

PSYCHONAUT

- a psuchical exploration -

Archon Preview

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I fell in love with psionics from the start! It was the weird thing that I didn't know I needed. Plus, the more science-fantasy style of play that it led to was something that resonated with me more than traditional sword and sorcery. And I've been itching for a long while to do some psionics content for this game, but a big, daunting project is, well, big and daunting. So I just decided to start building and release it piecemeal . . .

And so, *Psychonaut!*

This zine is the first of a series looking at psionics for 5th Edition (and those systems compatible with it). It will present mechanics and lore that spotlight some aspect of psionics: these first issues at least will focus on classes, character lineages, monsters, and spells/powers.

I'm making the default assumption in this design that psionics and magic are transparent to one another—in fact, that psionic (or psychic) powers are just a third type of magic (alongside arcane and divine magics), just coming from a different source. So that means, for instance, that the *dispel magic* spell could dispel a psionic effect and that psionic effects could in turn interact with arcane and divine spells. There is certainly a case for making psionics different, but that's more complicated at the table, so let's start from simple. And at the end of the day, that means that this content right here is useful for your game right now, without a slew of additional rules that have yet to be written.

This Issue. So this first offering presents the archon class, which builds on a warlock-style casting but with limited spell options (that is, only two schools) in favor of psychic implements that can be up-powered using the character's power points. Also, we have the eft (a new pyrokinetic character lineage) and a big ol' pile of crystalline monsters.

Onward. Stay tuned as the next issue is underway, including a more melee-driven psionic class, a crystalline character lineage, and some ephemeral psionic monsters . . .!

Game on,
Scott Gable
Zombie Sky Press

Archon: The Multiverse Calls

Sitting on the fence post, the woman lazily scans the clouds, absently fiddling with the handle of the scythe propped next to her. She seems contented, as if that post is exactly where she needs to be, though you think you can see a creeping weariness in her eyes. You realize now you don't know how you got here . . . and is that your body lying on the ground?

Archons are driven, consumed, obsessed. Perhaps it's by the need to create or by a thirst for knowledge or justice or vengeance, perhaps simply by the need to wander and be delightful to those they meet. Theirs is the insistent urge that they be doing something, an inner fire to proactively follow some path, even if they can't put into words why they do it: they just find themselves repeatedly drawn to this purpose, this core of their identity. They have been witnesses to history, guides to the lost, avengers to the forgotten, harvesters of the fallen—servants and explorers, predators and destroyers. They are so many things.

Burning Inside

Archons draw their power from within themselves, from their body, mind, and spirit. They have an innate knack for doing astonishing things. And the more they understand themselves, the more layers they peel away to get to their core, uncovering the beauty and the ugliness—discovering their essential truths—the more capable, the more fierce they become. They live their essence: for some, this is a freeing and exalted existence, a revelation of purpose, of intention, while for others it is a nightmare, an understanding of truths meant to be forever buried within, a betrayal of the self that must either be accepted or expunged.



The reservoir an archon draws from runs deep, a psychic energy pulled from all that makes them who they are. And with it, they perform magic: not a magic doled out by immensely powerful entities, not a magic begot of tricks and threats made upon the multiversal fabric itself, but instead a magic all their own, an expression of their drive and intention to do something remarkable. They have become a force for . . . well, for something.

Archon Class

As an archon, you gain the following class features.

HIT POINTS

You start and advance with the following hit points:

- ❖ **Hit Dice:** 1d8 per archon level
- ❖ **Hit Points at 1st Level:** 8 + your Constitution modifier
- ❖ **Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per archon level after 1st

PROFICIENCIES

You start with the following proficiencies:

- ❖ **Armor:** Light armor
- ❖ **Weapons:** Simple weapons
- ❖ **Tools:** None
- ❖ **Saving Throws:** One of your choice, plus your psionic spellcasting ability (see below)
- ❖ **Skills:** Choose one from Arcana, History, Insight, Investigation, Nature, Perception, and Religion, plus any one linked to your psionic spellcasting ability (see below)

EQUIPMENT

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

- ❖ A quarterstaff or any simple weapon
- ❖ A scholar's pack or an explorer's pack
- ❖ A shortbow and 20 arrows, two daggers, or eight darts
- ❖ Leather armor

MYSTIC MANTLE

At 1st Level, you have found your purpose in the cosmos by adopting a mantle (see below for options), such as that of the psychopomp. Your choice grants you features at 1st level and again at 6th, 10th, and 14th level.

ONE WITH THE MULTIVERSE

Your deep well of potential and your innate ability to bend the fabric of spacetime to your whim enable you to cast spells with potency.

ARCHON SPELL LIST

Your archon spell list is determined by the mantle you choose at 1st level.

POWER POINTS

At 1st level, you have 1 power point, and you gain 1 additional power point every time you level up (to a maximum of 20 at 20th level). You can't hold more power points than shown on the table for your level (though additional power points might be stored and accessed elsewhere, such as in a psicrystal). You regain all spent power points when you finish a short or long rest.

PSIONIC SPELLCASTING ABILITY

At 1st level, you must choose your psionic spellcasting ability for your archon spells—Strength, Constitution, Dexterity, Intelligence, Wisdom, or Charisma—and you use that ability whenever a spell refers to your spellcasting ability. In addition, you use your ability score modifier when setting the saving throw DC for an archon spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your psionic spellcasting ability score modifier

Spell attack modifier = your proficiency bonus + your psionic spellcasting ability score modifier

I expect that choosing your spellcasting ability—especially with Str, Con, and Dex in the mix—will be a “love it or hate it” design choice. I accept that. It is a nod to some of the psionics design elements in 3E, and I think it's fun. I haven't seen any gamebreaking fallout from it, and it's a great way to further differentiate a character. If it's just not right for your game, I suggest paring the list down to just Int, Wis, and Cha, though I recommend trying one of the others first.

RITUAL CASTING

You can cast an archon spell as a ritual if that spell has the ritual tag.

SPELL SLOTS

The **Archon** table shows how many spell slots you have to cast your archon spells of 1st through 5th level. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your archon spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

For example, when you are 5th Level, you have two 3rd-level spell slots. To cast the 1st-level spell *thunderwave*, you must spend one of those slots, and you cast it as a 3rd-level spell.

THE ARCHON

Level	Proficiency Bonus	Power Points	Features	Talents Known	Spells Known	Spell Slots	Slot Level	Knacks Known
1st	+2	1	Mystic Mantle, One with the Multiverse	2	2	1	1st	—
2nd	+2	2	Psychic Knacks	2	3	2	1st	2
3rd	+2	3	Psychic Condenser	2	4	2	2nd	2
4th	+2	4	Ability Score Improvement	3	5	2	2nd	2
5th	+3	5	—	3	6	2	3rd	3
6th	+3	6	Mystic Mantle feature	3	7	2	3rd	3
7th	+3	7	—	3	8	2	4th	4
8th	+3	8	Ability Score Improvement	3	9	2	4th	4
9th	+4	9	—	3	10	2	5th	5
10th	+4	10	Mystic Mantle feature	4	10	2	5th	5
11th	+4	11	Unlocked Potential (6th level)	4	11	3	5th	5
12th	+4	12	Ability Score Improvement	4	11	3	5th	6
13th	+5	13	Unlocked Potential (7th level)	4	12	3	5th	6
14th	+5	14	Mystic Mantle feature	4	12	3	5th	6
15th	+5	15	Unlocked Potential (8th level)	4	13	3	5th	7
16th	+5	16	Ability Score Improvement	4	13	3	5th	7
17th	+6	17	Unlocked Potential (9th level)	4	14	4	5th	7
18th	+6	18	—	4	14	4	5th	8
19th	+6	19	Ability Score Improvement	4	15	4	5th	8
20th	+6	20	Nova	4	15	4	5th	8

SPELLCASTING COMPONENTS

Unlike other spellcasters, your spells (or powers) do not require components, except for any listed material components with a gold piece value.

Your spells do emit sensory displays though, always harmless but noticeable: such displays (your choice) might be the smell of ozone, the crackle of electricity, a brief dimming of the ambient light, a slick of ectoplasm on the skin, an acrid taste in the air, or some other similar display. Talents do not have displays. You can always suppress a display on any spell you cast by taking 1 hit point of damage per spell level during casting.

Displays should be consistent for a character, whether the same for all spells or different: such as smelling ozone when you cast any spell versus only smelling it when you teleport, and other spells have their own unique displays for you. Other casters might have different displays for the same spells, such as smelling cinnamon when they teleport or hearing a loud pop.

SPELLCASTING FOCUS

You require no spellcasting focus. You are the source of your power.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

At 1st level, you know two 1st-level spells of your choice from your archon spell list (see your chosen mantle for more details).

The **Spells Known** column of the **Archon** table shows when you learn more archon spells of your choice of 1st level and higher. A spell you choose must be of a level no higher than what's shown in the table's **Slot Level** column for your level. When you reach 6th level, for example, you learn a new archon spell, which can be 1st, 2nd, or 3rd level.

Additionally, when you gain a level in this class, you can choose one of the archon spells you know and replace it with another spell from your archon spell list, which also must be of a level for which you have spell slots.

TALENTS

You know two psionic talents of your choice. You learn additional talents of your choice at higher levels, as shown in the **Talents Known** column of the **Archon** table.

Additionally, when you gain a level in this class, you can choose one of the archon talents you know and replace it with another talent from your archon spell list.

PSYCHIC KNACKS

While rooting around your psyche, you uncover and develop mental tricks, called knacks. These are typically expressed through a psychic condenser (see below).

At 2nd Level, you gain two psychic knacks of your choice. Your knack options are detailed at the end of the class description. When you gain certain archon levels, you gain additional knacks of your choice, as shown in the **Knacks Known** column of the **Archon** table.

Additionally, when you gain a level in this class, you can choose one of the knacks you know and replace it with another knack that you could learn at that level.

PSYCHIC CONDENSER

At 3rd Level, you express your psionic abilities through a particular form. You gain one of the following features of your choice. If you lose your condenser, or it is destroyed, you can perform a 1-hour ritual to manifest it again. The ceremony can be performed during a short or long rest, and it destroys the previously linked condenser (of the same type).

Dormancy. When you drop to 0 power points, or when you die, any condenser you're linked to goes dormant. A dormant condenser does not function, and knacks cannot be expressed through them. As soon as you recover at least 1 power point, any condenser linked to you becomes active again. If a condenser lies dormant for 24 hours or more, it is destroyed.

Synergy. Possessing multiple, different psychic condensers can create a resonance that grants you additional abilities. Each condenser details its unique abilities when you possess either three or five psychic condensers. You can have only one condenser's synergy active at a time, and you can change which synergy is active during a short or long rest.

Empowerment. If you possess six or more knacks that each have the same psychic condenser as a prerequisite, such as each requiring inked grimoire, and have at least 1 power point, you can empower your psychic condenser. After the empowerment resolves, your power points are drained to 0, no matter how many you possess. Each condenser entry lists the details for its empowerment. Once you use your condenser's empowerment, you can't use it again until you finish a long rest.

INKED GRIMOIRE

Your psychic journey manifests as tattoos all over your body. When you gain this feature, choose three talents or cantrips, or some combination of each, from any class's spell list (the three needn't be from the same list). These are stored in your tattoos, and you can cast those talents and cantrips at will. They don't count against your number of talents known. If they don't appear on the archon spell list, they are nonetheless archon spells for you.

Synergy. If you possess three or more psychic condensers, you can add up to three spell levels of spells from any class's spell list to your archon spells known list (such as three 1st-level spells or one 3rd-level spell). If you possess five or more psychic condensers, you can add up to five spell levels.

Empowerment. If you possess six or more knacks requiring the inked grimoire psychic condenser, you can cast *symbol* without expending a spell slot.

MIND MANIFEST

You can use your bonus action to create a weapon of shimmering psychic energy in a free hand. You can choose the rough form that this weapon takes each time you create it, though its boundaries are always indistinct

The role of this synergy is to give a second path for characters: you can either get really good at one condenser or dabble in many. In the former, you have the potential for some powerful effects. So the synergy is designed to compensate for that, making the latter choice a viable option.

and shifting as the psychic energy roils from your hands to maintain it. You are proficient with it while you wield it. This magic weapon has the thrown property, a normal range of 60 feet and no long range, and on a hit, it deals psychic damage equal to 1d6 plus your psionic spellcasting ability modifier. You use your psionic spellcasting ability modifier for attack rolls.

After you attack with the blade, you can make a melee or ranged weapon attack with a second psychic blade as a bonus action on the same turn, provided your other hand is free to create it. The damage die of this bonus attack is 1d4, instead of 1d6.

If thrown, your manifested weapon disappears after it hits or misses its target. Otherwise, the weapon disappears the instant it leaves your hand. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die.

Synergy. If you possess three or more psychic condensers, your manifested weapon's damage increases from d6 to d8. If you possess five or more psychic condensers, it increases to d12.

Empowerment. If you possess six or more knacks requiring the mind manifest psychic condenser, you can supercharge your manifested weapon for 1 minute, requiring concentration. During this time, you can make a number of attacks with your manifested weapon equal to your proficiency bonus on each of your turns. In addition, your speed is doubled for the duration. If you roll a 1 on any attack roll, the empowerment immediately ends.

PSICRYSTAL

You learn the *create psicrystal* spell and can cast it as a ritual. The spell doesn't count against your number of spells known.

When you take the Attack action, you can forgo one of your own attacks to allow your psicrystal to make one attack of its own.

Additionally, you can heal any psicrystal as an action by infusing it with your power points: 1 hit point healed for each power point spent.

Synergy. If you possess three or more psychic condensers, your psicrystal naturally generates 1 power point per day that you can make use of. If you possess five or more psychic condensers, your psicrystal generates 3 power points each day. (These power points do not accumulate and instead dissipate after 24 hours as new ones generate, unless you possess the crystalline cognizance knack, which will allow the crystal to accumulate power points up to its maximum.)

Empowerment. If you possess six or more knacks requiring the psicrystal psychic condenser, you can cast *forcercage* without expending a spell slot. (The material component is replaced by an intact ruby worth 1,500 gp, which forms the cage as you focus your power on it through your psicrystal.)

There are six psychic condensers detailed here. Each carves out its own niche of thematic abilities and opens new avenues for exploration and roleplaying. An archon's condenser(s) should be central to their identity, a vital tool (or companion even) on their journeys. And there are always more types of condensers to create. Perhaps a semi-sentient tumor that provides abilities of purification and mutation. Perhaps a stuffed animal (or an imaginary friend) that provides an independent companion. Or perhaps . . . perhaps anything really.

CREATE PSICRYSTAL

1st-Level Abjuration (Ritual)

Casting Time: 1 hour

Range: 10 feet

Components: M (gem or crystalline construct worth at least 50 gp)

Duration: Instantaneous

You create a **psicrystal** (see later in this book, using the following starting attributes: **STR 6 DEX 10 CON 10 INT 10 WIS 10 CHA 10**), a fragment of your psyche embedded in a crystalline construct about the size of a human hand. The psicrystal gains your proficiency bonus in any skills you're proficient in and an ability score increase to match your psionic spellcasting ability (so if you have a 16 in your psionic spellcasting ability of Dexterity, the psicrystal would also have a Dexterity of 16) plus an additional 4 points to add to other attributes (though none can be higher than your psionic spellcasting ability).

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't attack, but it can take other actions as normal.

When the psicrystal drops to 0 hit points, it falls dormant, appearing as little more than a typical chunk of crystal. After a short or long rest and being healed at least 1 hit point, the crystal reawakens. To maintain your bond with it, it must be revived within 24 hours. If revived after that time, it becomes an untethered or "wild" psicrystal, retaining all its stats and memories gained from you. By casting this spell again, you can either create a new psicrystal or bind yourself to an existing wild psicrystal (though in the latter case there's a 10 percent chance the spell will fail).

While your psicrystal is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your psicrystal and hear what it hears until the start of your next turn, gaining the benefits of any special senses that it has. During this time, you are deaf and blind with regard to your own senses.

As an action, you can embed your psicrystal in some part of your body, such as your palm, navel, throat, and so on, awaiting your summons. Alternatively, you can dismiss it forever. As an action while it is embedded, you can cause it to free itself from your body.

You can't have more than one psicrystal at a time. If you cast this spell while you already have a psicrystal, you instead create a new psicrystal, severing your link to the old psicrystal permanently and releasing it. (This is how free-roaming psicrystals are formed.)

Finally, when you cast a spell with a range of touch, your psicrystal can deliver the spell as if it had cast the spell. Your psicrystal must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll. Additionally, when you can cast a spell with a range of self, your psicrystal can be the target of the spell as an extension of you.

Wild psicrystals are shards of their creator's psyche, which forms the basis for their budding personality. They will wander off, striking out to find adventure—and themselves—or maybe to find community with like-minded psicrystals. They will continue to grow and evolve, given the right stimuli, and . . . we don't really know what the future might hold for them.

SECOND SKIN

You develop an ectoplasmic shell over your body, unnoticeable to all but you, if you choose. This second skin provides for your body's needs:

- ❖ You have advantage on saving throws against being poisoned, and you have resistance to poison damage.
- ❖ You don't need to eat, drink, or breathe.
- ❖ You are immune to disease.
- ❖ You require half the sleep, and magic can't put you to sleep.

Synergy. If you possess three or more psychic condensers, your Hit Dice expand from d8s to d10s (rerolling those of previous levels). If you possess five or more psychic condensers, your Hit Dice expand to d12s.

Empowerment. If you possess six or more knacks requiring the second skin psychic condenser, you can create a duplicate of yourself (as the *simulacrum* spell) made from ectoplasm, without expending a spell slot. In this version of the spell, a portion of the ectoplasmic skin bunches up and buds into a duplicate of you before separating. (The material component is replaced by an intact ruby worth 1,500 gp, needed to act as the seed around which the ectoplasm forms.)

SOULBOUND WEAPON

You manifest a physical weapon from a portion of your soul. It takes the form of a specific weapon of your choice when you take this feature, such as a scythe. You are automatically proficient with it and need not be beforehand; however, you do not gain proficiency with other weapons of this type (such as other scythes). Your soulbound weapon is unique in appearance, even differing from that of other archons that might have the same type of soul weapon. You cannot be disarmed of your soul weapon unless you are incapacitated, and you can summon it as a bonus action, teleporting it directly to your hand. You use your psionic spellcasting ability modifier for attack and damage rolls when wielding it.

Synergy. If you possess three or more psychic condensers, when you roll a 1 on a damage die for an attack you make with your soulbound weapon, you can reroll the die and must use the new roll. If you possess five or more psychic condensers, you can also ignore cover when attacking with your soulbound weapon.

Empowerment. If you possess six or more knacks requiring the soulbound weapon psychic condenser, you can choose one of the following damage types: cold, fire, lightning, necrotic, psychic, radiant, or thunder. You send a gout of that energy to engulf a creature that you can see within 60 feet, originating from your soulbound weapon. The target must make a Dexterity saving throw, taking $7d8 + 30$ of the specified damage on a failed save or half as much damage on a successful one.

Chain (New Weapon).
Martial Melee: 20 gp, 1d10 bludgeoning, 6 lb., finesse, reach, special, two-handed (spiked chain variant deals piercing damage). *Special:* You can choose instead to limit your reach to 5 feet and use the chain as if fighting with two weapons. Each attack's damage is 1d6, and the chain counts as a light weapon for your off hand.

THIRD EYE

You place a gem or polished stone on your forehead where it becomes psychically embedded and extends your awareness. You can speak telepathically to any creature you can see, provided the creature is within a number of feet of you equal to $10 \times$ your level. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language.

When you're using this trait to speak telepathically to a willing creature, you can use a bonus action to form a bonded link to that creature, which allows them to speak telepathically with you until you sever the link (no action required). The range for communicating through bonded links is doubled from your normal range, and you can maintain a number of bonded links equal to your proficiency bonus.

In addition, you know the *mage hand* cantrip.

Synergy. If you possess three or more psychic condensers, you can cast the *blur* spell once per short or long rest, without expending a spell slot. If you possess five or more psychic condensers, you can also cast the *fear* spell once per short or long rest, without expending a spell slot.

Empowerment. If you possess six or more knacks requiring the third eye psychic condenser, you can cast either *mirage arcane* or *project image*, without expending a spell slot.

ABILITY SCORE IMPROVEMENT

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

UNLOCKED POTENTIAL

At 11th level, your inner journey has unlocked a new potential in yourself, a new understanding of the multiverse. Choose one 6th-level spell from your archon spell list as this unlocked potential.

You can cast your new spell once without expending a spell slot. You must finish a long rest before you can do so again.

At higher levels, you gain more archon spells of your choice that can be cast in this way: one 7th-level spell at 13th level, one 8th-level spell at 15th level, and one 9th-level spell at 17th level. You regain all uses of your unlocked potential feature when you finish a long rest.

NOVA

At 20th level, within the jaws of defeat you find your core, your defining fire, the seed that will let you achieve even greater levels. When you fall to 0 hit points, you surge back to consciousness with half your maximum hit points and your maximum power points, plus an additional 20 temporary

power points, which are lost after 10 minutes. Once you use this feature, you must finish a long rest before you can do so again.

Mystic Mantles

The mystic mantle you take on as an archon is a role of cosmic importance—at least to you. It focuses your deep reservoir of psychic potential into a specific purpose. There was no “higher being” that anointed you to your role. You came about it on your own as you discovered your power and what it meant to you, and you followed your calling.

That’s why no two archons are ever alike, all of us coming from such disparate backgrounds with no real teaching, only our own stubbornness and curiosity. There’re no guidelines, no rules laid down for our calling, for our mantle. You just do it. And hopefully learn from your mistakes.

Oh sure, some have claimed it’s the multiverse itself calling out to those who possess the capacity, leading them, unbeknownst to themselves, toward their “life’s goal.” But that’s for the scholars and priests to argue over.

DERANGER

You are an enigma—a chaos agent, a strange attractor. Your role is to upset expectation, to find beauty in randomness, to confront assumption and demand presence in the moment.

MANTLE SPELLS

Your spellcasting ability as a deranger is extremely focused. You can only cast spells from the illusion and transmutation schools of magic. All spells of those two schools, from all class spell lists, form your archon spell list.

ODD TURN

Starting at 1st level, you can reveal a bit of your nature. As an action, you can cause each creature within 5 feet of you to make a Wisdom saving throw against your archon spell save DC. A target that fails its saving throw is frightened by you until the end of its next turn.

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

CONFOUNDING REVERSAL

At 6th level, you misdirect attackers’ senses. As a reaction to being hit by an attack, instead of dealing you damage, the attack is redirected back at the attacker, and they become the target of the attack, using their attack and damage rolls to resolve the attack.

You can’t use this feature again until you finish a short or long rest.

I’ve long been a fan of limiting a spellcaster’s selection to only one or two schools of magic. Why? Because it forces you to get creative with the spells you do have. And it’s too easy to fall back on just using the usual handful of spells, which just starts to make all spellcasters feel the same. I like my specialists to truly be specialists.

ALIEN PERSPECTIVE

At 10th level, you are resistant to psychic damage and immune to being charmed. In addition, you know when your mind is being read, and if you spend 3 power points (requiring no action), the provoking creature is kicked out of your head and takes psychic damage equal to your archon level.

PSYCHIC ASCENSION

Starting at 14th level, you shed your physical form and become a being of pure psychic energy (still visible to others) for 1 minute, during which time you gain the following benefits:

- ❖ You gain a flying speed equal to your walking speed and can hover. You are intangible, and if you move through a creature, you can choose to deal 1d10 psychic damage.
- ❖ You gain immunity to psychic damage.
- ❖ You can choose to occupy the same space as another creature, giving the following benefits to both of you: you gain a bonus to your AC equal to your proficiency bonus, advantage on saving throws against spells and other magical effects, and you both benefit from either of your resistances and immunities. If either of you take damage though, you both do.

Your physical form reforms around you when the duration ends. Once you use this feature, you can't do so again until you finish a long rest.

DESTROYER

You are death and destruction, vengeance and balance, judge and redeemer. Your role is to bring an end to those things that have overstayed their welcome, that offend the proper flow of things, that prove a threat to the natural order.

MANTLE SPELLS

Your spellcasting ability as a destroyer is extremely focused. You can only cast spells from the conjuration and evocation schools of magic. All spells of those two schools, from all class spell lists, form your archon spell list.

SIEGE MONSTER

Starting at 1st level, your fury is channeled through your attacks. You deal double damage to objects and structures. You can spend 1 power point as a bonus action to treat your weapon attacks as adamantite for a number of rounds equal to your archon level.

UNFETTERED FEROCITY

At 6th level, you can attack twice, instead of once, whenever you take the

Does your flesh light up and burn away from within, turning to ash at your feet? Or does it slough to the ground, resting in a pile until it gradually dissolves into ectoplasm? Or does it crack into thousands of tiny "flesh spiders," scuttling away?

Attack action on your turn. At 12th level, you can spend 3 power points to increase this to three attacks for a turn.

FORCE OF WILL

At 10th level, the force of your will slows physical attacks before they can connect, even when unaware of the attack. While you are conscious and have at least 1 power point remaining, you are resistant to all bludgeoning, piercing, and slashing damage. You can spend 3 power points to become immune to all bludgeoning, piercing, and slashing damage until the start of your next turn.

TRAIL OF DESTRUCTION

Starting at 14th level, you unleash a torrent of stored fury for a number of rounds equal to your proficiency bonus. During this time, you gain a flying speed equal to twice your walking speed, and you can hover. In addition, while flying no more than 10 feet off the ground, you can move up to 30 feet in a line, creating difficult terrain below and, as an action, attacking each creature within 10 feet of you during your movement. Creatures you hit take an additional 2d10 force damage. Structures are automatically damaged.

Once you use this feature, you can't do so again until you finish a long rest.

GHOST HOUND

You are a witness to the oddities of the world, to the regular incursions into our reality from the other side. Your role is to track down and investigate anomalies and figure out how to fix them with minimal damage to the multiverse.

MANTLE SPELLS

Your spellcasting ability as a ghost hound is extremely focused. You can only cast spells from the divination and necromancy schools of magic. All spells of those two schools, from all class spell lists, form your archon spell list.

OBSERVER IN SPACETIME

Starting at 1st level, you tend to experience reality as overlays of what has come and what might be. You can add your spellcasting ability modifier to Intelligence (Investigation) checks. (If your spellcasting ability is Intelligence, you can double your modifier for Investigation checks.)

Additionally, other creatures' senses continually slide off you. If your passive Dexterity (Stealth) check is greater than a creature's passive Wisdom (Perception) check, it ignores you and carries on as if you're not there—even if they otherwise know you're there.

CHOIR ETERNAL

At 6th level, the ever-present spirits all about you, that only you can see, begin to trust you more and more, and their incessant whispers, that only you can hear—both secret and mundane—fill your thoughts. It's all you can do to generally tune them out, but they're occasionally useful. You can add your proficiency bonus to skills you're not already proficient in. However, you lose your proficiency bonus, if any, on Wisdom (Perception) checks due to the distracting voices.

Additionally, as long as you have at least 1 power point remaining, you can cast the *speak with dead* spell. The dead in question need not be corporeal. If it's not a specific deceased being contacted, the local spirits suffice for this purpose but can only provide information about the region. You can spend 1 power point to ask additional questions beyond the five granted by the spell: 1 per extra question. You can't use this feature again until you finish a short or long rest.

NORMALIZED REALITY

At 10th level, given the voices and visions you experience daily, you've had to establish a firmer grasp than most on consensus reality in order to keep your sanity. You gain advantage on saving throws against spells and effects of the enchantment and illusion schools and against spells and effects that inflict the frightened condition. In addition, you gain immunity to the charmed condition.

RESTLESS SPIRITS

Starting at 14th level, spirits suffuse your body. As an action, for 1 minute, you gain immunity to all bludgeoning, piercing, and slashing damage, and you gain 1 temporary hit point each round. Additionally, as a reaction during this time, you can send a spirit to interrupt a creature casting a spell (as the *counterspell* spell). After the first, you may spend 3 power points to send an additional counterspelling spirit per turn while you are in this state.

You can't use this feature again until you finish a long rest.

HARBINGER

You are a warning—a clarion call of hope, a rumbling dirge of grief. Your role is to correct trajectories, to punish the foolish, to preserve momentum and forestall the inevitable.

MANTLE SPELLS

Your spellcasting ability as a harbinger is extremely focused. You can only cast spells from the divination and evocation schools of magic. All spells of those two schools, from all class spell lists, form your archon spell list.

NEAR MISS

Starting at 1st level, you snatch glimpses of the future. As a reaction when an attack roll against you scores a critical hit, you can choose to avoid the attack completely.

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

CURSE OF VISIONS

At 6th level, you curse a target that you can see within 30 feet with overwhelming visions of possible futures for 1 minute. While cursed, the target must declare its intended action at the start of each of its turns and then make a Wisdom saving throw. If it fails, it must choose a different action. While the target is so cursed, your attacks against it are made with advantage.

ELEMENTAL ANTICIPATION

At 10th level, once per short or long rest, as a reaction to damage from acid, cold, fire, lightning, or thunder (your choice if multiple types), you become resistant to that damage type (including to the triggering damage). This resistance lasts until your next short or long rest.

You can spend 3 power points at activation to further enhance the barrier: any creature entering a space within 5 feet of you, or beginning its turn there, takes 1d10 damage of the triggering energy type.

TIMELESS FURY

Starting at 14th level, you become a superposition of potential selves for 1 minute, as an action, during which you gain the following benefits:

- ❖ You are targeted by a *haste* spell.
- ❖ You gain immunity to acid, cold, fire, lightning, and thunder damage.
- ❖ Your weapon attacks score a critical hit on a roll of 19 or 20.

Once you use this feature, you can't do so again until you finish a long rest.

OVERLORD

You are the voice unbroken, the will untethered—reassuring, unbending, impossible to ignore. Your role is to sway the wayward, unite the disparate, give pause to challengers, whether as guiding light or purging flame.

MANTLE SPELLS

Your spellcasting ability as an overlord is extremely focused. You can only cast spells from the conjuration and enchantment schools of magic. All spells of those two schools, from all class spell lists, form your archon spell list.

BRAZEN CONFIDENCE

Starting at 1st level, you gain proficiency in one of the following skills: Deception, Intimidation, or Persuasion. In addition, when you make any Charisma check, your proficiency bonus is doubled if you are using a skill that you're proficient in.

STRATEGIC MANEUVERING

At 6th level, as a reaction to an attack made against you (before the roll is made), you can swap places with a willing creature within 5 feet of you, forcing that creature to become the attack's new target. You can spend 1 power point to swap places with an unwilling creature. Alternatively, you can instead swap places with another creature within 5 feet of you that is the target of an attack roll, so you become the attack's new target. You can spend 1 power point to increase the range to 15 feet.

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

INSURMOUNTABLE PRESENCE

At 10th level, you become immune to being charmed or frightened.

Additionally, once per short or long rest, you can spend 3 power points to grant creatures of your choice within 30 feet of you immunity to being charmed or frightened for 1 minute. If a target is already charmed or frightened, the condition is suppressed while within the range of this effect.

OVERWHELMING FORCE

Starting at 14th level, you expand your consciousness over the field of battle, controlling the pawns scattered upon it for 1 minute. During this time, you can perform any of the following actions as a bonus action on your turn:

- ❖ **Coordinate Movement.** Friendly creatures can choose to move up to 10 feet without provoking opportunity attacks.
- ❖ **Direct the Troops.** One friendly creature of your choice moves or takes an additional action.
- ❖ **Heal the Faithful.** You expend a Hit Die, and friendly creatures heal hit points equal to your Hit Die + your Constitution modifier.
- ❖ **Punish the Enemy.** A creature must succeed on a Charisma saving throw or be paralyzed until the end of its next turn.
- ❖ **Sow Discord.** Hostile creatures must succeed on a Charisma saving throw or be frightened of you. An affected creature makes another save at the end of its turn, and on a success, the effect ends for it.

All targets must be within 60 feet of you and be able to hear and see you. Once you use this feature, you can't use it again until you finish a long rest.

PSYCHOPOMP

You are guide to the dead. Your role is not to judge, simply to assist souls in the passage from this world to the great beyond.

MANTLE SPELLS

Your spellcasting ability as a psychopomp is extremely focused. You can only cast spells from the abjuration and necromancy schools of magic. All spells of those two schools, from all class spell lists, form your archon spell list.

COMPANION SOUL

Starting at 1st level, a stray spirit animates the remains of a nearby animal and is bound to you, awaiting your guidance to the afterlife. It is treated as a familiar gained from the *find familiar* spell, though it is an undead instead of a beast. When your companion soul drops to 0 hit points, its physical remains are no longer animated. It reanimates in the same remains (or if they're no longer intact, then in new remains) after a short or long rest.

At 3rd level, your companion soul can instead take the form of a **zombie**, reanimating in a random (or specific) corpse along the way, though with the soul's original intelligence. Additionally, regardless of your companion's form, when you take the Attack action, you can forgo one of your own attacks to allow your companion to make one attack of their own (using their stats).

At 6th level, as an action, you can spend 2 power points to bestow the power to your companion soul to reanimate as a different type of undead of challenge rating 1 or lower (such as a **specter** or **ghoul**). Your companion can remain in this state until it drops to 0 hit points or until you finish a long rest, after which it animates as a zombie again (or as an undead familiar, your choice).

DEATH KISS

At 6th level, as an action, you can restore or destroy undead. You can choose to spend power points to heal an undead within 30 feet of you, restoring a total number of hit points equal to each power point you spend $\times 5$.

Alternatively, you can choose to damage an undead within 30 feet of you. You must decide how many power points to ready, and then the target must make a Constitution saving throw against your spell save DC, taking radiant damage equal to 1d8 per power point spent on a failed save or half as much damage on a successful one.

Consider using companion souls as adventure prompts: a stray soul comes into the character's life and can only move on once some task is completed, once their remains are found, once their loved ones are safe, once some mystery is solved or their death is avenged. After they finally pass on, a different stray soul attaches to the character for new adventures.

BETWEEN WORLDS

At 10th level, you adeptly stride the center as guide, never veering too far toward either side of judgment, neither condemnation nor absolution. You gain resistance to necrotic and radiant damage.

Additionally, when you drop to 0 hit points, you can spend 1 power point (no action required) to immediately stabilize, and on your next round, you regain 1 hit point.

MOVING ON

Starting at 14th level, you know where the veil is thinnest. You can see into the Ethereal Plane to a range of 120 feet.

Additionally, you can choose one of the following effects. Once you use either effect, you can't use this feature again until you finish a long rest:

- ❖ **Blink.** For 1 minute, as a bonus action on each of your turns, you can enter the Ethereal Plane (or return to your original plane).
- ❖ **Etherealness.** As an action, you shift yourself and up to five willing creatures you can see to the Ethereal Plane from a plane connecting to it or vice versa. If you shift to the Ethereal Plane, you return after 8 hours to the spot where you originally shifted from.

STORYTELLER

You are a creator and an artist, a shaper of realities, a painter of dreams. Your role is to spread inspiration, weaving fantasies and uncovering truths—repairing the loose ends of the multiverse.

MANTLE SPELLS

Your spellcasting ability as a storyteller is extremely focused. You can only cast spells from the enchantment and illusion schools of magic. All spells of those two schools, from all class spell lists, form your archon spell list.

MANIFESTED WILL

Starting at 1st level, your environment is literally what you make it. You manifest your will to influence your surroundings within 60 feet. Treat this as a permanent *unseen servant* spell, except your manifested will can't be detected or targeted by others and is immune to damage.

Additionally, as an action, you can sense the world from your manifested will's position—seeing, hearing, smelling, tasting, and feeling as if you were at its location. During this time, you gain nothing from your own senses.

You can spend power points equal to 1 per 10 feet to extend the range of your manifested will until your next short or long rest.

OVERWRITTEN REALITY

At 6th level, you control your own story. When you fail a saving throw and are subjected to a condition that allows additional saves on subsequent turns to remove that condition, you have advantage on those follow-up saves. If the spell or effect doesn't explicitly allow for such additional saving throws, you can spend 1 power point as an action to attempt a new save at the end of your turn, but you don't have advantage on this save.

UNWAVERING

At 10th level, you are immune to being charmed. In addition, if you have at least 1 power point remaining, when a creature attempts to charm you with a spell or effect, it must instead make the saving throw as if it were the target. On a failed save, it is charmed by you, as per the original spell or effect.

WATCHER BEYOND TIME

Starting at 14th level, you can separate yourself from consensual reality. You gain the benefit of the *time stop* spell for up to a number of rounds equal to your proficiency bonus. You need not use these rounds consecutively, but every time you reenter consensual reality, you gain a level of exhaustion. You regain the full use of this feature after a long rest.

WAYFARER

You are a traveler, constantly wandering the multiverse. Your role is to bear witness to all the wonder and all the mundanity that is the totality of existence.

MANTLE SPELLS

Your spellcasting ability as a wayfarer is extremely focused. You can only cast spells from the abjuration and transmutation schools of magic. All spells of those two schools, from all class spell lists, form your archon spell list.

UNCANNY SPEED

Starting at 1st level, the fabric of reality rises to guide your step. Your speed for all modes of movement increases by a number of feet equal to $5 \times$ your proficiency bonus, so for example, if your proficiency bonus is +3, your speed would increase by 15 feet.

ENVIRONMENTAL CONDITIONING

At 6th level, you are resistant to one of the following damage types of your choice: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder. You can spend 3 power points to change the damage type as an action, but you can't do so again until you finish a short or long rest.

MASTERY OF SELF

At 10th level, you can go a month without food, water, and sleep and can hold your breath for 1 hour. You can spend 1 power point to grant yourself advantage on your saving throw against a spell or effect that deals poison damage or inflicts the poisoned condition, and you take no poison damage if you succeed on your saving throw. Additionally, you gain temporary hit points equal to your archon level after every long rest.

NO BARRIERS

Starting at 14th level, as a move, you can teleport up to half your speed. In addition, nothing can cause you to become paralyzed or restrained.

Psychic Knacks

If a psychic knack has prerequisites, you must meet them to learn it. You can learn the knack at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class.

Charge. Knacks are typically capable of being expanded by spending power points: 1 power point is required to charge a knack that can be taken at 1st level, 2 for a 5th, 3 for a 7th, 4 for a 9th, 5 for a 12th, 6 for a 15th, and 7 for an 18th. Further details are unique to each knack.

ADDITIONAL PSYCHIC CONDENSER

You gain the ability to focus your psionic abilities in many ways. Choose an additional psychic implement. You can take this knack multiple times.

BRAIN FOG

Prerequisite: 5th Level

Once per short or long rest, when you hit a creature with a talent and spend a power point, the target must succeed on a Constitution saving throw (using your spell save DC) or be unable to take an action on their next turn.

Charge. You can spend all your power points, while concentrating, to sustain the effect in a 10-foot-radius sphere centered on you, and that moves with you, for a number of rounds equal to the power points spent. A creature that enters the area or starts its turn in the area must succeed on a Constitution saving throw or be unable to take an action on their next turn. Once you use this ability, you can't use it again until you finish a long rest.

CRYSTALLINE BEACON

Prerequisite: 9th Level, Psicrystal Psychic Condenser

The psicrystal can teleport to a location that you have seen before and is

You might find your character possessing abilities from their archon mantle and psychic knacks that overlap to some degree. If that happens, rather than feeling left out due to some redundancies in their effects, talk with your GM about creating some synergy bonus so that the given ability is more effective when you use it. This might be something as simple as gaining advantage on a related roll or some other relevant boon.

on the same plane of existence as you. You can do this a number of times equal to your proficiency bonus, and all expended uses are restored when you finish a long rest.

Charge. You can spend 4 power points to recall the psicrystal to your hand, even from another plane of existence.

CRYSTALLINE COGNIZANCE

Prerequisite: 5th Level, Psicrystal Psychic Condenser

You can store a power point in your psicrystal as an action: you spend 1 power point from yourself to store it within the psicrystal. Your psicrystal can hold a number of power points equal to your proficiency bonus in this way, and they are available to draw from for use with archon class features (though not for replenishing your own personal power points). The power points are drained upon either their use or the destruction of the psicrystal.

Having at least one power point counts toward power point minimum requirements for archon features, such as with the empowerment of a psychic condenser.

Charge. You can spend 2 power points as an action to overcharge your psicrystal, as long as it is full already, to make a Zap attack (see psicrystal later in this book) that targets all creatures in a range of 5 feet per power point spent (so at 5th level, the crystal has a total of 3 power points and the range would be 15 feet). This discharges all power points stored in the psicrystal.

CRYSTALLINE EMBODIMENT

Prerequisite: 7th Level, Crystalline Growth Knack, Psicrystal Psychic Condenser

Once per short or long rest, you can use an action to trigger rapid growth in your psicrystal, encasing you within crystal. For 1 minute, you take on the stats of a **crystal elemental** (see later in this book). You can't use your spellcasting while so transformed, but you can still use your other class abilities.

Charge. You can spend 3 power points as an action to increase the duration to 1 hour.

CRYSTALLINE GROWTH

Prerequisite: 5th Level, Psicrystal Psychic Condenser

Once per short or long rest, you can use an action to trigger growth in your psicrystal. For 1 minute, it takes on the stats of a **crystal scion** (see later in this book).

Charge. You can spend 2 power points as an action to increase the duration to 1 hour.

Knacks tied to a particular psychic condenser have naming conventions utilizing the same starting word, such as *crystalline* for those for the psicrystal condenser. This ensures that related knacks are all clustered for your convenience. Any prerequisites for a knack will stay within a condenser's "family" of knacks and not include those of another condenser.

CRYSTALLINE PROFICIENCY

Prerequisite: Psicrystal Psychic Condenser

Your psicrystal amplifies two skills of your choice, giving you proficiency in both.

Charge. You can spend 1 power point as an action to change one or both skills amplified by your psicrystal, once during a short or long rest.

CRYSTALLINE TELEPATHY

Prerequisite: 7th Level, Psicrystal Psychic Condenser

You can communicate telepathically with your psicrystal and perceive through its senses, unrestricted by distance as long as you are on the same plane of existence.

Charge. You can spend 3 power points to instead communicate telepathically through your psicrystal with one creature within 10 feet of it. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language.

CRYSTALLINE TRANSIT

Prerequisite: 12th Level, Crystalline Beacon Knack, Psicrystal Psychic Condenser

You can use an action to teleport to the unoccupied space closest to your psicrystal, provided you are both on the same plane of existence. You can do this a number of times equal to your proficiency bonus, and all expended uses are restored when you finish a long rest.

Charge. You can spend 5 power points to take up to eight willing creatures with you when you teleport.

EYE OF AWARENESS

Prerequisite: Third Eye Psychic Condenser

You can't be surprised while you are conscious, and your Wisdom (Perception) checks have advantage.

Charge. You can spend 1 power point as a bonus action to psychically tag either a willing creature or a target of one of your talents that was either hit by an attack or failed a saving throw. For the next 24 hours, you know where a tagged creature is as long as they are on the same plane of existence as you. Removing a psychic tag requires no action. You can have only one such tag active at a time.

EYE OF DIVERGENCE

Prerequisite: 7th Level, Third Eye Psychic Condenser

As a bonus action, you can use your third eye to maintain concentration on a spell, allowing you to cast and maintain a second spell requiring concentration. You must use your bonus action each round that the second spell is active. If anything breaks your concentration, it is automatically

broken for both spells.

Charge. You can spend 3 power points as an action to change the target of a spell you are currently concentrating on, if applicable, even if it's not normally an option for the spell. You must still meet the range requirements for the spell. Any required saving throws must be made again, and this doesn't extend the spell's duration.

EYE OF INSULT

Prerequisite: 7th Level, Third Eye Psychic Condenser

As an action, you focus your psychic energy against others. Make a ranged spell attack against one target, who takes 2d10 psychic damage on a hit, or make separate ranged spell attacks against two targets, who each take 1d10 psychic damage on a hit.

Charge. You can spend 3 power points as an action to erupt with unfocused psychic energy. Each creature within 20 feet of you must make a Dexterity saving throw, taking 3d6 psychic damage on a failed save or half as much damage on a successful one.

EYE OF MIND READING

Prerequisite: 5th Level, Third Eye Psychic Condenser

You can cast *detect thoughts* at will, without expending a spell slot. Targets only know you are probing their minds if they succeed on a Wisdom saving throw.

Charge. You can spend 2 power points as a bonus action to stun a target until the start of your next turn, unless the target succeeds on a Wisdom saving throw against your spell save DC.

EYE OF MIND SHIELDING

Prerequisite: 9th Level, Third Eye Psychic Condenser

Your thoughts can't be read by telepathy or other means unless you allow it. In addition, you can't be perceived through magical scrying sensors.

Charge. You can spend 4 power points, as a reaction when another creature attempts to read your mind, to feed them false information.

EYE OF REVEALING

Prerequisite: Third Eye Psychic Condenser

You can use an action to cast *faerie fire* without expending a spell slot. You can do this a number of times equal to your proficiency bonus, and all expended uses are restored when you finish a long rest.

Charge. You can spend 1 power point as a bonus action to move the affected area of the spell. Targets in the new area must make saving throws if they haven't already, and targets outside of the new area that are already affected remain affected. This doesn't extend the spell's duration.

EYE OF TRANSMISSION

Prerequisite: 12th Level, Third Eye Psychic Condenser

Once per short or long rest, you can cast *telekinesis* without expending a spell slot.

Charge. You can spend 5 power points as a bonus action to make any ability checks using the spell with advantage for the spell's duration.

INK BINDING

Prerequisite: Inked Grimoire Psychic Condenser

You can store a spell that you know as a psionic tattoo for later use. You can embed a number of spell levels equal to your psionic spellcasting ability modifier in this way, to a maximum of five spell levels. (So that could be five 1st-level spells, one 5th-level spell, or some other combination.) To embed a spell, you must cast it, capturing it in your flesh just before it comes into effect. It remains embedded as a tattoo indefinitely. All requirements have already been paid at casting (including the spell slot and any power points), so when you're ready to release it from its tattoo, you need only take the appropriate action, as if you were casting it. It cannot be further modified after it's been embedded, and it manifests at the level you were when you embedded it (not your current level if there's a difference).

Charge. You can spend 1 power point as an action to erase any number of psionic tattoos from your body.

INK HEALING

Prerequisite: 5th level, Ink Binding Knack, Inked Grimoire Psychic Condenser

You can use one of your embedded spells to heal damage. You absorb the psionic tattoo as an action, causing it to disappear, and instead of casting the spell, you target yourself or a creature you touch, healing 1d8 hit points per spell level of spell consumed. (So if you consumed a psionic tattoo with a 4th-level spell embedded within it, you would heal 4d8 hit points of damage.)

Charge. You can spend 2 power points to distribute the healing among multiple targets. (This doesn't mean you heal extra hit points, but you can better control where it goes.)

INK HOLDING

Prerequisite: 5th level, Inked Grimoire Psychic Condenser

You can treat your body as a *bag of holding*, depositing and retrieving items via your tattoos as an action.

Charge. You can spend 2 power points to instead retrieve something from within you as either a bonus action or reaction.

INK MEMORY

Prerequisite: 7th level, Inked Grimoire Psychic Condenser

Whenever you suffer a condition because of a failed save (such as being blinded or stunned), your inked grimoire allows you to make a new save at the end of each of your turns afterward to end the condition, trying to reset you to your previous state.

Charge. You can spend 3 power points as an action to transfer the condition to another creature. The target must succeed on a Constitution saving throw against your spell save DC or take on the condition for its duration. At the end of each of its turns, the target can make another save, and on a success, the condition ends.

INK PROJECTION

Prerequisite: 7th level, Ink Holding Knack, Inked Grimoire Psychic Condenser

You can access the Astral Plane. As an action, you call your astral form to the Material Plane. Your astral form is incorporeal and invisible (though it resembles you to those who can see it, and a silver cord connects it to you). It can move anywhere within 120 feet of you on your turn and can see normally in darkness, both magical and nonmagical, to a distance of 120 feet. You can control it for 10 minutes while concentrating, and by using your bonus action, you can see what it sees. Once you use this ability, you can't use it again until you finish a short or long rest.

Charge. You can spend 3 power points as an action to teleport to your astral form.

INK PUPPETRY

Prerequisite: 12th level, Ink Projection Knack, Inked Grimoire Psychic Condenser

When using your astral form (as part of the ink projection knack), you can take control of others. If your astral form occupies the same space as another creature at the start of its turn, the creature must succeed on a Charisma saving throw or give up control to you for 1 round. The target is not charmed and knows exactly what's going on. It has advantage on any new saving throws against you for this knack for the next 24 hours. You can do this a number of times equal to your proficiency bonus, and all expended uses are restored when you finish a long rest.

Charge. You can spend 5 power points as a bonus action to enhance your control: your astral form doesn't need to remain in the creature's space once it's controlled, and the target doesn't gain advantage on subsequent saving throws.

INK REFLECTION

Prerequisite: 9th level, Ink Holding Knack, Inked Grimoire Psychic Condenser

When you take acid, cold, fire, force, lightning, or thunder damage, you can use your reaction to gain resistance to it, deflecting a portion of it.

Charge. You can spend 4 power points to redirect the damage you didn't take to a creature within 5 feet of you. The target must repeat and succeed on any saving throw you made or take the damage.

MANIFESTED ANCHOR

Prerequisite: 7th Level, Manifested Condition Knack, Mind Manifest Psychic Condenser

When you hit a creature with your manifested weapon, as a bonus action, you can tether them in place. The target must succeed on a Wisdom saving throw, using your spell save DC, or be restrained for 1 minute. At the end of each of its turns, the target can make another Wisdom saving throw to end the effect. You can do this a number of times equal to your proficiency bonus, and all expended uses are restored when you finish a long rest.

Charge. You can spend 3 power points to also make the same target unable to utilize any form of extradimensional travel, including *teleport*, for 10 minutes.

MANIFESTED CARRIER

Prerequisite: Mind Manifest Psychic Condenser

If you hit a target with your manifested weapon, as a bonus action, you can deliver through it any talent you can cast, targeting the same target.

Charge. You can spend 1 power point to double your manifested weapon's range for the attack for a total number of rounds equal to your proficiency bonus.

MANIFESTED CONDITION

Prerequisite: Mind Manifest Psychic Condenser

When you hit a creature with your manifested weapon, you can choose one of the following effects as a bonus action. The target must succeed on the indicated saving throw, using your spell save DC, or be so affected:

- ❖ If it's adjacent to you, it swaps places with you (Dexterity save).
- ❖ It can't cast a spell until the end of your next turn (Constitution save).
- ❖ It can't take bonus actions or reactions until the end of your next turn (Constitution save).
- ❖ It is pushed up to 10 feet away from you in a straight line (Strength save).
- ❖ It is knocked prone (Strength save).

- ❖ Its movement is halved until the end of your next turn (Dexterity save).

Charge. You can spend 1 power point so that the target has disadvantage on their save.

MANIFESTED CRITICAL

Prerequisite: 5th Level, Mind Manifest Psychic Condenser

When you score a critical hit on a creature with your manifested weapon, you can roll an additional damage die.

Charge. You can spend 2 power points to roll a second additional damage die on a critical hit.

MANIFESTED DEFENSE

Prerequisite: 12th Level, Mind Manifest Psychic Condenser

As a reaction, when you are hit by a nonmagical attack, you can roll your manifested weapon's damage dice and reduce the attack's damage by the amount. Once you use this ability, you can't use it again until you finish a short or long rest.

Charge. You can spend 5 power points to also push all adjacent creatures up to 10 feet away from you.

MANIFESTED RANGE

Prerequisite: 5th Level, Mind Manifest Psychic Condenser

Your manifested weapon now has a normal range of 120 feet and no long range.

Alternatively, as a bonus action, you can transform your manifested weapon into a two-handed weapon with a normal range of 320 feet and no long range.

Charge. You can spend 2 power points as a bonus action to ignore cover, when attacking with your manifested weapon, until the start of your next turn.

MANIFESTED SURGE

Prerequisite: 9th Level, Mind Manifest Psychic Condenser

While wielding your manifested weapon, you can target two adjacent creatures with the same attack. Use the same attack and damage roll for each target.

Charge. You can spend 4 power points to instead target three adjacent creatures.

OUTMANEUVER

You gain advantage on saving throws to avoid being pushed, pulled, knocked prone, or grappled. If the forced movement is part of other effects, roll separate saving throws for each element of the attack. For example, the *thunderwave* spell potentially both deals damage and pushes the target

using one saving throw, but you would roll two saving throws: one for damage and another at advantage to avoid being pushed.

Charge. You can spend 1 power point as a bonus action to not provoke opportunity attacks when you move, until the start of your next turn.

PSIONIC STRIKE

Prerequisite: 5th level

As a bonus action, after you hit a creature with a weapon attack, you can spend power points to deal extra psychic damage to the target, in addition to the weapon's damage. The extra damage is 1d8 for each power point spent, and you can spend up to a number of power points equal to your proficiency bonus.

SKIN OF ABSORPTION

Prerequisite: 7th Level, Second Skin Psychic Condenser

Once per short or long rest, as a reaction to damage from one of the following energy types, you become resistant to that energy for 1 hour: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder.

Charge. You can spend 3 power points to also be immune to the triggering energy until the end of your next turn. The resistance persists for the full duration.

SKIN OF ADAPTABILITY

Prerequisite: Second Skin Psychic Condenser

You can take the Dodge action as a bonus action on each of your turns. In addition, once per short or long rest, you can cast *disguise self* without expending a spell slot.

Charge. You can spend 1 power point as a bonus action to cast *disguise self* an additional time without expending a spell slot.

SKIN OF AGGRESSION

Prerequisite: 5th Level, Second Skin Psychic Condenser

Your speed increases by 10 feet. In addition, once per short or long rest, you can cast *alter self* without expending a spell slot.

Charge. You can spend 2 power points as a bonus action to cast *alter self* an additional time without expending a spell slot.

SKIN OF CONTAINMENT

Prerequisite: 7th Level, Second Skin Psychic Condenser

A portion of your second skin detaches to waylay nearby targets. Make a ranged spell attack against a creature within 30 feet using your psionic spellcasting ability. On a hit, the creature is grappled (escape DC equals your spell save DC), and until this grapple ends, the target is restrained, blinded, and at risk of suffocating. In addition, at the start of each of the

target's turns, it takes 3d6 bludgeoning damage. You must concentrate to maintain the grapple.

You can't use this ability again until you finish a short or long rest.

Charge. You can spend 3 power points as an action to loan the base abilities of your second skin (that is, advantage on saving throws against being poisoned, resistance to poison damage, don't need to eat, drink, or breathe, and so on) to creatures of your choice within 30 feet of you for 3 hours. You can extend this duration by an hour for each new power point you spend (no action required).

SKIN OF SHADOWS

Prerequisite: 9th level, Second Skin Psychic Condenser

While in dim light or darkness, you can use a bonus action to become invisible, along with anything you are wearing or carrying. The invisibility lasts until you use a bonus action to end it or until you attack, are in bright light, or are incapacitated.

Charge. You can spend 4 power points as a bonus action to teleport to an area of shadows within 30 feet.

SKIN OF TRANSFERENCE

Prerequisite: 12th Level, Second Skin Psychic Condenser

A portion of your ectoplasmic skin can attach to a Large or smaller creature that you can see within 30 feet and teleport it away as an action. The target must succeed on a Dexterity saving throw, if unwilling, against your spell save DC or be teleported up to 60 feet to an unoccupied space of your choice that you can see.

Charge. You can spend 5 power points to instead use the teleportation to swap the positions of two creatures you can see within 60 feet. Unwilling targets must still make the saving throw, and if either succeeds, the teleportation fails.

SKIN OF VERSATILITY

Prerequisite: 5th Level, Second Skin Psychic Condenser

Your ectoplasmic skin allows you to interact with your environment more adeptly. You gain either a climb, fly, or swim speed (your choice) equal to your walking speed.

Charge. You can spend 2 power points after a short or long rest to permanently change your gained mode of movement. You can't change it again until after a long rest.

SOULBOUND DANCE

Prerequisite: 5th level, Soulbound Intelligence Knack, Soulbound Weapon Psychic Condenser

Your soulbound weapon gains a flying speed of 30 feet, and it can hover. On your turn, it can move (with no action required by you), and when you

take the Attack action, you can forgo one of your own attacks to allow your soulbound weapon to make one attack of its own.

It will generally follow your mental commands, assuming you're on good terms, but it's smart enough to navigate a fight on its own. It uses your psionic spellcasting ability modifier for attack and damage rolls.

While using this ability, you can wield another weapon in a free hand.

Charge. You can spend 2 power points to give it autonomy for 10 minutes, so it can attack with no action required on your part.

SOULBOUND DEFLECTION

Prerequisite: 5th level, Soulbound Weapon Psychic Condenser

If your soulbound weapon is within 5 feet of you, when you are hit by a ranged weapon attack, you can use your reaction to deflect the missile. When you do so, the damage you take from the attack is reduced by 1d10 + your psionic spellcasting ability modifier + your archon level.

Charge. You can spend 2 power points to instead deflect a ranged spell attack targeting you.

SOULBOUND DISCHARGE

Prerequisite: 9th level, Soulbound Weapon Psychic Condenser

Choose one of the following damage types: cold, fire, lightning, necrotic, psychic, radiant, or thunder. Your chosen damage is now the damage dealt by your soulbound weapon.

Charge. You can spend 4 power points as an action to change your soulbound weapon's damage type for 10 minutes, after which it reverts to the original energy. You can't do so again until you finish a long rest.

SOULBOUND INTELLIGENCE

Prerequisite: Soulbound Weapon Psychic Condenser

Your soulbound weapon gains sentience (Int 10 Wis 10 Cha 10, or GM's discretion). You can communicate with it telepathically as long as you're both on the same plane of existence. It now counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Charge. You can spend 1 power point as a bonus action to change your soulbound weapon's type, such as from a scythe to a dagger.

SOULBOUND NEGATION

Prerequisite: 12th level, Soulbound Weapon Psychic Condenser

You can cast *dispel magic* through your soulbound weapon without expending a spell slot. You can't do so again until you finish a short or long rest.

Charge. You can spend 5 power points as an action to cast *dispel magic* an additional time without expending a spell slot.

SOULBOUND SHIELDING

*Prerequisite: 9th level, Soulbound Intelligence Knack, Soulbound Weapon
Psychic Condenser*

If your soulbound weapon is within 5 feet of you and doesn't make an attack on your turn, your AC is increased by 2 until the start of your next turn.

Charge. You can spend 4 power points as an action to increase this AC by an additional 3 until the start of your next turn.

SOULBOUND SKULLDUGGERY

*Prerequisite: 7th level, Soulbound Intelligence Knack, Soulbound Weapon
Psychic Condenser*

As a bonus action, your soulbound weapon gains a sneak attack, dealing extra damage when it hits a target with an attack and has advantage on the attack roll or when the target is within 5 feet of an ally of the soulbound weapon that isn't incapacitated and the soulbound weapon doesn't have disadvantage on the attack roll. The extra damage equals a number of d6s equal to your proficiency bonus, so for example, it would deal 3d6 damage at 7th level or 5d6 damage at 13th level.

Charge. You can spend 3 power points as an action to make your soulbound weapon invisible for 1 round.

WHITE NOISE

Once per short or long rest, you set up a field of mental static all around you. For 1 minute, creatures within 30 feet of you have disadvantage on Wisdom (Perception) checks and must succeed DC 10 Constitution checks each round to maintain concentration.

You can't cast spells while maintaining this effect.

Charge. You can spend 1 power point to choose to grant certain creatures in the area immunity to the effects and to increase the DC to 10 + your psionic spellcasting ability modifier.

Psionic Talents

A psionic talent is equivalent to a cantrip. The presentation of psionic talents and powers may change as rules are developed further, but as presented here, these are perfectly capable of being used by other classes as well.

Feel free to add the cantrips from other classes' spell lists to the archon's talent list as makes sense (at GM's discretion). Examples of some especially appropriate candidates include *fire bolt*, *guidance*, *mage hand*, *minor illusion*, *prestidigitation*, *shocking grasp*, and *vicious mockery*.

These talents are written as cantrips, but note that psionics users can typically forgo most spell components, and as the rules are developed, the presentation, such as the psionic equivalent of schools, might change.

CRYSTAL RAIN

Conjuration Cantrip

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous

You coax a crystal to emerge from the ground or fall from the sky (your choice) before exploding in a burst of shards. Choose a point you can see within range. A creature in the area must succeed on a Dexterity saving throw or take 1d6 force damage.

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

DISORDERED HEALING

Necromancy Cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 1 round

You short-circuit the target's body, making it unable to respond appropriately. One creature that you can see must succeed on a Constitution saving throw, or it can't regain hit points from any source until the start of your next turn.

At Higher Levels. Targets who fail their saving throw also take necrotic damage, and their hit point maximum is reduced by the same amount: 5th level (1d6), 11th level (2d6), and 17th level (3d6).

EMPTY MIND

Abjuration Cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You cloud your thoughts. For the duration, your mind can't be read.

At Higher Levels. You gain resistance (5th level) and immunity (11th level) to psychic damage for the duration. At 17th level, if a spell dealing psychic damage targets you, it reflects and targets its caster instead.

FRAGILE EGO

Enchantment Cantrip

Casting Time: 1 reaction, which you take when you see a creature within 30 feet of you making a melee attack

Range: 30 feet

Components: V

Duration: Instantaneous

The target is filled with debilitating doubt. The target must succeed on a Charisma saving throw or they have disadvantage on the attack.

At Higher Levels. Targets who fail their saving throw also take psychic damage: 5th level (1d6), 11th level (2d6), and 17th level (3d6).

MENTAL BREAK

Enchantment Cantrip

Casting Time: 1 action

Range: 120 ft.

Components: V

Duration: Instantaneous

You induce a minor psychotic break. The creature must succeed on an Intelligence saving throw or take 1d10 psychic damage.

At Higher Levels. This damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), 17th level (4d10).

NEURAL LOCK

Transmutation Cantrip

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Instantaneous

You limit the target's control of their body. The creature must succeed on a Strength saving throw, or their speed is reduced by half until the start of your next turn.

At Higher Levels. The effects worsen: 5th level (speed reduced to 0), 11th level (restrained), and 17th level (stunned).

NOTIONAL SURGE

Enchantment Cantrip

Casting Time: 1 action

Range: Self (5-foot radius)

Components: V

Duration: Instantaneous

You unleash a wave of disorienting impulses. Each creature within 5 feet of you must succeed on a Wisdom saving throw or be pushed 5 feet away from you and knocked prone.

At Higher Levels. Targets who fail their saving throw also take force damage: 5th level (1d6), 11th level (2d6), and 17th level (3d6).

OVERSHADOW

Transmutation Cantrip

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous

You override the target's motor function. The target must succeed on a Dexterity saving throw or be moved 10 feet in a direction of your choice (assuming it can move and has sufficient speed). This movement doesn't provoke opportunity attacks, and if the direction is blocked, the target doesn't move.

At Higher Levels. The distance the target moves increases: 5th level (20 feet), 11th level (30 feet), and 17th level (40 feet).

SELF CONTROL

Abjuration Cantrip

Casting Time: 1 action

Range: Self

Components: S

Duration: Concentration, up to 1 minute

You ready your body and mind. Once before the spell ends, you can roll a d4 and subtract the number rolled from the damage you receive from one attack. The spell then ends.

At Higher Levels. You can roll an additional d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

SUPPRESSION

Illusion Cantrip

Casting Time: 1 action

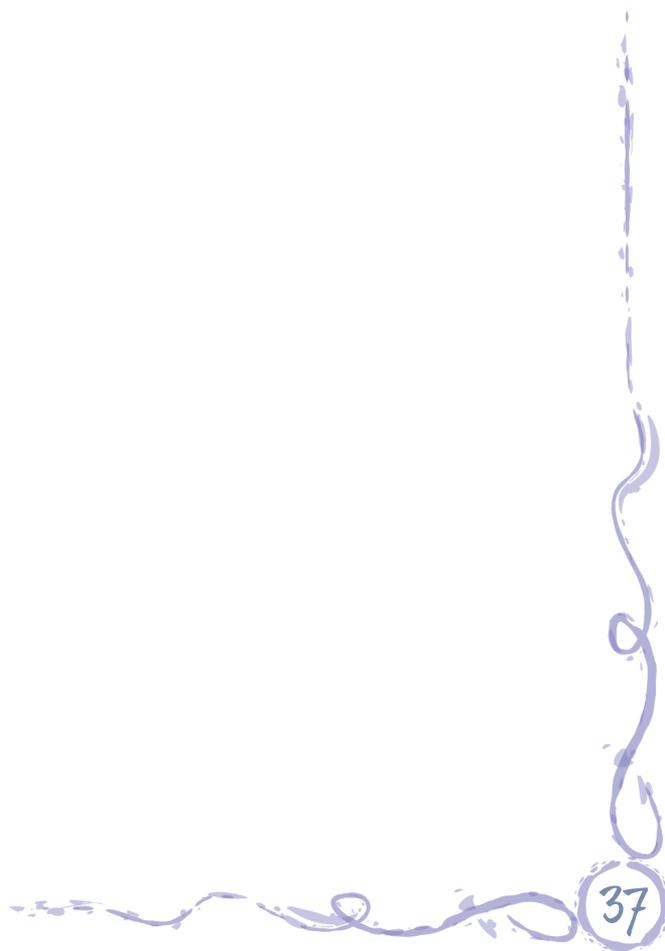
Range: 60 feet

Components: V, S

Duration: Instantaneous

You subvert a target's spellcasting, filling their mind and senses with static. One creature that you can see must succeed on a Constitution saving throw, or it can't cast a spell before the end of its next turn.

At Higher Levels. Targets who fail their saving throw also take psychic damage: 5th level (1d6), 11th level (2d6), and 17th level (3d6).



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