



THE MYSTIC CLASS

D&D HOMEBREW

THE MYSTIC

An old, unarmed human walks through a forest minding his own business. Hiding in the shrubbage a Goblin clan cackles quietly thinking this catch will be easy. They charge but as their weapons go to land on the old cloaked figure the Goblin's feel a psychic will not to strike missing what should be an easy strike.

The figure turns on the Goblins and their old walking stick begins to glow with Psychic energy. One swipe after another the Quarterstaff cuts down the Goblin hoard shredding their minds one attack at a time focusing only on the staff and what they might have for lunch later.

A half-elf floats above a battlefield atop their floating cloud spectating the battle to come. They send their thrall a large giant out into battle against the Drow raiders storming the city walls. It strikes one after another before finally falling. The high-elf sighs and then with a flick of their fingers a vast ball of fire drops from the sky laced in subtle psionic powers incinerating the army where it stands. In the aftermath of this the high-elf goes back to their reading considering what their next thrall should be.

Standing among friends the Gnome seems somewhat assuming being neither big like their martial allies or blatantly laced with magic like those spellcasters they travel with. Though when the Dragon lands to slay the adventurers the Gnome stands their ground. Rapping psychic tendrils around the Dragon's mind they summon a weapon of pure psychic energy which goes directly at the belly of the beast. Pounding it's mind with blasts to it's very sense of self and intellect the Gnome looks once into it's eyes. Their iris which is drenched in psychic energy with one pure purple iris entralls the Dragon and tears the last shred of being that it had left in an instance.

No matter the approach all Mystic's share in their mastery of mind to manipulate themselves, the environment around them and the minds of others through careful practice.

HERMITS AND OUTCASTS

Mystics are loners. Most discover the secrets of their power through vague references in tomes of lore or by ingratiating themselves to a master of the power.

In order to master their power, mystics must first master themselves. They spend months and years in quiet contemplation, exploring their minds and leaving nothing uncovered. During this time, they shun society and typically live as hermits at the edge of society. A mystic who studied under a master worked as a virtual slave, toiling away at mundane tasks in return for the occasional lesson or cryptic insight.

When mystics finally master their power, they return to the world to broaden their horizons and practice their craft. Some mystics prefer to remain isolated, but those who become adventurers aren't content to remain on the fringe of the world.





ECCENTRIC MINDS

In order to maintain the strict discipline and intense self-knowledge needed to tap into their power, mystics develop a variety of practices to keep their focus sharp.

These practices are reflected in taboos and quirks, strange little behaviors that govern a mystic's actions. These quirks are oaths or behavioral tics that help keep mystics in the proper frame of mind while maintaining perfect control over their minds and bodies.

While these taboos are harmless, they help cast mystics as outsiders. Few feel accepted by society, and fewer still care to become integrated with it. To mystics, the life of the mind is where they feel most at home.

SELECTING QUIRKS

To add some texture to your mystic, consider the quirks your character has acquired. These behaviors have no game effect, but your character might become irritated or upset if forced to break them. They're a great roleplaying tool to add character to the game.

Aim to create two quirks, to give them more of a chance to come into play. Finally, consider why your character chose these behaviors. What do they say about your character's personality or background? Are they based on a specific incident or a belief?

CREATING A MYSTIC

When creating a mystic, consider your character's background. How did you become a mystic? What first drew you to this practice? Are you self-taught, or did you have a master? If you had a master, what is that relationship like?

Consider also why you returned to the world from your hermitage. Did you leave someone or something behind when you took up your studies? Are you driven by revenge or some other motivation?

QUICK BUILD

You can make a mystic quickly by following these suggestions. First, make Intelligence your highest ability score, followed by Dexterity or Constitution. Second, choose the hermit background.

THE MYSTIC

Level	Proficiency Bonus	Features	Psi Dice	Psi	Mystical Restoration
1st	+2	Psionics, Mystic Order	1d4	4	—
2nd	+2	Telepathy, Mystical Restoration	1d4	4	2
3rd	+2	Mystic Order Feature, Strength of Mind	1d4	5	2
4th	+2	Ability Score Improvement	1d6	6	2
5th	+3	—	1d6	7	3
6th	+3	Mystic Order Feature	1d6	7	3
7th	+3	—	1d8	8	3
8th	+3	Ability Score Improvement, Psychic Strike (1d8)	1d8	9	5
9th	+4	Consumptive Power	1d8	10	5
10th	+4	—	1d10	10	5
11th	+4	Focused Psionics (Recharge 2)	1d10	11	6
12th	+4	Ability Score Improvement	1d10	11	6
13th	+5	Focused Psionics (Recharge 4)	1d10	12	6
14th	+5	Mystic Order Feature, Psychic Strike (2d8)	1d10	12	8
15th	+5	Focused Psionics (Recharge 5)	1d10	13	8
16th	+5	Ability Score Improvement	1d12	13	8
17th	+6	Focused Psionics (Recharge 7)	1d12	14	9
18th	+6	—	1d12	14	9
19th	+6	Ability Score Improvement	1d12	15	9
20th	+6	Mystic Body	1d12	15	11

CLASS FEATURES

As a Mystic, you gain the following class features

HITPOINTS

Hit Dice: 1d8 per Mystic level

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

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

PROFICIENCIES

Armour: Light armour

Weapons: Simple weapons

Tools: None

Saving Throws: Intelligence and Wisdom

Skills: Choose two from Arcana, History, Insight, Medicine, Nature, Perception and Religion

EQUIPMENT

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

- any simple weapon
- leather armour
- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a scholar's pack or (b) an explorer's pack
- Or 4d4x10 Gold to buy things

PSIONICS

At 1st level your ability to use the power of the Mystic called Psionics has become fully awoken. These allow you to use your mind to create devastating effects and are listed at the end of the document.

USING PSIONICS

When you have used a Psionic you are considered recharging meaning you cannot use another Psionic. At the beginning of your turn if you are recharging then you must roll your Psi Dice (on the class table) and if it rolls a number equal to or greater than the recharge value listed on the Psionic previously used you are no longer recharging meaning you can use your Psionics again.

You use the below formulas to work out your Psionics DC and Psionics attack modifier.

Psionics DC = 8 + your proficiency bonus + your Intelligence modifier

Psionics attack modifier = your proficiency bonus + your intelligence modifier

LEARNING PSIONICS

You know an amount of Psionics equal to your Mystic level + your intelligence modifier which you cannot take away from only add to and have a number of Psionics prepared from that list of known Psionics equal to your intelligence modifier + half your proficiency bonus (rounded down).

Prepared Psionics are the only Psionics you can use and you can change which known Psionics you have prepared upon completing a long rest. You can only know Psionics with a recharge value lower or equal to the maximum result possible on your Psi Dice.

RAISING PSIONIC RECHARGES

Some Psionics allow you to increase their recharge value in order to make them more powerful. When doing this you can only increase their recharge value up to the maximum possible result achievable on your Psionics Dice.

PSI AND CONCENTRATION

Some Psionic abilities require a resource called Psi. You have a number of Psi shown on the Mystic class table. You regenerate all expended Psi when you complete a long rest.

Concentrating on a Psionic is far more intensive on the body than concentrating on a spell. When activating a Psionic that requires concentration, unless otherwise stated, you must expend one Psi. If no Psi is available you cannot activate the Psionic.

MYSTICAL ORDER

At 1st level, you choose a Mystic Order: the Order of the Awakened, the Order of the Immortal, the Order of the Psyblade, or the Order of the Wu Jen, each of which is detailed at the end of the class description.

Each order specializes in a specific approach to Psionics. Your order gives you features when you choose it at 1st level and additional features at 3rd, 6th and 14th level.

TELEPATHY

At 2nd level, your Psychic powers grant you the ability to communicate via telepathy. You can speak telepathically to any creature you can see within 60 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.

MYSTICAL RESTORATION

By 2nd level your Psionics have become so linked to the inner workings of your body that you draw vigor when they recharge. Whenever you recharge your Psionics you may expend 1 Psi to heal an amount of expended hit points listed on the Mystical Restoration column of the Mystic class table.

Furthermore, you are now able to will yourself to regenerate Psionic power when focusing. Before you roll to recharge your Psionics you may choose to expend 1 Psi to make it instantly recharge. You can only expend Psi this way once before requiring a short rest to do it again.

STRENGTH OF MIND

Even the simplest psionics require a deep understanding of how psionic energy can augment mind and body. This understanding allows you to alter your defences to better deal with threats.

Starting at 3rd level, you can replace your proficiency in wisdom saving throws whenever you finish a short or long rest. To do so pick Strength, Dexterity, Constitution or Charisma. As long as you are not already proficient in saving throws using that ability you become proficient in them instead of Wisdom.

This change lasts until your next short or long rest.

If you are not proficient in wisdom saving throws but are proficient in either dexterity or constitution saving throws this applies to that instead.

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.

PSYCHIC STRIKE

At 8th level, you gain the ability to infuse your weapon attacks with psychic energy. Once on each of your turns when you hit a creature with a weapon, you can deal an extra 1d8 psychic damage to that target. When you reach 14th level, this extra damage increases to 2d8.

CONSUMPTIVE POWER

At 9th level, you gain the ability to sacrifice your physical durability in exchange for psionic power.

Whenever you fail to recharge your Psionics when rolling your Psi Dice you may choose to reduce your current and max hit points by the recharge value of the Psionic to recharge your Psionics and stop recharging instantly.

The hit point reduction cannot be lessened in any way, and the reduction to your hit point maximum lasts until you finish a long or short rest.

Also you cannot use your Mystical Restoration to heal yourself on a Psionic you recharge this way.

FOCUSED PSIONICS

At 11th level your familiarity with Psionics allows you to use some of them with ease. You may pick 2 Psionics with a recharge value of 2 from your known Psionics which become your Focused Psionics.

Focused Psionics are always prepared and don't count towards your number of prepared Psionics, also you heal double the amount from Mystical Restoration with them. Also they cost no Psi to concentrate on.

At 13th level a known Psionic of your choice with a recharge value of 4 becomes one of your Focused Psionic.

Once you reach 15th level a known Psionic of your choice with a recharge value of 5 becomes one of your Focused Psionics.

Finally when you reach 17th level a known Psionic of your choice with a recharge value of 7 becomes one of your Focused Psionics.

MYSTICAL BODY

At 20th level, your mastery of Psionics causes your mind to transcend the body. Your physical form is infused with psionic energy. You gain the following benefits:

- You gain resistance to bludgeoning, piercing and slashing damage.
- You no longer age.
- You are immune to disease, poison damage and the poisoned condition.
- If you die roll a d20. On a 10 or higher, you disincorporate with 0 hit points, instead of dying, and you fall unconscious. You and your gear disappear. You appear at a spot of your choice 1d3 days later on the plane of existence where you died, having gained the benefit of one long rest.

MYSTICAL ORDERS

Psionics is a mysterious form of power within most D&D worlds. Secretive orders study its origins and applications, while pushing the boundary of what Psionics can achieve.

Each of these orders pursues a specific goal for psionics. That goal shapes how the members of an order understand Psionics.

ORDER OF THE AWAKENED

The Order of the Awakened focuses entirely on Psychic pursuits abandoning most other things. This does allow them to create powerful psychic attacks with incredible ease.

PSYCHIC EYE

By 1st level your power in psychic energy has become so natural to you that you can use it with incredible ease.

You may use your action to target a creature within 60 feet of you and make them succeed on an intelligence saving throw or take 1d8 psychic damage, or half as much on a successful save.

This uses your DC for your psionics and can be used at will meaning it is not a Psionic.

It also deals more damage when you reach 5th (2d8), 11th (3d8) and 17th level (4d8) in the Mystic class.

POTENT PSIONICS

By 1st level your skill in Psionics allows you to throw your intellect behind your damage.

Once per round when you use a Psionic which deals psychic damage you may add your intelligence modifier to the damage.

This modifier cannot be added onto a psionic that already adds your intelligence modifier to damage eg. on the psychic weapon psionic.

BONUS PSIONIC

By 3rd level you gain the ability to empower your Psionics with more psychic damage. You gain the Psionic called Cranium Curse which can only be learnt this way described below.

It becomes one of your known Psionics and it is always prepared by you not counting towards your number of prepared Psionics. Note this Psionic does not cost Psi to concentrate on.

CRANIUM CURSE

Recharge Value 2 Destruction

Activation Time: 1 bonus action

Range: 60 feet

Duration: Concentration, up to 1 minute

You may target a creature within range. Whenever you target them with your Psychic Eye within the duration they take an extra 1d6 psychic damage.

Note if the creature passes its saving throw against psychic eye the bonus damage is also halved. Also, it does not allow you to add your intelligence modifier to the damage of your Psychic Eye.

At Greater Recharges. Increasing the recharge value increases the bonus damage at recharge value 5 (2d6).

PSYCHIC ACCELERATION

By 6th level your ability to force power into people with psychic energies with incredible speed has grown to unbelievable heights.

When you target a creature under the effect of your Cranium Curse with your Psychic Eye you may use your bonus action before using it to give them disadvantage on the saving throw.

TELEPATHIC INVASION

At 14th level your skills in psychic powers allows you to dominate creatures to your will.

You can cast the spell mass suggestion at its lowest using your Psionics DC as the DC of the spell. You can't use it again until you finish a long rest.

ORDER OF THE IMMORTAL

The Order of the Immortal focuses on using Psionics to improve their martial capabilities and as defences.

BONUS PROFICIENCY

At 1st level your martial training grants you proficiency with martial weapons and shields.

PSYCHIC WARD

At 1st level your natural psychic abilities allow you to ward yourself from harm. Your hit point maximum increases by 1 and increases by 1 again whenever you take a level in this class.

Another bonus granted is that at the beginning of each of your turns you gain a number of temporary hit points equal to your intelligence modifier (minimum 1).

Also while unarmored you may calculate your AC as 10 + your dexterity modifier + your intelligence modifier. You can still wield a shield while gaining this bonus.

BONUS PSIONIC

By 3rd level you gain the ability to infuse your Psionics into your attacks. You gain the Psionic called Psionic Smite which can only be learnt this way described below. It becomes one of your known Psionics and it is always prepared by you not counting towards your number of prepared Psionics. Note this Psionic does not cost Psi to concentrate on.

PSIONIC SMITE

Recharge Value 2 Destruction

Activation Time: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

You may prepare a Psionic Smite. The next time you hit a weapon attack within the duration you deal an extra 1d8 psychic damage ending the effect.

At Greater Recharges. Increasing the recharge value increases the bonus damage at recharge values 4 (2d8), 5 (3d8) and finally 7 (4d8).

EXTRA ATTACK

At 6th level when you take the attack action you can attack twice instead of once.

ULTIMATE DEFENCE

By 14th level your psychic defences wards you from even death and helps secure your Psionics. You have advantage on all death saving throws.

Also you may add your intelligence modifier to saving throws to maintain concentration on your Psionic Smite.

ORDER OF THE PSYBLADE

The Order of the Psyblade focuses there Psionics into physical weapons called a Psyblade which they can augment and make more powerful.

BONUS PROFICIENCY

At 1st level, you gain proficiency with medium armour and martial weapons.

PSYBLADE

Starting at 1st level, you gain the ability to manifest blades of psychic energy. As a bonus action, you create two glowing knives of energy that project from both your fists.

You can't hold anything in your hands while manifesting these blades. You can dismiss them as a bonus action.

For you, a Psyblade is a martial melee weapon with the light and finesse properties. It deals 1d8 psychic damage on a hit.

Once per round when you hit an attack with your Psyblade you may add your intelligence modifier (minimum 1) to the damage.

BONUS PSIONIC

By 3rd level you gain the ability to infuse your Psionics into your Psyblades in order to make them stronger.

You gain the Psionic Hone the Blade which can only be learnt this way described below.

It becomes one of your known Psionics and it is always prepared by you not counting towards your number of prepared Psionics.

HONE THE BLADE

Recharge Value 4 Empowerment

Activation Time: 1 bonus action

Range: Touch, on your Psyblades

Duration: 1 minute

You may empower your Psyblades. They becomes a +1 weapons (+1 to damage and attack rolls) for the duration.

At Greater Recharges. Increasing the recharge value increases the bonuses at recharge values 7 (+2) and finally 10 (+3).

TWO WEAPON FIGHTING MASTER

By 6th level your skills in two weapon fighting have improved massively.

When you engage in two weapon fighting, you can add your ability modifier to the damage of the second attack.

Also while wielding both Psyblades your movement speed is increased by 10 ft. and if you score a critical hit with either weapon you may roll one of the damage dice an additional time.

FRENZY ATTACKER

By 14th level your Psyblades have become so infused with your body, attacking with them fills you with vigour.

Your weapon attacks with your Psyblades score critical hits on a roll of 19 or 20. Also whenever you critical hit an attack with a Psyblade or kill a creature with them you heal a number of hit points equal to the CR of the creature (or level if no CR is available) and have advantage on all attack rolls with your Psyblades until the end of your next turn.

ORDER OF THE WU JEN

The Order of the Wu Jen focuses on combining arcane magic with there Psionics to become more diverse in their approach.

BONUS SPELLS

At 1st level your arcane abilities begin to flourish and you learn the cantrips firebolt and vicious mockery.

Also you learn a 1st level wizard spell of your choice. You can cast this spell once at its lowest level before requiring you complete a long rest to use it again.

All spells and cantrips gained through this order use intelligence as there spellcasting modifier.

At 3rd level you learn another 1st level Wizard spell of your choice. You can cast this spell once at its lowest level before requiring you complete a long rest to use it again.

At 14th level both spells gained through this feature replenish their use after completing a long or short rest.

PSIONIC EMPOWERED MAGIC

Upon reaching 1st level you may empower the damage of your cantrips and spells with Psionics.

When you cast a spell or cantrip gained from this order you may use your bonus action to become recharging for the sake of your Psionics with the recharge value being treated as 2.

Because of this, this instance of the spell or cantrip may add your intelligence modifier to its damage. You can only add this bonus once per spell or cantrip so when they have multiple projectiles choose which one gets the bonus.

ARCANE SLOTS

Once you reach 3rd level, your arcane abilities grant you a small number of Arcane Slots equal to your intelligence modifier (minimum 1) which you replenish upon completing a long rest. They can cast spells empowered by Psionics or vice versa.

You may expend up to 2 Arcane Slots to cast a spell gained by this order without expending normal uses of it at a level equal to the amount of slots spent to a maximum of 2nd level. This only works as long as that spell has not had its ordinary use expended.

Also, upon casting a cantrip or spell gained by this order or activating a Psionic you may spend 1 Arcane Slot to make it deal an extra 1d10 force damage, you can only do this once per round and can only add this bonus once per spell, cantrip or Psionic so when they have multiple projectiles choose which one gets the bonus.

At 14th level you may instead spend up to 2 Arcane Slots, to make it deal an extra 1d10 force damage per slot spent but can still only do this once per round and can only add this bonus once per spell, cantrip or Psionic so when they have multiple projectiles choose which one gets the bonus.

SPELL MASTERY

At 6th level you learn three 2nd level wizard spells of your choice using intelligence as your spellcasting modifier for these spells. They can only be cast by expending 2 Arcane Slots casting them at 2nd level.

Alternatively, you may forget one of these spells as a bonus action instantly recharging your Psionics if you were charging them. You gain the spell back when you complete a long rest.

INNER FOCUS

By 14th level your inner balance between Psionics and spells has come to a perfect draw. Your amount of Arcane Slots is now equal to your intelligence modifier + half your proficiency bonus (rounded down).

Also, all spells gained through this Order including the ones gained by Spell Mastery may be cast by expending 3 Arcane Slots at 3rd level as long as it has not already had any ordinary use it has expended.

LIST OF PSIONICS

Psionics are the heart of a mystics craft. They are the mental exercises and psionic formulae used to forge will into tangible magical effects.

A psionic specifies how long its effect lasts. Instantaneous is assumed if no duration is specified. Some options require concentration to maintain their effects.

This is noted with the maximum duration you can concentrate on the Psionic for. Concentrating on Psionics follows the same rules as concentrating on spells. This rule means you can't concentrate on a spell and a Psionic at the same time, nor can you concentrate on two Psionics at the same time.

RECHARGE VALUE 2

Defensive Ward
Discordant Whispers
Hungry Lightning
Ice Spike
Jibing Shock
Magical Weapon
Mind Blast
Mystic Hand
Psychic Discovery
Slow Fall
Telepathic Link

RECHARGE VALUE 4

Charm Person
Combustion
Command
Energy Beam
Hideous Laughter
Incapacitate
Reflexive Defence
Stun
Tranquility
Unwavering Eye

RECHARGE VALUE 5

Beacon of Light
Crown of Madness
Forced Truth
Illusionary Cloak
Memory Graft
Mind Blank
Mind Sense
Paralysing Hold
Suggestion
Step of the Mind

RECHARGE VALUE 7

Cloud Step
Crown of Disgust
Fire Form
Freezing Aura
Lightning Leap
Psychic Weapon
Precognition
Pulverised Mind
Sending

RECHARGE VALUE 10

Adrenaline Rush
Crown of Despair
Crown of Rage
Dimension Door
Dominate Person
Enhanced Telepathy
Phantom Slayer
Telekinesis

RECHARGE VALUE 11

Contact Other Plane
Geas
Mental Bastions
Modify Memory
Phantom Caravan
Psychic Deterrence
Scrying

ADRENALINE RUSH

Recharge Value 10 Protection

Activation Time: 1 action

Range: Touch

Duration: Concentration, up to 1 minute

You may give an adrenaline burst to a willing creature within range. Until the effect ends, the target has resistance to bludgeoning, piercing, and slashing damage.

BEACON OF LIGHT

Recharge Value 5 Empowerment

Activation Time: 1 action

Range: Self

Duration: Concentration, up to 8 hours

An orb of light equivalent in brightness to a torch, springs forth from your hand hovering 1 foot above you for the duration. The effect looks like a floating glass ball. A Beacon of Light can be covered or hidden.

CHARM PERSON

Recharge Value 4 Control

Activation Time: 1 action

Range: 30 feet

Duration: Concentration, up to 10 minutes

You attempt to charm a humanoid within range. It must make a wisdom saving throw, and does so with advantage if you or your companions are fighting it.

If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do something harmful to it. The charmed creature regards you as a friendly acquaintance.

When the effect ends the creature knows it was charmed by you.

At Greater Recharges. Increasing the recharge value increases the amount of people you can target with it at recharge values 5 (2 creatures), 7 (3 creatures), 10 (5 creatures) and finally 11 (6 creatures).

CLOUD STEP

Recharge Value 7 Empowerment

Activation Time: 1 action

Range: Touch

Duration: Concentration, up to 1 minute

You grant a creature within range a flying speed equal to their current walking speed for the duration as a cloud appears underneath the target which they can control.

Also they have half cover from attacks underneath them during this time.

At Greater Recharges Increasing the recharge value increases the amount of people you can target with it at recharge values 10 (2 creatures) and finally 11 (3 creatures).

COMMAND

Recharge Value 4 Control

Activation Time: 1 action

Range: 60 feet

Duration: 1 round

You speak a one word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn.

The psionic has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it.

Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the GM determines how the target behaves. If the target can't follow your command, the spell ends.

Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.

Drop. The target drops whatever it is holding and then ends its turn.

Flee. The target spends its turn moving away from you by the fastest available means.

Grovel. The target falls prone and then ends its turn.

Halt. The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

At Greater Recharges. Increasing the recharge value increases the amount of people you can target with it at recharge values 5 (2 creatures), 7 (3 creatures), 10 (5 creatures) and finally 11 (6 creatures). All these creatures must be within 30 feet of one another.

COMBUSTION

Recharge Value 4 Destruction

Activation Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

Choose one creature or object you can see within 120 feet of you. The target must make a Constitution save. On a failed save, the target takes 1d10 fire damage, and it catches on fire, taking 1d6 fire damage at the end of each of its turns until your concentration ends or until it or a creature adjacent to it extinguishes the flames with an action. On a successful save, the target takes half as much damage and doesn't catch on fire.

At Greater Recharges. Increasing the recharge value increases the initial damage at recharge values 5 (2d10), 7 (3d10), 10 (5d10) and finally 11 (6d10).

CONTACT OTHER PLANE

Recharge Value 11 Empowerment

Activation Time: 1 minute

Range: Self

Duration: Concentration, up to 1 minute

You mentally contact a demigod, the spirit of a long dead sage, or some other mysterious entity from another plane.

Contacting this extraplanar intelligence can strain or even break your mind. When you activate this psionic, make a DC 15 Intelligence saving throw. On a failure, you take 6d6 psychic damage and are insane until you finish a long rest. While insane, you can't take actions, can't understand what other creatures say, can't read, and speak only in gibberish. A greater restoration spell cast on you ends this effect.

On a successful save, you can ask the entity up to five questions. You must ask your questions before the spell ends. The GM answers each question with one word, such as "yes," "no," "maybe," "never," "irrelevant," or "unclear" (if the entity doesn't know the answer to the question). If a one word answer would be misleading, the GM might instead offer a short phrase as an answer.

CROWN OF DESPAIR

Recharge Value 10 Destruction

Activation Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You may target one creature you can see within range who make a Charisma saving throw. On a failed save, it takes 6d8 psychic damage and it can't take reactions until the start of its next turn. On a successful save, it takes half as much damage. This effect automatically fails if the creature is immune to being charmed.

At Greater Recharges. Increasing the recharge value increases the damage at recharge value 11 (7d8).

CROWN OF DISGUST

Recharge Value 7 Destruction

Activation Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You may target one creature you can see within range who make a Charisma saving throw. On a failed save, it takes 4d8 psychic damage and can't move closer to you until the end of its next turn. On a successful save, it takes half as much damage. This effect automatically fails if the creature is immune to being charmed.

At Greater Recharges. Increasing the recharge value increases the damage at recharge values 10 (6d8) and 11 (7d8).

CROWN OF RAGE

Recharge Value 10 Destruction

Activation Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You may target one creature you can see within range who make a Charisma saving throw. On a failed save, it takes 6d8 psychic damage and immediately use its reaction to move its speed in a straight line toward its nearest enemy. On a successful save, it takes half as much damage. This effect automatically fails if the creature is immune to being charmed.

At Greater Recharges. Increasing the recharge value increases the damage at recharge value 11 (7d8).

CROWN OF MADNESS

Recharge Value 5 Control

Activation Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You may target one humanoid of your choice that you can see within range. They must succeed on a Wisdom saving throw or become charmed by you for the duration.

While the target is charmed in this way, a twisted crown of jagged iron appears on its head, and a madness glows in its eyes. The charmed target must use its action before moving on each of its turns to make a melee attack against a creature other than itself that you mentally choose. The target can act normally on its turn if you choose no creature or if none are within its reach.

On your subsequent turns, you must use your action to maintain control over the target, or the effect ends. Also, the target can make a Wisdom saving throw at the end of each of its turns. On a success, the effect ends.

At Greater Recharges. Increasing the recharge value increases the amount of people you can target with it at recharge values 10 (2 humanoids) and finally 11 (3 humanoids).

DEFENSIVE WARD

Recharge Value 2 Protection

Activation Time: 1 action

Range: Touch

Duration: 8 hours

You may target a willing creature within range who isn't wearing armor, and a protective psychic force surrounds it until the duration ends. The target's base AC becomes 13 + its Dexterity modifier.

The effect ends if the target dons armor, you use this psionic on a different target or if you dismiss the Psionics effect as an action.

DIMENSION DOOR

Recharge 10 Empowerment

Activation Time: 1 action

Range: 500 feet

Duration: Instantaneous

You teleport yourself to any spot in range. You arrive at exactly the spot desired. It can be a place you can see or visualize, or one you can describe by stating distance and direction.

You can bring objects along if their weight doesn't exceed your carrying capacity. You can also bring one willing creature your size or smaller who isn't over its capacity. It must be within 5 feet of you.

If you would arrive in an occupied space, everyone teleporting takes 4d6 force damage, and the spell fails.

DISCORDANT WHISPERS

Recharge Value 2 Control

Activation Time: 1 action

Range: 60 feet

Duration: Instantaneous

You whisper a discordant melody that only one creature of your choice within range can hear, wracking it with terrible pain.

The target must make a Wisdom saving throw. On a failed save, it takes 2d6 psychic damage and must immediately use its reaction, if available, to move as far as its speed allows away from you. The target doesn't move into obviously dangerous ground, such as a fire or a pit.

On a successful save, the target takes half as much damage and doesn't have to move away. A deafened creature automatically succeeds on the save.

At Greater Recharges. Increasing the recharge value increases the damage at recharge values 4 (3d6), 5 (4d6), 7 (5d6), 10 (7d6) and finally 11 (8d6).

DOMINATE PERSON

Recharge Value 10 Control

Activation Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You may attempt to beguile a humanoid you can see within range.

It must succeed on a Wisdom 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.

While the target is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence.

You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey.

You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object."

If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. 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 Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

At Greater Recharges. Increasing the recharge value increases the duration at recharge value 11 (10 minutes).

ENERGY BEAM

Recharge Value 4 Destruction

Activation Time: 1 action

Range: 60 feet

Duration: Instantaneous

You may make a ranged psionic attack against a target within range. On a hit, the target takes 2d10 psychic damage.

At Greater Recharges. Increasing the recharge value increases the damage at recharge values 5 (3d10), 7 (4d10), 10 (6d10) and finally 11 (7d10).

ENHANCED TELEPATHY

Recharge Value 10 Empowerment

Activation Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 hour

You forge a telepathic link among up to eight willing creatures of your choice within range, psychically linking each creature to all the others for the duration.

Creatures with Intelligence scores of 2 or less aren't affected by this Psionic. Until the duration ends, the targets can communicate telepathically through the bond whether or not they have a common language.

The communication is possible over any distance, though it can't extend to other planes of existence.

At Greater Recharges. Increasing the recharge value increases the amount of people you can target with it at recharge value 11 (10 creatures).

FIRE FORM

Recharge Value 7 Destruction

Activation Time: 1 bonus action

Range: Self

Duration: 1 minute

You become wreathed in flames until your concentration ends. Any creature that ends its turn within 5 feet of you takes 3d6 fire damage. You may end this effect early as an action.

At Greater Recharges. Increasing the recharge value grants you a certain flying speed for the duration at recharge values 10 (30 ft) and 11 (40 ft).

FORCED TRUTH

Recharge Value 5 Control

Activation Time: 1 action

Range: Touch

Duration: Concentration, up to 1 minute

A creature you choose within range must make a Charisma saving throw. On a failed save, a creature can't speak a deliberate lie while in the radius. You know whether each creature succeeds or fails on its saving throw.

An affected creature is aware of the psionic and can thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as it remains within the boundaries of the truth.

At Greater Recharges. Increasing the recharge value increases the duration at recharge values 7 (10 minutes), 10 (1 hour) and finally 11 (8 hours).

FREEZING AURA

Recharge Value 7 Destruction

Activation Time: 1 action

Range: Self (20-foot sphere)

Duration: Instantaneous

An aura of frost emanates from you. All hostile creatures that can see you within 20 feet must succeed a constitution saving throw or take 4d6 cold damage, taking half as much on a successful save.

Creatures that fail their saving throw have their movement halved until the beginning of your next turn.

At Greater Recharges. Increasing the recharge value increases the damage at recharge values 10 (6d6) and finally 11 (7d6).

GEAS

Recharge Value 11 Control

Activation Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 day

You place a Psionic command on a creature that you can see within range, forcing it to carry out some service or refrain from some action or course of activity as you decide.

If the creature can understand you, it must succeed on a Wisdom saving throw or become charmed by you for the duration. If it passes its saving throw it is immune to this Psionic for the next 24 hours.

While the creature is charmed by you, it takes 6d10 psychic damage each time it acts in a manner directly counter to your instructions, but no more than once per hour. A creature that can't understand you is unaffected by the Psionic. You can issue any command you choose, short of an activity that would result in certain death. Should you issue a suicidal command, the effect ends.

You can end the effect early by using an action to dismiss it. A remove curse, greater restoration, or wish spell also ends it. As an action while the duration remains you may force it to carry out some service or refrain from some action or course of activity instead of what you were making it do before. You can only do this if it is within 30 feet of you.

The concentration on this spell does not break when you are unconscious or asleep.

HIDEOUS LAUGHTER

Recharge Value 4 Control

Activation Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

A creature of your choice that you can see within range perceives everything as hilariously funny and falls into fits of laughter if this psionic affects it. The target must succeed on a Wisdom saving throw or fall prone, becoming incapacitated and unable to stand up for the duration. A creature with an Intelligence score of 4 or less isn't affected.

At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the effect ends.

At Greater Recharges. Increasing the recharge value causes them to take psychic damage which does not trigger a saving throw from this effect if they fail their first saving throw against the spell at recharge values 5 (1d10), 7 (2d10), 10 (4d10) and finally 11 (5d10).

HUNGRY LIGHTNING

Recharge Value 2 Destruction

Activation Time: 1 action

Range: 60 feet

Duration: Instantaneous

As an action, you hurl a bolt of lightning at one creature. The target must make a dexterity saving throw, having disadvantage if they are wearing heavy armour. On a failed save, the target takes 2d6 lightning damage. On a successful save, the target takes half as much damage.

At Greater Recharges. Increasing the recharge value increases the damage at recharge values 4 (3d6), 5 (4d6), 7 (5d6), 10 (7d6) and finally 11 (8d6).

ICE SPIKE

Recharge Value 2 Destruction

Activation Time: 1 action

Range: 60 feet

Duration: Instantaneous

As an action, you hurl a mote of ice at one creature. The target must make a dexterity saving throw. On a failed save, the target takes 2d6 cold damage and has its speed halved until the start of your next turn. On a successful save, the target takes half as much damage.

At Greater Recharges. Increasing the recharge value increases the damage at recharge values 4 (3d6), 5 (4d6), 7 (5d6), 10 (7d6) and finally 11 (8d6).

ILLUSIONARY CLOAK

Recharge Value 5 Empowerment

Activation Time: 1 action

Range: Touch

Duration: Concentration, up to 10 minutes

A creature within range becomes invisible until the duration ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person.

The psionic ends for a target that attacks, uses a psionic or casts a spell.

At Greater Recharges. Increasing the recharge value increases the amount of people you can target with it at recharge values 7 (2 creatures), 10 (4 creatures) and finally 11 (5 creatures).

INCAPACITATE

Recharge Value 4 Control

Activation Time: 1 action

Range: 60 feet

Duration: 1 minute

You may target a creature within range and try to put them to sleep. Roll 4d8; the total is how many hit points of the creature it will effect.

If the result of the dice is greater or equal to the current hit points of the target it falls unconscious for a 1 minute, until they take damage, or someone uses their action to awaken the creature.

If the result of the dice is less than the current hit points of the target the Psionics effect fails. Undead and creatures immune to being charmed aren't affected by this spell.

At Greater Recharges. Increasing the recharge value increases the dice rolled to knock the creature unconscious at recharge values 5 (5d8), 7 (6d8), 10 (8d8) and finally 11 (9d8).

JIBING SHOCK

Recharge Value 2 Control

Activation Time: 1 action

Range: 60 feet

Duration: Instantaneous

You unleash a string of insults laced with subtle psychic energy at a creature you can see within range.

If the target can hear you (though it need not understand you), it must succeed on a Wisdom saving throw or take 2d6 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

On a successful save, the target takes half as much damage and doesn't have disadvantage on its attack roll.

At Greater Recharges. Increasing the recharge value of the Discordant Whispers increases the damage at recharge values 4 (3d6), 5 (4d6), 7 (5d6), 10 (7d6) and finally 11 (8d6).

LIGHTNING LEAP

Recharge Value 7 Destruction

Activation Time: 1 action

Range: Self (45-foot line)

Duration: Instantaneous

You let loose a line of lightning that is 45 feet long and 5 feet wide. Each creature in that line must succeed a dexterity saving throw or take 4d6 lightning damage, or half as much on a successful save.

You can then teleport to an unoccupied space touched by the line.

At Greater Recharges. Increasing the recharge value increases the damage at recharge values 10 (6d6) and finally 11 (7d6).

MAGICAL WEAPON

Recharge Value 2 Empowerment

Activation Time: 1 action

Range: Touch

Duration: Concentration, up to 1 hour

You may make your weapon within range magical for the sake of overcoming resistances and immunities for the duration.

MEMORY GRAFT

Recharge Value 5 Control

Activation Time: 1 action

Range: 60 feet

Duration: Instantaneous

You may target a creature you can see within range. They must succeed on a wisdom saving throw or have their surface thoughts telepathically shown to you.

They do not realise an effect has been put on them after this, however the effect automatically fails if a creature has an intelligence of 3 or less.

At Greater Recharges. Increasing the recharge value increases the amount of people you can target with it at recharge values 7 (2 creatures), 10 (4 creatures) and finally 11 (5 creatures).

MENTAL BASTIONS

Recharge Value 11 Protection

Activation Time: 1 action

Range: 30 feet

Duration: 1 minute

You create a field of protective psychic energy. Choose eight willing creatures within range.

Until the effect ends, each target has resistance to psychic damage and advantage on Intelligence, Wisdom and Charisma saving throws.

At Greater Recharges. Increasing the recharge value increases the amount of people you can target with it at recharge value 12 (9 creatures).

MIND BLANK

Recharge Value 5 Control

Activation Time: 1 action

Range: 30 feet

Duration: 1 round

You may target a creature within range. They must succeed a intelligence saving throw or be stunned until the beginning of your next turn taking 1d10 psychic damage.

At Greater Recharges Increasing the recharge value increases the damage at recharge values 7 (2d10), 10 (4d10) and finally 11 (5d10).

MIND BLAST

Recharge Value 2 Destruction

Activation Time: 1 action

Range: 60 feet

Duration: Instantaneous

You may create a blast of psychic energy in a 5 foot radius sphere centered on a point within range.

All creatures within the radius must succeed a intelligence saving throw or take 1d8 psychic damage, taking half as much on a successful save.

At Greater Recharges. Increasing the recharge value increases the damage and radius at recharge values 4 (2d8 and 5), 5 (3d8 and 10), 7 (4d8 and 10), 10 (6d8 and 15) and finally 11 (7d8 15).

MIND SENSE

Recharge Value 5 Empowerment

Activation Time: 1 action

Range: Self

Duration: Concentration, up to 1 hour

For the duration, you see invisible creatures and objects as if they were visible, and you can see into the Ethereal Plane. Ethereal creatures and objects appear ghostly and translucent.

MODIFY MEMORY

Recharge Value 11 Control

Activation Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minutes

You attempt to reshape another creature's memories. One creature that you can see must make a Wisdom saving throw. If you are fighting the creature, it has advantage on the saving throw. On a failed save, the target becomes charmed by you for the duration. The charmed target is incapacitated and unaware of its surroundings, though it can still hear you. If it takes any damage or is targeted by another spell, this spell ends, and none of the target's memories are modified.

While this charm lasts, you can affect the target's memory of an event that it experienced within the last 24 hours and that lasted no more than 10 minutes. 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.

You must speak to the target to describe how its memories are affected, and it must be able to understand your language for the modified memories to take root. Its mind fills in any gaps in the details of your description. If the spell ends before you have finished describing the modified memories, the creature's memory isn't altered. Otherwise, the modified memories take hold when the spell ends.

A modified memory doesn't necessarily affect how a creature behaves, particularly if the memory contradicts the creature's natural inclinations, alignment, or beliefs. An illogical modified memory, such as implanting a memory of how much the creature enjoyed dousing itself in acid, is dismissed, perhaps as a bad dream. The GM might deem a modified memory too nonsensical to affect a creature in a significant manner.

A remove curse or greater restoration spell cast on the target restores the creature's true memory.

At Greater Recharges. Increasing the recharge value increases the amount of time back you can access and modify their memories at recharge value 12 (7 days ago).

MYSTIC HAND

Recharge Value 4 Control

Activation Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

You can use your action to manipulate or move one object within 30 feet of you. The object can't weigh more than 10 pounds, and you can't affect an object being worn or carried by another creature.

If the object is loose, you can move it up to 30 feet in any direction. This talent allows you to open an unlocked door, pour out a beer stein, and so on. The object falls to the ground at the end of your turn if you leave it suspended in midair.

At Greater Recharges. Increasing the recharge value increases the range and maximum weight of this spell at recharge values 4 (20 pounds and 35 feet), 5 (30 pounds and 40 feet), 7 (40 pounds and 45 feet), 10 (40 pounds and 55 feet) and 12 (50 pounds and 60 feet).

PARALYSING HOLD

Recharge Value 5 Control

Activation Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

Choose a creature that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration and take 1d6 lightning damage. This Psionic has no effect on undead.

At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the effect ends on the target.

At Greater Recharges Increasing the recharge value increases the damage at recharge values 7 (2d6), 10 (4d6) and finally 11 (5d6).

PHANTOM CARAVAN

Recharge Value 11 Empowerment

Activation Time: 1 action

Range: 5 feet

Duration: Concentration, up to 8 hours

You summon a Caravan made of psychic energy in an unoccupied space within range that remains for the duration.

It needs no horses and can hold up to 10 people and 10,000 pounds within it. Only creatures and objects you allow can enter it taking an action.

This Caravan has a walking, climbing and swimming speed of 100 ft. It has an AC of 15 and 500 hit points. Also, it has resistance to piercing, bludgeoning and slashing damage and immunity to psychic and poison damage. It is also immune to being grappled, restrained, poisoned, stunned, frightened or charmed. However, it cannot attack.

Creatures within the caravan have total cover against attack and the caravan has a sealed pool of air lasting its duration meaning even if there is no air outside the caravan creatures within it can breathe as normal. If the Caravan is destroyed and when the duration ends it vanishes.

Using this Psionic again before its duration ends can instead of summoning a new Caravan and ending the current effect resets the duration of this caravan.

PHANTOM SLAYER

Recharge Value 10 Control

Activation Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You tap into the nightmares of a creature you can see range and create an illusory manifestation of its deepest fears, visible only to that creature.

The target must make a Wisdom saving throw. On a failed save, the target becomes frightened for the duration. At the start of each of the target's turns before the effect ends, the target must succeed on a Wisdom saving throw or take 5d10 psychic damage. On a successful save, the effect ends.

At Greater Recharges. Increasing the recharge value increases the damage at recharge value 11 (6d10).

PRECOGNITION

Recharge Value 7 Empowerment

Activation Time: Rolling Initiative

Range: Self

Duration: 1 minute

You may grant yourself knowledge of future events.

You have advantage on initiative checks for the duration including the one used to trigger this psionic. You have advantage on dexterity saving throws and creatures have disadvantage on their first attack rolls against you each round.

At Greater Recharges. Increasing the recharge value increases the duration at recharge values 10 (10 minutes) and finally 11 (1 hour).

PSYCHIC DETERRENCE

Recharge Value 11 Destruction

Activation Time: 1 reaction, which you take when you are hit by an attack

Range: Self

Duration: 1 round

You may gain a ward of psychic energy. Every attack on you until the beginning of your next turn is made with advantage, including the one that triggered this effect. If anyone hits the attack they take 6d10 psychic damage and the effect ends.

PSYCHIC DISCOVERY

Recharge Value 2 Empowerment

Activation Time: 1 hour

Range: Touch

Duration: Instantaneous

Choose one object that must be within range for the entire activation time. If it is a magic item or some other magic-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 spells or Psionics are affecting the item and what they are. If the item was created by a spell, you learn which spell created it.

If you instead touch a creature throughout the hour, you learn what spells and Psionics, if any, are currently affecting the creature.

PSYCHIC WEAPON

Recharge Value 7 Empowerment

Activation Time: 1 bonus action

Range: 5 feet

Duration: 1 minute

You create a floating, spectral weapon 5 feet away from you that lasts for the duration or until you cast this spell again.

When you cast the Psionic, you can make a melee spell attack against a creature within 5 feet of the weapon. On a hit, the target takes psychic damage equal to 1d8 + your intelligence modifier.

As a bonus action on your turn, you can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it. The weapon can take whatever form you choose.

At Greater Recharges. Increasing the recharge value increases the damage of the weapon at recharge value 11 (2d8).

PULVERISED MIND

Recharge Value 7 Destruction

Activation Time: 1 action

Range: 60 feet

Duration: Instantaneous

You may target a creature within range. They must succeed a intelligence saving throw or take 6d8 psychic damage, taking half as much on a successful save.

At Greater Recharges. Increasing the recharge value increases the damage at recharge values 10 (8d8) and finally 11 (9d8).

REFLEXIVE DEFENCE

Recharge Value 4 Protection

Activation Time: 1 reaction, which you take when you are hit by an attack

Range: Self

Duration: 1 round

A psychic barrier appears between you and your enemy granting you a +5 bonus to your AC, including against the triggering attack until the start of your next turn.

SCRYING

Recharge Value 11 Empowerment

Activation Time: 10 minutes

Range: Self

Duration: Concentration, up to 10 minutes

You can see and hear a particular creature you choose that is on the same plane of existence as you. The target must make a Wisdom saving throw, which is modified by how well you know the target and the sort of physical connection you have to it.

If a target knows you're activating this psionic, it can fail the saving throw voluntarily if it wants to be observed.

KNOWLEDGE MODIFIER

Knowledge	Safe Modifier
Heard of the Target	+5
Met the Target	+0
Know Target well	-5

CONNECTION MODIFIER

Connection	Save Modifier
Likeness or Picture	-2
Possession or Garment	-4
Body Part	-10

On a successful save, the target isn't affected, and you can't use this psionic against it again for 24 hours.

On a failed save, the psionic creates an invisible sensor within 10 feet of the target. You can see and hear through the sensor as if you were there. The sensor moves with the target, remaining within 10 feet of it for the duration. A creature that can see invisible objects sees the sensor as a luminous orb about the size of your fist.

Instead of targeting a creature, you can choose a location you have seen before as the target of this spell. When you do, the sensor appears at that location and doesn't move.

SENDING

Recharge Value 7 Empowerment

Activation Time: 1 action

Range: Unlimited

Duration: Concentration, up to 1 round

You send a short message of twenty five words or less to a creature with which you are familiar. The creature hears the message in its mind, recognizes you as the sender if it knows you, and can answer in a like manner immediately. The psionic enables creatures with Intelligence scores of at least 1 to understand the meaning of your message.

You can send the message across any distance and even to other planes of existence, but if the target is on a different plane than you, there is a 5 percent chance that the message doesn't arrive.

SLOW FALL

Recharge Value 2, Empowerment

Activation Time: 1 reaction, which you take when you or a creature within 60 feet of you falls

Range: 30 feet

Duration: 1 minute

Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round for a minute.

If the creature lands before the spell ends, it takes no falling damage and can land on its feet, and the effect ends for that creature.

At Greater Recharges. Increasing the recharge value increases the amount of people you can target with it at recharge values 4 (6 creatures), 5 (7 creatures), 7 (8 creatures), 10 (10 creatures) and finally 11 (11 creatures).

STEP OF THE MIND

Recharge Value 5 Empowerment

Activation Time: 1 bonus action

Range: Self

Duration: Instantaneous

You teleport up to 30 feet to an unoccupied space that you can see.

At Greater Recharges. Increasing the recharge value increases the distance you can teleport at recharge value 7 (35 feet), 10 (45 feet) and 11 (50 feet).

STUN

Recharge Value 4 Control

Activation Time: 1 action

Range: 30 feet

Duration: 1 round

You may target a creature within range. They must succeed a intelligence saving throw or be stunned until the beginning of your next turn.

SUGGESTION

Recharge Value 5 Control

Activation Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 hour

You suggest a course of activity (limited to a sentence or two) and influence a creature you can see within range that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act ends the psionic.

The target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do.

You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a knight give her warhorse to the first beggar she meets. If the condition isn't met before the spell expires, the activity isn't performed.

If you or any of your companions damage the target, the psionic ends.

TELEKINESIS

Recharge Value 10 Control

Activation Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You gain the ability to move or manipulate creatures or objects by thought.

When you cast this Psionic, and as your action each round for the duration, you can exert your will on one creature or object that you can see within range, causing the appropriate effect below.

You can affect the same target round after round, or choose a new one at any time. If you switch targets, the prior target is no longer affected by the Psionic.

Creature- You can try to move a Huge or smaller creature. Make an ability check with your Intelligence contested by the creature's Strength check.

If you win the contest, you move the creature up to 30 feet in any direction, including upward but not beyond 60 feet of you. Until the end of your next turn, the creature is restrained in your telekinetic grip.

A creature lifted upward is suspended in mid-air. On subsequent rounds, you can use your action to attempt to maintain your telekinetic grip on the creature by repeating the contest.

Object- You can try to move an object that weighs up to 1,000 pounds. If the object isn't being worn or carried, you automatically move it up to 30 feet in any direction, but not beyond 60 feet of you.

If the object is worn or carried by a creature, you must make an ability check with your Intelligence 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 60 feet of you.

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.

TELEPATHIC LINK

Recharge Value 2 Control

Activation Time: 1 bonus action

Range: 60 feet

Duration: 1 minute

Select a target within range. For the duration any attack roll against the affected creature has advantage if the attacker can see it, and the affected creature can't benefit from being invisible.

TRANQUILLITY

Recharge Value 4 Protection

Activation Time: 1 bonus action

Range: Touch

Duration: 1 minute

Select a target within range. Until the effect ends, any creature who targets the warded creature with an attack, harmful psionics or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack, psionic or spell.

This psionic doesn't protect the warded creature from area effects, such as the explosion of a fireball. If the warded creature makes an attack, uses a Psionic or casts a spell that affects an enemy creature, this effect ends.

UNWAVERING EYE

Recharge Value 4 Empowerment

Activation Time: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

You may grant yourself advantage on Wisdom (Perception) checks for the duration.

At Greater Recharges. Increasing the recharge value increases the duration at recharge values 5 (10 minutes), 7 (1 hour), 10 (8 hours) and finally 11 (24 hours).

MULTICLASSING

Stat Prerequisite: Intelligence 13

Given Proficiencies Light armour, Simple weapons

ACTIVATE YOUR PSIONIC POWERS

The Mystic is a master of their mind fuelling psychic onslaughts with it. Like the Wizard they fuel their abilities with knowledge and practise but what they do is no mere magic.

This document contains the Mystics class and 4 different Order's for it all with their own approach. From the deadly Psychic attacks of the Awakened to the unkillable martial power of the Immortal Mystic's have the ability to shape how they use their power.

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