melee Weapon Attack: +6 to hit, reach 5 ft., one Large or smaller target. *Hit:* The target is grappled (escape DC 14). While the force construct is grappling the target, it can use its action to crush the target, and cannot use its action to attack another creature. When it does so, the target takes 2d10+2 force damage.

FORCE CONSTRUCT, HUGE

Huge construct, unaligned

Armor Class 11 (natural armor)
Hit Points 80
Speed 0 ft., swim 30 ft., flight 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	*	*	1 (-5)

Skills Perception same as creator
Damage Immunities necrotic, poison
Condition Immunities anosmic, blinded, charmed, confused, deafened, frightened, paralyzed, petrified, poisoned
Senses same special senses as creator, passive Perception same as creator
Languages --

Construct. The force construct does not need to breathe, eat, or sleep, and is immune to disease. This creature counts as eight constructs for the purpose of manifesting the *force constructs* power.

Creation of Will. The force construct has the same Intelligence and Wisdom ability scores as its creator.

Actions

Forceful Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 2d12+4 force damage. The target must succeed on a Strength saving throw against DC 15 or be pushed up to 5 feet in any direction, 10 feet in any direction if it's Large or smaller. The force construct moves with the target to remain within 5 feet of it. A creature with immunity to force damage is not pushed by this effect. You can't lift a target off the ground unless it is already airborne or underwater.

Grasping Force. Melee Weapon Attack: +8 to hit, reach 5 ft., one Huge or smaller target. *Hit:* The target is grappled (escape DC 15). While the force construct is grappling the target, it can use its action to crush the target, and cannot use its action to attack another creature. When it does so, the target takes 2d12+4 force damage.

FORCE CONSTRUCT, GARGANTUAN

Gargantuan construct, unaligned

Armor Class 10 (natural armor)
Hit Points 120
Speed 0 ft., swim 30 ft., flight 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	6 (-2)	20 (+5)	*	*	1 (-5)

Skills Perception same as creator
Damage Immunities necrotic, poison
Condition Immunities anosmic, blinded, charmed, confused, deafened, frightened, paralyzed, petrified, poisoned
Senses same special senses as creator, passive Perception same as creator
Languages --

Construct. The force construct does not need to breathe, eat, or sleep, and is immune to disease. This creature counts as sixteen constructs for the purpose of manifesting the *force constructs* power.

Creation of Will. The force construct has the same Intelligence and Wisdom ability scores as its creator.

Actions

Forceful Slam. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 3d12+5 force damage. The target must succeed on a Strength saving throw against DC 17 or be pushed up to 10 feet in any direction. The force construct moves with the target to remain within 5 feet of it. A creature with immunity to force damage is not pushed by this effect. You can't lift a target off the ground unless it is already airborne or underwater.

Grasping Force. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* The target is grappled (escape DC 17). While the force construct is grappling the target, it can use its action to crush the target, and cannot use its action to attack another creature. When it does so, the target takes 3d12+5 force damage.

A construct remains for the duration, until reduced to 0 hit points, until it moves out of range of you, or if you manifest *force constructs* again. While this telekinetic force is a faintly shimmering form by default (a visible but entirely transparent distortion of the air), you can choose to make the force any translucent color or combination of colors, and glow enough to shed dim light in up to a 5-foot-radius around it. It has whatever shape and cosmetic details you wish, to any degree of simplicity or complexity.

You do not have to use an action to command a construct; it is an extension of your own will given form. A construct can move up to its listed speed and make a single melee attack against a creature within 5 feet of it on each of your turns.

Augmentations

+1 Psi Cost: Change the duration to Concentration, up to 10 minutes.

+2 Psi Cost: Change the duration to Concentration, up to 1 hour.

+1 Psi Cost: You can create two additional constructs.

FORCE DEFLECTION

Psychokinetic power

Psi Cost: 1 Psi Cost

Manifestation Time: 1 action

Range: Self

Duration: Concentration

You have resistance to force damage for the duration, an invisible field of telekinetic force protecting you.

While this forcefield is invisible by default, you can choose to make the telekinetic force visible, in any translucent color or combination of colors, glow enough to at most shed dim light in a 5-foot-radius around it, and have any shape and cosmetic details you wish.

FORCE CONSTRUCTION

PSYCHOKINETIC DISCIPLINE - PREREQUISITE: PSI LIMIT OF 3 OR HIGHER, FORCE BARRIER OR FORCE CONSTRUCT DISCIPLINE

You create buildings and similar constructions of raw telekinetic force of various shapes and sizes. This discipline has only a single power, but it's incredibly versatile with lasting implications.

Talents. You gain the *force tools* talent.

Powers. You gain the following powers:

FORCE EDIFICE

Psychokinetic power

Psi Cost: 3

Manifestation Time: 10 minutes

Range: 120 feet

Duration: 8 hours

For the duration, or until you dismiss the power as an action, you surround an area within range with a secure building of invisible telekinetic force. While invisible by default, you can

choose to make this telekinetic force visible, in any transparent, translucent, or opaque color or combination of colors, glow enough to shed bright or dim light in up to a 10-foot-radius around it with dim light extending the same radius further as any bright light. The building has any cosmetic details you wish. Each individual spot both inside and out can glow to a different degree, leaving some areas with no light, others well-lit, and others dimly lit.

The building must fit within two cubes that are 10 feet per side, with each cube having one side contiguous with another cube. The building can be any shape and configuration you wish. For example, you could make a simple invisible hemisphere that fits within the cube, a plain but normal looking hut with clear windows, or a highly complicated multi-colored fortress covered in sculptures and staggering level of detail on every surface. The building can float in the air, being made entirely of force. It does not have to be anchored to a solid surface, and nothing can make it float away from its spot.

Objects, structures, and terrain not part of the environment when you manifested the power the building are invisible, silent, and odorless to those outside the building. Sensors created by divination spells and clairsentient powers can't appear inside or pass through the barriers that make up the structure of the building. Creatures in the building can't be targeted by divination spells or clairsentient powers. Nothing can teleport into or out of the building. Planar travel is blocked within the building, including through the Ethereal Plane.

The appearance from the interior can look entirely different from the exterior; if the exterior is invisible, for example, the interior could look lush and highly detailed yet remain unseen by anyone outside. Creatures within the building can see out of any windows you create as normal.

If you manifest this power again, you can make any new cubes appear contiguous to the cubes from your previous manifestations of *force edifice*, and alter the previous structure to, then accommodate the new structure, creating a larger, interconnected structure.

The structure can have as many exterior and interior entrances as you wish, and each such entrance can only be entered by yourself, and by creatures you designate as being allowed to enter through that passage. A creature that is allowed to pass through an entrance can see that entrance even if it's otherwise hidden or invisible.

The atmosphere within the interior of the building is clean and fresh, and a temperature of your choosing; this temperature cannot be either hot or cold enough to have any mechanical effect.

Unlike most objects made of force, this force edifice structure cannot be destroyed with a *disintegrate* spell or *dissolution* power.

Anything within a force edifice that is not made of the telekinetic force falls to the ground below immediately when it vanishes.

Augmentations

+1 Psi Cost: Change the duration to 24 hours.

+4 Psi Cost: Change the duration to Until dismissed.

For as long as this force edifice remains, the hit point maximum reduction for paying the cost for this power, minus the 4 points for this augmentation, can't be restored by any means. This semi-permanent maximum hit point reduction is a cost that strongly limits you from using this power too often. When this power ends for whatever reason, you can then restore the semi-permanently lost hit point maximum upon finishing a long rest as normal; this is not treated as a reduction caused by your Pionic Body feature.

+1 Psi Cost: Increase the number of 10-foot cubes the building must fit within to five the first time you choose this augmentation, increase the number of 10-foot cubes to ten the second time you choose this augmentation, or add an additional ten 10-foot cubes each time thereafter.

FORCE MOVEMENT

PSYCHOKINETIC DISCIPLINE

You have the ability to move yourself and others with the power of your mind, leaping far, hovering, even flying.

Focused. While your descent is slowed due to a power like *slow descent* or a spell like *feather fall*, you may use your *levitation* talent while descending to stop and levitate in place.

Talents. You gain the *levitation* talent.

Powers. You gain the following powers:

SLOW DESCENT

Psychokinetic power

Psi Cost: 1

Manifestation Time: 1 reaction, which you take when you or a creature within 60 feet of you falls

Range: 60 feet

Duration: 1 minute

Choose up to three creatures within range. For the duration, while that creature is falling, it's rate of descent slows to 60 feet per round until the power ends. If the creature lands before the power ends, it takes no falling damage and can land on its feet.

Augmentations

+1 Psi Cost: You may affect three additional creatures within range. You can pay this augmentation any number of times without it counting against your Psi Limit.

TELEKINETIC FLIGHT

Psychokinetic power

Psi Cost: 3

Manifestation Time: 1 action

Range: Touch

Duration: Concentration, up to 10 minutes

You touch a willing creature. The target gains a flying speed of 50 feet (hover) for the duration. When the power ends, the target falls if it is still aloft, unless it can stop the fall.

Augmentations

+1 Psi Cost: Change the range from touch to 30 feet and target a willing creature within range, or increase the range by 30 feet.

TELEKINETIC LEAP

Psychokinetic power

Psi Cost: 1

Manifestation Time: No action, which you take as part of your movement

Range: Self

Duration: Instantaneous

Jump in any direction up to 10 feet. This jump distance does not count towards your speed, and is not increased by effects that increase your jump distance, such as the *jump* spell. You cannot use *telekinetic leap* again this turn.

Augmentations

+1 Psi Cost: Jump an additional 10 feet.

GLAMOUR

TELEPATHIC DISCIPLINE

There is an air about you allowing you to influence the behavior of yourself and others through pure force of personality and will. You add half your proficiency bonus, rounded down, to any Charisma-based ability checks that don't already include your proficiency bonus.

Powers. You gain the following powers:

AUTHORITY

Telepathic power

Psi Cost: 1

Manifestation Time: 1 reaction, which you take when you make a Charisma saving throw

Range: Self

Duration: Instantaneous

Gain advantage on the Charisma saving throw.

INSPIRE

Telepathic power

Psi Cost: 1

Manifestation Time: 1 reaction, which you take when a creature other than you within range who can see or hear you makes an ability check

Range: 30 feet

Duration: Instantaneous

The creature gains advantage on the ability check.

MANIPULATE

Telepathic power

Psi Cost: 1

Manifestation Time: No action, which you take when you make a Charisma ability check or saving throw

Range: Self

Duration: Instantaneous

Gain a +1 bonus on that Charisma ability check or Charisma saving throw. You can wait until after you know the result of the roll before deciding to use *manipulate*.

PRESENCE

Telepathic power

Psi Cost: 1

Manifestation Time: No action, which you take when you make a Charisma ability check

Range: Self

Duration: Instantaneous

Gain advantage on that Charisma ability check.

GOOD LUCK

Clairsentient discipline You learn to manipulate the odds positively around yourself and others.

Focused. Your *lucky* talent adds +3 to the roll, instead of adding +2.

Talents. You gain the *lucky* talent.

Powers. You gain the following powers:

CHARMED LIFE

Clairsentient power

Psi Cost: 5

Manifestation Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You choose a creature other than yourself you can see within range. That creature becomes blessed, having a charmed existence for the duration. While blessed, the target has advantage on ability checks, attack rolls, and saving throws.

The range of this power increases when you reach higher levels: 90 feet at 11th level, and 120 feet at 17th level.

Augmentations

+1 Psi Cost: This manifestation of *charmed life* no longer requires concentration to maintain for the duration.

+1 Psi Cost: Change the duration to Concentration, up to 10 minutes.

+2 Psi Cost: Change the duration to Concentration, up to 1 hour.

+3 Psi Cost: Change the duration to Concentration, up to 8 hours.

FORTUNE

Clairsentient power

Psi Cost: 1

Manifestation Time: 1 action

Range: Self (10-foot radius)

Duration: Concentration, up to 10 minutes

You and your allies around you in an aura with a 10-foot radius experience good fortune for the duration. Until the power ends, until you manifest this power again, or until you manifest either the *misfortune* or *shape destiny* power, the aura moves with you, centered on you.

Each non-hostile creature in the aura (including you) adds +1 to each ability check, attack roll, damage roll, and saving throw they make.

The radius of this aura increases when you reach higher levels: 20 feet at 5th level, 30 feet at 11th level, and 60 feet at 17th level.

Augmentations

+1 Psi Cost: Increase the aura's radius by 10 feet.

+2 Psi Cost: For the duration, non-hostile creatures in the aura add an additional +1 to each ability check, attack roll, damage roll, and saving throw they make.

STROKE OF LUCK

Clairsentient power

Psi Cost: 2

Manifestation Time: 1 reaction, which you take when any ability check, attack roll, or saving throw within range is failed, after you know the roll's result but before the effects of the roll resolve

Range: 60 feet

Duration: Instantaneous

The roller of the chosen ability check, attack roll, or saving throw rerolls the roll, taking the better result. For an ability check, attack roll, or saving throw with advantage or disadvantage, only each initial roll that failed is rerolled.

HEIGHTENED SENSES

BIOKINETIC DISCIPLINE

Your discipling and training have honed your physical senses to supernatural levels. You gain darkvision out to a range of 30 feet. If you already have darkvision from your race, its range increases by 30 feet.

Increase the range of the darkvision gained by this discipline when you reach higher levels. At 5th level, increase the darkvision out to 60 feet. At 11th level, either increase the darkvision out to 90 feet or increase the range of darkvision from your race by 60 feet. At 17th level, increase the darkvision out to 120 feet.

Powers. You gain the following powers:

ECHOLOCATE

Biokinetic power

Psi Cost: 1

Manifestation Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

Your sense of hearing grows so sensitive, you can interpret incoming sounds bouncing off every surface near you with startling accuracy. You gain blindsight 10 feet. You can't use this blindsight while deafened, and it is stopped by magical or psionic silence, or any other effect that would stop sound.

Augmentations

+1 Psi Cost: You no longer need to concentrate for the duration.

+1 Psi Cost: Change the duration to Concentration, up to 10 minutes.

+2 Psi Cost: Change the duration to Concentration, up to 1 hour.

+1 Psi Cost: Increase the blindsight to 30 feet.

+3 Psi Cost: Increase the blindsight to 60 feet.

+5 Psi Cost: Increase the blindsight to 120 feet.

FINELY-TUNED SENSES

Biokinetic power

Psi Cost: 1

Manifestation Time: No action, which you take when you make an ability check that relies on your senses

Range: Self

Duration: Instantaneous

Gain a +1 bonus on that ability check that relies on your senses. You can wait until after you know the result of the roll before deciding to use *finely tuned senses*, but before suffering any effects.

PRETERNATURAL SENSES

Biokinetic power

Psi Cost: 1

Manifestation Time: No action, which you take when you make an ability check that relies on your senses

Range: Self

Duration: Instantaneous

Gain advantage on that ability check.

SENSE VIBRATIONS

Biokinetic power

Psi Cost: 1

Manifestation Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

You feel every vibration and incoming piece of sensory information coming in through solid surfaces you're in contact with all at once. You gain tremorsense 10 feet.

Augmentations

+1 Psi Cost: You no longer need to concentrate for the duration.

+1 Psi Cost: Change the duration to Concentration, up to 10 minutes.

+2 Psi Cost: Change the duration to Concentration, up to 1 hour.

+1 Psi Cost: Increase the tremorsense to 30 feet.

+3 Psi Cost: Increase the tremorsense to 60 feet.

+5 Psi Cost: Increase the tremorsense to 120 feet.

HYPERCOGNITION

CLAIRSENTIENT DISCIPLINE

You can tap into the part of the noosphere that connects all memories, thoughts, and feelings of every mind across all of space and time—minds of the living, the dead, and the yet to come. This allows you to methodically sort through information in such a manner that doing the calculus for every decision—looking at every variable and folding it into long-term and short-term calculations of potential outcomes, and finding the links in what might seem like completely unrelated points of data—can be done at breakneck speeds. You add half your proficiency bonus, rounded down, to any Intelligence-based ability checks that don't already include your proficiency bonus.

Powers. You gain the following powers:

CALCULATION

Clairsentient power

Psi Cost: 1

Manifestation Time: No action, which you take when you make an Intelligence ability check or Intelligence saving throw

Range: Self

Duration: Instantaneous

Gain a +1 bonus on that Intelligence ability check or Intelligence saving throw. You can wait until after you know the result of the roll before deciding to use *calculation*, but before suffering the effects.

COMPREHENSION

Clairsentient power

Psi Cost: 1

Manifestation Time: No action, which you take when you make an Intelligence ability check

Range: Self

Duration: Instantaneous

Gain advantage on the Intelligence ability check.

COMPUTATION

Clairsentient power

Psi Cost: 1

Manifestation Time: 1 reaction, which you take when you make an Intelligence saving throw

Range: Self

Duration: Instantaneous

Gain advantage on the Intelligence saving throw.

EXAMINATION

Clairsentient power

Psi Cost: 1

Manifestation Time: 1 bonus action

Range: Self

Duration: Instantaneous

You take the Help or Search action. If you use the Help action to aid an ally in attacking a creature, you may target a creature within 30 feet of you that you can see for that ally to attack and gain advantage against. Your ally must be able to see or hear you to gain this advantage, but the target of the attack does not; you are aiding your ally by providing a plan of attack or perceived weakness to exploit, not distracting the enemy.

INJURE FLESH

BIOKINETIC DISCIPLINE

You learn to destroy the raw body and life force of creatures and plants.

Talents. You gain the *minor injury* talent.

Powers. You gain the following powers:

INJURY

Biokinetic power

Psi Cost: 1

Manifestation Time: 1 action

Range: 30 feet

Duration: Instantaneous

You start shutting down the vital functions and severing body from life force of a creature or plant within range, hampering its ability to heal and causing grave injury to it.

Choose one creature or plant in range to make a Constitution saving throw, or choose one creature or plant you can touch and make a melee psionic attack against it. On a failed save or successful hit, the target takes 1d12 necrotic damage. A creature takes half as much damage on a successful save. If a creature either fails this save or is successfully hit, and takes any necrotic damage from this power, it can't regain hit points until the start of your next turn.

If you target a plant creature, it makes any saving throw against the power with disadvantage, and the power deals maximum damage with all dice to it. If you target a non-magical plant of size Medium or smaller that isn't a creature, such as a tree or shrub, it doesn't make a saving throw; it simply withers and dies. If it is size Large or larger, instead a 5-foot cube of it withers and dies.

The power's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

Augmentations

+1 Psi Cost: Increase the range by 30 feet.

+1 Psi Cost: Increase the damage by 1d12, or increase the size non-creature plant that withers and dies by one size category or by an additional 5 feet per side of the cube.

+2 Psi Cost: If the target fails its saving throw or you successfully hit the target, reduce its hit point maximum by an amount equal to the necrotic damage this power dealt to them. This hit point maximum reduction lasts until the target finishes a long rest. A target dies if its hit point maximum is reduced to 0.

MITIGATE INJURY

Biokinetic power

Psi Cost: 1

Manifestation Time: 1 action

Range: Self

Duration: Concentration

You have resistance to necrotic damage for the duration.

WITHERING DECAY

Biokinetic power

Psi Cost: 8

Manifestation Time: 1 action

Range: 30 feet

Duration: Instantaneous

The vital functions of a creature or plant within range begin to wither and shut down in a cascade failure throughout its entire form simultaneously.

Choose one creature or plant in range to make a Constitution saving throw. On a failed save, the target's hit point maximum is reduced to 1. On a successful save, the creature instead has their current hit point maximum halved (the final total rounded down). Whether it fails or succeeds on this saving throw, the target can't regain hit points until the start of your next turn, and this hit point maximum reduction lasts until the target finishes a short rest. A target dies if their hit point maximum is reduced to 0.

If you target a plant creature, it makes the saving throw with disadvantage. If you target a plant that isn't a creature, it doesn't make a saving throw; it simply withers and dies, regardless of size.

Augmentations

+1 Psi Cost: Increase the range by 30 feet.

+1 Psi Cost: The hit point maximum reduction lasts until the target finishes a long rest.

+2 Psi Cost: The hit point maximum reduction lasts indefinitely. However, the target can restore some of this hit point maximum reduction each time they finish a long rest by spending and rolling Hit Dice as they normally would at the end of a short rest. They must spend these Hit Dice immediately after regaining any Hit Dice upon finishing that rest.

INTELLECT FORTRESS

TELEPATHIC DISCIPLINE

You've learned how to build a fortress around your intellect, protecting your psyche from invasion and making it easier to catch intruders within your mind.

Knowing a psionic defense, you are in touch with and can view mindscapes, allowing you to see telepathic attacks and defenses, even though they are normally invisible. Thus, you see telepathic defenses that are up from the *conceal thoughts*, *intellect fortress* and *mental barrier* disciplines, and you see any telepathy discipline powers that deal psychic damage such as the psychic bolts from a *mind thrust* power, or that cause a negative condition such as the manifesting of a *beguiling* discipline power to charm someone. You see these abilities made solid as described by the manifester; the mindscape is a realm of metaphor, of conscious and subconscious imagery. For example, a psychic attack might be an eagle screaming forth from the manifester as it dives into a mind, while a psychic defense is a rampart the eagle crashes against or through, or getting lost or making its way through a great labyrinth, and so on. Cloaking a power still works, however, as the user hides what their attacks are within these metaphoric mindscapes.

You gain a +1 bonus to your AC against attacks that deal psychic damage, and you gain a +1 bonus to saving throws against telepathic powers and psionic effects, and against spells or magical effects that deal psychic damage. This bonus to AC and saving throws is cumulative with the identical bonuses from the *conceal thoughts* and *mental barrier* disciplines, for a maximum +3 bonus to your AC and saving throws against these telepathic powers and psionic effects.

Focused. You have advantage on ability checks, saving throws, and passive scores to detect or avoid having your mind contacted or clouded, or gaining the deluded condition; a passive score with advantage adds +5 to the total score.

Powers. You gain the following powers:

MIND PALACE

Telepathic power

Psi Cost: 1

Manifestation Time: No action, which you take when you make an Intelligence saving throw, or when an attack is made against you that deals psychic damage

Range: Self

Duration: Instantaneous

You gain a +1 bonus on that Intelligence saving throw, or a +1 bonus to your AC against that attack. You can wait until after you know the result of the roll before deciding to use *mind palace*, but before suffering the effects.

PSYCHIC DEFENSE

Telepathic power

Psi Cost: 1

Manifestation Time: 1 action

Range: Self

Duration: Concentration

You have resistance to psychic damage for the duration.

THOUGHT SHIELD

Telepathic power

Psi Cost: 1

Manifestation Time: 1 reaction, which you take when you are targeted by an attack, spell, power, or magical or psionic effect that deals psychic damage, or when you are targeted by the *psychic crush* power.

Range: Self

Duration: 1 round

Your mind is shielded by nonsensical thoughts that protect you. Until the start of your next turn, you have a +5 bonus to AC against attacks that deal psychic damage, including against the triggering attack, you gain a +5 bonus to saving throws against spells, powers, and magical or psionic effects that deal psychic damage, and you take no damage from *psychic crush*.

TOWER OF IRON WILL

Telepathic power

Psi Cost: 1

Manifestation Time: 1 reaction, which you take when you or a creature within 10 feet of you are targeted by an attack that deals psychic damage or fails an Intelligence saving throw.

Range: Self

Duration: Instantaneous

The target rerolls that Intelligence saving throw, keeping the new result, or that attack has disadvantage against the target.

Augmentations

+1 Psi Cost: You may target an additional creature within 10 feet of you that failed a save from the same effect requiring an Intelligence save, or was a target of the same attack dealing psychic damage simultaneously.

LIGHT MANIPULATION

PSYCHOKINETIC DISCIPLINE

You can broadly manipulate light, allowing you to brighten or darken areas, or counteract effects based on light or darkness.

Talents. You gain the *illuminate* and *obscure* talents.

Powers. You gain the following powers:

COUNTER LIGHT OR DARK

Psychokinetic power

Psi Cost: 2

Manifestation Time: 1 reaction, which you take when you sense a creature within 60 feet of you manifesting a darkness or light-based power or casting a darkness or light-based spell

Range: 60 feet

Duration: Instantaneous

You attempt to interrupt a creature in the process of manifesting a psionic power or casting a spell that deals radiant damage or creates a darkness or light-based effect (such as the *continual light* power or *darkness* spell). If the creature is manifesting a darkness or light-based power with a psi cost of 2 or less or casting a darkness or light-based spell of 2nd level or lower, the power or spell fails and has no effect. If it is manifesting a darkness or light-based power with a psi cost of 3 or more or casting a darkness or light-based spell of 3rd level or higher, make an ability check using your manifesting ability. The DC equals 10 + the power's psi cost or spell's level. On a success, the creature's power or spell fails and has no effect.

Augmentations

+1 Psi Cost: The interrupted darkness or light-based power or spell has no effect if its psi cost or spell level is less than or equal to the psi cost you used.

DARKEN

Psychokinetic power

Psi Cost: 1

Manifestation Time: 1 action

Range: 60 feet

Duration: Concentration, up to 10 minutes

You suppress light in a 10-foot-radius sphere whose point originates at a point you can see within range for the duration. This suppression of light spreads around corners. Within the area, all dim light becomes darkness, then all bright light becomes dim light.

Augmentations

+1 Psi Cost: Increase the radius by 10 feet.

+1 Psi Cost: Within the radius, the area is instead darkness. For an additional number of feet equal to the normal radius, all dim light become darkness, then all bright light becomes dim light.

DIFFUSE LIGHT

Psychokinetic power

Psi Cost: 1

Manifestation Time: 1 action

Range: Self

Duration: Concentration

You have resistance to radiant damage for the duration.

DISPEL LIGHT OR DARK

Psychokinetic power

Psi Cost: 2

Manifestation Time: 1 action

Range: 120 feet

Duration: Instantaneous

Choose one creature, object, or magical or psionic effect within range that is darkness or light-based (such as the *light* spell or *darken* power). Any darkness or light-based power with a psi cost of 2 or less and darkness or light-based spell of 2nd level or lower on the target ends. For each darkness or light-based power with a psi cost of 3 or greater, or darkness or light-based spell of 3rd level or higher on the target, make an ability check using your manifesting ability. The DC equals 10 + the power's psi cost or spell's level. On a success, the power or spell ends.

Augmentations

+1 Psi Cost: You automatically end each darkness or light-based power or spell on the target if the power's psi cost or spell's level is less than or equal to the psi cost you used to manifest *dispel light* or *dark*.

LIGHTEN

Psychokinetic power

Psi Cost: 1

Manifestation Time: 1 action

Range: 60 feet

Duration: 1 hour

You increase light in a 20-foot radius sphere centered on a point you can see within range for the duration. This light spreads around corners. Within the radius, the area is bright light. For an additional 20 foot radius, all dim light becomes bright light, and all darkness becomes dim light.

Augmentations

+1 Psi Cost: Increase the radius of the bright light by 20 feet, and increase the additional radius effect by 20 feet.

+2 Psi Costs: Within the inner radius, the area counts as sunlight.

MATTER MANIPULATION

PSYCHOKINETIC DISCIPLINE - PREREQUISITES: A PSI LIMIT OF 2 OR GREATER

You learn how to manipulate matter, sculpting it, fixing it, or disintegrating it apart.

As an action, you can sense the makeup of nonliving matter within 30 feet of you in all directions until the end of your next turn. Provided you know what a given material is, you are aware of how much of it is where within the area. You must study and meditate on a material intensely for an hour, using an action every turn for that hour, to add it to your repertoire of known materials, permanently storing it in your mind. Most common materials are readily known, as a character studies such materials regularly in their downtime.

The range of this sense increases when you reach higher levels: 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

Talents. You gain the *fission* and *fusion* talents.

Powers. You gain the following powers:

DISINTEGRATION

Psychokinetic power

Psi Cost: 6

Manifestation Time: 1 action

Range: Special

Duration: Instantaneous

A target is separated into its constituent parts, disintegrated instantly into dust. Choose a target that you can see or sense that is within range of your *matter manipulation* discipline ability to sense matter. The target must be a creature or object, or a creation of magical or psionic force such as the *wall of force* spell or *force construct* power.

This power automatically disintegrates a Large or smaller non-magical, non-psionic object. If the target is a Large or larger object, this power disintegrates a 10-foot-cube portion. A magic or psionic item is unaffected by this spell, but at the DM's discretion some living materials, such as most plants, might be affected in this manner.

A creature targeted by this power must make a Dexterity saving throw. On a failed save, the target takes 6d10+40 force damage. If this damage reduces the target to 0 hit points, it is disintegrated. A disintegrated creature and everything it is wearing and carrying, except magic or psionic items, are reduced to a pile of fine gray dust. The creature can be restored to life by means of a *true resurrection* or a *wish* spell. You can also use the *shape matter* power at a total psi cost greater than or equal to the total psi cost of the *disintegration* power used to disintegrate a creature to restore its body; it remains deceased, but now counts as a whole body for the purpose of abilities that can raise the dead.

A creation of magical or psionic force is instead automatically destroyed if its spell level or its total psi cost is less than or equal to the psi cost of this manifestation of *disintegration*.

Augmentations

+1 Psi Cost: Increase the size of an object automatically disintegrated by one size category, increase the size of the cube portion of a larger object disintegrated by an additional 5-feet per size, and increase the damage by 2d10.

SHAPE MATTER

Psychokinetic power

Psi Cost: 2

Manifestation Time: 1 action

Range: Special

Duration: Concentration, up to 10 minutes.

For the duration, you can sense the makeup of matter within the area as though your *matter manipulation* discipline's sense were active, without having to spend an action each turn.

Choose an area completely within range you can sense no larger than 1 foot on a side. You can reshape any non-living matter in the area in any manner you choose for the duration. This includes raising or lowering the area's elevation, erecting or flattening structures or parts of structures, create statues and other objects, move the matter in that area to anywhere else you can sense with your *matter manipulation*, or nearly anything else you can imagine with the materials you sense.

There is no real limit to the extent of such changes; rather, you're limited by the materials available, and by your own skill at crafting items or structures. It takes 10 minutes for all of the changes in the targeted area to occur.

At the end of every 10 minutes of the duration, you can choose a new area to affect. If you have moved during these 10 minutes, this could mean you have entirely new areas you could alter. If you move out of range of the area you are currently changing before this 10 minutes finishes, it either reverts back to its previous state or remains partially changed, at your DM's discretion.

Because the matter's transformation occurs slowly, creatures in the area can't usually be trapped or injured by the matter's movement. However, if the way you shape matter would make a structure unstable, it might collapse.

While *shape matter* can't directly affect living matter such as plants, any shaped matter could carry any existing plants along with it.

If you have enough of the dust from a creature disintegrated with a *disintegration* power or *disintegrate* spell, you can manifest *shape matter* with a total psi cost greater than or equal to the total psi cost of that *disintegration* power or the total spell level of that *disintegrate* spell to restore that creature's body; it is up to the DM to determine if you have enough of the dusty remains, but it's suggested that at least half of the dust be present. The restored body remains deceased, but now counts as a whole body for the purpose of abilities that can raise the dead, such as a *raise dead* spell.

For the duration of *shape matter* you cannot take short or long rests.

You cannot use your Psionic Body feature when manifesting this power.

Augmentations

+1 Psi Cost: Increase the area affected to 2½ feet on a side instead of 1 foot.

+2 Psi Cost: Increase the area affected to 5 feet on a side instead of 1 foot.

+3 Psi Cost: Increase the area affected to 10 feet on a side instead of 1 foot.

+1 Psi Cost: Change the duration to Concentration, up to 1 hour.

+2 Psi Cost: Change the duration to Concentration, up to 2 hours.

+3 Psi Cost: Change the duration to Concentration, up to 4 hours.

+4 Psi Cost: Change the duration to Concentration, up to 8 hours.

+5 Psi Cost: Change the duration to Concentration, up to 24 hours.

MEDIUM

CLAIRSENTIENT DISCIPLINE

You develop a sense for the spirit world, and learn to act as a medium between the world of the living and the dead.

You know if there are any spirits of the dead or any undead within 30 feet of you, getting a faint but increasing hum in the back of your mind the closer they get to you. You do not know the direction or numbers of undead in this manner, only presence and rough distance, but you do know precisely how many spirits of the dead are present within range and exactly where each is.

You can both see and hear spirits of the dead within range in this way. Whether or not they are aware of or respond to you in kind varies from campaign to campaign, and it's up to your DM to determine the level of interaction the spirit world ultimately has with mediums in their campaign world.

As an action, until the end of your next turn you know the exact distance and direction of the nearest undead creature within range of your *medium* sense that you have not yet stored with this use of the *medium* discipline, and permanently store that undead creature. Once an undead creature is stored in this manner, you always know the exact distance and direction to it while it's in range of your *medium* sense.

The range of this sense increases when you reach higher levels: 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

Talents. You gain the *disrupt spirit* talent.

Powers. You gain the following powers:

CHANNEL SPIRIT

Clairsentient power (meditation)

Psi Cost: 1

Manifestation Time: 1 action

Range: Touch

Duration: Concentration, up to 10 minutes

You contact the spirit or soul of a deceased individual, acting as a medium between the spirit world and a connection they had to the mortal world. You must have something in your possession that was part of a spirit's living flesh or important to it, such as a piece of its corpse, or an item very important to them in life (as determined by your DM), or a living person beloved to them, which you touch while manifesting the power. This power fails if the spirit contacted was the target of this power within the last 10 days.

Only other beings with the Medium discipline or those capable of sensing spirits can see the spirit you contact, which floats in front of you, appearing as they did at the time of its death. You channel the spirit through your own body, its voice coming through your mouth, and your facial expressions and body language matching the spirit's mannerisms in life. You are not possessed, and as an action you can end the duration immediately, cutting the spirit off.

Until the power ends, others can converse with the spirit through you at your leisure, and they will speak with anyone they don't see as an enemy. If their loved ones are present with you, they'll happily talk with those loved ones for the full duration, if possible. During this conversation, direct questions will not be answered, instead either ignored or danced around.

You can either ask the spirit two questions, or designate two questions asked by someone else for the spirit to answer. The spirit knows only what it knew in life, including the languages it knew. Answers are often, but not always, brief or cryptic, and the spirit is under no compulsion to offer a truthful answer if you are hostile to them or they recognize you as an enemy.

This power directly contacts the spirit of a deceased being from beyond the veil of death. If this spirit is unavailable, for example if it's trapped in a magic item, or the prisoner of a god, or similar circumstances, this power simply fails and you know only that the spirit is unavailable. If the spirit is unavailable, you cannot target that spirit for the next 24 hours instead of 10 days.

Since you are contacting the actual soul of the dead, from wherever it is in the afterlife, they are capable of remembering this experience as you temporarily reform their bond with the mortal world. They can offer any insight a real person would, then, learn new information, comprehend what has happened since it died, and it is capable of speculate about future events.

However, because you're contacting the actual soul of a deceased individual, they might very well be limited by the rules of their afterlife. For example, the god whose realm it now lives in or the eternal realm itself may prevent certain lines of inquiry, as determined by your DM.

If you manifest this power as a meditation, you can use augmentations up to a total cost of your Psi Limit.

Augmentations

+1 Psi Cost: You may ask one additional question.

+2 Psi Cost: The spirit is compelled to answer the designated questions truthfully, and in a non-cryptic manner.

PROTECTION FROM SPIRITS

Clairsentient power

Psi Cost: 1

Manifestation Time: 1 action

Range: 30 feet

Duration: Concentration, up to 10 minutes

Until the power ends, one willing creature within range is protected against spirits or the dead (as determined by your DM) and undead. Undead and spirits have disadvantage on attack rolls against a protected creature, and the creature can't be charmed, confused, frightened, or possessed by undead or spirits. If the creature is already charmed, confused, frightened, or possessed by an undead or a spirit, the creature immediately ends all of those effects on them from undead or spirits.

PURGE SPIRITS

Clairsentient power

Psi Cost: 1

Manifestation Time: 1 action

Range: 30 feet

Duration: Instantaneous

Choose an undead creature you can see or sense within range to make a Constitution saving throw. On a failed save a target take 1d12 necrotic damage, or half as much damage on a successful one. This necrotic damage cannot be prevented or reduced by any means, including being incorporeal, or having immunity or resistance to necrotic damage. On a failed save, the target's maximum hit point value is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. A target dies if their hit point maximum is reduced to 0.

Alternatively, you can touch a spirit you can reach that you see with your *medium* discipline spirit sense. The spirit is banished from the plane of existence you are on, completely incapable of interacting with or appearing on that plane for 24 hours.

The power's damage against undead increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

Augmentations

+1 Psi Cost: Increase the range by 30 feet.

+1 Psi Cost: Increase the damage by 1d12.

+1 Psi Cost: The undead target's hit point maximum is reduced by the amount of damage taken even on a successful save.

+1 Psi Cost: A spirit is banished for 10 days.

+2 Psi Cost: A spirit is banished for 30 days.

+3 Psi Cost: A spirit is banished for 1 year.

+4 Psi Cost: A spirit is banished for 10 years.

+5 Psi Cost: A spirit is banished for 100 years.

+6 Psi Cost: A spirit is banished forever.

SENSE SPIRITS

Clairsentient power

Psi Cost: 1

Manifestation Time: 1 action

Range: Self (30-foot radius)

Duration: Instantaneous

You immediately know the exact distance and direction of each undead creature within a 30 foot radius of you, and permanently store each of those undead creatures. Once an undead creature is stored in this manner, you always know the exact distance and direction to it while it's in range of your *medium* sense.

The radius of this power increases when you reach higher levels: 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

MENTAL BARRIER

TELEPATHIC DISCIPLINE

You learn how to throw mental barriers in the way of incoming psyches to prevent them from entering or linking with your own mind.

Knowing a psionic defense, you are in touch with and can view mindscapes, allowing you to see telepathic attacks and defenses, even though they are normally invisible. Thus, you see telepathic defenses that are up from the *conceal thoughts*, *intellect fortress*, and *mental barrier* disciplines, and you see any telepathy discipline powers that deal psychic damage such as the psychic bolts from a *mind thrust* power, or that cause a negative condition such as the manifesting of a *beguiling* discipline power to charm someone. You see these abilities made solid as described by the manifester; the mindscape is a realm of metaphor, of conscious and subconscious imagery. For example, a psychic attack might be an eagle screaming forth from the manifester as it dives into a mind, while a psychic defense is a rampart the eagle crashes against or through, or getting lost or making its way through a great labyrinth, and so on. Cloaking a power still works, however, as the user hides what their attacks are within these metaphoric mindscapes.

You gain a +1 bonus to your AC against attacks that deal psychic damage, and you gain a +1 bonus to saving throws against telepathic powers and psionic effects, and against spells or magical effects that deal psychic damage. This bonus to AC and saving throws is cumulative with the identical bonuses from the *conceal thoughts* and *intellect fortress* disciplines, for a maximum +3 bonus to your AC and saving throws against these effects.

Focused. If you detect your mind being contacted, you may make a saving throw immediately (no action required)—as described in the *contact* talent—to avoid being contacted.

Powers. You gain the following powers:

INTERNAL OBSTACLES

Telepathic power

Psi Cost: 1

Manifestation Time: No action, which you take when you make a Wisdom saving throw, or when an attack is made against you that deals psychic damage

Range: Self

Duration: Instantaneous

You gain a +1 bonus on that Wisdom saving throw, or a +1 bonus to AC against that attack. You can wait until after you know the result of the roll before deciding to use *internal obstacles*, but before suffering the effects.

MENTAL BLOCK

Telepathic power

Psi Cost: 1

Manifestation Time: 1 reaction, which you take when you or a creature within 10 feet of you are targeted by an attack that deals psychic damage or fails a Wisdom saving throw.

Range: Self

Duration: Instantaneous

The target rerolls that Wisdom saving throw, keeping the new result, or that attack has disadvantage against the target.

Augmentations

+1 Psi Cost: You may target an additional creature within 10 feet of you that failed a save from the same effect requiring a Wisdom save, or was a target of the same attack dealing psychic damage simultaneously.

PSYCHIC DEFENSE

Telepathic power

Psi Cost: 1

Manifestation Time: 1 action

Range: Self

Duration: Concentration

You have resistance to psychic damage for the duration.

THOUGHT SHIELD

Telepathic power

Psi Cost: 1

Manifestation Time: 1 reaction, which you take when you are targeted by an attack, spell, power, or magical or psionic effect that deals psychic damage, or when you are targeted by the *psychic crush* power.

Range: Self

Duration: 1 round

Your mind is shielded by nonsensical thoughts that protect you. Until the start of your next turn, you have a +5 bonus to AC against attacks that deal psychic damage, including against the triggering attack, you gain a +5 bonus to saving throws against spells, powers, and magical or psionic effects that deal psychic damage, and you take no damage from *psychic crush*.

MENTAL CONSTRUCTS

METAPSIONIC DISCIPLINE

You have learned how to make manifest invisible constructs of your own will, given solid form of telekinetic force, conjured from your own id, ego, or superego.

Talents. You gain the *far hand* talent.

Powers. You gain the following powers:

EGO SERVANT

Metapsionic power (meditation)

Psi Cost: 1

Manifestation Time: 1 action

Range: 60 feet

Duration: 1 hour

This power creates an invisible, telekinetic force shaped however you wish and driven by the power of your own ego. The servant appears in an unoccupied space you can see within range, and lasts for the duration. It has stats as detailed in the sidebar below.

An ego servant performs simple tasks at your command until it disappears. An ego servant disappears if it drops to 0 hit points, if the power ends, or you manifest *ego servant* again on the same plane of existence.

Once on each of your turns as a bonus action, you can mentally command any number of ego servants to move up to 30 feet and interact with an object, or you can give it a simple task to do. The servant can perform simple tasks that a human servant could do, such as fetching things, cleaning an area, mending, folding clothes, lighting fires, serving food, and pouring wine.

Once you give the command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command. You can order a servant to do a task once then stop, repeat it a set number of times, or keep repeating the task over and over until you tell it to stop. In the case of a repeated task, you can set a fixed interval between how often it does this task.

If you command the servant to perform a task that would move it more than 60 feet away from you, the power ends.

If you manifest this power as a meditation, you can use augmentations up to a total cost of your Psi Limit.

Augmentations

+1 Psi Cost: Increase the range to 120 feet.

+2 Psi Cost: Increase the range to 300 feet.

+2 Psi Cost: Change the duration to 8 hours.

+4 Psi Cost: Change the duration to 24 hours.

+6 Psi Cost: Change the duration to Until dispelled. If an ego servant drops to 0 hit points the power does not end; that servant reforms in 24 hours. You must spend one unspent Hit Die for each ego servant conjured when manifesting the power with this augmentation; if you cannot spend enough Hit Dice, you only conjure one ego servant per Hit Die you successfully spent in this manner.

+1 Psi Cost: You create an additional servant for the duration.

+2 Psi Cost: Your ego servants use the stat block for the improved ego servant, included in the sidebar below.

EGO SERVANT

Medium construct, unaligned

Armor Class 12

Hit Points 1

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	10 (+0)	1 (-5)

Damage Immunities necrotic, poison

Condition Immunities charmed, confused, frightened, petrified, poisoned

Senses blindsight 60 ft. (no senses beyond this range), passive Perception 10

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

Construct. The ego servant does not need to breathe, eat, drink, or sleep, and is immune to disease.

Invisibility. The ego servant is invisible.

IMPROVED EGO SERVANT

Medium construct, unaligned

Armor Class 15 (natural armor)

Hit Points 10

Speed 0 ft., flight 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	10 (+0)	10 (+0)	1 (-5)

Damage Immunities necrotic, poison

Condition Immunities charmed, confused, frightened, petrified, poisoned

Senses blindsight 60 ft. (no senses beyond this range), passive Perception 10

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

Construct. The ego servant does not need to breathe, eat, drink, or sleep, and is immune to disease.

Invisibility. The ego servant is invisible.

+1 Psi Cost: The servants are bound to a point you designate within range instead of you, and cannot move more than the power's range away from that point.

+2 Psi Cost: The servants are bound to a pocket dimension created with the *create space* power. Change the duration to Until dispelled, and the range to anywhere on that pocket dimension. If an ego servant drops to 0 hit points the power does not end; that servant reforms in 24 hours. You must spend one unspent Hit Die for each ego servant conjured when manifesting the power with this augmentation; if you cannot spend enough Hit Dice, you only conjure one ego servant per Hit Die you successfully spent in this manner.

Id CONJURATION

Metapsionic power

Psi Cost: 4

Manifestation Time: 1 minute

Range: 60 feet

Duration: Concentration, up to 1 hour

You summon an invisible being from the depths of your id in an unoccupied space that you can see within range.

You summon one creature of your choice with a challenge rating of 2 or lower, at your DM's discretion. However, this version of the creature whose template you are using has all the same abilities, traits, actions, reactions, and other abilities as the creature it's a template of normally would, with the following changes:

Note that this invisibility doesn't end for the id conjuration attacking, casting spells, manifesting powers, and so on, just like the invisibility of an invisible stalker. While the id conjuration is visible for any reason, it appears as a ghostly version of what you summoned, with whatever personalized touches you wish—for example it might look like a nightmarish, tentacled variation of the creature covered in eyes and mouths, or it might look like an ideal version of that creature.

A summoned id conjuration disappears when it drops to 0 hit points, when the power ends, or when you manifest this power again.

The summoned creature is friendly to you and your companions. Roll initiative for the summoned creature, which has its own turn. It obeys any commands that you issue to it (no action required by you, and this is entirely telepathic, without a range requirement). If you don't issue any commands to it, it defends itself from hostile creatures, but otherwise take no actions.

The DM has the creature's statistics.

Augmentations

+1 Psi Cost: Change the manifestation time to 1 action.

+1 Psi Cost: Increase the challenge rating of the creature summoned by 1.

SUPEREGO SIMULACRUM

Metapsionic power

Psi Cost: 1

Manifestation Time: 1 hour

Range: 30 feet

Duration: Instantaneous

Id CONJURATION

Same size as creature, construct, same as creator

Armor Class Same as creature

Hit Points Same as creature

Speed Same as creature

STR	DEX	CON	INT	WIS	CHA
*	*	*	*	*	*

Skills Same as creature

Damage Immunities necrotic, poison

Condition Immunities charmed, confused, frightened, petrified, poisoned

Senses Same as creature, passive Perception same as creature

Languages 30 ft. telepathy, understands the languages of its creator but can't speak

Has all the same special traits as creature, other than Legendary traits, plus the following:

Conjuration. The id conjuration has the same ability scores as the creature it's a template of

Construct. The id conjuration does not need to breathe, eat, drink, or sleep, and is immune to disease.

Id Creation. The id conjuration is invisible. Each time the id conjuration takes damage, it become visible until the end of its next turn.

Psionic Power. If the creature the id conjuration is a template of has spells or magical abilities, they instead count as powers or psionic abilities, when you cast them they count as manifesting rather than casting, and they don't require any components.

Actions

Has all the same actions as creature.

Reactions

Has all the same reactions as creature.

You gain create a tiny invisible simulacrum within range—an extension of your own will that takes any form you wish—with the statistics presented below. Note that this simulacrum's invisibility doesn't end when it takes actions, similar to that of an invisible stalker. If something makes the simulacrum visible—such as when it takes damage—or can see invisible creatures, it appears as a ghostly version of the form you've chosen.

Your simulacrum acts independently of you, but it always obeys you and thinks very similarly to you, being a fragment of your own will. In combat, your simulacrum rolls its own

initiative and acts on its own turn. A simulacrum can't attack, but it can take other actions as normal.

When the simulacrum drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after you manifest this power again. You can communicate with your simulacrum telepathically while it's within 120 feet of you. Additionally, as an action, you can sense through your simulacrum's senses what it hears until the start of your next turn as long as it's within 120 feet of you, using all the same senses you possess. During this time, you do not sense the world at all through your physical body, just your simulacrum.

As an action, you can temporarily dismiss your simulacrum, during which time it is still considered to exist; it disappears back into your own mind, where it remains stored awaiting your summons. Alternatively, you can dismiss it forever, making it cease to exist. As an action while it is stored in your mind, you can cause your simulacrum to reappear in any unoccupied space within 30 feet of you. If you manifest this power again, all other superego simulacrums you have immediately disappear.

You must use spend a Hit Die when you manifest *superego simulacrum*, and for as long as you have a simulacrum either active or stored in your mind, you cannot restore the Hit Die when you finish a long rest.

SUPEREGO SIMULACRUM

Tiny construct, same as creator

Armor Class See below

Hit Points 1

Speed 0 ft., swim 30 ft., flight 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
2 (-4)	10 (+0)	10 (+0)	*	*	10 (+0)

Skills Perception same as creator

Damage Immunities necrotic, poison

Condition Immunities charmed, confused, frightened, petrified, poisoned

Senses same special senses as creator, passive Perception same as creator

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

Construct. The superego simulacrum does not need to breathe, eat, drink, or sleep, and is immune to disease.

Extension. The superego simulacrum has the same Intelligence and Wisdom ability scores as its creator. It's AC is equal to 10 + its Intelligence ability modifier.

Superego Creation. The simulacrum is invisible. Each time the simulacrum takes damage, it become visible until the end of its next turn.

METABOLIC CONTROL

BIOKINETIC DISCIPLINE

You have learned how to move flesh and bone around, rapidly speed up parts of a creature's metabolic functions, tweak what chemicals go where in the brain or other organs, and more, allowing you to cure the wounds of yourself and others. When you use your *chemical stimulation* talent, you may instead use it on a willing target you touch; that target may dismiss the effect at any time, no action required.

When you reach higher levels, you can use your *stabilize* talent on a willing target at range instead of touch: a 30 foot range at 5th level, and a 60 foot range at 17th level. Additionally, you can target two creatures within range with a single manifestation of this talent when you reach 11th level.

Talents. You gain the *chemical stimulation* and *stabilize* talents.

Powers. You gain the following powers:

BODY ADJUSTMENT

Biokinetic power

Psi Cost: 1

Manifestation Time: 1 action or bonus action

Range: Touch

Duration: Instantaneous

You or a living creature you touch regains a number of hit points equal to 1d6 + your manifestation ability modifier.

Augmentations

+1 Psi Cost: The creature touched regains an additional 1d6 hit points.

REGENERATION

Biokinetic power

Psi Cost: 6

Manifestation Time: 1 minute

Range: Touch

Duration: 1 hour

You kick the natural healing ability of yourself or a living creature you touch into overdrive. For the duration of the power, the target regains 1 hit point at the start of each of its turns (10 hit points per minute).

The target's severed body members (hands, arms, wings, and so on), if any, are restored after 5 minutes. If you have the severed part and hold it to the stump, the power instantaneously causes the part to knit back into place.

RESUSCITATE

Biokinetic power

Psi Cost: 3

Manifestation Time: 1 action

Range: Touch

Duration: Instantaneous

You touch a creature that has died within the last minute. That creature returns to life with 0 hit points and stabilized. This power can't return a creature to life if it has died of old age, nor can it restore any missing body parts.

You must spend a Hit Die when you manifest *resuscitate*, or the power fails. You can't recover this spent Hit Die by any means for the next 10 days.

METABOLIC SUPPRESSION

BIOKINETIC DISCIPLINE

You are capable of slowing down parts of another creature's bodies, exhausting them.

Talents. You gain the *minor fatigue* talent.

Powers. You gain the following powers:

FATIGUE

Biokinetic power

Psi Cost: 1

Manifestation Time: 1 action

Range: 30 feet

Duration: Instantaneous

You suppress a creature's metabolism to more dangerous degrees. Choose one creature you can see or whose body you can sense within range to make a Constitution saving throw. On a failed save, the target gains one level of exhaustion.

When creature affected by levels of exhaustion from this power finishes a short rest, its exhaustion level is reduced by 1 level of exhaustion from uses of either this power, *waves of exhaustion*, or similar powers, spells, or magical or psionic effects that allow levels of exhaustion to recover on a short rest, unless this will put its exhaustion level below 1; it must spend a long rest to reduce that final level of exhaustion as normal.

This power cannot cause a creature to gain more than a total of five levels of exhaustion; this means it cannot kill a creature with exhaustion.

The range of this power increases when you reach higher levels: to 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

+2 Psi Cost: Increase the number of levels of exhaustion gained by one.

DEADLY EXHAUSTION

Biokinetic power

Psi Cost: 9

Manifestation Time: 1 action

Range: 120 feet

Duration: Instantaneous

You attempt to shut down most of a creature's metabolism, potentially killing it if it's already exhausted at all. Choose one creature you can see or whose body you can sense within range to make a Constitution saving throw. On a failed save, the target gains five levels of exhaustion.

REDUCE EXHAUSTION

Biokinetic power

Psi Cost: 1

Manifestation Time: 1 minute

Range: 30 feet

Duration: Instantaneous

Choose a creature you can see or whose body you can sense within range. The chosen creature's exhaustion level is reduced by 1, unless this will put its exhaustion level below 1; it must spend a long rest to reduce that final level of exhaustion as normal.

The range of this power increases when you reach higher levels: to 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

Augmentations

+1 Psi Cost: Choose another target in range to also be affected by this power.

+1 Psi Cost: Change the manifestation time to 1 action.

+2 Psi Cost: Change the manifestation time to 1 bonus action.

WAVES OF EXHAUSTION

Biokinetic power

Psi Cost: 1

Manifestation Time: 1 action

Range: Self (5-foot radius)

Duration: Instantaneous

You suppress the metabolisms of any creatures you wish around you. Each creature of your choice within a 5-foot radius of you must make a Constitution saving throw. On a failed save, if that creature has no levels of exhaustion it gains one level of exhaustion.

When creature affected by levels of exhaustion from this power finishes a short rest, its exhaustion level is reduced by 1 level of exhaustion from uses of either this power, *fatigue*, or similar powers, spells, or magical or psionic effects that allow levels of exhaustion to recover on a short rest, unless this will put its exhaustion level below 1; it must spend a long rest to reduce that final level of exhaustion as normal.

The power's radius increases as you gain levels. To a 10-foot radius when you reach 5th level, a 20-foot radius when you reach 11th level, and a 30-foot radius when you reach 17th level.

Augmentations

+1 Psi Cost: Increase the radius by 10 feet.

+2 Psi Cost: The first time you choose this augmentation, the targets gain a level of exhaustion on a failed save even if they already have one or more levels of exhaustion. Each time you choose this augmentation after the first time, increase the number of levels of exhaustion gained by one. This power cannot cause a creature to gain more than a total of five levels of exhaustion; this means it cannot kill a creature with exhaustion.

METACOGNITION

METAPSIONIC DISCIPLINE

Through a profound understanding of the way the world works on layers beneath what most can grasp, you can manipulate the very way your psionic your powers interact with the world, in a manner that allows greater feats of augmentation.

Two of the powers in this discipline both require no action to manifest, and have no limits on how many times you can use it on a given power. This allows you to effectively manifest them any number of times with each power, ignoring Psi Limits.

Powers. You gain the following powers:

MAXIMUM POWER

Metapsionic power

Psi Cost: 1

Manifestation Time: No action, which you take when you manifest a psionic power that rolls one or more dice

Range: Special

Duration: Instantaneous

Each die rolled for the power has a minimum possible result of 2, regardless of what you roll on the die.

You may only use *maximum power* once on each psionic power you manifest.

Augmentations

+1 Psi Cost: Increase the minimum amount each die can roll by 1 for this manifestation of *maximum power*. For example, if you use this augment twice, the minimum possible result on each die is 4 instead of 2. A die enhanced with this power cannot exceed the maximum that die can roll in this manner; for example, the roll on a d6 cannot exceed 6 through use of this power.

OVERWHELMING FORCE

Metapsionic power

Psi Cost: 1

Manifestation Time: No action, which you take when you manifest a psionic power that requires a saving throw.

Range: Special

Duration: Instantaneous

Choose one target that would be affected by the power you are manifesting. The chosen creature has disadvantage on the first saving throw they make against the manifested power.

SCULPT POWER

Metapsionic power

Psi Cost: 1

Manifestation Time: No action, which you take when you manifest a psionic power that affects other creatures

Range: Special

Duration: Instantaneous

Choose one creature you can see or whose mind you can sense that would be affected by the power you are manifesting. The chosen creature automatically succeeds on their saving throw against the power, and they take no damage if they would normally take half damage on a successful save.

METACONCERT

METAPSIONIC DISCIPLINE - PREREQUISITE: A PSI LIMIT OF 9 OR GREATER, SENSORY LINK AND TELEPATHY DISCIPLINES

You learn how to link minds together in profound ways, far beyond most psionic beings. You can create a metaconcert, a merging of minds that is greater than the sum of its parts.

Powers. You gain the following powers:

GESTALT

Metapsionic power

Psi Cost: 9

Manifestation Time: 1 action or bonus action

Range: Special

Duration: 1 minute

Any number of willing members of one of your mindlinks have their consciousness merged into a metaconcert—called a gestalt—for the duration, gaining the following benefits:

- Every member of the gestalt can pay any psi cost using the eligible resources of any other member, such as psi points or hit points, taken point-for-point as the manifester sees fit; the creature actually paying the cost with their resources has no say in the matter, the price paid for being part of a gestalt mind. If a creature cannot be forced to pay any hit points that would put them below 1 hit point in this manner, however.
- Each member of the gestalt has access to the disciplines, powers, and talents every other member of the gestalt has, and has any passive benefits of every discipline known by every member of the gestalt.
- Each member has a Psi Limit equal to the highest Psi Limit among the gestalt.
- Each member of the gestalt has proficiency in the skills and tools of every other member, but still uses their own modifier for that skill or tool proficiency.
- Each member has the highest passive Wisdom (Insight), passive Wisdom (Perception), and passive Intelligence (Investigation) score among the gestalt.
- Each member of the gestalt senses the world through every member simultaneously, using any special senses that body has available, and is capable of processing that amount of information without difficulty.
- Each member can use any other member of the gestalt as the origin point for any power or other psionic ability.

All of these abilities function regardless of distance, as long as they share the same plane of existence as you. This gestalt ends if the mindlink it's enhancing ends. A gestalt is of particular use to psionic characters, far less so for non-psionic characters.

If a character is a member of multiple gestalts, all of those gestalts are linked to one another, extending the benefits to all members as though it were one greater gestalt. In this way, many powerful psionic characters can create a greater and greater metaconcert, layering together many individuals through multiple gestalts into a much more powerful whole.

Augmentations

+1 Psi Cost: Change the duration to 10 minutes.

UNITY

Metapsionic power

Psi Cost: 10

Manifestation Time: 1 action or bonus action

Range: Special

Duration: 1 minute

You must have an active gestalt to use this power. Every member of your gestalt becomes part of a more deeply bonded metaconcert—called a unity—that is much greater than the sum of its parts, gaining the following benefits:

- Each member of the unity uses the highest Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma ability modifiers among all members.
- Each member of the unity uses the highest saving throw proficiencies among all members.
- Each member of the unity uses the highest skill and tool proficiencies among all members.
- Each member of the unity shares every class feature, racial trait, and feat of every member, including such things as sciences and invocations known.
- Each member of the unity can use all spellcasting abilities of every member. Each can use an available spell slot of any other member when casting a spell; the creature actually paying the cost with their spell slot has no say in the matter, a price for being part of the unity.
- Each member can use any other member of the gestalt as the origin point for any spell or other magical ability.
- Each member of the unity shares hit points. When a member of the unity takes damage, they can redistribute any amount of that damage among the unity as they wish; the creature actually paying the cost with their hit points has no say in the matter, a price for being part of the unity. This redistributed damage ignores all resistances and immunities.
- Each member of the unity senses all but the deepest, most hidden thoughts and emotions of every other member simultaneously, can communicate enormous amounts of telepathic information instantly across the unity (relaying approximately 1 minute worth of communication per second), and is capable of processing that amount of information without difficulty.

All of these abilities function regardless of distance, as long as they share the same plane of existence as you. The unity ends if the gestalt it's enhancing ends.

If a character is a member of multiple gestalts, all of those gestalts are linked to one another, extending the benefits to all members as though it were one greater gestalt. While one of those gestalts is raised up into a unity through use of the *unity* power, all such linked gestalts gain the benefit of being part of a greater unity. In this way, many powerful psionic characters can create a greater and greater metaconcert, layering together many individuals through multiple gestalts into a much more powerful whole. Such a large unity is the highest form of metaconcert, and something rarely experienced by most beings.

METAFACULTY

METAPSIONIC DISCIPLINE - PREREQUISITE: A PSI LIMIT OF 3 OR GREATER

You have a deeper working knowledge of how psionics work on a fundamental level, allowing you to disrupt psionic effects in a variety of ways. Three of the powers of this discipline are very intentionally psionic mirrors of the following magical spells that work only on powers and other psionic effects rather than spells and other magical effects: *antimagic field*, *counterspell*, and *dispel magic*.

Note: If you are not using the *Psionics are Different* Rule, you lose the *anopsi*, *apopsi*, and *reddopsi* powers, and can instead manifest the following spells as though they were psionic powers without components, for a psi cost equal to the spell level you manifest the spell at.

- *Antimagic Field*
- *Counterspell*
- *Dispel Magic*

Powers. You gain the following powers:

ANOPSI

Metapsionic power

Psi Cost: 8

Manifestation Time: 1 action

Range: Self (10-foot-radius sphere)

Duration: Concentration, up to 1 hour

A 10-foot-radius invisible sphere of psionic nullification surrounds you. This area, often called a null field, is devoid of the psionic energy that empowers all consciousness in the universe. Within the null field, psionics can't be manifested, manifested creatures disappear, and even psionic items become mundane. Until the power ends, the sphere moves with you, centered on you.

Powers and other psionic effects, except those created by an artifact or a deity, are suppressed in the null field and can't protrude into it. Psi Cost spent to manifest a suppressed power are consumed. While an effect is suppressed, it doesn't function, but the time it spends suppressed counts against its duration.

Targeted Effects. Powers and other psionic effects, such as *mind bullets* and *beguile*, that target a creature or an object in the null field have no effect on that target.

Areas of Psionics. The area of another power or psionic effect, such as *inferno*, can't extend into the null field. If the sphere overlaps an area of psionics, the part of the area that is covered by the sphere is suppressed. For example, the barrier created by a *wall of sound* are suppressed within the sphere, creating a gap in the wall if the overlap is large enough.

Power and Talents. Any active power or other psionic effect on a creature or an object in the null field is suppressed while the creature or object is in it.

Psionic Items. The properties and powers of psionic items are suppressed in the null field. For example, a psionic +1 longsword in the sphere functions as a non-psionic longsword. A psionic weapon's properties and powers are suppressed if it is used against a target in the null field or wielded by an attacker in the null field. If a psionic weapon or a piece of psionic ammunition fully leaves the null field (for example, if you fire a psionic crossbow bolt or throw a psionic dagger at a target outside the sphere), the psionics of the item ceases to be suppressed as soon as it exits.

Psionic Travel. Psionic teleportation and planar travel fail to work in the null field, whether the null field is the destination or the departure point for such psionic travel. A portal to another location, world, or plane of existence, as well as an opening to an extradimensional space, temporarily closes while even partially within the null field.

Creatures and Objects. A creature or object summoned or created by psionics temporarily winks out of existence in the null field. Such a creature instantly reappears once the space the creature occupied is no longer within the null field.

Dispel Psionics. Powers and psionic effects such as *apopsi* have no effect on the null field. Likewise, the spheres created by different *anopsi* powers don't nullify each other.

APOPSI

Metapsionic power

Psi Cost: 3

Manifestation Time: 1 action

Range: 120 feet

Duration: Instantaneous

Choose one creature, object, or psionic effect within range. Any power with a psi cost of 3 or less on the target ends. For each power with a psi cost of 4 or more, make an ability check using your manifesting ability. The DC equals 10 + the power's psi cost. On a success, the power ends.

Augmentations

+1 Psi Cost: You automatically end the effects of a power on the target if the power's psi cost is equal to or less than the psi cost you spent.

CATAPSI

Metapsionic power

Psi Cost: 3

Manifestation Time: 1 action

Range: Self (30-foot-radius sphere)

Duration: Concentration, up to 10 minutes

An invisible aura of intense but non-targeted synaptic static fills a 30-foot radius centered around you and remains for the duration, interfering with the function of all psionics in the area. Any power or other psionic effect manifested within the aura, affecting one or more targets in the aura, or that has an area of effect that overlaps with the aura, increase its psi cost by 1, even if it normally has a psi cost of 0. This includes powers or psionic effects you manifest.

This increase in psi cost does not count towards its Psi Limit, nor does it count as costing extra for the purpose of powers or psionic effects like *apopsi* and *reddopsi*.

Augmentations

+1 Psi Cost: Increase the aura's radius by 10 feet.

+2 Psi Cost: Increase the additional psi cost by another 1 within the aura.

REDDOPSI

Metapsionic power

Psi Cost: 3

Manifestation Time: 1 reaction, which you take when you sense a creature within 60 feet of you manifesting a power

Range: 60 feet

Duration: Instantaneous

You attempt to interrupt a creature in the process of manifesting a psionic power. If the creature is manifesting a power with a psi cost of 3 or less, the power fails and has no effect. If it is manifesting a power with a psi cost of 4 or more, make an ability check using your manifesting ability. The DC equals 10 + the power's psi cost. On a success, the creature's power fails and has no effect.

Augmentations

+1 Psi Cost: The interrupted power has no effect if its psi cost is less than or equal to the psi cost you used.

MIND-ALTERING

TELEPATHIC DISCIPLINE - PREREQUISITES: PSI LIMIT OF 3 OR GREATER, TELEPATHY DISCIPLINE

You learn how to manipulate the raw thoughts and memories of a creature, changing it in usually permanent ways.

Powers. You gain the following powers:

ALTER MEMORIES

Telepathic power

Psi Cost: 5

Manifestation Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You attempt to reshape another creature's memories. One creature that you can see or whose mind you can sense within range must make an Intelligence saving throw. If you are fighting the creature, it has advantage on the saving throw unless you have it contacted, in which case it has disadvantage instead. If you are not fighting the creature and it is incapacitated or contacted, it has disadvantage on the save. If it is both incapacitated and contacted, it automatically fails the save. If the creature takes any damage or is targeted by another spell or power, this power ends.

Each turn, including the turn it fails the saving throw for *alter memories*, you can affect the target's memory of an event that it experienced within the last 24 hours and that lasted no more than 1 minute. You can permanently eliminate all memory of the event, allow the target to recall the event with perfect clarity and exacting detail, change its memory of the details of the event, or create a memory of some other event. Its mind fills in any gaps in the details of your description.

Additionally, at the start of each 1 minute of the duration, including when first manifested, you learn of one memory that was previously modified by an *alter memories* power or *modify memories* spell you were not already aware was changed; your DM decides which memory.

An altered memory doesn't necessarily affect how a creature behaves, particularly if the memory contradicts the creature's natural inclinations, alignment, or beliefs. An illogical altered memory, such as implanting a memory of how much the creature enjoyed swimming in razor blades, is dismissed, perhaps as a bad dream. The DM might deem an altered memory too nonsensical to affect a creature in a significant manner.

A use of another *alter memories* power or the *modify memories* spell, manifested or cast by anyone, can restore the creature's true memory of this event if they are aware of the memories that need to be restored. A *psychic surgery* power can restore the memories changed with a single use of the *alter memories* power. A *wish* spell or a *psychic surgery* power that uses the +3 Psi Cost augmentation can restore all memories changed with all *alter memories* powers on a target.

The range of this power increases when you reach higher levels: to 90 feet at 11th level, and 120 feet at 17th level.

Augmentations

+1 Psi Cost: You can instead affect the target's memory of an event that It experienced within the last 10 days and that lasted no more than 2 minutes, each turn.

+2 Psi Cost: You can instead affect the target's memory of an event that It experienced within the last 30 days and that lasted no more than 5 minutes, each turn.

+3 Psi Cost: You can instead affect the target's memory of an event that It experienced within the last 1 year and that lasted no more than 10 minutes, each turn.

+4 Psi Cost: You can instead affect the target's memory of an event that It experienced at any point in its past and that lasted no more than 30 minutes, each turn.

+5 Psi Cost: You can instead affect the target's memory of an event that It experienced at any point in its past and that lasted no more than 1 hour, each turn.

MINDWIPE

Telepathic power

Psi Cost: 3

Manifestation Time: 1 action

Range: 60 feet

Duration: Instantaneous

You attempt to wipe portions of intellect and personality from a creature you can see or whose mind you can sense within range. The target must make an Intelligence saving throw. On a failed save, the creature's Intelligence, Wisdom, or Charisma score (your choice) is reduced by 2, to a minimum of 1. If the target is incapacitated (including being unconscious), they have disadvantage on this initial saving throw.

If a creature's Intelligence score drops to 3 or less, that creature can't cast spells or manifest powers, can't activate magic or psionic items, doesn't really understand language except perhaps a few important words like their name, "Stop!", etc. They can only communicate the simplest of concepts, like a wild or domesticated animal could. The creature still recognizes everyone it previously did, but treats friends like a loyal pet or packmate might, such as following or protecting them.

If a creature's Wisdom drops to 3 or less, they lose all impulse control. Whatever pops into the creature's head they immediately say or do, without any thought of consequences.

If a creature's Charisma drops to 3 or less, they are either repulsive to others, or seen as completely unworthy of any more social attention than a wild animal. They might rub everyone the wrong way, make fools of themselves, make themselves the center of attention constantly, or not only can't follow etiquette but appear to intentionally go against it.

Each time the creature finishes a long rest it can repeat its saving throw against your *mindwipe*. If it succeeds on its saving throw, all of your manifestations of *mindwipe* on that creature end.

The effect (or parts of the effect) of your *mindwipe* power can also be ended by a *greater restoration* spell or *psychic surgery* power (either of which removes all reductions from a single ability score per use).

The range of this power increases when you reach higher levels: to 90 feet at 11th level, and 120 feet at 17th level.

Augmentations

+1 Psi Cost: The target loses an additional 2 points of Intelligence, Wisdom, or Charisma on a failed save; you can choose the same or a different ability score each time you pay for this augmentation.

+2 Psi Cost: The target instead repeats saving throws against all your *mindwipe* powers at the end of every 10 days.

+4 Psi Cost: The target instead repeats saving throws against all your *mindwipe* powers at the end of every 30 days.

+6 Psi Cost: The target no longer repeats saving throws against all your *mindwipe* powers; the loss of ability score points is permanent until restored with a spell or power, and the ability score reduction can only be restored with either a *wish* spell, or a *psychic surgery* power that uses the +3 Psi Cost augmentation.

UPLIFT

Telepathic power

Psi Cost: 3

Manifestation Time: 8 hours

Range: Touch

Duration: Instantaneous

After spending the manifestation time focusing intensely to formulate the template of consciousness within your mind, you touch a living creature or living construct. The target must either have an Intelligence of 3 or less, or have a higher Intelligence due to use of your previous *uplift* power (allowing you to later use this power again with an augmentation on the same creature to increase its Intelligence further). The target gains an Intelligence score of 4. The target also gains the ability to speak one language you know, with both literacy and fluency appropriate to its level of intellect (if any, as determined by the DM). This effect is permanent, and can only be reversed with a *wish* spell, or a *psychic surgery* power that uses the +3 Psi Cost augmentation.

Augmentations

+1 Psi Cost: The target gains an Intelligence score of 6.

+2 Psi Cost: The target gains an Intelligence score of 8.

+3 Psi Cost: The target gains an Intelligence score of 10.

+4 Psi Cost: The target gains an Intelligence score of 12, and it gains the ability to speak up to two languages you know instead of one.

+5 Psi Cost: The target gains an Intelligence score of 14, and it gains the ability to speak up to three languages you know instead of one.

+6 Psi Cost: The target gains an Intelligence score of 16, and it gains the ability to speak up to four languages you know instead of one.

+7 Psi Cost: The target gains an Intelligence score of 18, and it gains the ability to speak up to five languages you know instead of one.

MIND OVER BODY

BIOKINETIC DISCIPLINE

You have tremendous control over your own body in a myriad of simple but effective ways, pushing it to extraordinary heights.

Talents. You gain the *body equilibrium* and *chemical stimulation* talents.

Powers. You gain the following powers:

BURST OF SPEED

Biokinetic power

Psi Cost: 1

Manifestation Time: No action, which you take when you move

Range: Self

Duration: Instantaneous

Increase your speed by 10 feet until the start of your next turn. You cannot use *burst of speed* again until the start of your next turn.

Augmentations

+1 Psi Cost: Increase your speed by an additional 10 feet.

CONTROLLED FALL

Biokinetic power

Psi Cost: 1

Manifestation Time: 1 reaction, which you take when you are falling

Range: Self

Duration: 1 minute

If you are falling, your maximum rate of descent slows to 60 feet. When you land, you take no falling damage and can land on your feet.

FIGHT OR FLIGHT

Biokinetic power

Psi Cost: 1

Manifestation Time: 1 bonus action

Range: Self

Duration: Instantaneous

You take the Dash, Disengage, or Dodge action.

POWERFUL LEAP

Biokinetic power

Psi Cost: 1

Manifestation Time: No action, which you take as part of your movement

Range: Self

Duration: Instantaneous

Jump in any direction up to 10 feet at any point during a move you take on this turn. This jump distance does not count towards your speed, and is not increased by effects that increase your jump distance, such as the *jump* spell. You cannot use *powerful leap* again this turn.

Augmentations

+1 Psi Cost: Jump an additional 10 feet.

MIND OVER MATTER

PSYCHOKINETIC DISCIPLINE

You have the ability to move matter with the power of your mind. You see invisible force as though it were visible; for example, you see walls of force, the projectiles of the *mind bullets* talent, the force creations of the *force constructs* power, and so on.

Talents. You gain the *far hand*, *levitation*, and *minor telekinesis* talents.

Powers. You gain the following powers:

TELEKINESIS

Psychokinetic power

Psi Cost: 2

Manifestation Time: 1 action

Range: 120 feet

Duration: Concentration, up to 10 minutes

You gain the ability to move creatures or objects by thought alone, exerting your will over matter. When you manifest *telekinesis*, and as your action each round for the duration, you can manipulate one creature or object that you can see within range, causing the appropriate effect below. You can affect the same target from round to round, or choose a new one on any given round. If you switch targets, the prior target is no longer affected by *telekinesis*.

Creature. You can try to move a Medium or smaller creature. Make an ability check with your manifesting ability contested by the creature's Strength check; a willing creature can choose to fail this check. If you win the contest, you move the creature up to 30 feet in any direction, including upward but not beyond the range of this power. A creature lifted upward is levitated in mid-air. Such a creature can otherwise move only by pushing or pulling against a fixed object or surface within reach (such as a railing or wall), which allows them to move as if they were climbing, unless they have a fly speed—in which case they must succeed on a contested Strength check to fly or remain stuck in place.

On subsequent rounds, you can use your action to attempt to maintain your psychokinetic grip on the creature by repeating the contest.

When the power ends or if you let go of a creature, it floats gently to the ground at a rate of 60 feet per round.

If *telekinesis* has a total Psi Cost of 5 or greater, a creature that loses the contested check is restrained in your telekinetic grip, and when you let go of a creature or the power ends, you can have that creature fall at the normal rate instead of floating gently to the ground.

Object. You can try to move an object that weighs up to 100 pounds. If the object isn't being worn or carried, you automatically move it up to 30 feet in any direction, but not beyond the range of this power. If the object is worn or carried by a creature, you must make an ability check with your manifesting ability contested by that creature's Strength check. If you succeed, you pull the object away from that creature and can move it up to 30 feet in any direction but not beyond the range of this power.

You can exert fine control on objects with your telekinetic grip, such as manipulating a simple tool, opening a door or a container, stowing or retrieving an item from an open container, or pouring the contents from a vial. When you let go of an object from your psychokinetic grip or the power ends, that object falls at the normal rate.

Note: Yes, this power shares name and effect with the very similar spell in the Player's Handbook (and folds the levitate spell from that book in, as well). The word "telekinesis" is iconically a psionic ability, therefore sharing names in this case instead of trying to shoehorn a similar name seems reasonable and justifiable, similar to how the telepathy spell and telepathy discipline share a name due to that name being so iconic and fundamental to psionics.

Augmentations

+1 Psi Cost: You can try to move an object that weighs up to 250 pounds.

+2 Psi Cost: You can try to move an object that weighs up to 500 pounds, or a Large or smaller size creature.

+3 Psi Cost: You can try to move an object that weighs up to 1,000 pounds, or a Huge or smaller size creature.

+4 Psi Cost: Add +1 to your ability checks with *telekinesis*, and you can try to move an object that weighs up to 2,000 pounds or any size creature.

+5 Psi Cost: Add +2 to your ability checks with *telekinesis*, and you can try to move an object that weighs up to 5,000 pounds or any size creature.

+6 Psi Cost: Add +3 to your ability checks with *telekinesis*, and you can try to move an object that weighs up to 10,000 pounds or any size creature.

+7 Psi Cost: Add +4 to your ability checks with *telekinesis*, and you can try to move an object that weighs up to 25,000 pounds or any size creature.

+8 Psi Cost: Add +5 to your ability checks with *telekinesis*, and you can try to move an object that weighs up to 50,000 pounds or any size creature.

PEROMONES

BIOKINETIC DISCIPLINE

You learn to control pheromones in a multitude of ways, cost commonly by subconsciously distracting opponents near you from reading others.

Focused. Other creatures you choose that you can see or sense can't gain advantage on Wisdom (Insight) checks and passive Wisdom (Insight) scores used against you while within 30 feet of you.

The radius others are affected by this effect increases when you reach higher levels: 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

Talents. You gain the *alter scent* talent.

Powers. You gain the following powers:

MUSK

Biokinetic power

Psi Cost: 1

Manifestation Time: 1 action

Range: 30 feet

Duration: 1 minute

You or a creature you can see within range emits musky sex pheromones that are so attractive it's distracting, preventing others around them from thinking clearly and making them more susceptible to lies. The target gains advantage on Charisma (Deception) checks for the duration.

The range of this power increases when you reach higher levels: 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

PERFUME

Biokinetic power

Psi Cost: 1

Manifestation Time: 1 action

Range: 30 feet

Duration: 1 minute

You or a creature you can see within range smells incredible, emitting an ever-changing bouquet of sex pheromones that seems tailored to everyone around them, making the target incredibly attractive and appealing. The target gains advantage on Charisma (Persuasion) checks for the duration.

The range of this power increases when you reach higher levels: 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

SCENT OF FEAR

Biokinetic power

Psi Cost: 1

Manifestation Time: 1 action

Range: 30 feet

Duration: 1 minute

You or a creature you can see within range emits an alarm pheromone that subconsciously triggers stress or fear responses in those around them. For the duration, the target gains advantage on Charisma (Intimidation) checks.

The range of this power increases when you reach higher levels: 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

PHOBIA AMPLIFICATION

TELEPATHIC DISCIPLINE

You learn how to manipulate the fears of others.

Talents. You gain the *scare* talent.

Powers. You gain the following powers:

CALM FEARS

Telepathic power

Psi Cost: 2

Manifestation Time: 1 bonus action

Range: 30 feet or Contacted

Duration: Instantaneous

At your mental touch, you can end one effect that frightened a target that you can see or whose mind you can sense in range.

The range of this power increases when you reach higher levels: to 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

FRIGHTEN

Telepathic power

Psi Cost: 2

Manifestation Time: 1 action

Range: 30 feet or Contacted

Duration: Concentration, up to 1 hour

You instill a sense of abject fear of you in a humanoid you can see or whose mind you can sense within range. The target must succeed on a Wisdom saving throw or become frightened of a single creature or object of your choice that it can currently see for the duration. At the end of each of its turns it spends in a location where it doesn't have line of sight to the subject of its fear, the target can make a Wisdom saving throw. On a successful save, the power ends for that creature.

The range of this power increases when you reach higher levels: to 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

Augmentations

+1 Psi Cost: A target frightened by this power must immediately use its reaction, if available, to move as far as its speed allows away from the subject of its fear. The creature doesn't move into obviously dangerous ground, such as a fire or a pit.

+1 Psi Cost: Choose another target in range to also be affected by *frighten*. Each target can be made afraid of something different.

+2 Psi Cost: Choose any creatures, rather than only humanoids, to be affected by this manifesting of *frighten*.

HORRIFY

Telepathic power

Psi Cost: 5

Manifestation Time: 1 minute

Range: 60 feet

Duration: 24 hours

You cause yourself, another creature, an object, or an area that fits in a 5 ft radius sphere within range to resonate with an imprint of horrors that cause creatures (or certain types of creatures) to feel revulsion for the target. You can specify one kind of creature, as specific or broad as you'd like (for example, from the orc shaman Gnarl Runetooth, to orc shamans, to orcs, to humanoids). You invest the target with an aura that either horrifies the specified creatures, or all creatures but the specified creatures, for the duration.

Creatures that are designated as being affected by this power feel an intense urge to leave the area and avoid the target. When such a creature can see the target, the creature must succeed on a Wisdom saving throw or become frightened. The creature remains frightened while it can see the target. While frightened by the target, the creature must use its movement to move to the nearest safe spot from which it can't see the target. If the creature can't see the, the creature is no longer frightened but remains affected by the *horrify* power; the creature immediately becomes frightened again if it regains sight of the target without requiring another Wisdom saving throw.

A creature affected by this power is allowed another Wisdom saving throw when they finish a short or long rest while the power persists. On a successful save, the creature is no longer affected by the target and recognizes the feeling of repulsion as unnatural.

A creature that successfully saves against this effect is immune to it until it finishes a short or long rest, after which time it can be affected again.

If you manifest this power on the same object or area every day for 30 days, placing the same effect on it each time, the horrifying effect lasts until it is dispelled; note that this does not allow you to make the effect last until dispelled on a creature, just an object or an area.

The range of this power increases when you reach higher levels: to 90 feet at 11th level, and 120 feet at 17th level.

Augmentations

+1 Psi Cost: You either designate an additional target within range to resonate with horrors, or increase the radius of an area that resonates with horror by 5 ft.

PHOBIA

Telepathic power

Psi Cost: 8

Manifestation Time: 1 action

Range: 90 feet

Duration: Until dismissed

You instill a deep-seated phobia in the mind of a humanoid you can see or whose mind you can sense within range. That creature must succeed on a Wisdom saving throw or become frightened of something you choose.

When you manifest this power, choose something for the target to be frightened of. This can be as specific or as broad as you'd like. It could be an individual creature, object, building, or geographical feature, it could be something a bit more broad like goblins from a specific tribe, red dragons, zombies, longswords, scale armor, books, Draconic writing, rainforests, or snowy mountains, or it could be something quite broad such as goblinoids, dragons, undead, weapons, writing, water, enclosed spaces, heights, insects, mountains, forests, and so on. Consult with your DM to determine what level of specificity or broadness is an appropriate phobia for their campaign.

At the end of every 30 days, the creature can repeat its saving throw against this power. If it succeeds on its saving throw, the power ends.

This power can also be ended with the *greater restoration*, *heal*, or *wish* spell, or the *psychic surgery* power.

The range of this power increases to 120 feet when you reach 17th level.

Augmentations

+1 Psi Cost: The target no longer makes a save against this power at the end of every 30 days; they have the selected phobia until something ends this power on them.

+1 Psi Cost: Choose any creature, rather than only a humanoid, to be affected by this manifestation of *phobia*.

UNNERVING

Telepathic power

Psi Cost: 1

Manifestation Time: 1 action

Range: Self

Duration: 1 minute

Your ability to pull fears to the fore of others' minds gives you an unnerving presence when you wish it. For the duration, you gain advantage on Charisma (Intimidation) checks.

PLANAR TRAVELER

PSYCHOPORTATION DISCIPLINE - PREREQUISITES: PSI LIMIT OF 7 OR GREATER, FOLD SPACE DISCIPLINE

Your ability to fold space now stretches across planar barriers

Powers. You gain the following power:

PLANAR PORTAL

Psychoportation power

Psi Cost: 7

Manifestation Time: 1 action

Range: 10 feet

Duration: Concentration, up to 1 minute

You create a portal connecting two points in space that crosses the barriers between the planes of the multiverse. For the duration or until you manifest this power again, a two-dimensional origin portal appears somewhere within range in any orientation you desire, and a two-dimensional destination portal appears on the chosen plane of existence. The doorway is up to 10 feet per side; each pair of parallel sides can be a different length, allowing you to make either a square or a rectangle of variable size each manifestation. The origin and destination portals are always the same size and orientation.

The portals are two-way; willing creatures can enter through either origin or destination portal and arrive at the other, as though walking through a doorway. Unwilling creatures cannot be forced through the portal. Each portal exits in only one direction, and it's perfectly visible—again, as though looking through an open doorway. From either side of or “behind” the opening, the portal is effectively invisible. However, energy and matter from each plane does not bleed into the other. For example, if you open a portal to the Plane of Water there is no flood of water passing through to your location, nor would opening an origin portal underwater flood the City of Brass. It takes concerted will to pass through the doorway.

You can specify a target destination in general terms, such as the Sigil, the City of Doors in the Outlands, or Orcus' palace of Everlost on Thanatos—the 113th layer of the Abyss—and you appear in or near that destination where your DM chooses. If you are trying to reach the Sigil, for example, the portal might appear in the road Razorvine on Hilderton in front of the City Court of The Lady's Ward, or in the middle of the Foundry District of the Lower Ward, at the DM's discretion.

If you have previously stored a spot with the know location talent, or have a location marked by your reality anchor, this power can take you to that exact location. Alternatively, you can have the destination portal appear at a random location anywhere in the multiverse, or a random location anywhere on a specific plane of existence other than the current one if you are aware of that plane's existence, as determined by the DM. In this way, you can explore the reaches of the multiverse, to store with the know location talent and visit later.

Deities and other planar rulers can prevent portals created by this power from opening in their presence or anywhere within their domains.

Augmentations

+1 Psi Cost: Change the duration to Concentration, up to 10 minutes.

+1 Psi Cost: Increase the size of the portals by up to 10 feet per side.

+1 Psi Cost: The portal is only one-way, not two-way. Choose either the origin or destination portal. Creatures and objects may only pass through the chosen portal. If you choose the origin portal, the destination portal is entirely invisible.

POCKET DIMENSIONS

PSYCHOPORTATION DISCIPLINE - PREREQUISITES: PSI LIMIT OF 3 OR GREATER

You learn how to create pocket dimensions, forming entirely new miniature planes tucked within the fabric of reality itself, and opening doorways to any such space you are aware of.

Powers. You gain the following powers:

CREATE SPACE

Psychoportation power

Psi Cost: 3

Manifestation Time: 1 hour

Range: Special

Duration: Until dismissed

You create an extradimensional space tied to nothing in particular. However, you cannot even see the space you create, until you access it with the *open door* power.

The size of this space is a cube 1 foot on a side. The space within this new dimension is completely empty, the exterior borders made of quintessence. Quintessence is a solid material, an expression of the primal essence of reality, and by default is the most neutral grey possible, and faintly glows in the most average level of normal light. Quintessence cannot be affected in any way without the aid of additional powers, such as the *expand space* power; it can't be damaged, it can't be altered, it can't be burned or frozen, it is effectively indestructible.

Within this pocket space, a perfect atmosphere exists that you are capable of surviving in, whether that is air, water, or any other material you choose that you are capable of living in. This pocket space counts as its own plane of existence.

You can fill this extradimensional space with whatever you wish. If you have the *shape matter* power (found in the *matter manipulation* discipline), quintessence is treated as any substance you can imagine, from which you can shape the extradimensional space. However, quintessence shaped in this manner cannot be removed from a pocket dimension without immediately fading to nothing; the raw quintessence immediately rejoins the fundamental fabric of the multiverse. This matter is native to, and trapped within this new plane of existence you are creating.

Each use of *create space* creates a new extradimensional space. When you use this power, you reduce your hit point maximum by 3. For as long as this extradimensional space exists, you can't restore any lost maximum hit points from use of this power by any means except through the use of the *secure space* power. This semi-permanent maximum hit point reduction is a cost that strongly limits you from using this power too often.

As an action, you can dismiss an extradimensional space forever, regaining any lost maximum hit points from that manifestation of the power when you finish your next long rest. Anything within that space that is not made of the quintessence of that extradimensional space is ejected immediately at a spot starting within 10 feet of you and moving directly away from you (in the case of particularly large spaces).

Augmentations

- +1 Psi Cost:** Increase the size of the space to a cube 2 feet on a side, and reduce your maximum hit points by 4.
- +2 Psi Cost:** Increase the size of the space to a cube 5 feet on a side, and reduce your maximum hit points by 5.
- +3 Psi Cost:** Increase the size of the space to a cube 10 feet on a side, and reduce your maximum hit points by 6.
- +4 Psi Cost:** Increase the size of the space to a cube 15 feet on a side, and reduce your maximum hit points by 7.
- +5 Psi Cost:** Increase the size of the space to a cube 20 feet on a side, and reduce your maximum hit points by 8.
- +6 Psi Cost:** Increase the size of the space to a cube 30 feet on a side, and reduce your maximum hit points by 9.
- +7 Psi Cost:** Increase the size of the space to a cube 40 feet on a side, and reduce your maximum hit points by 10.

EXPAND SPACE

Psychoportation power (meditation)

Psi Cost: 3

Manifestation Time: 10 minutes

Range: Special

Duration: Instantaneous

You create a cube equal to the base size of an existing extradimensional space you have created with the *create space* power, and add it to that space, as long as one side of the cube is completely adjacent to another cube's side.

There is no real limit to how large you can make an extradimensional space. Given enough time, you could conceivably create an entire world, but that would take scales of time far beyond all but immortal beings living for vast numbers of millennia.

If you manifest this power as a meditation, the manifestation time is a total of 1 hour.

OPEN DOOR

Psychoportation power

Psi Cost: 1

Manifestation Time: 1 action

Range: 10 feet

Duration: 1 minute

You create an opening to one extradimensional space you've created with the *create space* power. The door or portal created is of a size appropriate to the space being accessed, aligned however you wish. A 1-cubic-foot space used for storage, for example, might only need a 1-foot by 1-foot opening horizontally aligned as though a chest were open. A large, mansion-like space, however, might instead need a 10-foot tall, 5-foot wide door, vertically aligned like the large front door of a manse. The maximum size for this doorway is a 10-foot square. The opening is only visible from one side, and is either a swirling neutral grey slate, or allows a perfect view of the inside, your choice when you manifest this power.

Anyone who passes through this opening will always be able to access the exact opening again to exit, and will be able to see what's on the other side of the exit; you cannot trap a creature in an extradimensional space against its will.

Augmentations

+1 Psi Cost: The door is up to 5 feet larger per side.

+7 Psi Cost: You instead make the door one-way. Any creature starting to pass through this opening must succeed at an Intelligence saving throw to realize it is a one-way trip; an incapacitated creature automatically fails this save. On a failure, the creature has no idea this door will not let them back out. On a success, they cannot be forced through this door by any means—they can only pass through willingly—and know the door is one-way.

SECURE SPACE

Psychoportation power

Psi Cost: 6

Manifestation Time: 8 hours

Range: Special

Duration: Instantaneous

If you are able to concentrate uninterrupted for the full 8 hour manifestation time, you lock an existing extradimensional space you've created with the *create space* power into its current size, permanently. The chosen space can never be dismissed, cannot be destroyed by any other effects, and can never again be expanded with the *expand space* power.

You restore all but 1 of the hit point maximum reduction you've invested into the locked extradimensional space with the *create space* power. That 1 hit point is now permanently reduced from your hit point maximum, and can never be recovered by your character—except, perhaps, under extraordinarily rare circumstances at your DM's discretion (the intervention of a god, for example, might be able to recover such lost hit points).

POISON CONTROL

BIOKINETIC DISCIPLINE

You learn to manipulate poisons in a multitude of ways. You have proficiency with the poisoner's kit, and can handle poisons without accidentally poisoning yourself.

If you also know the *poisonous assault* discipline, you do not need to expend raw materials equal to half the market value of a poison to create it using a poisoner's kit. Instead, you create those materials yourself using your own physiology; you must still spend the appropriate amount of downtime activity required by your DM to craft the poison.

Powers. You gain the following powers:

ANTIDOTE

Biokinetic power

Psi Cost: 1

Manifestation Time: 1 action

Range: 30 feet

Duration: Instantaneous

Choose a creature within range. Remove one administered poison or the poisoned condition from the target.

The range of this power increases when you reach higher levels: 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

Augmentations

+1 Psi Cost: You may target an additional creature within range.

+1 Psi Cost: You may remove an additional administered poison from each target.

POISON TOLERANCE

Biokinetic power

Psi Cost: 1

Manifestation Time: 1 action

Range: Self

Duration: Concentration

You have resistance to poison damage for the duration.

POISONOUS

Biokinetic power

Psi Cost: 1

Manifestation Time: 1 action

Range: 30 feet

Duration: Instantaneous

If a creature within range suffers from at least one administered, nonmagical, nonpsionic poison, you spread one such poison of your choice to another living creature within 10 feet of it. That creature must succeed on the same DC Constitution saving throw for that poison or become affected by the chosen poison. It then makes additional saving throws to attempt to recover as normal for that poison.

The range of this power increases when you reach higher levels: 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

Augmentations

+1 Psi Cost: You may spread the poison to another creature within 10 feet of the target.

+1 Psi Cost: You may spread an additional poison from the target to each creature affected by *poisonous* within 10 feet of the target.

TIMED RELEASE

Biokinetic power

Psi Cost: 1

Manifestation Time: No action, which you taken when a poison is administered to a target within range

Range: 30 feet

Duration: Up to 24 hours

For the target of the administered poison, the accompanying saving throws are not made immediately. Instead, the poison lies dormant for the duration. As an action, you may cause the poison to take hold, and the saving throws and other effects of the poison immediately start to occur; this power then ends. The creature is unaware it has this poison waiting within it, but a spell, power, or other ability that detects poison can detect the dormant poison.

The range of this power increases when you reach higher levels: 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

Augmentations

+1 Psi Cost: Change the duration to 10 days.

+2 Psi Cost: Change the duration to 30 days.

+3 Psi Cost: Change the duration to 1 year.

+4 Psi Cost: Change the duration to Until dispelled.

TOXIC

Biokinetic power

Psi Cost: 1

Manifestation Time: 1 bonus action

Range: 30 feet

Duration: Instantaneous

Choose a creature within range. That creature has disadvantage on the next saving throw it makes against a poison (whether administered, a spell or other magical effect, or a power or other psionic effect).

The range of this power increases when you reach higher levels: 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

Augmentations

+1 Psi Cost: You may target an additional creature within range.

POISONOUS ASSAULT

BIOKINETIC DISCIPLINE

Your own body is able to create, store, and release toxins in a controlled manner.

Talents. You gain the *poison cloud* and *toxic touch* talents.

Powers. You gain the following powers:

NOXIOUS MIST

Biokinetic power

Psi Cost: 2

Manifestation Time: 1 action

Range: Self (10-foot radius)

Duration: Concentration, up to 1 minute

A nearly invisible poisonous mist surround you in an aura with a 10-foot radius. For the duration, or until you manifest this power again, the aura moves with you, centered on you. The fog spreads around corners. It lasts for the duration, or until strong wind disperses it, ending the power. The vapors, being heavier than air, sink to the lowest level of the land, even pouring down openings.

When a creature other than you enters the aura's area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. The creature takes 1d6 poison damage on a failed save, or half as much damage on a successful one. Any target that fails its Constitution saving throw by 5 or more also gains the poisoned condition until the end of their next turn.

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

Augmentations

+1 Psi Cost: Increase the damage by 1d6.

+1 Psi Cost: Increase the radius by 10 feet.

+1 Psi Cost: A creature that fails its Constitution saving throw gains the poisoned condition for 1 minute. At the end of each of its turns, it may make an additional Constitution saving throw; on a successful save, it is no longer poisoned.

POISON TOLERANCE

Biokinetic power

Psi Cost: 1

Manifestation Time: 1 action

Range: Self

Duration: Concentration

You have resistance to poison damage for the duration.

POISONOUS BURST

Biokinetic power

Psi Cost: 1

Manifestation Time: 1 reaction, which you take when a creature within 5 feet of you deals damage to you

Range: Self

Duration: Instantaneous

As a nearby creature strikes you, your own body sprays a fine cloud of deadly poisons in retaliation. The creature dealing damage to you must make a Constitution saving throw. On a failed saving throw, it takes 1d6 poison damage. A target that fails its Constitution saving throw by 5 or more also gains the poisoned condition until the end of their next turn.

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

Augmentations

+1 Psi Cost: Increase the damage by 1d6.

+1 Psi Cost: A creature that fails its Constitution saving throw gains the poisoned condition for 1 minute. At the end of each of its turns, it may make an additional Constitution saving throw; on a successful save, it is no longer poisoned.

+1 Psi Cost: Instead this power affects all creatures other than you in a 5-foot radius centered on you.

+1 Psi Cost: You can only select this augmentation if *poisonous burst* has been augmented to affect a 5-foot radius centered around you. Increase the radius by 5 feet.

TOXIC SPRAY

Biokinetic power

Psi Cost: 1

Manifestation Time: 1 action

Range: Self (15-foot cone)

Duration: Instantaneous

You spray a cone of toxic mist from your body. Each creature in a 15-foot cone must make a Constitution saving throw. A creature takes 1d6 poison damage on a failed save, or half as much damage and is not poisoned on a successful save. Any target that fails its Constitution saving throw by 5 or more also gains the poisoned condition until the end of their next turn.

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

Augmentations

+1 Psi Cost: Increase the damage by 1d6.

+1 Psi Cost: Increase the cone length by 15 feet the first time you choose this augmentation, or by 30 feet each time after the first.

+1 Psi Cost: A creature that fails its Constitution saving throw gains the poisoned condition for 1 minute. At the end of each of its turns, it may make an additional Constitution saving throw; on a successful save, it is no longer poisoned.

PRECOGNITION

CLAIRSENTIENT DISCIPLINE

You experience glimpses of the future to varying degrees. You cannot be surprised.

Powers. You gain the following powers:

FOREKNOWLEDGE

Clairsentient power

Psi Cost: 1

Manifestation Time: 1 bonus action

Range: Self

Duration: 1 minute

You gain flashes of the near future surrounding you for a short while, minimizing the travails you might face in those moments; this precognition is draining. For the duration, attack rolls and skill checks made against you cannot gain advantage, and you cannot suffer from disadvantage on your ability checks, attack rolls, or saving throws.

Augmentations

+1 Psi Cost: Change the duration to 10 minutes.

+2 Psi Cost: Change the duration to 1 hour.

VISIONS OF THE FUTURE

Clairsentient power (meditation)

Psi Cost: 1

Manifestation Time: 1 minute

Range: Self

Duration: Concentration, up to 1 minute

You are capable of reaching into the future with your mind's eye to uncover information about possible turns of events. Name a time and place—and possibly an event—you are familiar with that will happen no more than 24 hours from now.

For the duration, at the end of each of your turns you see 1 minute of each of a handful of possible futures play out in the time and place you've chosen and travel through it as though an invisible, floating observer capable of moving in a manner similar to how you can move yourself. You are just an observer, and can't change any of the events or interact in any way with the visions you have.

Your DM will decide what happens in these possible futures, what you are capable of sensing, how events play out, how many futures you see, the level of detail you are privy to, and so on. This power is ultimately an enabler for you and your DM to find interesting new paths to take the story, and uncover information. It is not all-powerful, and the mists of time can shroud events however your DM wishes. DMs are, however, encouraged to reward clever use of this power. This power can also require significant trial and error. You might very well discover nothing of import the first few times you try to observe a given time and place. Additional manifestations of the power help you fine-tune what you observe, until you uncover what you need or hit a dead end.

Augmentations

+1 Psi Cost: Change the duration to Concentration, up to 10 minutes.

+2 Psi Cost: Change the duration to Concentration, up to 1 hour.

+1 Psi Cost: Every turn for the duration, you see 5 minutes of events play out.

+2 Psi Cost: Every turn for the duration, you see 10 minutes of events play out.

+1 Psi Cost: You can observe events that will occur no more than 10 days from now.

+2 Psi Cost: You can observe events that will occur no more than 30 days from now.

+3 Psi Cost: You can observe events that will occur no more than 1 year from now.

+4 Psi Cost: You can observe events that will occur no more than 100 years from now.

+5 Psi Cost: You can observe events that will occur no more than 1,000 years from now.

+6 Psi Cost: You can observe events that will occur at any point in the future.

PROJECT FORCE

PSYCHOKINETIC DISCIPLINE

You project raw telekinetic force, using it to attack with.

Talents. You gain the *mind bullets* and *thought spear* talents.

Powers. You gain the following powers:

EXPLOSIVE FORCE

Psychokinetic power

Psi Cost: 1

Manifestation Time: 1 action

Range: 120 feet

Duration: Instantaneous

A shockwave of telekinetic force explodes from a point you wish. Each creature other than you in a 5-foot radius sphere centered on a point that you can sense in range must make a Dexterity saving throw. A target takes 1d8 force damage, or half as much damage on a successful one. Each object not being worn or carried you choose in the area takes this damage with no save.

The power's damage increases by 1d8 when you reach 11th level (3d8), and 17th level (4d8).

You can choose to make this explosion of force visible, in any translucent color or combination of colors, glow enough to at most shed dim light in a 5-foot-radius around it, and have any shape and cosmetic details you wish.

Augmentations

+1 Psi Cost: Increase the damage by 1d8.

+1 Psi Cost: Increase the radius by 5 feet the first time you choose this augmentation, or by 10 feet each time after the first.

+1 Psi Cost: Any target that fails the saving throw is also knocked prone.

+1 Psi Cost: Any creature that fails the saving throw and takes this force damage, and any object that takes force damage, is also pushed up to 10 feet (or 10 feet further) away from the center of *explosive force's* radius. You can't lift a target off the ground unless it is already airborne or underwater.

FORCE DEFLECTION

Psychokinetic power

Psi Cost: 1

Manifestation Time: 1 action

Range: Self

Duration: Concentration

You have resistance to force damage for the duration, an invisible field of telekinetic force protecting you.

While this forcefield is invisible by default, you can choose to make the telekinetic force visible, in any translucent color or combination of colors, glow enough to at most shed dim light in a 5-foot-radius around it, and have any shape and cosmetic details you wish.

FORCE MISSILES

Psychokinetic power

Psi Cost: 1

Manifestation Time: 1 action

Range: 120 feet

Duration: Instantaneous

You form three invisible missiles of telekinetic force. Each missile hits a creature or object of your choice that you can sense within range. A missile deals 1d6 force damage to its target. The missiles all strike simultaneously, and you can direct them to hit one target or several.

This power counts as the *magic missile* spell for the purposes of spells and magical effects such as the *shield* spell.

You can choose to make these missiles visible, in any translucent color or combination of colors, glow enough to at most shed dim light in a 5-foot-radius around them, and have any shape and cosmetic details you wish.

Augmentations

+1 Psi Cost: Create an additional missile.

FORCE WAVE

Telepathic power

Psi Cost: 1

Manifestation Time: 1 action

Range: Self (15-foot cone)

Duration: Instantaneous

A wave of invisible force thrusts outward in a 15-foot cone originating straight from you. Each creature other than you in a 5-foot radius sphere centered on a point that you can sense in range must make a Dexterity saving throw. A target takes 1d8 force damage, or half as much damage on a successful one. Each object not being worn or carried you choose in the area takes this damage with no save. Each creature and object that takes force damage in this manner is pushed 10 feet away from you. You can't lift a target off the ground unless it is already airborne or underwater.

You can choose to make this wave of force visible, in any translucent color or combination of colors, glow enough to at most shed dim light in a 5-foot-radius around it, and have any shape and cosmetic details you wish.

The power's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Augmentations

+1 Psi Cost: Increase the damage by 1d8.

+1 Psi Cost: Increase the cone length by 15 feet the first time you choose this augmentation, or by 30 feet each time after the first.

+1 Psi Cost: Any target that fails the saving throw is also knocked prone.

+1 Psi Cost: Any target that fails the saving throw is also pushed up to 10 feet further away from you.

PSYCHIC ASSAULT

TELEPATHIC DISCIPLINE

You learn how to assault the minds of others with telepathic attacks.

Talents. You gain the *mind thrust* and *superego assault* talents.

Powers. You gain the following powers:

PSIONIC BLAST

Telepathic power

Psi Cost: 3

Manifestation Time: 1 action

Range: Self (30-foot cone)

Duration: Instantaneous

Waves of mental force overwhelm the minds of creatures in a 30-foot cone originating straight from your own brain. This

effect passes through all barriers, unless it specifically stops telepathic, psychic, or mental energies. You do not need to see, or sense the mind of a creature to affect it with *psionic blast*.

Each creature in the area must make an Intelligence saving throw. On a failed save a creature takes 2d8 psychic damage and becomes dazed for 1 minute, or half as much damage and no other effects on a successful save.

While dazed, a creature can't take reactions, and it must choose one of the following at the start of each of its turns:

- The creature's speed becomes 0, it can't benefit from any bonus to its speed until the start of their next turn, and its free interact with an object on its turn instead takes a bonus action.
- The creature cannot take actions until the start of their next turn.

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

The power's damage increases by 1d8 when you reach 11th level (3d8), and 17th level (4d8).

Augmentations

+1 Psi Cost: Increase the damage by 1d8.

+1 Psi Cost: Increase the cone by 30 feet.

+2 Psi Cost: Creatures that fail the saving throw are stunned rather than dazed until they save.

PSYCHIC CRUSH

Telepathic power

Psi Cost: 1

Manifestation Time: 1 action

Range: 120 feet

Duration: Instantaneous

You assault the minds of others with three invisible bursts of brute force telepathy, unerringly crushing parts of their psyche with indiscriminate psychic power.

Each burst hits a creature of your choice that you can see or whose mind you can sense within range. A projectile deals 1d6 psychic damage to its target. The bursts all strike simultaneously, and you can direct them to hit one creature or several.

If a creature would be killed by this power, instead its psyche is annihilated. The creature stares emptily ahead when their eyes are open, no thoughts existing within their mind whatsoever. Their body will breath normally, they'll swallow food or drink that is put in their mouth, they periodically sleep, and so on. Even if killed and raised from the dead, all that remains is a body with no higher brain function; it can only be animated as a mindless skeleton or zombie.

The creature's mind can be restored only through the use of a *true resurrection* or *wish* spell, or a *psychic surgery* power that uses the +4 psi cost augmentation. The *true resurrection* spell may treat a living creature whose psyche has been annihilated in this manner as though it is dead for the purpose of choosing it as a target.

Augmentations

+1 Psi Cost: Create one additional burst.

ULTRABLAST

Telepathic power

Psi Cost: 1

Manifestation Time: 1 action

Range: Self (5-foot radius)

Duration: Instantaneous

You psionically grumble for a moment—which all creatures within the radius can hear in their minds as nonsensical whispers running the gamut of emotions—then cry out in a telepathic scream which tears through minds within a 5-foot-radius of you. This effect passes through all barriers, unless it specifically stops telepathic, psychic, or mental energies. You do not need to see or sense the mind of a creature to affect it with *ultrablast*.

Each creature within range must make a Wisdom saving throw. On a failed save, a creature takes 1d8 psychic damage, or half as much damage on a successful one.

If damage from this power kills a target, you may cause its head—or equivalent—to explode, utterly destroying its brain.

The power's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Augmentations

+1 Psi Cost: Increase the damage by 1d8.

+1 Psi Cost: Increase the radius by 5 feet the first time you choose this augmentation, or by 10 feet each time after the first.

PSYCHIC MEDICINE

TELEPATHIC DISCIPLINE - PREREQUISITES: TELEPATHY DISCIPLINE, A PSI LIMIT OF 2 OR GREATER

You learn how to manipulate thoughts in a manner that can be comparable to medicine, but limited to mental activities and well-being.

Talents. You gain the *psychic diagnosis* and *psychic remedy* talents.

Powers. You gain the following powers:

ENHANCE MIND

Telepathic power

Psi Cost: 2

Manifestation Time: 1 action

Range: 30 feet or Contacted

Duration: Concentration, up to 1 hour

You touch the mind of a creature you can see or whose mind you can sense within range, and enhance its intellect, intuitiveness, or wit to supernatural levels. Choose one of the following effect for the target to gain for the duration:

Enhanced Intelligence. The target has advantage on Intelligence ability checks, and on saving throws against being confused, for the duration.

Enhanced Wisdom. The target has advantage on Wisdom ability checks, and on saving throws against being frightened, for the duration.

Enhanced Charisma. The target has advantage on Charisma ability checks, and on saving throws against being charmed, for the duration.

PSYCHIC CHIRGERY

Telepathic power

Psi Cost: 2

Manifestation Time: 1 action

Range: 30 feet or Contacted

Duration: Instantaneous

With your mental touch on a creature you can see or whose mind you can sense within range, you can end one psionic disease, or one condition afflicting it, but only if it's from a mental effect. The condition can be anosmic, blinded, contacted, deafened, deluded, or paralyzed.

PSYCHIC SURGERY

Telepathic power

Psi Cost: 5

Manifestation Time: 1 action

Range: 30 feet or Contacted

Duration: Instantaneous

With your mental touch on a creature you can see or whose mind you can sense within range, you can either reduce the target's exhaustion level by one, restore the memories altered from a single use of a spell like *modify memories* or a power like *alter memories* or *cloud memories*, or end one of the following effects on the target:

- One effect that charmed, confused, dazed, or frightened the target.
- One curse, including the target's attunement to a cursed magic or psionic item.
- One instance of being stored by the *mental note* power by another creature.
- Any reduction to one of the target's following ability scores: Intelligence, Wisdom, or Charisma.

Augmentations

+3 Psi Cost: The target instead removes all levels of exhaustion, and has all psionic diseases ended. All altered memories are restored, and all conditions affecting on it are ended, but only if they're from mental effects. The conditions can be anosmic, blinded, contacted, dazed, deafened, deluded, or paralyzed. All reductions to the target's Intelligence, Wisdom, and Charisma scores are removed. Every portion of the target's mind is restored and flawless, at its mental prime; this does not change any stats, however.

PYROKINESIS

PSYCHOKINETIC DISCIPLINE

You learn to create and control fires.

Talents. You gain the *minor pyrokinesis* talent.

Powers. You gain the following powers:

CREMATE

Psychokinetic power

Psi Cost: 1

Manifestation Time: 1 action

Range: 120 feet

Duration: Instantaneous

Choose one of the following:

- All flammable material that fits within a 5-foot cube (Medium or smaller object) that you can sense within range is instantaneously cremated into a fine ash. The amount of time it would normally take to burn up is irrelevant, such as a hardwood chair that might take an hour to burn to ash, but materials that don't catch fire under normal temperatures, like granite, clay, metals, or dirt—to name a few—simply cannot be turned to ash at all with *cremate*.
- One creature of size Medium or smaller that has 0 hit points you can see within range automatically fails two death saving throws. If this kills the creature or it is already a dead body of the appropriate size, it is instantly cremated into a fine ash and can never be raised as an undead.

Augmentations

+1 Psi Cost: Target one additional cube of material or creature in range.

+1 Psi Cost: Increase the size cube of material cremated by 5 feet per side, or affect a creature of one size larger.

COUNTER COLD

Psychokinetic power

Psi Cost: 2

Manifestation Time: 1 reaction, which you take when you sense a creature within range manifests a power or casting a spell dealing cold damage or creating a cold effect

Range: 60 feet

Duration: Instantaneous

You attempt to interrupt a creature in the process of manifesting a psionic power or casting a spell that deals cold damage or creates a cold effect (such as the *cone of cold* spell or *freeze* power). If the creature is manifesting a cold power with a psi cost of 2 or less or casting a cold spell of 2nd level or lower, the power or spell fails and has no effect. If it is manifesting a cold power with a psi cost of 3 or more or casting a cold spell of 3rd level or higher, make an ability check using your manifesting ability. The DC equals 10 + the power's psi cost or spell's level. On a success, the creature's power or spell fails and has no effect.

Augmentations

+1 Psi Cost: The interrupted cold power or spell has no effect if its psi cost or spell level is less than or equal to the psi cost you used.

DISPEL COLD

Psychokinetic power

Psi Cost: 2

Manifestation Time: 1 action

Range: 120 feet

Duration: Instantaneous

Choose one creature, object, or magical or psionic effect within range that is cold-based (such as the *wall of ice* spell or *blizzard* power). Any cold-based power with a psi cost of 2

or less and cold-based spell of 2nd level or lower on the target ends. For each cold-based power with a psi cost of 3 or greater, or cold-based spell of 3rd level or higher on the target, make an ability check using your manifesting ability. The DC equals 10 + the power's psi cost or spell's level. On a success, the power or spell ends.

Augmentations

+1 Psi Cost: You automatically end each cold-based power or spell on the target if the power's psi cost or spell's level is less than or equal to the psi cost you used to manifest *dispel cold*.

FIRE CONTROL

Psychokinetic power

Psi Cost: 2

Manifestation Time: 1 action

Range: 120 feet

Duration: Instantaneous

Choose an area of non-magical flame that you can see and that fits within a 5-foot cube within range. You can extinguish the fire in that area to create one of the following effects:

Backdraft. The fire explodes with impactful force. Each creature within a 10-foot radius of the target fire must succeed on a Dexterity saving throw, or be knocked prone and pushed 10 feet directly away from the center of the explosion. If a creature pushed by this effect cannot complete the push because of a solid object such as a wall, it takes 1d6 bludgeoning damage.

Fight Fire with Fire. All fires in a 10-foot radius around the target fire are extinguished, spreading around corners. Each creature within the radius must succeed on a Constitution saving throw, or gain one level of exhaustion. Creatures with immunity to fire and creatures naturally adapted to hot climates automatically succeed on the saving throw. Creatures with resistance to fire have advantage on this save. Creatures wearing medium or heavy armor or who are clad in heavy clothing have disadvantage on this saving throw.

Flash Point. The fire explodes with a flash of light. Each creature within 10 feet of it must succeed on a Dexterity saving throw or become blinded until the end of your next turn. Creatures with immunity to radiant damage or who cannot see automatically succeed at this saving throw, and creatures with resistance to radiant damage have advantage on this save.

Up in Smoke. Thick black smoke spreads out from the target in a 10-foot radius, moving around corners. The area of the smoke is heavily obscured. The smoke persists for 1 minute or until a strong wind disperses it.

Augmentations

+1 Psi Cost: Increase the radius of the chosen effect by 10 feet.

+1 Psi Cost: Increase the distance pushed by the backdraft effect by 10 feet, and increase the damage dealt when a creature hits a solid object by 1d6.

+1 Psi Cost: Charge the duration the Up in Smoke option's smoke lasts to 10 minutes.

HEAT INSULATION

Psychokinetic power

Psi Cost: 1

Manifestation Time: 1 action

Range: Self

Duration: Concentration

You have resistance to fire damage for the duration.

HEATWAVE

Psychokinetic power

Psi Cost: 7

Manifestation Time: 10 minutes

Range: Special

Duration: Concentration, up to 8 hours

You take control of the weather within 1 mile of a point centered 500 feet above the surface of the world directly above you, which moves with you, for the duration. If you are underground—such as in the Underdark—your DM will determine if and how this affects environmental conditions below ground in your area; however it would normally be affected if the surface world above experienced this kind of weather.

When you manifest the power, you change the current weather conditions, which are determined by the DM based on the climate and season. You can change precipitation, temperature, and wind. It takes 1d4 x 10 minutes for the new conditions to take effect. Once they do so, you can change the conditions again. When the power ends, the weather gradually returns to normal. When you change the weather conditions, find a current condition on the following tables and change its stage by one, up or down.

When changing the wind, you can change its direction. When changing the temperature, you must move it to Hot or Unbearable Heat, and you may not move it down cooler than Hot. When changing the precipitation you must move it to Clear or Light Clouds and cannot move it down to more than Light Clouds.

Suppress the effects of any *blizzard* power manifest before, or and *control weather* spell cast before this *heatwave* power, wherever this *heatwave* power overlaps it. If anyone casts a *control weather* spell after this *heatwave* power was manifested, the spell's effects suppresses this power's effects where the spell overlaps it.

PRECIPITATION

Stage	Condition
1	Clear
2	Light clouds
3	Overcast or ground fog
4	Rain, hail, or snow
5	Torrential rain, driving hail, or blizzard

TEMPERATURE

Stage	Condition
1	Unbearable heat
2	Hot
3	Warm
4	Cool
5	Cold
6	Arctic cold

WIND

Stage	Condition
1	Calm
2	Moderate wind
3	Strong wind
4	Gale
5	Storm

Augmentations

+1 Psi Cost: Change the duration to Concentration, up to 24 hours.

+1 Psi Cost: Change the radius to 5 miles.

+2 Psi Cost: Change the radius to 10 miles.

PYROKINETIC ASSAULT

PSYCHOKINETIC DISCIPLINE

You learn to create deadly assaults of fire and heat.

Talents. You gain the *combust* and *scorch* talents.

Powers. You gain the following powers:

HEAT INSULATION

Psychokinetic power

Psi Cost: 1

Manifestation Time: 1 action

Range: Self

Duration: Concentration

You have resistance to fire damage for the duration.

INFERNO

Psychokinetic power

Psi Cost: 1

Manifestation Time: 1 action

Range: 120 feet

Duration: Instantaneous

A raging inferno explodes outward in a 5-foot radius from a point you see within range. Each creature other than you within the area you must succeed on a Dexterity saving throw or take 1d8 fire damage, or half as much damage on a failure.

Each object and non-creature plant life of your choice that isn't being worn or carried within the area also takes this fire damage, and the fire ignites flammable objects and non-creature plant life of your choice that aren't being worn or carried within the area. The flames can have any cosmetic details you wish, appearing in precisely the shape you want.

While this power costs a total psi cost of 5 or more when you manifest it, if damage from the power kills a target, the target is turned to ash.

The power's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Augmentations

+1 Psi Cost: Increase the damage by 1d8.

+1 Psi Cost: Increase the radius by 5 feet the first time you choose this augmentation, or by 10 feet each time after the first.

SEARING FLAMES

Psychokinetic power

Psi Cost: 1

Manifestation Time: 1 action

Range: Self (15-foot cone)

Duration: Instantaneous

Tendrils of searing flame whirl outward from the air in front of you. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 1d8 fire damage on a failed save, or half as much damage on a successful one.

Each object and non-creature plant life of your choice that isn't being worn or carried within the area also takes this fire damage, and the fire ignites flammable objects and non-creature plant life of your choice that aren't being worn or carried within the area. The flames can have any cosmetic details you wish, appearing in precisely the shape you want.

While this power costs a total psi cost of 5 or more when you manifest it, if damage from the power kills a target, the target is turned to ash.

The power's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Augmentations

+1 Psi Cost: Increase the damage by 1d8.

+1 Psi Cost: Increase the cone length by 15 feet the first time you choose this augmentation, or by 30 feet each time after the first.

PYROKINETIC BARRIER

PSYCHOKINETIC DISCIPLINE

You learn to create barriers of heat and flame.

Talents. You gain the *pyre* talent.

Powers. You gain the following powers:

CONFLAGRATION

Psychokinetic power

Psi Cost: 1

Manifestation Time: 1 action or bonus action

Range: 120 feet

Duration: Concentration, up to 1 minute

You create conflagrating sheets of heat and flame within range, a fiery wall. The wall is made up of two 5-foot-by-5-foot, 1-foot thick panels. Each panel appears in any orientation you choose, as a horizontal or vertical barrier or at an angle, can be free floating or resting on a solid surface, and each panel must have at least one of the square's edges be contiguous with another panel's edge.

When the wall appears, each creature within its area must make a Dexterity saving throw. A creature takes 1d8 fire damage on a failed save, or half as much damage on a successful one. This effect ignores up to three-quarters cover.

Each panel of flame is a partially obscured area, and can have any cosmetic details, essentially appearing in precisely the shape you wish instead of just wall-shaped. Additionally, each panel can be fiery on both sides, one side, or neither side. A panel that is fiery on both sides causes damage to creatures passing through it or within 5 feet on either side, a panel fiery on one side only deals damage to creatures within 5 feet of it on that side or that pass through, and a panel that is not fiery on either side only deals damage to creatures passing through it.

A creature that enters an area within 5 feet of a fiery edge of one or more conflagrating walls for the first time on a turn or starts its turn there takes 1d8 fire damage. A creature takes the same damage when it enters one or more such walls for the first time on a turn or starts its turn there.

At the end of each of your turns, each object and non-creature plant life of your choice that isn't being worn or carried within a fiery area takes 1d8 fire damage, and the fire ignites flammable objects and non-creature plant life of your choice that aren't being worn or carried within the area. The flames can have any cosmetic details you wish, appearing in precisely the shape you want.

While this power costs a total psi cost of 5 or more when you manifest it, if damage from the power kills a target, the target is turned to ash.

This power's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Augmentations

+1 Psi Cost: Increase the duration to Focused, up to 10 minutes.

+1 Psi Cost: Increase the damage *conflagration* deals when it appears, and when a creature enters, or starts a turn in the wall or near a fiery side of a wall panel by 1d8.

+1 Psi Cost: Create an additional two panels.

HEAT INSULATION

Psychokinetic power

Psi Cost: 1

Manifestation Time: 1 action

Range: Self

Duration: Concentration

You have resistance to fire damage for the duration.

READ THOUGHTS

TELEPATHIC DISCIPLINE

You've learned to sense minds around you, pick up on their surface thoughts, and perhaps try to pry into their deeper thoughts. You can sense any minds with an Intelligence greater than 3 capable of speaking or understanding any language up to 30 feet away. You know the general numbers and direction of minds, but not precisely where they are, and you hear particularly strong thoughts on the surface of minds around you they are not trying to hide.

Additionally, you hear the whispering presence of active telepathic communication that isn't trying to hide itself with the Intelligence (Cloaking) skill coming from or going to minds within range of your ability to sense minds. You don't hear what the content of this communication is, only that such communication is happening.

As an action, you can instead determine the exact direction and distance of one random unknown mind as determined by your DM. You know that mind's exact direction and distance for as long as it remains within range of your ability to sense minds with this discipline.

While a mind you have previously stored with the *mental note* power is within range of your ability to sense minds with *read thoughts*, you know precisely where it is without requiring any actions, unless it tries to cloak itself using the Intelligence (Cloaking) skill.

The range of this sense increases when you reach higher levels: to 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

Focused. As an action, you can focus your attention on a specific mind you know the exact location of within range of your ability to sense minds, listening in on its surface thoughts. Under normal circumstances, you compare your passive Wisdom (Insight) score to the passive Charisma (Deception) score of a creature whose mind you listen in on in this manner. If your score is greater than another creature's score, you sense their basic surface thoughts, essentially hearing the internal monologue and images constantly bubbling at the surface of its mind that it has no reason to hide from anyone.

If you're reading the surface thoughts of someone trying to hide their thoughts, or the DM otherwise decides it's in order, you instead make a Wisdom (Insight) check contested by their Charisma (Deception) check.

Additionally, while reading the thoughts of a mind, you intercept the exact content of any telepathic communications coming from or going to that mind unless the creature sending the telepathic communication is attempting to hide it with the Intelligence (Cloaking) skill; you must succeed against that use of Cloaking as normal.

Everything you hear, and what substances this discipline can penetrate, are completely at the discretion of your DM; this is a potent but classic and rather ubiquitous telepathic ability, and one you and your DM should discuss the ins and outs of—none of the rules are hard and fast, codification of these rules is difficult to properly balance, and the needs will differ from campaign to campaign.

Talents. You gain the *contact* talent.

Powers. You gain the following powers:

MENTAL NOTE

Telepathic power

Psi Cost: 1

Manifestation Time: 1 action or bonus action

Range: Special

Duration: Concentration, up to 10 minutes

You make a mental note of a creature you can see or whose specific mind you can sense within range of your *read thoughts* discipline, or of a mind you currently have contacted regardless of range if they are on the same plane of existence as you, permanently storing that mind to recognize its mental signature.

Additionally, for the duration, you always know the target's exact distance and direction as long as the two of you are on the same plane of existence. While you know its location in this manner, the target can't become hidden from you, and if it's invisible it gains no benefit from that condition against you.

Augmentations

****+1 Psi Cost:** Change duration to Concentration, up to 1 hour.

****+2 Psi Cost:** Change duration to Concentration, up to 8 hours.

****+4 Psi Cost:** Change the duration to Concentration, up to 24 hours.

PROBE

Telepathic power

Psi Cost: 1

Manifestation Time: 1 action

Range: Special

Duration: Concentration, up to 1 minute

You can probe deeper into the thoughts of one creature whose surface thoughts you are currently listening to, and whose mental signature you have stored with the *mental note* power. The target must make an Intelligence saving throw. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If it succeeds, you cannot probe its thoughts with this use of *probe* again, although you can still read its surface thoughts with the *read thoughts* discipline.

Either way, the target knows that its mind is being probed (but not by whom), unless you succeed on an Intelligence (Cloaking) check contested by their passive Wisdom (Insight) score. If a creature is aware its mind is being probed, it can use its action on its turn to make an Intelligence check contested by your Intelligence check; if it succeeds, you cannot probe its thoughts again until you have finished a short or long rest.

Augmentations

+1 Psi Cost: Increase the duration to Concentration, up to 10 minutes.

+1 Psi Cost: You attempt to probe more deeply. If the target fails its Intelligence saving throw, you also gain insight into deeply held thoughts the person has, or for the subconscious reason for their surface thoughts which they might not be aware of themselves, gaining more insight the longer you probe their thoughts (all at your DM's discretion).

TRUTH DETECTION

Telepathic power

Psi Cost: 2

Manifestation Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

You are capable of determining if the thoughts and words of those within range of your ability to sense minds are truthful.

Each time a creature attempts to tell a lie while within range of your *read thoughts* discipline's ability to sense minds, you may force it to make a contested Charisma (Deception) check against your passive Wisdom (Insight) score. If you win this check, you know whether or not the creature is lying to you for the next 1 minute, or until this manifestation *truth detection* ends (whichever comes first). A creature whose thoughts you are successfully reading when it tells this lie has disadvantage on their Charisma (Deception) check, and a creature whose mind you are probing with the *probe* power automatically fails this check.

If you are probing a mind with the *probe* power during the duration of *truth detection*, while you know a target is lying but have no idea what the truth is, you may attempt to determine that truth. To determine which thoughts to probe to learn a given truth, you use your action to make your

choice of either an Intelligence ability check contested by their Intelligence ability check, or an Intelligence (Investigation) check contested by their Charisma (Deception) check. If you win this contested check, you figure out which thoughts to dig through to find the truth, at your DM's discretion. If you lose this check, you cannot determine which thoughts to probe regarding this specific matter during this use of the *truth detection** power.

RELATIVITY

PSYCHOPORTATION DISCIPLINE

You seem to be able to stretch and pull pockets of time, speeding and slowing time down around targets relative to the regular flow of time. You can interact with a second object or feature of the environment for free on each of your turns.

Talents. You gain the *know time* talent.

Powers. You gain the following powers:

AGAINST THE CLOCK

Psychoportation power

Psi Cost: 1

Manifestation Time: No action, which you take at the beginning of the turn of a creature within range

Range: 30 feet

Duration: Instantaneous

The creature whose turn it is must succeed on an Intelligence saving throw or be slowed until the start of its next turn. A slowed target's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn. If the creature attempts to cast a spell or manifest a power with a casting time of 1 action, roll a d20. On an 11 or higher, the spell or power doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the casting or manifesting. If it can't, the spell or power is wasted.

If a creature succeeds at its Intelligence saving throw against this power, it automatically saves against any other manifestations of *against the clock* this turn.

The range of this power increases when you reach higher levels: to 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

MAKE TIME

Psychoportation power

Psi Cost: 2

Manifestation Time: No action, which you take at the beginning of the turn of a creature within range

Range: 30 feet

Duration: Instantaneous

The creature whose turn it becomes is hasted until the start of its next turn. A hasted target's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack

only), Dash, Disengage, Hide, Search, or Use an Object action, to cast a cantrip with a casting time of 1 action or bonus action, or to manifest a talent with a manifestation time of 1 action or bonus action.

A creature can only be affected by one *make time* power per round.

The range of this power increases when you reach higher levels: to 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

TIME DILATION

Psychoportation power

Psi Cost: 1

Manifestation Time: 1 bonus action

Range: Self

Duration: Instantaneous

You take the Dash, Disengage, or Hide action.

Augmentations

+1 Psi Cost: You instead take the Dodge, Help, Search, or Use an Object action.

TIME FLIES

Psychoportation power

Psi Cost: 1

Manifestation Time: No action, which you take either at the beginning of the turn of a creature within range, or immediately after a creature within range has used a reaction

Range: 30 feet

Duration: Instantaneous

Either the creature whose turn it is gains an additional bonus action to use this turn, or the creature who used a reaction gains an additional reaction they can use before the start of their next turn.

A creature can only gain one additional bonus action and one additional reaction from *time flies* powers on each turn.

The range of this power increases when you reach higher levels: to 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

RETROCOGNITION

CLAIRSENTIENT DISCIPLINE

You gain glimpses into the past, seeing events in the world you shouldn't otherwise know, see, or otherwise experience. This discipline has only a single power, and no talents associated with it; however, this lone power is very broadly powerful in many ways.

Powers. You gain the following powers:

VISIONS OF THE PAST

Clairsentient power (meditation)

Psi Cost: 1

Manifestation Time: 1 minute

Range: Self

Duration: Concentration, up to 1 minute

You are capable of reaching into the past with your mind's eye to uncover information about events you couldn't possibly know otherwise. Name a time and place—and possibly an event—you are familiar with that happened no more than 24 hours ago. Alternatively, you can look at events surrounding an object you are touching or the place you are currently standing, looking in every direction at once as though the object itself; you can sense anything your own senses could sense from that object's location.

For the duration, at the end of each of your turns you see 1 minute of events play out in the time and place you've chosen and travel through it as though an invisible, floating observer capable of moving in a manner similar to how you can move yourself. You are just an observer, and can't change any of the events or interact in any way with the visions you have.

Your DM will decide what happens, what you are capable of sensing, how events play out, the level of detail you are privy to, and so on. This power is ultimately an enabler for you and your DM to find interesting new paths to take the story, and uncover information. It is not all-powerful, and the mists of history can shroud events however your DM wishes. DMs are, however, encouraged to reward clever use of this power. This power can also require significant trial and error. You might very well discover nothing of import the first few times you try to observe a given time and place. Additional manifestations of the power help you fine-tune what you observe, until you uncover what you need or hit a dead end.

Augmentations

+1 Psi Cost: Change the duration to Concentration, up to 10 minutes.

+2 Psi Cost: Change the duration to Concentration, up to 1 hour.

+1 Psi Cost: At the end of each of your turns for the duration, you see 5 minutes of events play out.

+2 Psi Cost: At the end of each of your turns for the duration, you see 10 minutes of events play out.

+1 Psi Cost: You can observe events that occurred no more than 10 days ago.

+2 Psi Cost: You can observe events that occurred no more than 30 days ago.

+3 Psi Cost: You can observe events that occurred no more than 1 year ago.

+4 Psi Cost: You can observe events that occurred no more than 100 years ago.

+5 Psi Cost: You can observe events that occurred no more than 1,000 years ago.

+6 Psi Cost: You can observe events that occurred at any point in the past.

SCHISM

TELEPATHIC DISCIPLINE - PREREQUISITES: A PSI LIMIT OF 9 OR GREATER

This powerful discipline allows you to split your mind into two independent versions of yourself at once sharing the same body.

Powers. You gain the following power:

OF TWO MINDS

Telepathic power

Psi Cost: 9

Manifestation Time: 1 action

Range: Self

Duration: 1 minute

You split your mind in two until you become incapacitated (including going unconscious), or manifest this power again. Each half of this split mind functions as a separate personality that happen to be sharing the same body; each has complete autonomy, although you control both.

The second mind is capable of taking either an action or bonus action each turn on your initiative, and using its own separate reaction each round. The second mind cannot take an extra action during the turn you manifest *of two minds*, but it can take an extra bonus action that turn.

Each of your Intelligence, Wisdom, or Charisma-based ability checks, attack rolls, and saving throws have advantage, as the minds can consult with one another at the speed of thought to find the best solution to any given problem.

Each of your minds is capable of concentrating on something, or becoming focused, separately. When you must concentrate on something, you declare which mind is concentrating on it; any effects you're concentrating on when you manifest *of two minds* remain in your primary mind. If damage causes you to make a Constitution saving throw to maintain your concentration, each mind makes a separate Constitution saving throw to maintain its own concentration and to remain focused. You do not become unfocused unless both minds are unfocused, but if one mind become unfocused that mind immediately loses concentration on any spells, powers, magical, or psionic effects that it was concentrating on.

Your second mind does not gain any advantages your body would receive, even if there are possible mental side-effects, such as the benefits of a *haste* spell or *make time* power.

Augmentations

+1 Psi Cost: Change the duration to 10 minutes.

SENSITIVITY TO PSYCHIC IMPRESSIONS

CLAIRSENTIENT DISCIPLINE

You learn to sense impressions left behind throughout the world, opening up the ability to track down information in an astonishing variety of ways, given enough time.

Talents. You gain the *psychometry* talent.

Powers. You gain the following powers:

BIOGRAPHIC READING

Clairsentient power (meditation)

Psi Cost: 1

Manifestation Time: 1 action

Range: Touch

Duration: Concentration, up to 1 minute

You read the psionic imprints left on a creature you are touching. For the duration, at the end of each of your turns you see 1 minute of events play out from either an important event in the creature's history of the DM's choosing, or an event from the creature's history that you've previously seen glimpses of through the use of the *psychometry* talent or the *biographical reading* power. You view the creature's history as though an objective outside observer; you gain no insight into their thoughts and feelings at all.

Your DM will decide what events you see and how they play out, what you are capable of sensing and the level of detail you are privy to during the vision, and so on. This power is ultimately an enabler for you and your DM to find interesting new paths to take the story, and uncover information. It is not all-powerful, and the mists of history can shroud events however your DM wishes. DMs are, however, encouraged to reward clever use of this power.

This power might also require significant trial and error. You may very well discover nothing of import the first few times you try to observe a given time and place. Additional manifestations of the power help you fine-tune what you observe, until you uncover what you need or hit a dead end.

Augmentations

+1 Psi Cost: Change the duration to Concentration, up to 10 minutes.

+2 Psi Cost: Change the duration to Concentration, up to 1 hour.

+3 Psi Cost: Change the duration to Concentration, up to 8 hours.

+2 Psi Cost: At the end of each of your turns for the duration, you see 5 minutes of events play out.

+4 Psi Cost: At the end of each of your turns for the duration, you see 10 minutes of events play out.

+6 Psi Cost: At the end of each of your turns for the duration, you see 1 hour of events play out.

LOCATION READING

Clairsentient power (meditation)

Psi Cost: 1

Manifestation Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

You read the psionic imprints left at a location object you in. For the duration, at the end of each of your turns you see 1 minute of events play out from either an important event in the location's history of the DM's choosing, or an event from the location's history that you've previously seen glimpses of through the use of the *psychometry* talent or the *location reading* power. You view the location's history as though an objective outside observer.

Your DM will decide what events you see and how they play out, what you are capable of sensing and the level of detail you are privy to during the vision, and so on. This power is ultimately an enabler for you and your DM to find interesting new paths to take the story, and uncover information. It is not all-powerful, and the mists of history can shroud events however your DM wishes. DMs are, however, encouraged to reward clever use of this power.

This power might also require significant trial and error. You may very well discover nothing of import the first few times you try to observe a given time and place. Additional manifestations of the power help you fine-tune what you observe, until you uncover what you need or hit a dead end.

Augmentations

+1 Psi Cost: Change the duration to Concentration, up to 10 minutes.

+2 Psi Cost: Change the duration to Concentration, up to 1 hour.

+3 Psi Cost: Change the duration to Concentration, up to 8 hours.

+2 Psi Cost: At the end of each of your turns for the duration, you see 5 minutes of events play out.

+4 Psi Cost: At the end of each of your turns for the duration, you see 10 minutes of events play out.

+6 Psi Cost: At the end of each of your turns for the duration, you see 1 hour of events play out.

OBJECT READING

Clairsentient power (meditation)

Psi Cost: 1

Manifestation Time: 1 action

Range: Touch

Duration: Concentration, up to 1 minute

You read the psionic imprints left on an object you are touching. For the duration, at the end of each of your turns you see 1 minute of events play out from either an important event in the object's history of the DM's choosing, or an event from the object's history that you've previously seen glimpses of through the use of the *psychometry* talent or the *object reading* power.

You view the object's history as though an objective outside observer; you can only sense what the object itself could "sense" from its own perspective. However, you can wander around the environment near the object, so long as you keep the object within view the whole time. Anything you couldn't see from the object's position is obscured by the mists of the noosphere no matter where you move to within the vision, and anything you couldn't hear from the object's position sounds distant and muffled no matter how close you seem to get to that sound within the vision.

Your DM will decide what events you see and how they play out, what you are capable of sensing and the level of detail you are privy to during the vision, and so on. This power is ultimately an enabler for you and your DM to find interesting new paths to take the story, and uncover information. It is not all-powerful, and the mists of history can shroud events however your DM wishes. DMs are, however, encouraged to reward clever use of this power.

This power might also require significant trial and error. You may very well discover nothing of import the first few times you try to observe a given time and place. Additional manifestations of the power help you fine-tune what you observe, until you uncover what you need or hit a dead end.

Augmentations

+1 Psi Cost: Change the duration to Concentration, up to 10 minutes.

+2 Psi Cost: Change the duration to Concentration, up to 1 hour.

+3 Psi Cost: Change the duration to Concentration, up to 8 hours.

+2 Psi Cost: At the end of each of your turns for the duration, you see 5 minutes of events play out.

+4 Psi Cost: At the end of each of your turns for the duration, you see 10 minutes of events play out.

+6 Psi Cost: At the end of each of your turns for the duration, you see 1 hour of events play out.

SENSORY LINK

Telepathic discipline - Prerequisites: telepathy discipline
You've learned to bind your senses to another being's.

Focused. Your *share senses* talent has its duration changed to Concentration; you no longer need to use an action on each of your turns to maintain it. If you become unfocused, the duration of that *share senses* power ends at the end of your next turn, but returns to a duration of Concentration if you become focused again before the end of your next turn.

Talents. You gain the *share senses* talent.

Powers. You gain the following powers:

HIJACK SENSES

Telepathic talent

Psi Cost: 1

Manifestation Time: 1 reaction, which you take when you manifest the *share senses* talent

Range: Special

Duration: Instantaneous

You may target an unwilling creature rather than a willing creature with this manifestation of your *share senses* talent, if you can see or sense the mind of that creature and it's eligible to be affected by your *share senses* talent. The target must succeed on an Intelligence saving throw, or you see through its senses with *share senses* for the duration of that talent.

The target detects a presence in its mind peering through its senses unless you succeed on an Intelligence (Cloaking) skill check contested by the target's passive Wisdom (Insight) score to hide your presence for the duration. If the target senses your presence, as an action on its turn it can make another Intelligence saving throw to end your *share senses* talent on it. If a creature succeeds on this saving throw, you cannot affect that creature with your *share senses* talent again until you finish a short rest.

SENSE ADJUSTMENT

Telepathic talent

Psi Cost: 2

Manifestation Time: No action, which you take when you manifest the *share senses* talent

Range: Special

Duration: Instantaneous

Expanding your understanding of how senses work, you may target any creature rather than just a humanoid with this manifestation of the *share senses* power.

SENSE-BOUND

Telepathic power

Psi Cost: 1

Manifestation Time: 1 action

Range: 30 feet

Duration: Concentration, up to 10 minutes

You target a willing humanoid you can see or whose mind you can sense within range. You perceive through its senses, and it perceives through your senses simultaneously for the duration, and as long as the creature is on the same plane of existence as you—the is called being sense-bound. While perceiving through the other creature's senses, you benefit from any special senses possessed by that creature. Sense-bound creatures are capable of processing that much extra sensory information with no added difficulty, their minds expanded by this power.

The range of this power increases when you reach higher levels: to 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

Augmentations

+1 Psi Cost: Change the duration to Concentration, up to 1 hour.

+2 Psi Cost: Change the duration to Concentration, up to 8 hours.

+3 Psi Cost: Change the duration to Concentration, up to 24 hours.

+2 Psi Cost: Choose any willing creature, rather than only a humanoid, to be affected by this manifesting of *sense-bound*.

SENSELINK

Telepathic power

Psi Cost: 3

Manifestation Time: 1 action

Range: Special

Duration: Concentration, up to 1 minute

Any number of willing beings that are in a single mindlink with you have their senses merged together—called a senselink—for the duration. Each member of the senselink senses the world through every member of the senselink simultaneously; each creature can only use special senses in a body that actually possesses those senses. Each senselinked mind is capable of processing that much extra sensory information with no added difficulty, their ability to do so greatly expanded by this power.

The senselink functions regardless of distance for members on the same plane of existence as you. This senselink ends if the mindlink it's enhancing ends, and a creature that leaves the plane of existence you are on immediately has its senselink with you ended.

Augmentations

+1 Psi Cost: Change the duration to Concentration, up to 10 minutes.

+2 Psi Cost: Change the duration to Concentration, up to 1 hour.

+3 Psi Cost: Change the duration to Concentration, up to 8 hours.

+4 Psi Cost: Change the duration to Concentration, up to 24 hours.

SPATIAL ASSAULT

PSYCHOPORTATION DISCIPLINE

You are able to weaponize space, apportioning people and objects around in dangerous ways.

Talents. You gain the *know location* and *spatial trip* talents.

Powers. You gain the following powers:

SPATIAL ANOMALY

Psychoportation talent

Psi Cost: 1

Manifestation Time: 1 action

Range: 120 feet

Duration: Instantaneous

An anomalous series of rifts open up in space around a point you see within range, dragging people and objects through and teleporting them all over the battlefield. Each creature other than you in a 5-foot radius centered on the chosen point must succeed on an Intelligence saving throw, or be teleported up to 10 feet in any direction to a spot you can see or have stored with the *know location* talent; willing targets can choose to fail this save. Each object of your choice that is not being worn or carried within the radius is also teleported. You can teleport the target off the ground, which might cause it to take fall damage. Each target can be teleported to a different location.

The talent's teleport distance increases by up to 10 feet when you reach 5th level (20 feet), 11th level (30 feet), and 17th level (40 feet).

Augmentations

+1 Psi Cost: Increase the teleport distance by up to 10 feet.

+1 Psi Cost: Increase the radius by 5 feet the first time you choose this augmentation, or by 10 feet each time after the first.

SPATIAL REACTION

Psychoportation talent

Psi Cost: 1

Manifestation Time: 1 reaction, which you take when a creature within range deals damage to you

Range: 10 feet

Duration: Instantaneous

When a creature within range damages you, you reflexively teleport them away from you. The creature must succeed on an Intelligence saving throw, or be teleported up to 10 feet any direction to a spot you can see or have stored with the *know location* talent. You can teleport the target off the ground, which might cause it to take fall damage.

The talent's teleport distance increases by up to 10 feet when you reach 5th level (20 feet), 11th level (30 feet), and 17th level (40 feet).

Augmentations

+1 Psi Cost: Increase the range by 20 feet the first time you choose this augmentation, or by 30 feet each time after the first.

+1 Psi Cost: Increase the teleport distance by up to 10 feet.

SPATIAL TEAR

Psychoportation power

Psi Cost: 3

Manifestation Time: 1 action

Range: 120 feet

Duration: Instantaneous

You open a brief tear in space near a creature or object within range that you can see. A creature, or the creature wearing or carrying a target object, must succeed on an Intelligence saving throw or you can teleport the target to another location; a willing creature can choose to fail this save, and an object not being worn or carried is teleported with no save.

The arrival spot must be within a distance of 500 feet from the target, and can be a place you can see, one you have previously stored with the *know location* talent, or one you have marked with your reality anchor. You cannot teleport a target into the air in this manner unless they are already flying, and you cannot teleport them underwater unless they are already underwater; a non-flying, non-swimming target must end up on a surface they can stand or rest on at their destination.

All objects that are worn or carried by a creature are teleported along with it.

Augmentations

+2 Psi Cost: The teleportation distance increases to 1 mile.

+4 Psi Cost: The teleportation distance increases to 100 miles.

+6 Psi Cost: The teleportation distance increases to anywhere on the same plane.

+7 Psi Cost: The teleportation distance increases to anywhere on any plane.

+1 Psi Cost: You may target an additional creature or object within range. Each target that is successfully teleported arrives centered around the same chosen destination.

MIND SWITCH

Telepathic power

Psi Cost: 9

Manifestation Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

You attempt to permanently exchange bodies with a humanoid creature you can see or whose mind you can sense within range.

At the end of each of the target's turns for the duration, it must make a Wisdom saving throw. After failing one of these saving throws, the target is restrained. After failing two of these saving throws, the target is paralyzed. After failing three of these saving throws, you permanently switch bodies with the target and the duration of this power immediately ends. However, after succeeding on three of these saving throws the creature's mind pushes yours out, the manifestation time ends, and you may not attempt to switch minds with this target until you gain a level (or, if incapable of gaining more levels, until you gain enough XP or pass enough milestones that you would gain a level, as determined by your DM).

The target knows its mind is being affected by default, and knows this is a very dangerous mental effect but not what the effect is. You must cloak your psionic ability with the Intelligence (Cloaking) skill if able to avoid detection.

You gain all of the physical traits and abilities of the new body, and the target gains all of the physical traits and abilities of your previous body. You both keep all of your mental traits and abilities. Your DM will determine what you gain. A general guideline is that you do not gain any spellcasting, psionics, or similar supernatural abilities. While the spells a planetar, glabrezu, or pit fiend are common to them all, and part of who they are, they are not gained when you switch minds as they are part of the mind of the creature, not the body; the creature retains these abilities in its new body. However, the multitude of resistances and immunities, senses, movement modes, fiery auras, and more, are innate to the form are possessed by this body.

Nothing short of a *wish* spell or divine intervention can switch minds back, and then only if the last body your mind inhabited remains alive; the moment your previous body is dead, you are locked into this new body as though it is your own inherent one. This new body becomes your permanent new home, until you again switch bodies with another creature.

If the target moves out of range, the power ends immediately and all progress is lost.

Augmentations

+1 Psi Cost: Choose any creature with an Intelligence of 3 or greater, rather than a humanoid, to be affected by this manifestation of *mind switch*.

Note that some non-humanoid bodies in particular might be very dangerous indeed to switch minds with. If you take control of an angel, you risk the wrath of the deity who created that being as an extension of its will, as well as that of all of its followers. On the other hand, possessing a demon or devil might not be a point of contention for many infernal powers, but will immediately make you the enemy of countless beings, and might very well cause the lords of the Abyss or archdevils of the Nine Hells to force you back into their ranks, exerting power over the body you now possess in ways you did not account for. Stealing the body of a beholder ensures the hatred of countless forces of good in the world, with little chance to convince them otherwise. In other words, be careful what creatures you attempt to possess with this power; you might very well bite off more than you can chew.

SYNESTHESIA

CLAIRSENTIENT DISCIPLINE

You've learned how to switch your senses around. You can process all sorts of crossed senses that have minimal mechanical benefit; for example, knowing what different colors sound, smell, or taste like, what different textures smell, sound, or taste like, and so on.

Focused. One of the simplest aspects of your synesthesia you can focus on is an ability to feel color and shade; you can read a book in the faintest of light (but not total darkness) or

with eyes closed—or focused on something else—by running your fingertips over the pages, for example. Additionally, your skin can feel smells and tastes. For example, while holding food in bare hands you know precisely what that food smells and tastes like without putting it in your mouth or inhaling with your nose. Thus, you are immune to the anosmic and blinded conditions with regard to things you can touch with your bare skin, except within an odorless area of effect or within total darkness, respectively.

Your sense of sight is expanded significantly. You see smells, tastes, and textures. The world looks quite different to you, as trails of different odors and tastes in the air are visible to you, and you can “feel” the texture of anything you can see. You are immune to the anosmic condition with regard to things you can see, including in the dark; you can physically “see” these patterns of scent and taste if your eyes function, even in magical darkness. An effect would have to physically blind or close your eyes to prevent this.

Suffice it to say, psionic synesthesia is quite different indeed from neurological synesthesia. It crosses firmly into the realms of supernatural senses; your body taps into the noosphere to reinterpret your own sensory information with what's going on around you in a myriad of ways.

Powers. You gain the following powers:

FEEL LIGHT

Clairsentient power

Psi Cost: 1

Manifestation Time: 1 action or bonus action

Range: Self

Duration: 10 minutes

Your skin processes light, allowing you to see in all directions at once without using your eyes. You gain advantage on ability checks that rely on your sense of light-based sight, you cannot be surprised if seeing in all directions would sense creatures trying to surprise you, and you cannot be blinded except by total darkness, for the duration.

Augmentations

+1 Psi Cost: Change the duration to 1 hour.

+2 Psi Cost: Change the duration to 8 hours.

FEEL SOUND

Clairsentient power

Psi Cost: 3

Manifestation Time: 1 action or bonus action

Range: Self

Duration: 1 minute

Your entire body becomes a sensory organ for picking up every vibration of sound against it. You gain both blindsight and tremorsense to a radius of 10 feet for the duration. As with echolocation, this blindsight is stopped by magical or psionic silence, or any other effect that would stop sound (as determined by your DM); such areas are effectively “invisible” with this ability to feel sound. You cannot be deafened for the duration unless you are in such magical or psionic silence; that is, anything that entirely stops sound itself from reaching you, rather than making your body unable to hear.

Augmentations

+1 Psi Cost: Change the duration to 10 minutes.

+2 Psi Cost: Change the duration to 1 hour.

+1 Psi Cost: Increase the blindsight and tremorsense distance to 30 feet.

+3 Psi Cost: Increase the blindsight and tremorsense distance to 60 feet.

+5 Psi Cost: Increase the blindsight and tremorsense distance to 120 feet.

HEAR LIGHT

Clairsentient power

Psi Cost: 1

Manifestation Time: 1 action or bonus action

Range: Self

Duration: 10 minutes

You can hear incoming light for the duration. While you are not deafened you cannot be blinded. You gain a special form of hearing allowing you to “see” in whatever direction your ears are capable of facing within lit areas. This sense is stopped by any form of total darkness, as it relies on incoming light to function.

You can hear light from any distance, so long as it reaches your ears. For example, you could hear the stars in the night sky, or a torch with light on an unobstructed path to your ear far in the distance. Every color of light has its own unique sound.

DMs and players should get creative with this ability. Think about what the world would look like if you could literally hear light and process it as another sense, “hearing” the different colors as they bounce around, merge together in white light or separate into rainbows, etc.

Augmentations

+1 Psi Cost: Change the duration to 1 hour.

+2 Psi Cost: Change the duration to 8 hours.

+1 Psi Cost: You hear dim light as though it were bright light for the duration.

SEE SOUND

Clairsentient power

Psi Cost: 1

Manifestation Time: 1 action or bonus action

Range: Self

Duration: 10 minutes

You can see soundwaves for the duration. While you are not blinded you cannot be deafened. You gain a special form of darkvision to 60 feet. As with echolocation, this form of darkvision is stopped by magical or psionic silence, or any other effect that would stop sound (as determined by your DM); such areas are effectively “invisible” with this ability to see sound, appearing as a blank bubble sound neither penetrates into, nor escapes from.

You can see loud sounds at distances up to your DM’s discretion. For example, if a dragon roars or thunder crashes in a storm cloud a mile away and you can hear that sound, you might be able to see the soundwaves as they spread out, allowing you to spot where exactly that sound originated from.

DMs and players should get creative with this ability. Think about what the world would look like if you could literally see sound and process it as another sense, “seeing” the different waves of sound as they bounce around, merge together in harmony or dissonance, cancel one another out, etc.

Augmentations

+1 Psi Cost: Change the duration to 1 hour.

+2 Psi Cost: Change the duration to 8 hours.

+1 Psi Cost: Increase the distance of this darkvision to 120 feet.

TOTAL SYNESTHESIA

Clairsentient power

Psi Cost: 8

Manifestation Time: 1 action or bonus action

Range: Self

Duration: 1 minute

Every one of your senses is capable of picking up all the stimuli normally registered by each of your other senses. While under the effects of this power, your world is a mind-boggling mix of sensory input and waves of stimuli unlike anything most being are capable of experiencing.

Out to a radius of 120 feet in all directions, you can sense everything within normal and magical darkness, have blindsight and tremorsense, can perceive invisible creatures and objects, automatically detect any form of illusion and succeed on saving throws against them—but not hallucinations, which affect your mind rather than your senses. You are immune to the anosmic, blinded, and deafened conditions, and you have advantage on all ability checks or saving throws relying on one or more of your senses, at the DM’s discretion.

You can feel, smell, and see loud sounds at distances up to your DM. For example, if a dragon roars a mile away and you could hear that roar, you might be able to see the cone of sound as it spreads out, able to spot where exactly that sound originated from, or smell the direction that sound came from. You can hear light from any distance, so long as it reaches your ears. For example, you could hear the stars in the night sky, or a torch unobstructed from your ear far in the distance. Every color of light has its own unique sound.

DMs and players should get creative with this ability. Think about what the world would look like if you could literally hear color, light, scents, tastes, or textures. See scents, tastes, sounds, or textures. Smell color, light, tastes, or textures. Taste color, light, scent, or texture. Or feel color, light, scent, or taste. Often times, this ability to cross senses won’t have any mechanical benefit, but if it makes sense, a DM should consider it.

Augmentations

+1 Psi Cost: Change the duration to 10 minutes.

+2 Psi Cost: Change the duration to 1 hour.

TELEKINETIC ASSAULT

PSYCHOKINETIC DISCIPLINE

You learn to hurl objects around in a deadly manner.

Talents. You gain the *ballistic attack* talent.

Powers. You gain the following powers:

BARRAGE

Psychokinetic power

Psi Cost: 1

Manifestation Time: 1 action

Range: 150 feet

Duration: Instantaneous

Large quantities of tiny objects—such as pebbles, sticks, shards of pottery or glass, or any manner of nearby knickknacks—within range of this power barrage a 5-foot radius area you see that's also within range. Each creature in the area must make a Dexterity saving throw. On a failed save, a target takes 1d8 nonmagical bludgeoning, piercing, or slashing damage (your choice), or half as much damage on a miss. Each object you choose not being worn or carried within the area also takes this damage, with no save.

The power's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Augmentations

+1 Psi Cost: Increase the damage by 1d8.

+1 Psi Cost: Increase the radius by 5 feet the first time you choose this augmentation, or by 10 feet each time after the first.

FRAGMENTS

Psychokinetic power

Psi Cost: 2

Manifestation Time: 1 action

Range: Self (5-foot radius)

Duration: Concentration, up to 1 minute

A collection of tiny objects—such as pebbles, sticks, fragments of pottery or glass or stone, or any manner of nearby knickknacks—from nearby orbit you, creating a deadly aura around you in a 10-foot radius. For the duration, or until you manifest this power again, the aura moves with you, centered on you. It does not spread around corners and is blocked by total cover.

When a creature other than you enters the aura's area for the first time on a turn or starts its turn there, you can choose to have that creature make a Dexterity saving throw. The creature takes 1d6 nonmagical bludgeoning, piercing, or slashing damage (your choice each time) on a failed save, or half as much damage on a successful one.

At the end of each of your turns, each object of your choice that isn't being worn or carried within the area takes 1d8 nonmagical bludgeoning, piercing, or slashing damage (your choice each turn).

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

Augmentations

+1 Psi Cost: Increase the damage by 1d6.

+1 Psi Cost: Increase the radius by 5 feet the first time you choose this augmentation, or by 10 feet each time after the first.

+1 Psi Cost: The objects become dense enough that the area is lightly obscured to creatures other than you for the duration.

+2 Psi Cost: The objects become dense enough that the area is heavily obscured to creatures other than you for the duration.

SALVO

Psychokinetic power

Psi Cost: 1

Manifestation Time: 1 action

Range: 150 feet

Duration: Instantaneous

A salvo of tiny objects—such as pebbles, sticks, shards of pottery or glass, or any manner of nearby knickknacks—within range of this power strike two targets you see that are also within range. Make a ranged psionic attack against each target. On a hit, the target takes 1d10 nonmagical bludgeoning, piercing, or slashing damage (your choice).

The power's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Augmentations

+1 Psi Cost: Increase the damage by 1d10.

+1 Psi Cost: Choose an additional target within range to affect with this power.

TELEPATHY

TELEPATHIC DISCIPLINE

You can communicate telepathically with any creature you can see or whose mind you can sense within 30 feet of you. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language. This communication is two-way for as long as you wish it. However, communicating telepathically with more than one creature at a time is as difficult as vocal communication with more than one creature at a time.

The range of this telepathy increases when you reach higher levels: to 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

Focused. You are in touch with and can view mindscapes, allowing you to see telepathic powers—including telepathic attacks and defenses—even though they are normally invisible. Thus, you see telepathic defenses that are up due to the *conceal thoughts*, *intellect fortress*, and *mental barrier* disciplines, and you see any telepathy discipline powers that deal psychic damage such as the psychic bolts from a *mind thrust* power, or that cause a negative or harmful condition—such as the manifesting of a *beguiling* discipline power to charm someone.

You see these abilities made solid as described by the manifester. The mindscape is a realm of metaphor, of conscious and subconscious imagery. For example, a psychic attack might be an eagle screaming forth from the manifester as it dives into a mind, while a psychic defense is a rampart the eagle crashes against or through, or getting lost or making its way through a great labyrinth, and so on. Cloaking a power still works, however, as the user hides what their attacks are within these metaphoric mindscapes.

Note: Yes, this discipline shares a name with the similar spell in the Player's Handbook. The word "telepathy" is iconically a psionic ability, therefore sharing names in this case instead of trying to shoehorn a similar name seems reasonable and justifiable, similar to how the telekinesis spell and telekinesis power share a name due to that name being so iconic and fundamental to psionics.

Talents. You gain the *contact* talent.

Powers. You gain the following powers:

MINDLINK

Telepathic power

Psi Cost: 1

Manifestation Time: 1 action

Range: Special

Duration: Concentration, up to 1 hour

You create a telepathic mindlink between yourself and any number of the minds you currently have contacted of your choice, regardless of range.

For the duration, all of the targets in the mindlink remain contacted by you. Creatures in the mindlink can communicate telepathically through the mindlink whether or not they share a common language. Each time a creature in your mindlink communicates in this way, every member of the mindlink hears the communication. Additionally, each member of the mindlink can communicate telepathically with one other member at a time; only you and the creature that was the target of this communication hear it.

This telepathic communication is possible over any distance, though it can't extend to other planes of existence. Creatures can be a part of more than one mindlink at once, and you can have any number of mindlinks active at the same time.

You can dismiss the mindlink at any time (no action required).

Augmentations

+1 Psi Cost: You no longer need to concentrate for the duration.

+2 Psi Cost: Change the duration to Concentration, up to 8 hours.

+4 Psi Cost: Change the duration to Concentration, up to 24 hours.

+1 Psi Cost: Add an additional mind to the mindlink. That creature's mind becomes contacted by you, and doesn't count against any normal limits to the number of minds you can have contacted at once while it's a part of the mindlink. This creature must be willing to enter the mindlink and become contacted by you, or that creature fails to join the mindlink. You can pay this augmentation any number of times without it counting against your Psi Limit, but must use your Psionic Body feature to pay all costs for this augmentation.

TEMPORAL ASSAULT

PSYCHOPORTATION DISCIPLINE

You are able to weaponize time, tearing people in and out of time to dangerous effect. For ease of referencing, the dazed condition is both presented here for use with the powers below:

Dazed. While dazed, a creature can't take reactions, and it must choose one of the following at the start of each of its turns:

- The creature's speed becomes 0, it can't benefit from any bonus to its speed until the start of their next turn, and its free interaction with an object on its turn instead takes a bonus action.
- The creature cannot take actions until the start of their next turn.

Talents. You gain the *know time* and *time skip* talents.

Powers. You gain the following powers:

TEMPORAL DISPLACEMENT

Psychoportation power

Psi Cost: 3

Manifestation Time: 1 action

Range: Self (20-foot radius)

Duration: Concentration, up to 1 minute

You create a bubble of controlled temporal displacement in a 20-foot radius around you. Until the power ends, or until you manifest this power again, the aura moves with you, centered on you.

Each time a creature enters your aura or starts its turn there, you can choose to have it make an Intelligence saving throw. On a failed save, a target takes 2d4 force damage, and is both dazed and must spend 1 extra foot of movement for every foot they move until the end of its next turn.

The power's damage increases by 1d4 when you reach 11th level (3d4), and 17th level (4d4).

Augmentations

+1 Psi Cost: Change the duration to Concentration, up to 10 minutes

+1 Psi Cost: Increase the radius by 10 feet.

TEMPORAL REACTION

Psychoportation talent

Psi Cost: 1

Manifestation Time: 1 reaction, which you take when a creature within range deals damage to you

Range: 10 feet

Duration: Instantaneous

When a creature within range damages you, you reflexively warp time around it in a damaging manner. The creature must make an Intelligence saving throw. On a failed save, a target takes 1d4 force damage and is dazed until the end of its next turn, or half damage and it cannot take reactions until the end of its next turn on a successful one.

The power's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Augmentations

+1 Psi Cost: Increase the damage by 1d4.

+2 Psi Cost: A creature that fails the saving throw is stunned rather than dazed until the end of their next turn.

TIME WARP

Psychoportation power

Psi Cost: 1

Manifestation Time: 1 action

Range: 120 feet

Duration: Instantaneous

Time warps around a point you can see within range, causing it to skip momentarily through time in a debilitating manner, and putting temporal strain on those within. Each target other than you within a 5-foot radius of the chosen point must make an Intelligence saving throw. On a failed save, a target takes 1d4 force damage and is dazed until the end of its next turn, or half damage and it cannot take reactions until the end of its next turn on a successful one.

The talent's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Augmentations

+1 Psi Cost: Increase the damage by 1d4.

+1 Psi Cost: Increase the radius by 5 feet the first time you choose this augmentation, or by 10 feet each time after the first.

+2 Psi Cost: A creature that fails the saving throw is stunned rather than dazed until the end of their next turn.

TEMPORAL MANIPULATION

PSYCHOPORTATION DISCIPLINE

You can manipulate the fabric of time near you in a myriad of ways.

Talents. You gain the *know time* and *pause* talents.

Powers. You gain the following powers:

FAST FORWARD

Psychoportation power

Psi Cost: 1

Manifestation Time: 1 bonus action

Range: 30 feet

Duration: 1 round

You or a willing creature you can see within range can travel up to 1 round into the future, time fast-forwarding around the target as they are wrapped in a bubble of temporal energies. From the target's perspective, time accelerates forward rapidly, but to everyone around them, they simply disappear from existence then reappear at a later time. The target cannot move, take actions, or interact with anything throughout the duration, but they can look around and can see everything that happens perfectly well. This might mean they see something dangerous occurring, such as a nearby volcano erupting, or someone starting to build a building on the location, and so on.

Before the end of the duration—which lasts until the start of your next turn by default—the target can choose to resume time at any time, which takes no action; during combat, they can only resume time at the end of another creature's turn. Otherwise, they simply reappear when the duration ends.

When the power ends, and time resumes, if a creature now occupies the same spot as a solid object or creature that appeared in the spot they were previously in, when they reappear, they are immediately shunted to the nearest unoccupied space that they can occupy and take force damage equal to twice the number of feet they are moved.

The range of this power increases when you reach higher levels: to 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

Augmentations

+1 Psi Cost: Change the duration to 1 minute.

+2 Psi Cost: Change the duration to 15 minutes.

+3 Psi Cost: Change the duration to 1 hour.

+4 Psi Cost: Change the duration to 8 hours.

+5 Psi Cost: Change the duration to 24 hours.

+6 Psi Cost: Change the duration to 1 week.

+7 Psi Cost: Change the duration to 1 month.

+8 Psi Cost: Change the duration to 1 year.

+9 Psi Cost: Change the duration to Until dismissed.

+1 Psi Cost: You may target an additional creature within range. You can pay this augmentation any number of times without it counting against your Psi Limit, but must pay all costs for this augmentation using the Psionic Body feature.

REWIND

Psychoportation power

Psi Cost: 9

Manifestation Time: 1 action

Range: Self

Duration: Instantaneous

This deeply powerful ability allows you to rewind time for 1 round. All of time resets back to the start of your previous turn before the current turn. Everything and every creature is back to the state it was in at the start of your previous turn, but you are considered to have used an action for that turn already; you could still move or use a bonus action, however. Each creature of your choice within 120 feet of you remembers what happened in the now-alternative future that was just rewound away.

Note that this power does require significant bookkeeping on the part of the DM when used during combat, so access to it at any given moment is entirely at your DM's discretion. While it might work most of the time, perhaps your DM decides that under certain stressful circumstances such as combat, or in particularly exotic locales that interact with time, it doesn't work for some reason or another.

Augmentations

+1 Psi Cost: Rewind time to the start of 1 minute ago.

STOP

Psychoportation power

Psi Cost: 2

Manifestation Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

You stop time around a creature, leaving them critically exposed for a few moments. Choose a humanoid that you can see within range. The target must succeed on an Intelligence saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Intelligence saving throw. On a success, the power ends on that target.

The range of this power increases when you reach higher levels: to 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

Augmentations

+3 Psi Cost: You can target any creatures with *pause*, rather than just humanoids.

THIRD EYE

CLAIRSENTIENT DISCIPLINE

You've opened a third eye within your mind, expanding your perception. You can see the presence of psionics up to 30 feet away. This allows you to see a faint aura around any visible creature or object in the area that is using, affected by, or powerful in psionic energies. As an action, your sense of a specific creature or object's aura strengthens, allowing you to learn its devotions (if any).

This special sense lets you view mindscapes within range, allowing you to see telepathic attacks and defenses as they pass through your field of view, even though they are normally invisible. Thus, you see telepathic defenses that are up from the *conceal thoughts*, *intellect fortress*, and *mental barrier* disciplines, and you see any telepathy discipline powers that deal psychic damage such as the psychic bolts from a *mind thrust* power, or that cause a negative condition such as the manifesting of a *beguiling* discipline power to charm someone.

You see these abilities made solid as described by the manifesters; the mindscape is a realm of metaphor, of conscious and subconscious imagery. For example, a psychic attack might be an eagle screaming forth from the manifesters as it dives into a mind, while a psychic defense is a rampart the eagle crashes against or flies over, or the eagle gets lost or makes its way through a great labyrinth, and so on. Cloaking a power still works, however, as the user hides what their attacks are within these metaphoric mindscapes.

Finally, you also see invisible psionic forces within range as though they were visible; for example, you see the projectiles of the *mind bullets* talent, the force creations of the *force constructs* power, you see when a creature within range of the sense uses a non-telepathic psionic power that would normally be invisible, and so on.

The sense of your third eye can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

The range of this sense increases when you reach higher levels: to 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

Powers. You gain the following powers:

MYSTIC EYE

Clairsentient power

Psi Cost: 1

Manifestation Time: 1 action

Range: Self

Duration: 1 minute

For the duration, your third eye senses the presence of magic within its range. If you sense magic with your third eye in this way, you see a faint aura around any visible creature or object in the area that bears magic. As an action, you learn its schools of magic, if any.

Augmentations

+1 Psi Cost: Change the duration to 10 minutes.

PIERCING EYE

Clairsentient power

Psi Cost: 2

Manifestation Time: 1 action

Range: Self

Duration: 1 minute

Your third eye gains the ability to see through solid material up to its range. For the duration, your third eye can see completely through 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt as though it were not present as easily as it detects psionics through that thickness of material (unless that material specifies it blocks

psionics or the senses of a third eye). You still see the solid material itself, as well as everything within each part you can see through (so you'll see what's inside a wooden chest, anything inside of an object inside of that chest, and so on); your mind is simply capable of processing all the extra information of perceiving the interior, exterior, and what's beyond simultaneously.

Augmentations

+1 Psi Cost: Change the duration to 10 minutes.

+1 Psi Cost: Increase the thickness you can see through solid material by an additional 1 foot of stone, 1 inch of common metal, ½ an inch of lead, and 3 feet of wood or dirt for the duration.

WITH EYE WIDE OPEN

Clairsentient power

Psi Cost: 6

Manifestation Time: 1 bonus action

Range: Self

Duration: 1 hour

This power gives your third eye the ability to see things as they actually are. For the duration, your third eye has truesight, lets you notice secret doors hidden by magic or psionics, and can see into the Ethereal Plane, all out to its range.

TIME BUBBLES

PSYCHOPORTATION DISCIPLINE

You can create bubbles of static time, trapping people or protecting them at key moments. At the highest levels, you might even be able to protect yourself and your allies for a very long time, effectively traveling forward through time inside a highly protective bubble.

Talents. You gain the *know time* and *time out* talents.

Powers. You gain the following powers:

MASS TIME OUT

Psychoportation power

Psi Cost: 1

Manifestation Time: 1 action

Range: 30 feet

Duration: Instantaneous

You attempt to put multiple creatures or objects you can see within range in time out, trapping them momentarily in bubbles of static time. If targeting a creature, or an object being worn or carried by a creature, the creature must succeed on an Intelligence saving throw or the target is timed out until the end of its next turn; a target may willingly fail this save, and an object not being worn or carried is simply affected with no save.

While timed out, a target cannot take any actions or reactions, its speed becomes 0, and it can't benefit from any bonus to its speed. Additionally, the target and any objects it is holding or are on their person exist completely out of time, seemingly frozen in place and untouchable. They cannot be targeted by anyone (including themselves), are immune to damage and other effects, and cannot be moved from their spot by any means. A creature within a static bubble can see and otherwise sense what's going on outside the bubble unimpeded in their frozen state.

The range of this power increases when you reach higher levels: to 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

Augmentations

+1 Psi Cost: Choose another target in range to also be affected by *mass time out*.

PROTECTIVE BUBBLE

Psychoportation power

Psi Cost: 1

Manifestation Time: 1 reaction, which you take at any time

Range: 30 feet

Duration: Instantaneous

You create a bubble in time around a willing creature other than yourself, or an object that is either not worn or carried, or worn or carried by a willing creature within range. That target is immediately timed out until the end of its next turn. This could cause a creature or object hit by an attack to immediately become immune to damage and other effects from that effect, a creature that just failed a saving throw to become immune to the effects of that failed save for a moment, and so on.

While timed out, a target cannot take any actions or reactions, its speed becomes 0, and it can't benefit from any bonus to its speed. Additionally, the target and any objects it is wearing or carrying exist completely out of time, seemingly frozen in place and untouchable. They cannot be targeted by anyone (including themselves), are immune to damage and other effects, and cannot be moved from their spot by any means. A creature within a static bubble can see and otherwise sense what's going on outside the bubble unimpeded in their frozen state.

The range of this power increases when you reach higher levels: to 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

Augmentations

+1 Psi Cost: Increase the radius by 10 feet.

+1 Psi Cost: Choose another willing target other than yourself in range to also be affected by *protective bubble*.

TEMPORAL BUBBLE

Psychoportation power

Psi Cost: 5

Manifestation Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 round

You create a bubble in time, freezing everyone and everything within for the duration. Choose a spot within range, and place a 10-foot radius bubble of static time centered on the chosen spot. Each creature and object completely within the bubble is timed out, and nothing can enter or exit the bubble, for the duration. There is no saving throw for this power; it simply happens. The bubble lasts until the end of your next turn.

While timed out, a creature cannot take any actions or reactions, its speed becomes 0, and it can't benefit from any bonus to its speed. Additionally, a creature and any objects it is wearing or carrying exist completely out of time, seemingly frozen in place and untouchable. Creatures and objects in the area cannot be targeted by anyone (including themselves), are immune to damage and other effects, and cannot be moved from their spot by any means. A creature within a static bubble can see and otherwise sense what's going on outside the bubble unimpeded in their frozen state.

The range of this power increases when you reach higher levels: to 90 feet at 11th level, and 120 feet at 17th level.

Augmentations

+1 Psi Cost: Increase the radius by 10 feet.

+1 Psi Cost: Change the duration to Concentration, up to 1 minute.

+2 Psi Cost: Change the duration to Concentration, up to 10 minutes.

+3 Psi Cost: Change the duration to Concentration, up to 1 hour.

+4 Psi Cost: Change the duration to Concentration, up to 8 hours.

+5 Psi Cost: Change the duration to Concentration.

TIME TRAVELER

PSYCHOPORTATION DISCIPLINE - PREREQUISITES: PSI LIMIT OF 9 OR GREATER, TEMPORAL MANIPULATION DISCIPLINE

You learn how to travel through time.

Note: *This is an extremely powerful, campaign-altering ability. Therefore, you cannot choose this discipline in any campaign without your DM's express permission. Such an explicit statement of inability to choose something in D&D is an extreme rarity, but in this case it is warranted due to the sheer ability to destroy a game this power allows. This power is in no small part included to complete one blatant and common natural direction of design space related to manipulating or controlling time, in case a DM wishes to include it.*

Powers. You gain the following power:

TIME TRAVEL

Psychoportation power

Psi Cost: 9

Manifestation Time: 1 action

Range: Self

Duration: Instantaneous

You travel through time, instantly disappearing from your current time to another. If you have previously stored a time with the *know time* talent, the power can take you to that exact time, but in the current location. If you have a place and time marked with your reality anchor, you instead appear in both that space and that time.

Alternatively, you can have the destination time be a random time, as determined by the DM. In this way, you can explore the past, present, and future, to store with the *know time* talent and visit later.

How time works in the current campaign is entirely at the discretion of the DM. Events the past might be fixed, which could mean that any actions you take in the past have already happened, so you always end up part of a predestination paradox. Events might not be fixed, and you can change the future in tiny or radical ways, ending up returning to a different present that you must fix by going back in time. Time travel could cause you to enter alternate timelines, with each timeline instead being its own plane of existence; if you end back in a present you dislike, you might go back to the past to fix it as previously mentioned, or you might instead use planar travel to go sideways to enter these alternate timelines.

In the case of a campaign with alternate timelines, if you know both the *planar traveler* and *time traveler* disciplines, you can use the *planar portal* power to travel to alternate timelines, and you can use the *know time* talent to store alternate timelines as well as times. You can only use *planar portal* to travel to timelines you've stored with the *know time* talent, or to random timeline determined by the DM.

Deities and other planar rulers can prevent time travel created by this power from occurring in their presence or anywhere within their domains.

Augmentations

+1 Psi Cost: Change the manifestation time to No action, which you take when you are manifesting the *apport*, *portal*, or *planar portal* power. If apportioning, you not only travel to another location with the other power being manifested, you also appear in the time chosen with the *time travel* power; if you are apportioning other targets with you, you must also use the below augmentation to bring any targets with you through time, or they appear in the new location but their normal time. If opening a portal, that portal links the correct locations and times for all creatures traveling through it.

+1 Psi Cost: You may target an additional creature within 30 feet of you, which travels to the exact place and time you do. You can use this augmentation any number of times, and it does not count against your Psi Limit.

TIMESHIFT

PSYCHOPORTATION DISCIPLINE

You are able to shift time around, transferring it between individuals.

Talents. You gain the *know time* and *pass the time* talents.

Powers. You gain the following powers:

BORROWED TIME

Psychoportation power

Psi Cost: 1

Manifestation Time: 1 reaction, which you take at the end of the turn of a willing creature within range

Range: 30 feet

Duration: Instantaneous

You can capitalize on unused portions of a creature's time. You can use your reaction at the end of the turn of a willing creature within range. If it moved 0 feet that turn, on your next turn you gain an additional action. That action can be used only to take the Dash or Disengage action.

You can only benefit from one *borrowed time* in a single round.

The range of this power increases when you reach higher levels: to 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

Augmentations

+1 Psi Cost: You may instead use your reaction when a willing creature within range uses the Ready action. That creature loses its readied action, and on your next turn you gain an additional action. That action can be used only to take the Attack action (one weapon attack only), Dash, Disengage, Hide, Search, or Use an Object action, to cast a cantrip with a casting time of 1 action or bonus action, or to manifest a talent with a manifestation time of 1 action or bonus action.

LENT TIME

Psychoportation power

Psi Cost: 1

Manifestation Time: 1 action

Range: 30 feet

Duration: Instantaneous

You alter the flow of time, giving up some of your own time and passing it to a friendly creature within range. That creature gains an additional action on their next turn. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, Search, or Use an Object action, or to cast a cantrip with a casting time of 1 action or bonus action, or to manifest a talent with a manifestation time of 1 action or bonus action.

A creature can only benefit from one *lent time* in a single round.

The range of this power increases when you reach higher levels: to 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

Augmentations

+0 Psi Cost: Change the duration to 1 reaction which you take when another creature within range uses their reaction. Instead of the normal effects for this power, the target regains use of their spent reaction; you've essentially paid for their use of a reaction with your own reaction.

STOLEN TIME

Psychoportation power

Psi Cost: 2

Manifestation Time: No action, which you take at the end of the turn of another creature within range

Range: 30 feet

Duration: Instantaneous

You steal unused portions of a creature's time. You gain each of the following:

- If the creature whose turn is ending didn't move its entire speed that turn, you increase your speed by the unused amount until the end of your next turn.
- If the creature ended its turn with an unused bonus action on its turn, you gain an additional bonus action on your next turn.
- If the creature started its current turn with an unused reaction (before it regained use of its reaction at the start of turn), you gain an additional reaction you can use before the start of your next turn.

- If the creature ended its turn with an unused action, on your next turn you gain an additional action. That action can be used only to take the Attack action (one weapon attack only), Dash, Disengage, Hide, Search, or Use an Object action, to cast a cantrip with a casting time of 1 action or bonus action, or to manifest a talent with a manifestation time of 1 action or bonus action.

You can gain only one speed boost, one additional bonus action, one additional reaction, and one additional action from *stolen time* in a single round.

The range of this power increases when you reach higher levels: to 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

TIME SWITCH

Psychoportation power

Psi Cost: 2

Manifestation Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

Either target two willing creatures within range, or two hostile creatures within range. One of the two creatures of your choice becomes hasted and the other slowed for the duration.

If you choose to target two hostile creatures, the creature gaining the slowed effect makes an Intelligence saving throw. On a successful save, this power has no effect on either creature.

If a hasted creature becomes slowed (such as with another use of the *time switch* power or with the *slow* spell), both the hasted and slowed effects end immediately. If a slowed creature becomes hasted (such as with another use of the *time switch* power or with the *haste* spell), both the slowed and hasted effects end immediately.

If either creature falls to 0 hit points or falls unconscious, or if either creature loses the hasted or slowed effect, this power ends immediately.

The hasted target's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, Search, or Use an Object action, to cast a cantrip with a casting time of 1 action or bonus action, or to manifest a talent with a manifestation time of 1 action or bonus action.

The slowed target's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn. If the creature attempts to cast a spell or manifest a power with a casting time of 1 action, roll a d20. On an 11 or higher, the spell or power doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the casting or manifesting. If it can't, the spell or power is wasted.

If a hasted creature is slowed, or if a slowed creature is hasted, those effects cancel one another out, ending both.

The range of this power increases when you reach higher levels: to 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

Augmentations

+2 Psi Cost: You may instead target one hostile creature and one willing creature. Choose one of the two targets to make an Intelligence saving throw. On a successful save, this power has no effect. On a failed saving throw, the target that failed the save is slowed and the other target is hasted for the duration.

TIME/SPACE ANCHOR

PSYCHOPORTATION DISCIPLINE

You can stake a psychic anchor into the fabric of space and time, then use it as a point of reference for various effects.

Focused. You can manifest the *reality anchor* talent as an action or a bonus action.

Talents. You gain the *reality anchor* talent.

Powers. You gain the following powers:

ANCHORED POWER

Psychoportation power

Psi Cost: 1

Manifestation Time: No action, which you take when you use another power

Range: Self

Duration: Instantaneous

The power being manifested uses your reality anchor as its point of origin, as long as it's on the same plane of existence as you. A power with a range of Self must have some sort of area of effect, such as the line from a *beam of light* power, the cone from an *acid spray* power, or the radius of an *ultrablast* power. A power with a range of Touch can affect a target within 5 feet of the reality anchor. You must still be able to see or sense a target, but you can blindly determine a direction for an area of effect power with a range of Self originating from your reality anchor.

DIMENSIONAL ANCHOR

Psychoportation power

Psi Cost: 5

Manifestation Time: No action, which you take when you manifest the *reality anchor* talent

Range: Self

Duration: Instantaneous

For its duration, the reality anchor being created with your *reality anchor* talent counts as being on whatever plane of existence you are currently on for the purposes of effects that check whether something is on the same plane as you, no matter what plane you're actually on. A dimensional anchor also counts as being in all planes that border the plane the reality anchor was set in, if those planes overlay one another in parallel. The Border Ethereal, the Feywild, and the Shadowfell are examples of planes that directly border the Material Plane, for instance.

If you use powers or other psionic effects that reference your reality anchor, they can allow you to cross the barrier between planes.

For example, if you are in the plane of Limbo and your reality anchor affected by *dimensional anchor* is in Waterdeep on the Material Plane, you could use the *portal* power augmented to a range of anywhere on the same plane to open a portal from Limbo to Waterdeep. This effectively simulates the *planar portal* power without actually possessing that power.

Alternatively, if you are in the Border Ethereal, your distance might be much closer as the planes parallel one another. So if you are in the Border Ethereal and only 120 feet away from your reality anchor, which exists in both the Material Plane and Border Ethereal simultaneously, you could use an *apport* power augmented to a range of 120 feet, you could either remain in the Border Ethereal with this teleportation, or you could cross back into the Material Plane to your reality anchor, as you choose.

RADIAL NAVIGATION

Psychoportation power

Psi Cost: 1

Manifestation Time: 1 bonus action

Range: Self

Duration: Until dismissed

Until you use this power again or dismiss it as a bonus action, you always know the exact direction and distance to your reality anchor as long as it is on the same plane of existence as you.

TOUCH THE SOURCE

METAPSIONIC DISCIPLINE

You learn how to sense and manipulate the source of all magic that spreads throughout the multiverse, able to simulate many effects that manipulate or understand foundation of magic itself, such as sensing magical energy, or disrupting and blocking others from using magic.

You may manifest the following spells as though they were psionic powers. When you manifest them in this manner, they count as both magical and psionic effects, and have a psi cost equal to the spell level you wish to manifest the spell at, to a maximum of your Psi Limit. You may manifest any of these spells with the ritual tag as though they are meditations:

- *Antimagic Field*
- *Counterspell*
- *Detect Magic*
- *Dispel Magic*
- *Identify*

APPENDIX A: CONDITIONS

Conditions alter a creature's capabilities in a variety of ways and can arise as a result of a spell, a class feature, a monster's Attack, or other effect. Most conditions, including all presented here, such as confused, are impairments, but a few shown in the *Player's Handbook*, such as invisible, can be advantageous. Presented here are some new conditions that use the same rules as the rules for conditions presented in the *Player's Handbook*.

One condition is added to address something that has not been up until now: anosmic. Anosmia is the inability to smell, the olfactory version of blindness or deafness. A great many creatures have highly sensitive senses of smell, but nothing has truly addressed abilities that get around tracking via scent, and so on. The anosmic condition allows psionic characters to mentally block out, mask the scents of, or otherwise prevent creatures from sensing them or others via a sense of smell.

ANOSMIC

- A creature with anosmia can't smell and automatically fails any ability check that requires smell.

CONFUSED

- A confused target can't take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn.

d10 Behavior

- 1 The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.
- 2-6 The creature doesn't move or take actions this turn.
- 7-8 The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.
- 9-10 The creature can act and move normally.

Two conditions, odorless and silent, are intended to round out the concept of invisibility. They are mechanically identical to invisibility, but apply to sound and smell instead of sight. Thus, now abilities that layer these stealthy abilities can be readily made, at the cost of allies not being able to hear or smell the person (so a silent creature can't talk to someone until they lose the silent condition, just like an invisible person cannot be seen until they lose the invisible condition).

While anosmia, odorless, and silent are only seen on a couple of powers each, they fill design space future supplements are likely to explore more thoroughly.

The following definitions specify what happens to a creature while it is subjected to a condition.

CONTACTED

- A creature can have the contacted condition more than once, but can only have it once from each creature at a time.
- A contacted creature can be telepathically communicated with regardless of range by the creature that gave it that contacted condition, as long as they are both on the same plane of existence, through any thickness of material (at the DM's discretion).
- A creature with the contacted condition usually knows they are contacted, but might not know who has them contacted. The creature contacting them can attempt to hide the attempt with an Intelligence (Cloaking) skill check. A willing target always knows you have it contacted.
- A creature who suspects it has the contacted condition may attempt to detect contacted conditions on it. As an action, the creature makes a Wisdom (Insight) check contested by each Intelligence (Cloaking) check used to hide a contacted condition on it.
- When a creature knows it has the contacted condition, it may attempt to end contact. As an action, that creature makes a Wisdom saving throw against the manifestation save DC of one of the contacted conditions of its choice on it. On a successful save, that instance of the contacted condition is ended on the target, and the creature that gave it to them cannot attempt to contact them again until the contacting creature finishes a short rest. On a failure, the contacted condition does not end.

DAZED

- A dazed creature can't take reactions, its free interact with an object on its turn instead takes a bonus action, and must choose one of the following at the start of each of its turns:
- The creature's speed becomes 0 and it can't benefit from any bonus to its speed until the start of their next turn.
- The creature cannot take actions until the start of their next turn.

DELUDED

- A creature can have the deluded condition more than once, but can only have it once from each creature at a time.
- A deluded creature can be affected by psionic effects that influence a deluded mind, but only from a creature that gave it an instance of the deluded condition it is currently affected by.
- If a creature suspects it has the deluded condition—for example because it successfully removed a hallucination on it or having its mind clouded—it can attempt to clear its mind. As an action, the deluded creature can determine that it has the deluded condition by making an Intelligence (Investigation) check against the manifestation save DC of each creature that has given it the deluded condition; you compare the result of that single Intelligence (Investigation) check against each deluded condition.

- If a creature discerns it has a given instance of the deluded condition with this check, it can end that instance of the deluded condition immediately. When a creature ends the deluded condition on itself given to it by another creature, it cannot gain the deluded condition from that creature again for the next hour. If it fails this Intelligence (Investigation) check, instead it does not know about this instance of the deluded condition, and cannot attempt to remove that deluded condition again for the next hour (or until something happens that the DM determines sufficiently arouses its suspicions again).

ODORLESS

- An odorless creature is impossible to smell without the aid of magic, psionics, or a special sense. For the purpose of hiding, other creatures automatically fail any ability checks against the odorless creature that require smell. The creature's location can be detected by any noise or by sight.

SILENT

- A silent creature is impossible to hear without the aid of magic, psionics, or a special sense. For the purpose of hiding, other creatures automatically fail any ability checks against the silent creature that require hearing. The creature's location can be detected by its scent or by sight.

APPENDIX B: CHANGED MATERIAL

Many spells or similar effects only work on or affect magic or spells as written. If using this *Psionics Handbook*, some abilities need to be adjusted where appropriate to work on both magic and psionics. If a change isn't listed here, it is at the DM's discretion whether or not it is appropriate for a given effect to work on psionics, not just on magic.

Here is a list of changes to such abilities within the *Player's Handbook* where they also affect psionics. Other books like the *Dungeon Masters Guide* and *Monster Manual* are not included, but the guidelines for the *Player's Handbook* should show where such interactions with psionics are likely to fall in other books.

PLAYER'S HANDBOOK

Here are the changes specifically regarding the *Player's Handbook*:

ELF

Fey Ancestry (p. 23). Neither magic nor psionics can put you to sleep.

HALF-ELF

Fey Ancestry (p. 39). Neither magic nor psionics can put you to sleep.

BARBARIAN

Rage (p. 48). You can't cast spells, manifest powers, or concentrate on spells or powers while raging.

CLERIC

Channel Divinity: Cloak of Shadows (p. 63). You become visible if you attack, cast a spell, or manifest a power.

DRUID

Wild Shape (p. 67). You also can't manifest powers while transformed, and transforming also doesn't break your concentration powers you've already manifested, or prevent you from taking actions that are part of a power.

Land's Strike (p. 69). You also have advantage on saving throws against psionically manipulated plants that impede movement.

MONK

Cloak of Shadows (p. 80). Change the last sentence to, "You remain invisible until you make an attack, cast a spell, manifest a power, or are in an area of bright light."

PALADIN

Holy Nimbus (p. 86). Change the third paragraph to, "In addition, for the duration you have advantage on saving throws against spells cast by, or powers manifested by fiends or undead."

RANGER

Land's Strike (p. 92). You also have advantage on saving throws against psionically manipulated plants that impede movement.

WARLOCK

Witch Sight (p. 111). Change the ability to, "You can see the true form of any shapechanger or creature concealed by illusion or transmutation magic, or illusion psionics while the creature is within 30 feet of you and within line of sight."

SPELLS

Calm Emotions (p. 221). The indifference also ends if the target is harmed by a power.

Compelled Duel (p. 224). The spell also ends if you manifest a power that targets a hostile creature other than the target, or if a creature friendly to you manifests a harmful power on it.

Contact Other Plane (p. 227). While insane, you also do not understand telepathic communications.

Contingency (p. 227). When you cast a *contingency* spell, any *metacontingency* power ends, and if you manifest a *metacontingency* power, it ends a *contingency* spell.

Feeblemind (p. 239-240). The creature also can't manifest powers.

Feign Death (p. 240). The target also appears dead to psionics used to determine the target's status.

Forcecage (p. 243-244). On a successful save the creature can also use attempted psionics to exit the cage, and on a failure the creature wastes the use of a power and any resources spent on its psi cost. *Forcecage* can't be dispelled by the *disrupt magic* power.

Freedom of Movement (p. 244). Powers and psionic effects also can't reduce the target's speed or cause them to be paralyzed or restrained, and they can spend 5 feet of movement to automatically escape from nomagical or nonpsionic restraints.

Gaseous Form (p. 244). The target also can't manifest powers.

Geas (p. 244-245). A *perfect form* power can also end the effect.

Heal (p. 250). This spell also ends the anosmia condition. ***Invisibility (p. 254). The spell also ends for a target that manifests a power.

Leomund's Tiny Hut (p. 255). Powers and psionic effects also can't extend through the dome or be manifested through it.

Lesser Restoration (p. 255). You can also choose to end the anosmic condition.

Mass Heal (p. 258). Creatures are also healed of any effect making them anosmic.

Meld into Stone (p. 259). You can also manifest powers on yourself while merged.

Modify Memory (p. 261). An *alter memories* power using the +3 Psi Cost augmentation restores the creature's true memory.

Nystul's Magic Aura (p. 263). The false aura can also make a psionic item appear nonpsionic, a nonpsionic item appear psionic, or change the aura so it appears to belong to a specific psionic devotion you choose.

Otiluke's Resilient Sphere (p. 264). Psionics also cannot pass through the barrier.

Pass without Trace (p. 264). A creature can also be tracked by psionic means.

Sanctuary (p. 272). Creatures who target the warded creature with a harmful power must also make a saving throw, and on a failed save must choose a new target or lose the power. If the power also ends when the warded creature manifests a power.

Sequester (p. 274). The target also can't be targeted by clairsentient powers, or perceived through an astral form created by a clairsentient power.

Symbol (p. 280). While under the effects of a symbol of hopelessness, a target can't affect or target any creature with harmful powers or other psionic effects.

While insane, a target does not understand telepathic communications.

Wish (p. 288). The spell can also duplicate a psionic power with a psi cost of 8 or less psi points, augmented or unaugmented. An object created can't be a psionic item. You can grant up to ten creatures immunity to a single power or other psionic effect for 8 hours.

CONDITIONS

Invisible (p. 291). Change the first sentence to, "An invisible creature is impossible to see without the aid of magic, psionics, or a special sense."