



Paranormal Power

A PSIONICS OPTION
FOR 5E AND A5E



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FRONTMATTER

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DESIGNATION OF OPEN GAME CONTENT

This book includes Open Content drawn from the SRD and other sources using the OGL. The following text from this product is designated as product identity: the introduction, all flavor text, and individual character names. The following text from this product is designated as Open Game Content: all game mechanical information.

SPECIAL THANKS

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Love you all!





THE ESPER

THE HALF ELF FLINCHED AS THE TENDRILS OF psionic power burrowed into his mind, tearing free secrets of the temple. Yet the face of the khalkos was utterly passive, even as the mind was searched through the man's memories of the past days, seeking the phrase that would unlock the temple's deepest vaults. "Your mind is strong" The words boomed into his head, audible above the clicking noises the khalkos's mouth parts made, the true language unknown. "But I think I have what I need." Searing pain followed those words, as the larva began squirming its way into a delicately pointed ear.

Soldiers burst into the room where a man and his child crouch amidst the rubble that was once their home. Orders are shouted in a tongue dizzying to the child who had not yet mastered their father's language. Weapons are raised and the father clutches his child out of mortal dread for their safety. But the attack never comes, stopped by the child's outstretched hand and crying eyes. The soldiers collapse into a messy heap as the father carries his child to safety, uncertain of their power but grateful in the moment.

Amidst the blaster fire on the landing pad a woman strode as if there was no danger. Flowing garment whipped about in the storm and her plasma blade would occasionally rise to gesture toward incoming energy bolts to turn them aside as she approached the pirates near the edge of the landing pad. For a moment it was as if the rain stopped falling, frozen in place in mid-air, and in the next it rushed toward the pirate captain who suddenly found himself thrown off the roof by unseen hands and tumbled away into the neon glow of the city below. The remaining pirates surrendered moments later.

Psionic power is one of the least understood forces in the cosmos for how ancient it is thought to be. Unlike divine magic, which is ordained from above, or arcane magic, which is easily reproducible with gestures and words, psionics are an intensely personal power which cannot be easily taught to another through speech, writing, or art.

EGO HARNESSING

While the id is the most basic power of the mind, it is the ego which tames the beast within us all. And no one understands the raw potential of both id and ego like the Esper. Their metacognitive studies, considering how and why they think, allow them to dig deeply into the structure and potential of thought itself. Weaponizing this potential is what allows them to take on the role of the adventurer.

POWER FROM WITHIN

Unlike the power of a Wizard or a Cleric, the Esper's power comes from within more like the Adept or Sorcerer. But while the Sorcerer relies on merely shaping the raw power that they have been gifted, the Esper creates dense mental constructions and formulations of thought or emotion in order to manifest their power in a manner similar to the study and care of the Wizard. This, however, does not preclude the existence of Wild Talents, people who arrive at the same or similar conclusions as the well trained Esper.

CREATING AN ESPER

Personality is perhaps the most important aspect of an Esper, as all things flow from who they are at their core. Those who are exuberant and delightful tend to avoid using powers in ways to create sadness, and those filled with quiet rage are more likely to use their powers in violent outbursts. Quiet and contemplative Espers may gravitate toward telepathic and empathic disciplines, but there are no guarantees or limits to how one's personality shapes their power. Consider your character's history with psionic power during character creation. Is it something they've recently unlocked as they approach (or progress) through adulthood? Was your character a wild talent practically born with psionic gifts and how did that shape their childhood? Does their culture consider psionics to be natural, abnormal, or something obscene or even heretical?

THE ESPER

Level	Proficiency Bonus	Features	Noetics	Psionic Powers	Psychic Reservoir	Psi Dice Size
1st	+2	Psionics, Mind Strike, Esper Archetype	-	1	2	1d4
2nd	+2	Noetics, Psychic Focus	1	2	2	1d6
3rd	+2	Esper Archetype feature	1	2	2	1d6
4th	+2	Ability Score Improvement, Psychometry	2	2	3	1d6
5th	+3	Attack Modes (1)	2	3	3	1d8
6th	+3	Esper Archetype feature	2	3	3	1d8
7th	+3	Intellect Fortress	2	3	4	1d8
8th	+3	Ability Score Improvement	3	3	4	1d8
9th	+4	Id Insinuation	3	4	4	1d8
10th	+4	Psychic Crush	3	4	5	1d10
11th	+4	Attack Modes (2)	3	4	5	1d10
12th	+4	Ability Score Improvement	4	4	5	1d10
13th	+5	Thought Shield	4	5	6	1d10
14th	+5	Tower of Iron Will	4	5	6	1d10
15th	+5	Esper Archetype feature	4	5	6	1d10
16th	+5	Ability Score Improvement, Attack Modes (3)	5	5	7	1d10
17th	+6	Twin Mind	5	6	7	1d10
18th	+6	Speed of Thought	5	6	7	1d10
19th	+6	Ability Score Improvement	5	6	8	1d10
20th	+6	Mind Over Matter	6	6	9	1d10

CLASS FEATURES

As an esper, you gain the following class features

HIT POINTS

Hit Dice: 1d6 per esper level

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

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per esper level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, short swords

Tools: None

Saving Throws: Constitution, Intelligence

Skills: Choose three from Animal Handling, Athletics, Insight, Investigation, Perception, and Stealth

SPELLCASTING ABILITY

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

Power attack modifier = your proficiency bonus + your Intelligence modifier

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background, or 88 gold:

- **Chirurgian's Set** (Cost 88 gold): Dagger, backpack, 4 candles, chalk, clothes (common), healer's satchel (10 uses), 2 vials, 10 bandages, medicinal salve (3 uses)
- **Mystic Wanderer's Set** (Cost 75 gold): Quarterstaff, abacus, backpack, bedroll, blanket, clothes (fine), clothes (traveler's), incense (3 blocks), ink (1-ounce bottle), ink pen, orb arcane focus, 10 sheets of parchment, sack, tent (communal), 13gp
- **Psychic Warrior's Set** (Cost 80 gold): Dagger, short sword, spear, light shield, scale mail, backpack, bedroll, clothes (traveler's), bandage (10), 5gp

MIND STRIKE

Starting at first level you gain the ability to force the power of your mind into that of others. At level 1 you choose one of the following options. You may use this ability as a bonus action on a creature or object within 60ft.

- **Ballistic:** You hurl a small or smaller unattended object within range at a target within 60ft of the object with a psionic attack roll, dealing 1d6+Int damage that may be bludgeoning, slashing, or piercing depending on the object.

- **Telepathic:** The target must make an Intelligence Save or take 1d6+Int Psychic Damage. Concentration checks against this damage are made with Disadvantage.
- **Telekinetic:** The target must make a Strength Save or take 1d6+Int Force Damage and you move the target 5 feet in a direction of your choosing.
- **Thymokinetic:** Make a ranged Psionic Attack roll to deal 1d6+Int Energy Damage. When you choose this option you must also choose between Cold, Fire, and Lightning. Fire can light flammable objects on fire. Cold reduces the target's movement speed by 10ft if they take damage. Lightning causes your target to become Rattled.

THYMOKINESIS DEFINITION

Thymokinesis is a compound word which means 'Emotional Movement'. In this case it is meant to reflect the strong and powerful emotions that we feel, and how those emotions are sometimes portrayed in media as having direct psychic power. We've mapped these emotions to energies in the following ways: Rage and Anger: Fire, Pyrokinesis Excitement and Surprise: Lightning, Electrokinesis Sadness and Pain: Cold, Cryokinesis.

PSIONICS

At 1st level you have learned to tap into your reservoir of psychic energy to manifest psionic powers. Psionic Ability Intelligence is your psionic ability for your psionic powers. You use your Intelligence whenever a power refers to your psionic ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a psionic power you manifest and when making an attack roll with one.

Psionics save DC = 8 + your proficiency bonus + Intelligence modifier
Psionics attack modifier = your proficiency bonus + Intelligence modifier

LEARNING AND USING POWERS

You begin play with one Power. A power is a psionic ability that can be used any number of times without ever being exhausted. You gain additional powers at levels 2 and 5 and then every four levels thereafter which cannot be altered without intensive training or mystical intervention. Powers have ranges, targets, and some powers require known disciplines to learn. To learn a new power which has two or three required disciplines you must already know one power from each discipline. A power you know tied to two disciplines, such as Astral Projection, counts as one power from each of its disciplines for the purposes of learning new powers. In this case Telepathy and Telekinesis.

Manifest. You use your psionics by taking the Manifest action. When you do so, you choose a Power to manifest as well as any Augments you wish to apply to the effect. You then assign your Psi Dice to your

augments and your power takes effect. Once that happens, you roll your psi dice to resolve the action.

Concentration. Most powers manifest instantaneously but some have a duration measured in minutes. Many such powers require concentration to maintain the power for the full duration.

PSYCHIC RESERVOIR

You gain access to a reservoir of psychic energy. The Psychic Reservoir column of the Esper table shows the number of Psionic Dice you possess based on your level. You have two Psi Dice at level 1, each 1d4. You gain more and larger dice as you level up. When you take a Short Rest you may trade Hit Dice to recover Psi Dice on a 1 to 1 basis rather than using that Hit Die to recover HP. When you take a long rest you recover all of your Psi Dice.

USING YOUR PSI DICE

Each power you possess has Augments which allow you to modify the way your power works, such as altering the range or function of that power. To activate an Augment, you must assign one of your Psi Dice to that Augment, and a Psi Die cannot be assigned to multiple Augments. Some Augments are particularly powerful, and require two, or even three, Psi Dice to be assigned to them for use. After you manifest your power, roll any Psi Dice assigned to the power's Augments.

On a roll of 1 or 2 you remove that Psi Die from your reservoir. If you roll the highest number on the die, you add a Psi Dice to your reservoir up to your current maximum. It is possible to both lose and gain Psi Dice on a single power. When this happens, you lose Psi Dice first, then gain Psi Dice, allowing you to recover dice lost on the power you just manifested.

BASIC AUGMENTS

You always have access to the following augments in addition to any augment specific to a power. You can use any of these augments on a given power.

- **Range:** +60ft per Psi Dice (Unless the target is Self)
- **Harm:** +1d8 per Psi Dice (Assuming the power deals damage)
- **Restoration:** +1d8 per Psi Dice (Assuming the power heals damage)
- **Split:** The power targets an additional creature or object per Psi Dice.

ESPER ARCHETYPE

At first level you gain access to an Esper Archetype which will grant you additional unique abilities at levels 3, 7, and 15. Five Esper Archetypes can be found after this class entry, the Chirurgeon, the Mystic, the Mindhammer, the Psychic Warrior, and the Thymokineticist.

NOETICS

While an Esper's power comes from within, it is through crossing thresholds of thought that they become empowered. Such knowledge is known as a Noetic and can be found in meditation, lucid dreaming, and visions. You gain your first Noetic at 2nd level, and additional Noetics as you gain Esper levels.

Whenever you gain a level you may trade a Noetic you know for a new one you meet the prerequisites to learn.

PSYCHIC FOCUS

Also at level 2 you gain the ability to focus on one of the four most basic psionic disciplines. Gaining your Psychic Focus requires 1 action of careful thought and requires concentration. It grants the following benefits:

Once per turn when you roll a 2 on a Psi Dice used with your chosen discipline you may reroll that die as a Reaction. You must take the result of the reroll. Once per long rest when manifesting your chosen discipline you may treat all Psi Dice used to augment that power as having rolled a 3 instead of rolling.

In addition, you gain a benefit specific to your chosen Discipline:

- **Empathic:** You gain Expertise on all Insight and Persuasion checks.
- **Kinesthetic:** You gain Expertise on all Acrobatics and Athletic checks.
- **Telepathic:** You gain Telepathy with a 120ft range. A creature does not have to share a language to respond to your telepathy, but must be able to speak at least one language.
- **Telekinetic:** Your melee weapon Reach increases by 15ft and all melee weapon attacks become psionic melee weapon attacks as you telekinetically manipulate them.

Some abilities allow you to Expend your psychic focus. When you do so, you may not recover your psychic focus until you take a short or long rest.

PSYCHOMETRY

At 4th level you gain the ability to glean information about people, places, or objects in your vicinity, typically these impressions are faint, but if you touch the target, you gain more information. You may choose People, Places, or Things when you gain this ability, and may change it at the end of a long rest.

People: You are more aware of important events that have happened in a person's life, and can make contact with spirits related to them. You gain Expertise on Insight and Perception checks to gain information about a person. You may also use Speak with Dead as a Ritual with no components to ask questions of a spirit related to a being you are in physical contact with about their life and choices. This spirit can be any deceased

relative, close friend, or dire enemy and negates the need for a corpse to target.

Places: You are aware of important events that have happened in a location. When you make a DC 15 Investigation check to search an area, you can recognize if any of the following conditions are met in the area searched: Any creature from another plane has passed through the area within the last hour. Any creature has died in the area within the last 100 years and how long ago it was. Any creature has experienced intense emotional trauma in the area within the last 24 hours. Any supernatural effects are at play in the area (e.g. a magical or psionic illusion, aura, or ward)

Things: You learn a great deal about the people who owned an object. By holding an object you can spend an action to learn if it was used to harm anyone within the past week, or if it was present during a time of emotional turmoil. You may commune with the object over the course of 10 minutes to witness a specific event, or series of events, that the object was present for in the last five years. During these 10 minutes you are unable to see the world around you, though you may still hear and speak normally, even narrating events as they play out in the vision.



ATTACK MODES

At 5th level choose two of the following improvements to your Mind Strike feature.

You gain another improvement from this list at 11th level and again at 16th level. When you gain a level in this class, you can choose one of the attack modes you know and replace it with another attack mode from this list that you could learn at that level. You may apply any two attack modes you know when you use your Mind Strike.

BOGGLE MIND

Your mind strikes are aimed to disorient and afflict your target. If your victim takes damage from your mind strike they become Frightened until the start of your next turn. Once a creature has been frightened in this way it becomes Rattled on any additional use of this Attack Mode.

CHOKING GRASP

Prerequisite: Telekinetic Mind Strike, Concentration

Your telekinetic strength increases, allowing you to suspend a target in midair. When targeting a Large or smaller creature, you may now choose “up” as the direction to move your target. When you do so, your target becomes grappled and unable to breathe until the end of your next turn if they fail an Intelligence save.

DRAIN PSYCHE

Prerequisite: Telepathic Mind Strike

You’ve learned how to draw energy through a connection made with a victim, like a psychic vampire. When you deal damage with your mind strike you can steal a single hit dice from them, up to your current limit. If the target also loses concentration, you can steal two. The hit dice you gain are d6s, regardless of what your target’s hit dice are.

EGO WHIP

Lashing out at your enemies, you can strike multiple minds at once. You may now use the Split basic augment on your mind strikes.

EXPLOSIVE FURY

Prerequisite: Thymokinetic Mind Strike

Your emotions burst outward from your target, catching others in your thymokinetic blast. Your mind strike takes the form of a 15ft cube centered on your target.

FLING FOE

Prerequisite: Ballistic Mind Strike

Rather than only hurling objects you can also hurl people. When you use your mind strike you may instead choose a medium size or smaller creature to throw at another creature or object within 15ft of your target if they fail an Intelligence save. On a successful hit, the struck creature takes 1d8+int bludgeoning damage while the flung target takes bludgeoning damage equal to your Intelligence modifier, and both creatures become adjacent to each other. On a miss, the flung target is still placed adjacent to the other creature or object but neither takes damage.

LASH OUT

Reacting to pain and frustration sometimes means lashing out at those who hurt you. When struck by a ranged attack by a target you can see within 60ft you can use your reaction to make a Mind Strike against

that target. This mind strike cannot use any other Attack Modes.

MIND PROBE

Like a thief you rob those you harm with eager abandon. When a creature takes damage from your mind strike you may glean a single piece of information from their mind. This can be a short phrase, such as a proper name or a password, or a set of numbers such as a code. You can use this attack mode once per short or long rest and must have a specific piece of information in mind when you use this ability.

NOETIC LANCE

The reach of your mind cannot be underestimated. You may now use the Range basic augment on mind strikes. This Attack Form cannot be combined with Psychic Scream or Psychic Shockwave.

PSIONIC BLAST

The power of your mind is overwhelming. You may reroll the damage of your Mind Strike but must take the second roll.

PSYCHIC SCREAM

Unleash your anger, pain, or fear on your foes. Your mind strike takes the form of a 20ft cone with a Wisdom save for half damage. If you are currently Rattled or Frightened the effect ends on you, but targets who fail their saving throw against your Psychic Scream become Rattled or Frightened until the start of your next turn.

PSYCHIC SHOCKWAVE

Surrounded by foes, you unleash a blast of psionic force that presses them all back. Your mind strike takes the form of a 10ft radius burst centered on your square. Any creature in the area must make a Constitution save. On a failure they are pushed directly away from you up to 15ft in addition to taking any damage or concentration checks. On a success they take half of any damage and are pushed 5ft away. The raw force of your Psychic Shockwave takes a toll, however, and it cannot be combined with any other Attack Mode.

INTELLECT FORTRESS

At 7th level your mental prowess expands to increase your resilience. You gain Resistance to Psychic Damage and your Thoughts can no longer be read against your will.

ID INSINUATION

At 9th level your ability to read other people’s interests and motivations grows substantially. When you roll a Deception, Intimidation, or Persuasion check which relies on base desires (Such as Anger, Greed, Lust, Hunger, and Sleep) you may

reroll the check and take the second result, even if it is worse, unless your target is resistant or immune to Psychic Damage.

PSYCHIC CRUSH

At 10th level your Mind Strike improves to deal an additional 1d6 of damage.

THOUGHT SHIELD

At 13th level, your Intellect Fortress applies to all allies within 10ft of you, granting them resistance to Psychic damage and Immunity to Mind-Reading effects.

TOWER OF IRON WILL

At 14th level you gain proficiency in Wisdom Saving Throws.

TWIN MIND

At 17th level you gain the ability to split your focus between your conscious and subconscious mind. When you manifest a power which requires concentration while you are already concentrating, you can shunt the manifested power into your subconscious mind, allowing you to concentrate on both effects. If your concentration is broken, you lose both effects.

THE SPEED OF THOUGHT

At 18th level you can take one additional bonus action on your turn and one additional reaction in the same round. You can use this feature once between short or long rests.

MIND OVER MATTER

At 20th level you become the epitome of the adage Mind Over Matter. You can, as an action taken even while dying, restore your full hit points, hit dice, and refill your Psychic Reservoir as if you had taken a long rest. Once you use this ability, you may not do so again until you take a Long Rest in a Safe Haven.

NOETICS

ALTER AURA

By changing your own aura you can create a sense of welcome or unease in other people. As an action you shift your personal aura to present as either appealing or revolting and gain the following effects for up to 10 minutes based on your concentration. Appealing: Regardless of your physical appearance you develop a form of sheer personal magnetism that resonates in other people. The sheer power of which can briefly awe those in your presence and cause them to re-evaluate you as a person. You become the center of attention fairly quickly, and creatures within 20ft of you have disadvantage on perception checks to notice other

people. Revolting: Regardless of your physical appearance you become a person to be reviled and disdained, with people going out of their way not to notice you in the way they might overlook those in poverty. You gain expertise on Stealth checks. This revulsion is so strong that people associated with you also gain the Stealth expertise.

AURA SIGHT

You are more aware than others of people's aura and understand the significance thereof. While you maintain a Telepathic or Empathic focus you can observe a creature within 30ft to gain the following information: Their current emotional state as if you had rolled a natural 20 on Insight. Whether they are able to use Psionics or cast Spells. How many Psi Dice they have available, or the highest spell slot. Degree of Combat Maneuver they are able to perform. How many Exertion they currently have. Learning each piece of information requires one action spent reading a creature's aura.

CLAIRVOYANCE

Prerequisite: Level 4

Remote viewing is a rare gift that grants unique benefits. By spending 1 minute focusing your mind you are able to see beyond your own body. Using this noetic creates an invisible and intangible eye which has a fly speed of 120ft at your command and allows you to see both the world around you and what the eye sees as overlaid images. This lasts for up to 10 minutes. Alternatively, if you have an object owned by a person in your possession you may spend 1 minute focusing to look through that creature's eyes by expending your psychic focus. This use lasts 5 rounds before the connection is broken.

DANGER SENSE

You are preternaturally aware of potential dangers and respond accordingly. You may always use your Intelligence modifier when rolling Initiative Checks, and can no longer be surprised. In addition, you can expend your psychic focus when one or more of your allies would be surprised to immediately end that condition for your allies.

DREAMWALKER

Your exceptional ability to lucid dream allows you to step through the pseudo-reality of the dream world into the dreams of others. By touching a slumbering creature as an action you can step into its dream world and perceive its dreams. While there, you can speak to the creature or otherwise interact with it as if it were conscious. Everything you do in the dream both you and the creature will remember upon waking. If you expend your psychic focus, you can bring up to 4 additional creatures into the dream space with you, so long as they are in physical contact with you.

ECTOPLASMIC FORM

Prerequisite: Level 12

By expending your psychic focus you can temporarily take on a spectral or ghostly form. As an action on your turn you become incorporeal and gain resistance to all damage types. You cannot make physical attacks or interact with your environment directly while in this form, but you can use your psionic powers, noetics, and mind strikes normally. This form lasts up to 1 minute with concentration. If you are inside an object when you revert to your normal form you are immediately shunted into the nearest unoccupied space and take 10d10 force damage.

EXCISE INFLUENCE

Prerequisite: Level 3

By expending your psychic focus you can cast out unwanted presences. When you or another creature within 10ft of you is possessed, dominated, or otherwise controlled by another being you can attempt to force the unwanted influence out. The target entity must make a Charisma save against your Psionics DC. On a failed save, possessors are cast out and domination effects end, and the possessor or dominator cannot attempt to control another again for 1 hour. If you spend 10 minutes preparing with the victim beforehand, you can make the Intelligence Check with advantage.

INERTIAL BARRIER

Prerequisite: Level 3

By expending your psychic focus you can attempt to protect yourself and others by attempting to form air itself into a barrier. Choose a 15ft line within your reach. You create a one-way barrier on this line which is 10ft tall and provides half cover against ranged attacks and area of effect abilities, but does not block line of sight. This barrier lasts so long as you spend your action maintaining it and do not move from your current position.

LIMIT BREAK

Prerequisite: Level 7

By expending your psychic focus you are able to push yourself beyond your current limits. You may take an action to Limit Break on your turn. When you do so, you may gain up to 2 temporary Psi Dice, each 1d4, at the cost of 2 Hit Dice each. These Psi Dice last up to 1 minute and can be used normally. You may use this Noetic once per long rest.

MIND LINK

Prerequisite: Level 7

Through careful probing and connection you create a semi-permanent link between yourself and another person. You become deeply telepathically linked and can communicate over any distance, see through each other's eyes for up to 10 rounds per short rest, and are

aware of any injuries or pain the other is going through. Creating this link requires 10 minutes in physical contact with your target and can only be broken by your decision, which requires no action and immediately breaks the bond.

PSIONIC STRIDE

By bundling kinesthetic power in your legs and releasing it, explosively, you're able to clear massive distances. You gain expertise on any check related to Jumping, and can spend a bonus action to refocus your mind into your legs. Doing so doubles your jumping distances for up to 1 minute as long as you concentrate.

READ MINDS

By focusing on a creature of intelligence 3 or higher within 30ft you can attempt to read its mind as an action. On the first round you pick up any surface thoughts but do not alert the creature to your intrusion. On the second round and any following round you may attempt to locate a specific thought or memory, which causes the target to make a Wisdom save. On a successful save the target becomes aware you are in their mind and the connection is broken, but on a failed save you locate the specific thought or memory. You may use this Noetic once per short or long rest.

SUSPEND ANIMATION

Prerequisite: Level 3

When you are reduced to 0 hit points you may take a special reaction to expend your psychic focus. If you do so, you immediately become stabilized but appear to be utterly dead to all onlookers. You gain fatigue, normally, but immediately begin taking a short rest. At the end of which you can expend hit dice normally. If you choose, this short rest can be 1 hour, 8 hours, or 24 hours long. You may also enter into this state of your own volition at any time by spending 1 minute of preparation. While you are in this state you still breathe, and your heart still beats, but so slowly as to be imperceptible. You also require no food or water and use no supply until you wake.

TELEKINETIC MASTERY

Prerequisite: Level 5, Telekinesis Power

Your skill with Telekinesis is something to be admired. You may now use the Telekinesis power as a bonus action to move and manipulate objects, but not deal damage to creatures or objects.

ESPER ARCHETYPES

Below are five Esper Archetypes.

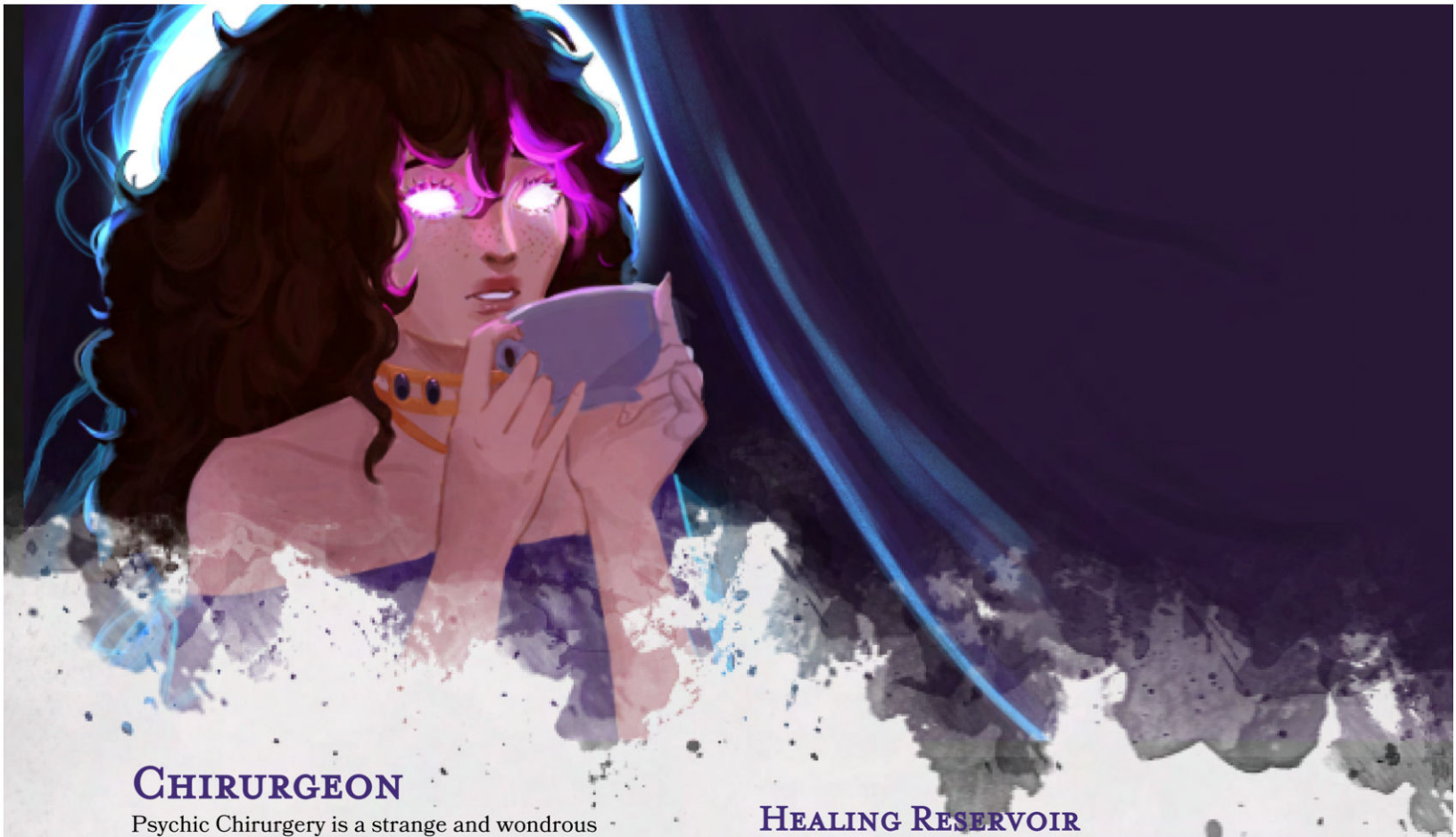
Chirurgeon: Medicalist and Healer

Medium: Spirit-Speaker and Diviner

Mindhammer: Mind Strikes and Storms.

Psychic Warrior: Martial Mentalist

Thymokineticist: Emotional Elementalist



CHIRURGEON

Psychic Chirurgery is a strange and wondrous profession which allows the mind to affect great restorative changes to the body. A Chirurgeon studies not only their own mind and body, but the bodies and minds of others in order to promote and facilitate healing.

CHIRURGERY

At 1st level, you gain access to the Chirurgery power, which does not count against your number of powers known and you do not need to meet its prerequisites.

FIELD AID

At 3rd level, you can grant or force rerolls on any hit dice expended within 30ft of you as a reaction. When you use this ability the target, or targets, must take the results of the second roll. You may do this to a number of hit dice equal to or less than your proficiency bonus. This effect can be applied to any hit dice roll including but not limited to short rests, the Chirurgery power, and spells which affect hit dice.

GIFT OF LIFE

Starting at 6th level, you can transfer hit dice between different characters in order to provide healing power. As a 1 point augment to the Chirurgery power you may transfer a number of your own hit dice equal to or less than your proficiency bonus to your target or targets.

In addition, you may transfer hit dice between willing characters during a short rest.

HEALING RESERVOIR

At 15th level, you may ignore the loss of up to 2 dice when used to augment the Chirurgery power each time you use it.

MEDIUM

While all Espers have some measure of extrasensory perception, for the Medium this ability to perceive things beyond the mundane is both a source of great potential and a curse. Many view a medium as a person straddling two worlds with a foot in life and another in death. But for the medium it is more like seeing the way things really are, not so separated as others imagine.

OUT OF BODY EXPERIENCE

At 1st level, you gain access to the Astral Projection power, which does not count against your number of powers known.

GIFT OF PROPHECY

At 3rd level, you may use your psychic power to directly aid your allies, or befoul your foes. As an action, you can temporarily lose access to one of your Psi Dice to instead lend it to your ally or apply it to your foe. During the next minute, your ally can roll your Psi Dice to gain a bonus on an attack or save. When you use this ability on a foe, you instead roll the Psi Dice to apply a penalty to an attack or save. On a roll of a 1 or 2 the dice is lost. Otherwise you regain it at the start of your next turn.

PSYCHOMETRIC MASTERY

Starting at 6th level, you no longer choose between People, Places, and Things when using your Psychometry and instead gain all benefits at all times.

GRAND VISION

At 15th level, you gain the ability to perceive a grand vision of reality. This vision conveys upon you important knowledge of the future which is uncannily accurate. You may choose any combination of three of the following options.

- **Great Success:** You may alter any d20 roll within 90ft into a Natural 20 as a reaction
- **Terrible Failure:** You may alter any d20 roll within 90ft into a Natural 1 as a reaction
- **Revelation:** Important information is chosen and revealed by the Narrator.
- **Death:** A creature at 0hp automatically stabilizes, but appears to be dead to all observers.

You may only have a Grand Vision during a Long Rest at a Safe Haven. And must wait at least 7 days before having another. Each chosen option persists until you have another vision, or it is triggered and used.

MINDHAMMER

All Espers use their Mind Strike to batter back their foes and telekinetic power to manipulate the world around them. But for the Mindhammer, these tools are the greater focus of their psychic ability. Allowing them to do great, and terrible, things. Mindhammers are known to create storms of raw psionic power, and are often seen as forces of nature.

MIND STRIKE MASTERY

At 1st level, the Mindhammer stretches the most basic powers of their mind to be ready for anything. Choose two Mind Strike options in addition to the one granted at level 1. While you can only use one Mind Strike per turn, you now have the ability to choose between your three selections. You may choose multiple variations of Thymokinesis as a part of this feature.

HAMMERSTRIKE

At 3rd level you may choose two of the Attack Modes from the following list:

- Boggle Mind
- Ego Whip
- Mind Probe
- Noetic Lance
- Psionic Blast

PSIONIC TORNADO

At 6th level your ability to use your Mind Strike grows intensely and is combined with your telekinetic prowess. You can unleash a wave of power so intense it blasts your enemies back. As an action you expend your psychic focus to create a line of force 15ft wide and 60ft long using a chosen mind strike. All creatures within the area must make a Dexterity save, for ballistic or thymokinetic psionic tornadoes, or a Wisdom save, for telekinetic and telepathic psionic tornadoes. On a failure they take damage appropriate to your chosen mind strike and are thrown up to 15ft away from your line's area. On a successful saving throw they take half damage and are pushed out of the line's area to the nearest safe square. You may apply only the boggle mind or psionic blast attack modes to this special mind strike.

PSYCHIC STORM

At 15th level your power becomes truly terrifying to behold through the use of the psychic storm. Once you've started the storm it continues until you choose to stop spending actions to maintain it, or fall unconscious. You are immune to the effects of your Psychic Storm.

As an action you become the center of a powerful display of telekinetic force. This storm becomes more powerful each turn you spend on it, growing outward to terrible effect. This storm begins as a 15ft cube centered on your square. Creatures and unattended objects within the area are battered with telekinetic force for 6d6 Force damage and pushed up to 15ft in a direction of your choosing. This cube is treated as difficult terrain and strong winds, it also creates disadvantage on all perception checks.

On the second round the storm expands to a 35ft cube centered on your square. In addition to the 6d6 force damage creatures and objects in the area are battered with objects torn free for an additional 2d6 bludgeoning damage.

On the third round, and all following rounds, the storm expands to a 55ft cube centered on your square. In addition to the 6d6 force damage the bludgeoning damage increases to 4d6, and creatures within the storm take a further 3d6 of psychic damage each round.

Creatures in the area of your storm can attempt to make a Dexterity saving throw each round to halve any damage the storm deals.

Each round after the third costs you one Psi Die from your reservoir as if you had rolled a 1.

Once you have created a Psychic Storm you cannot do so, again, until you've completed a long rest in a haven.



PSYCHIC WARRIOR

The mind and the body are inextricably linked. Without one, the other cannot exist. The Psychic Warrior seeks to improve not only the power of their mind, but the strength of their body, the grace of their form, and their skills in combat.

PSYCHOKINETIC COMBAT

As you become a Psychic Warrior at 1st level you gain access to the Awakened Mind combat tradition. You gain an exertion pool and 2 maneuvers immediately, and gain additional maneuvers as you level up.

You gain an additional maneuver at levels 5, 11, 16, and 19. At level 5 you may use 2nd degree maneuvers. At level 9 you may learn 3rd degree maneuvers. At level 13 you may use 4th degree maneuvers. And at level 19 you may learn 5th degree maneuvers.

MENTAL MARTIAL TRAINING

At 3rd level, you gain proficiency in four martial weapons of your choice, and gain an additional 1hp for each Esper level you possess. In addition you may use your Int modifier in place of your Dex modifier for melee and ranged attack rolls and AC calculation.

EXTRA ATTACK

Starting at 6th level, you can attack twice instead of once when you take the Attack Action.

MIND AND BODY

At 15th level, you can exchange Exertion and Psi Dice. When you have no Exertion you may take an action to sacrifice one or more Psi Dice for more Exertion on a 1 to 1 ratio, or sacrifice one or more Exertion for more Psi Dice on a 2 to 1 ratio.

You may only perform this special action once per long rest.

THYMOKINETICIST

Emotions are a great source of power for any Esper, but the Thymokineticist turns their emotions into physical manifestations of representative energies, or lack thereof. Most Thymokineticists use a single specific manifestation that ties into their emotional state and how they experience those emotions, but some run the gamut, like emotional elementalists.

ENERGY MANIPULATION

As a 1st level Thymokineticist you gain the Energy Manipulation power, which does not count against your number of powers known, and you do not need to meet its prerequisites.

UNFETTERED EMOTIONS

At 3rd level you become capable of entering a state of raw emotional response. By spending a bonus action on your turn you can become Unfettered.

While unfettered you gain the following benefits and penalty:

- You have advantage on Charisma checks and Charisma saving throws.
- Every round you remain unfettered you gain a number of temporary hit points equal to your proficiency bonus. These do not stack with themselves, or with other temporary hit points. These hit points dissipate when you're no longer unfettered.
- You gain resistance to Psychic damage. If you have resistance to psychic damage you instead gain immunity.
- You cannot add or remove dice from your reservoir.
- If you are affected by a spell or ability that allows you to make a Wisdom saving throw to end the effect on your turn, you may expend your bonus action on your turn to end the effect without rolling a saving throw.
- While Unfettered you have disadvantage on Wisdom saving throws and Insight checks.

Unfettered lasts for up to 1 minute, though it ends if you fall unconscious or choose to end it as a bonus action on your turn. You can enter the Unfettered state once per long rest, but regain use of this ability after removing 2 psi dice from your reservoir or expending your psychic focus.

EMOTIONAL CONTROL

When you gain 6th level your understanding of your own emotions and the emotional resonance of others improves. By spending 1 minute within 30ft of a creature you learn:

The creature's current emotional state and the general cause of that state, such as whether it relates to hunger, a relationship, or lost opportunity.

Whether the creature has a higher or lower Intelligence, Wisdom, or Charisma than you, choose one. Whether the creature is more Deceptive, Insightful, Intimidating, or Persuasive. Which skill has the highest bonus, specifically.

In addition, you gain a one time benefit against that creature in which you can impose disadvantage on a Wisdom saving throw by referencing the basis of their emotional state as a reaction. You do not need to be the one that initiates the Wisdom save.

Once you have used this ability on a specific creature you can never do so, again.

UNFETTERED INFLUENCE

At 15th level your raw emotions are so powerful that they can flow out from you into others. Once per long rest when you activate your Unfettered state, you may choose up to 4 other creatures to gain the same benefits as you.

This state, however, is more emotionally taxing, and lasts for a maximum of 5 rounds before you exit the Unfettered state. When you end the Unfettered state, whether by falling unconscious, running out of time, or spending a bonus action, the state ends for all affected creatures.





PSIONIC POWERS AND SPELLS

WHETHER IT'S AN ESPER FLINGING AN OGRE ACROSS A dungeon hallway or a wild talent human giving in to their emotion and setting fire to everything within reach, psionic powers dictate how a character uses their abilities to interact with the world.

The following powers are listed by both alphabetical order and their tier. So while *Astral Projection* might otherwise come before *Body Manipulation* the tier lists are kept in place to make it easier to locate which powers are available when you gain access to a new power.

Each power is broken down into three sections

- Mechanics, which explains its disciplines, duration, range, and targets
- Body, which explains what the power does as a baseline when activated, and often the duration of specific uses.
- Augments, which explain what additional functions you can activate or modify in the power by assigning one or more psi dice.

BODY MANIPULATION

Tier 1

Discipline: Kinesthetic

Range: 0ft

Target: Self

A powerful kinesthetic esper can alter their body to survive adverse environments, extend their limbs, even

restore their body. You manipulate your body when you activate this power by extending your limbs outward to increase your reach to ten feet, treat your space as large, or contort yourself to pass through cramped spaces for a creature of your size at full speed. Uses of this power require Concentration.

AUGMENTS:

Constrict: If you are grappling a target when you use this power, you may add +1d8 damage to the basic melee damage of your grapple per augment.

Endure Elements: For one round you gain resistance to fire and cold, and ignore the effects of extreme heat and cold for an additional 10 minutes. Restoration: You may expend a single hit dice and recover hit points and/or power points as if you took a short rest.

AUGMENTS REQUIRING TWO PSI DICE

Lung Control: You may hold your breath for up to 10 minutes with no adverse effects.

Clawing Hands: Your fingernails grow stronger, granting you a climb speed of 30ft. In addition, your unarmed strike and basic melee damage become slashing damage.

Crumple: As a reaction you may use this power to negate any falling damage or damage caused by other impacts involving your body hitting a stationary object or being hit by a moving vehicle.

EMPATHIC INTERFERENCE

Tier 1

Discipline: Empathic

Range: 30ft

Target: 1 Creature.

You may read your target's current emotional state with perfect accuracy.

You may also attempt to interfere with the target's emotions to make them more positive, causing them to regard you or another creature in a more friendly manner, granting an expertise die to the next charisma based skill check used against them. Targets may make a wisdom save, but are unaware of your influence unless they roll a total of 20 or higher.

And finally you may influence your target to regard a creature in a negative manner, imposing disadvantage on the next charisma skill check that person makes against your target. Should any charisma skill check result in a natural 1, the target becomes aware of the emotional manipulation. Targets may make a wisdom save, but are unaware of your influence unless they roll a total of 20 or higher.

AUGMENTS:

Terrorize: By heightening your target's emotional state you cause them to become frightened for up to 1 minute and take 1d6 psychic damage per augment on a failed saving throw. On success they take half damage and are not frightened. Frightened creatures make a save at the end of each of their turns to end the effect.

Charming Banter: If the target fails its saving throw against this power the effects last for 1 minute, and the target refuses to do you or your allies harm.

AUGMENTS REQUIRING TWO PSI DICE

Grapple: A creature that fails a wisdom save against this power is also grappled so long as you maintain concentration, though it may attempt to end the grapple with wisdom saves on its turn.

Manipulation: By expertly twisting your target's emotions you can make them perform a single task they would be unwilling to perform for a friend. This task can take up to 5 minutes, but the target is aware of the manipulation when the effect ends unless they rolled a natural 1 on their saving throw.

AUGMENTS REQUIRING THREE PSI DICE:

Domination: By taking direct control over a creature's emotional state you are able to bend them to whatever your heart desires. You may issue commands to your target on your turn and it will do its best to fulfill them. You may also directly take control over the creature,

expending your action, bonus action, movement, and reaction to control each of its actions during the turn.

TELEKINESIS

Tier 1 Discipline: Telekinetic

Range: 30ft

Target: 1 Creature or Object.

You use telekinesis to strike a creature or manipulate an object you can see within range. As an attack this deals 1d8 + your esper level points of Bludgeoning damage with a Strength Save for half damage. If you choose to move an object you can manipulate it as if holding it in one hand, and it may weigh up to your Intelligence score in pounds. Using the power in this way is a concentration effect.

AUGMENTS:

Weight Limit: +50lbs augment spent

AUGMENTS REQUIRING TWO PSI DICE:

Manipulate: A creature that fails its strength save against this discipline is pushed up to 15ft in a direction of your choice.

AUGMENTS REQUIRING REQUIRING THREE PSI DICE:

Flight: You, or another target within range are lifted off the ground and carried a short distance. You gain a flight speed of 40ft for 1 minute. This manifestation requires concentration.

Lift: A creature that fails its strength save against this discipline is instead lifted into the air for one turn, up to 15ft. While suspended in this way the target cannot move from its current space.



TELEPATHY

Tier 1

Discipline: Telepathic

Range: 30ft

Target: 1 Creature.

You may use telepathic contact to assail or communicate with a creature within range. When you assault the target they must make a Wisdom save or take 1d10 + your esper level points of Psychic damage. When you attempt to communicate you're able to transfer meaning to and from your target, allowing for the sharing of words and emotion, regardless of any language barrier. Though creatures without language, such as a beast, will be incapable of providing words in return and may not understand words that you share.

AUGMENTS:

Learning: You may attempt to subtly take information from your target by listening in to their active thoughts.

AUGMENTS REQUIRING TWO PSI DICE:

Overwhelm: Roll 10d4 and compare the value to the target's current hit points. If the value equals or exceeds the target's hit points they immediately fall into natural sleep.

Invade: You may attempt to steal a memory from your target. Doing so causes your target to make a Wisdom Save. On a failure you are able to select one memory, generally an hour or less, and gain it for yourself. At your discretion, your target loses access to that memory for 24 hours.

AUGMENTS REQUIRING THREE PSI DICE:

Traumatic Interference: You assail your target's mind in a manner that is so traumatic and painful that your target gains a Short-Term Mental Stress Effect of your choosing for the next 1 minute.

ASTRAL PROJECTION

Tier 2

Discipline: Telekinetic, Telepathic

Range: -

Target: Self.

By focusing your sense of self outward into the wider cosmos you are able to generate an astral construct of your mortal form. This construct looks like an idealized and translucent version of yourself. Your body remains where you are when you manifest this power, but you choose where your astral self exists. Consult the Teleport Familiarity table on page 602 of the Adventurer's Guide and roll percentile dice to find out whether your astral self arrives at the intended

destination, treat the presence of people you know well as a permanent circle.

Your astral self does not breathe, and can exist in hard vacuum without issue. It can move 20ft each round as if it had a fly speed. While your astral self is active, you cannot see, hear, feel, or take any actions based on your living body. If your astral self is damaged by any attack, it immediately disperses and you are forced back to your body, taking any damage your astral self took from the attack. If your body is killed, or dies of hunger or thirst or asphyxiation, while you are away, your astral self dies with it.

Your astral self can manifest psionic powers that you know, but it cannot directly interact with objects or creatures in its environment.

Manifesting this power takes 1 minute, and it lasts up to 24 hours. You may end this manifestation at any time. This power does not require Concentration.

AUGMENTS:

Resist Dispersion: When your astral self would be destroyed by damage, you attempt a death saving throw as a reaction. On a success, your astral self is not dispersed. On a failure, your astral self is not dispersed, but you gain 1 level of strife. You must roll your Psi Die each time you use this augment during the duration.

CHIRURGERY

Tier 2

Discipline: Kinesthetic, Telepathic

Range: 90ft

Target: 1 Creature.

By extending your mind out into another being you can affect repairs to their mind and body through your understanding of mortal systems, or disable such systems to horrifying results. When you manifest this power on a target within range, that target can immediately expend 1 hit die as if they were taking a short rest and immediately gain HP and/or Psionic Dice as normal. You may also choose to target an enemy creature within range and force them to expend 1 hit dice, taking damage equal to the value rolled on a failed Intelligence Saving throw. If your target has no hit dice available, in either case, this power has no effect. When targeting animals and other monsters, treat the number of dice that determine their hit points as hit dice.

AUGMENTS:

Anosmia/Blindness/Deafness/Numbness: Your target loses access to one of their senses, temporarily. This lasts for up to 1 minute per power point you expend, though your target may spend an action to roll a saving throw on any round, ending the effect on a successful save. Anosmic and Numb creatures have disadvantage

on skill and ability checks relying on smell or taste for Anosmia, and touch for Numbness.

Deep Healing: The target expends an additional Hit Dice per augment.

Repaired Systems: Remove one disease or condition from your target for every hd they spend as part of this power's manifestation. Choose from anosmia, blinded, deafened, paralyzed, or poisoned. At the Narrator's discretion, some diseases may not be cured with this power.

AUGMENTS REQUIRING TWO PSI DICE:

Rest and Rejuvenate: Your target may remove one of the following effects for every hit die they spend as part of this power's manifestation: One level of Fatigue or Strife, any reduction to a single ability score, or any effect that has reduced their hit point maximum.

AUGMENTS REQUIRING THREE PSI DICE:

Restore Activity: You may attempt to immediately expend all of your currently dead target's remaining hit dice in an attempt to bring them back to life. Your target can be dead for no more than 1 minute when you use your power in this way, and regains hit points as if they expended a single hit dice. If your target has half or less of their normal maximum hit dice when you manifest this power, they must make a constitution save against your Psionics DC.

On a failure, they instead regain only 1 hit point and remain unconscious until they've completed a long rest.



ENERGY MANIPULATION

Disciplines: Empathic, Telekinetic

Range: 90ft

Target: 1 Creature, Object, or Energy Source.

By tapping into your own emotional understanding, and reaching out with your telekinetic skill, you are able to generate or manipulate certain elemental or energetic effects that are sympathetic with your

emotions. You may use your power to create one of the following effects:

- **Empower:** By targeting an energy source, such as a fire or electrical discharge, you may increase the damage of that energy source by 1d8+Esper Level for up to 1 minute so long as you maintain concentration. The affected area of increased damage is a single five foot cube, even if the energy source is larger.
- **Ignite:** By targeting an unattended flammable object no larger than a 5ft cube, you may ignite it, causing it to burn as any normal object would.
- **Freeze:** By targeting a liquid you can create up to 25 cubic feet of ice per round, enough to create a 5ft square of ice 1ft thick.
- **Reduce:** By targeting an energy source, such as a fire or electrical discharge, you may reduce the damage of that energy source by 1d8+Esper Level for up to 1 minute, so long as you maintain concentration. The affected area of reduced damage is a single five foot cube.

AUGMENTS:

Expand: When using the Empower, Reduce, or Ignite effect you may double the affected area per augment. Each further augment creates a multiplier. A 5ft cube becomes a 10ft cube, a 10ft cube becomes a 20 foot cube, and so on.

AUGMENTS REQUIRING TWO PSI DICE:

Overcharge: By targeting a weapon which deals cold, electric, or fire damage you may overcharge it, increasing the damage it deals by an amount equal to your Esper level for up to 1 minute, so long as you maintain concentration.

Recharge: By generating power using your energetic ability you are able to restore a charge to a target object which contains energy. Small objects, such as the power cells of a plasma rifle, are restored to a full charge. Larger objects, such as the power cells of a personal land vehicle, gain ½ of a full charge. You are unable to meaningfully affect the power sources of objects of huge size or larger.

AUGMENTS REQUIRING THREE PSI DICE:

Destroy Source: By targeting an energy source, such as a fire or an electrical discharge, you may immediately snuff it out, completely. If you target a battery or other form of power cell, it immediately discharges its charge harmlessly, and is ruined. You may not meaningfully affect the power sources of objects of huge size or larger.