

The Renewed Psionic



HOME BREW

Rules for handling psionics, a full regimen of powers, a psionic class and 8 psionic subclasses; a supplement for the world's greatest role-playing game

VERSION 2.006



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PSION

A human clad in simple robes walks along a forest path. A gang of goblins emerges from the brush, arrows trained on him, their smiles wide at their good fortune of finding such easy prey for the legion's slave pens. Their smiles turn to shrieks of terror as the traveler grows to giant size and leaps at them, his staff now a deadly cudgel.

The militia forms in ranks to prepare for the orcs' charge. The growling brutes howl their battle cries and surge forward. To their surprise, the human rabble holds its ground and fights with surprising ferocity. Suddenly, mindless fear clings to the orcs' minds and they, despite facing a far inferior foe, turn and run, never noticing the calm half-elf standing amid the militia and directing its efforts.

Psionic energy is an artifact created from the power of the mind, or psionics, rather than magic. It is harnessed by psions to create amazing feats. Often colloquially referred to as "mind mages," practitioners of most races draw their powers from their own consciousness. Psionic powers can range from devastating mental attacks that dominate an opponent, to physical ectoplasm constructs and a fate link that can inflict damage linked between individuals.

Manifestations can take a great toll. Innate practitioners grow weary and unfocused if they over-extend themselves, and practitioners of other races can deplete their store of power in short order, rushing to rest and replenish it.

PSYCHIC HERITAGE

Although it is not fully known, this gift is a genetically inherited trait. For some, psionics can be innate, as in illithid and drow practitioners. That being the case, it is rare to find a psion in races where psionic powers are not the norm.

Despite their rarity, a master psion can be quite powerful. Without the need for gestures or spell components, a psion's powers often exploit the element of surprise, and thus may hold an advantage over a magic user.

UNNATURAL CONSEQUENCES

In many cases, manifestation of psionic power can lead to a secondary display that can often give the psion away. These displays may include, but are not limited to, visual, auditory and olfactory senses being emitted. As these displays can be difficult to observe, psions' tactics are often brutally effective.

As an example, if a psion manifests a simple charm, or mind reading power, a low droning sound may be heard. Similarly, a polymorphic manifestation may leave the odor of saffron and ginger.

CREATING A PSION

Although the rigorous path of the psion most commonly appeals to those who seek order and answers in their lives, your motivations are entirely your own. Did you start down this path for the knowledge and power it would bring? Did you have a natural talent that you could never fully master until you stumbled on the legends and teachings of the psions who came before you? Were you training your mind for some other purpose, only to discover that your efforts tapped a wellspring of power you never knew you possessed?

Some are drawn to the art of the psion because it fits their personality, aptitudes, and ambitions. You might have heard tales of the psion colleges while engaged in other scholarly pursuits and become intrigued by this mysterious path. You might have been actively learning the techniques of wizardry or some other class, discovering in the process that you carried the rare psionics potential within you.

Regardless of your background, one thing you almost certainly shared with other psions even before you began your instruction is a strong sense of order and logic. Such a mind set is a must to master the rigid disciplines of the psion.

QUICK BUILD

You can make a psion quickly using these choices. First, put your highest ability score in Intelligence, followed by Constitution. Second, choose the far traveler background.



THE PSION

Level	Proficiency Bonus	Features	Talents Known	Psionic Power	Psionic Power Limit	Manifestation Level Limit
1st	+2	Mental Discipline, Psionics	4	3	2	1st
2nd	+2	Psicrystal, Telepathic Link	4	6	3	1st
3rd	+2	Consumptive Power	4	15	4	2nd
4th	+2	Ability Score Improvement	4	19	4	2nd
5th	+3	—	5	26	4	3rd
6th	+3	Mental Discipline feature	5	31	4	3rd
7th	+3	—	5	35	5	4th
8th	+3	Ability Score Improvement	5	40	5	4th
9th	+4	—	5	51	6	5th
10th	+4	Mental Discipline feature	6	57	6	5th
11th	+4	—	6	63	7	6th
12th	+4	Ability Score Improvement	6	63	7	6th
13th	+5	—	6	70	8	7th
14th	+5	Mental Discipline feature	6	70	8	7th
15th	+5	—	6	78	9	8th
16th	+5	Ability Score Improvement	6	78	9	8th
17th	+6	—	6	87	9	9th
18th	+6	Mental Discipline feature, Psionic Body	6	94	9	9th
19th	+6	Ability Score Improvement	6	101	9	9th
20th	+6	Mental Discipline feature, Psionic Enlightenment	6	109	9	9th

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

Weapons: Daggers, darts, slings, quarterstaves, light crossbows

Tools: None

Saving Throws: Intelligence, Wisdom

Skills: Choose any two

EQUIPMENT

You start with either 4d4 x 10 gp or the following equipment, in addition to the equipment granted by your background:

- (a) two daggers or (b) a quarterstaff
- (a) a scholar's pack or (b) an explorer's pack
- Leather armor, a light crossbow and 20 bolts

MENTAL DISCIPLINE

Each psion focuses on a certain discipline of psionics, becoming a disciple of that discipline. This allows them to control and improve their psionic abilities, and with enough training, grants unique, greater manifestations.

Your choice of discipline determines which kind of disciple you become: **Disciple of the Seer**, **Disciple of the Shaper**, **Disciple of the Kineticist**, **Disciple of the Egoist**, **Disciple of the Nomad**, or **Disciple of the Telepath**, detailed at the end of the class description. Your discipline gives you features when you choose it at 1st level and additional features at 6th, 10th, 14th, and 18th level.

Due to your focus on a specific discipline, you can learn specialized psionic manifestations as well as general ones. You can choose from the manifestations list specified by your discipline when preparing manifestations and learning talents.

Some of your mental discipline features require an attack roll or saving throw. Use your Psionics feature to set the attack modifier and save DC for those rolls.

PSIONICS

As you conjure and shape your abilities with psionic energy generated from within your mind, you have a number of innate talents available to you, and you can manifest your psionic energy in a growing number of ways.

PSIONIC TALENTS

At 1st level, you know four talents of your choice from the psion manifestation list. You learn additional psion talents of your choice at higher levels, shown in the Talents Known column of the Psion table.

A talent is a manifestation that can be used at will, without spending psionic power and without being prepared in advance. Psionic talents are natural manifestations of your mind, a reflex so natural that they can produce the effect over and over. A talent's manifestation level is 0. Talents increase in power, shown in the talent's description, as you gain levels in this class.

PREPARING AND USING MANIFESTATIONS

At the end of each long rest you take, you prepare the psionic manifestations available for your use. To do so, choose a number of manifestations equal to your Intelligence modifier + your psion level from the psion manifestation list. You cannot prepare or invoke manifestations at levels above the Manifestation Level Limit column of the psion table.

You can invoke a psionic manifestation by focusing your mind on it and expending psionic power to create the effect in its description. Manifestations have a minimum level, listed in their description. Some manifestations allow you to invoke them at higher levels by diverting more of your psionic power to them.



PSIONIC POWER

Psionic power is a measure of a psion's available mental energy. A psion can only exert so much of their mental energy before becoming completely exhausted. You have an amount of psionic power equal to the number shown in the Psionic Power column of the psion table. Expended psionic power is replenished when you finish a long rest.

When you invoke a psionic manifestation, you spend psionic power equal to the manifestation's level when you invoked it. For example, invoking a 7th level manifestation costs 7 psionic power, or invoking a 5th level manifestation at 6th level costs 6 psionic power. There is a limit to the amount of psionic power you can sustain at a time; you can't invoke a manifestation if its cost is greater than the number in the Psionic Power Limit column of the psion table.

MENTAL FATIGUE

Each time you use a psionic manifestation, you incur some amount of mental fatigue. Mental fatigue causes additional stress when repeatedly invoking similar psionic manifestations.

Whenever you invoke a psionic manifestation, you gain one level of mental fatigue for the level at which you invoked the manifestation. Each time you gain mental fatigue, the psionic power cost to activate manifestations of that level increases by one. For example, the first time you invoke the *ethereal weapon* manifestation after finishing a long rest, it costs 1 point of psionic power, and your mental fatigue level for 1st level manifestations increases to 1. Subsequently, if you invoke *psidarts* or any other 1st level manifestation, its psionic power cost is 2, and your mental fatigue level increases to 2.

Once you have accumulated 4 levels of mental fatigue for a given manifestation level, your mind adapts to the task, and you no longer gain mental fatigue for that manifestation level until your fatigue is reduced below 4. Your mental fatigue for all manifestation levels returns to 0 when you finish a long rest.

PSIONIC ABILITY

Intelligence is your ability for your psionic manifestations, since they are created out of psionic energy and shaped by your mind. You use your Intelligence whenever a talent or manifestation refers to your psionic ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a psionic talent or manifestation you use and when making an attack roll with one.

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

Psionic attack modifier = your proficiency bonus + your Intelligence modifier

PSIONICS NOTE

Normally, a new chassis for resource-based abilities would come with a whole chapter describing its rules and interactions. While that is possible with Psionics, it's a huge undertaking. This version of Psionics is intended to be a plug into Spellcasting, using its rules where they are missing here.

For example, just like spellcasting, you can only concentrate on one psionic manifestation at a time. Where the various rules go unanswered here, use Spellcasting as a framework, replacing "spell" with "manifestation", "cantrip" with "talent", and using psionic power in place of the spell slot rules.

ON PREPARED VERSUS KNOWN

The 3.5e version of the Psion knew the same amount of powers as a Sorcerer knew spells. However, 5e's UA Mystic took a different approach - you learned disciplines of psionics and had access to all of their powers. This creates a rather large rift in the amount of usable psionics you could have. I decided to take a different approach with my Psion, but you could feasibly convert its prepared manifestations list to a known one, using the same progression as a Sorcerer.

PSICRYSTAL

At 2nd level, you become able to create a fragment of psionic energy which contains an imprint of personality and acts as a channel for your powers.

You gain a *psicrystal* (see Appendix A: Monsters), a quasi-living crystal which enhances your abilities and acts on your behalf. You can't have more than one *psicrystal* at a time.

Your *psicrystal* has a unique personality and its own subset of knowledge, determined by rolling a d20 (reroll 19 and 20) or choosing one of the options from the *Psicrystal Personalities* table. This personality and knowledge can be applied through a subconscious link, allowing you to add your proficiency bonus (or double your proficiency bonus if you are already proficient) to ability checks using the skill associated with its personality. This benefit is only conferred while the *psicrystal* is within 100 feet of you.

PSICRYSTAL PERSONALITIES

d20	Personality	Skill	d20	Personality	Skill
1	Artiste	Performance	9	Mystical	Arcana
2	Bully	Intimidation	10	Nimble	Acrobatics
3	Caring	Animal Handling	11	Observant	Perception
4	Coward	Sleight of Hand	12	Poised	Survival
5	Friendly	Persuasion	13	Precise	Medicine
6	Heroic	Athletics	14	Resolved	Religion
7	Liar	Deception	15	Sage	History
8	Meticulous	Investigation	16	Studious	Nature
			17	Sneaky	Stealth
			18	Sympathetic	Insight

Your *psicrystal* acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A *psicrystal* can only take the actions listed in its stat block.

When the *psicrystal* drops to 0 hit points, it crumbles to dust and the psionic energy contained within it dissipates. You can create a new *psicrystal* with 8 hours of uninterrupted work.

While your *psicrystal* is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see and hear as if you were in the *psicrystal*'s space until the start of your next turn. During this time, you are deaf and blind with regard to your own senses.

As an action, you can temporarily sequester your *psicrystal*. It disappears into a pocket dimension where it awaits your summons. Alternatively, you can destroy it and reabsorb its energy. As an action while it is sequestered, you can cause it to reappear in any unoccupied space within 30 feet of you.

TELEPATHIC LINK

Also at 2nd level, you can establish direct links with the minds of others, allowing you to communicate intrinsically.

You can communicate telepathically with any creature you can see within 60 feet of you. It automatically understands you and can respond in a way you understand as long as it speaks at least one language.

CONSUMPTIVE POWER

Starting at 3rd level, you gain the ability to sacrifice your physical durability in exchange for psionic power.

When activating a psionic manifestation, you can pay its psionic power cost with your hit points instead. Your current hit points and hit point maximum are both reduced by double the psionic power cost of the manifestation. This reduction can't be lessened in any way, and the reduction to your hit point maximum lasts until you finish a long rest.

Once you use this feature, you can't use it again until you finish a short or long rest.

PSIONIC BODY

At 18th level, the sheer extent of psionic energy within you causes it to suffuse your entire body. You no longer age naturally, and you are immune to disease, poison damage, and the poisoned condition.

PSIONIC ENLIGHTENMENT

At 20th level, your honed psionics have enlightened your mind, reaching heights unimaginable by others.

Your Intelligence score increases by 4. Your maximum Intelligence score is now 24.

MENTAL DISCIPLINES

Mental disciplines are a regiment of training that psions undertake in order to develop and nurture their power. These disciplines often require personal sacrifice from a psion, changing their behaviors in small, but noticeable ways. A psion's choice of mental discipline shapes that psion's abilities, based on their personality.

DISCIPLE OF THE SEER

Disciples of the seer are psions who master clairsentience powers - powers which enable you to learn secrets long forgotten, to glimpse the immediate future and predict the far future, and to generally know what is normally unknowable.

DISCIPLE OF THE SEER MANIFESTATIONS

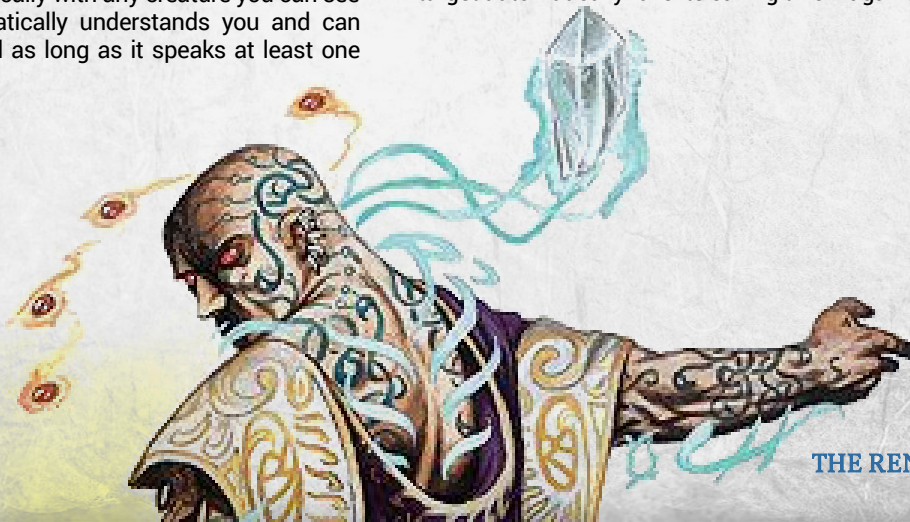
You can choose from the list of seer manifestations, as well as psion manifestations, when you prepare manifestations.

PSIONIC ANCHOR

At 1st level, you can pierce an enemy's mind with a psionic anchor, allowing you to know their general location.

As an action, choose a creature you can see within 60 feet of you. A white-hot halo of psionic energy appears around its head, causing it immense pain. The target must make a Wisdom saving throw, taking psychic damage equal to 1d8 plus your Intelligence modifier on a failure, or half on a success. This damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

If a creature fails the save, you can spend 1 point of psionic power to invoke a psionic talent as a bonus action, targeting the same creature. The talent must be one that deals no damage, and the target automatically fails its saving throw against the talent, if any.



OBJECT READING

Also at 1st level, you can use psionics to investigate an object that you touch, showing you a vision of its past.

As an action, you touch an object and maintain contact with it. After 1 minute of remaining in contact with it, you learn certain details pertaining to the object's previous owner. You learn their race, gender, age, alignment, how they came to possess the object, and how they lost it. An object without any previous owners reveals no information.

COMBAT PRECOGNITION

Starting at 6th level, you have a precognitive sense of danger, allowing you to react quickly to its presence.

You can add your Intelligence modifier to initiative rolls, and you can't be surprised while you are conscious. You can use your reaction when you roll initiative to telepathically alert one creature within range of your telepathy to the danger, making them unable to be surprised for this combat.

MIND'S EYE

Starting at 10th level, your mentally sense the presence of matter around you, allowing you to feel others' presence.

You gain blindsight out to a range of 20 feet.

BOOK OF KNOWLEDGE

Starting at 14th level, you obtain the technique necessary to form the Book of Knowledge, a manifestation of cosmic knowledge both discovered and undiscovered.

As a bonus action, you can form the Book of Knowledge in an unoccupied hand. The pages of this book appear to be filled with indecipherable marks that resemble writing, even when observed with magic. No matter how many pages are turned, there always seem to be more pages. If you desire to see a certain page or a question that you previously posed, the next page you turn to will be the relevant page.

The cover appears as its observer imagines, within reason. For example, it can appear to be a cover with an animated reflection of the night sky, a furry hide, or perhaps even made of ice or dripping water. These elements fail to hold up to physical inspection - the book feels like any normal book. The book crumbles to cosmic dust after 10 minutes.

Once per minute, you can telepathically pose a question to the book. When asked an appropriate question, some of the markings rearrange to form a truthful answer, written in a language only you understand. The answer remains forever written in the book, and you can accurately recall the question posed when you read the answer.

You can ask for statistics of a creature if you know its true name - in which case, you learn its alignment, languages, type, and one of each of its immunities, resistances, and vulnerabilities - or for the properties of an object - in which case, you learn what materials it is made of, and the effects and mechanisms of any curses, enchantments or traps.

Once you have used this feature, you can't use it again until you finish a long rest.

SHAPE REALITY

Starting at 18th level, you gain an instinctive, limited ability to shape reality around you in response to threats.

In response to an attack hitting you or when you fail a saving throw, you can use your reaction to roll an additional d20 and choose which result to use.

You can use this feature twice, and expended uses are replenished when you finish a long rest.

GLIMPSE OF OMNISCIENCE

At 20th level, you obtain a fragment of universal knowledge, enlightening your mind. This grants you certain benefits.

- You are unaffected by *clairsentience* manifestations and *divination* spells unless you choose to be.
- You make Intelligence checks with advantage.
- You can also ask the Book of Knowledge to describe a specific event that happened within the last 1,000 years, which it will describe on up to 1 page. This provides up to 10 useful facts about the event.



DISCIPLE OF THE SHAPER

Psions with particularly creative minds tend to gravitate towards the discipline of the shaper, a discipline which manifests powers of metacreativity. Metacreativity creates objects, creatures, or other forms of matter. Creatures created through metacreativity prove unstable; they will usually, but do not always, obey your commands.

DISCIPLE OF THE SHAPER MANIFESTATIONS

You can choose from the list of shaper manifestations, as well as psion manifestations, when you prepare manifestations.

ENERGY WEAPON

At 1st level, you can create weapons out of psionic energy.

Using your bonus action, or your reaction when you roll initiative, you create a weapon with a faint sky-blue aura, which takes the form of any simple or martial weapon. If you create a one-handed weapon, you can create one in each hand. If you create a ranged weapon, you can also create 20 non-magical pieces of the appropriate type of ammunition for the weapon. You are proficient with this weapon, and its properties are the same as its physical counterpart.

You can spend psionic power when you activate this feature to create one magical weapon with bonuses based on the amount spent:

- 3 points: +1 to its attack and damage rolls
- 5 points: +2 to its attack and damage rolls
- 7 points: +3 to its attack and damage rolls

The maximum number of energy weapons that can exist at the same time is equal to one plus your Intelligence modifier (minimum one). Energy weapons and ammunition lose their form and disappear in 1 hour.

CREATE TOOLS

Also at 1st level, you can create tools out of psionic energy.

Using your action, you can create any piece of non-magical adventuring gear worth 5 gp or less. Items created by this feature cannot be used as food. Otherwise, an item created by this feature has the same properties as its physical counterpart. After 10 minutes, the psionic energy comprising the item can no longer hold its form and disappears. Once you have created a particular item, you cannot create the same item again for 10 minutes.

PSIONIC DRONE

Starting at 6th level, you use a small amount of psionic energy to create a protective construct.

Over the course of a long rest, you can create a psionic drone. It has the statistics of a *homunculus*, except it doesn't have its Bite attack. You can only have one psionic drone at a time. It is inexorably devoted to you, obeying your every order even if it requires sacrifice.

You can use your action to temporarily sequester it away in a harmless pocket dimension where it awaits your summons. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you.

While your psionic drone is within 30 feet of you, you can use your reaction when you are hit with an attack to psionically redirect the blow to it. The psionic drone takes the attack and its effects instead of you.

SURGE OF WIND

Starting at 10th level, your psionic powers create a windy surge around you, momentarily protecting and guiding you.

When you use a psionic manifestation of 1st level or higher, you gain two benefits until the end of the current turn: your movement doesn't provoke opportunity attacks, and you have a climbing speed equal to your walking speed.

MICROBIOME

Starting at 14th level, you can create a microbiome around yourself, mimicking life with psionic energy.

As an action, you project psionic energy out to a distance of 20 feet. The area bursts with psionically constructed moss, fungi, vines and other plant matter, and plant-like pods sprout from the ground. Some of this plant life converges into a *shambling mound* under the control of the DM.

At the start of each of your turns, make a DC 15 Intelligence check. On a success, the *shambling mound* is friendly to you and your allies until the start of your next turn. On a failure, it is hostile to all creatures instead.

This effect lasts while you are concentrating (as if on a spell) for up to 10 minutes, after which the microbiome wilts and crumbles, vanishing as the psionic energy is expended.

Once you have used this feature, you can't use it again until you finish a long rest.

OBEDIENT MANIFESTATION

At 18th level, you tame some of the unpredictable nature of psionically-created creatures.

The DC for your Microbiome becomes 10. Additionally, you can use your bonus action to command a creature created by a psionic manifestation or feature of yours to take a specific action, which it uses its reaction to carry out. A creature cannot use its multiattack, if it has one, via this command.

FLOURISHING CREATION

At 20th level, you have become exceptionally efficient at using your psionic energy to create matter.

When you create a creature or an object with either a psionic manifestation or one of your features, you can choose one of the creatures or objects to create a duplicate of it.



DISCIPLE OF THE KINETICIST

Destructive minds tend to focus their powers into the shape of the kineticist, an explosive user of kinetic force. Psychokinesis powers manipulate energy or tap the power of the mind to produce a desired end. Many of these powers produce interesting visual effects above and beyond the standard secondary display, such as moving, melting, transforming, or blasting a target.

DISCIPLE OF THE KINETICIST MANIFESTATIONS

You can choose from the list of kineticist manifestations, as well as psion manifestations, when you prepare manifestations.

TELEKINETIC MIND

At 1st level, you can use your mind to move and manipulate objects as if you were touching them.

You can attack with kinetic energy as an action, at a range of 60 feet. Make a ranged psionic attack against a creature or object within range that you can see. On a hit, it takes force damage equal to 1d8 plus your Intelligence modifier, and you can move it up to 10 feet in a straight line if it is Huge or smaller. This damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

You can also use your action and spend 1 point of psionic power to lift, hold, catch or throw willing creatures or objects, other than you, that you are not in physical contact with. While you are concentrating (as if on a spell), creatures and objects remain held in place for up to 1 minute. As a bonus action, you can move one held creature or object up to 30 feet.

Ending a turn with an object in a creature's space forces you to let go of the item. Alternatively, you can drop any number of creatures or objects on your turn (no action required by you).

A creature attempting to move something you're holding with this feature must succeed on a Strength check against your discipline save DC or the attempt fails.

Other uses of this feature are limited mostly by your imagination, but your mental prowess limits you as well. The maximum combined weight you can hold at once with this feature equals 15 lbs times your Intelligence score.

INERTIAL SHIELD

Also at 1st level, your kinetic abilities allow you to interrupt and deflect blows against you.

While at least one of your hands are free and you are not wearing a shield, you can use your reaction when you are attacked to gain a +2 bonus to your AC until the start of your next turn. You can use this feature after the attack roll is made, but before determining if the attack hits or misses.

KINETIC FIELD

Starting at 6th level, you can form a kinetic field around yourself which catches and deflects projectiles.

As a reaction, you can deflect a missile when you're hit by a ranged attack. When you do so, the damage you take is reduced by 10 + your Intelligence modifier + your Psion level.

If the damage is reduced to 0 by this feature, you can catch the missile in the air. If caught this way, you can make a ranged psionic attack with it as part of the same reaction. You make this attack with proficiency. The type and damage are the same as the original attack.

INVISIBLE MIGHT

Starting at 10th level, your telekinesis acts as an augment to your physical strength.

You gain proficiency in Strength saving throws, and when a Strength check or saving throw is required, you can add your Intelligence modifier to the result.

TELEKINETIC FLIGHT

Starting at 14th level, your telekinetic control has become precise enough to allow you to carry yourself through the air.

You can use your action to grant yourself a flying speed of 30 feet for 1 hour. You, as well as everything you are carrying, count towards your Telekinetic Mind's weight limit while flying in this manner.

Once you have used this feature, you can't use it again until you finish a long rest.

SAFE FALL

Starting at 18th level, your mind instinctively activates your telekinetic powers, even when you are in danger.

If you are falling, even while unconscious, you safely descend at a rate of 60 feet per round.

UNFETTERED MIND

At 20th level, your telekinetic power has become so great that it has become second nature.

Your Telekinetic Mind no longer requires concentration, and its weight limit is doubled. Additionally, your Telekinetic Flight's speed is now 60 feet, and it has a duration of 8 hours.



DISCIPLE OF THE EGOIST

Disciples of the egoist see physical forms as nothing more than putty housing the mind and soul, and they can manifest abilities which allow them to easily alter those forms. Psychometabolic powers change the physical properties of creatures. Life force is essential to psychometabolism, and those who choose this discipline know that the essence of life provides the basis of every conceivable power.

DISCIPLE OF THE EGOIST MANIFESTATIONS

You can choose from the list of egoist manifestations, as well as psion manifestations, when you prepare manifestations.

ARMOR TRAINING

At 1st level, you gain proficiency with medium armor and shields.

BESTIAL FURY

Also at 1st level, you can manifest psionic claws which drain foes' mental energy and invigorate you with bestial fervor.

As an action, you manifest long claws in a free hand. You are proficient with these claws, which are a melee weapon that deals 1d8 slashing damage. The claws remain until you are incapacitated or you use your bonus action to dismiss them. As part of the action, make a melee weapon attack with the claws against one creature within your reach. This initial attack deals extra damage when you reach certain levels in this class: 1d8 at 5th level, 2d8 at 11th level, and 3d8 at 17th level. At 6th level, your claws become magical and they score a critical hit on a roll of 19 or 20 on the d20.

You can also spend 1 psionic power to use Bestial Fury as a reaction when you take damage from a creature within 5 feet of you, targeting the creature that damaged you. If you hit, you sap some of the target's mental energy, allowing you to reduce your mental fatigue for any level of psionic manifestation by 1, to a minimum of 0.

ENERGY BARRIER

Starting at 6th level, you automatically absorb and convert certain energies into psionic power for yourself.

Once per turn, when you take acid, cold, fire, force, or lightning damage, you can reduce that damage by up to 3, to a minimum of 0, and regain the same amount of psionic power.

You can regain a total amount of psionic power equal to your psion level with this feature. This limit resets when you finish a long rest.

ADAPTIVE BODY

Starting at 10th level, your psionics have permanently replaced some of your biological processes.

You don't need to eat, breathe, or sleep. To benefit from a long rest, you can spend 8 hours engaged in light activity instead of sleeping.

FISSION

At 14th level, you can create a copy of yourself out of psionic energy.

As an action, you shape an illusory duplicate of yourself in an unoccupied space within 5 feet of you. Your duplicate thinks and acts exactly as you do and follows your orders, although it will not do anything you wouldn't do yourself. After 1 hour or when the duplicate reaches 0 hit points, it crumbles away. Your duplicate has statistics matching yours and duplicates of your equipment, but duplicated equipment loses any magical properties its original has. If your duplicate ever loses physical contact with a duplicated piece of equipment, it crumbles and disappears. In combat, you roll initiative for the duplicate and control it on its turns.

Your duplicate has half of your hit points, the same amount of psionic power as you (after spending the psionic power for this manifestation) and other physical traits you had at the time it was manifested. Spells and other effects affecting you when you activate this manifestation are not duplicated.

Once you have used this feature, you can't use it again until you finish a long rest.

ENERGY CONVERSION

Starting at 18th level, you can convert energy absorbed by your barrier into offensive power.

When your Energy Barrier absorbs damage, the same amount of points are added to your energy conversion pool. The pool has a maximum of 30 points, and you can use your bonus action and expend all the points in the pool to cause your next attack that hits before the end of your turn to deal extra cold, fire or lightning damage (your choice) equal to the number of points spent.

PERFECT TRANSFORMATION

At 20th level, you can use psionic energy to transform yourself into other creatures.

You can replicate the *shapechange* spell as a 9th-level psionic manifestation.

DISCIPLE OF THE NOMAD

Disciples of the nomad are an avidly curious subset of psions, who derive discipline from the long journeys they take in life. Psychoportation powers move the manifester, an object, or another creature through space and time. At its heart, this discipline requires a succinct, gut-level understanding of the structure of reality. Those who become disciples of the nomad try the impossible, and sometimes succeed.

DISCIPLE OF THE NOMAD MANIFESTATIONS

You can choose from the list of nomad manifestations, as well as psion manifestations, when you prepare manifestations.

PHASING STRIKE

At 1st level, you can strike an enemy with psionic energy, which surges into their body and mind.

As an action, you hurl an orb of sonic energy. Make a ranged psionic attack against a creature within 60 feet of you that you can see. On a hit, you deal thunder damage equal 1d8 plus your Intelligence modifier, as the orb bursts on contact. This damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

If you hit a creature, you can spend 1 point of psionic power to force it to make a Charisma saving throw. On a failure, the creature's next attack or effect that targets you before the end of your next turn is hampered, as psionic energy partially phases out the effect. It makes its first attack roll against you with disadvantage, or if you must make a saving throw against one of its effects, you make the first one with advantage.



SKATE

Also at 1st level, you and those around you can slide along solid ground as if on ice.

As an action, you and willing creatures you designate within 30 feet of you can start or stop psionically skating. You maintain equilibrium during this effect by mental will alone, allowing graceful skating along the ground, turning, or stopping with ease. While this effect is active, affected creatures ignore difficult terrain, attack rolls against them are made with advantage, and they can skate up or down any incline or decline they can normally walk upon, though skating up an incline costs 1 extra foot of movement for every foot moved, while skating down a decline costs 1 foot of movement for every 2 feet moved.

THERE AND BACK AGAIN

Starting at 6th level, you can instinctively dodge out of the way of certain area effects, such as a red dragon's fiery breath or an Ice Storm spell, by partially phasing your body to a different location. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

AGILE DEFENSE

Starting at 10th level, you have learned a teleportation trick that allows you to appear as if you are in two places at once.

You can use your bonus action to take the Dodge action.

PHASE DOOR

Starting at 14th level, you can create an ethereal passage through most walls, allowing you to phase through them.

As an action, you touch a wall of wooden, plaster, or stone material and use psionic energy to create a phase door. A phase door can only penetrate walls that are 5 feet deep or less. The phase door is invisible and usually inaccessible to all creatures except you. The door does not allow light, sound, psionic effects, or spell effects through it, nor can you see through it without using it. True seeing psionics or magical effects reveal a phase door but do not allow its use.

Creatures other than you can only use the phase door if they meet one or more triggering conditions, which you set when you create the door. The conditions can be based on a creature's name, identity, or alignment, but otherwise must be based on observable, tangible actions or qualities.

A creature using a phase door disappears when it enters and appears when it exits, but it can stop inside the passage if there is room. A phase door takes a straight path through a wall, exiting at the closest 5-foot-by-5-foot space available.

A phase door can be used six times before its psionic energy disperses and fades, ending the effect. Each creature, including yourself, consumes one use of the door each time they pass through. Anyone within the passage when its effect ends is harmlessly ejected back to the entrance it used.

Once you have used this feature, you can't use it again until you finish a long rest.

EFFORTLESS JOURNEY

Starting at 18th level, teleportation has become so natural to you that you can do it with little effort.

Teleportation becomes a movement option for you. Each foot that you teleport costs 1 foot of your movement speed. If you attempt to teleport into an occupied space, you are instead shunted to the nearest unoccupied space, and your speed becomes 0 until the start of your next turn.



PHASE PASSAGE

At 20th level, the effects of your phase door become permanent, and you can pierce almost any material with it.

When you use your Phase Door, it can penetrate any non-magical material, and it can be used an unlimited amount of times. If you wish to dispel a Phase Door you created, you can use your action and touch it to end the effect.

DISCIPLE OF THE TELEPATH

Psion disciples of the telepath shed nearly all pretenses from themselves, focused on the machinery at work within the mind. Telepathy powers can spy on and affect the minds of others, influencing or controlling their behavior. All telepathic powers are mind-affecting, and types such as charms and compulsions grant influence over a subjected creature.

DISCIPLE OF THE TELEPATH MANIFESTATIONS

You can choose from the list of telepath manifestations, as well as psion manifestations, when you prepare manifestations.

PSYCHIC PRESSURE

At 1st level, you can telepathically assault the mind of a creature, bending it to your will.

As an action, you can overpower the mind of a creature you can see within range of your telepathy. The target makes an Intelligence saving throw against your discipline save DC, taking psychic damage equal to 1d8 plus your Intelligence modifier on a failure, or half on a success. This damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

If it failed the save, you can then spend 1 point of psionic power to telepathically speak a one-word command to the creature, which it must follow on its next turn. It does not follow the command if the 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 DM determines how the target behaves. If the target can't follow your command, the command is ignored.

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

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

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

Grovel. The target falls prone and 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.

SEEPING THOUGHT

Also at 1st level, when you are in close proximity with a creature, inklings of its thought leak out of its mind, which you can sense.

After each full minute you spend actively talking to a creature within range of your telepathy, the DM gives a one-word summary of its most prevalent thought.

SEIZE MIND

Starting at 6th level, you can telepathically divert a creature's focus when it attempts to affect your mind, protecting yourself from the effect.

When a creature you can see within range of your telepathy forces you to make an Intelligence, Wisdom, or Charisma saving throw, you can use your reaction to add your Intelligence modifier to the result.

MIND-LINK

Starting at 10th level, you can create a telepathic link that persists over great distances.

Using your action, you create a telepathic link between you and a creature you can see within range of your telepathy. An unwilling creature can make an Intelligence saving throw to resist the effect. This link persists indefinitely and over any distance, but it ends if you use your action to break the link or if you are on different planes of existence.

While linked via this feature, you and the creature can communicate telepathically through the link, and you can use your action to see, hear, and smell through the other's senses. While using these linked senses, your body is blinded, deafened, your speed is set to 0, you can't use bonus actions or reactions, and you can use your action only to return to your own senses.

You can have a maximum of five creatures linked with you at a time via this feature.

DOMINATE MIND

Starting at 14th level, you can embed a portion of your will into another creature's mind, allowing you to control it.

As an action, you can force a creature that you can see within range of your telepathy to make an Intelligence saving throw. On a failure, you gain an overwhelming influence over it while you concentrate (as if on a spell) for up to 10 minutes. You can only have one creature under this effect at any time.

While a creature is under this effect and within range of your telepathy, you can use your action to command it to take any action, general or specific, which it must follow. If you issue a command that is directly harmful to it, it ignores the command. If a target is not commanded on a turn, it will behave normally.

Each time the target receives a command from you, it makes a new Intelligence saving throw after following the command, ending the effect on a success. Creatures with telepathy have advantage on the saving throw.

Once a creature has succeeded on its saving throw or the effects of this feature have ended for the creature, it is immune to Dominate Mind for 24 hours.

Once you have used this feature, you can't use it again until you finish a long rest.

TELEPATHIC FIELD

At 18th level, your telepathic powers project even further, allowing you to reach distant minds.

The range of your telepathy increases to 90 feet.

UNBREAKABLE WILL

At 20th level, your focus is so keen that you can have multiple creatures bend to your will at the same time.

Your Dominate Mind feature gains the following properties:

- It lasts until the creature is killed or succeeds a saving throw against its effects, without requiring concentration.
- You can command any number of creatures under your control, instead of just one.
- You can have any number of creatures under the effect of Dominate Mind as long as the total CR of all affected creatures is 20 or lower. If you try to use Dominate Mind on a creature that would raise the total CR above 20, it fails, and all creatures currently affected by Dominate Mind can make an Intelligence saving throw to break free. The CR limit does not apply if you only have one creature under the effect of Dominate Mind.

ARCANE TRADITIONS

At 2nd level, a wizard gains the Arcane Tradition feature. Below is a new option for the feature: Metapsionics.

METAPSIONICS

Metapsionics is the study of understanding and emulating the unusual abilities of psionics through magic. Wizards who master this arcane tradition gain a glimpse into the world of psychic creatures - often a humbling and enlightening experience which teaches them something fundamentally important about the makeup of magic and psionics alike.

PSIONICS STUDY

At 2nd level, you can choose from the psion manifestation list, in addition to the wizard spell list, when you learn a new wizard spell. Manifestations you learn in this way count as wizard spells for you instead of psionic manifestations, and they don't require components to cast.

Additionally, when a psionic manifestation is invoked within 60 feet of you, you can make an Intelligence (Arcana) check against DC 10 + the manifestation's level. On a success, you know the name of the manifestation that was invoked, and you know its mental discipline.

EXTENSION OF MIND

Also at 2nd level, your technique of marrying spellcasting and psionics creates a temporary area of psionic influence around you while you concentrate.

While you concentrate on a wizard spell, an aura of influence extends outward from you to a distance of 30 feet, ignoring cover, which moves with you. You can communicate telepathically with any creature inside the aura. A creature understands your telepathic speech if it speaks at least one language, and it can deliver telepathic replies in a way you understand. Creatures within this aura also have disadvantage on Wisdom saving throws against your wizard spells.

FOCUS REINFORCEMENT

At 6th level, your mental focus has increased, allowing you to remain concentrated through greater pain. When you fail a concentration check, you can choose to succeed instead.

Once you've used this feature, you can't use it again until you finish a short or long rest.

SHARPENED MIND

At 10th level, your study of psionics subtly alters your mind such that you can easily perceive slight fluctuations in the minds of others.

You can add your Intelligence modifier to Wisdom (Insight) checks you make against creatures that can't use psionics. Also, whenever you successfully discern that a creature is lying to you, that creature takes psychic damage equal to your Intelligence modifier.

CONDUIT MANIPULATION

At 14th level, you can briefly focus on using psionics to reshape effects as they occur around you.

Whenever a spell is cast or a manifestation is invoked by another creature within 120 feet of you, if the spell or manifestation affects an area, you can use your reaction to increase or decrease the area's size. An area can't be reduced below 5 feet with this feature. You can modify an area in one of the following ways:

- If the area is a cone, you can modify it by up to 20 feet.
- If the area is a radius, you can modify it by up to 10 feet.
- If the area is a cube or a cylinder, you can modify one of the dimensions, other than the radius, by up to 30 feet.
- If the area is a line, you can modify its length by up to 60 feet.



DIVINE DOMAINS

At 1st level, a cleric gains the Divine Domain feature. Below is a new option for the feature: Mind.

MIND

Clerics of the mind domain channel the powers of the divine through psionic power, granted to them by their faith. These practitioners can call upon the magic of the divine, as well as project the authority of their faith's domain using their mind, rather than channeling their power into manifestations. Deities such as Auppenser, Deneir and even those like Ilsensine and Sseth call upon clerics of this domain.

MIND DOMAIN SPELLS

Cleric Level	Spells
1st	<i>dissonant whispers</i> , <i>Tenser's floating disk</i>
3rd	<i>detect thoughts</i> , <i>mind spike</i> ^{XGtE}
5th	<i>hypnotic pattern</i> , <i>tongues</i>
7th	<i>hallucinatory terrain</i> , <i>phantasmal killer</i>
9th	<i>Rary's telepathic bond</i> , <i>synaptic static</i> ^{XGtE}

BONUS PROFICIENCIES

At 1st level, you gain proficiency with heavy armor and martial weapons.

PSYCHIC AURA

Also at 1st level, the psionic energy channeling through you manifests as an aura, which bolsters you and your allies' abilities. This aura projects outward in a 10-foot radius around you, ignoring cover, and moves with you. The aura is disabled while you are unconscious. You and creatures of your choice within the aura can add your Wisdom modifier to their initiative rolls.

Also, when a creature within the aura other than you makes a Wisdom (Perception) check, you can use your reaction to grant a +4 bonus to the check. You can do so before or after rolling the d20, but before the GM determines the outcome of the check. You can use this reaction a number of times equal to your Wisdom modifier, and expended uses are replenished when you finish a long rest.

At 17th level, the radius of this aura increases to 30 feet and creatures of your choice within the aura can add a +2 bonus to their attack and damage rolls, as well as to their AC.

CHANNEL DIVINITY: DEITY'S MANTLE

At 2nd level, you can use your Channel Divinity to create a psionic mantle around yourself, infused with your prayers that beseech your deity for aid.

As an action, you don a mantle of flowing, intangible psionic energy for 10 minutes. This mantle grants one of the following benefits of your choice when you use this Channel Divinity option:

- You have advantage on saving throws against effects imposed by celestials, fiends, and fey.
- You have a +5 bonus to Strength and Dexterity checks you make.
- You can communicate telepathically with up to 5 willing allies of your choice while you are on the same plane of existence. Chosen allies understand your telepathic speech and can telepathically reply in a way you understand.
- Your weapon attacks become magical and deal psychic damage instead of their normal damage type.
- You gain temporary hit points equal to 5 + two per each of your cleric levels, which last until this effect ends.

DIVINE GRACE

At 6th level, your faith provides you divine protection while you wear your deity's mantle.

While your Deity's Mantle is active, you can add your Wisdom modifier to all saving throws you make.



DIVINE STRIKE

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

MARTIAL ARCHETYPES

At 3rd level, a fighter gains the Martial Archetype feature. Below is a new option for the feature: Ardent.

ARDENT

Ardents are fiercely driven psionic fighters that center their personalities around certain inevitable philosophies, rather than honing the discipline of their minds. Universal truths afford power to these psionically talented warriors, who train their mind and body in accordance with a lifetime of understanding and personal experiences. Ardents are driven by emotion towards goals that align with their philosophies, as their conviction leads them to ever greater understanding and, subsequently, power.

ARDENT INEVITABILITY

At 3rd level, your dedication towards embracing an inevitable facet of the universe begins to manifest as psionic power. You embrace two of the options listed under "Ardent Inevitabilities" below. You embrace another option at 10th and 18th level in this class.

Your first choice of ardent inevitability becomes your focus. While you are focused on an inevitability, you have the benefits listed under that option. You can only focus on one inevitability at a time, and you can change your focus to another inevitability option that you know when you finish a long rest.

PSIONICS

Also at 3rd level, the psionic well of power you draw upon through your focus on philosophy allows you to learn psionic manifestations.

PSIONIC TALENTS

You learn three talents of your choice from the psion manifestation list. You learn an additional psion talent of your choice at 10th level.

LEARNING MANIFESTATIONS

You know two psion manifestations of your choice, and one manifestation of your choice from any manifestation list. The Ardent Psionics table shows when you learn more manifestations of 1st level or higher. Each manifestation must be chosen from the psion manifestation list, and must be of a level no greater than that shown in the Manifestation Level Limit column for your fighter level.

At 8th, 14th, and 20th levels in this class, the manifestations you choose can come from any manifestation list.

Whenever you gain a level in this class, you can replace one of the manifestations you know with another manifestation of your choice. The new manifestation must be of a level no greater than that shown in the Manifestation Level Limit column for your fighter level, and it must be a psion manifestation, unless you're replacing the manifestation you gained at 3rd, 8th, 14th, or 20th level from any manifestation list.

PSIONIC POWER

The Ardent Psionics table shows how much psionic power you have to invoke your manifestations of 1st level and higher. To invoke one of these manifestations, you must expend psionic power equal to the manifestation's level when you invoked it. You regain all expended psionic power when you finish a long rest.

For example, if you are a level 8 fighter and you know the 1st-level manifestation *psidarts*, you can spend 1 psionic power to invoke *psidarts* at 1st level or 2 psionic power to invoke *psidarts* at 2nd level. There is a limit to the amount of psionic power you can sustain at a time; you can't invoke a manifestation if its psionic power cost is greater than your Psionic Power Limit.

MENTAL FATIGUE

Each time you use a psionic manifestation, you incur some amount of mental fatigue. Mental fatigue causes additional stress when repeatedly invoking similar psionic manifestations.

Whenever you invoke a psionic manifestation, you gain one level of mental fatigue for the level at which you invoked the manifestation. Each time you gain mental fatigue, the psionic power cost to activate manifestations of that level increases by one. For example, the first time you invoke the *ethereal weapon* manifestation after finishing a long rest, it costs 1 point of psionic power, and your mental fatigue level for 1st level manifestations increases to 1. Subsequently, if you invoke *psidarts* or any other 1st level manifestation, its psionic power cost is 2, and your mental fatigue level increases to 2.

Once you have accumulated 4 levels of mental fatigue for a given manifestation level, your mind adapts to the task, and you no longer gain mental fatigue for that manifestation level until your fatigue is reduced below 4. Your mental fatigue for all manifestation levels returns to 0 when you finish a long rest.

PSIONIC ABILITY

Intelligence is your ability for your psionic manifestations, since they are created out of psionic energy and shaped by your mind. You use your Intelligence whenever a talent or manifestation refers to your psionic ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a psionic talent or manifestation you use and when making an attack roll with one.

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

Psionic attack modifier = your proficiency bonus + your Intelligence modifier





ARDENT PSIONICS

Fighter Level	Talents Known	Manifestations Known	Psionic Power	Psionic Power Limit	Manifestation Level Limit
3rd	3	3	3	2	1st
4th	3	4	6	3	1st
5th	3	4	6	3	1st
6th	3	4	6	3	1st
7th	3	5	15	3	2nd
8th	3	6	15	3	2nd
9th	3	6	15	3	2nd
10th	4	7	19	4	2nd
11th	4	8	19	4	2nd
12th	4	8	19	4	2nd
13th	4	9	26	4	3rd
14th	4	10	26	4	3rd
15th	4	10	26	4	3rd
16th	4	11	31	5	3rd
17th	4	11	31	5	3rd
18th	4	11	31	5	3rd
19th	4	12	35	5	4th
20th	4	13	35	5	4th

PSI-STRIKE

At 7th level, you learn to concentrate your psionic energy into a single, powerful strike.

As a bonus action, you can spend an amount of psionic power up to your psionic power limit in order to add extra psychic damage equal to two times the amount of psionic power spent to your next weapon attack that hits. This bonus is wasted if not used by the end of your turn.

BASTILLE OF EMOTION

At 15th level, you have developed such a strong connection with the philosophies of the universe that you can touch the emotions of those around you.

As an action, you open your senses to read the emotional state of all creatures within 60 feet of you. You learn the basic emotional states of each creature within range that you can see - these can be states such as happy, sad, excited, distressed, brave, fearful, loved, hated, angry, or calm, for example.

When you use this action, you can also force one affected creature to make a Wisdom saving throw against your psionic save DC. On a failed save, you can change that creature's basic emotional state. When you do, you can cause it to stop feeling one of its current emotions of your choice and to start feeling another one of your choice. The creature is not aware that you attempted to manipulate its emotions in this way. A creature that succeeds its saving throw becomes immune to this effect for 1 hour.

ARDENT INEVITABILITIES

The inevitabilities are listed in alphabetical order.

Conflict and Justice. You can deal extra damage equal to your Intelligence modifier when you score a critical hit, and when you are hit with a melee attack, your attacker takes psychic damage equal to your Intelligence modifier.

Creation and Destruction. You can add your Intelligence modifier to the total amount healed whenever you roll a hit die during a short rest, and your weapon attacks deal maximum damage against objects, rather than rolling.

Death and Life. You can add your Intelligence modifier to your death saving throws, and you have advantage on Wisdom (Medicine) checks to stabilize others.

Fate and Freedom. When you finish a long rest, roll a d20 and record the result (you can't have more than one result recorded at a time.) When you roll initiative, you can choose to replace the d20 result with the recorded number. Also, you have advantage on Strength and Dexterity checks made to escape effects that grapple or restrain you.

Light and Darkness. You gain darkvision to a distance of 60 feet. If you already have darkvision, its range increases by 30 feet instead.

Law and Chaos. You have advantage on saving throws against being charmed or frightened.

MONASTIC TRADITIONS

At 3rd level, a monk gains the Monastic Tradition feature. Below is a new option for the feature: the Way of the Lurker.

WAY OF THE LURKER

Monks of the way of the lurker, also known as lurks, combine their spiritual abilities with their innate psionic talents. Due to the exceptional level of control lurks enact over themselves, these monks most often display an unearthly serenity. Their talents lend well to becoming assassins or envoys, as they are exceptionally suited to thwarting both magic and psionics alike. However, lurks usually have a strong moral code; as such, while their abilities are exceptionally desirable, their services may be hard sought as they will generally only fight for a cause they believe is right.

LURK AUGMENT

When you choose this tradition at 3rd level, you combine psionics and ki to draw energy from others, sapping their abilities and wracking their bodies with pain.

You gain one augmentation from the list of Lurk Augmentations below, which are methods of producing psionics-laden ki abilities. You gain one more as you gain levels in this class: 6th level, 11th level, and 17th level. Some augmentations require you to reach a certain level before you can learn them. If an augmentation lists a level as a prerequisite, it refers to your level in this class.

Whenever you gain a new augmentation, you can also replace one augmentation you know with another one. You must meet the prerequisites, if any, for your new choice.

SUPERNATURAL SENSE

Also at 3rd level, your senses are keen to the use of magic and psionics, allowing you to detect their use at a moment's notice.

You know whenever a manifestation is invoked or a spell is cast within 120 feet of you. This feature doesn't reveal any other information about the manifestation or spell.

PRECOGNITIVE FOCUS

At 6th level, whenever you roll initiative, you can add your Wisdom modifier to the result. Additionally, the first attack roll made against you during each combat is rolled with disadvantage.

FLOW INTERRUPTION

At 11th level, your strikes cut off the flow of both magic and psionics in your target. Once per turn when you hit with a melee weapon attack, you can spend 2 ki points to choose one manifestation or spell affecting the target. Make a Wisdom check (DC 10 + the manifestation or spell's level); on a successful check, the manifestation or spell ends.

STYGIAN SHOCK

At 17th level, your strikes temporarily banish your foes, shredding their essence as your ki rips them apart from within.

You can use your bonus action and expend 3 ki points to choose one of the creatures you hit with a melee weapon attack this turn. That creature must succeed on a Charisma saving throw or take 4d10 force damage and be banished to the border ethereal for 1 minute. While banished in this way, a creature takes 2d10 force damage at the start of each of its turns.

An affected creature can repeat the saving throw at the end of each of its turns, returning to the location that it departed from on a successful save.

LURK AUGMENTATIONS

The augmentations are listed in alphabetical order.

Deceptive Strike (11th Level). When you make a melee weapon attack with advantage, you can reroll each of the damage dice for the attack once and use the new roll. Additionally, you can spend 2 ki points when you attack a creature to treat the target's AC as though it were 10 + its Dexterity modifier for that attack. You must do so before making the attack roll.

Ghostly Touch (6th Level). Your unarmed strikes ignore half and three-quarters cover. Additionally, you can spend 1 ki point when you make an unarmed strike to increase your reach by 5 feet and ignore full cover for that attack.

Mental Assault (11th Level). When a creature fails its saving throw for your stunning strike, it takes psychic damage equal to your Wisdom modifier. Additionally, you can spend 2 ki points when you hit a creature with a weapon attack to waste one of the target's spell slots of the lowest level available (if it has spell slots) and waste 3 points of its psionic power (if it is psionic).

Psionic Thrust. You can choose to deal piercing damage with your unarmed strikes, instead of bludgeoning damage. Additionally, when you hit with a melee weapon attack, you can spend a number ki points no greater than half your monk level (rounded up) to cause the attack to deal 1d10 extra psychic damage for every ki point spent.

Solid Strike (6th Level). Your unarmed strikes ignore resistance to bludgeoning, piercing and slashing damage. Additionally, you can spend 1 ki point when you use your Flurry of Blows to gain a +1 bonus to your attack and damage rolls with your unarmed strikes until the end of your turn.

Synaptic Disconnect (17th Level). When you score a critical hit with a melee weapon attack against a creature, that creature's speed is halved and it can't take reactions until the start of your next turn. If you also spend 2 ki points, the target can take its action or bonus action, not both, until the start of your next turn.

Unfocusing Strike. When you take the Attack action - attacking only one creature with the entire action - and you hit at least once, that creature can't begin concentrating on manifestations or spells until the end of your next turn. Additionally, you can spend 1 ki point when you force a creature to make concentration check; if you do, the creature makes its check with disadvantage.



PRIMAL PATHS

At 3rd level, a barbarian gains the Primal Path feature. Below is a new option for the feature: the Path of the Psychic Warrior.

PATH OF THE PSYCHIC WARRIOR

Psychic warriors are naturally talented psionic barbarians who forego any mental training in favor of letting their psionics run wild. These warriors are as unpredictable as they are powerful, for even with a low level of mastery, they can channel limited, but powerful effects while simultaneously posing great physical threat.



UNREFINED PSIONICS

At 3rd level, your latent psionic abilities begin to express themselves in unrefined ways, becoming particularly volatile while you rage.

You know two talents of your choice from the psion manifestation list. You learn one additional psion talent of your choice at 10th level. Your psionic ability for these talents is Constitution.

While you are raging, you can invoke a psionic talent as a bonus action. When you do, if you invoke a talent that deals damage, you take half the damage dealt by the talent; otherwise, you take psychic damage equal to half your barbarian level.

RAGING MINDSTORM

At 6th level, you unleash wild psionic energy while raging, which rotates around you like frenzied blades.

While raging, ranged attacks against you have disadvantage, and any creature that touches you takes psychic damage equal to your Constitution modifier.

SEEDS OF RAGE

At 10th level, you can convert your rage into a mental wave that draws rage out of others and inhibits their ability to focus.

As an action while you're raging, you can end your rage early to force any amount of creatures of your choice within 30 feet of you to make a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Constitution modifier). On a failed save, an affected creature takes 4d8 psychic damage, and it can't concentrate on manifestations, spells, or other effects for 1 minute, as a growing rage inhibits its ability to focus.

Once you've used this feature, you can't use it again until you finish a long rest.

METABOLIC INSTABILITY

At 14th level, your unstable psionic ability has grown to a point where it affects your physical form.

When you start raging, roll a d4 and consult the table below. You gain the effects of the psionic manifestation for the number you rolled until your rage ends. Your psionics ability is Constitution for manifestations invoked in this way.

d4 Result	Manifestation
1	<i>iron durability</i>
2	<i>giant limbs</i>
3	<i>corrosive metabolism</i>
4	<i>bestial transformation</i>

RANGER ARCHETYPES

At 3rd level, a ranger gains the Ranger Archetype feature. Below is a new option for the feature: the Mindstalker.

MINDSTALKER

Never faltering in their task, the mindstalker is a fierce hunter of psionic aberrations. Armed with the same psionic ability that many of these aberrations use to take advantage of their prey, these rangers relentlessly seek their targets, turning a careless predator into unsuspecting quarry. Those wary enough to know of a mindstalker's existence and skill set wisely respect them, and often fear them.

MINDSTALKER MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Mindstalker Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

MINDSTALKER SPELLS

Ranger Level	Spell
3rd	<i>command</i>
5th	<i>mind spike</i> ^{XGE}
9th	<i>sending</i>
13th	<i>confusion</i>
17th	<i>geas</i>

EGO PIERCER

At 3rd level, you can imbue your strikes with psionic energy that seeps through wounds and strikes at the mind.

You can use your bonus action to cause your next weapon attack that hits before the end of the turn to deal an extra 1d8 psychic damage. If a creature capable of telepathy takes this damage, it must succeed on a Wisdom saving throw against your spell save DC or be frightened of you until the start of your next turn.

EMPATH SENSE

Also at 3rd level, your mind is keenly tuned to detect the presence of other psionic beings.

You know whenever a creature speaks via telepathy while within 60 feet of you. Also, you can use your action to attempt to weed out the presence of telepathic creatures within 300 feet of you. Any creature within range that is capable of telepathy must succeed on a Charisma saving throw against your spell save DC or you become aware of its presence and its distance away from you. Once you've used this action, you must finish a short or long rest before you can use it again.

LUCID BUFFER

At 7th level, your consciousness is firmly rooted, making it difficult to control you. You have advantage on saving throws against being charmed, frightened, and stunned.

CEREBRAL BLIND

At 11th level, you slip into the blind spot of minds attempting to divine you, becoming an undetectable presence.

When any manifestations, spells, or other effects attempt to divine information about you or your location - such as the *arcane eye*, *locate creature*, or *scrying* spells, or the manifestations *find creature*, *view aura*, or *unwavering eye* - the attempts fail if you are the target, and you are invisible to sensors created by these effects.

BLAST FEEDBACK

At 15th level, afflictions of the mind have little effect on you, and you can even turn certain effects back onto your attackers.

You have resistance to psychic damage, and whenever a creature forces you to make an Intelligence saving throw for a manifestation, spell, or effect, your mind partially reflects the assault, forcing the originating creature to also make the saving throw or suffer the same effects it is attempting to inflict upon you.



ROGUISH ARCHETYPES

At 3rd level, a rogue gains the Roguish Archetype feature. Below is a new option for the feature: the Soulknife.

SOULKNIFE

Armed with a mind as sharp as it is deadly, the soulknife is a violent force of psionic lethality. These psionic rogues craft beautiful blades from their mental energy, preferring to hone their natural abilities into a sharp, killing edge, rather than study the inner workings of the universe. A soulknife takes great pride in the design and perfection of their psionic weaponry, often crafting a personal, signature aesthetic into any weapons they create.

MIND BLADE

At 3rd level, you can create a semisolid blade of psychic energy, distilled from your mind.

As a bonus action, you can create a weapon that flows with mental energy, a mind blade, in one of your free hands. This weapon takes the form of a dagger, a longsword, a rapier or a shortsword (your choice), using the same statistics as the chosen weapon except that it has the finesse and thrown (30/120) properties. You can never be disarmed of your mind blade unless you choose to be, and it functions even in a *null psionics* field. If you let go of your mind blade, it disappears at the end of the turn.

When you Sneak Attack a creature with your mind blade, you can choose to deal psychic damage with the Sneak Attack.

Your mind blade gains a +1 bonus to its attack and damage rolls at 9th level in this class, and this bonus becomes a +2 at 17th level.

SOULKNIFE PSIONICS

Rogue Level	Talents Known	Manifestations Known	Psionic Power	Psionic Power Limit	Manifestation Level Limit
3rd	3	3	3	2	1st
4th	3	4	6	3	1st
5th	3	4	6	3	1st
6th	3	4	6	3	1st
7th	3	5	15	3	2nd
8th	3	6	15	3	2nd
9th	3	6	15	3	2nd
10th	4	7	19	4	2nd
11th	4	8	19	4	2nd
12th	4	8	19	4	2nd
13th	4	9	26	4	3rd
14th	4	10	26	4	3rd
15th	4	10	26	4	3rd
16th	4	11	31	5	3rd
17th	4	11	31	5	3rd
18th	4	11	31	5	3rd
19th	4	12	35	5	4th
20th	4	13	35	5	4th

PSIONICS

Also at 3rd level, your psionic power, honed by your focus on perfecting your psionic weaponry, allows you to learn certain psionic manifestations.

PSIONIC TALENTS

You learn three talents of your choice from the psion or nomad manifestation lists. You learn an additional talent of your choice from one of these lists at 10th level.

LEARNING MANIFESTATIONS

You know two psion manifestations of your choice, and one nomad manifestation of your choice. The Soulknife Psionics table shows when you learn more manifestations of 1st level or higher. Each manifestation must be chosen from the psion manifestation list, and must be of a level no greater than that shown in the Manifestation Level Limit column for your fighter level.

At 8th, 14th, and 20th levels in this class, the manifestations you choose can come from the nomad manifestation list.

Whenever you gain a level in this class, you can replace one of the manifestations you know with another manifestation of your choice. The new manifestation must be of a level no greater than that shown in the Manifestation Level Limit column for your fighter level, and it must be a psion manifestation, unless you're replacing the nomad manifestation you gained at 3rd, 8th, 14th, or 20th level.

PSIONIC POWER

The Soulknife Psionics table shows how much psionic power you have to invoke your manifestations of 1st level and higher. To invoke one of these manifestations, you must expend psionic power equal to the manifestation's level when you invoked it. You regain all expended psionic power when you finish a long rest.

For example, if you are a level 8 rogue and you know the 1st-level manifestation *psidarts*, you can spend 1 psionic power to invoke *psidarts* at 1st level or 2 psionic power to invoke *psidarts* at 2nd level. There is a limit to the amount of psionic power you can sustain at a time; you can't invoke a manifestation if its psionic power cost is greater than your Psionic Power Limit.



MENTAL FATIGUE

Each time you use a psionic manifestation, you incur some amount of mental fatigue. Mental fatigue causes additional stress when repeatedly invoking similar psionic manifestations.

Whenever you invoke a psionic manifestation, you gain one level of mental fatigue for the level at which you invoked the manifestation. Each time you gain mental fatigue, the psionic power cost to activate manifestations of that level increases by one. For example, the first time you invoke the *ethereal weapon* manifestation after finishing a long rest, it costs 1 point of psionic power, and your mental fatigue level for 1st level manifestations increases to 1. Subsequently, if you invoke *psidarts* or any other 1st level manifestation, its psionic power cost is 2, and your mental fatigue level increases to 2.

Once you have accumulated 4 levels of mental fatigue for a given manifestation level, your mind adapts to the task, and you no longer gain mental fatigue for that manifestation level until your fatigue is reduced below 4. Your mental fatigue for all manifestation levels returns to 0 when you finish a long rest.

PSIONIC ABILITY

Intelligence is your ability for your psionic manifestations, since they are created out of psionic energy and shaped by your mind. You use your Intelligence whenever a talent or manifestation refers to your psionic ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a psionic talent or manifestation you use and when making an attack roll with one.

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

Psionic attack modifier = your proficiency bonus + your Intelligence modifier

SPEED OF THOUGHT

At 9th level, your sharp focus hastens your body's responses and heightens your mental acuity. Your speed increases by 10 feet, and you have advantage on ability checks to recall information you've learned.

BLADEWIND

Starting at 13th level, you can fragment your mind blade into multiple smaller weapons, each striking at a creature near you.

As an action while you're wielding your mind blade, you can split the blade into multiple weapons, using them to make a melee psionic attack against each creature within 5 feet of you. On a hit, a creature takes 1d6 psychic damage, and you can add an extra number of d6s to the damage; each d6 you add in this way subtracts from your total Sneak Attack damage, and you can distribute these d6s among each of the creatures you hit until you've spent the total number of d6s you have for your Sneak Attack.

KNIFE TO THE SOUL

Starting at 17th level, when you Sneak Attack a creature with your mind blade, you can choose to forego any number of d6s from your Sneak Attack's damage in order to deal Intelligence, Wisdom, or Charisma damage to the creature (your choice). The target must succeed on a Constitution saving throw or have the chosen ability score reduced by 1 for each d6 you forfeited, which lasts until the creature finishes a long rest.

This feature can't reduce a creature's ability scores by more than the total number of d6s you have for your Sneak Attack.



SORCEROUS ORIGINS

At 1st level, a sorcerer chooses its Sorcerous Origin. Below is an additional option for the feature: Wilder.

WILDER

A stark contrast to the psion, the wilder draws upon raw emotion to fuel both psionic and magical abilities. These unique creatures command a mixture of powerful abilities, often in an overwhelming and confusing capacity. As such, wilders can glimpse power far beyond their normal means, if only for a brief moment, and at perilous risk. Wilders seek adventure, as it is an opportunity for them to hone their emotion-shaped powers, as well as to put their skills to the test. For a wilder, every surge of emotion is both a euphoria and an epiphany.

VARIANT: WILDER ORIGIN SPELLS

You learn an additional spell when you reach certain levels in this class. These spells count as a sorcerer spells for you, but don't count against the number of sorcerer spells you know.

Sorcerer Level	Spell
1st	<i>heroism</i>
3rd	<i>calm emotions</i>
5th	<i>enemies abound</i> ^{XGtE}
7th	<i>compulsion</i>
9th	<i>dream</i>
11th	<i>otto's irresistible dance</i>

NATURAL KINSHIP

At 1st level, psionic energy naturally flows out of you, subtly influencing the behavior of others you meet.

If you are within 10 feet of a creature when you speak to it for the first time, that creature feels an implacable bond of kinship with you. This bond makes the creature treat you as a friend, rather than a neutral acquaintance. The GM decides the extent of this benefit, and while it typically doesn't mean the creature will afford you special favors, it becomes easier for you to befriend the creature. This feature has no effect on a creature that is already hostile to you before you meet it.

WILDER PSIONICS

Also at 1st level, you can choose from the telepath manifestation list, in addition to the sorcerer spell list, when you learn a new sorcerer spell. Manifestations you learn in this way count as sorcerer spells for you instead of psionic manifestations, and they don't require components to cast.

EMOTION SURGE

At 6th level, embracing a heightened emotional state allows your spells to flare with additional power.

When you cast a sorcerer spell of 1st level or higher, you can spend any number of sorcery points to surge with emotion, empowering the spell. If you do, the spell's level increases by the same number of levels as the amount of sorcery points you spent, up to the maximum spell slot level available for your sorcerer level. After augmenting a spell in this way, you must succeed on a Constitution saving throw (DC 8 + the spell level at which the spell was cast) or be stunned until the start of your next turn.

ELUSIVE INTUITION

At 14th level, your emotional surges enhance your intuition, turning the emotional state of others into a clear indicator of their actions.

After you use your Emotion Surge, melee attacks against you have disadvantage until the end of your next turn.

SURGING EUPHORIA

At 18th level, your surges of emotion trigger a euphoric state within you, boosting your endurance and your spells.

When you use your Emotion Surge, you can spend 3 additional sorcery points to gain the following benefits for 1 minute:

- You have a +2 bonus to your spell attack rolls and your damage rolls for spell attacks, and your spell save DC increases by 2.
- You gain temporary hit points equal to twice your sorcerer level, which disappear after 1 minute.



MULTICLASSING

Multiclassing allows you to gain levels in multiple classes. Doing so lets you mix the abilities of those classes to realize a character concept that might not be reflected in one of the standard class options. Refer to page 163 of the *Player's Handbook* for the full details of Multiclassing.

PREREQUISITES

To qualify for a new class, you must meet the ability score prerequisites for both your current class and your new one, as shown in the Multiclassing Prerequisites table. The Psion is added to this table.

MULTICLASSING PREREQUISITES

Class	Ability Score Minimum
Psion	Intelligence 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 PROFICIENCIES

Class	Proficiencies Gained
Psion	Light armor

CLASS FEATURES

When you gain a new level in a class, you get its features for that level. You gain the starting equipment of your first class only. A few features, however, have additional rules when you're multiclassing: Channel Divinity, Extra Attack, Unarmored Defense, Psionics, and Spellcasting.

PSIONICS

Your capacity for psionics depends partly on your combined levels in all your psionic classes and partly on your individual levels in those classes. Once you have the Psionics feature from more than one class, use the rules below. If you multiclass but have the Psionics feature from only one class, you follow the rules as described in that class.

Manifestations Known and Prepared. You determine what manifestations you know and can prepare for each class individually, as if you were a single-classed member of that class. If you are a psion 3/ardent fighter 6, for example, you know four 1st-level manifestations based on your levels in the fighter class. As a 3rd-level psion, you know four psionic talents, and if your intelligence is 16, you can prepare six psionic manifestations.

Each manifestation you know and prepare is associated with one of your classes, and you use the psionic ability of that class when you invoke the manifestation.

Psionic Power and Manifestation Level Limit. You determine your available psionic power, as well as the highest level manifestations you can invoke, by adding together all your levels in the psion class, and a third of your fighter or rogue levels (rounded down) if you have the Ardent or the Soulknife feature. Use this total to determine your psionic power and psionic power limit by consulting the Multiclass Psionic table.

MULTICLASS PSIONIC: PSIONIC POWER AND PSIONIC POWER LIMIT

Level	Psionic Power	Psionic Power Limit
1st	3	2
2nd	6	3
3rd	15	4
4th	19	4
5th	26	4
6th	31	4
7th	35	5
8th	40	5
9th	51	6
10th	57	6
11th	63	7
12th	63	7
13th	70	8
14th	70	8
15th	78	9
16th	78	9
17th	87	9
18th	94	9
19th	101	9
20th	109	9



PSIONIC MANIFESTATIONS

This chapter describes the most common uses of psionics in the worlds of Dungeons & Dragons. The chapter begins with the psionic manifestation lists of the classes and continues into the manifestation lists of the psionic mental disciplines. The remainder contains psionic manifestation descriptions, presented in alphabetical order by name.

PSION MANIFESTATIONS

TALENTS (0 LEVEL)

Blade Meld
Delusion
Desiccate
Hungry Lightning
Mind Thrust
Mystic Hand
Psionic Restoration
Spike of Lethargy

1ST LEVEL

Charming Presence
Detect Psionics
Environmental Adaptation
Ethereal Weapon
Intellect Fortress
Nomadic Arrow
Psidarts
Psionic Weapon
Psychic Assault
Psychic Backlash
Repelling Force
Wind Step

2ND LEVEL

Aura of Jubilation
Body Equilibrium
Concussive Clap
Keen Memory
Manipulation
Mantle of Command
Mastery of Fire
Mastery of Ice
Mastery of Weather
Psionic Lock
Psychic Speech
Quell Conflict
Seeking Missile

3RD LEVEL

Aura of Victory
Dark Cloud
Feat of Strength
Interrupt Psionics
Mantle of Courage
Master's Charge
Mastery of Water
Negate Psionics
Psyche Drain
Psychic Parry

4TH LEVEL

Coordinated Movement
Fighting Words
Force Spheres
Incite Courage
Inflict Pain
Mantle of Fury
Mastery of Light and Dark

5TH LEVEL

Aura of Bloodletting
Commander's Sight
Dolorous Mind
Frozen Sanctuary
Intellect Prism
Phantom Foe

6TH LEVEL

Cerebral Phantasm
Induced Vision
Miniature Form
Punish Fury
Sonic Boom

7TH LEVEL

Command to Strike
Mental Barrier
Mind Storm
Overwhelming Fury
Ransack Mind

8TH LEVEL

Microscopic Form
Overwhelming Attack
Psychic Redoubt
Unsettling Aura
Zone of Invisibility

9TH LEVEL

Incite Awe
Phantom Betrayal
Phantom Idea
Thought of Unmaking
World of Horror

SEER MANIFESTATIONS

TALENTS (0 LEVEL)

Beacon
Hammer of Inquisition
Nomadic Mind

1ST LEVEL

Destiny Dissonance
Distracting Fidget
Item Lore
Sense Poison and Disease
Unified Combat

2ND LEVEL

Comforting Aura
Precognitive Hunch
Sense Impressions
Spirit Sense
Third Eye

3RD LEVEL

Aura Sense
Invisibility Purge
Psychic Augury
Soothing Presence
Unwavering Eye

4TH LEVEL

Detect Divination
Know Location
Piercing Sight
Wandering Mind

5TH LEVEL

Psychic Divination
Radial Navigation
Radiant Beam
View Aura

6TH LEVEL

Find Creature
Phasing Eye
Shield of Prudence

7TH LEVEL

Psychic Precognition
True Vision
Victory Before Battle

8TH LEVEL

Perceive the Unseen
Wondrous Recall

9TH LEVEL

Divergent Path
Nullify Psionics

SHAPER MANIFESTATIONS

TALENTS (0 LEVEL)

Corrosive Touch
Lethal Strike
Venom Strike

1ST LEVEL

Acid Spray
Animate Weapon
Astral Construct
Cloud Steps
Minor Creation

2ND LEVEL

Concealing Amorphia
Corrosive Metabolism
Knit Construct
Mastery of Wood and Earth
Wind Stream

3RD LEVEL

Crystal Cocoon
Distracting Haze
Ice Sheet
Swarm of Crystals
Wall of Clouds

4TH LEVEL

Fire Wreath
Lightning Motes
Quintessence
Water Slide

5TH LEVEL

Augmented Weapon
Hail of Crystals
Rolling Flame
Shadow Beasts

6TH LEVEL

Breath of the Black Dragon
Mass Fabrication
Wall of Wood

7TH LEVEL

Animate Element
Frozen Rain
Lightning Leap

8TH LEVEL

Astral Regeneration
Ice Barrier

9TH LEVEL

Breath of the Green Dragon
Fusion

KINETICIST MANIFESTATIONS

TALENTS (O LEVEL)

Combustion
Psychic Hammer
Telekinetic Push

1ST LEVEL

Control Object
Energy Ray
Inertial Armor
Psionic Blast
Psionova

2ND LEVEL

Nomadic Chameleon
Polarity Manipulation
Psionic Levitation
Shape Fire
Vacuum

3RD LEVEL

Absorb Shock
Energy Missile
Mastery of Air
Psionic Knock
Slam Object

4TH LEVEL

Biocurrent
Control Person
Energy Ball
Wall of Repulsion

5TH LEVEL

Inertial Barrier
Kinetic Prison
Sonic Current
Telekinetic Grasp

6TH LEVEL

Fiery Disincorporation
Cone of Sound
Detonation

7TH LEVEL

Ablating
Psychic Overload
Reddopsi

8TH LEVEL

Dissolution
Wall of Thunder

9TH LEVEL

Psychic Crush
Veil of Pressure

EGOIST MANIFESTATIONS

TALENTS (O LEVEL)

Knock Back
Mighty Leap
Primal Fury

1ST LEVEL

Adaptive Shield
Enhance Ammo
Feel Light and Sound
Iron Hide
Mend Wounds

2ND LEVEL

Celerity
Empathic Transfer
Hammer Morph
Iron Durability
Mastery of Force

3RD LEVEL

Brute Strike
Ectoplasmic Form
Giant Limbs
Restore Balance
Sustenance

4TH LEVEL

Gills
Rapid Step
Restore Life
Wind Form

5TH LEVEL

Beacon of Recovery
Ogre Form
Restore Extremity
Touchsight

6TH LEVEL

Metamorphosis
Psychic Leech
Restore Vigor

7TH LEVEL

Giant Form
Pillar of Confidence
Shadow Body

8TH LEVEL

Iron Resistance
Oaken Body

9TH LEVEL

Bestial Transformation
Energy Immunity

NOMAD MANIFESTATIONS

TALENTS (O LEVEL)

Nomadic Anchor
Nomadic Step
Scramble

1ST LEVEL

Catfall
Deceleration
Step of a Dozen Paces
Toppling Shift
Warp Weapon

2ND LEVEL

Blink Shot
Defensive Step
Phase Cloak
Step from Sight
Transposition

3RD LEVEL

Dazzling Shift
Dimension Slide
Surge of Action
Time Void
Warp Armor

4TH LEVEL

Baleful Transposition
Blur of Motion
Enduring Invisibility
Free Movement

5TH LEVEL

Astral Rider
Faithful Archer
Gliding Aura
Nomad's Gate

6TH LEVEL

Callous Banishment
Phantom Caravan
Retrieval

7TH LEVEL

Hazy Shift
Planar Transport
Psionic Mirage

8TH LEVEL

Ethereal Shift
Mass Time Suspension

9TH LEVEL

Decerebrate
Temporal Velocity

TELEPATH MANIFESTATIONS

TALENTS (O LEVEL)

Crowned in Sorrow
Eye of Horror
Mind Meld

1ST LEVEL

Crown of Rage
Déjà Vu
Incite Fear
Link Senses
Telepathic Contact

2ND LEVEL

Ego Whip
Induct Person
Mantle of Confidence
Mindless Courage
Probe Thoughts

3RD LEVEL

Forceful Query
Mind Trap
Missive
Read Moods
Visions of Despair

4TH LEVEL

Forced Serenity
Id Insinuation
Personality Parasite
Psychic Inquisition

5TH LEVEL

Center of Attention
Exacting Query
Metaconcert
Occluded Mind

6TH LEVEL

Induct Creature
Nightmare Cage
Visions of Disgust

7TH LEVEL

Broken Will
Crisis of Life
Strategic Mind

8TH LEVEL

Phantom Riches
Psychic Blast

9TH LEVEL

Incite Panic
Irrational Phobia

MANIFESTATION DESCRIPTIONS

The psionic manifestations are listed in alphabetical order.

ABLATING

7th-level psionics (psychokinesis)

Invoking Time: 1 action

Range: 30 feet

Display: A blue bead of psychic energy orbits the target

Duration: Concentration, up to 1 hour

You create a psychokinetic shield around one creature or object within range that you can see. The shield protects its manifestations and magic from outside influence. The DC for *dispel magic* or *negate psionics* is increased by 7 against that target. This includes attempts to negate *ablating*.

At Higher Levels. If invoked at 8th level, this manifestation's duration is concentration, up to 8 hours. If invoked at 9th level, it is 24 hours, without requiring concentration, and if *ablating* is used at this level on the same target for 30 consecutive days, its effects last until negated.

ABSORB SHOCK

3rd-level psionics (psychokinesis)

Invoking Time: 1 bonus action

Range: Self

Display: Resisted attacks create a ripple of clear energy at the point of impact

Duration: 1 round

You gain resistance to bludgeoning, piercing, and slashing damage until the end of your next turn.

ACID SPRAY

1st-level psionics (metacreativity)

Invoking Time: 1 reaction, which you take in response to being damaged by a creature within range that you can see

Range: 60 feet

Display: The wound leeches sickly yellow fluid

Duration: Instantaneous

You cause acid to spray from your wound; each creature within 5 feet of you takes 2d6 acid damage.

At Higher Levels. If invoked at 2nd level or higher, this manifestation's damage increases by 1d6 per manifestation level above 1st.

ADAPTIVE SHIELD

1st-level psionics (metacreativity)

Invoking Time: 1 reaction, which you take in response to receiving acid, cold, fire, lightning, or thunder damage

Range: Self

Display: A spherical area around you warps and distorts light

Duration: 1 round

You create a psionic barrier that quickly adopts properties of different types of energy. You gain resistance to the triggering damage type — including the triggering damage — until the start of your next turn.



ANIMATE ELEMENT

7th-level psionics (metacreativity)

Invoking Time: 1 action

Range: 120 feet

Display: A sphere of your chosen element orbits around your shoulders for the duration

Duration: Concentration, up to 1 hour

You cause one type of elemental to appear in an unoccupied space you can see within range. You can choose an *air elemental*, an *earth elemental*, a *fire elemental*, or a *water elemental*. The elemental obeys your verbal commands. In combat, roll for its initiative, and you choose its behavior on its turns. When this effect ends, the elemental disappears. See the *Monster Manual* for stat blocks.

At Higher Levels. If used at 9th level, the elemental has 50 additional hit points, and you can add your proficiency bonus to its AC, saving throws, and its attack and damage rolls.

ANIMATE WEAPON

1st-level psionics (psychokinesis)

Invoking Time: 1 action

Range: 30 feet

Display: White, glowing fissures crackle through the weapon

Duration: Instantaneous

Your mind seizes control of a one-handed melee weapon you're holding. The weapon flies toward one creature you can see within range and makes a one-handed melee weapon attack against it, using your psionic ability for the attack and damage rolls. On a hit, the weapon deals an extra 1d8 force damage. The weapon returns to your grasp after it attacks.

At Higher Levels. If invoked at 2nd level or higher, this manifestation's damage increases by 1d8 per manifestation level above 1st.

ASTRAL CONSTRUCT

1st-level psionics (metacreativity)

Invoking Time: 1 action

Range: 30 feet

Display: Psionic energy resembling ectoplasm exudes from your body

Duration: Concentration, up to 1 minute

This manifestation creates one *astral construct* of solidified ectoplasm that attacks your enemies. It appears in an unoccupied space of your choice that you can see within range, and it disappears at the end of the duration or if its hit points drop to 0. It acts immediately after you. On your turn, you can verbally command the construct where to move (no action required by you). When you create the construct, and as an action on each of your turns, you can verbally command it to take an action. If it is not given a command, the *astral construct* will defend you by interposing itself between you and enemies, but will do nothing else.

The *astral construct* adds your proficiency bonus multiplied by your psion level to its hit points, and you can spend additional psionic power when you invoke this manifestation to bolster its abilities. It accumulates certain benefits for each additional point you spend:

Psionic Power	Benefit
1	adds your proficiency bonus to its AC and saving throws
2	adds your proficiency bonus to its attack and damage rolls
3	choose one ability in Astral Construct Menu A
4	choose one ability in Astral Construct Menu B
5	choose one ability in Astral Construct Menu C



ASTRAL REGENERATION

8th-level psionics (metacreativity)

Invoking Time: 10 minutes

Range: Self

Display: Tendrils of astral ectoplasm connect you and the crystal while invoking

Duration: Until negated

You draw and weave strands of astral ectoplasm into a gem worth at least 5,000 gp, inhabiting it with the seed of your living mind. You can only have one gem in existence affected by this manifestation at any given time. The appearance of the gem does not change after invoking this manifestation.

If you die, your physical body crumbles to dust, leaving all of your equipment, and your soul transfers into the storage gem as long as it is on the same plane of existence. The gem begins to glow, and any attempt to bring your soul back to life fails while you inhabit it. Once this effect occurs, you can hear and see as if you were in the gem's space, but you cannot move or interact in any way that the gem couldn't. You may remain in this form for up to 30 days, after which your soul disengages from the gem and passes on.

You can slowly generate a new clone of your living body over the course of 10 days, during which time you must be completely undisturbed; even hearing the slightest noise will break your concentration and ruin the clone, making it uninhabitable and leaving you no way to continue regenerating it. Your original body's constituent parts are pulled as ectoplasm through the astral plane, then slowly molded and transformed into a living, breathing body that is an exact duplicate of your body at the time you manifested *astral regeneration*. If the developing body takes any kind of damage while forming, it becomes ruined and uninhabitable. When the tenth day ends, the crystal crumbles and merges with your new body, and you completely and totally inhabit it.

ASTRAL RIDER

5th-level psionics (metacreativity)

Invoking Time: 1 minute

Range: 30 ft

Display: Those near you feel a sensation of wind blowing

Duration: Concentration, up to 1 hour

You call up a large quasi-real wolf from the Astral Plane, which appears on the ground in an unoccupied space of your choice within range. You decide the creature's appearance, but it is equipped with a saddle, bit, and bridle. Any of the Equipment created by the spell vanishes in a puff of smoke if it's carried more than 10 feet away from the wolf.

For the duration, you or a creature you choose when you invoke the manifestation can ride the wolf as an intelligent mount. While not being ridden, the wolf remains in place and takes no actions, and any attempts to interact with it pass through it harmlessly. The creature uses the statistics for a Winter Wolf, except it has a speed of 100 feet and can travel 10 miles in an hour, or 13 miles at a fast pace. When the manifestation ends, the wolf gradually fades, giving the rider 1 minute to dismount. The spell ends if you use an action to dismiss it or if the wolf is reduced to 0 hit points.

AUGMENTED WEAPON

5th-level psionics (psychometabolism)

Invoking Time: 1 bonus action

Range: Touch

Display: The weapon hums in a low tone

Duration: 10 minutes

You touch one simple or martial weapon. For the duration, that weapon becomes a magic weapon with a +1 bonus to its attack and damage rolls.

At Higher Levels. If invoked at 7th level or higher, this manifestation's bonus increases to +2. If invoked at 9th level, the bonus increases to +3.

AURA OF BLOODLETTING

5th-level psionics (telepathy)

Invoking Time: 1 bonus action

Range: 60 feet

Display: Red colors are enhanced within the aura

Duration: Concentration, up to 1 minute

You unleash an aura of rage. For the duration, you and any creature within range has advantage on melee attack rolls.

AURA OF JUBILATION

2nd-level psionics (telepathy)

Invoking Time: 1 bonus action

Range: 60 feet

Display: Green colors are enhanced within the aura

Duration: Concentration, up to 1 minute

You radiate a distracting mirth for the duration. Each creature within range that can see you suffers disadvantage on any checks using the Perception and Investigation skills.



AURA OF VICTORY

3rd-level psionics (telepathy)

Invoking Time: 1 bonus action

Range: 30 feet

Display: White light is brighter within the aura

Duration: Concentration, up to 10 minutes

For the duration, you project psionic energy that fortifies you and your allies when your enemies are felled; whenever an enemy you can see is reduced to 0 hit points, you and each ally you designate within range gain 9 temporary hit points.

At Higher Levels. If invoked at 4th level or higher, the temporary hit points granted by this manifestation are increased by 3 per manifestation level above 3rd.

AURA SENSE

3rd-level psionics (clairsentience)

Invoking Time: 1 bonus action

Range: Self

Display: Your irises ripple like the surface of water for the duration

Duration: Concentration, up to 1 minute

You gain tremorsense with a radius of 30 feet for the duration.

BALEFUL TRANSPOSITION

4th-level psionics (psychoportation)

Invoking Time: 1 action

Range: 120 feet

Display: Both you and the target leave a black, smoky silhouette when you teleport, which disperses and fades away quickly

Duration: Instantaneous

Choose one creature you can see within range. The target must make a Wisdom saving throw. On a failed save, you and that creature teleport, swapping places. This ability fails and is wasted if either of you can't fit in the destination space.

BEACON

Psionics (psychokinesis) talent

Invoking Time: 1 action

Range: Touch

Display: Your hands appear to be covered in light dust

Duration: Concentration, up to 1 hour

An object you touch radiates light in a 20-foot radius and dim light for an additional 20 feet. Alternatively, a creature you touch radiates light in the same manner if it fails a Dexterity saving throw. While lit by this manifestation, the target can't benefit from invisibility, and the next attack roll against it has advantage.

BEACON OF RECOVERY

5th-level psionics (psychometabolism)

Invoking Time: 1 action

Range: 60 feet

Display: A white, oval field flashes around affected creatures

Duration: Instantaneous

You and up to five allies you can see within range can immediately make saving throws against every effect they're suffering that allows a save at the start or end of their turns.

BESTIAL TRANSFORMATION

9th-level psionics (psychometabolism)

Invoking Time: 1 action

Range: Self

Display: Each effect states its display

Duration: Concentration, up to 8 hours

You alter your physical form to gain various characteristics. When you use this ability, you can choose one of the following effects. This transformation lasts for the duration, until you die, or until you end it as a bonus action. You can use your action on your turn to choose a different effect, gaining its benefits and losing the benefits of the first one.

Metabolism. You appear younger and more spry. You regenerate 1 hit point every round, and if you have one of your severed body parts and hold it to the stump, the limb instantly knits to the stump.

Strength. Your posture becomes hunched forward, and your bone structure expands. Your strength score becomes 24, regardless of what it normally is, and you have advantage on Strength checks and saving throws.

Instinct. Your legs elongate, and your muscles tone. You have advantage on Dexterity saving throws, and you can use your bonus action on each of your turns to take the Dash or Disengage actions.

Shell. Your skin thickens and hardens, taking on a smooth, segmented appearance. You gain a +3 bonus to your Armor Class, and you have advantage on Constitution saving throws.

BIOCURRENT

4th-level psionics (psychokinesis)

Invoking Time: 1 action

Range: 30 feet

Display: A crackle of static arcs off of the target to the ground

Duration: Concentration, up to 1 minute

Your body's bioelectric currents produce an arc of lightning, directed at your foes. Choose a creature within range that you can see. It must make a Dexterity saving throw, taking 4d6 lightning damage on a failure, or half on a success. On a failure, electricity arcs off of the target to another creature of your choice within 15 feet of it. The second target must make a Dexterity saving throw, taking 4d6 lightning damage on a failure, or half on a success.

As an action on each of your turns, you can repeat this effect, choosing either the same or a new target.

At Higher Levels. If invoked at 5th level or higher, this manifestation's damage against the first target increases by 1d6 per manifestation level above 4th.

BLADE MELD

Psionics (psychometabolism) talent

Invoking Time: 1 bonus action

Range: Self

Display: The weapon melds with your form

Duration: 1 minute

A one-handed melee weapon you hold becomes one with your hand. For the duration, you can't let go of the weapon, nor can it be forced from your grasp.

BLINK SHOT

2nd-level psionics (psychoportation)

Invoking Time: 1 bonus action

Range: Self

Display: The ammunition becomes translucent

Duration: Instantaneous

You imbue a piece of ammunition with psionic energy. It becomes partially intangible while it travels, increasing its velocity. The next attack you make with it that hits before the end of the current turn deals an extra 1d8 force damage.

At Higher Levels. If invoked at 3rd level or higher, this manifestation's damage increases by 1d8 per manifestation level above 2nd.

BLUR OF MOTION

4th-level psionics (psychoportation)

Invoking Time: 1 bonus action

Range: Self

Display: While still, your form is slightly blurred

Duration: Concentration, up to 1 minute

You rapidly shift your form while you move, making it impossible to see you. For the duration, you are invisible during any of your movement.

BODY EQUILIBRIUM

2nd-level psionics (psychometabolism)

Invoking Time: 1 action

Range: Self

Display: Your skin or scales' pattern becomes uniform for the duration

Duration: 10 minutes

You can adjust your body's equilibrium to correspond with any solid or liquid that you stand on. Thus, you can walk on water, quicksand, or even a spider's web without sinking or breaking through (this effect does not confer any resistance to particularly sticky webs). You can move at your normal speed, but if you Dash on an unfirm surface, you must make an Intelligence check against your own psionic save DC or sink or break through the surface as normal.

Additionally, if you fall from any height while under this effect, you have resistance to damage from the impact.

BREATH OF THE BLACK DRAGON

6th-level psionics (metacreativity)

Invoking Time: 1 action

Range: 90 feet

Display: The air in the line smells of sulfur

Duration: Instantaneous

You exhale a wave of acid in a 90-foot line that is 5 feet wide. Each creature in the line must make a Constitution saving throw, taking 8d8 acid damage on a failed save, or half as much on a successful one.

At Higher Levels. If invoked at 6th level or higher, this manifestation's damage increases by 1d8 per manifestation level above 5th.



BREATH OF THE GREEN DRAGON

9th-level psionics (metacreativity)

Invoking Time: 1 action

Range: Self (90-foot cone)

Display: A thin green mist exudes from your mouth

Duration: Instantaneous

You exhale a cloud of poison in a 90-foot cone. Each creature in the area must make a Constitution saving throw, taking 11d12 poison damage on a failed save, or half as much damage on a successful one. On a failed save, a creature is poisoned for 1 minute. A creature poisoned by this effect takes 2d12 poison damage at the start of each of its turns.

BROKEN WILL

7th-level psionics (telepathy)

Invoking Time: 1 action

Range: Telepathy

Display: The target's irises become hazy and translucent

Duration: 1 round

Choose one creature within range of your telepathy. The target must make an Intelligence saving throw. On a failed save, you choose the target's movement and action on its next turn. A creature is immune to this manifestation if it is immune to being charmed.

BRUTE STRIKE

3rd-level psionics (psychometabolism)

Invoking Time: 1 bonus action

Range: Self

Display: The veins of your forearm glow with a faint green hue

Duration: Instantaneous

You infuse psionic energy into your next strike, increasing its stopping power. The next time you hit with a melee attack before the end of the current turn, it deals an extra 2d8 damage of the same type as the attack. If the attack has more than one damage type, you choose which one to use for the bonus damage.

At Higher Levels. If invoked at 4th level or higher, this manifestation's damage increases by 1d8 per manifestation level above 3rd.

CALLOUS BANISHMENT

6th-level psionics (psychometabolism)

Invoking Time: 1 action

Range: 60 feet

Display: You snap your fingers and a puff of black psionic energy bursts from them

Duration: Concentration, up to 1 minute

You attempt to send one creature that you can see within range to a random place of existence. The target must succeed on a Charisma saving throw or be banished with a faint popping noise to a random plane of existence.

If the target is native to the plane of existence you're on, it gains the effects of the *resilient sphere* spell while banished. It reappears in its original space or the nearest unoccupied space if that space is occupied when the manifestation ends.

If the target is native to a different plane of existence than the one you're on and the manifestation ends before 1 minute has passed, the target reappears in its original space or the nearest unoccupied space if that space is occupied. Otherwise, it doesn't return.

At Higher Levels. If invoked at 7th level or higher, you can target one additional creature for each manifestation level above 6th.

CATFALL

1st-level psionics (psychoportation)

Invoking Time: 1 reaction, which you take when you are knocked prone or when you fall against a surface

Range: Self

Display: You leave behind a silhouette of catlike shape when you teleport, which quickly fades

Duration: Instantaneous

You recover instantly by teleporting to your feet. You land on your feet no matter how far you fall, rise from prone, and you have resistance to any damage you take from the fall.

CELERITY

2nd-level psionics (psychometabolism)

Invoking Time: 1 action

Range: Self

Display: Wind bursts from underneath your feet with each step you take

Duration: 1 hour

You propel your steps with small bursts of psionic energy. Your walking speed increases by 10 feet for the duration.

CENTER OF ATTENTION

5th-level psionics (telepathy)

Invoking Time: 1 action

Range: 60 feet

Display: A dome of violet energy emits from you to the edge of the range, which then fades

Duration: Concentration, up to 1 minute

You inflict a jarring impression of power that grabs a creature's attention. Choose one creature you can see within range. It must make a Charisma saving throw. On a failed save, the creature is so distracted by you that all other creatures are invisible to it. This manifestation ends if the creature can no longer see or hear you or if it takes damage.

CEREBRAL PHANTASM

6th-level psionics (telepathy)

Invoking Time: 1 action

Range: 120 feet

Display: Psionic energy in the shape of a red diamond appears on the target's forehead

Duration: Concentration, up to 1 minute

A horrid apparition fills your enemy's mind, letting you follow up on attacks against that foe with a psychic barrage. Choose one creature within range that you can see. That creature must make a Wisdom saving throw, taking 7d6 psychic damage on a failure, or half on a success.

On a failed save, each time that the target is hit with an attack while it is within range, you can use your reaction to make a ranged psionic attack against it. On a hit, the target takes psychic damage equal to 3d6 plus your psionics ability modifier, and you can move it up to 20 feet in a direction of your choice.

At Higher Levels. If invoked at 7th level or higher, this manifestation's initial damage increases by 1d6 per manifestation level above 6th.

CHARMING PRESENCE

1st-level psionics (telepathy)

Invoking Time: 1 action

Range: 30 feet

Display: Creatures within range feel somewhat calmed

Duration: Instantaneous

You exert an aura of sympathetic power. Roll 3d8; the total is how many hit points worth of creatures this option can affect. Creatures within range of you are affected in ascending order of their hit point maximums, ignoring incapacitated creatures, creatures immune to being charmed, and creatures engaged in combat.

Starting with the creature that has the lowest hit point maximum, each creature affected by this manifestation is charmed by you for 10 minutes, regarding you as a friendly acquaintance. Subtract each creature's hit point maximum from the total before moving on to the next creature. A creature's hit point maximum must be equal to or less than the remaining total for that creature to be affected.

At Higher Levels. If this manifestation is used at 2nd level or higher, roll an extra 2d8 per manifestation level above 1st.

CLOUD STEPS

1st-level psionics (metacreativity)

Invoking Time: 1 action

Range: 30 feet

Display: Clouds gather around your fingertips momentarily

Duration: Concentration, up to 10 minutes

You conjure forth clouds to create a solid, translucent staircase. The stairs form a spiral that fills a 10-foot-by-10-foot area and reaches upward 20 feet.

At Higher Levels. If invoked at 2nd level or higher, this manifestation's height increases by 20 feet per manifestation level above 1st.

COMBUSTION

Psionics (psychokinesis) talent

Invoking Time: 1 action

Range: 120 feet

Display: Your hand ignites with flame momentarily

Duration: Concentration, up to 1 minute

Make a ranged psionic attack against a creature or object you can see within range. On a hit, the target takes 1d8 fire damage and lights ablaze, taking 1d8 fire damage at the end of each of its turns for the duration or until it or a creature within 5 feet of it extinguishes the flames with an action.

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

COMFORTING AURA

2nd-level psionics (telepathy)

Invoking Time: 1 action

Range: 60 feet

Display: A calm, blue light emits from each target for the duration

Duration: Concentration, up to 1 minute

You exude a comforting presence, centering your allies. Choose up to three allies you can see within range (you can choose yourself in place of one of the allies). Until your concentration ends, each target can roll a d6 when making a saving throw and add the number rolled to the total.

At Higher Levels. If invoked at 2nd level or higher, you can target one additional ally per manifestation level above 1st.

COMMANDER'S SIGHT

5th-level psionics (clairsentience)

Invoking Time: 1 action

Range: 60 feet

Display: A blue line runs across the width of yours and the target's eyes

Duration: Concentration, up to 1 round

Choose one creature you can see within range. Allies you designate within range that can see both you and the target have advantage on attack rolls against it.

COMMAND TO STRIKE

7th-level psionics (telepathy)

Invoking Time: 1 action

Range: 60 feet

Display: You order the ally in a booming voice

Duration: Instantaneous

Choose one ally you can see within range. It can use its reaction to immediately take the Attack action against valid targets of your choice within range.

CONCEALING AMORPHA

2nd-level psionics (metacreativity)

Invoking Time: 1 action

Range: Touch

Display: A clear film of gleaming psionic energy surrounds the target

Duration: 1 round

You touch a creature, and weave a quasi-real membrane of psionic energy around it. This membrane grants the target the benefits of half cover for the duration, even if it is not physically behind an object that would provide such cover.

CONCUSSIVE CLAP

2nd-level psionics (metacreativity)

Invoking Time: 1 action

Range: Self (15-foot cone)

Display: A visual mirage with the appearance of waves emits from your hands in the form of a cone

Duration: Instantaneous

You clap your hands together, sending out a concussive wave of psionic energy. Each creature in a 15-foot cone must make a Dexterity saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10-feet in a straight line away from you. On a successful save, a creature is not pushed and takes half the damage.

A nonmagical object that isn't being worn or carried also takes the damage if it's in the manifestation's area.

At Higher Levels. If invoked at 3rd level or higher, this manifestation's damage increases by 1d8 per manifestation level above 2nd.

CONE OF SOUND

6th-level psionics (metacreativity)

Invoking Time: 1 action

Range: Self (60-foot cone)

Display: You inhale an excessive amount of air, expanding your chest unnaturally

Duration: Instantaneous

You release a focused scream of sonic energy. The cone begins at your mouth, instigated by the barest whisper. Each creature in a 60-foot cone must make a Constitution saving throw. On a failed save, a target takes 7d8 thunder damage and is deafened for 1 minute. A creature may repeat its saving throw at the end of each of its turns, ending this effect on itself on a success. On a success, a creature takes half as much damage and isn't deafened.

A nonmagical object that isn't being worn or carried also takes the damage if it's in the manifestation's area.

At Higher Levels. If invoked at 7th level or higher, this manifestation's damage increases by 1d8 per manifestation level above 6th.

COORDINATED MOVEMENT

4th-level psionics (telepathy)

Invoking Time: 1 bonus action

Range: 60 feet

Display: Each target's spine glows a deep red momentarily

Duration: Instantaneous

Choose up to five allies you can see within range. Each of those allies can use their reaction to move up to half their speed, following a path of your choice.



CONTROL OBJECT

1st-level psionics (psychokinesis)

Invoking Time: 1 action

Range: 90 feet

Display: The object has a subtle brand for the duration

Duration: Concentration, up to 1 minute

Choose one nonmagical object of size Medium or smaller within range that is not being worn or carried. The object telekinetically "comes to life", moving and acting under your control until the manifestation ends or until it is destroyed.

As a bonus action, you can mentally command the object controlled with this manifestation if it is within 500 feet of you. You decide what action the object will take and where it will move during its next turn. A command must be direct, such as "attack that target", "open that door" or "lift that object" in order for the object to be able to follow it. You can also command an object to carry out a task that it is suited for, such as telling a controlled lock to unlock itself. If you do, it cannot directly complete the task, but creatures have advantage on ability checks to fulfill the task on the object. If you issue no commands, the object only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

CONTROL OBJECT STATISTICS

Size	AC	Damage
Tiny	16	1D4
Small	14	1D6
Medium	12	1D8

A controlled object remains an object, but it has AC and damage based on its size. It has blindsight with a radius of 30 feet and is blind beyond that distance. Its speed is 30 feet; if the object lacks legs or other appendages it can use for locomotion, it instead has a flying speed of 30 feet and can hover. If the object is securely attached to a surface or a larger object, such as a chain bolted to a wall, its speed is 0.

If ordered to attack, the object can make a single melee attack against a creature within 5 feet of it. It makes a slam attack, using your psionic attack modifier as its attack bonus. Its attacks deal bludgeoning damage determined by its size, adding your Intelligence modifier to the roll. The DM might rule that a specific object inflicts slashing or piercing damage based on its form.

CONTROL PERSON

4th-level psionics (psychokinesis)

Invoking Time: 1 action

Range: 90 feet

Display: The target feels physical pressure from all directions

Duration: Concentration, up to 1 minute

You psychokinetically control the actions of one humanoid within range that you can see. The target must make a Constitution saving throw. On a failure, you can choose the target's external physical actions during each of its turns, such as standing up, sitting down, walking, turning around, lifting objects, attacking with a weapon, and so on. You can also restrain it until the start of its next turn.

Physical actions which require internal muscular control, such as speaking, are impossible with this manifestation. You cannot force the target to use any mental abilities, such as invoking a manifestation, casting a spell, or using any special ability that is not a function of just its body movements. However, if the creature can perform these actions without muscular control of its body, it can still do so of its own accord.

An affected target can repeat the saving throw at the start of each of its turns, ending this manifestation on a success. Additionally, if you cannot see the target at any time, this manifestation ends.

CORROSIVE METABOLISM

2nd-level psionics (psychometabolism)

Invoking Time: 1 action

Range: Self

Display: Your body's skin has a faint greenish-yellow tint to it, which stops at your neck

Duration: Concentration, up to 10 minutes

For the duration, you have resistance to acid and poison damage, and advantage on saving throws against poison and disease.

CORROSIVE TOUCH

Psionics (metacreativity) talent

Invoking Time: 1 action

Range: Touch

Display: Your hand drips with deep yellow psionic energy

Duration: Instantaneous

You deliver a touch of acid to one creature within your reach. The target must make a Dexterity saving throw, taking 1d10 acid damage on a failed save.

The talent's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

CRISIS OF LIFE

7th-level psionics (telepathy)

Invoking Time: 1 action

Range: 120 feet

Display: The subject's shadow envelops it momentarily

Duration: Instantaneous

You rip the energy from a creature's psyche, causing its brain to wilt. Choose one creature that you can see within range. The target must make a Constitution saving throw. On a failure, it dies if it has less than 100 hit points. If it succeeds or has more than 100 hit points, it instead takes 8d12 necrotic damage.

At Higher Levels. If invoked at 8th level or higher, the threshold for instant death increases by 25 hit points per manifestation level above 7th.

CROWN OF RAGE

1st-level psionics (telepathy)

Invoking Time: 1 action

Range: 30 feet

Display: The target's face and eyes become bloodshot for the duration

Duration: 1 minute

Choose a creature within range that you can see. That creature must succeed on a Wisdom saving throw or have disadvantage on attacks against targets other than you for the duration. The target can repeat its saving throw at the end of each of its turns, ending this effect on itself on a successful one.

CROWNED IN SORROW

Psionics (telepathy) talent

Invoking Time: 1 action

Range: 60 feet

Display: The air around the target takes on a blue tint

Duration: Instantaneous

One creature you can see within range must make a Charisma saving throw. On a failed save, it takes 1d8 psychic damage, and it can't take reactions until the start of its next turn.

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



CRYSTAL COCOON

3rd-level psionics (metacreativity)

Invoking Time: 1 action

Range: 90 feet

Display: Crystalline projections grow along your back, forming wings that soon crumble to dust

Duration: Instantaneous

You form psionic energy into malleable crystals, which you launch at a creature. Make a ranged psionic attack against a creature you can see within range. On a hit, the target takes 4d8 piercing damage, and if it is Large or smaller, it must succeed on a Strength saving throw or be encased in crystal.

An encased creature can still breathe but is otherwise helpless, being unable to see or take any physical actions. The subject cannot speak because the crystals distort sounds. While a creature is encased in a crystal cocoon, it cannot be targeted with attacks, spells, or other effects, and it cannot be damaged by sources outside of the cocoon.

As an action, the target can make a Strength(Athletics) check against your psionic save DC to break free. The crystal cocoon can also be damaged from the outside; it has 16 AC and 30 hit points. If the crystal cocoon is reduced to 0 hit points, its effects end on that creature. Any remaining damage is ignored.

At Higher Levels. If invoked at 4th level or higher, this manifestation's damage increases by 1d8 and the crystal cocoon's hit points increase by 10 per manifestation level above 3rd. If invoked at 6th level or higher, you can encase Huge or smaller creatures.

DARK CLOUD

3rd-level psionics (metacreativity)

Invoking Time: 1 action

Range: 60 feet

Components: An orb of black psionic energy appears in your hand, which you crush to produce the effect

Duration: 1 minute

You create an area of magical darkness, which foils darkvision. Choose a point you can see within range. Magical darkness radiates from that point in a sphere with a 10-foot radius. The light produced by spells of 2nd level or less is suppressed in this area.

At Higher Levels. If invoked at 4th level or higher, this manifestation's radius increases by 5 feet per manifestation level above 3rd.

DAZZLING SHIFT

2nd-level psionics (psychoportation)

Invoking Time: 1 action

Range: 60 feet

Display: The target sees you as a blinding flash of light

Duration: 1 round

One creature you can see within range must succeed on an Intelligence saving throw or become incapacitated. The effect lasts for the duration or until the target takes damage.

DECELERATION

1st-level psionics (psychoportation)

Invoking Time: 1 action

Range: 30 feet

Display: The target's color fades somewhat for the duration

Duration: 1 round

You warp space around a creature, hindering its ability to move. Choose one creature you can see within range. The target must succeed on a Dexterity saving throw or its speed is halved until the end of your next turn.

DECEREBRATE

9th-level psionics (psychokinesis)

Invoking Time: 1 action

Range: 30 feet

Display: A red, circular blemish appears on the back of the target's neck while paralyzed

Duration: 24 hours

You implant psionic energy into a creature's brain stem, disabling it. Choose one creature you can see within range. The target must succeed on an Intelligence saving throw, with disadvantage if it has 100 hit points or less, or become paralyzed for the duration.

This manifestation can also be ended by means such as the manifestation *restore vigor* or the spell *greater restoration*.

DEFENSIVE STEP

2nd-level psionics (psychoportation)

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

Range: Self

Display: You appear to move in a disjointed manner; for example, your torso moves first, and your legs follow

Duration: Instantaneous

You gain a +4 bonus to AC against the triggering attack, possibly turning it into a miss. You then teleport up to 10 feet to an unoccupied space you can see.

DÉJA VU

1st-level psionics (telepathy)

Invoking Time: 1 action

Range: 90 feet

Display: A green infinity symbol appears on one of the target's arms momentarily

Duration: 1 round

Choose one creature that you can see within range. The target must succeed on a Charisma saving throw, taking 2d8 psychic damage on a failure, or half on a success. On a failed save, it must repeat the same actions it took on its previous turn. If it has not taken any action during its previous turn, the creature can move freely if it is capable of doing so, but it cannot take any actions.

At Higher Levels. If invoked at 2nd level or higher, this manifestation's damage increases by 1d8 per manifestation level above 1st.

DELUSION

Psionics (clairsentience) talent

Invoking Time: 1 action

Range: 60 feet

Display: A purple glow surrounds the target's irises

Duration: 1 minute

You plant a false belief in the mind of one creature that you can see within range. You can create a sound or an image. Only the target perceives the sound or image you create.

If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a creature's roar, a musical instrument, or any other sound you pick. It lasts for 1 minute.

If you create an object, it must fit within a 5-foot cube and can't move or be reflective. The image can't create any effect that influences a sense other than sight. The image lasts for 1 minute, and it disappears if the creature touches it.

DESICCATE

Psionics (psychometabolism) talent

Invoking Time: 1 action

Range: 30 feet

Display: The target's skin shrivels somewhat

Duration: 1 round

Choose one creature you can see within range. The target must make a Constitution saving throw, taking 1d8 necrotic damage on a failed save. On a failed save, the target also has disadvantage on the Strength, Dexterity, and Constitution ability checks for the duration.

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

DESTINY DISSONANCE

1st-level psionics (clairsentience)

Invoking Time: 1 action

Range: Touch

Display: Your fingertips glow with a navy light that seeps into the target

Duration: Instantaneous

Your mere touch grants an imperfect, unfocused glimpse of the many possible futures in store. Make a melee psionic attack against a creature within your reach. On a hit, the target takes 3d8 psychic damage. This damage is non-lethal.

At Higher Levels. If invoked at 2nd level or higher, this manifestation's damage increases by 1d8 per manifestation level above 1st.

DETECT DIVINATION

4th-level psionics (clairsentience)

Invoking Time: 1 action

Range: 120 feet

Display: Invisible psionic eyes appear randomly within range

Duration: 24 hours

This manifestation's effect radiates from you and moves with you. You gain the following benefits for the duration:

- You become aware of any *divination* spell or *clairsentience* manifestation affecting you or allies you designate within range.
- You know the location of every magical or psionic sensor within range.
- If the origin of a magical or psionic sensor is within range, you become aware of the location of the sensor's origin. If the origin is out of range, you can use your action to make an opposed Intelligence (Investigation) check against the origin. If you win the contest, you see a visual image of the origin and know its cardinal direction and distance away from you.

DETECT PSIONICS

1st-level psionics (clairsentience)

Invoking Time: 1 action

Range: Self

Display: Waves of psionic energy ripple along the ground around you

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 school of psionics, if any.

The manifestation can penetrate most barriers, but it is blocked by a thin sheet of lead.

DETONATION

6th-level psionics (psychokinesis)

Invoking Time: 1 action

Range: 120 feet

Display: Licks of fire flitter along the ground near the point

Duration: Instantaneous

You create a fiery explosion at a point you can see within 120 feet of you. Each creature in a 20-foot-radius sphere centered on that point must make a Constitution saving throw, taking 7d8 fire damage on a failed save, or half as much damage on a successful one. On a failed save, a target is knocked prone.

At Higher Levels. If invoked at 7th level or higher, this manifestation's damage increases by 1d8 per manifestation level above 6th.

DIMENSION SLIDE

3rd-level psionics (psychoportation)

Invoking Time: 1 bonus action

Range: 30 feet

Display: Affected creatures seem to rapidly stretch and slide into the destination space

Duration: Instantaneous

You teleport yourself from your current location to any other unoccupied space within range that you can see.

You can bring along objects as long as their weight doesn't exceed what you can carry. You can also bring one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you invoke this manifestation.



DISTRACTING FIGMENT

1st-level psionics (telepathy)

Invoking Time: 1 action

Range: 60 feet

Display: A round shadow appears near the target

Duration: 1 round

Choose one creature you can see within range. The target must make an Intelligence saving throw, taking 3d6 psychic damage on a failed save, or half as much damage on a success. On a failed save, it perceives a threat just out of its sight. Until the end of your next turn, it can't use reactions, and attack rolls against it have advantage.

At Higher Levels. If invoked at 2nd level or higher, this manifestation's damage increases by 1d6 per manifestation level above 1st.

DISTRACTING HAZE

3rd-level psionics (metacreativity)

Invoking Time: 1 action

Range: 60 feet

Display: A hazy mist exudes from the target's skin

Duration: Concentration, up to 1 minute

Choose one creature you can see within range. That creature must make a Wisdom saving throw, taking 4d8 psychic damage on a failed save, or half as much damage on a successful one. On a failed save, the target can't see anything more than 10 feet from it for the duration.

At Higher Levels. If invoked at 4th level or higher, this manifestation's damage increases by 1d8 per manifestation level above 3rd.

DISSOLUTION

8th-level psionics (psychokinesis)

Invoking Time: 1 action

Range: 60 feet

Display: Particles of white-hot psionic energy coalesce around the target

Duration: Instantaneous

Choose a creature or object within range. It must make a Constitution saving throw, taking 12d10 + 20 necrotic damage on a failure, or half on a success. 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 items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell.

This manifestation automatically disintegrates a huge or smaller nonmagical object or a creation of magical or psionic force. If the target is a Gargantuan or larger object or creation of force, this manifestation disintegrates a 15-foot-cube portion of it. Magic items can be affected if targeted directly.

At Higher Levels. If invoked at 9th level, this manifestation's damage increases by 2d10 + 10.

DIVERGENT PATH

9th-level psionics (clairsentience)

Invoking Time: Varies

Range: Varies

Display: Your eyes, hair and skin whiten momentarily

Duration: Varies

Choose one psionic manifestation of any level from any manifestation list. You invoke that manifestation once as if it were invoked at 9th level.

DOLOROUS MIND

5th-level psionics (telepathy)

Invoking Time: 1 action

Range: 60 feet

Display: The target has loud and disorienting tinnitus

Duration: Concentration, up to 1 minute

Choose one creature you can see within range. It must succeed on a Charisma saving throw or be incapacitated and have its speed set to 0 for the duration. It can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

At Higher Levels. If invoked at 6th level or higher, you can target one more creature per manifestation level above 5th.

ECTOPLASMIC FORM

3rd-level psionics (psychometabolism)

Invoking Time: 1 action

Range: Self

Display: Your body fades into a ghostly form

Duration: Concentration, up to 1 minute

You, along with everything you're wearing and carrying, transform into a partially translucent mass of rippling ectoplasm, which generally conforms to your normal shape, for the duration. The manifestation ends if you drop to 0 hit points.

While in this form, your only method of Movement is a flying speed of 20 feet. You can enter and occupy the space of another creature. You have resistance to all damage and advantage on Strength, Dexterity, and Constitution saving throws. You can pass through small holes, narrow openings, and even mere cracks. You can't fall; you remain hovering in the air even when stunned or otherwise incapacitated.

While in this form, you can't talk or manipulate objects, and any objects you were carrying or holding can't be dropped, used, or otherwise interacted with. You can't attack or cast spells. You can use psionic manifestations, but you must succeed on a Constitution saving throw against your own psionic save DC to do so, or the manifestation fails.

EGO WHIP

2nd-level psionics (telepathy)

Invoking Time: 1 action

Range: 60 feet

Display: A red lash mark appears on the target's forehead

Duration: Instantaneous

Choose one creature you can see within range. The target must make an Intelligence saving throw, taking 3d8 psychic damage on a failed save, or half as much damage on a successful one. On a failed save, it is filled with self-doubt. Until the end of its next turn, it can use its action only to take the Dodge, Disengage, or Hide action.

At Higher Levels. If invoked at 3rd level or higher, this manifestation's damage increases by 1d8 per manifestation level above 2nd.

EMPATHIC TRANSFER

2nd-level psionics (psychometabolism)

Invoking Time: 1 action

Range: Touch

Display: Some of the target's wounds appear on you

Duration: Instantaneous

You touch another creature and heal its wounds, transferring some of its damage to yourself. The creature regains 3d8 hit points, and you lose hit points equal to half the amount. This loss cannot be reduced in any way.

Additionally, you can transfer 1 disease or poison affecting the target onto yourself. Any remaining duration is retained when it is transferred to you.

At Higher Levels. If invoked at 3rd level or higher, this manifestation's healing increases by 2d8 per manifestation level above 2nd.

ENDURING INVISIBILITY

4th-level psionics (psychometabolism)

Invoking Time: 1 action

Range: 60 feet

Display: You momentarily become translucent

Duration: Concentration, up to 1 minute

Choose one creature within range that you can see. The target becomes invisible until the manifestation ends. Anything it is wearing or carrying is invisible as long as it is on the target's person.

ENERGY BALL

4th-level psionics (psychokinesis)

Invoking Time: 1 action

Range: 150 feet

Display: The sound of a heartbeat can be heard in the target area

Duration: Instantaneous

A burst of energy that creates nearly no pressure explodes around a point you choose within range. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 cold, fire, lightning, or thunder (your choice) damage on a failed save, or half as much damage on a successful one.

At Higher Levels. If invoked at 5th level or higher, this manifestation's damage increases by 1d6 per manifestation level above 4th.

ENERGY IMMUNITY

9th-level psionics (metacreativity)

Invoking Time: 1 action

Range: Touch

Display: Energy of the chosen type is repelled by the target

Duration: Concentration, up to 1 hour

One creature you touch gains immunity to acid, cold, fire, lightning, or thunder damage (your choice) for the duration.

ENERGY MISSILE

3rd-level psionics (psychokinesis)

Invoking Time: 1 action

Range: 90 feet

Display: Blue, red, yellow and white lines appear on the ground below the missiles as they travel

Duration: Instantaneous

Choose up to four creatures, of which no more than two are more than 15 feet apart, that you can see within range. Each target must make a Dexterity saving throw, taking 3d6 cold, fire, lightning or thunder (your choice for each target) damage on a failure, or half as much damage on a success.

At Higher Levels. If invoked at 4th level or higher, this manifestation's damage increases by 1d6 per manifestation level above 3rd.

ENERGY RAY

1st-level psionics (psychokinesis)

Invoking Time: 1 action

Range: 60 feet

Display: The back of your hand glows with a light that alternates blue, red, yellow and white

Duration: Instantaneous

Choose one creature that you can see within range. Make a ranged psionic attack against the creature. On a hit, the target takes 3d8 cold, fire, lightning or thunder (your choice) damage.

At Higher Levels. If invoked at 2nd level or higher, this manifestation's damage increases by 1d8 per manifestation level above 1st.

ENHANCE AMMO

1st-level psionics (psychometabolism)

Invoking Time: 1 action

Range: 5 feet

Display: The affected ammunition has a white aura

Duration: 10 minutes

Choose up to 5 pieces of ammunition that you can see within range. Each piece of ammunition becomes magical and gains a +1 bonus to damage dealt with it, which lasts for the duration.

At Higher Levels. If invoked at 2nd-level or higher, you can affect 5 additional pieces of ammunition per manifestation level above 1st.

ENVIRONMENTAL ADAPTATION

1st-level psionics (psychometabolism)

Invoking Time: 1 action

Range: Touch

Display: The target feels cool to the touch for the duration

Duration: 1 hour

A creature you touch ignores the effects of extreme heat or cold (but not cold or fire damage) for the duration.

ETHEREAL SHIFT

8th-level psionics (psychoportation)

Invoking Time: 1 action

Range: Touch

Display: Strands of ghostly energy connect all creatures whose hands are linked with you

Duration: 8 hours

You and up to 10 creatures whose hands are linked with you step into the border regions of the Ethereal Plane, in the area where it overlaps with your current plane. Affected creatures remain in the Border Ethereal for the duration or until you use your action to dismiss the manifestation. During this time, affected creatures can move in any direction, but moving up or down costs an extra foot for every foot of movement. You can see and hear the plane you originated from, but everything there looks gray, and you can't see anything more than 60 feet away.

While on the Ethereal Plane, a creature can only affect and be affected by other creatures on that plane. Creatures that aren't on the Ethereal Plane can't perceive creatures on the Ethereal Plane and can't interact with them, unless a special ability or magic has given them the ability to do so.

Creatures on the Ethereal Plane ignore all objects and effects that aren't on the Ethereal Plane, allowing them to move through objects they perceive on the plane in which this manifestation was used.

When the manifestation ends, all affected creatures immediately return to the plane in which this manifestation was used, located in the spot they currently occupy. If a creature occupies the same spot as a solid object or creature when this happens, it is immediately shunted to the nearest unoccupied space that it can occupy and takes force damage equal to twice the number of feet it is moved.

This manifestation has no effect if you cast it while you are on the Ethereal Plane or a plane that doesn't border it, such as one of the Outer Planes.

ETHEREAL WEAPON

1st-level psionics (psychometabolism)

Invoking Time: 1 bonus action

Range: Self

Display: Purple wisps of smoke permeate the air

Duration: Instantaneous

You temporarily transform one weapon you're holding or your unarmed strike into pure psionic energy. The next attack you make with it before the end of your turn ignores the target's armor, requiring no attack roll. Instead, the target makes a Dexterity saving throw. On a failed save, the target takes the attack's normal damage and suffers its additional effects. On a successful save, the target takes half damage from the attack but suffers no additional effects that would normally be imposed on a hit.

EXACTING QUERY

5th-level psionics (telepathy)

Invoking Time: 1 action

Range: Telepathy

Display: Your lips become a violet hue momentarily

Duration: Instantaneous

You target one creature you can currently communicate with via telepathy. The target must make an Intelligence saving throw. On a failed save, the target truthfully answers one question you ask it via telepathy. On a successful save, the target is unaffected, and you can't use this ability on it again until you finish a long rest. A creature is immune to this ability if it is immune to being charmed.

EYE OF HORROR

Psionics (telepathy) talent

Invoking Time: 1 action

Range: 60 feet

Display: The target perceives your face as one horrific, alien eye

Duration: Instantaneous

Choose one creature you can see within range. The target must make a Charisma saving throw. On a failed save, it takes 1d6 psychic damage and can't willingly move closer to you until the end of its next turn.

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

FAITHFUL ARCHER

7th-level psionics (metacreativity)

Invoking Time: 1 bonus action

Range: Touch

Components: Yellow tendrils of energy swirl around the weapon

Duration: 1 minute

You touch a ranged weapon or a melee weapon with the thrown property and imbue it with a limited sentence. For the duration, you can make an extra ranged attack with the weapon at the start of each of your turns (no action required). If it is a thrown weapon, it also returns to your grasp each time you make any attack with it.

FEAT OF STRENGTH

3rd-level psionics (psychometabolism)

Invoking Time: 1 bonus action

Range: Touch

Display: The target's muscles swell

Duration: 1 round

You touch a creature and enhance its muscular control. It gains a +5 bonus to Strength checks for the duration.



FEEL LIGHT AND SOUND

1st-level psionics (clairsentience)

Invoking Time: 1 action

Range: Self

Display: Your eye color fades somewhat

Duration: 10 minutes

You experience light and sound translated through tactile sensation (by touch). Your field of vision and range of hearing do not change, and if you have darkvision, its benefits are not translated to touch via *feel light and sound*. You have advantage on saving throws against being blinded and deafened. While you are not blinded and you are in an area of bright light, the expanded view granted by this manifestation gives you advantage on all Wisdom (Perception) checks that rely on sight. While you are not deafened, the expanded reception gives you advantage on all Wisdom (Perception checks) that rely on hearing.

FIERY DISCORPORATION

6th-level psionics (psychometabolism)

Invoking Time: 1 reaction, which you take when damage reduces you to 0 hit points while you are within 30 feet of an open flame

Range: Self

Display: Your hair ignites and burns away whether you succeed or not

Duration: Instantaneous

You use your mastery of energy to cheat death. Make a Constitution saving throw (DC 5 + the damage dealt by the triggering attack). If you succeed, you break apart into dozens of flitting tongues of flame and vanish, along with all your gear and anything you are holding or carrying. One day later, you reappear in an unoccupied space of your choice within 5 feet of the open flame nearest to where you disincorporated, materializing from the flame. While disincorporated, you essentially do not exist - you can do nothing, nor can any other creature or object interact with you.

FIGHTING WORDS

4th-level psionics (telepathy)

Invoking Time: 1 minute

Range: 10 feet

Display: Creatures within range hear unintelligible whispers, almost like an echo, while you are invoking this manifestation

Duration: Instantaneous

To invoke this manifestation, you must spend the invoking time audibly conversing with a creature. At the end, you attempt to leave a simmering violence in its mind. The creature must make a Wisdom saving throw to resist feeling violent urges against one creature you describe to it or name. The save automatically succeeds if the target is immune to being charmed.

On a failed save, the target attacks the chosen creature if it sees that creature during the duration, using weapons or spells against a creature it was already hostile toward or unarmed strikes against other creatures. Once the fight starts, it continues to attack for 5 rounds before this effect ends. This effect immediately ends if the target or any ally it can see is attacked or takes damage from any creature other than the one it has been incited against. On a successful save, the creature is unaffected and has no inkling of your attempt to bend its will.

FIND CREATURE

6th-level psionics (clairsentience)

Invoking Time: 1 hour

Range: Self

Display: A clear disc of psionic energy with a white, glowing border hovers over your head while invoking this manifestation

Duration: Instantaneous

You cast your mind about for information about a specific creature. At the end of the invoking time, you gain a general understanding of the creature's current location.

You learn the region, city, town, village, or district it is in, pinpointing an area between 1 and 3 miles on a side (DM's choice). If the creature is on another plane of existence, you also learn which plane it is currently in.

FIRE WREATH

4th-level psionics (psychokinesis)

Invoking Time: 1 bonus action

Range: Self

Display: A ribbon of fire swirls around you, growing into a wreath

Duration: Concentration, up to 1 minute

You become wreathed in flames for the duration. Any creature that end its turn within 5 feet of you or touches you takes 3d6 fire damage.

FORCE SPHERES

4th-level psionics (metacreativity)

Invoking Time: 1 action

Range: Self

Display: Your skin takes on a pearlescent sheen

Duration: Concentration, up to 1 hour

Your power focuses into protective spheres of shimmering force that can be hurled at your enemies with a thought. You set four force spheres spinning around you in your space for the duration or until you expend them. While you have at least once force sphere, you gain a +3 bonus to all saving throws. One sphere is expended each time you make a saving throw while under this effect. You can use your action to hurl one of the orbs at a creature within 120 feet of you that you can see. Make a ranged psionic attack against the target. On a hit, it takes force damage equal to 4d6 plus your psionics ability modifier and is knocked prone if it is Huge or smaller.

FORCED SERENITY

4th-level psionics (telepathy)

Invoking Time: 1 action

Range: 60 feet

Display: A pink light made of psionic energy forms at your fingertips

Duration: Concentration, up to 1 minute

You imbue foes with a lingering psychic energy, crippling them with pain at any sign of aggression. Choose a point you can see within range. Creatures in a 20-foot radius centered on that point must make an Charisma saving throw, taking 4d10 psychic damage on a failure, or half on a success. On a failed save, for the duration, an affected creature takes psychic damage equal to your Intelligence modifier whenever it hits with an attack.

At Higher Levels. If invoked at 5th level or higher, this manifestation's initial damage increases by 1d10 per manifestation level above 4th.

FORCEFUL QUERY

3rd-level psionics (telepathy)

Invoking Time: 1 action

Range: 30 feet

Display: It becomes difficult for the target to divert its focus from your face

Duration: Instantaneous

You ask a question of one creature that can see and hear you within range. The question must be phrased so that it can be answered with a yes or no, otherwise this manifestation fails. The target must succeed on a Wisdom saving throw, or it replies with a truthful answer. A creature is immune to this effect if it is immune to being charmed.

FREE MOVEMENT

4th-level psionics (psychometabolism)

Invoking Time: 1 action

Range: Touch

Display: The ground beneath your feet bends to create a clearer path

Duration: 1 hour

You touch a willing creature. For the duration, the target's movement is unaffected by difficult terrain, and spells and other magical effects can neither reduce the target's speed nor cause the target to be paralyzed or restrained.

The target can also spend 5 feet of movement to escape from nonmagical restraints automatically, such as manacles or a creature that's grappling it. Finally, being underwater imposes no penalties on the target's movement or attacks.

FROZEN SANCTUARY

5th-level psionics (metacreativity)

Invoking Time: 1 bonus action

Range: Self

Display: Protective plates of icy energy form around you

Duration: Instantaneous

You sheathe yourself with icy resilience, gaining 20 temporary hit points.

At Higher Levels. If invoked at 6th level or higher, the temporary hit points granted by this manifestation increase by 10 per manifestation level above 5th.

FROZEN RAIN

7th-level psionics (metacreativity)

Invoking Time: 1 action

Range: 120 feet

Display: Water in the air around your skin crystallizes

Duration: Concentration, up to 1 minute

Choose a point you can see within range. The air in a 20-foot-radius sphere centered on that point becomes deathly cold and saturated with moisture. Each creature in that area must make a Constitution saving throw, taking 10d6 cold damage on a failed save, or half as much on a success. On a failed save, a target's speed is reduced to 0 for the duration.

As an action, a target that has its speed reduced can end the effect early if it succeeds on a Strength (Athletics) check with a DC equal to this effect's save DC.

At Higher Levels. If invoked at 8th level or higher, this manifestation's damage increases by 1d6 per manifestation level above 7th.

FUSION

9th-level psionics (psychometabolism)

Invoking Time: 1 action

Range: Touch

Display: Earrings made of psionic energy appear on your fused form's ears for the duration

Duration: Concentration, up to 1 minute

You and another willing, corporeal, living creature of no more than one size larger or smaller than you fuse into one being. As the manifester, you control the actions of the fused being. However, you can give up this control to the other creature. Once you give up control, you cannot regain it unless the other creature relinquishes it.

The fused being has your hit points plus the other creature's hit points. The fused being knows all of the manifestations, has the same amount of psionic power, knows or has prepared the same spells, and has the same amount of spell slots as both creatures combined. Any spent psionic power or spell slots prior to the fusion are retained on the fused being. Likewise, all feats, racial abilities, and class features are pooled (if both creatures have the same ability, the fused being gains it only once.) For each of the six ability scores, the fused being's score is the higher of yours and the other creature's, its Hit Dice are those of both creatures combined, and the fused being has the higher level of the two creatures. The fused being gains all proficiencies and expertise of both beings.

You decide what equipment is absorbed into the fused being and what equipment remains available for use. These fused items are restored to their original owners once the manifestation ends.

When the manifestation ends, the fused being separates, both creatures appearing in the nearest unoccupied space. If separation occurs in a space without room for both creatures, both creatures are shunted to the nearest unoccupied space, take 12d6 force damage and are stunned for 1 minute.

Damage taken by the fused being is discarded when the manifestation ends. Each constituent creature of the fusion is returned with exactly the same amount of hit points it had before it entered the fusion. However, any resources spent by the fused being are transferred to the original creatures when *fusion* ends. Any debilitating effects are split between you and the other creature. If any effects cannot be evenly split, you determine who receives the additional loss.

If a fused being is killed, it separates into its constituent creatures, both of which are also dead. You cannot use *fusion* on a being already fused by this manifestation.

GIANT FORM

7th-level psionics (psychometabolism)

Invoking Time: 1 bonus action

Range: Self

Display: Your sclera become green and your hair and fingernails harden

Duration: Concentration, up to 10 minutes

Your body temporarily grows to giant-like proportions. You gain 8d10 plus your psionics ability modifier in temporary hit points, which are lost if they remain at the end of the duration. In addition, your melee weapon attacks deal an extra 3d8 damage on a hit, and your reach increases by 10 feet. If you're smaller than Huge, you also become Huge for the duration.

GIANT LIMBS

3rd-level psionics (psychometabolism)

Invoking Time: 1 bonus action

Range: Touch

Display: Brown tendrils of psionic energy weave through the target's arms

Duration: 1 minute

You touch a creature, and its arms grow larger as they are bolstered with psionic energy. Its reach increases by 5 feet for the duration.

GILLS

4th-level psionics (psychometabolism)

Invoking Time: 1 action

Range: 60 feet

Display: Gills appear on affected creatures' necks

Duration: 24 hours

You grant yourself and up to ten willing creatures you can see within range the ability to breathe underwater for the duration.

GLIDING AURA

5th-level psionics (metacreativity)

Invoking Time: 1 action

Range: Self

Display: Each affected creature has web-like projections connecting its arms and legs

Duration: Concentration, up to 10 minutes

You create a field of uplifting energy in a 60-foot radius centered on you, which moves with you for the duration. You and creatures you designate can fly through the air with a speed of 60 feet while they are in the area. If an affected creature starts its turn outside of the area, it safely descends to the ground at a rate of 60 feet per round.

A creature can glide even while encumbered, but it cannot glide if its speed is 0. If a creature's speed is set to 0 while gliding, it safely descends to the ground at a rate of 60 feet per round.

HAIL OF CRYSTALS

5th-level psionics (metacreativity)

Invoking Time: 1 action

Range: 90 feet

Display: A sharp crystal hovers above your hand

Duration: Instantaneous

You create a large shard of crystal and fling it at one creature within range. Make a ranged psionic attack against the target. On a hit, the target takes 5d10 piercing damage. Hit or miss, the shard then explodes into thousands of tiny shards. The target and each creature in a 20-foot radius around the point where the crystal exploded must succeed on a Dexterity saving throw or take 6d6 slashing damage.

At Higher Levels. If invoked at 6th level or higher, this manifestation's slashing damage increases by 1d6 for each manifestation level above 5th.

HAMMER MORPH

2nd-level psionics (psychometabolism)

Invoking Time: 1 bonus action

Range: 5 feet

Display: Your arm's skin becomes steely grey

Duration: Instantaneous

You change the composition of one of your arms momentarily, shaping it into a material similar to a steel hammer, which you use to strike your enemies. In order to invoke this manifestation, one of your hands must be free. Make a melee psionic attack against one creature within range that you can see. On a hit, the target takes bludgeoning damage equal to 2d6 plus your psionics ability modifier.

At Higher Levels. If invoked at 3rd level or higher, this manifestation's damage increases by 1d6 for each manifestation level above 2nd.

HAMMER OF INQUISITION

Psionics (telepathy) talent

Invoking Time: 1 action

Range: 60 feet

Display: A blue ring of energy circles your wrist

Duration: Instantaneous

Choose one creature you can see within range. The target must make an Intelligence saving throw. On a failed save, the target takes 1d10 psychic damage, it has disadvantage on its next Wisdom saving throw and it has disadvantage on Wisdom checks against you. These effects last until the end of your next turn.

The talent's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

HAZY SHIFT

7th-level psionics (psychoportation)

Invoking Time: 1 action

Range: Self

Display: Translucency spreads from your hands to the rest of your body

Duration: Concentration, up to 10 minutes

Your body becomes partially incorporeal and appears hazy. In this form, you gain resistance to bludgeoning, piercing, and slashing damage, and you can't take actions other than the Dash action. You can pass through openings that are no more than 1 inch wide without squeezing.

HUNGRY LIGHTNING

Psionics (metacreativity) talent

Invoking Time: 1 action

Range: 60 feet

Display: Your palm crackles with lightning

Duration: Instantaneous

You lash out at one creature you can see within range with tendrils of lightning. The target must make a Dexterity saving throw, with disadvantage if it's wearing heavy armor. The target takes 1d8 lightning damage on a failed save, or half as much damage on a successful one.

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



ICE BARRIER

8th-level psionics (metacreativity)

Invoking Time: 1 action

Range: 60 feet

Display: Your body is covered in a thin layer of deep blue frost

Duration: Concentration, up to 10 minutes

You create a barrier of ice, at least one portion of which must be within range. The wall is 60 feet long, 15 feet high, and 1 foot thick. You can place the barrier in 10-foot long segments, each of which must be connected on at least 1 side. Each 10-foot wide section of the wall has AC 15 and 50 hit points, and is vulnerable to fire damage. Breaking one section removes that section from the wall, but the wall otherwise remains intact. A creature that damages the wall with a melee attack takes cold damage equal to the damage the creature dealt to the wall.

ICE SHEET

3rd-level psionics (metacreativity)

Invoking Time: 1 action

Range: 60 feet

Display: A layer of ice forms over your palms

Duration: Concentration, up to 10 minutes

Choose a point on the ground you can see within range. The ground in a 20-foot radius centered on that point becomes covered in ice for the duration. It is difficult terrain, and any creature that moves more than 10 feet on it must succeed on a Dexterity saving throw or fall prone. If the surface is sloped, a creature that falls prone in the area immediately slides to the bottom of the slope.

ID INSINUATION

4th-level psionics (telepathy)

Invoking Time: 1 action

Range: 60 feet

Display: The creature's eyes bleed

Duration: Instantaneous

Choose one creature you can see within range. The target must make an Intelligence saving throw, taking 6d8 psychic damage on a failed save, or half as much on a success. On a failed save, the target goes into a frenzy, as its id runs rampant. Until the end of its next turn, it can use its action only to take the Dodge action or an action that requires an attack roll.

INCITE AWE

9th-level psionics (telepathy)

Invoking Time: 1 action

Range: 60 feet

Display: The targets' eyes are surrounded with a faint, white aura

Duration: Concentration, up to 10 minutes

You exert an aura that inspires awe in others. Choose up to 5 creatures you can see within range. Each target must succeed on an Intelligence saving throw or be charmed by you until your concentration ends. While charmed, a target obeys all your verbal commands to the best of its ability and without doing anything obviously self-destructive. The charmed target will attack only creatures that it has seen attack you since it was charmed or that it was already hostile toward. At the end of each of its turns, it can repeat the saving throw, ending the effect on itself on a success.

INCITE COURAGE

4th-level psionics (telepathy)

Invoking Time: 1 action

Range: 60 feet

Display: A golden wreath of psychic energy appears around each target's forehead momentarily

Duration: Instantaneous

Choose up to six creatures you can see within range. If any of those creatures is frightened, the condition is ended for it.

INCITE FEAR

1st-level psionics (telepathy)

Invoking Time: 1 action

Range: 60 feet

Display: Your eyes glow with energy in the form of violet crosses momentarily

Duration: Concentration, up to 1 minute

Choose one creature you can see within range. The target must succeed on a Wisdom saving throw or become frightened of you for the duration. Whenever the frightened target ends its turn where it can't see you, it can repeat the saving throw, ending the effect on itself on a success.

INCITE PANIC

9th-level psionics (telepathy)

Invoking Time: 1 action

Range: 90 feet

Display: Silver chains made of psionic energy appear around the necks of affected creatures, constricting them

Duration: Concentration, up to 1 minute

Choose up to eight creatures within range that you can see and that can see you. At the start of each of a target's turns for the duration, the target must make a Wisdom saving throw. On a failed save, the target is frightened until the start of its next turn, and you roll a die. If you roll an odd number, the frightened target moves half its speed in a random direction and takes no action on that turn, other than to scream in terror. If you roll an even number, the frightened target makes one melee attack against a random target within its reach. If there is no such target, it moves half its speed in a random direction and takes no action on that turn.

INDUCED VISION

6th-level psionics (clairsentience)

Invoking Time: 1 minute

Range: Touch

Display: Your irises become white while invoking

Duration: 30 days

You touch a creature's temples and maintain contact with them for the invoking time. At the end of invoking, you grant it a mental vision of something it desires, while simultaneously placing a mental binding on it, which forces it to carry out some service or refrain from some action or course of activity as you decide, as it believes this will lead it to its goal.

If the creature can understand you, it must succeed on a Wisdom saving throw or become charmed by you for the duration. While the creature is charmed by you, it must make a Charisma saving throw each time it acts in a manner directly counter to your instructions, but no more than once each day. On a failure, the creature is compelled to follow your instruction, and its Intelligence score is reduced by 1, which cannot be restored except by ending the *induced vision* on them. A creature with 0 Intelligence falls unconscious until its Intelligence is restored to at least 1.

You can issue any command you choose, short of an activity that would result in certain death. Should you issue a suicidal command, the manifestation ends. You can end the manifestation early by using an action to dismiss it.

A *negate psionics* manifestation, or either the *greater restoration* or *wish* spells also ends it.

At Higher Levels. If invoked at 7th or 8th-level, the duration is 1 year. If invoked at 9th-level, the manifestation lasts until it is ended by one of the spells mentioned above.

INDUCT CREATURE

6th-level psionics (telepathy)

Invoking Time: 1 action

Range: 30 feet

Display: The target sees you in more vibrant color

Duration: 1 hour

You attempt to charm a creature you can see within range. It must make a Wisdom saving throw. If it fails it is charmed by you until the spell ends or until you or your companions do something harmful to it. The charmed creature is friendly to you. When the spell ends, the creature makes an Intelligence check against your psionics save DC. If it succeeds, it knows it has been charmed.

At Higher Levels. If invoked at 7th level or higher, you can target one additional creature for each manifestation level above 6th. They must be within 30 feet of each other when you target them.

INDUCT PERSON

2nd-level psionics (telepathy)

Invoking Time: 1 action

Range: 30 feet

Display: The target sees you in more vibrant color

Duration: 1 hour

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw. On a failure, it is charmed by you until the spell ends or until you or your companions harm it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature makes an Intelligence check against your psionics save DC. If it succeeds, it knows it has been charmed.

At Higher Levels. If invoked at 3rd level or higher, you can target one additional creature for each manifestation level above 2nd. They must be within 30 feet of each other when you target them.

INERTIAL BARRIER

5th-level psionics (psychokinesis)

Invoking Time: 1 reaction, which you take when you or a creature you can see within range must make a Strength, Dexterity, or Constitution saving throw

Range: 30 feet

Display: Two rings of violet psionic orbs hover around your wrists momentarily

Duration: Instantaneous

You quickly form a protective field of telekinetic energy, surrounding a creature with it. Roll a d8 and add the result to the saving throw. This manifestation can be used after the saving throw is made, but before the DM determines if it succeeds.

INFLECT PAIN

4th-level psionics (telepathy)

Invoking Time: 1 action

Range: 90 feet

Display: The vessels in your face swell with blood and become prominent

Duration: Instantaneous

Your thoughts work their way into a foe's mind like razor-sharp needles, crippling it with excruciating pain. Choose one creature within range that you can see. The target must make an Intelligence saving throw. On a failure, it takes 4d8 psychic damage and its speed is halved for 1 minute. On a success, it takes half as much damage and suffers no other effects.

At Higher Levels. If invoked at 5th level or higher, this manifestation's damage increases by 1d8 for each manifestation level above 3rd.

INERTIAL ARMOR

1st-level psionics (psychokinesis)

Invoking Time: 1 action

Range: Self

Display: Black licks of psionic energy swirl around you, which aid in deflecting attacks

Duration: 8 hours

You sheathe yourself in an intangible field of psionic force. For the duration, your AC is 13 + your Dexterity modifier while you aren't wearing armor, and you gain resistance to force damage.

INTELLECT FORTRESS

1st-level psionics (telepathy)

Invoking Time: 1 action

Range: Self

Display: A violet star made of psionic energy orbits your head

Duration: Concentration, up to 10 minutes

You fortify your mind against intrusion. You have advantage on Intelligence saving throws and resistance to psychic damage for the duration.

INTELLECT PRISM

5th-level psionics (metacreativity)

Invoking Time: 1 bonus action

Range: 30 feet

Display: Your eyes become reflective like a mirror

Duration: Concentration, up to 10 minutes

Motes of light swirl to form a crystalline prism in the air, sharpening your senses and extending your presence on the battlefield. Choose an unoccupied space that you can see within range. You conjure a Tiny intellect prism in that space, which lasts for the duration or until you dismiss it as a bonus action. You can see and target creatures and objects as if you were in the prism's space, and while the prism is within 5 feet of you, you have advantage on Wisdom (Perception) and Intelligence (Investigation) checks. Once on each of your turns, you can move the prism up to 30 feet.

The prism has hit points equal to half your hit point maximum and AC 15. It can be targeted with attacks and other damaging effects, but it is immune to all conditions. If the prism drops to 0 hit points, it is destroyed, and you are stunned until the end of your next turn. The manifestation then ends.

INTERRUPT PSIONICS

3rd-level psionics (clairsentience)

Invoking Time: 1 reaction, which you take when a creature within 60 feet of you invokes a manifestation

Range: 60 feet

Display: Psionic energy crackles like static off of you and the creature you are interrupting

Duration: Instantaneous

You attempt to interrupt a creature in the process of invoking a manifestation. If the creature is invoking a manifestation of 3rd level or lower, its manifestation fails and has no effect. If it is invoking a manifestation of 3rd level or higher, make an ability check using your psionics ability. The DC equals 10 + the manifestation's level. On a success, the creature's manifestation fails and has no effect.

At Higher Levels. If invoked at 4th level or higher, the interrupted manifestation has no effect if its level is less than or equal to the manifestation level you used.

INVISIBILITY PURGE

3rd-level psionics (clairsentience)

Invoking Time: 1 action

Range: Self

Display: A refractive bubble of psionic energy expands around you

Duration: Concentration, up to 1 minute

You create a sphere of power in a 5-foot radius around you, which negates all forms of invisibility. Anything invisible becomes visible while in the area.

At Higher Levels. When used at 4th level or higher, this manifestation's radius increases by 5 feet per level above 3rd.

IRON DURABILITY

2nd-level psionics (psychometabolism)

Invoking Time: 1 action

Range: Touch

Display: Your fingertips become hard as metal, which transfers from you to the target

Duration: Concentration, up to 10 minutes

You touch a creature and transform its body to become a living metal, allowing it to shrug off attacks that would cripple weaker creatures. It has a +2 bonus to its AC for the duration.

IRON HIDE

1st-level psionics (metacreativity)

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

Range: Self

Display: Your skin takes on metallic properties momentarily

Duration: 1 round

You gain a +2 bonus to your AC until the end of your next turn. This bonus applies against the triggering attack.

At Higher Levels. If invoked at 2nd level or higher, this manifestation's AC bonus increases by 1 per manifestation level above 1st.

IRON RESISTANCE

8th-level psionics (metacreativity)

Invoking Time: 1 action

Range: 60 feet

Display: Each creature gains a metallic shell made of psionic energy for the duration

Duration: Concentration, up to 1 minute

Choose up to two creatures that you can see within range. The targets gain resistance to bludgeoning, piercing, and slashing damage for the duration.



IRRATIONAL PHOBIA

9th-level psionics (telepathy)

Invoking Time: 1 action

Range: 90 feet

Display: Webby projections of nearly transparent psionic energy encase the creature's face

Duration: Instantaneous

You deeply seat a phobia in up to 6 creatures that you can see, paralyzing them out of primal terror.

Each target must make a Wisdom saving throw. On a failed save, a target takes 11d6 psychic damage and is paralyzed. On a successful save, a target takes half as much damage and isn't paralyzed.

A paralyzed target can make a Wisdom saving throw at the end of each of its turns. On a successful save, the paralyzing effect ends.

ITEM LORE

1st-level psionics (clairsentience)

Invoking Time: 1 minute

Range: 5 feet

Display: The item you are studying faintly glows

Duration: Instantaneous

You carefully study an item while remaining within 5 feet of it. When you finish invoking this manifestation, you gain the benefits of an *identify* spell cast on that item.

KEEN MEMORY

2nd-level psionics (clairsentience)

Invoking Time: 1 bonus action

Range: Touch

Display: The target's eyes dilate momentarily

Duration: Concentration, up to 1 hour

You touch a creature. For the duration, it has advantage on Intelligence checks.

KINETIC PRISON

5th-level psionics (psychokinesis)

Invoking Time: 1 action

Range: 60 feet

Display: Psionic energy crackles around the target, forming a sphere

Duration: Concentration, up to 1 minute

You cause a sphere of kinetic energy to form around a creature. Choose one creature you can see within range. The target must make a Dexterity saving throw. On a failed save, it takes 6d10 force damage and becomes trapped in the sphere for the duration. On a successful save, the target takes 6d10 force damage and this manifestation ends.

While the target is trapped, its speed is halved, it suffers disadvantage on attack rolls, it can't breathe, and it can't see anything more than 10 feet away from it. However, attack rolls against it also suffer disadvantage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

KNIT CONSTRUCT

2nd-level psionics (metacreativity)

Invoking Time: 1 action

Range: Touch

Display: The construct's damage glows faintly red

Duration: Instantaneous

You touch a construct and knit its structure to repair damage it has taken. The construct heals a number of hit points equal to 3d8 plus your psionics ability modifier.

At Higher Levels. If invoked at 3rd level or higher, this manifestation heals an additional 1d8 per manifestation level above 2nd.

KNOCK BACK

Psionics (psychokinesis) talent

Invoking Time: 1 reaction, which you take when you hit a target with a melee attack

Range: Reach

Display: The area struck by the attack fluxes with psionic force

Duration: Instantaneous

The target must succeed on a Strength saving throw or be knocked 10 feet away from you. The target moves in a straight line. If it hits an object, this movement immediately ends and the target takes 1d6 bludgeoning damage for every 10 feet it traveled.

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

KNOW LOCATION

4th-level psionics (clairsentience)

Invoking Time: 1 action

Range: Self

Display: A white ring of psionic energy expands from your body as far as the eye can see

Duration: Instantaneous

You read the collective conscience around you to learn about your location. As part of invoking this manifestation, make an Intelligence check. Compare the result of the check against the following table. You learn the listed information for all outcomes lower than your result.

Result Information

1	The nearest major city's name
5	Your distance away from the nearest major city
10	The plane of existence you are currently on
15	The name and owner of your current location
20	A single tidbit about your current location, such as the location of a nearby trapdoor or precious item

LETHAL STRIKE

Psionics (psychometabolism) talent

Invoking Time: 1 action

Range: Reach

Display: Fissures of orange psionic energy run across the weapon, which spread through the wound on impact

Duration: Instantaneous

As part of the action used to invoke this manifestation, you must make a melee attack with a weapon against one creature within the weapon's reach, otherwise the manifestation fails. On a hit, the target suffers the attack's normal effects, and the attack deals extra psychic damage equal to your psionics ability modifier.

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

LIGHTNING LEAP

7th-level psionics (psychokinesis)

Invoking Time: 1 action

Range: 60 feet

Display: Lightning energy crackles from the ground to your feet, travelling up to your eyes, and is then loosed

Duration: Instantaneous

You let loose a line of lightning that is 60 feet long and 5 feet wide. Each creature in the line must make a Dexterity saving throw, taking 11d6 lightning damage on a failed save, or half as much damage on a successful one. You can then teleport to an unoccupied space touched by the line.

At Higher Levels. If invoked at 8th level or higher, this manifestation's damage increases by 1d6 per manifestation level above 7th.

LIGHTNING MOTES

4th-level psionics (metacreativity)

Invoking Time: 1 action

Range: 90 feet

Display: A thin bolt of lightning strikes your hand and coalesces into four tiny motes which swirl in your palm

Duration: Concentration, up to 1 minute

A burst of lightning lingers as four small, sizzling motes, each of which erupts at your command. For each mote, choose a point that you can see within range. You direct the motes to their destination, where they remain for the duration as sizzling spheres of lightning.

A creature who moves within 10 feet of a mote for the first time on a turn or who starts its turn there must make a Dexterity saving throw, taking 2d8 lightning damage on a failure, or half on a success.

As a bonus action on each of your turns for the duration, you can direct a single mote to move to a point that you can see within 90 feet of it.

At Higher Levels. If invoked at 5th level or higher, you can create one extra mote for each manifestation level above 4th.

LINK SENSES

1st-level psionics (telepathy)

Invoking Time: 1 action

Range: 150 feet

Display: A faint orange circular glyph appears on both creatures' bodies in a random spot

Duration: Concentration, up to 10 minutes

You link your mind with another creature's body, allowing you to experience its senses. When you invoke this manifestation, choose sight, hearing, taste or smell; your choice determines which sense is linked for the duration. Choose a creature that you can see within range. It must succeed on a Wisdom saving throw, or have its senses linked with yours. A willing creature can choose to fail the save.

You cannot influence the creature's behavior with this manifestation. However, you can emulate its senses freely as if you were in its body, but only from its point of view. This allows you to make ability checks while benefitting from a creature's unique features, among other things. For example, you can smell through the nose of a wolf that is hiding in a bush, and you would smell the bush as well as yourself, as the wolf would. You can also see through the eyes of a hawk in flight, allowing you to get a bird's eye view with its exceptional vision.

MANIPULATION

2nd-level psionics (telepathy)

Invoking Time: 1 action

Range: 90 feet

Display: The target's fingernails turn black for the duration

Duration: Concentration, up to 8 hours

You suggest a course of activity (limited to a sentence or two) and psionically influence a creature you can see within range that can hear and understand you. 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 manifestation.

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 manifestation 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 manifestation expires, the activity isn't performed.

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

MANTLE OF COMMAND

2nd-level psionics (telepathy)

Invoking Time: 1 bonus action

Range: Self

Components: A green gemlike projection of psionic energy momentarily appears on a creature's back when it moves

Duration: 10 minutes

When you haven't moved during your turn, you can use your reaction at the end of the turn to allow one ally you can see within 30 feet of you to move up to half their speed, following a path of your choice. To move in this way, the ally mustn't be incapacitated.

MANTLE OF CONFIDENCE

2nd-level psionics (telepathy)

Invoking Time: 1 bonus action

Range: 30 feet

Display: Affected creatures' hair and eye color becomes a brighter hue of its original color for the duration

Duration: Concentration, up to 1 hour

For the duration, you and creatures within range that you designate when you invoke this manifestation are immune to the frightened condition for the duration. Additionally, you have advantage on Charisma checks for the duration.

MANTLE OF COURAGE

3rd-level psionics (telepathy)

Invoking Time: 1 bonus action

Range: Self

Display: Rings of orange energy appear around the wrists of affected creatures

Duration: Concentration, up to 10 minutes

You and allies within 10 feet of you who can see you have advantage on saving throws against being frightened for the duration.

MANTLE OF FURY

4th-level psionics (telepathy)

Invoking Time: 1 bonus action

Range: Self

Display: A trail of red energy runs from the torso down the legs of affected creatures

Duration: Concentration, up to 1 minute

You and any ally who starts their turn within 10 feet of you increases their walking speed by 5 feet during that turn.

MASS FABRICATION

6th-level psionics (metacreativity)

Invoking Time: 1 hour

Range: 120 feet

Display: Your hair transforms into a material of similar consistency, such as rope or vines, then returns to normal

Duration: Instantaneous

You convert raw materials into products of the same material. For example, you can fabricate a wooden bridge from a clump of trees, a rope from a patch of hemp, and clothes from flax or wool.

Choose raw materials that you can see within range. You can fabricate up to 6 huge or smaller objects, as long as the resulting objects must be contained within a 15-foot cube, or twelve connected 5-foot cubes, given a sufficient quantity of raw material. If you are working with metal, stone, or another mineral substance, however, you can fabricate up to 4 large or smaller objects, and the resulting objects must be contained within a 10-foot cube, or eight connected 5-foot cubes. The quality of objects made by the manifestation is commensurate with the quality of the raw materials.

Creatures or magic items can't be created or transmuted by this spell. You also can't use it to create items that ordinarily require a high degree of craftsmanship, such as jewelry, weapons, glass, or armor, unless you have proficiency with the type of artisan's tools used to craft such objects.

MASS TIME SUSPENSION

8th-level psionics (psychoportation)

Invoking Time: 1 minute

Range: 30 feet

Display: Your face appears far younger for a moment, then returns to normal

Duration: Instantaneous

Choose any number of willing creatures within range that you can see, who must remain in range for the invoking time. When you finish invoking this manifestation, you suspend each target in a pocket of time, allowing them a brief respite. Affected creatures seem to disappear in a shimmer of silver energy. This suspension lasts for 1 hour.

When creatures reappear, they are in the exact same space, or the nearest unoccupied space, in exactly the same orientation and condition as before. Each affected creature gains the benefits of a short rest. From an affected creature's point of view, no time has passed at all.

At Higher Levels. If invoked at 9th level, this manifestation's invoking time becomes 1 action.

MASTER'S CHARGE

3rd-level psionics (telepathy)

Invoking Time: 1 bonus action

Range: 60 feet

Display: A faint red line appears on the ground between each target and its destination space

Duration: Instantaneous

Choose up to three creatures you can see within range. Each target can immediately use its reaction to move up to its speed in a straight line toward its nearest enemy.

MASTERY OF AIR

3rd-level psionics (psychoportation)

Invoking Time: 1 bonus action

Range: Self

Display: The wind picks up around you

Duration: Concentration, up to 10 minutes

For the duration, you take no falling damage, and you ignore difficult terrain when walking.

MASTERY OF FORCE

2nd-level psionics (psychokinesis)

Invoking Time: 1 bonus action

Range: Self

Display: White energy snakes around your arms, stopping in the middle of your palms

Duration: Concentration, up to 1 hour

For the duration, you have advantage on Strength checks, and your carrying capacity doubles.

MASTERY OF FIRE

2nd-level psionics (metacreativity)

Invoking Time: 1 action

Range: Self

Display: Superficial cracks of red energy appear on your skin randomly

Duration: Concentration, up to 10 minutes

For the duration, you have resistance to fire damage, and you have a +2 bonus to rolls for fire damage.

MASTERY OF ICE

2nd-level psionics (psychometabolism)

Invoking Time: 1 action

Range: Self

Display: Thin, needle-like projections of ice form around your body

Duration: Concentration, up to 10 minutes

For the duration, you have resistance to cold damage, you are immune to effects that reduce your speed but do not set it to 0, and you ignore difficult terrain related to ice.

MASTERY OF LIGHT AND DARK

4th-level psionics (clairsentience)

Invoking Time: 1 action

Range: 30 feet

Display: A black circle runs through the sclera of your eyes, and a white circle through the irises

Duration: Concentration, up to 1 hour

For the duration, natural and magical darkness within range has no effect on your vision.

MASTERY OF WATER

3rd-level psionics (psychometabolism)

Invoking Time: 1 action

Range: Self

Display: Energy in the form of water droplets dances across your skin

Duration: 1 hour

For the duration, you have a swimming speed equal to your walking speed, and you can breathe underwater.

MASTERY OF WEATHER

2nd-level psionics (psychokinesis)

Invoking Time: 1 action

Range: Self

Display: Lightning energy seems to race just underneath your skin

Duration: Concentration, up to 10 minutes

For the duration, you have resistance to lightning and thunder damage, and you have advantage on saving throws against effects that move you against your will.



MASTERY OF WOOD AND EARTH

2nd-level psionics (metacreativity)

Invoking Time: 1 action

Range: Self

Display: Interlinked projections of energy in the form of wood appear along your body

Duration: 10 minutes

You seize control of wood and earth and use it to bolster your defense. You have a +2 bonus to your AC for the duration.

MEND WOUNDS

1st-level psionics (psychometabolism)

Invoking Time: 1 action

Range: Touch

Display: Your fingertips are surrounded with energy that appears red-hot, but feels warm to the touch

Duration: Instantaneous

You use psionic energy to restore the hit points of one creature you touch. The creature regains 3d4 hit points.

At Higher Levels. If invoked at 2nd level or higher, this manifestation's healing increases by 2d4 per manifestation level above 1st.

MENTAL BARRIER

7th-level psionics (telepathy)

Invoking Time: 1 action

Range: Touch

Display: A silver ring of psionic energy appears on the back of the target's head

Duration: 24 hours

Until the manifestation ends, one willing creature you touch is immune to psychic damage, any effect that would sense its emotions or read its thoughts, divination spells and psionics, and the charmed condition. The spell even foils wish spells and psionics, spells or effects of similar power which affect the target's mind or grant information about it.

METACONCERT

5th-level psionics (telepathy)

Invoking Time: 1 bonus action

Range: Touch

Display: A blue ouroboros symbol appears on both your tongues for the duration

Duration: 1 minute

You touch a willing creature and synchronize your psionic energy with its abilities, improving both participants. You can be in *metaconcert* with up to three creatures at once. When you invoke this manifestation, each of you gain one of the following benefits based on both of your capabilities:

Psionic. If at least one of you is psionic, any psionic creature that is part of a *metaconcert* gains a +2 bonus to its psionic attack rolls and psionic save DC for the duration.

Spellcaster. If at least one of you has the ability to cast at least one spell, any like creature that is part of a *metaconcert* gains a +2 bonus to its spell attack rolls and spell save DC for the duration.

Mundane. Any creature can be considered mundane for the purposes of this manifestation. Any mundane creature that is part of a *metaconcert* gains a +2 bonus to its weapon attack rolls and AC for the duration.

You choose the benefit if a creature qualifies for more than one. The link created by *metaconcert* persists over any distance, but this manifestation ends if the creature is on another plane of existence.

METAMORPHOSIS

6th-level psionics (psychometabolism)

Invoking Time: 1 action

Range: Self

Display: The smell of saffron and ginger permeates the area within 30 feet of the target

Duration: Concentration, up to 1 hour

You assume the form of a creature of the same type as your normal form, or any other type except aberration, celestial, construct, elemental, fiend, or undead. The assumed form can be of a CR no greater than 8.

You can't choose a creature with a size larger than huge, or one with an incorporeal, ectoplasmic, or gaseous form. Your game statistics, including mental ability scores, are replaced by the statistics of the chosen creature. You retain your alignment and personality.

You assume the hit points of your new form. When you revert to your normal form, you return to the number of hit points you had before you transformed. If you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.

You are limited in the actions you can perform by the nature of your new form, and you can't speak, cast spells, or take any other action that requires hands or speech unless your new form is capable of such actions.

Your gear melds into the new form. You can't activate, use, wield, or otherwise benefit from any of your equipment.

MICROSCOPIC FORM

8th-level psionics (psychometabolism)

Invoking Time: 1 bonus action

Range: Self

Display: Your shadow casts as far as it would if you were normal size

Duration: Concentration, up to 10 minutes

You become smaller than Tiny for the duration. While under this effect, you gain a +10 bonus to Dexterity (Stealth) checks and a +5 bonus to AC, you can move through gaps up to 1 inch across without squeezing, and you can't make weapon attacks.

MIGHTY LEAP

Psionics (psychometabolism) talent

Invoking Time: 1 bonus action

Range: Self

Display: Tiny wings made of psionic energy appear behind your legs, which flap once and disappear

Duration: Instantaneous

Without requiring a running start or costing movement, you jump up to 10 feet in any direction.

The talent's distance increases by 5 feet when you reach 5th level (15 feet), 11th level (20 feet), and 17th level (25 feet).

MIND MELD

Psionics (telepathy) talent

Invoking Time: 1 bonus action

Range: 120 feet

Display: A thin line of green psionic energy appears on the tongues of you and the target momentarily

Duration: Instantaneous

You communicate telepathically with one willing creature you can see within range. The target must have an Intelligence of at least 2, otherwise this talent fails and the action is wasted.

This communication can occur until the end of the current turn. You don't need to share a language with the target for it to understand your telepathic utterances, and it understands you even if it lacks a language.

You also gain access to one memory of the target's choice, gaining perfect recall of one thing it saw or did. The memory must be 10 seconds or less in duration, and you remember it as if you were observing it, rather than experiencing it yourself. If it is unwilling, you can force it to make a Charisma saving throw to resist the effect. On a success, you cannot access its memory, and it is aware you tried to read its mind.

MIND STORM

7th-level psionics (psychokinesis)

Invoking Time: 1 action

Range: Self

Display: Particles of psionic energy rise from the ground in the area

Duration: Instantaneous

A wave of rending psychic energy lashes out in front of you. Each creature in a 25-foot cube originating from you must make an Intelligence saving throw. On a failed save, a target takes 8d10 psychic damage. On a successful save, a creature takes half as much damage.

At Higher Levels. If invoked at 8th level or higher, this manifestation's damage increases by 1d10 per manifestation level above 7th.

MIND THRUST

Psionics (telepathy) talent

Invoking Time: 1 action

Range: 120 feet

Display: The target sweats profusely for a moment

Duration: Instantaneous

Choose one creature you can see within range. The target must make an Intelligence saving throw, taking 1d10 psychic damage on a failed save.

The talent's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

MIND TRAP

3rd-level psionics (telepathy)

Invoking Time: 1 action

Range: Self

Display: A low hum can be heard near you for the duration

Duration: 10 minutes

You focus your mind on tracing the psychic footprint of others and striking at their mind in response to aggression. Whenever a creature damages you or touches you, it must make an Intelligence saving throw, taking 3d6 psychic damage on a failure.

MINDLESS COURAGE

2nd-level psionics (telepathy)

Invoking Time: 1 bonus action

Range: 60 feet

Display: The target's pupils dilate unnaturally

Duration: Concentration, up to 1 minute

You cause a creature's bloodlust to overcome its sense of preservation. Choose one creature you can see within range. The target must succeed on a Wisdom saving throw or, for the duration, it can't willingly move unless its movement brings it closer to its nearest enemy that it can see. The save automatically succeeds if the target is immune to being charmed. A creature can repeat its saving throw at the end of each of its turns, ending this effect for itself on a success.

MINIATURE FORM

6th-level psionics (psychometabolism)

Invoking Time: 1 bonus action

Range: Self

Display: Your shadow casts as far as it would if you were normal size

Duration: Concentration, up to 10 minutes

You shrink down, becoming Tiny for the duration. While under this effect, you gain a +5 bonus to Dexterity (Stealth) checks, you can move through gaps up to 6 inches across without squeezing, and if you are attacking a Small or larger creature, your weapon attacks deal 1 damage instead of their normal amount.

MINOR CREATION

1st-level psionics (metacreativity)

Invoking Time: 1 action

Range: 5 feet

Display: Your pupils project psionic energy, creating an outline of the object before it is created

Duration: 1 hour

You create a single nonmagical, nonpsionic, unattended object of nonliving, vegetable matter: linen clothes, a hemp rope, a wooden ladder, and so on. The object or item must fit within a 5-foot cube, and it appears in an unoccupied space on the ground within range.

Attempting to use any object created by this manifestation as a material component for a spell causes the spell to fail.

MISSIVE

3rd-level psionics (clairsentience)

Invoking Time: 1 action

Range: Unlimited

Display: A fine, white mist blows from your nostrils, seeking out the target

Duration: 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 manifestation 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.

MYSTIC HAND

Psionics (psychokinesis) talent

Invoking Time: 1 action

Range: 30 feet

Display: Air displaces around your hands

Duration: Instantaneous

You can use your action to manipulate or move one object within range. 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.



NEGATE PSIONICS

3rd-level psionics (clairsentience)

Invoking Time: 1 action

Range: 120 feet

Display: A thin layer of psionic energy surrounding the target burns away, leaving smoke that quickly disperses

Duration: Instantaneous

Choose one creature, object, or magical effect within range. Any manifestation of 3rd level or lower on the target ends. For each manifestation of 4th level or higher on the target, make an ability check using your psionics ability. The DC equals 10 + the manifestation's level. On a successful check, the manifestation ends.

At Higher Levels. When you invoke this manifestation at 4th level or higher, you automatically end the effects of a manifestation on the target if the manifestation's level is equal to or less than the manifestation level you used.

NIGHTMARE CAGE

6th-level psionics (telepathy)

Invoking Time: 1 action

Range: 60 feet

Display: The target's nose bleeds for the duration

Duration: Concentration, up to 1 minute

You attempt to bind a creature within an illusory cell that only it perceives. One creature you can see within range must make an intelligence saving throw. The target succeeds automatically if it is immune to being charmed. On a successful save, the target takes 5d10 psychic damage, and the manifestation ends. On a failed save, the target takes 5d10 psychic damage, and you make the area immediately around the target's space appear dangerous to it in some way.

You might cause the target to perceive itself as being surrounded by fire, floating razors, or hideous maws filled with dripping teeth. Whatever the form the illusion takes, the target can't see or hear anything beyond it and is restrained for the manifestation's duration. If the target is moved out of the illusion, makes a melee attack through it, or reaches any part of its body through it, the target takes 10d10 psychic damage, and the manifestation ends.

NOMADIC ANCHOR

Psionics (psychoportation) talent

Invoking Time: 1 action

Range: 120 feet

Display: A chain link made of psionic energy appears, attached to one of your ears

Duration: 8 hours

You create an invisible, intangible teleportation anchor in a 5-foot cube you can see within range. For the next 8 hours, whenever you teleport, you can instead teleport to the anchor if you are within this manifestation's range. You can teleport in this way even if you can't see the anchor. You can only have one nomadic anchor active at a time; using this talent again causes the previous one to disappear.

NOMADIC ARROW

1st-level psionics (telepathy)

Invoking Time: 1 bonus action

Range: Self

Components: The firing mechanism of the weapon glows with psionic energy

Duration: 10 minutes

Ranged weapons you wield are imbued with an odd semblance of sentience, allowing them to unerringly find their mark. Any attack roll you make for a ranged weapon attack ignores disadvantage. If disadvantage would normally apply to the roll, that roll also can't benefit from advantage.

NOMADIC CHAMELEON

2nd-level psionics (psychometabolism)

Invoking Time: 1 bonus action

Range: Self

Display: A chromatic aberration occurs around you

Duration: Concentration, up to 1 hour

For the duration, you have advantage on Dexterity checks, and if you end one of your turns without moving or taking any actions, you and everything you are wearing or carrying become invisible until the start of your next turn.

NOMADIC MIND

Psionics (clairsentience) talent

Invoking Time: 1 action

Range: Touch

Display: The target's gaze appears unfocused to others

Duration: Concentration, up to 1 minute

You touch a creature. Once before the manifestation ends, it can add half your psionic ability modifier, rounded up, to one ability check of its choice. The manifestation then ends.

NOMADIC STEP

Psionics (psychoportation) talent

Invoking Time: 1 action

Range: Self

Display: A red band of energy appears around your forehead

Duration: Instantaneous

Your walking speed increases by 10 feet until the end of your turn. If you teleport before the end of your turn, you can immediately use your reaction to make one weapon attack.

NOMAD'S GATE

5th-level psionics (psychoportation)

Invoking Time: 1 action

Range: 5 feet

Display: Strings of psionic energy appear floating in the air around you momentarily

Duration: 1 hour

You create a 5-foot cube of dim, gray light within 5 feet of you. You create an identical cube at any point of your choice within 1 mile that you have viewed within the past 24 hours. The first creature to enter one of the cubes immediately teleports to the other one, appearing in the nearest unoccupied space next to it. The manifestation then ends.

At Higher Levels. When you invoke this manifestation at 6th level or higher, the gate can be used one additional time for each manifestation level above 5th.

NULLIFY PSIONICS

9th-level psionics (clairsentience)

Invoking Time: 1 action

Range: Self

Display: Psionic energy flakes off of everything within the area and disappears

Duration: Concentration, up to 1 hour

A 10-foot-radius invisible sphere of deadening influence surrounds you, nullifying psionics. In this area, psionic energy is immediately discharged, becoming inert. Within the sphere, manifestations can't be invoked, and psionically summoned creatures and objects disappear. For the duration, the sphere moves with you, centered on you.

Psionic manifestations and other psionic effects, except those created by an artifact or a deity, are suppressed in the sphere and can't protrude into it. Psionic power expended to invoke a suppressed manifestation is consumed. While an effect is suppressed, it doesn't function, but the time it spends suppressed counts against its duration.

Targeted Effects. Psionic manifestations and other psionic effects, such as *psidarts* and *incite fear*, that target a creature or an object in the sphere have no effect on that target.

Areas of Psionics. The area of another psionic effect, such as *detonation*, 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 wood created by a *wall of wood* is suppressed within the sphere, creating a gap in the wall if the overlap is large enough.

Psionics. Any active psionic ability or manifestation on a creature or an object in the sphere is suppressed while the creature or object is in it.

Psionic Travel. Teleportation and planar travel caused by psionics fail to work in the sphere, whether the sphere is the destination or the departure point for such travel. A portal to another location, world, or plane of existence, as well as an opening to an extradimensional space such as that created by the *rope trick* spell, 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.

Negate Psionics. Manifestations such as *negate psionics* have no effect on the sphere. Likewise, different *nullify psionics* manifestations don't nullify each other.

OAKEN BODY

8th-level psionics (metacreativity)

Invoking Time: 1 action

Range: Touch

Display: The target's body covered in bark and leaves

Duration: Concentration, up to 10 minutes

You touch a creature and alter its body to a hybrid of its natural form and living oak. The target gains the following effects:

- It has resistance to bludgeoning, piercing, and slashing as well as cold damage.
- Its size becomes Large, if it is not already Huge or larger.
- It is vulnerable to fire damage.
- It is immune to the blinded, deafened, diseased, poisoned, and stunned conditions.
- Its unarmed strikes deal 2d8 damage, and deal double damage to objects and structures.
- Any creature that damages it must succeed on a Dexterity saving throw or take 3d10 piercing damage, as shards of hardened bark splinter off in its direction.

While under this effect, a creature can use its action to become nearly indistinguishable from an oak tree; until the end of its next turn, other creatures who were not previously aware of it must succeed on an Intelligence (Investigation) check with disadvantage against your psionics save DC to discern the creature's true form. This illusion is dispelled if the creature moves or takes any other action.

OCCLUDED MIND

5th-level psionics (telepathy)

Invoking Time: 1 action

Range: Telepathy

Display: The target's eyelids blink when you blink for the duration

Duration: 10 minutes

Choose one creature you can communicate with via telepathy. The target must make an Intelligence saving throw. On a failed save, the target believes one statement of your choice, communicated telepathically, for the next 10 minutes. The statement can be up to ten words long, and it must be focused on you or a creature or object the target can see. On a successful save, the target is unaffected. A creature is immune to this ability if it is immune to being charmed.

OGRE FORM

5th-level psionics (psychometabolism)

Invoking Time: 1 bonus action

Range: Touch

Display: The target's hair or scales thicken for the duration

Duration: Concentration, up to 10 minutes

You touch a creature, and its body temporarily grows to ogre-like proportions. The target gains 3d10 plus your psionics ability modifier in temporary hit points, which are lost if they remain at the end of the duration. In addition, its melee weapon attacks deal an extra 1d8 damage on a hit, and its reach increases by 5 feet. If it is smaller than Large, it also becomes Large for the duration.

OVERWHELMING ATTACK

8th-level psionics (telepathy)

Invoking Time: 1 action

Range: 60 feet

Display: A bulls-eye mark appears on the chest of each of the attack targets

Duration: Instantaneous

Choose up to five willing creatures you can see within range. Each of those creatures can use their reaction to make one weapon attack. You choose the targets of the attacks.

OVERWHELMING FURY

7th-level psionics (telepathy)

Invoking Time: 1 action

Range: 60 feet

Display: The target exhales wisps of smoke for the duration

Duration: Concentration, up to 1 minute

You flood rage into one creature you can see within range. The target must succeed on a Charisma saving throw, or it can use its actions only to make melee attacks until your concentration ends. It can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

PERCEIVE THE UNSEEN

8th-level psionics (clairsentience)

Invoking Time: 1 bonus action

Range: 30 feet

Display: A web of crackling, gold psionic energy spreads below you

Duration: Concentration, up to 1 minute

You create a field around yourself that prohibits hiding. Creatures within range have a -10 penalty to Dexterity (Stealth) checks, and they can't benefit from being invisible. You have a +5 bonus to Intelligence and Wisdom checks to detect objects or creatures within range. You can choose any number of creatures to be unaffected by this manifestation.

PERSONALITY PARASITE

4th-level psionics (telepathy)

Invoking Time: 1 action

Range: 90 feet

Display: One of the target's eyes changes color for the duration

Duration: Concentration, up to 1 minute

You attempt to briefly partition the mind of your foe, calving off a minor personality that is antagonistic to the main personality. Choose one creature that you can see within range. The target must succeed on a Charisma saving throw or become affected by this manifestation for the duration. A creature under the effects of a *personality parasite* must make a Charisma saving throw each time it attempts to perform an action. On a failed save, the DM rolls a d20. On a 10 or lower, the action fails. On an 11 or higher, the creature targets itself if it is able, otherwise the action fails.

PIERCING SIGHT

4th-level psionics (clairsentience)

Invoking Time: 1 bonus action

Range: 30 feet

Display: Your pupils change to a diamond shape for the duration

Duration: Concentration, up to 1 minute

You gain the ability to see through objects within range that are up to 1 foot thick for the duration.

PILLAR OF CONFIDENCE

7th-level psionics (telepathy)

Invoking Time: 1 action

Range: 60 feet

Display: Tendrils of deep green psionic energy swirl around you

Duration: Concentration, 1 round

You and up to five creatures you can see within range each gain one extra action to use on your individual turns. The action is wasted if not used before the end of your next turn. This action can be used only to take the Attack (one weapon attack only), Dash or Disengage actions.

PHANTOM BETRAYAL

9th-level psionics (telepathy)

Invoking Time: 1 action

Range: 60 feet

Display: Deep bruises appear under the target's eyes

Duration: Concentration, up to 1 minute

You plant delusional paranoia in a creature's mind. Choose one creature you can see within range. The target must make an Intelligence saving throw. On a failure, it must target its allies with attacks and other effects for the duration. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature is immune to this ability if it is immune to being charmed.

PHANTOM CARAVAN

7th-level psionics (psychoportation)

Invoking Time: 1 action

Range: 60 feet

Display: Steam swirls around each creature targeted

Duration: Instantaneous

Choose up to six willing creatures that you can see within range. You and those creatures teleport up to 1 mile to a spot you can see. If there isn't an open space for all the targets to occupy at the arrival point, this ability fails and is wasted.

PHANTOM FOE

5th-level psionics (telepathy)

Invoking Time: 1 action

Range: 60 feet

Display: The veins in the target's neck illuminate a violet color

Duration: Concentration, up to 1 minute

Choose one creature you can see within range. The target must make an Wisdom saving throw. On a failed save, it perceives a horrid creature adjacent to it for the duration. During this time, the target can't take reactions, and it takes 5d6 psychic damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

PHANTOM IDEA

9th-level psionics (telepathy)

Invoking Time: 1 hour

Range: 30 feet

Display: A white glow appears in one eye of both you and the target for the invoking time, illuminating the pupils

Duration: Varies

You probe one creature's mind during the invoking time. The creature must remain within range, and you must be able to see it. After the invoking time, the target must make three Intelligence saving throws, and you plant a memory or idea in it, which lasts for a duration based on the number of saving throws it fails. You choose whether the idea or memory is trivial (such as "I had porridge for breakfast" or "Ale is the worst") or personality-defining (such as "I failed to save my village from orc marauders and am therefore a coward" or "Magic is a scourge, so I renounce it"). It must be described in one sentence, however.

With one failed saving throw, this effect lasts for the next 4 hours. With two failed saving throws, it lasts for 24 hours. With three failed saving throws, it lasts for 48 hours.

PHANTOM RICHES

8th-level psionics (telepathy)

Invoking Time: 1 action

Range: 60 feet

Display: A gold choker of psionic energy surrounds the target's neck

Duration: Concentration, up to 1 minute

You plant the phantom of a greatly desired object in a creature's mind. Choose one creature you can see within range. The target must make an Intelligence saving throw. On a failed save, you gain partial control over the target's behavior for the duration. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

The target moves as you wish on each of its turns, as it thinks it pursues the phantom object it desires. If it hasn't taken damage since its last turn, it can use its action only to admire the object you created in its perception.

PHASE CLOAK

2nd-level psionics (metacreativity)

Invoking Time: 1 action

Range: Self

Display: A hazy, translucent cloak of psionic energy wraps around your shoulders and neck

Duration: Instantaneous

You can attempt to hide even if you fail to meet the requirements needed to do so. At the end of the current turn, you remain hidden only if you then meet the normal requirements for hiding.

PHASING EYE

6th-level psionics (clairsentience)

Invoking Time: 1 action

Range: 300 feet

Display: A symbol of an eye appears in your palm for the duration

Duration: Concentration, up to 1 hour

You create a psychic sensor within range. The sensor is invisible and hovers in the air. You mentally receive visual information from it, which has normal vision and darkvision with a range of 120 feet. The sensor can look in all directions. As an action, you can teleport the sensor up to 60 feet in any direction. The eye has no limit to how far away from you it can move, but it can't enter another plane of existence. The eye can teleport through solid objects, but can't teleport into one. If it does so, the effect immediately ends.

PLANAR TRANSPORT

7th-level psionics (psychoportation)

Invoking Time: 1 action

Range: Touch

Display: All affected creatures see a vision of their destination before transport

Duration: Instantaneous

You and up to eight willing creatures who link hands in a circle are transported to a different plane of existence. You can specify a target destination in general terms, such as the City of Brass on the Elemental Plane of Fire or the palace of Dispaten on the second level of the Nine Hells, and you appear in or near that destination. If you are trying to reach the City of Brass, for example, you might arrive in its Street of Steel, before its Gate of Ashes, or looking at the city from across the Sea of Fire, at the DM's discretion.

Alternatively, if you know the sigil sequence of a teleportation circle on another plane of existence, this spell can take you to that circle. If the teleportation circle is too small to hold all the creatures you transported, they appear in the closest unoccupied spaces next to the circle.

You can use this manifestation to banish an unwilling creature to another plane. Choose a creature within your reach and make a melee psionic attack against it. On a hit, the creature must make a Charisma saving throw. On a failed save, it is transported to a random location on the plane of existence you specify. A creature so transported must find its own way back to your current plane of existence.

POLARITY MANIPULATION

2nd-level psionics (psychoportation)

Invoking Time: 1 action

Range: 120 feet

Display: One target glows faintly red and the other glows faintly blue

Duration: Concentration, up to 10 minutes

Choose one creature that you can see within range. The target must succeed on a Charisma saving throw or be affected by this manifestation for the duration. While affected, a creature is either attracted or repelled from you (the choice is the same for all affected creatures). You can choose the initial effect when you activate this manifestation, and again as a bonus action on each of your turns for the duration.

Attract. At the start of each of its turns, the target must succeed on a Strength saving throw or be pulled 20 feet in a straight line towards you. If it collides with an object, it stops and its movement speed is set to 0 until the end of its turn.

Repel. The target must spend 1 additional foot of movement for each foot it moves towards you.

At Higher Levels. If invoked at 3rd level or higher, you can choose one additional creature for each manifestation level above 2nd.

PRECOGNITIVE HUNCH

2nd-level psionics (clairsentience)

Invoking Time: 1 bonus action

Range: Self

Display: Strands of silver energy fall around you momentarily

Duration: Concentration, up to 1 minute

You open yourself to receive momentary insights that improve your abilities; until your concentration ends, whenever you make an attack roll, a saving throw, or an ability check, you add 1d4+1 to the total, and you have a +1 bonus to your AC.

PRIMAL FURY

Psionics (telepathy) talent

Invoking Time: 1 action

Range: 60 feet

Display: The target's jaw slacks and hangs temporarily

Duration: Instantaneous

Choose one creature you can see within range. The target must succeed on a Wisdom saving throw or take 1d6 psychic damage and immediately use its reaction to move its speed in a straight line toward its nearest enemy. The save automatically succeeds if the target is immune to being charmed.

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

PROBE THOUGHTS

2nd-level psionics (telepathy)

Invoking Time: 1 bonus action

Range: Telepathy

Display: A low, droning buzz can be heard by anyone within 5 feet of the target

Duration: Concentration, up to 10 minutes

Choose one creature within range of your telepathy that you can see. You start listening to its surface thoughts - what is most on its mind in that moment. After the initial invoking, you can repeat this action on each of your turns for the duration, choosing the same or a different target.

You can also use this manifestation to detect the presence of thinking creatures you can't see. When you use this feature or as your action during the duration, you can search for thoughts within range of your telepathy. The feature can penetrate barriers, but a thin sheet of lead blocks you.

Once you detect the presence of a creature in this way, you can read its thoughts for the rest of the duration as described above, even if you can't see it, but it must still be within range.

Questions verbally directed at the target creature naturally shape the course of its thoughts, so this feature is particularly effective as part of an interrogation.

As a bonus action on each of your turns while you are listening to a creature's surface thoughts, you can attempt to deeply probe that creature's mind, reading its inner thoughts.

The target must make a Wisdom 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 become unable to read the target's thoughts for the duration, and it knows you tried to read its thoughts.

PSIDARTS

1st-level psionics (psychokinesis)

Invoking Time: 1 action

Range: 60 feet

Display: Your eyes glow completely white

Duration: Instantaneous

You launch three darts of pure psionic energy. Each dart hits a creature of your choice that you can see within range. A dart deals 3 psychic damage to its target. The darts all strike simultaneously and you can choose the target for each dart.

At Higher Levels. If invoked at 2nd level or higher, this manifestation creates one more dart per manifestation level above 1st.



PSIONIC BLAST

1st-level psionics (psychokinesis)

Invoking Time: 1 action

Range: 60 feet

Display: Strings of nearly-invisible white psionic energy swirl around the point

Duration: Instantaneous

Psionic energy radiates around a point of your choice that you can see within range. Creatures in a 5-foot radius take 1d4 psychic damage.

At Higher Levels. If invoked at 2nd level or higher, this manifestation's damage increases by 1d4 per manifestation level above 1st.

PSIONIC KNOCK

3rd-level psionics (psychokinesis)

Invoking Time: 1 action

Range: 60 feet

Display: The target glows with a faint yellow aura

Duration: Instantaneous

As *knock* (see *Player's Handbook* page 254), except you can target objects locked by *psionic lock* as well as *arcane lock*, achieving the same effect as if it were locked by *arcane lock*.

PSIONIC LEVITATION

2nd-level psionics (psychokinesis)

Invoking Time: 1 action

Range: Self

Display: White, faintly glowing feathers made of psionic energy float around you for the duration

Duration: Concentration, up to 10 minutes

You rise vertically into the air, remaining suspended at least 1 foot away from the nearest solid object for the duration. You can choose to land or approach an object normally if you wish. The maximum height you can levitate with this manifestation is 20 feet. You can move up to 30 feet on each of your turns while levitating, regardless of your normal movement speed. When the manifestation ends, you float down gently if you are still aloft.

PSIONIC LOCK

3rd-level psionics (metacreativity)

Invoking Time: 1 action

Range: Touch

Display: The object you touch glows with a faint red aura

Duration: Until negated

A *psionic lock* manifested upon a door, chest, or portal psionically locks it. You can freely pass your own lock without affecting it, and you can designate other creatures who can do the same at any time, and from any distance, as long as you are on the same plane of existence as the lock. Otherwise, a door or object secured with *psionic lock* can be opened only by breaking in or by negating or suppressing this manifestation.

While an object is affected by this manifestation, the DC to break open or unlock it increases by 10.

PSIONIC MIRAGE

7th-level psionics (metacreativity)

Invoking Time: 1 action

Range: Sight

Display: Your form randomly changes to appear as a different race, then back to normal

Duration: 10 days

You make terrain in an area up to 1 mile square look, sound, smell and even feel like some other sort of terrain. The terrain's general shape remains the same, however, open fields or a road could be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy Meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road.

You can also alter the appearance of structures, or add them where none are present. The spell doesn't disguise, conceal, or add creatures.

The illusions include audible, visual, tactile, and olfactory elements, so it can turn clear ground into difficult terrain (or vice versa) or otherwise impede movement through the area. Any piece of the illusory terrain (such as a rock or stick) that is removed from the area disappears immediately.

Creatures with truesight can see the terrain's true form; however, all other elements of the illusion remain, so while the creature is aware of the illusion's presence, the creature can still physically interact with the illusion.

PSIONIC RESTORATION

Psionics (psychometabolism) talent

Invoking Time: 1 bonus action

Range: Touch

Display: Red threads of psionic energy weave through the target's body

Duration: Instantaneous

You touch a creature that has 0 hit points and use psionic energy to stop its wounds, stabilizing it.

PSIONIC WEAPON

1st-level psionics (psychometabolism)

Invoking Time: 1 bonus action

Range: Self

Display: Psionic energy wreathes your arm and the weapon

Duration: 10 minutes

Choose one weapon you're holding or your unarmed strike. For the duration, when you attack with it, it is magical and its damage type is psychic, rather than its normal damage type.

PSIONOVA

1st-level psionics (psychokinesis)

Invoking Time: 1 action

Range: 30 feet

Display: A quaking noise is heard in the area

Duration: Instantaneous

You create a psionic shockwave. It strikes a 5-foot-radius sphere within range. All creatures in that area must make an Intelligence saving throw. On a failed saving throw, a creature takes 2d6 force damage and is knocked prone. On a successful saving throw, a creature takes only half as much damage and isn't knocked prone.

At Higher Levels. If invoked at 2nd level or higher, this manifestation's damage increases by 1d6 per manifestation level above 1st.

PSYCHE DRAIN

3rd-level psionics (psychometabolism)

Invoking Time: 1 action

Range: Touch

Display: A deep green energy oozes from the target's body, which is absorbed by you

Duration: Instantaneous

You siphon the life force from a sentient creature to heal your wounds. Make a melee psionic attack against a creature within your reach. On a hit, the target takes 4d8 psychic damage, and you regain hit points equal to half the amount of damage dealt.

At Higher Levels. If invoked at 4th level or higher, this manifestation's damage increases by 1d8 per manifestation level above 3rd.

PSYCHIC ASSAULT

1st-level psionics (psychometabolism)

Invoking Time: 1 bonus action

Range: Self

Components: Wisps of psionic energy flit along your body

Duration: 10 minutes

You focus your psionics on bolstering direct assaults, gaining a +2 bonus to damage rolls with psionic talents that only deal damage with no other effects for the duration.

PSYCHIC AUGURY

3rd-level psionics (clairsentience)

Invoking Time: 1 action

Range: Self

Display: The sound of dice rolling can be heard nearby

Duration: Instantaneous

A *psychic augury* can tell you whether a particular action will bring good or bad results for you in the immediate future. For example, if a party is considering a certain answer to a riddle, the augury might determine whether it is a good idea.

The DM rolls a d10 in secret; on a result of 4 or above, you receive a meaningful reply. The DM may instead determine that a question is so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the augury succeeds, you get one of four results:

- "Weal" (if the action will probably bring good results).
- "Woe" (for bad results).
- "Weal and Woe" (for both).
- "Nothing" (for actions that don't have especially good or bad results.)

If this manifestation fails, you get the "nothing" result. If you get this result, you have no way to tell whether it resulted from a failed or successful *psychic augury*.

The *psychic augury* can see into the future only by only about 1 hour, so anything that might happen after that does not affect the augury. Thus, it might miss the long-term consequences of the contemplated action. A *psychic augury* manifested by the same person about the same action use the same result as the first augury.

At Higher Levels. If this manifestation is used at 5th level or higher, you receive a meaningful reply on a result of 3 or above on the d10. At 7th level or higher, you receive a meaningful reply on a result of 2 or above on the d10.

PSYCHIC BACKLASH

1st-level psionics (telepathy)

Invoking Time: 1 reaction, which you take in response to being damaged by a creature within range that you can see

Range: 60 feet

Display: Black psionic energy emits from the wound

Duration: Instantaneous

You focus your mind, and the creature that damaged you is sapped of its mental acuity. The creature must make an Intelligence saving throw. It takes 2d8 psychic damage on a failed save, or half as much damage on a successful one.

At Higher Levels. If invoked at 2nd level or higher, this manifestation's damage increases by 1d8 per manifestation level above 1st.

PSYCHIC BLAST

8th-level psionics (psychokinesis)

Invoking Time: 1 action

Range: Self (90-foot cone)

Display: A shrill shriek that seems to come from all directions is emitted in the cone

Duration: Instantaneous

You unleash devastating psychic energy in a 90-foot cone. Each creature in that area must make an Intelligence saving throw, taking 9d10 force damage on a failed save, or half as much damage on a successful one.

At Higher Levels. If invoked at 9th-level, this manifestation's damage increases by 2d10.

PSYCHIC CRUSH

9th-level psionics (psychokinesis)

Invoking Time: 1 action

Range: 120 feet

Display: The air seems to crack visually and audibly in the area

Duration: Instantaneous

You create a 35-foot cube of dense psychic energy within range. Each creature in that area must make an Intelligence saving throw, taking 11d8 force damage on a failed save, or half on a success. On a failed save, a target is paralyzed for 1 minute. A paralyzed target can repeat the saving throw at the end of each of its turns, ending this effect on a success.

PSYCHIC DIVINATION

5th-level psionics (clairsentience)

Invoking Time: 10 minutes

Range: Self

Display: Your hair turns white while invoking

Duration: Instantaneous

A *psychic divination* can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within 1 week. The advice can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen.

For example, suppose the question is "What are our chances of storming the front gate of the Dreaming Tower?" The DM knows that the front gate is guarded by eight *giant spiders* waiting to ambush gatecrashers, but estimates that your party could win past after a hard fight. Therefore, the *psychic divination* response might be: "Terrible danger is conquered by resolute strength of arms and an equal measure of cunning strategy." In all cases, the DM controls what information you receive. Note that if your party doesn't act on the information, the conditions probably change so that the information is no longer useful.

The DM rolls a d10 in secret; on a result of 4 or above, you receive a correct divination. The DM adjusts the chance if unusual circumstances require it (if, for example, precautions against Clairsentience have been taken). If the dice roll fails, you know the manifestation failed.

Multiple *psychic divinations* about the same action by the same manifester use the same dice roll result as the first *psychic divination* and yield the same answer each time.

PSYCHIC HAMMER

Psionics (psychokinesis) talent

Invoking Time: 1 action

Range: 120 feet

Display: An invisible impact collides with the target

Duration: Instantaneous

You try to grasp one creature you can see within range with a hand crafted from telekinetic energy. The target must succeed on a Strength saving throw or take 1d6 force damage. If it takes any of this damage and is Large or smaller, you can move it up to 10 feet in a direction of your choice.

You can't lift the target off the ground unless it is already airborne or underwater.

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

PSYCHIC INQUISITION

4th-level psionics (telepathy)

Invoking Time: 1 action

Range: Self

Display: Your eye color shifts to match any creature you are communicating with telepathically

Duration: 10 minutes

For the duration, you know when a creature communicating with you via telepathy is lying.

PSYCHIC LEECH

6th-level psionics (psychometabolism)

Invoking Time: 1 action

Range: Touch

Display: Your hand is shrouded in darkness momentarily

Duration: 10 minutes

You touch a creature and infect it with leeching psionic energy. Make a melee psionic attack against the target. On a hit, leeching energy is attached to the target, and you can choose to deal 7d8 psychic damage to the target. The target must make a Charisma saving throw. On a failure, its Intelligence score is reduced by 1, which lasts for the duration. A creature with 0 Intelligence becomes unconscious until it is restored to at least 1 Intelligence.

An affected creature must repeat the saving throw after each minute that it is affected by this energy. Each time it fails, its Intelligence score is reduced. On a success, this manifestation ends and the target's Intelligence score is restored.

When the manifestation ends, you regain the same amount of psionic power as the Intelligence the target lost while under this effect.

At Higher Levels. If invoked at 7th level or higher, this manifestation's damage increases by 1d8 per manifestation level above 6th. At 8th level or higher, this manifestation reduces the target's Intelligence score by 2 instead of 1.

PSYCHIC OVERLOAD

7th-level psionics (telepathy)

Invoking Time: 1 action

Range: 60 feet

Display: The target's head loses some of its balance for the duration

Duration: Concentration, up to 1 minute

Choose one creature you can see within range. It must make a Constitution saving throw. On a failure, it is stunned, and you can use your bonus action on each of your turns to move the target up to 30 feet in a direction of your choice. It can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

PSYCHIC PARRY

3rd-level psionics (clairsentience)

Invoking Time: 1 reaction, which you take when you make an Intelligence, Wisdom, or Charisma saving throw

Range: Self

Display: A slicing wave of psionic energy appears before the aggressor, as if to cut the effect

Duration: Instantaneous

You gain a +3 bonus to the triggering saving throw. You can use this manifestation after rolling the die but before determining the results.

PSYCHIC PRECOGNITION

5th-level psionics (clairsentience)

Invoking Time: 10 minutes

Range: Self

Display: Your hair turns white and your skin becomes pale while invoking

Duration: Instantaneous

A *psychic precognition* can provide you with a useful vision in reply to a question concerning a specific goal, event, or activity that is to occur within 1 year. The advice can be as simple as a short glimpse of a meaningful image, or it might take the form of a full-length dream lasting several minutes.

For example, suppose the question is "What is the greatest danger our party will face in the coming year?" The DM eventually wants to pit the party against a black dragon he has long prepared, and he considers this the worst threat that "fate" has in store for the party. Therefore, the *psychic precognition* response might be this vision: "You see you and your comrades standing before the mouth of a high, dark cave. The entrance is blocked by a steaming pool of acid, while the rock all around is scorched by acid and lacerated by what can only be gargantuan claws." In all cases, the DM controls what information you receive. Note that if your party doesn't act on the information, the conditions probably change so that the information is no longer useful.

The DM rolls a d10 in secret; on a result of 3 or above, you receive a correct divination. The DM adjusts the chance if unusual circumstances require it (if, for example, precautions against Clairsentience have been taken). If the dice roll fails, you know the manifestation failed.

Multiple *psychic precognitions* about the same action by the same manifester use the same dice roll result as the first *psychic precognition* and yield the same answer each time.

PSYCHIC REDOUBT

8th-level psionics (clairsentience)

Invoking Time: 1 action

Range: 30 feet

Display: Rippling, orange psionic energy surrounds the targets

Duration: Concentration, up to 10 minutes

You create a field of protective psychic energy. Choose any number of creatures within range. For the duration, each target has resistance to psychic damage and advantage on Intelligence, Wisdom, and Charisma saving throws.



PSYCHIC SPEECH

2nd-level psionics (telepathy)

Invoking Time: 1 action

Range: Self

Display: Your voice echoes slightly for the duration

Duration: 1 hour

You attune your mind to the psychic imprint of all language. For the duration, you gain the ability to understand any language you hear or attempt to read. In addition, all creatures that can understand a language understand what you say, regardless of what language you use.

PUNISH FURY

6th-level psionics (telepathy)

Invoking Time: 1 bonus action

Range: 60 feet

Display: Steam emits from the target's arms

Duration: Concentration, up to 1 minute

You cause a creature's rage to grow so hot that it attacks without heeding its own safety. Choose one creature you can see within range. The target must succeed on a Wisdom saving throw or any creature within 5 feet of it can use its reaction to make a melee attack against it whenever the target makes a melee attack. The save automatically succeeds if the target is immune to being charmed.

QUINTESSENCE

4th-level psionics (psychoportation)

Invoking Time: 1 action

Range: Self

Display: The area near the quintessence seems to move more slowly when observed

Duration: Instantaneous

You collapse a bit of time from the continuum, forming a dollop of thick, gooey material called quintessence that weighs 0.1 lb. The substance shimmers like a silver mirror. Psionic creatures can handle quintessence by shielding itself with a small amount of psionic energy when touching it. However, they must do so with care, as quintessence inhibits psionics. A psionic creature within 5 feet of at least 1 lb of quintessence cannot use its psionic abilities, and it can only properly handle the quintessence if it succeeds on an Intelligence check of DC 10 plus 1 per lb of quintessence.

You can use your action to smooth a dollop of quintessence around any extremely small object, such as a key, a ring, a seal, or an insignia. Objects sealed with quintessence are protected from the effects of time, entering a state of stasis. Large quantities of quintessence can be gathered to preserve large items or structures, or even a complete living creature.

You can also use your action to apply a dollop of quintessence to a small amount of a creature's living flesh, partially pulling it out of the time stream. Make a ranged psionic attack against one creature you can see within 5 feet of you. On a hit, the target is affected by quintessence, which forces it to take 1d4 force damage at the end of each of its turns for 1 minute, at which point the quintessence is too disrupted to be effective.

Each dollop of quintessence can be used only once. Quintessence can be manually scraped away from a protected object, freeing it to rejoin the time stream. When you do this, the quintessence is not recovered.

QUELL CONFLICT

2nd-level psionics (telepathy)

Invoking Time: 1 action

Range: 60 feet

Display: The sounds of chirping are heard in the distance

Duration: Concentration, up to 10 minutes

You attempt to quell the tension of creatures around you. Each creature in a 20-foot radius sphere centered on a point you choose within range 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, you can make it indifferent about creatures of your choice that it is hostile toward. This indifference ends if the target is attacked or harmed by a spell or if it sees any of its friends being harmed.

When the manifestation ends, the creature becomes hostile again, unless the DM rules otherwise.

RADIAL NAVIGATION

5th-level psionics (clairsentience)

Invoking Time: 1 action

Range: Self

Display: Psionic energy forms under your tongue, in the shape of an arrow pointing to the target

Duration: Concentration, until negated

For the duration, you know your distance and direction relative to your location when you invoked this manifestation, even if you cannot see it or if you are on a different plane of existence. Additionally, when you must re-trace your steps - in a maze, for instance - you can accurately recall the path you have traveled, as you can use your point of origin as a reference to guide you.

RADIANT BEAM

5th-level psionics (psychokinesis)

Invoking Time: 1 action

Range: 60 feet

Display: Lines of white psionic energy connect your fingertips to your palms

Duration: Concentration, up to 1 minute

You project a beam of light at one creature you can see within range. The target must make a Constitution saving throw. On a failed save, it takes 6d8 radiant damage and is blinded until your concentration ends. On a successful save, it takes half as much damage and isn't blinded. A blinded target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

At Higher Levels. If invoked at 6th level or higher, this manifestation's damage increases by 1d8 per manifestation level above 5th.

RANSACK MIND

7th-level psionics (telepathy)

Invoking Time: 1 hour

Range: 30 feet

Display: The target's fingers tremble slightly during invoking

Duration: Instantaneous

You probe one creature's mind. The creature must remain within range for the invoking, and you must be able to see it. At the end of the invoking time, the target must make three Intelligence saving throws, and you learn an amount of the creature's key memories based on the number of saving throws it fails. If it fails one, you learn the past 12 hours. If it fails 2, you learn the past 24 hours. If it fails all 3, you learn the past 48 hours.

RAPID STEP

4th-level psionics (psychometabolism)

Invoking Time: 1 bonus action

Range: Self

Display: Rings of psionic energy rotate around your legs

Duration: Instantaneous

You imbue your legs with psionic energy to increase your walking speed by 25 feet until the end of the current turn. If you have a climbing or swimming speed, this increase applies to that speed as well.

At Higher Levels. If invoked at 5th level or higher, your walking speed increases by an additional 5 feet per manifestation level above 4th.

READ MOODS

3rd-level psionics (telepathy)

Invoking Time: 1 bonus action

Range: Sight

Display: Gentle whispers can be heard in the air around the targets

Duration: Instantaneous

You learn a one-word summary of the emotional state of up to six creatures you can see, such as happy, confused, afraid, or violent.

REDDOPSI

7th-level psionics (telepathy)

Invoking Time: 1 action

Range: Self

Display: A faint field of oscillating color appears around you, which creates a high pitched ring when struck

Duration: Concentration, up to 10 minutes

When you invoke *reddopsi*, psionics targeted against you may rebound to the original manifester. This effect reverses psionics that only have you as the target, but cannot reverse manifestations such as *negate psionics* which would negate or suppress it. The creature targeting you must make an Intelligence saving throw. On a failure, its target changes to itself. If the creature is also protected by *reddopsi*, the manifestation fails instead.

REPELLING FORCE

1st-level psionics (psychokinesis)

Invoking Time: 1 action

Range: Self

Display: A sensation of wind blowing is felt around you

Duration: 10 minutes

You form an aura of pressure around you, turning the area in a 5-foot radius around you into difficult terrain for creatures other than you. The area moves with you.

At Higher Levels. If invoked at 2nd level or higher, the radius increases by an additional 5 feet per manifestation level above 1st.

RESTORE BALANCE

3rd-level psionics (psychometabolism)

Invoking Time: 1 action

Range: Touch

Display: The target's blood surges momentarily, brightening its vessels

Duration: Instantaneous

You touch one creature and remove one of the following conditions from it: blinded, deafened, paralyzed, or poisoned. Alternatively, you remove one disease from the creature.

RESTORE EXTREMITY

5th-level psionics (psychometabolism)

Invoking Time: 1 minute

Range: Touch

Display: Green tendrils of energy weave through the stump

Duration: Instantaneous

You touch a creature and maintain contact for the invoking time. At the end of invoking, you restore a severed extremity to the creature, such as a lost digit, hand, arm, leg, or even its head. This manifestation does not restore life, but it returns a lost extremity to a living or dead creature if the creature is otherwise mostly intact. The original extremity need not be present when this manifestation is invoked; a new extremity is created by it. If a head is restored to a body, the original head (if not already destroyed) crumbles to dust.

RESTORE LIFE

4th-level psionics (psychometabolism)

Invoking Time: 1 action

Range: Touch

Display: White-gold energy draws the target's soul into its body

Duration: Instantaneous

You touch one creature that has died within the last 10 minutes. The creature returns to life with 1 hit point and gains a level of exhaustion. This ability can't return to life a creature that has died of old age, nor can it restore a creature missing any vital body parts.

RESTORE VIGOR

6th-level psionics (psychometabolism)

Invoking Time: 1 action

Range: Touch

Display: The target's body glows a warm orange color, which fades after a moment

Duration: Instantaneous

You touch one creature and choose one of the following: remove any reductions to one of its ability scores, remove one effect that reduces its hit point maximum, or reduce its exhaustion level by one.

RETRIEVAL

6th-level psionics (psychoportation)

Invoking Time: 1 action

Range: 90 feet

Display: The target's physical form warps momentarily

Duration: Instantaneous

Choose one item or object within range that you can see. The target automatically teleports directly to your hand. If the target is worn or carried by a creature, it comes to your hand if the creature fails a Charisma saving throw.

At Higher Levels. If invoked at 7th level or higher, you can choose one more target per manifestation level above 6th.

ROLLING FLAME

5th-level psionics (psychokinesis)

Invoking Time: 1 action

Range: Self

Display: Trails of harmless fire swirl in the air around you

Duration: Concentration, up to 1 minute

You create a rolling cylinder of fire in a 20-foot cube originating from you. At the end of each of your turns, the fire moves 20 feet in a straight line away from its point of origin. Creatures in the area when you use this manifestation or who start their turn there must make a Dexterity saving throw, taking 4d8 fire damage on a failure, or half on a success.

SCRAMBLE

Psionics (psychoportation) talent

Invoking Time: 1 action

Range: 60 feet

Display: Your body visually warps around the projectile

Duration: Instantaneous

You create a writhing mass of scrambling energy in your hand, hurling it at a creature. Make a ranged psionic attack against one creature within range that you can see. On a hit, the target takes 1d8 force damage, and you can teleport it to an unoccupied space that you can see within 5 feet of it.

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

SEEKING MISSILE

2nd-level psionics (psychokinesis)

Invoking Time: 1 reaction, which you take when you miss a ranged attack

Range: Self

Display: A field of psionic energy appears and redirects your attack

Duration: Instantaneous

You use psionic energy to redirect your attack, allowing you to repeat the attack roll against the same target.

SENSE IMPRESSIONS

2nd-level psionics (clairsentience)

Invoking Time: 1 action

Range: 30 feet

Display: Objects and items in range glow with a faint violet outline

Duration: Concentration, up to 10 minutes

You gain historical vision in a given location. For the duration, any rooms, streets, tunnels, and other discrete locations within range reveal their psychic impressions to you. Psychic impressions are left by powerful emotions experienced in a given area. These impressions offer you a picture of the location's past.

The types of events most likely to leave psychic impressions are those that elicited strong emotions: battles and betrayals, marriages and murders, births and great pain, or any other event where one emotion dominates. Everyday occurrences leave no residue for the manifestor to detect.

The vision of the event is dreamlike and shadowy. You do not gain special knowledge of those involved in the vision, though you might be able to read large banners or other writing if they are in a language you understand.

As an action on each of your turns for the duration, you can sense another distinct event or repeat an event you have already seen as long as its impression is still within range. Your sensitivity extends into the past up to 100 years.

At Higher Levels. If invoked at 3rd level or higher, your sensitivity extends a further 100 years for each manifestation level above 2nd.

SENSE POISON AND DISEASE

1st-level psionics (clairsentience)

Invoking Time: 1 action

Range: Self

Display: Poisons or diseases within 30 feet of you glow with a sickly green color momentarily

Duration: Concentration, up to 10 minutes

For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You also identify the kind of poison, poisonous creature, or disease in each case.

The manifestation can penetrate most barriers, but it is blocked by a thin sheet of lead.

SHADOW BEASTS

5th-level psionics (metacreativity)

Invoking Time: 1 action

Range: 60 feet

Display: Bits of shadow coalesce into two swirling forms

Duration: Concentration, up to 1 minute

You cause two *shadows* (Monster Manual page 269) to appear in unoccupied spaces you can see within 60 feet of you. The shadows obey your verbal commands. In combat, roll for their initiative, and you choose their behavior during their turns. When this effect ends, the shadows disappear.

At Higher Levels. If invoked at 7th level or higher, the shadows have 30 additional hit points, and you can add your proficiency bonus to the shadows' ability checks as well as their attack and damage rolls.

SHADOW BODY

7th-level psionics (psychometabolism)

Invoking Time: 1 action

Range: Self

Display: None

Duration: Concentration, up to 1 hour

Your body and all of your equipment are subsumed by your shadow. As a living shadow, you blend perfectly into any other shadow and vanish in darkness. You appear as an unattached shadow in areas of full light. You can walk safely on any surface, including liquids such as water or a waterfall. You still occupy your space, so you can't move into locations that you would normally not fit into. Effects that reveal the true form of creatures, such as the *true seeing* spell or the *true vision* manifestation, reveal your true form.

While in your *shadow body*, you gain the following benefits:

- You gain a climb speed equal to your walking speed.
- You have resistance to all damage except psychic.
- Critical hits against you become normal hits instead.
- The effects of diseases and poisons are suspended for the duration.
- You do not need to breathe.
- You have advantage on ability checks made to hide, and you can add your Intelligence modifier to such checks.

You can only use your action while under this effect to take the Hide action, or to return to your normal form and end this manifestation. You cannot use bonus actions or reactions during this effect.

SHAPE FIRE

2nd-level psionics (psychokinesis)

Invoking Time: 1 action

Range: 90 feet

Display: A spark flashes on the back of your hand

Duration: Concentration, up to 1 minute

You telekinetically control a flame, making it bigger, smaller, hotter or colder, and even making it move around as if it were a living creature.

Choose a source of non-magical fire that you can see within range. When you invoke this manifestation, and as an action on each of your turns for the duration, you can manipulate the fire in one of the following ways:

- A fire's size can be increased up to double or reduced down by up to half of its original size.
- By increasing its heat, you cause a non-damaging fire to deal damage as if it were a torch, and by reducing it, you cause a damaging fire to become harmless.

You can also cause it to move up to 30 feet with the same action. A fire can be shaped however you like, as long as it is contained in no more than a 10-foot cube. If the fire moves away from its fuel, it dies out after 1 round.

If you cause a fire to engulf a creature, that creature must make a Dexterity saving throw, taking 3d8 fire damage on a failure, or half on a success. On a failure, the creature is also set on fire, as this psionically shaped fire sticks to them. A creature takes 1d8 fire damage at the end of each of its turns or until it or a creature within 5 feet of it uses its action to extinguish the flames.

SHIELD OF PRUDENCE

6th-level psionics (clairsentience)

Invoking Time: 1 action

Range: Self

Display: Gold streaks of psionic energy extend from your eyes to the top of your head

Duration: 1 hour

Your awareness extends a few fractions of a second into the future, allowing you to better evade an opponent's blows. You gain a +3 bonus to your AC for the duration.

SLAM OBJECT

3rd-level psionics (psychokinesis)

Invoking Time: 1 action

Range: 60 feet

Display: A yellow field of psionic energy surrounds the object

Duration: Instantaneous

Choose one object you can see within range that isn't being worn or carried by another creature and that isn't secured in place. It can't be larger than 20 feet on a side, and its maximum weight is 100 lbs.

You move the object up to 60 feet, and you must keep the object within sight during this movement. If the object ends this movement in the air, it falls. If the object would fall on a creature, the creature must succeed on a Dexterity saving throw or take 5d8 bludgeoning damage.

At Higher Levels. If invoked at 4th level or higher, this manifestation's weight limit increases by 100 lbs and its damage increases by 1d8 per manifestation level above 3rd.

SONIC BOOM

6th-level psionics (metacreativity)

Invoking Time: 1 action

Range: 60 feet

Display: A high-pitched noise that gradually increases in volume can be heard near the point

Duration: 1 round

Choose a point you can see within range. Thunder energy erupts in a 20-foot-radius sphere centered on that point. Each creature in that area must make Constitution saving throw. On a failed save, a target takes 9d6 thunder damage, and it is deafened until the end of your next turn. On a successful save, a target takes half as much damage and isn't deafened.

At Higher Levels. If invoked at 7th level or higher, this manifestation's damage increases by 1d6 per manifestation level above 6th.

SONIC CURRENT

5th-level psionics (psychokinesis)

Invoking Time: 1 action

Range: 60 feet

Display: A booming sound is emitted from the target for the duration

Duration: Concentration, up to 1 minute

A wave of oscillating energy emits from you toward a creature within range, enveloping the target. It must make a Constitution saving throw, taking 5d10 thunder damage on a failed save, or half as much damage on a successful one. On a failure, it is deafened, and on each of your turns for the duration, you can use your action to deal 3d10 thunder damage to the target automatically.

The manifestation ends if you use your action to do anything else. The manifestation also ends if the target is ever outside the manifestation's range or if it has total cover from you.

At Higher Levels. If invoked at 6th level or higher, the initial damage increases by 1d10 for each slot level above 5th. At 7th level or higher, the automatic thunder damage increases by 1d10.

SOOTHING PRESENCE

3rd-level psionics (telepathy)

Invoking Time: 1 bonus action

Range: 60 feet

Display: The targets relax and move with more agility

Duration: Instantaneous

Choose three creatures that you can see within range. Each target gains 12 temporary hit points.

At Higher Levels. If invoked at 4th level or higher, this manifestation grants 4 more temporary hit points per manifestation level above 3rd.

SPIKE OF LETHARGY

Psionics (psychometabolism) talent

Invoking Time: 1 action

Range: 120 feet

Display: A mote of deep purple energy appears in front of your face

Duration: Instantaneous

You hurl a mote of weakening energy at one creature you can see within range. The target must make a Dexterity saving throw. On a failed save, the target takes 1d8 psychic damage and its speed is reduced by 10 feet until the start of your next turn.

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

SPIRIT SENSE

2nd-level psionics (clairsentience)

Invoking Time: 1 action

Range: Self

Display: A whistling breeze can be heard around you

Duration: Concentration, up to 10 minutes

For the duration, you can sense the presence, but not the exact location, of spiritual beings - such as ghosts, banshees, wraiths, ghouls, and revenants - within 30 feet of you. If a sensed spirit frequently haunts a location, you learn the name of the location and its distance and direction relative to you.

STEP OF A DOZEN PACES

1st-level psionics (psychoportation)

Invoking Time: 1 bonus action

Range: 20 feet

Display: None

Duration: Instantaneous

You teleport to an unoccupied space within range that you can see. This manifestation fails and is wasted if you can't fit in the destination space.

At Higher Levels. If invoked at 2nd-level or higher, this manifestation's range increases by 5 feet per manifestation level above 1st.

STEP FROM SIGHT

2nd-level psionics (metacreativity)

Invoking Time: 1 action

Range: Self

Display: Your body disappears as if you moved behind a barrier

Duration: Concentration, up to 1 hour

You create a cloak of psionic energy that deflects light. You become invisible and remain so until immediately after you target, damage, or otherwise affect any creature with an attack, a spell, or another ability.

At Higher Levels. If invoked at 3rd level or higher, you can target one additional creature per manifestation level above 4th. You must be able to see the targets, and they must be within 60 feet of you.

STRATEGIC MIND

7th-level psionics (telepathy)

Invoking Time: 1 action

Range: 60 feet

Display: A starlike projection of psionic energy appears on targets' foreheads

Duration: Concentration, up to 1 minute

You exert an aura of trust and command that unites your allies into a cohesive unit. For the duration, any number of allies you designate within range can, as a bonus action on each of their turns, take the Dash or Disengage action. Additionally, affected creatures can roll a d8 and add the number rolled to each attack roll they make.

SURGE OF ACTION

3rd-level psionics (psychometabolism)

Invoking Time: 1 action

Range: Self

Display: A bright golden flash appears in your eyes

Duration: Concentration, up to 1 minute

Psionic energy sparks a rush of adrenaline in your body. Until the manifestation ends, your speed is doubled, you gain a +2 bonus to AC, you have advantage on Dexterity saving throws, and you gain an additional action on each of your turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

When the manifestation ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.

SUSTENANCE

3rd-level psionics (psychometabolism)

Invoking Time: 1 action

Range: Self

Display: Your complexion becomes slightly more vibrant, as though you were energized

Duration: 24 hours

You do not need to breathe, drink, or eat, or sleep for the duration. Each time you invoke this manifestation, your body manufactures sufficient solid and liquid nourishment to satisfy your needs. When this manifestation ends, you immediately incur one level of exhaustion for each full day you have gone without sleeping while under its effects, up to a maximum of five.

SWARM OF CRYSTALS

3rd-level psionics (metacreativity)

Invoking Time: 1 action

Range: 60 feet

Display: Your fingernails turn to crystal momentarily

Duration: Concentration, up to 1 minute

You create thousands of tiny crystals in a cube 10 feet on each side, centered on a point you choose within range. A creature takes 4d4 slashing damage when it enters the area for the first time on a turn or starts its turn there.

At Higher Levels. If invoked at 4th level or higher, this manifestation's damage increases by 1d4 per manifestation level above 3rd.



TELEKINETIC GRASP

5th-level psionics (psychokinesis)

Invoking Time: 1 action

Range: 60 feet

Display: The area around the target distorts with invisible waves of psionic energy

Duration: Concentration, up to 1 minute

You attempt to grasp a creature in telekinetic energy and hold it captive. As an action, choose one creature you can see within range. The target must succeed on a Strength saving throw or be grappled by you until your concentration ends or if the target is more than 90 feet away from you.

The grappled target can escape by succeeding on a Strength (Athletics) or Dexterity (Acrobatics) check contested by your Strength (Athletics) check. When a target attempts to escape in this way, you can spend additional psionic power to gain a +1 bonus your roll per point spent. You can gain up to a +5 bonus this way. You can add this bonus after making the roll.

While a target is grappled in this manner, you can create one of the following effects as an action:

Crush. The target takes 5d6 bludgeoning damage.

Move. You move the target up to 30 feet. You can move it in the air and hold it there. It falls if the grapple ends.

TELEKINETIC PUSH

Psionics (psychokinesis) talent

Invoking Time: 1 action

Range: 60 feet

Display: A wave of translucent psionic energy pushes the target

Duration: 1 round

Choose one creature you can see within range. The target must make a Strength saving throw. On a failed save, it is pushed up to 15 feet in a straight line away from you, and until the end of your next turn, it must spend 1 extra foot of movement for every foot that it moves towards you.

The talent pushes 5 feet further when you reach 5th level (20 feet), 11th level (25 feet), and 17th level (30 feet).

TELEPATHIC CONTACT

1st-level psionics (telepathy)

Invoking Time: 1 action

Range: Self

Display:

Duration: 10 minutes

You can communicate telepathically with any creature you can see within 30 feet for the duration. It automatically understands you and can respond in a way you understand as long as it speaks at least one language. If you already have telepathy, you gain the ability to use your telepathy with up to six creatures at once for the duration.

TEMPORAL VELOCITY

9th-level psionics (psychoportation)

Invoking Time: 1 bonus action

Range: Self

Components: Your irises change to form dials of a clock, which make one rotation over the duration before reverting

Duration: Varies

You enter another time frame, speeding up so greatly that all other creatures seem frozen, though they are actually still moving at their normal speeds. You are free to act for 1d4+1 rounds of apparent time, including your current turn.

While *temporal velocity* is in effect, normal and magical energy still harms you, and other creatures are invulnerable to your attacks and damage. However, you can invoke manifestations and leave their effects to appear when the *temporal velocity* ends. The manifestations' durations start when the *temporal velocity* is over.

You cannot move or harm items held, carried or worn by a creature stuck in the standard time frame, but you can affect any item that is unattended.

You are undetectable while *temporal velocity* lasts. You cannot enter an area protected by *nullify psionics* or by psionics or spells that neutralize high-level psionics or spells.

When *temporal velocity* lapses, you are disoriented on your return to the standard time frame. You suffer disadvantage on all attack rolls, saving throws, and ability checks until the end of your next turn.

THIRD EYE

2nd-level psionics (clairsentience)

Invoking Time: 1 action

Range: Self

Display: A rune of an open eye glows on your forehead

Duration: 10 minutes

You have darkvision with a range of 60 feet. If you already have darkvision, increase its range by 30 feet.

THOUGHT OF UNMAKING

9th-level psionics (psychoportation)

Invoking Time: 1 action

Range: 60 feet

Display: The target sees you as if you were ink bleeding on paper

Duration: Instantaneous

Your mind reaches into the fabric of reality and rips a creature's very existence away. Choose one creature that you can see within range. The target must make a Charisma saving throw. On a failure, it takes 30 necrotic damage immediately, and again at the start of each of its turns. On a success, it takes 15 necrotic damage instead and the manifestation ends. A target with 150 hit points or less automatically fails its saving throw, and each time it takes damage from this effect, it takes 60 necrotic damage instead.

The creature can repeat the saving throw at the end of each of its turns, ending this effect on itself on a success.

TIME VOID

3rd-level psionics (psychoportation)

Invoking Time: 1 action

Range: 30 feet

Display: Your face appears to rapidly age, then returns to normal

Duration: 1 minute

All matter in a 5-foot cube around a chosen point hops forward in time by 1 minute. When you invoke this manifestation, everything occupying the space inside the 5-foot cube disappears in a shimmer of silver energy, reappearing when this manifestation ends in the exact same location, with the same orientation and condition as before. From a subject's point of view, no time has passed at all. This manifestation fails and is wasted if any creature or object is only partially within the cube. While this manifestation is active, nothing can pass through the affected 5-foot cube - it is completely filled by impenetrable silver energy.

At the start of each of your turns for the duration, you must succeed on a Charisma ability check (DC 10 + the number of rounds that have passed since this manifestation was invoked), or the manifestation ends.

At Higher Levels. If invoked at 4th level or higher, you can affect one more 5-foot cube per manifestation level above 3rd.

TOPPLING SHIFT

1st-level psionics (psychoportation)

Invoking Time: 1 action

Range: 5 feet

Display: The air around you is suctioned towards you

Duration: Instantaneous

You use psychoportation to shift your form into an opponent's space and then suddenly return to normal, sending an opponent flying backward. Choose one creature you can see within 5 feet of you. It must succeed on a Strength saving throw or be knocked prone and pushed 5 feet away from you.

TOUCHSIGHT

5th-level psionics (clairsentience)

Invoking Time: 1 action

Range: Self

Display: Fingerprint impressions appear at random intervals on the surface of objects within range

Duration: Concentration, up to 10 minutes

You generate a subtle field of mental contact, allowing you to "feel" your surroundings even in total darkness or when your sight would otherwise be hampered. Your *touchsight* field is a 60-foot radius emanating from you, which moves with you for the duration.

You ignore invisibility, darkness, and all cover except total cover. You automatically succeed Wisdom (Perception) or Intelligence (Investigation) checks to spot creatures or objects inside the field. You must still have line of sight to a creature or an object to discern it with *touchsight*.

TRANSPPOSITION

2nd-level psionics (psychoportation)

Invoking Time: 1 bonus action

Range: 60 feet

Display: The space around you and the target warps as you swap places

Duration: Concentration, up to 1 minute

Choose a willing creature you can see within range. You and that creature teleport, swapping places, and your speed is reduced to 0 until the end of the turn. This ability fails if either of you can't fit in the destination space. You can repeat this effect on each of your turns for the duration as a bonus action.

TRUE VISION

7th-level psionics (clairsentience)

Invoking Time: 1 bonus action

Range: Self

Display: You appear to look through creatures and objects for the duration, piercing through them

Duration: 1 hour

You psionically see things as they actually are. For the duration, you have truesight, you notice secret doors hidden by magic, and can see into the Ethereal Plane, all out to a range of 120 feet.

UNIFIED COMBAT

1st-level psionics (clairsentience)

Invoking Time: 1 action

Range: 30 feet

Display: Affected allies feel the sensation of making each others' attacks

Duration: Concentration, up to 1 minute

You unify your senses with one of your allies, allowing you to subconsciously share information in combat. Choose one ally within range that you can see. For the duration, the target can add half of your psionics ability modifier, rounded up, to damage rolls for its weapon attacks.

At Higher Levels. If invoked at 2nd level or above, you can target one more ally for every even manifestation level. For example, you can target three allies if used at 4th level. They must be within 30 feet of each other when you target them.

UNSETTLING AURA

8th-level psionics (telepathy)

Invoking Time: 1 bonus action

Range: 60 feet

Display: Shadows within range become darker for the duration

Duration: Concentration, up to 10 minutes

You cloak yourself in unsettling psychic energy. For the duration, any creature within range that can see you must spend 1 extra foot of movement for every foot it moves toward you. You can designate any number of creatures to ignore this effect when you invoke it.

UNWAVERING EYE

3rd-level psionics (clairsentience)

Invoking Time: 1 bonus action

Range: Self

Display: Your irises blend into your sclera

Duration: Concentration, up to 1 hour

For the duration, you have advantage on Wisdom checks, and creatures don't benefit from half or 3/4 cover against you.

VACUUM

2nd-level psionics (psychokinesis)

Invoking Time: 1 action

Range: 60 feet

Display: A whirlwind of windy psionic energy appears in the area

Duration: Instantaneous

Choose a point you can see within range. Psionic energy whirls in a 20-foot-radius sphere centered on that point. Each creature in the sphere must succeed on a Strength saving throw or take 2d8 bludgeoning damage and be moved to an unoccupied space of your choice in the sphere. Any loose object in the sphere is moved to an unoccupied space of your choice within range if it weighs no more than 100 pounds.

At Higher Levels. If invoked at 3rd level or higher, this manifestation's damage increases by 1d8 per manifestation level above 2nd.

VEIL OF PRESSURE

9th-level psionics (psychokinesis)

Invoking Time: 1 action

Range: Self

Display: Pulses of translucent, violet telekinetic energy emit from your body

Duration: 1 hour

You create a field of psychokinetic pressure around you to form a protective veil. For the duration, attack rolls against you have disadvantage, and when a creature you can see misses you with an attack, you can force the creature to repeat the attack roll against itself.

VENOM STRIKE

Psionics (metacreativity) talent

Invoking Time: 1 action

Range: 30 feet

Display: Your tongue becomes forked momentarily

Duration: Instantaneous

You create a venomous spray that targets one creature you can see within range. The target must make a Constitution saving throw. On a failed save, it takes 1d6 poison damage and is poisoned until the end of its next turn.

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

VICTORY BEFORE BATTLE

7th-level psionics (clairsentience)

Invoking Time: 1 reaction, which you take when you must roll initiative

Range: 60 feet

Display: A flash of brilliant psionic energy emits from the targets

Duration: Instantaneous

You grant yourself and up to five creatures of your choice within range a +10 bonus to initiative for this combat.

VIEW AURA

5th-level psionics (clairsentience)

Invoking Time: 1 action

Range: Sight

Display: A ribbon of psionic energy appears, visible only to you and flowing from the target

Duration: Concentration, up to 1 hour

You study one creature's aura. For the duration, while you can see the target, you learn if it's under the effect of any magical or psionic effects, its current hit point total, and its basic emotional state. While this effect lasts, you have advantage on Wisdom (Insight) and Charisma checks you make against it.

VISIONS OF DESPAIR

3rd-level psionics (telepathy)

Invoking Time: 1 action

Range: 60 feet

Display: The target's body takes on a faint blue hue

Duration: 1 round

You force one creature you can see within range to make a Charisma saving throw. On a failed save, it takes 6d6 psychic damage, and its speed is reduced to 0 until the end of its next turn. On a successful save, it takes half as much damage and suffers no additional effects.

At Higher Levels. If invoked at 4th level or higher, this manifestation's damage increases by 1d6 per manifestation level above 3rd.

VISIONS OF DISGUST

6th-level psionics (telepathy)

Invoking Time: 1 action

Range: 60 feet

Display: The target's body takes on a faint red hue

Duration: Concentration, up to 1 minute

You cause a creature to regard all other beings as horrid, alien entities. Choose one creature you can see within range. The target must make a Wisdom saving throw. On a failed save, it takes 7d10 psychic damage, and for the duration, it is frightened, and it takes 1d10 psychic damage per creature within 5 feet of it at the end of each of its turns. On a successful save, the target takes only half the initial damage and suffers none of the other effects.

WALL OF CLOUDS

3rd-level psionics (metacreativity)

Invoking Time: 1 action

Range: 60 feet

Display: Cloudy wisps surround your wrists

Duration: Concentration, up to 10 minutes

You create a wall of clouds, at least one portion of which must be within range. The wall is 60 feet long, 15 feet high, and 1 foot thick. Creatures can pass through it without hindrance, but the wall blocks vision.

WALL OF REPULSION

4th-level psionics (psychokinesis)

Invoking Time: 1 action

Range: 60 feet

Display: Prismatic energy appears in the designated area, which grows into a wall

Duration: Concentration, up to 10 minutes

You create an invisible, insubstantial wall of energy within range that is up to 30 feet long, 10 feet high, and 1 foot thick.

Any creature attempting to move through it must make a Wisdom saving throw. On a failed save, a creature can't move through the wall until the start of its next turn. On a successful save, the creature can pass through it. A creature must make this save whenever it attempts to pass through the wall, whether willingly or unwillingly.

WALL OF THUNDER

8th-level psionics (metacreativity)

Invoking Time: 1 action

Range: 60 feet

Display: Thunderous energy travels between your fingers

Duration: Concentration, up to 10 minutes

You create a wall of thunder, at least one portion of which must be within range. The wall is 60 feet long, 15 feet high, and 1 foot thick.

Every foot moved through the wall costs 1 extra foot of movement. When a creature moves into the wall's space for the first time on a turn or starts its turn there, that creature must succeed on a Strength saving throw, taking 9d6 thunder damage on a failure, or half on a success. On a failed save, a creature is pushed in a straight line 30 feet away from the wall, and is knocked prone. If it collides with an object, it takes 4d6 thunder damage as the shock wracks its body.

WALL OF WOOD

6th-level psionics (metacreativity)

Invoking Time: 1 action

Range: 60 feet

Display: Wooden needles travel along the ground, growing into the wall

Duration: Concentration, up to 1 hour

You create a wall of wood, at least one portion of which must be within range. The wall is 60 feet long, 15 feet high, and 1 foot thick. Each 5-foot wide section of the wall has AC 13 and 40 hit points, and is vulnerable to fire damage. Breaking one section creates a 5-foot by 5-foot hole in it, but the wall otherwise remains intact.

WANDERING MIND

4th-level psionics (clairsentience)

Invoking Time: 10 minutes

Range: Self

Display: A cloud of psionic energy surrounds your head for the invoking time

Duration: 1 hour

You enter a deep contemplation. At the end of the invoking time, you gain proficiency with one of the following skills for the duration: Animal Handling, Arcana, History, Medicine, Nature, Performance, Religion, or Survival.

WARP ARMOR

3rd-level psionics (psychoportation)

Invoking Time: 1 action

Range: 60 feet

Display: Glowing fissures appear in the target armor

Duration: 1 round

Choose a natural or nonmagical suit of armor worn by one creature you can see within range. That creature must succeed on a Constitution saving throw, or the creature's AC becomes 10 + its Dexterity modifier until the end of your next turn.

WARP WEAPON

1st-level psionics (psychoportation)

Invoking Time: 1 action

Range: 60 feet

Display: Glowing fissures appear in the target weapon

Duration: 1 round

Choose one nonmagical weapon (including natural ones) held by one creature you can see within range. That creature must make a Strength saving throw, taking 3d6 force damage on a failure, or half on a success. On a failed save, the weapon can't be used to attack until the end of your next turn.

At Higher Levels. If invoked at 2nd level or higher, this manifestation's damage increases by 1d6 per manifestation level above 1st.

WATER SLIDE

4th-level psionics (metacreativity)

Invoking Time: 1 action

Range: 60 feet

Display: The jet of water spouts from you

Duration: Instantaneous

You unleash a jet of water in a line that is 60 feet long and 5 feet wide. Each creature in the line must make a Strength saving throw, taking 6d6 bludgeoning damage on a failed save, or half as much damage on a successful one. You can move each target that fails its saving throw to any unoccupied space touching the line if it is Large or smaller.

At Higher Levels. If invoked at 5th level or higher, this manifestation's damage increases by 1d6 per manifestation level above 4th.

WIND FORM

4th-level psionics (metacreativity)

Invoking Time: 1 bonus action

Range: Self

Display: Particles of blue energy surround you

Duration: Concentration, up to 1 hour

You gain a flying speed of 60 feet for the duration.

WIND STEP

1st-level psionics (psychokinesis)

Invoking Time: 1 action

Range: Self

Display: Wings made of wind manifest behind you

Duration: 1 minute

As part of your movement on each of your turns, you can fly up to 20 feet. If you end this flight in the air, you fall unless something else holds you aloft.

WIND STREAM

2nd-level psionics (metacreativity)

Invoking Time: 1 action

Range: 30 feet

Display: Cyclones of wind appears around your arms

Duration: Instantaneous

You create a line of focused air that is 30 feet long and 5 feet wide. Each creature in that area must make a Strength saving throw, taking 2d8 bludgeoning damage on a failed save, or half as much damage on a successful one. On a failed save, a target is knocked prone.

At Higher Levels. If invoked at 3rd level or higher, this manifestation's damage increases by 1d8 per manifestation level above 2nd.

WONDROUS RECALL

8th-level psionics (clairsentience)

Invoking Time: 1 action

Range: Touch

Display: Your hand glows a pulsing white, which transfers to the target when you touch it

Duration: Instantaneous

You touch a creature, allowing it to bring back to memory 2 spell slots that have been expended. If no spell slots have been used by the target, nothing happens. Wondrous Recall cannot recall 6th level or higher spell slots.

WORLD OF HORROR

9th-level psionics (telepathy)

Invoking Time: 1 action

Range: 60 feet

Display: Black tendrils of psionic energy grow from the ground and latch onto the targets for the duration

Duration: Concentration, up to 1 minute

Choose up to six creatures within range. Each target must make a Charisma saving throw, taking 11d6 psychic damage on a failure, or half on a success. On a failed save, a target is frightened for the duration.

While frightened by this effect, a target's speed is reduced to 0, and it can only use its action, and any bonus action it might have, to make melee attacks. A frightened target can repeat the saving throw with disadvantage at the end of each of its turns, ending the effect on itself on a success.

ZONE OF INVISIBILITY

8th-level psionics (telepathy)

Invoking Time: 1 action

Range: Self

Display: Particles of dust float upwards instead of downwards in the area for the duration

Duration: Concentration, up to 1 minute

Swirling psychic energy surrounds you and your allies, wiping your presence from others' minds. A 10-foot radius sphere of psionic energy surrounds you, moving with you. Creatures you designate in the sphere, including worn and carried items, are invisible to creatures outside the sphere.



APPENDIX A: MONSTERS

This section contains monsters' information and stat blocks.



ASTRAL CONSTRUCT

Medium construct, neutral

Armor Class 14 (natural armor)
Hit Points 6 (1d8 + 2)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	6 (-2)	11 (+0)	10 (+0)

Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Speaks the languages of its creator
Challenge 1/4 (50 XP)

Astral Construction. When the astral construct's creator spends additional psionic power to create it, the astral construct gains special abilities from the Astral Construct Menu options.
Immutable Form. The astral construct is immune to any spell or effect that would alter its form.

ACTIONS

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage

ASTRAL CONSTRUCT

Astral constructs are brought into being by the metacreativity manifestation *astral construct*. They are formed from raw ectoplasm (a portion of the astral medium drawn into the Material Plane). The psionic power spent by the construct's creator during the invoking of the manifestation determines the statistics of the astral construct. Thus, astral constructs can vary somewhat from each other, depending on the whims of their creators. An astral construct generally appears as an animate clump of ectoplasm with a vaguely humanoid shape, but the manifester can mold or sculpt one according to his or her whim, with some limits.

Special Abilities: Every time an astral construct is created, the manifester can choose to apply one special ability to the construct by spending additional psionic power. When the manifester invokes the *astral construct* manifestation, he chooses one or more special abilities from a menu of abilities appropriate to the amount of psionic power spent.

CREATING AN ASTRAL CONSTRUCT

When amplifying the *astral construct* manifestation, the manifester assembles the desired creature from a menu of choices, as specified in the construct's statistics block. Multiple selections of the same menu choice do not stack unless the ability specifically notes that stacking is allowed.

ASTRAL CONSTRUCT MENU A

A manifester spending 3 extra psionic power when creating an astral construct can choose one special ability from this menu.

Bull Rush: The astral construct has advantage on attacks against a creature if it moves 20 feet in a straight line towards it on the same turn.

Celerity: The astral construct's speed increases by 10 feet.

Cleave: When the astral construct attacks a creature, it can make one attack as a bonus action against one other creature within 5 feet of it.

Fly: The astral construct has physical wings and a flying speed of 30 feet.

Sharp Claws: The astral construct deals an additional 2 slashing damage with its Claw.

Power Attack: When the astral construct attacks with its Claw, it can choose to take a -5 penalty to the attack roll. If the attack hits, it adds +10 to the attack's damage.

Resistance: Choose one of the following damage types: acid, cold, fire, lightning, or thunder. The astral construct gains resistance against the chosen damage type.

Shove: If the astral construct hits a creature with its Claw on one of its turns, it can attempt to shove the creature it hit as a bonus action.

Swim: The astral construct is streamlined and shark-like. It has a swim speed of 30 feet.

ASTRAL CONSTRUCT MENU B

A manifester spending 4 extra psionic power when creating an astral construct can choose one special ability from this menu. Alternatively, the construct can have two additional special abilities from Menu A.

Energy Touch: The astral construct's Claw attacks are wreathed in an energy type you choose (acid, cold, fire or lightning), dealing an extra 1d6 damage of the chosen type.

Extra Attack: The astral construct gains the following additional action: **Multiaction**. The astral construct makes two attacks with its claw.

Fast Healing: The astral construct regains 2 hit points at the start of its turn if it has at least 1 hit point.

Improved Critical: The astral construct scores a critical hit with weapon attacks on a roll of 19 or 20 on the d20.

Muscle: The astral construct's Strength score increases by 4.

Poison Touch: If the astral construct hits with its Claw, the target must succeed on a DC 14 Constitution saving throw or be poisoned until the end of the construct's next turn.

Smite: Once per day, the astral construct can make one attack that deals extra damage equal to its creator's level.

ASTRAL CONSTRUCT MENU C

A manifester spending 5 extra psionic power when creating an astral construct can choose one special ability from this menu. Alternatively, the construct can have two additional special abilities from Menu B. One or both of the Menu B choices made in this way can also be swapped; each time you do, make two additional choices from Menu A.

Barrage: The astral construct gains the following additional action: **Barrage**. The astral construct makes an attack with its claw against any number of creatures within 5 feet of it, with a separate attack roll for each target.

Blindsight: The astral construct has blindsight out to a range of 60 feet.

Constrict: The astral construct now grapples the target when it hits with its Claw (escape DC 16). While the target is grappled in this way, it is also restrained. The astral construct can only have one creature grappled at a time.

Dimension Slip: The astral construct can teleport instead of moving. It must be able to see its destination to teleport to it, and each foot that it teleports costs 1 foot of movement. If it teleports into an occupied space, it is shunted to the nearest unoccupied space and stunned until the end of its next turn.

Natural Invisibility: The astral construct is invisible. If it attacks or casts a spell, it becomes visible until the start of its next turn.

Rend: The astral construct deals an extra 2d6 slashing damage to a creature that it hits twice with its Claw during a single round.

PSICRYSTAL

A psicrystal is a fragment of a psionic character's personality, brought into physical form and a semblance of life. A psicrystal appears as a crystalline construct about the size of a human hand.

Because it is an extension of its creator's personality, a psicrystal is in some ways a part of its creator. As such, a psion can invoke manifestations through a psicrystal, even at a distance.

IMPRINTED PERSONALITY

Each psicrystal has a distinct personality, chosen by its creator at the time of its creation. It is not uncommon for a psicrystal to constantly ply its owner with observations and advice, often severely slanted towards the psicrystal's particular worldview. The creator almost always sees a bit of his or herself in a psicrystal, even if magnified and therefore distorted. A psicrystal's personality often takes on one of the archetypes detailed below.

PSICRYSTAL

Tiny construct, unaligned

Armor Class 12 (natural armor)

Hit Points 3 (1d4 + 1)

Speed 30 ft. fly (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	12 (+1)	11 (+0)	13 (+1)	14 (+2)

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses passive Perception 11

Languages Speaks the languages of its creator

Challenge 1/8 (0 XP)

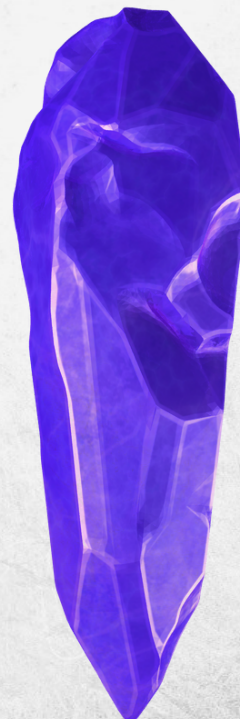
Evasion. When the psicrystal is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead take no damage if it succeeds on the saving throw, and only half damage if it fails.

Psionic Conduit. When its creator invokes a manifestation, the psicrystal can deliver the manifestation as if it had invoked the manifestation. The psicrystal must be within 100 feet of its creator, and it must use its reaction to deliver the manifestation when its creator invokes it. If the manifestation requires an attack roll or save DC, use its creator's attack modifier or save DC where necessary.

Immutable Form. The psicrystal is immune to any spell or effect that would alter its form.

ACTIONS

Optical Illusion. The psicrystal blends its color with its surroundings, becoming invisible until it takes any action.



ARTISTE

This splinter personality notes without humility that it is wonderfully talented in almost any “cultured” occupation, be it dancing, opera, or cooking. Equal parts truth and pretension make up this claim.

BULLY

Sometimes bad seeds are still good for something. The bully splinter personality’s overbearing harangues and constant insistence on getting its way can be trying, but its influence is sometimes handy for the owner.

CARING

A shard that embodies our nurturing, altruistic side, the caring personality seeks to provide aid and to calm those around it. It finds that which others seek, grants it, and remains always a reliable friend.

COWARD

Buried deep in everyone is a healthy dose of self-preservation. When captured and magnified, the essence of cowardliness aids the owner in finding safe harbor in dangerous situations. However, this psicrystal is far too eager to urge the owner to run and hide, even in not seriously dangerous situations.

FRIENDLY

This splinter personality is disposed to promote the well-being of others — even of reviled enemies. The owner puts up with lectures on his hard-hearted ways, but in return he is better able to deal with creatures in a nonviolent manner.

HEROIC

We all want to be heroes, and the psicrystal with this implanted splinter personality is that desire personified. Given to urging the owner into dangerous situations, it pays back its owner with fortitude in moments of difficulty.

LIAR

This psicrystal just can’t help telling falsehoods, even to its owner — who knows all too well when it is prevaricating and when it is communicating truthfully. This inability to mislead its owner doesn’t stop the psicrystal from lying anyway — and its lying ways can serve its owner in good stead when he is forced to stretch the truth himself.

METICULOUS

A meticulous psicrystal has a hard time discerning between important details and those that are irrelevant. In describing itself, it would say it is “punctilious in its attention to the rules of etiquette, and furthermore marked by extreme care in the treatment of details.” Sometimes maddening, this trait is at other times useful to the owner who attempts a precise study of his environment.

MYSTICAL

The mystical psicrystal sees beyond the surface of a topic of discussion, preferring to find the intricate details behind its existence. It often speaks in riddles and proverbs. This personality often proves insightful when you are looking to understand the forces behind a thing’s creation, but its insights can be little more than a distraction at other times.

NIMBLE

Quick and dexterous, a nimble psicrystal is the perfect companion in any situation where reaction must follow on the heels of action. If anything, this splinter personality is a little too prone toward seeing potential danger in every shadow.

OBSERVANT

“Did you see that?” is the most common communication between an observant psicrystal and its owner. Sometimes a psicrystal with this personality enables its owner to note details he might have otherwise passed by.

POISED

The ability to be constantly aware of your body and how it interacts with your surroundings is something often lost in the welter of more important thoughts. Not so for this psicrystal, which is perfectly poised and sure of itself — if not its owner. It often preaches the importance of equilibrium and readiness for action.

RESOLVED

Resolution is a quality everyone wishes he or she had, and this psicrystal has it in spades. It is firm in purpose and belief, and its advice and observations are characterized by fierce determination. Or, as its owner might say, it is a stubborn so-and-so. Still, this unshakable faith aids the owner in all contests of will.

SAGE

This splinter personality attempts to be a mentor to its owner, even though it is drawn from the owner’s mind. Still, unfettered by any other personality type, the sage sees itself as the be-all, end-all master of all spiritual and philosophical topics (not to mention the area of knowledge in which it is especially skilled). Outside the scope of its particular area of expertise, the sage psicrystal’s advice is some times suspect.

STUDIOUS

A studious psicrystal looks for the missing information between every nook and cranny, often missing the bigger picture. This personality loves to disassemble things into their baser components for closer examination, and will often point out ways that you can do just that.

SNEAKY

Why announce your presence with loud footfalls when you could just as easily glide in with less noise than a breath of air? Or so asks the sneaky psicrystal, who believes wholeheartedly in the adage that silence is golden. It is given to hushing its owner — and its owner’s companions. Still, its expertise in the area of quiet locomotion can’t be denied.

SYMPATHETIC

This personality allows a psicrystal to see into the hearts of other living things by putting itself in their shoes. Unfortunately, the psicrystal also spends a lot of time analyzing the owner and his companions, commenting on their mental states, and making pronouncements about the fitness of their actions. This personality can be useful, though, when the owner wants to determine the motives of a potential enemy.

A Breed of Psychics Reborn

Psychic power has always been something that fascinates the imagination. The art of psionics is something that was largely lost to 5th edition fans, and attempts to revitalize it have been made in the form of the Mystic as well as certain spells and spell-like abilities. Although fun, I believe these implementations lacked both the identity and the impact that psionics previously had on the game. This supplement brings the Psion of old and the Mystic of new together, revisiting complex, but fun mechanics and imagining them in snappy, impactful ways. I hope you love playing it as much as I loved writing it.

A huge thanks to the folks at [/r/UnearthedArcana](#), [/r/DnDHomebrew](#), [Discord of Many Things](#), and all my friends for putting up with my incessant ramblings and balance discussions. I hope it was worth it!

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Thank you for taking the time to read, review and enjoy this homebrew. Feel free to get in touch with me on reddit: [/u/devikyn](#) with comments and improvements!

CREDITS

Lots of credit is due for this work. Almost all of the flavor text comes directly from other sources, and many of the abilities created here are derived from or inspired by existing work.

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