

PSION

This is an extremely rough draft that I made for concept demonstration, while without access to a PHB. In addition to having parts that aren't even complete, expect imbalances and mistakes (not to mention typos).

THEMATIC CLASS STUFF

<Abcd.>

MORE THEMATIC CLASS STUFF

<Abcd.>

CREATING A PSION

<Character creation guidance.>

QUICK BUILD

<Stuff.>

THE PSION

Level	Proficiency			Cantrips Known	Spells Known	—Spell Slots per Spell Level—												
	Bonus	Augments	Features			1st	2nd	3rd	4th	5th	6th	7th	8th	9th				
1st	+2	—	Psionic Manifestation, Psionic Discipline	3	3	2	—	—	—	—	—	—	—	—	—	—	—	—
2nd	+2	—	Psionic Replenishment	3	4	3	—	—	—	—	—	—	—	—	—	—	—	—
3rd	+2	2	Psionic Augments	3	5	4	2	—	—	—	—	—	—	—	—	—	—	—
4th	+2	2	Ability Score Improvement	4	6	4	3	—	—	—	—	—	—	—	—	—	—	—
5th	+3	2		4	7	4	3	2	—	—	—	—	—	—	—	—	—	—
6th	+3	2	Psionic Discipline Feature	4	8	4	3	3	—	—	—	—	—	—	—	—	—	—
7th	+3	2	—	4	9	4	3	3	1	—	—	—	—	—	—	—	—	—
8th	+3	2	Ability Score Improvement	4	10	4	3	3	2	—	—	—	—	—	—	—	—	—
9th	+4	2	—	4	11	4	3	3	3	1	—	—	—	—	—	—	—	—
10th	+4	2	Psionic Discipline Feature	5	12	4	3	3	3	2	—	—	—	—	—	—	—	—
11th	+4	3	—	5	13	4	3	3	3	2	1	—	—	—	—	—	—	—
12th	+4	3	Ability Score Improvement	5	14	4	3	3	3	2	1	—	—	—	—	—	—	—
13th	+5	3	—	5	15	4	3	3	3	2	1	1	—	—	—	—	—	—
14th	+5	3	Improved Psionic Augments	5	16	4	3	3	3	2	1	1	—	—	—	—	—	—
15th	+5	3	—	5	17	4	3	3	3	2	1	1	1	—	—	—	—	—
16th	+5	3	Ability Score Improvement	5	18	4	3	3	3	2	1	1	1	—	—	—	—	—
17th	+6	4	—	5	19	4	3	3	3	2	1	1	1	1	—	—	—	—
18th	+6	4	Psionic Discipline Feature	5	20	4	3	3	3	3	1	1	1	1	—	—	—	—
19th	+6	4	Ability Score Improvement	5	20	4	3	3	3	3	2	1	1	1	—	—	—	—
20th	+6	4	<Capstone>	5	20	4	3	3	3	3	2	2	1	1	—	—	—	—

CLASS FEATURES

As a psion, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per psion level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your

Constitution modifier per psion level after 1st

PROFICIENCIES

Armor: None

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

Tools: None

Saving Throws: Intelligence, Wisdom

Skills: Choose two from Arcana, Insight, Investigation, Medicine, Perception, and Religion.

EQUIPMENT

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

- (a) or (b)
- (a) or (b)
-
-

PSIONIC MANIFESTATION

The power of your mind allows you to manifest remarkable supernatural effects, known as psionic powers, or psionic spells. Although many psions dispute the terminology of spellcasting, referring instead to manifesting psionic powers, psionic spells use the same rules as other spellcasting except where noted otherwise.

PSIONIC CANTRIPS

At 1st level, you know three cantrips of your choice from the psion spell list. You learn additional psion cantrips of your choice at higher levels, as show in the Cantrips Known column of the Psion table. Psions often refer to psionic cantrips as talents or devotions.

SPELL SLOTS

The psion table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these psion spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *charm person* and have a 1st-level and a 2nd-level spell slot available, you can cast *charm person* using either slot.

PSIONIC SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know three 1st-level spells of your choice from the psion spell list.

The Spells Known column of the Psion table shows when you learn more psion spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 3rd level in this class, you can learn on new spell of 1st or 2nd level.

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

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your psionic spells, since your spells are direct manifestations of your mind. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a psionic spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Intelligence modifier

PSIONIC SPELLCASTING COMPONENTS

Psionic spells do not normally require Verbal, Somatic, or Material spellcasting components. The exception is Material components with a listed cost of 100 gp or more, which are replaced with psionically resonant components (generally crystals or gems) of an equal value to the listed components.

In addition, psionic spells can be cast in armor, even if the psion is not proficient with it.

PSIONIC DISPLAY

The psionic power that you channel into your spells often bleeds through in ways that indicate something unusual is happening. These displays allow those with a basic understanding of spellcasting to recognize you as the potential source of a spell effect, in the same manner that the use of components for spellcasting normally does. Displays occur when a spell is manifest, and then cease. Displays cannot be used to replicate other spells and have no other effect than to indicate the casting of a psionic spell. For some psionic spells the displays are incorporated within the normal effect of the spell as described in the spell descriptions, while for most spells these displays add to the description of the spell.

Psionic displays fall into four basic categories.

Kinetic. Kinetic displays could include the caster's hair moving as if in a breeze, small nearby objects shattering, or the caster levitating a few inches off the ground.

Mental. Mental displays could include a subtle chime in the minds of everyone nearby, an unnerving feeling coming from the caster, or a inescapable feeling of having forgotten something important.

Sensory. Sensory displays might include a bass-pitched hum issuing from the caster or the target, the casters' eyes glowing with silver fire, a rainbow flash of light sweeping from the caster, or an oddly familiar odor permeating the area.

Tangible. Tangible displays could include the target of the spell being briefly slicked with transparent shimmering ectoplasm, tendrils of mist billowing from nowhere, or a distinct (but harmless) change in ambient temperature.

The exact displays that accompany the casting of a psionic spell can vary from spell to spell and from psion to psion. By default, the display of a psionic spell is based on its listed school of magic.

PSIONIC DISPLAY BY SCHOOL OF MAGIC

School of Magic	Display
Abjuration	Kinetic or Tangible
Conjuration	Kinetic or Sensory
Divination	Mental or Tangible
Enchantment	Mental or Sensory
Evocation	Kinetic or Sensory
Illusion	Mental or Tangible
Necromancy	Mental or Tangible
Transmutation	Kinetic or Tangible

You may want to work with your DM to come up with unique displays to fit your character concept.

INNER POWER

Because your psionic spells are not powered by external forces, but by your own inner power, beneficial psionic spells are usually more effective when cast on yourself than on others. If you cast a psionic spell with a duration of 1 minute or longer for which you are a valid target and that specifies it affects willing targets (or that unwilling targets get a saving throw) you can choose to make the spell affect yourself only. If you do so, the duration of the spell is doubled.

PSIONIC CONSTRUCTS

Psionics rarely summons creatures from other planes. Instead, psions have the capability of forming creatures from the ectoplasm that permeates the Astral Plane.

When a spell (such as *conjure animals*) conjures creatures from another plane, the psionic spell version always produces constructs rather than the creature types mentioned in the spell description. If such a spell is cast in a place without access to the Astral Plane (such as on an Inner Plane) the spell instead forms the construct from ethereal proto-matter.

Psionic constructs rarely resemble the normal creature closely, and often look nothing like it. For example, the psionic version of *find familiar* creates a construct, known as a psicrystal, that appears to be a fist-sized crystal. Other than the type and appearance, a psionic construct follows all the normal rules for a creature conjured by the spell that created it. For example, a psicrystal can move, either by levitating (if the creature statblock includes a fly speed), manifesting ectoplasmic legs, or some other means appropriate to its listed movement capabilities.

VARIANT: PSIONIC POWER POINTS

The Dungeon Master's Guide contains variant spellcasting rules for Spell Points. These rules are highly appropriate for psions, representing that they have traditionally relied upon Power Points rather than Spell Slots. When using these rules, apply the following change:

Psionic Replenishment. When you finish a short rest, you

regain Power Points equal to your psion level. NEED TO CHANGE

PSIONIC DISCIPLINE

Choose a psionic discipline that describes your character's psionic speciality.

Your choice grants you features when you choose it at 1st level and again at 6th, 10th, and 18th level.

PSIONIC REPLENISHMENT

Once you reach 2nd level, your psionic energy naturally replenishes when you aren't exerting yourself.

Whenever you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your psion level (rounded up), and none of the slots can be 6th level or higher.

For example, if you're a 4th-level psion, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots. NEED TO CHANGE to same power as Arcane Recovery (ie, 1/day).

PSIONIC AUGMENTS

At 3rd level you gain the ability to draw upon your mental focus to enhance your psionic spells by applying psionic augments. The Psion table shows how many augments you have. You regain all expended augments when you finish a short or long rest.

When you spend an augment, you choose one of the Psionic Focus effects available to you. You can use only one Psionic Focus effect on a psionic spell, unless otherwise noted.

You begin with two Psionic Focus effects: Augment Psionic Spell, and Suppress Display. When you reach 14th level your Suppress Display option improves, and you gain a new option: Subliminal Concentration.

PSIONIC FOCUS: AUGMENT PSIONIC SPELL

Your psion spell is treated as if cast in a spell slot one level higher than the slot expended to cast it.

You may only use this Psionic Focus option once per spell slot level on spell slots of 5th to 8th level before completing a long rest, and you may not use it at all on slots of 9th level.

PSIONIC FOCUS: SUPPRESS DISPLAY

Your psion spell manifests without a display.

When you reach 14th level, you can apply this Psionic Focus effect without spending an augment.

PSIONIC FOCUS: SUBLIMINAL CONCENTRATION

Your psion spell does not require concentration, though it ends if you lose consciousness or if you choose to end it (no action required). If you use this option again while it is still active on another spell, the first spell ends.

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 one. As normal, you can't increase an ability score above 20 using this feature.

<CAPSTONE FEATURE>

<Likely something that lets you become intangible and resistant/immune to a bunch of stuff, while automatically enhancing your psionics.>

PSIONIC DISCIPLINES

Psions assign the various types of psionic spells to six disciplines, similar to the way most spellcasters refer to schools of magic. Each psion chooses a discipline to focus their talent on, and unlocks unique abilities through it.

CLAIRSENTIENCE DISCIPLINE

You open your mind to seeing the unseen, predicting the future, and otherwise using your mind to tap into knowledge not available through the physical senses.

Psions who favor the discipline of clairsentience are often known as seers.

PRESCIENT AWARENESS

<Probably something like a weaker version of Lucky>

6TH LEVEL DISPLINE FEATURE

<Abcd.>

10TH LEVEL DISPLINE FEATURE

<Abcd.>

18TH LEVEL DISPLINE FEATURE

<Abcd.>

METACREATIVITY DISCIPLINE

Your mental abilities are particularly adept at creating objects and creatures from the ectoplasm of the Astral Plane (or the proto-matter of the Ethereal Plane).

Psions who favor the discipline of metacreativity are often known as shapers.

IMPROVED PSICRYSTAL

You know *find familiar* as a psionic spell. Your familiar <has cool extras>.

6TH LEVEL DISPLINE FEATURE

<Abcd.>

10TH LEVEL DISPLINE FEATURE

<Abcd.>

18TH LEVEL DISPLINE FEATURE

<Abcd.>

PSYCHOKINESIS DISCIPLINE

You master the techniques of mind-over-matter, learning to harness energy and motion with conscious thought.

Psions who favor the discipline of psychokinesis are often known as kineticists.

<LESSER TELEKINESIS>

<Something like the Telekinetic feat>

ENERGY SUBSTITUTION

When you cast a psion spell that deals acid, cold, fire, lightning, or thunder damage, you may cause it to deal another type of damage from this list instead.

10TH LEVEL DISPLINE FEATURE

<Abcd.>

18TH LEVEL DISPLINE FEATURE

<Abcd.>

PSYCHOMETABOLISM DISCIPLINE

Your own body is the primary target for your psionic powers, as you learn to enhance and protect it.

Psions who favor the discipline of psychometabolism are often known as egoists.

A COOL FEATURE

<Probably something that heals or grants temporary hit points in certain situations>

6TH LEVEL DISPLINE FEATURE

<Abcd.>

10TH LEVEL DISPLINE FEATURE

<Abcd.>

18TH LEVEL DISPLINE FEATURE

<Abcd.>

PSYCHOPORTATION DISCIPLINE

You attune your mind to powers of motion and travel, both subtle and overt.

Psions who favor the discipline of psychoportation are often known as nomads.

DIMENSIONAL SHIFT

You may cast *misty step* as a psionic spell once without expending a spell slot. Once you do so, you cannot cast it again in this manner until you finish a short rest.

When you reach 3rd level, you automatically add *misty step* to your list of spells known.

6TH LEVEL DISPLINE FEATURE

<Abcd.>

10TH LEVEL DISPLINE FEATURE

<Abcd.>

18TH LEVEL DISPLINE FEATURE

<Abcd.>

TELEPATHY DISCIPLINE

You focus on interacting with the minds of others.

Psions who favor the discipline of telepathy are often known as telepaths.

TELEPATHIC COMMUNICATION

<Something like the GOO warlock pact feature>

6TH LEVEL DISPLINE FEATURE

<Abcd.>

10TH LEVEL DISPLINE FEATURE

<Abcd.>

18TH LEVEL DISPLINE FEATURE

<Abcd.>

PSION SPELLS

<* - spell found in an UA that shouldn't be on any standard class spell list, but makes a pretty good psionic power>

CANTRIPS (0 LEVEL)

Control Flames (psychokinesis)
Create Bonfire (psychokinesis)
Friends (telepathy) (*Telempathic Projection*)
Guidance (clairsentience) (*Precognition*)
Light (psychokinesis) (*My Light*)
Mage Hand (psychokinesis) (*Far Hand*)
Message (telepathy) (*Missive*)
*Mind Sliver (telepathy)
Resistance (clairsentience) (*Defensive Precognition*)
True Strike (clairsentience) (*Offensive Precognition*)
Viscious Mockery (telepathy)

1ST LEVEL

Beast Bond (telepathy)
Cause Fear (telepathy)
Charm Person (telepathy)
Chromatic Orb (psychokinesis) (*Energy Ray*)
Command (telepathy)
Detect Magic (clairsentience) (*Detect Psionics*)
Disguise Self (telepathy)
Dissonant Whispers (telepathy)
Earth Tremor (psychokinesis) (*Stomp*)
False Life (psychometabolism) (*Vigor*)
Feather Fall (psychoportation) (*Catfall*)
Find Familiar (metacreativity) (*Manifest Psicrystal*)
Grease (metacreativity)
Identify (clairsentience)
*Id Insinuation (telepathy)
Jump (psychoportation)
Mage Armor (psychokinesis) (*Inertial Armor*)
Shield (psychokinesis) (*Force Screen*)

2ND LEVEL

Alter Self (psychometabolism)
Barkskin (psychometabolism) (*Thicken Skin*)
Beast Sense (telepathy)
Blur (metacreativity) (*Concealing Amorphia*)
Crown of Madness (telepathy)
Darkvision (clairsentience)
Detect Thoughts (telepathy) (*Read Thoughts*)
Enhance Ability (psychometabolism) (*Animal Affinity*)
Enlarge/Reduce (psychometabolism) (*Expansion/Compression*)
Heat Metal (psychokinesis)
Hold Person (telepathy) (*Brain Lock*)
Invisibility (telepathy) (*Cloud Mind*)
Knock (psychoportation)
Lesser Restoration (psychometabolism) (*Body Purification*)
Levitate (psychoportation)
Locate Object (clairsentience)
Magic Weapon (metacreativity) (*Metaphysical Weapon*)

VARIANT: DISCIPLINES AND POWERS

Many psions view psionics as tangentially related to the spellcasting of arcane or divine magic at best. These psions eschew magical terminology, categorizing their powers according to the six recognized psionic disciplines rather than by the schools of magic., and their displays are based on their discipline. Such psions also tend to use variant names for their powers.

When using this variant, some of these powers may function differently, such as *missive* sending a message telepathically rather than verbally. Unless the DM rules otherwise, these powers, even though they function differently in the world, function the same with regards to the game rules.

The disciplines and variant names for these powers are included in the psionic spell list.

Clairsentience Display. Mental or Tangible.

Metacreativity Display. Kinetic or Tangible.

Psychokinesis Display. Kinetic or Sensory.

Psychometabolism Display. Mental or Tangible.

Psychoportation Display. Kinetic or or Sensory.

Telepathy Display. Mental or Sensory.

*Mental Barrier (clairsentience)
Mind Spike (clairsentience)
Misty Step (psychoportation) (*Dimension Slide*)
Phantasmal Force (telepathy) (*False Sensory Input*)
Shatter (psychokinesis) (*Concussion Blast*)
Spider Climb (psychoportation) (*Wall Walker*)
Suggestion (telepathy)
Thought Shield (clairsentience)

3RD LEVEL

Clairvoyance (clairsentience)
Conjure Animals (metacreativity) (*Astral Construct*)
Counterspell (psychokinesis) (*Name?*)
Dispel Magic (psychokinesis) (*Name?*)
Elemental Weapon (psychokinesis) (*Weapon of Energy*)
Enemies Abound (telepathy)
Fear (telepathy)
Fireball (psychokinesis) (*Energy Ball*)
Fly (psychoportation)
Gaseous Form (psychometabolism) (*Ectoplasmic Form*)
Hypnotic Pattern (telepathy)
Life Transference (psychometabolism) (*Empathic Transfer*)
Lightning Bolt (psychokinesis) (*Energy Bolt*)
Nondetection (clairsentience) (*Escape Detection*)
Protection from Energy (psychometabolism) (*Energy Adaptation*)
Psionic Blast (psychokinesis)
Revivify (psychometabolism)
Sending (telepathy)
Tongues (telepathy)
Vampiric Touch (psychometabolism) (*Claws of the Vampire*)

4TH LEVEL

Banishment (psychoportation)
Charm Monster (telepathy)
Compulsion (telepathy)
Confusion (telepathy) (*Insanity*)
Dimension Door (psychoportation)
Divination (clairsentience)
Dominate Beast (telepathy)
*Ego Whip (telepathy)
Fabricate (metacreativity)
Fire Shield (psychokinesis) (*Energy Retort*)
Locate Creature (clairsentience)
Resilient Sphere (psychokinesis) (*Telekinetic Sphere*)
Polymorph (psychometabolism) (*Metamorphosis*)
Stoneskin (psychokinesis) (*Inertial Barrier*)
Wall of Fire (metacreativity) (*Energy Wall*)

5TH LEVEL

Cone of Cold (psychokinesis) (*Energy Cone*)
Creation (metacreativity)
Dominate Person (telepathy)
Dream (telepathy)
Far Step (psychoportation)
Greater Restoration (psychometabolism) (*Psionic Restoration*)
Hold Monster (telepathy) (*Greater Brain Lock*)
Modify Memory (telepathy)
Telepathic Bond (telepathy) (*Correspond*)
Screaming (clairsentience) (*Remove Viewing*)
Skill Empowerment (clairsentience)
Synaptic Static (telepathy)
Telekinesis (psychokinesis)
Teleportation Circle (psychoportation)
Wall of Force (metacreativity) (*Wall of Ectoplasm*)

6TH LEVEL

Chain Lightning (psychokinesis) (*Energy Current*)
Contingency (clairsentience)
Disintegrate (psychoportation)
Find the Path (clairsentience)
Flesh to Stone (metacreativity) (*Crystalize*)
Magic Jar (telepathy) (*Possession*)
Mass Suggestion (telepathy)
Mental Prison (telepathy)
*Psychic Crush (telepathy)
True Seeing (clairsentience)

7TH LEVEL

Etherealness (psychoportation)
Plane Shift (psychoportation)
Regenerate (psychometabolism)
Sequester (clairsentience)
Teleport (psychoportation)

8TH LEVEL

Antimagic Field (psychokinesis) (*Name?*)
Clone (metacreativity) (*Astral Seed*)
Demiplane (metacreativity) (*Genesis*)
Dominate Monster (telepathy)
Feeblemind (telepathy)
Glibness (telepathy)
Mind Blank (telepathy)
Telepathy (telepathy) (*Mindlink*)

9TH LEVEL

Astral Projection (psychoportation)
Foresight (clairsentience)
Imprisonment (telepathy)
Invulnerability (psychoportation) (*Timeless Body*)
Psychic Scream (Telepathy)
Shapechange (psychometabolism) (*Greater Metamorphosis*)
Time Stop (psychoportation) (*Temporal Acceleration*)
Wish (clairsentience) (*Reality Revision*)

NEW PSION SPELLS

<A few iconic psionic abilities that didn't (and shouldn't have) make it on to the standard spell list. These are part of the psion spell list, but shouldn't be on any other spell list unless it's psionically flavored.>