

4th Edition Psion (Version 2.0)

"Yes, it's me in your head. Just give up now before I scramble your brains. Mmmm...brains."

By Jeremy Clements

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CLASS TRAITS

Role: The closest a Psion comes to is *Striker* initially. Every Psion develops his own personal style however, and can often fit into virtually any role on the battlefield if necessary. Psions therefore have the bonus of being flexible on the battlefield, and can (with the appropriate power choices) step into almost any role they choose.

Power Source: Psionic. Either by sheer willpower or years of study, the psion is the epitome of mind over matter. They are masters of the mind, manipulators of cosmic forces, and their power is limited only by their own intelligence, constitution, and belief.

Key Abilities: Intelligence, Charisma, Constitution

Armor Proficiencies: Cloth, Leather

Weapon Proficiencies: Simple Melee, Simple Ranged

Implements: Psi-Crown, Power-Stones, and possibly Orbs.

Bonus to Defense: +2 Will

Hit Points at 1st Level: 12 + Constitution score

Hit Points per Level Gained: 5

Healing Surges per Day: 7 + Constitution

Trained Skills: From the list below, choose four trained skills at 1st level.

Athletics (Str), Endurance (Con), Heal (Wis), History (Int), Insight (Wis), Nature (Int), Perception (Wis)

Build Options:

(Special - Build Option determines Class Features -- See Below) Telepath, Wilder

Class Features: Mindlink (Any Build), Telepathy (Telepath), Psi-Crystal (Telepath), Mindhand (Wilder), Wilder's Surge (Wilder)

Psions are both born and made. Some psions are born with psychic abilities that manifest during times of stress or trouble. Trained psions often take the spark of power that resides in us all and fan that flame through training and practice into a master of the mind. Psionic power effects vary widely, but tend to be categorized as either mental or physical in manifestations. You might be the master of all things mental, reading and controlling other's thoughts at will; or maybe you control your environment through direct telekinetic manipulation, taking out your targets with unseen punches and force explosions. The strangest of psions are those who directly manipulate their bodies with their minds, altering them to their needs; or those who manipulate time and space, teleporting themselves and others, as well as warping the universe to their will. The wildest Psions are the Pyros...but the less said about them the better. In the end the scariest thing about meeting a psion is that you might never realize (or remember) you've met one until its too late.

CREATING A PSION

The psion build is special because their initial build determines their starting Class Features. Intelligence or Charisma represents your mental might, and Constitution is a good representative of psion's overall health and mental toughness. The telepath build represents those who take to the mental disciplines easily and are usually formally trained in the psionic arts. Wilders are most often self-trained, whose power waxes and wanes with their emotions, and have abilities that tend toward the physical.

Telepath

The Telepath is the mentalist. The thinker. They tend to think their way through problems, as well as combat. They make good leaders and controllers and are the most likely to have and use a high Intelligence with their powers.

Suggested Feat: Dark Fury

Suggested Skills: History, Insight, Nature, Perception

Suggested At-Will Powers: Mind Thrust, Shadow Assailant

Suggested Encounter Power: Mind Shield or Ego Whip

Suggested Daily Power: Recall Agony

Wilder

The Wilder is the bottle in the room. When corked they are competent and useful. Get them upset, and you'll find yourself in a world of hurt all your own. Wilders tend to think on their feet, act first, and question later. Wilders are more often persecuted, not only because of their unusual powers, but also because of the damage their emotional outbursts often do to their surroundings.

Suggested Feat: Improved Initiative -or- Toughness

Suggested Skills: Athletics, Endurance, Heal, Perception

Suggested At-Will Powers: TK Assault, TK Shield

Suggested Encounter Power: Stumble

Suggested Daily Power: Githzerai's Iron Mind

Implements

Psions mainly use Psi-Crowns, Powerstones, and to a lesser extent Orbs. Psi-Crowns conform to the standard usage of implements and add their bonus to the Psions powers like most standard implements. Powerstones are the same, but are cheap one-shot items that burn out after a single use. Specific Psi-Crowns and Powerstones also can contain additional powers like most standardized Implements. Orbs are available to be used by Psions, but they must take the Orb-Implement Feat to do so.

Psion Class Features

You have the following class features.

Class features available to all Psions:

Mindlink

All psions can perform mindlinks. Any thinking creature within approximately one mile distance and visual range of a psion can be mindlinked to up to . This can be done with a minor action and mere thought. While this does not engage a mind fully, it does allow basic communication of feelings and can be used to read and pass on singular concepts between the psion and the target. However the most important role of a mindlink is its use against enemies. Many psionic powers gain a boost to their effects (Listed in the specific power) if the target is successfully mindlinked first. Targets are not aware of this link unless the psion wants to reveal its nature or their passive insight is higher than the psion's level. Only one target may be mindlinked at a time, and initiating another cancels the previous one. Once a minlink is established, the only way to cancel its effects are to get at least 1 mile away from the psion, have another psion establish a mindlink, or make the initiating psion break the link by choice or making them unconscious or dead. A mindlink cannot be initiated or maintained with certain manifestations too(See psion manifestations below). The only other bonus this power has is that the psion gets a +2 bonus on Diplomacy and Intimidate tests versus those unaware of the link.

Class Features available to the Telepath:

Telepathy

A telepath's main claim to fame is the telepathy power. This allows the telepath full two-way communication with anyone whom they have an active mindlink. Language and distance are not a factor (Except for the 1 mile range of the Mindlink.) This does not allow for any control over a mindlinked individual, but it does make such control easier when used in conjunction with this power. Telepathy is activated and used as a free action.

Psi-Crystal

A psi-crystal is a non-magical gem (worth at least 1 GP), that the Psion converts into a power battery and receptacle. This process takes 1 hour of meditation. As long as the gem is touching the psion's skin, they can attempt (as a Free Action) to Recharge an Encounter power on a 5 or 6 on a 1d6 1/day that they have already used. At Paragon levels (11-20) the psicrystal's power increases to allow the psion to Recharge either an Encounter *or* a Daily power on a 4, 5, or 6 once per day. At Epic levels the Psicrystal can allow the psion to automatically regain any one power once per day. If the psion ever has their crystal destroyed, they immediately lose 1 healing surge for the day. Psions can only have one psicrystal active at a time. Other psion's psycrystals cannot be attuned while their creators are still alive. Some gems lend themselves to certain special affects (See Feats and Items). Psi-Crystals and Power Stones are very different items and should not be confused. (See Implements).

Class Features available to the Wilder:

Mindhand

A wilder's mindhand is very similar in effect to the Wizard's magehand ability. (See Below or PHB).

Wilder's Surge

A wilder's surge is when they dig deep into their psyche to cut loose and empower their abilities at a certain cost. A wilder can, once per day as a free action, spend a healing surge (No healing takes place, the energy is transformed) to make the next psion power attack they make that round a critical strike (with all standard effects). However, only powers that can critical can be used with a surge, and a normal roll to hit is made after the decision to use a surge. A miss means the surge (while spectacular) still misses. A successful strike is converted to a critical. A natural crit means nothing: The healing surge is still spent and a standard crit is performed (but probably a bit more spectacular on a visual level than a regular critical). At paragon levels the wilder can perform this twice each day, but the second surge costs 2 healing surges to perform. At epic levels, the Wilder can perform this ability a third time each day, but costs 4 healing surges to perform successfully.