

CIPHER

Closing her eyes, an Elf reaches out for the flow of life she senses from the poor, resurrected creature before her, feeling the torment beneath its necrotic skin. With a pulse of warmth through her mind's eye, she manages to soothe the zombie into a state of slumber, allowing her and her companions to pass unmolested.

Raging at the gang before him, a Tiefling wipes the blood from his mouth and then draws the curved blade at his hip. While the thugs deride and jeer him, their confidence turns to pure terror when they see the devil's weapon coated in purple flames, flames that they know can scar more than flesh.

The Gnome grins, his words only half of the charm he bewitches the baron's guard with. In truth, he has already infiltrated the soldier's very essence, knowing that the sentry harbored no love for the man she guarded. A push more and the Gnome brings forth the memory of a young woman stolen from her home and pressed into service; a memory the gnomish assassin could use to get closer to his target.

Ciphers are strange beings, possessed of the unusual ability to mentally peer into and affect souls. Rare within the world, their powers stem not from the esoteric knowledge of a wizard or the divine faith of a cleric, but rather from their very essence, made manifest through their mind's eye. Often misunderstood and generally mistrusted by those that think they understood a Cipher's abilities, not even Ciphers themselves fully comprehend their powers or how they developed, hence the title that most lay upon them. The mind is a unique, powerful thing, and a Cipher is the most pure expression of its will.

SOUL-READING WARRIORS

The Weave of Magic is perceptible to those with the means to detect it. It can be felt, read, and shaped. In a similar manner, the Cipher can do the same with the soul, able to read it whether it is within a breathing person or trapped in some way, whether incased in the rotting flesh of the undead or imbued into a magical item. Because of this inner connection, many Ciphers are not content to sit back and watch the world around them pass: they see destiny in the smallest actions, and know that under guises of benevolence, some people are rotten to their very core.

Due to their ability to see beyond words and flesh, many do not trust Ciphers, considering their abilities unnatural or possibly even villainous in some way. Not many like the idea of their privacy being invaded by those with a second sight, although there are many that would pay good money for the answers a Cipher can discover. With one half of society fearful of them and the other half intending on using them for whatever they're worth, those Ciphers that have survived have learned to protect themselves, gaining a reputation for the purple-inflamed weapons they bear that allow them to literally tear at the soul of their enemies, empowering their own impressive array of mental abilities.

Ciphers combine a decent amount of martial skill with their Powers; by enhancing their focus in combat, Ciphers can unleash this mental precision by targeting the essence of others around them. The only drawback to their abilities (though some may call it a saving grace) is that they cannot target themselves: while the strength of their Soul Whip, the psychic fire that envelopes their weapons, comes from within, their Powers can only actively be used on others. Many Ciphers take this to mean that while they may have some mastery over those around them, true understanding of the soul can only be reached from within.

MATTERS OF THE MIND

Ciphers share more in common with Sorcerers than they do Wizards, though the librarian mages also draw upon their intellect and memory to shine. The ability to delve into a being's essence and shape or carve it is not something that can truly be taught: it is an innate skill. For better or worse, this marks Ciphers as never truly being able to be anything else: a Fighter may find simple work as a city guard, just as a powerful Cleric may resolve herself to solely preaching to her followers. However, a Cipher can never simply "be": whether or not they want to read souls, Souls call out to them.

Coupled with the fact that their nature makes them both terrifying and incredibly useful to many people, it's no wonder that Ciphers would prefer the adventuring life over staying in one place. Some feel compelled to use their distinct powers to help heal old wounds and serve as the bandages and ointment for damaged souls. Some even sell these powers to bidders and kingdoms, serving as potent investigators, interrogators, and super-powered warriors. Others cannot help but see corruption and lies in the hearts of many, and are resolved to either find a way to defeat it, or otherwise become convinced that their powers can be used selfishly (or even maliciously) with little regards to whom they harm, as there are no true victims.

CREATING A CIPHER

As you create your Cipher character, consider how their powers have affected them before taking up the adventuring life. While many other professions get to choose their path, their training, and the skills they acquire, Ciphers are either born with or innately develop their strange abilities, leaving them without a true choice on whether or not to pursue their talents. Even further, it is difficult for a Cipher to avoid the murmurs of souls around them, calling to be listened to: the more they try to close their eyes and ears, the louder the sound becomes. Consider how your character reacted to their latent, psychic abilities awakening: Was this met with a sense of wonder and interest, or fear and revulsion? Did you share this inner power with others, telling them of what you were, or did you hide it? How did your family, friends, and associates regard you once they discovered what you were? What was the first Soul you touched, and what did it tell you about that person?

What provoked you to set out into the world? Were you run out of your home for speaking of things you shouldn't know about? Were you asked to come help a desperate person with your psychic insight? Perhaps you simply wish to expand upon your talents, feeling that the adventuring lifestyle gives more opportunities to do so, or maybe you're interested in truly studying and understanding the soul, using your powers to uncover hidden truths about the nature of life.

QUICK BUILD

You can make a Cipher quickly by following these suggestions. First, Intelligence should be your highest ability score, followed either by Strength if you plan to focus on Melee combat, or Dexterity if you plan to use Finesse or Ranged weapons. Second, choose the Charlatan, Folk Hero, or Sage background, depending upon your character's personality and purpose. Third, choose the *Mind Wave* Focus Power.

The Cipher

Level	Proficiency Bonus	Soul Whip	Features	Powers Known
1st	+2	+1	Focus, Focus Powers, Read The Soul, Soul Whip	1
2nd	+2	+1	Soul Talent	1
3rd	+2	+1	Path of The Mind	2
4th	+2	+1	Ability Score Improvement	2
5th	+3	+2	Extra Attack	3
6th	+3	+2	Soul Talent	3
7th	+3	+2	Path of The Mind Feature	4
8th	+3	+2	Ability Score Improvement	4
9th	+4	+3	Transfer Focus	5
10th	+4	+3	Soul Talent	5
11th	+4	+3	Path of The Mind Feature	6
12th	+4	+3	Ability Score Improvement	6
13th	+5	+4	Delve the Soul	7
14th	+5	+4	Soul Talent	7
15th	+5	+4	Path of The Mind Feature	8
16th	+5	+4	Ability Score Improvement	8
17th	+6	+5	Empowered Focus	9
18th	+6	+5	Path of The Mind Feature	9
19th	+6	+5	Ability Score Improvement	10
20th	+6	+5	Awakened Soul	10

CLASS FEATURES

As a Cipher, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per Cipher level

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

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

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Constitution, Intelligence

Skills: Choose two from Acrobatics, Arcana, Athletics, History, Insight, Investigation, Perception, and Stealth

EQUIPMENT

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

- (a) scale mail or (b) leather armor
- (a) any martial weapon or (b) two simple weapons
- (a) a shield or (b) a shortbow and a quiver of 20 arrows
- (a) a diplomat's pack or (b) an explorer's pack or (c) a scholar's pack

FOCUS

Able to perceive the resonance of souls and essence around you, you can hone this Focus to achieve remarkable dominance in combat. By constantly building and using this pool of Focus, you can turn the tide against overwhelming odds by overcoming defenses, invading minds, or empowering your allies.

FOCUS POOL

At 1st level, you gain a Focus Pool. This pool is equal to your total Cipher levels + your Proficiency Bonus: at 1st Level, the Pool has 3 points. This Pool builds through use of the Soul Whip class ability (see Soul Whip below). When not being increased through active use of Soul Whip, the Pool decreases by 1 point per Round at the beginning of your Turn. This continues until the Pool is equal to or less than your Intelligence modifier. The Focus Pool is used to fuel Focus Powers, your Soul Reading abilities, and some Soul Talents. After a Long Rest, the Focus Pool resets to equal your Intelligence Modifier.

FOCUS POWERS

As your connection to the essence around you grows, you learn new ways to interact with it. Through your supreme ability to focus on these souls, you gain the ability to manipulate, shape, and shear through them with a series of increasingly-potent effects. The only link between the majority of these Powers is that they cannot affect you, personally: all of them need a target with a valid Soul to trigger. The limits of what does and does not constitute as "having a soul" is up to your DM: while one may consider that the Undead still have some semblance of their unique, personal essence (or at least *some* sort of essence) and are therefore a valid target, another may consider them little more than husks imbued with dark magics or mad alchemy. Work with your GM on what is and is not a valid target for your Powers.

When you use a Power, the Point of Origin (as if a Spell) must *always* be a valid target. Any area of effect that the Power has stems from this target. If you do not have a valid target, you cannot use the Power.

At 1st Level, you know one Power of your choice. Your Focus Power options are detailed at the end of the class description. When you gain certain Cipher levels, you gain additional Powers of your choice, as shown in the Powers Known column of the Cipher table.

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

POWER ABILITY

Intelligence is your power ability for your Cipher Focus Powers. Your control over souls comes from within your mind's eye, seeing and shaping essence with instinctual creativity and insight, allowing you to quickly and decisively read, understand, and manipulate your targets.

You use your Intelligence modifier when setting the saving throw DC for a Cipher Power or Class Feature you use and when making an attack roll with one.

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

Power attack modifier = your proficiency bonus + your Intelligence modifier

READ THE SOUL

A Cipher can innately peer into a being's intrinsic essence, seeing past their masks, lies, and self-delusions. If you spend at least 1 minute interacting with a sentient creature (that is, one that is capable of conversation in some way), you can force the creature to make an Intelligence Save to try and read into its very soul. The DC is equal to your Power save DC. If the creature is receptive and willing to you doing this, no Save is needed.

If the target fails the Save (or allows you to Read them), you gain a sudden insight into the creature's very being. You are allowed to ask the DM to know either the target's Ideal, Bond, or Flaw, and the DM must answer truthfully. You are only allowed to ask for one of these Traits.

You can attempt this multiple times on 1 creature, but the Save DC decreases by 5 every time (if the creature is unaware or unwilling). Each success allows you to learn another trait. If the target succeeds on any Saving Throw, you cannot attempt to read them for 24 hours, and the target becomes aware that you were attempting some sort of invasion of their privacy.

You can use this Feature a number of times equal to your Intelligence Modifier (Minimum 1). You regain all spent uses upon finishing a Long Rest.

SOUL WHIP

As a Bonus Action on your turn, you can coat your melee weapon or infuse the ammunition of your ranged weapon with glowing, purple flame, giving them the ability to target an enemy's very essence directly, stealing it to empower yourself. While Soul Whip is active, you gain the following benefits:

- When you make a weapon attack or unarmed strike, you gain a bonus to the damage roll that increases as you gain levels as a Cipher, as shown in the Soul Whip column of the Cipher table. This extra damage is considered Psychic damage.
- Once per Round, each successful attack that does damage with Soul Whip active builds your Focus Pool by an amount equal to the Soul Whip column of the Cipher table.
- Your Focus does not naturally decrease unless you fail to build it with a successful attack.

Your Soul Whip lasts for 1 minute. If your Focus Pool is at its maximum limit, you cease applying the extra bonus damage until you are below your limit again. It ends early if you are knocked unconscious. You can also end your Soul Whip on your turn as a Bonus Action.

You can use Soul Whip a number of times equal to your Intelligence Modifier. You regain all expended uses of Soul Whip when you finish a Long Rest.

SOUL TALENT

Not all souls are formed equally. Ciphers develop in different ways, learning new abilities to hone their psychic control over essence. Though not entirely understood if these Talents, as they're termed, are uniquely attuned to that Cipher's soul or if they grow from how the Cipher uses their abilities.

Regardless, they are a key part in a Cipher's growth, allowing them to express their control in ways exclusive to their practice.

At 2nd Level, choose one of the following Talents. You gain another Talent at Levels 6, 10, and 14. You cannot take the same Talent twice.

BURNING WHIP

Your Soul Whip becomes even more damaging, burning enemies with its touch and singeing their flesh and essence. When you make an Attack where Soul Whip is active and can do damage, you can use a Bonus Action to empower the Whip, spending a point of Focus to add 1d4 Fire Damage on top of its bonus Psychic damage. You can do this after making the Attack Roll but before knowing the result.

CALM THE SOUL

When you use your Read The Soul feature, if you spend 2 points of Focus the target has Disadvantage on the first Saving Throw it makes. If the target succeeds on this Save, they are not aware that the Cipher attempted anything.

DRAINING WHIP

Your Soul Whip enhances your Focus even faster than normal, stealing essence from enemies and allowing you to reach your potential more quickly. When Soul Whip is active, you gain an extra +1 Focus upon successful attacks that build your Focus.

EASY READER

Once per Long Rest, you can learn two Traits of the target of your Read The Soul feature instead of one.

ESSENCE HARMONY

After a successful use of Read The Soul, you add your Intelligence modifier on all Charisma checks directed at the creature, so long as your interactions incorporate the Trait you learned. This lasts for 1 minute.

MIND MARKER

As a Bonus Action, the Cipher can single out one target above all others, invoking their powers to bring them down. Spend 3 points of Focus: You gain Advantage on all attack rolls against this Target, but suffer Disadvantage to attack any other target. Additionally, the first attack roll against you in each Round is made with Advantage. This Talent lasts for a number of rounds equal to your Intelligence Modifier (minimum 1), and can be used once per Short Rest. You can end this Talent early with a Bonus Action.

PSYCHIC BACKLASH

Upon having her mental defenses attacked, the Cipher lashes back out against the aggressor's very essence. If you succeed on a Saving Throw caused by an enemy creature targeting your Intelligence, Wisdom, or Charisma, you can use your Reaction to make a Power attack roll. If you hit, the target takes 3d6 psychic damage. You can use this Talent a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you finish a Long Rest.

PATH OF THE MIND

At 3rd level, you choose an archetype that you strive to emulate: Mind Hunter or Soul Slayer, both detailed at the end of the class description. Your choice grants you features at 3rd level, and again at 7th, 11th, 15th, and 18th level.

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.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

TRANSFER FOCUS

At 9th level, your ability to channel and disperse Focus grows, allowing you to awaken the souls of your allies. So long as you have 1 point of Focus, you can use a Bonus Action to do the following

- Give Advantage to their next Ability Check, Attack Roll, or Saving Throw
- Give a bonus to their AC equal to your Intelligence modifier until they are successfully damaged
- End the Charmed, Exhausted, or Frightened condition affecting the target

You can use this feature once per Short Rest.

DELVE THE SOUL

Your ability to read souls expands further, granting you deeper insight into those you perceive with your mind's eye. At 13th level, after successfully using Read the Soul, you can spend 2 points of Focus to witness a memory of the creature's related to the Trait you chose to uncover. You are allowed to ask for the following memories:

- The moment when this creature developed or solidified this Trait
- The most recent memory the creature has pertaining to this Trait
- The most impactful memory the creature has pertaining to this Trait

The DM reveals the chosen memory truthfully, giving you Advantage on Wisdom (Insight) checks pertaining to the target from then on.

In addition, you may now read the essence on inanimate objects, uncovering connections that they may have to the souls of those who have used them last. After interacting with an object for 10 minutes, you can make an Intelligence (Investigation) check: success allows you to identify the essence of whatever used the object last, gaining a vague memory of its last use. This does not reveal the name, status, or location of the creature, but it may give an understanding of how and why the object was used. You may recognize the essence of the creature in question when nearby, and a successful use of Read The Soul will instantly identify the creature if used upon them. You can use this version of the Feature once per Long Rest.

EMPOWERED FOCUS

At 17th level, your mastery over the essence of souls allows you to store more of their power within yourself. Whenever you finish a Long Rest, you gain Focus equal to your Intelligence Modifier plus your Proficiency Bonus. When the Pool naturally decreases from not using Soul Whip, it will decrease until it is equal to or less than this new total.

AWAKENED SOUL

Through sheer dedication, training, and understanding, the Cipher finally realizes the connection between her soul and those around her, instilling a powerful sense of truly awakening to the universe. You no longer need to spend Focus to use Delve The Soul. Your Soul Whip also continues to add its additional damage even if your Focus Pool is full.

Additionally, choose three Focus Powers: they gain 1 of the following effects each:

- Targets have Disadvantage on all Saves they would make to resist your Power
- All damage dice are maximized
- Usage time becomes a Bonus Action (if already an Action)

The chosen Powers can be used in this way once per Long Rest each.

PATHS OF THE MIND

Ciphers generally follow one of two different archetypes, depending upon where they hone their powers. The Path of The Mind that you choose to emulate hones your abilities towards one particular avenue of your psychic prowess, either mental or physical.

MIND HUNTER

Renowned (and feared) for their ability to uncover that which has been buried deep within memory or lost to time, Mind Hunters are Ciphers that focus on their keen mental insights, providing a measure of control over the souls of others and a knowledge of the nature of essence. Mind Hunters often find work as investigators, detectives, con artists, and a bevy of other professions where a little bit of information can go a long way.

QUICK CONNECTION

Starting at 3rd level, you do not need a minute of interaction before you can use Read The Soul on a target: it can be done as an Action. If this is done in combat, the target has Advantage on the Save. In addition, targets who fail their save versus your Read The Soul are Charmed by you for 1 minute.

MENTAL BARRIERS

Starting at 7th level, you have resistance to Psychic damage. In addition, you have Advantage on Intelligence Saving Throws.

CONTROL THE SOUL

Starting at 11th level, targets of your Read The Soul feature no longer gain Advantage on their saving throw when this is used in combat. Additionally, if you spend 5 Focus, any humanoid or beast Charmed by your Read The Soul feature acts as though it has been affected by a *Dominate Person* spell (Concentration required). You can do this once per Short Rest.

MANIPULATE MEMORY

Starting at 15th level, when you successfully use Delve The Soul on a target, you can choose any memory of the target's that you want; not just those related to the Trait you've uncovered. Additionally, you can choose to do one of the following:

- Suppress the chosen memory, causing the target to forget it entirely
- Alter the memory, by either adding or removing a location, person, item, or an event within it
- Empower the memory, bringing all of it to the forefront of the target's mind and making it impossible for them to forget it.

PSYCHE PRODIGY

By 18th level, your mental control is so fine-tuned that you can sense essence all around you. Your Soul's very presence can become so overwhelming to others that it even protects you through sheer psychic force. You add your Intelligence modifier to all Saving Throws you make due to a creature trying to directly affect you (such as an Attack or a Spell, but not a trap). Additionally, when you are attacked, you may use your Reaction to force your attacker to make an Intelligence Save. If they fail, you take no damage. You can do this once per Short Rest.

SOUL SLAYER

The physical cudgel to the Mind Hunter's mental scalpel, Soul Slayers recognize that their control over the essence of others allows them to perform incredible martial feats, flooring enemies before they even know what's hit them. Rather than wasting time probing memories and carefully handling souls, these Ciphers train more on how their devastating powers can be used to end combat quickly, often finding work as bodyguards, mercenaries, and even assassins.

CARVE THE SOUL

Starting at 3rd level, your Soul Whip becomes more powerful, adding +1 psychic damage whenever it successfully deals damage. This does not increase the Focus gained from the attack.

PSYCHIC RIPOSTE

Starting at 7th level, when you are hit by a physical attack, you can use your Reaction to immediately harm your attacker, doing Psychic damage equal to your Intelligence modifier plus your Proficiency Bonus. You must finish a Short Rest before you can use this feature again.

SPIRIT EATER

Starting at 11th level, all of your features and Powers that do Psychic damage ignore resistance. In addition, your Soul Whip is further imbued with strength, adding 1d8 Psychic damage every time it successfully deals damage. This bonus damage does not increase the Focus gained.

DISCIPLINED POWER

Starting at 15th level, select one of your Focus Powers. You can use the base version of this Power without expending Focus once per Long Rest. You can change the selected Power during a Short Rest.

DESTROY THE VESSEL

At 18th level, your ability to tear through your opponent's souls has reached its peak. As an Action, you touch one creature within 5 feet of you and expend a number of Focus Points. The target must make an Intelligence saving throw, taking 1d12 Psychic damage per Focus Point spent on a failed save, or half as much damage on a successful one.

FOCUS POWERS

Focus Powers require both Focus to activate and also a target (either an ally or an enemy) other than the Cipher. If a Focus Power has prerequisites, you must meet them to learn it. You can learn the Power at the same time that you meet its prerequisites.

As a note, all Focus Powers can be "overcharged": by doubling the Focus Cost, you can do the following:

- Double the Damage Dice
- Gain Advantage on a Power attack roll
- Give Disadvantage to One Target for one Saving Throw
- Double the Duration
- Ignore Concentration (the Power lasts for the noted Duration without needing to Concentrate)

You can only use one of these effects when you Overcharge a Power: you cannot pay triple the Focus cost to add 2 additional effects.

AMPLIFIED THRUST

Bonus Action **Range:** 60 feet **Duration:** 1 Minute **Cost:** 1 Focus

You empower an ally's essence, making their attacks hit harder. As a Bonus Action, you can target a single ally, giving them an extra 1d6 Psychic damage for the duration of the effect.

AMPLIFIED WAVE

Prerequisite: 15th Level, Amplified Thrust

Special **Range:** 60 feet **Duration:** 1 Minute **Cost:** 18 Focus

When you use *Amplified Thrust*, as part of that Bonus Action you can spend 18 more Focus to supercharge your ally's soul. For the duration of the effect, the target deals an additional 3d6 Psychic damage (in addition to any extra damage from *Amplified Thrust*), and their attacks generate a 15 foot Cone that affects only enemies. Enemies within this cone take the 3d6 of extra Psychic damage and must make a Strength saving throw or become Stunned.

ANTIPATHETIC FIELD

Action **Range:** 60 feet **Duration:** Instant **Cost:** 1 Focus

You cause a Target's soul to begin leaking toxic energy. Every creature within 20 ft. of the Target must make a Con Save or take 1d12 Poison damage, half as much on a successful save. The Target makes no save and is not affected by this power.

BLOCK PAIN

Prerequisite: 15th Level

Action Range: 30 feet **Duration:** 1 Minute **Cost:** 18 Focus

You harden an ally's psyche, allowing them to withstand a truly staggering amount of injury. A single ally within range gains DR 10 and temporary Hit Points equal to your Cipher Level plus your Intelligence Modifier for the Duration.

BORROWED INSTINCT

Prerequisite: 11th Level

Action Range: 30 feet **Duration:** Concentration, 1 Minute **Cost:** 12 Focus

You leech memories, knowledge, and strength from one target, trading them to another to use. A single enemy target within range must make an Intelligence save. On a failed save, choose an ally of yours within 30 feet of the target: the two affected creatures swap 1 Ability Score of your choice. The Ability must be the same: Strength for Strength, Intelligence for Intelligence, etc.

ECTOPSYCHIC ECHO

Prerequisite: 7th Level

Action Range: 30 feet **Duration:** Concentration, 1 Minute **Cost:** 8 Focus

You form a connection to an ally's essence, generating a well of psychic pressure between the two of you. A wall forms between you and 1 allied target, 20 feet high and 5 feet thick. The wall is transparent and lasts for the duration, constantly moving to connect you and the targeted ally. If ever you and the targeted ally are more than 30 feet apart, the effect instantly ends.

When the wall appears, each enemy creature within its area must make an Intelligence saving throw. On a failed save, a creature takes 3d10 Psychic damage, or half as much damage on a successful save. An enemy creature that passes through the wall for whatever reason must immediately make an Intelligence saving throw to resist this damage. Note that only enemies that *pass through* the wall are subjected to the save: if a creature does not move and begins and ends its turn within the wall's effect, without you or your ally's movement having forced the creature to move through the wall, it instead takes damage equal to your Intelligence Modifier (no save) at the end of its turn.

EYESTRIKE

Action Range: 30 feet **Duration:** 1 Round **Cost:** 1 Focus

By flaring the soul of a target, you cause it to be physically overwhelmed and disoriented. Make a Power Attack roll, Blinding the target if you hit.

IMPLODE PSYCHE

Prerequisite: 11th Level

Action Range: 30 feet **Duration:** Instant **Cost:** 13 Focus

By grasping at a weakened creature's raw essence, you overload it with energy, forcing its very being to crumble under your psychic might. Make a Power attack roll against an already injured creature within range, dealing 10d10 Psychic damage if it hits.

MIND PLAGUE

Prerequisite: 9th Level

Action Range: 60 feet **Duration:** Concentration, 1 Minute **Cost:** 10 Focus

You slowly infect a single target's psyche with madness, making it a carrier for a psychic contagion. A single target in range is forced to make an Intelligence saving throw. If it fails, it becomes Confused (as per the spell, *Confusion*) and takes 3d12 Psychic damage. On a successful save, it takes half damage and is not Confused. When determining its behavior, a creature Confused by Mind Plague only rolls 1d8 on the associated table for the spell.

Whether or not the target succeeded on the initial save, on the following Round, any creatures allied to the target that are within 20 feet of it must make an Intelligence save, or become Confused and take 3d12 Psychic damage (half damage and no Confusion on a successful save). Any creature that fails becomes a new carrier of the Mind Plague, starting the process over. For each carrier within 20 feet of a creature that is not affected by the Mind Plague, it must make an Intelligence saving throw. A creature that fails the Saving Throw is no longer subjected to making saves: they are already infected.

MENTAL BINDING

Prerequisite: 5th Level

Action Range: 10 feet **Duration:** 1 Round **Cost:** 5 Focus

You reach into a single Target's essence, freezing it in place. Make a Power attack roll, Paralyzing the target if you hit.

MIND BLADES

Prerequisite: 5th Level

Action Range: 60 feet **Duration:** Instant **Cost:** 5 Focus

You precisely target a creature's essence and cut deeply into it, forcing the target's psyche to ripple outwards in a physical slash. Make a Power Attack roll against the target, dealing 6d6 Slashing damage to the target. All creatures within 5 feet of the target must make a Dexterity Save, taking half the original damage if they fail, and no damage if they succeed.

MIND WAVE

Action Range: 60 feet **Duration:** Instant **Cost:** 2 Focus

You imbue a large amount of energy into a single Target's essence, overloading it so that it expands outwards with concussive force. The target makes an Intelligence Save, taking 2d6 Psychic damage if it fails, half as much if it succeeds. Whether or not the original target succeeds on the save, all creatures within 10 feet of the target must make a Dexterity Save, or be knocked Prone.

PAIN LINK

Prerequisite: 7th Level

Action Range: 60 feet **Duration:** Concentration, 1 Minute **Cost:** 8 Focus

You establish a psychic connection between your enemies or allies, allowing you to spread or disperse pain between them. If targeting an enemy, the target makes a Wisdom saving throw: if it fails, each time it is damaged, any allies of the creature within 10 feet also take 1d10 Psychic damage. If targeting an ally of yours, any time that ally is damaged, they can spread up to half total damage to any ally within 30 feet. For example, if the target takes 20 damage, they can distribute 8 points of damage to one ally, 2 points of damage to another ally, and they take the remaining 10.

PHANTOM FOES

Prerequisite: 5th Level

Action Range: 30 feet **Duration:** Concentration, 1 Minute **Cost:** 8 Focus

By bringing forth memories of past battles, you convince a creature that it is fighting far more enemies than actually exist. The single target makes an Intelligence Save; if it fails, it is distracted trying to fend off phantasmal attacks from its memory, giving Advantage on all attack rolls versus the target. The creature can attempt an Intelligence Save at the start of each of its turns to end the effect.

PUPPET MASTER

Prerequisite: Whisper of Treason, 7th Level

Action Range: 60 feet **Duration:** Concentration, 1 Minute **Cost:** 9 Focus

A single Target makes a Wisdom save. If it fails, you burrow deep within its soul, filling the creature's movements with your thoughts and eroding its self-will. For the duration, you control the targeted creature, using your Bonus Action to give the creature either a Move, Bonus Action, or Action. You cannot force target to self-harm itself if in any direct way: you can make it charge into battle, but you cannot have it stab itself. The affected creature can make a Wisdom Save at the start of each of its turns to try and end the effect, but does so with Disadvantage.

PSYCHOVAMPIRISM

Prerequisite: 5th Level

Action Range: 30 feet **Duration:** Instant **Cost:** 6 Focus

You drain an enemy's essence, using it to aid a wounded ally. A single enemy target makes a Constitution Save; on a failed save, it takes 3d6 Psychic Damage and an ally of yours within 10 feet of the target gains the amount of damage back as HP. If the target succeeds on the save, it only takes half damage and the ally likewise only gains half the health.

RECALL AGONY

Reaction Range: 30 feet **Duration:** Instant **Cost:** 2 Focus

By tunneling back into a target's short-term memory, you force it to relive recent pain. After a creature has been damaged, you can use your Reaction to force it to make a Wisdom Save. Failure means it takes the same damage again, or half of that damage on a successful save.

SECRET HORRORS

Prerequisite: 7th Level

Action Range: 60 feet **Duration:** Concentration, 1 Minute **Cost:** 9 Focus

You spread a wave of terror throughout a collection of souls, dragging up buried memories of utter terror centered on one, psychic origin. A single target within range is forced to make an Intelligence saving throw; on a failed save it becomes Paralyzed. Whether or not this succeeds, all enemies within 20 feet of the target must make a Wisdom saving throw; on a failed save, they become Frightened of the original target.

SOUL IGNITION

Prerequisite: 7th Level

Action Range: 60 feet **Duration:** Instant **Cost:** 8 Focus

Using souls as fuel, you spark a psychic fire within range, causing flesh and essence to burn. Target a single creature: each enemy creature within a 20 foot radius of the target (including the target) must make an Intelligence saving throw. Each affected creature takes 4d12 Fire damage on a failed save, half as much if it succeeds.

SOUL SHOCK

Action Range: 60 feet **Duration:** Instant **Cost:** 2 Focus

You imbue a single Ally's essence with psychic electricity, causing it to spark and lash out. All creatures within 5 feet of the target (but not the target itself) must make a Dexterity Save. They take 3d4 lightning damage on a failed save, half as much if they succeed.

TACTICAL MELD

Prerequisite: 11th Level

Action Range: 30 feet **Duration:** Concentration, 1 Minute **Cost:** 14 Focus

You are able to link together the minds and souls of your allies, allowing them to move and strike with near perfect precision and timing. Choose a number of allies of your choice (up to your Intelligence modifier): they gain Advantage to attack the last creature that any affected ally has attacked or cast a spell at. This lasts for the duration of the Power.

TENUOUS GRASP

Action Range: 30 feet **Duration:** 1 Round **Cost:** 2 Focus

A single Target is overcome with doubts and terror. The afflicted creature must make a Wisdom Save: it suffers the Frightened condition if it fails.

WHISPER OF TREASON

Action Range: 90 feet **Duration:** 1 Round **Cost:** 2 Focus

A single Target makes an Intelligence save. If it fails, you make a connection to its essence, allowing you to make it perform 1 Action. This cannot force the target to self-harm itself in any direct way: you can make it charge into battle, but you cannot have it stab itself.