

The
Complete
Psionics
Handbook

WHAT IS PSIONICS?

That is a difficult question to answer. A more appropriate question may be: why psionics? The answer you may hear from many D&D players is: that's a good question. Many D&D players see psionics as a feature of the game that doesn't belong. Many other players, including myself, will say that is the wrong answer though. Why is psionics can be answered in a single word: Darksun. If that answer isn't good enough, mind flayers and githyanki.

The setting for a D&D game does not always have to be a copy of Middle Earth. The monsters in the game can be alien and psionics is usually the explanation for alien-like beings in D&D.

HOW DOES PSIONICS WORK?

The answer to that question is up to the DM. Is psionics a different power than arcane and divine magic? In the Darksun setting this may be at least a cosmetic case, but psionics is definitely different. For his or her own campaign the DM chooses one of the following:

Psionic Duality

Psionic powers are entirely different from magic. Spells such as *dispel magic* do not affect psionic powers and vice versa. Multiclass characters still combine spellcasting and manifesting class levels to determine spell/power slots.

Psionic Transparency

Psionic powers aren't much different than arcane and divine magic. Spells affect psionics and vice versa. The DM may decide that certain specific spells like *counterspell* don't work on powers or certain powers work differently, but generally the term spell and power are interchangeable.

NEW RULES

The contacted condition represents the way a psionic creature can invade minds. Some psionic powers use a new mechanic called damage reduction. Psionic creatures are more vulnerable to other psionic powers.

Contacted Condition

Using the power *contact* (see pg. 13) a psionic creature can break away a target's mental defenses.

Contacted

- The creature that imposed this condition on the subject gains advantage on Charisma (Intimidation) and Charisma (Persuasion) checks when dealing with the contacted creature.
- A contacted creature is more vulnerable to psychic assault. The creature that imposed this condition can increase the effect of other telepathy powers.
- The contacted condition automatically ends if either the subject or the creature that imposed the condition is knocked unconscious or stunned.

Damage Reduction

Damage reduction is like a special form of temporary hit points. It is a pool of points that reduce the amount of damage taken. Damage reduction is only effective against certain damage types, which makes it different from temporary hit points. For example, damage reduction that is only effective against psychic damage is useless against the slashing damage of a longsword.

Damage reduction and temporary hit points do not stack together. They overlap each other. This means that when a creature has temporary hit points and damage reduction, both are reduced when damage is sustained. Example: Eliana the psion has manifested *mental barrier* granting her 12 points of damage reduction that can be used only against psychic damage. She also has 5 temporary hit points. If she takes 15 points of psychic damage then her temporary hit points are used without effect because her damage reduction is higher, and her damage reduction reduces the damage to only 3 points. If she had instead taken 3 points of psychic damage then both her temporary hit points and damage reduction would be reduced leaving her with 2 temporary hit points and 9 points of damage reduction. If she took 20 points of bludgeoning damage instead, then the damage reduction would have no effect and would remain available, while her temporary hit points would prevent 5 points, leaving her with taking the remaining 15.

Psionic Creatures

A psionic creature is any creature that can manifest powers, has psi points, or has an innate spellcasting (psionics). Being a psionic creature does not immediately change anything, it's merely a designator for other powers and effects, especially the *contact* power.

Psionic Powers

Psionic powers work mostly like spells. There are some important differences. Powers do not (usually) require components. Manifesting a power is a mental action, so being paralyzed does not prevent manifestation. In all other ways, manifesting a psionic power follows the rules for spellcasting.

There are no psionic rituals. Some powers may have a costly component, but unless stated a power has no components.

Otherwise, power slots are interchangeable with spell slots. If you are multiclass character then you add your psion levels to your other class levels to determine total spell/power slots. You *do not* pool your Psi points with Ki points or Sorcery points. They remain separate.

Immediate Manifesting Time

Certain powers are very easy to manifest. Such powers can be manifested as a bonus action. In addition, when you manifest an immediate power you are not limited to using only a cantrip if you use your main action to manifest a power. See the PHB page 202.

The Psion

Level	Proficiency Bonus	Psi Points	Features	Cantrips Known	Powers Known	Power Slots per Power Level								
1st	+2	1	Manifesting, Open Mind, Devotion	3	2	2	-	-	-	-	-	-	-	-
2nd	+2	2	-	3	3	3	-	-	-	-	-	-	-	-
3rd	+2	3	-	3	4	4	2	-	-	-	-	-	-	-
4th	+2	4	Ability Score Improvement	4	5	4	3	-	-	-	-	-	-	-
5th	+3	5	Psi Recovery	4	6	4	3	2	-	-	-	-	-	-
6th	+3	6	Psion Devotion Feature	4	7	4	3	3	-	-	-	-	-	-
7th	+3	7	-	4	8	4	3	3	1	-	-	-	-	-
8th	+3	8	Ability Score Improvement	4	9	4	3	3	2	-	-	-	-	-
9th	+4	9	-	4	10	4	3	3	3	1	-	-	-	-
10th	+4	10	Psion Devotion Feature	5	11	4	3	3	3	2	-	-	-	-
11th	+4	11	Improved Psi Recovery	5	12	4	3	3	3	2	1	-	-	-
12th	+4	12	Ability Score Improvement	5	13	4	3	3	3	2	1	-	-	-
13th	+5	13	-	5	15	4	3	3	3	2	1	1	-	-
14th	+5	14	Psion Devotion Feature	5	16	4	3	3	3	2	1	1	-	-
15th	+5	15	-	5	18	4	3	3	3	2	1	1	1	-
16th	+5	16	Ability Score Improvement	5	19	4	3	3	3	2	1	1	1	-
17th	+6	17	Improved Psi Recovery	5	21	4	3	3	3	2	1	1	1	1
18th	+6	18	-	5	22	4	3	3	3	3	1	1	1	1
19th	+6	19	Ability Score Improvement	5	23	4	3	3	3	3	2	1	1	1
20th	+6	20	Psion Accendent	5	24	4	3	3	3	3	2	2	1	1

PSION

CLASS FEATURES

As a Psion, you gain the following class features.

Hit Points

Hit Dice: 1d6 per psion level

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

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

Proficiencies

Armor: None

Weapons: Simple weapons, scimitars, shortwords, whips.

Tools: None

Saving Throws: Intelligence, Wisdom

Skills: Choose two skills from Arcana, Deception, History, Insight, Investigation, and Persuasion.

Equipment

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

- (a) any two simple weapons, (b) a scimitar, or (c) a shortsword
- (a) scholar's pack or (b) an explorer's pack
- (a) 10 darts or (b) two daggers

If you instead choose to buy your starting equipment, you start with 3d4 x 10 gold pieces.

MANIFESTING

You have focused yourself and unlocked the power of psionics within you.

Cantrips

At 1st level, you know three cantrips of your choice from the psion power list. You learn more at higher levels.

Power Slots

The Psion table shows how many power slots you have to manifest your powers of 1st level or higher.

Powers Known of 1st Level and Higher

You know two 1st level powers of your choice from the psion power list.

The Powers Known column of the Psion table shows when you learn more psion powers of your choice. When you gain a level in this class, you can choose one of the psion powers you know and replace it with another power from the psion power list.

Additionally, you gain knowledge of more powers depending on your devotion, see below. You cannot replace these powers with ones of your choice.

Manifesting Ability

Intelligence is your manifesting ability for your psion powers, since your psionic power comes from inner reflection and your mind's ability to unlock your full potential. You use your Intelligence whenever a power refers to your manifesting ability. In addition, you use Intelligence when setting the saving throw DC for a psion power you manifest 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

Additionally, most devotions offer you the option to use a different ability for your manifesting. When you do so, all references to your manifesting ability point to the alternate ability, including save DC's, and power attack rolls.

OPEN MIND

You are a psionic creature, you have psi points. Psi points are a special resource you can use to improve your powers.

Flexible Manifesting

You can use your psi points to gain power slots.

Creating Power Slots

Power Slot	
Level	Psi Point Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7

You can sacrifice power slots to gain back psi points as a bonus action. You gain psi points equal to the power slot expended.

DEVOTION

Choose one psionic discipline as your devotion. This is your primary discipline. Your choice gains you access to devotion powers at specific psion levels. You know these powers in addition to your powers known. An asterisk next to a power notes one that is not on the psion power list. It is considered to be on the list of a psion that has it as a devotion power.

You also choose one 1st level science from the list at the end of this section. You gain another science at 6th level, 10th level, and 14th level.

PSI RECOVERY

At 5th level, you acquire the ability to recover some of your expended Psi points. Once per day when you finish a short rest, you can roll 1d4 and recover that many expended Psi points.

At 11th level the amount you recover becomes 1d6. At 17th level the amount becomes 1d8.

PSION ACCENDENT

At 20th level, the perfection of your soul allows you to draw out inner reserves to regain Psi points. Once per day, you can use a bonus action to recover 2d4 Psi points.

PSION DEVOTIONS

Here is the list of devotions by discipline

Clairsentience

Clairsentient powers see what is unseen to the naked eye. Psions who choose this devotion are commonly called seers. You can use your Wisdom in place of your Intelligence as your manifesting ability score. You gain the following devotion powers.

Clairsentience Devotion Powers

Psion level	Power
1st	<i>detect psionics, precognition*</i>
3rd	<i>ESP*, locate object</i>
5th	<i>clairvoyance, tongues</i>
7th	<i>divination*, locate creature</i>
9th	<i>contact other plane*, scrying</i>

Clairsentience Sciences

Danger Awareness
Expanded Knowledge
Heightened Sense
Intellect Prism
Premonition
Psionic Reservoir
Third Eye

Metapsionics

Metapsionic powers alter the nature of psionics itself or protect your mind from intrusion. Psions who choose this devotion are often called erudites.

You gain the following devotion powers.

Metapsionic Devotion Powers

Psion level	Power
1st	<i>conceal thoughts, gird</i>
3rd	<i>bestow power*, metaphysical weapon</i>
5th	<i>dispel psionics, nondetection</i>
7th	<i>power leech, schism*</i>
9th	<i>intensify*, metaconcert*</i>

Metapsionic Sciences

Absorb Power
Body Fuel
Expanded Knowledge
Improved Dispelling
Improved Ejection
Intellect Prism
Power Resistance
Psionic Reservoir
Psychic Ward

Psykinesis

Psykinesis powers move objects across space or alter matter. Psions who choose this devotion are commonly called kineticists.

You gain the following devotion powers.

Psykinesis Devotion Powers

Psion level	Power
1st	<i>agitation, catfall</i>
3rd	<i>concussive punch, control air</i>
5th	<i>fly, telekinetic maneuver</i>
7th	<i>control body*, kinetic barrier</i>
9th	<i>creation*, wall of force*</i>

Psykinetic Sciences

Advanced Telekinesis
Empowered Psykinesis
Power Resistance
Psionic Reservoir
Psychic Ward
Psychic Warrior
Speed of Thought

Psymetabolism

Psymetabolism powers affect the body in some way. Psions who choose this devotion are sometimes called egoists. You can use your Charisma in place of your Intelligence as your manifesting ability score.

You gain the following devotion powers.

Psymetabolism Devotion Powers

Psion level	Power
1st	<i>cure wounds*, thicken skin</i>
3rd	<i>blindness/deafness, lesser restoration*</i>
5th	<i>biofeedback, revivify*</i>
7th	<i>death ward, psychic vampire</i>
9th	<i>greater restoration*, psychofeedback*</i>

Psymetabolism Sciences

Accelerated Action
Body Fuel
Mind over Body
Power Resistance
Psionic Reservoir
Psychic Warrior
Purified Body
Third Eye

Psyportation

Psyportation powers move things without crossing space or time. Psions who choose this devotion are often called nomads. You can use your Wisdom in place of your Intelligence as your manifesting ability score.

You gain the following devotion powers.

Psyportation Devotion Powers

Psion level	Power
1st	<i>detect teleportation*, spatial leap</i>
3rd	<i>dimensional anchor, evade attack</i>
5th	<i>dream travel*, time hop</i>
7th	<i>banishment*, trace teleport*</i>
9th	<i>baleful teleport, teleportation circle</i>

Psyportation Sciences

Accelerated Action
Danger Awareness
Dimension Step
Master Teleporter
Psionic Reservoir
Psychic Warrior
Subjective Reality
Time Slip

Telepathy

Telepathy powers invade other creature's minds. Psions who choose this devotion are referred to as telepaths. You can use your Charisma in place of your Intelligence as your manifesting ability score.

You gain the following devotion powers.

Telepathy Devotion Powers

Psion level	Power
1st	<i>charm person*, contact</i>
3rd	<i>brain lock*, suggestion</i>
5th	<i>fear, sending</i>
7th	<i>aggressive mindlink*, confusion</i>
9th	<i>dominate*, modify memory</i>

Telepathy Sciences

Danger Awareness
Expanded Knowledge
Improved Contact
Improved Ejection
Intellect Prism
Psionic Reservoir
Psychic Harbinger
Third Eye

PSION SCIENCES

You can choose a science only once (unless stated otherwise) and can't choose one of a higher level than you. You can choose a lower level science when you gain a higher level one.

1st level Sciences

Accelerated Action: You can take an additional action on your turn. You can't use this science if for any reason you already have a second action. Once you use this science you can't use it again until you complete a long rest.

Body Fuel: As a bonus action, you can take 1d12 damage to gain 1 psi point. Once you use this science, you can't use it again until you take a short or long rest.

Danger Awareness: You gain a +5 bonus to initiative checks.

Expanded Knowledge: You learn two new psion powers of any level you can manifest. You can replace these powers just like normal known powers (1 at every level). You can choose this science again at 6th level, 10th level, and 14th level. Each time you do, you learn two new powers up to the highest level you can manifest.

Heightened Sense: You gain proficiency in the Investigation, Insight, and Perception skills. If you are already proficient in one or more of these skills you can instead add double your proficiency bonus to the skill.

Mind over Body: You gain additional hit points equal to 2 + your level. Whenever you gain a level you gain an additional hit point.

Psionic Reservoir: You gain 2 Psi points. Additionally, you can choose this science again at 6th level, 10th level, and 14th level. Each time you take this science you increase your Psi points by 2.

Psychic Harbinger: Using an action, you choose one target within 60 feet that you can see. It is haunted by a psychic harbinger only you and it can see. The harbinger is a summoned creature with a challenge rating of 1/4 your psion level or less, is under your control, and acts immediately. It is identical to a real creature except it can only make attacks with its natural or manufactured weapons. All damage it deals is psychic damage. The harbinger can only be attacked by the original target, and other creatures are completely unaffected by it. Other creatures besides the target can share its space. The harbinger acts on your turn. After you have used this science you can't do so again until you finish a long rest. Finally, you can choose this science again at 6th level, 10th level, and 14th level. If you take this science again the harbinger can have a challenge rating of 1/3 your psion level or less. If you gain it a third time you only need to take a short rest before you can use it again. If you choose this science a fourth time the harbinger can have a challenge rating of 1/2 your psion level or less.

Psychic Ward: You gain temporary hit points at the end of each short or long rest equal to twice your psion level. These temporary hit points last until expended or you gain more.

Psychic Warrior: You gain proficiency with military weapons, light armor, and medium armor. You also get the following additional starting equipment if you choose this science at 1st level:

- one military melee weapon
- (a) leather armor or (b) hide armor

5th level: Additionally, this science improves when you reach 5th level. You gain the extra attack feature, so you can make one additional attack when you take the attack action.

Speed of Thought: As long as you are not wearing heavy armor and not concentrating on maintaining a power you can use a bonus action to dash.

6th level Sciences

Dimension Step: You can teleport up to 10 feet on your turn, and this teleportation can be split into multiple "moves". For example, you can teleport 5 feet, manifest a power, walk 20 feet (the teleportation does not interfere with your normal movement), and then teleport an additional 5 feet. This teleportation does not provoke opportunity attacks and requires no action to perform, but if you can't take actions you can't use it. Once you use this feature, you can't use it again until you complete a short or long rest. Additionally, you can choose this science again at 14th level. If you take this science again, the amount you can teleport is up to 30 feet.

Improved Ejection: You learn the power *ejection* if you don't already know it. Also, roll twice on the ejection result table and use either result when you use the *ejection* power.

Intellect Prism: You have a crystal prism that hovers with you and can travel up to 100 feet away from you. Once per turn you can fly the prism up to 50 feet. You can hear and see as if you occupied the prism's space. When you manifest a power and the prism is within 100 feet, you can act as if you occupy the prism's space for determining line of sight and line of effect (uses your power attack bonus and save DCs). The prism has a hit point maximum of one half yours, and AC 20. It has a +10 bonus to saving throws and is considered a creature for targeting purposes. It is also immune to necrotic and poison damage, and cannot be charmed. If the prism is destroyed you can spend 24 hours making a new one.

Premonition: At the end of a long rest you roll two d20s and record the results. Anytime before the end of your next long rest you can substitute one of these rolls instead of rolling a d20, or require any creature within 60 feet to use it for one of its rolls.

10th level Sciences

Advanced Telekinesis: You learn the power *telekinesis* if you don't already know it. Also, when you use *telekinesis*, you have advantage to checks you make with it.

Empowered Psykinesis: When you roll damage dice for a psykinesis power, you can reroll any number of dice and use the new results instead.

Purified Body: You are immune to disease and poison

Improved Dispelling: You can add your proficiency bonus to the *dispel psionics* power and have advantage to dispelling checks when using the *nullify* power.

Absorb Power: When a creature within 60 feet manifests a power, you can use your reaction to disrupt it. You must make a counterspell check like the spell. If you succeed the power is cancelled and the creature's power slot is wasted. You also recover 1 psi point if the power was a cantrip, or 1st level, or 2nd level power. You recover 2 psi points if it was 3rd, 4th, or 5th level power. You recover 3 psi points if it was 6th, 7th, or 8th level power. You recover 4 psi points if it was a 9th level power. Once you use this science you can't use it again until you complete a long rest.

Subjective Reality: You ignore difficult terrain when you move, and your attacks ignore cover except for full cover.

Time Slip: You can use a reaction in response to attack to hop forward in time up to three rounds into the future. You disappear and reappear at the chosen time. You return on your turn and can act immediately. Once you use this ability, you can't use it again until you have taken a short rest.

Third Eye: You gain truesight out to a range of 60 feet.

Improved Contact: When the target of your *contact* power is a psionic creature, it doesn't get an initial saving throw to resist. Also, you can maintain contact with more than one creature at once (still only one can contact you).

14th level Sciences

Power Resistance: You have advantage to saving throws against psionic powers. You also gain resistance to damage from psionic powers.

Master Teleporter: You learn the power *teleport* if you don't already know it. Also, when you use *teleport*, you can add +20 to the d% roll to see if there is a teleportation mishap (a result higher than 100 is 00).

PSIONIC POWERS

0-LEVEL PSIONIC

CANTRIPS

Clairsentience

Destiny Dissonance

Guidance

Metapsionics

Empty Mind

Psykinesis

Focused Agitation

Create Sound

Far Hand

Mending

Psymetabolism

Hammer

My Light

Psyportation

Deceleration

Telepathy

Friends

Mind Thrust

Distract

Message

1ST-LEVEL PSIONIC

POWERS

Clairsentience

Comprehend Languages

Detect Psionics

Identify

Metapsionics

Conceal Thoughts

Gird

Psykinesis

Agitation

Catfall

Force Screen

Jump

Kinetic Armor

Skate

Psymetabolism

Inflict Wounds

Synesthete

Thicken Skin

Psyportation

Dissipating Touch

Spatial Leap

Telepathy

Contact

Disable

Ego Whip

Mindlink

2ND-LEVEL PSIONIC

POWERS

Clairsentience

Darkvision

Detect Thoughts

Locate Object

Recall Agony

See Invisibility

Sensitivity to Impressions

Metapsionics

Ejection

Metaphysical Weapon

Thought Screen

Psykinesis

Concussive Punch

Control Air

Control Light and Sound

Unlock

Shatter

Psymetabolism

Animal Affinity

Blindness/Deafness

Body Adjustment

Body Equilibrium

Enlarge/Reduce

Psyportation

Dimensional Anchor

Evade Attack

Telepathy

Disappear

Empathic Transfer

Id Insinuation

Mental Disruption

Share Pain

Suggestion

3RD-LEVEL PSIONIC

POWERS

Clairsentience

Clairvoyance

Tongues

Ubiquitous Vision

Metapsionics

Dispel Psionics

Mental Barrier

Mind Trap

Nondetection

Psykinesis

Ballistic Attack

Fly

Telekinetic Maneuver

Psymetabolism

Adrenalin Boost

Biofeedback

Body Purification

Ectoplasmic Form
Expansion
Feign Death
Graft Weapon
Lethargy
Water Breathing
Psyportation
Blink
Slow
Time Hop
Dimension Edge
Telepathy
Fear
Hostile Transfer
Psionic Blast
Sending
Unraveling Psychosis

4TH-LEVEL PSIONIC

POWERS
Clairsentience
Locate Creature
Metapsionics
Power Leech
Psykinesis
Concussive Blast
Fabricate
Kinetic Barrier
Psymetabolism
Death Ward
Psychic Vampire
Psyportation
Dimension Door
Telepathy
Confusion
Psychic Backlash
Personality Parasite

5TH-LEVEL PSIONIC

POWERS
Clairsentience
Legend Lore
Srying
Metapsionics
Intellect Fortress
Leech Field
Remote View Trap
Psykinesis
Animate Objects
Telekinesis
Psymetabolism
Adapt Body

Drain Field
Psyportation
Baleful Teleport
Phase Door
Teleportation Circle
Telepathy
Co-opt Concentration
Dream
Modify Memory

6TH-LEVEL PSIONIC

POWERS
Clairsentience
True Seeing
Metapsionics
Aura Alteration
Contingency
Tower of Iron Will
Psykinesis
Disintegrate
Explosive Infusion
Psymetabolism
Breath of the Black Dragon
Complete Healing
Suspend Life
Psyportation
Probability Travel
Retrieve
Wormhole
Telepathy
Mass Suggestion
Mindwipe
Psychic Crush

7TH-LEVEL PSIONIC

POWERS
Clairsentience
Moment of Prescience
Metapsionics
Affinity Feedback
Psychic Bastion
Sequester
Psykinesis
Decerebrate
Psymetabolism
Fission
Fuse Flesh
Oak Body
Regenerate
Psyportation
Etherealness
Plane Shift

Teleport
Temporal Acceleration
Telepathy
Crisis of Life
Insanity

8TH-LEVEL PSIONIC

POWERS
Clairsentience
Hypercognition
Recall Death
Metapsionics
Antipsionic Field
Astral Seed
Mind Blank
Ultrablast
Psykinesis
Detonate
Matter Manipulation
Psymetabolism
Iron Skin
True Metabolism
Union
Psyportation
Demiplane
Telepathy
Tactile Hypnosis
Telepathy

9TH-LEVEL PSIONIC

POWERS
Clairsentience
Foresight
Metapsionics
Reality Revision
Nullify
Psychic Surgery
Psykinesis
Telekinetic Tornado
Psymetabolism
Assimilate
Metamorphosis
Timeless Body
Psyportation
Tear Continuum
Astral Projection
Telepathy
Microcosm

PSIONIC POWERS

0-LEVEL PSIONIC CANTRIPS

Destiny Dissonance

Clairsentience Cantrip

Manifesting Time: 1 action

Range: Touch

Duration: Instantaneous

Your dissonant touch sickens a foe. Make a melee power attack. On a hit, the creature can't take reactions and has disadvantage to all checks and attacks until the start of your next turn.

Guidance

Clairsentience Cantrip

Manifesting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 minute

This power is identical to the spell *guidance* from the Player's Handbook page 248 except where noted here.

Empty Mind

Metapsionic Cantrip

Manifesting Time: 1 action

Psi 1: 1 reaction, which you take before you are required to make a wisdom saving throw.

Range: Self

Duration: Concentration, up to 1 minute

Psi 1: 1 hour

You gain advantage on your next Wisdom saving throw.

Focused Agitation

Psykinesis Cantrip

Manifesting Time: 1 action

Range: 60 feet

Duration: Instantaneous

You manipulate the particles in the air within a 5 foot cube. You choose cold, fire, or lightning. A creature in the area must make a Dexterity saving throw or take 1d6 damage of the chosen type.

The power's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Psi 1: If you spend 1 psi point as you manifest this power, the target has disadvantage to the saving throw and if it succeeds it takes half damage.

Create Sound

Psykinesis Cantrip

Manifesting Time: 1 action

Range: 30 feet

Duration: 1 minute

This power is identical to the spell *minor illusion* from the Player's Handbook page 260 except you can only create sounds not images.

Far Hand

Psykinesis Cantrip

Manifesting Time: 1 action

Range: 30 feet

Duration: 1 minute

This power is identical to the spell *mage hand* from the Player's Handbook page 256 except the hand is invisible.

Mending

Psykinesis Cantrip

Manifesting Time: 1 minute

Range: Touch

Duration: Instantaneous

This power is identical to the spell *mending* from the Player's Handbook page 259 except where noted here.

Hammer

Psymetabolism Cantrip

Manifesting Time: 1 action

Psi 1: 1 reaction, which you take when an enemy provokes an attack of opportunity. This power is used in place of a melee weapon attack, but is otherwise considered an attack of opportunity.

Range: Touch

Duration: Instantaneous

Your touch sends disruptive waves through your enemy that feels like a hit from a warhammer. You must make a melee power attack. On a hit, the creature takes 1d10 bludgeoning damage.

The power's damage increases by 1d8 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Psi 1: If you spend 1 psi point as you manifest this power, you have advantage on the attack roll.

My Light

Psymetabolism Cantrip

Manifesting Time: 1 action

Range: Self

Duration: 1 hour

This power is identical to the spell *light* from the Player's Handbook page 255 except you can only target yourself, and the light cannot be covered up, but you can choose to suppress it as a bonus action. When you do so the spell does not end, you can use a bonus action to turn the light back "on".

Deceleration

Psyportation Cantrip

Manifesting Time: 1 action

Range: 60 feet

Duration: Instantaneous

The target must make a Wisdom saving throw. If it fails, its speed is halved during its next turn, and it can't take reactions until the start of your next turn.

Psi 1: If you spend 1 psi point as you manifest this power, the target has disadvantage on its saving throw.

Friends

Telepathy Cantrip

Manifesting Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

This power is identical to the spell *friends* from the Player's Handbook page 244 except where noted here.

Mind Thrust

Telepathy Cantrip

Manifesting Time: 1 action

Range: 120 feet

Duration: Instantaneous

You condense your willpower into a psychic spike that pierces your enemy's mind like a sword. The target must make an Intelligence saving throw or suffer 1d8 psychic damage.

Contact: *The target has disadvantage on the saving throw.*

The power's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Psi 1: *If you spend 1 psi point as you manifest this power, the damage increases to 1d12 psychic damage. This damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).*

Distract

Telepathy Cantrip

Manifesting Time: 1 action

Psi 1: *1 bonus action*

Range: 120 feet

Duration: 1 round

You fill a creature's mind with its own thoughts. One creature within range has disadvantage on all Intelligence and Wisdom checks until the end of your next turn. A creature is unaware of the power being used on it.

Message

Telepathy Cantrip

Manifesting Time: 1 action

Psi 1: *1 bonus action*

Range: 120 feet

Duration: 1 round

This power is identical to the spell *message* from the Player's Handbook page 259 except, above and you don't need to point your finger at the creature.

1ST-LEVEL PSIONIC POWERS

Comprehend Languages

1st level Clairsentience Power

Manifesting Time: 1 action

Range: Self

Duration: 1 hour

Psi 1: *24 hours*

This power is identical to the spell *comprehend languages* from the Player's Handbook page 224 except, above.

Detect Psionics

1st level Clairsentience Power

Manifesting Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

Psi 1: *Concentration, up to 1 hour*

This power is identical to the spell *detect magic* from the Player's Handbook page 231 except, above, and it detects psionics, not magic, which may be different depending on setting.

Identify

1st level Clairsentience Power

Manifesting Time: 1 minute

Range: Touch

Duration: Instantaneous

This power is identical to the spell *identify* from the Player's Handbook page 252 except, above.

Precognition

1st level Clairsentience Power

Manifesting Time: 1 minute

Range: Self

Duration: 1 hour

You have advantage on one attack roll or saving throw. Once you gain this benefit, the power ends.

Conceal Thoughts

1st - level Metapsionic Power

Manifesting Time: 1 action

Range: Self

Duration: Concentration, up to 24 hours

You conceal your motives. You can't be affected by *ESP* and similar powers of 2nd level or lower.

Gird

1st- level Metapsionic Power

Manifesting Time: Immediate

Range: Self

Duration: Permanent until ended (see below)

You gird a power that you are currently maintaining with your concentration. The power no longer requires concentration while being girded. You can manifest another power that also requires concentration without the girded power ending, and the power does not end if you take damage, are distracted, or otherwise would lose concentration.

To continue to gird a power you must spend a number of Psi points at the start of each of your turns. The amount is based on the power's level (see table below). If you fail to pay the Psi point cost, *gird* ends. You must use your concentration again or the power that was girded ends. If you are already concentrating on another power, you decide which to concentrate on and which to end.

Gird Psi Costs

Power's Slot Level	Psi Point Cost
Cantrip, 1st level, or 2nd level	1
3rd level, 4th level, or 5th level	2
6th level, 7th level, or 8th level	3
9th level	4

You can gird more than one power at a time, but you must manifest this power all over again, and pay Psi points for each girded power separately.

Agitation

1st- level Psykinesis Power

Manifesting Time: 1 action

Range: 60 feet

Psi 1: 120 feet

Duration: Instantaneous

You manipulate particles in a 10 foot cube. You choose cold, fire, or lightning. Each creature in the area must make a Dexterity saving throw. A target takes 3d6 damage of the chosen type on a failed save, or half as much damage on a successful one.

At Higher Levels. When you manifest this power using a power slot of 2nd level or higher, the size of the cube increases by 5 feet, and the damage increases by 1d6, for each slot level above 1st.

Catfall

1st- level Psykinesis Power

Manifesting Time: 1 reaction, which you take when you or a creature within range of you falls

Range: 60 feet

Psi 1: 120 feet

Duration: 1 minute

This power is identical to the spell *feather fall* from the Player's Handbook page 239 except, above.

Force Screen

1st- level Psykinesis Power

Manifesting Time: 1 reaction, which you take when you are hit by an attack

Range: Self

Duration: 1 round

Psi X: increase duration by 1 round per Psi point used

This power is identical to the spell *shield* from the Player's Handbook page 275 except, above, and it does not protect from *magic missile*.

Jump

1st- level Psykinesis Power

Manifesting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

Psi X: increase duration by 1 minute per Psi point used

This power is identical to the spell *jump* from the Player's Handbook page 254 except, above. You don't have to touch the target, and it requires concentration.

Kinetic Armor

1st- level Psykinesis Power

Manifesting Time: 1 action

Psi 1: 1 bonus action

Range: Touch

Duration: 8 hours

This power is identical to the spell *mage armor* from the Player's Handbook page 256 except, above.

Skate

1st- level Psykinesis Power

Manifesting Time: 1 action

Psi 1: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

You hover an inch off the floor along a cushion of force. Skating around increases your walking speed by 20 feet and creatures that make opportunity attacks against you do so with disadvantage. Also, your jumping distance is increased by 5 feet. Going up an incline is difficult terrain. Downhill movement is doubled.

Thunderwave

1st- level Psykinesis Power

Manifesting Time: 1 action

Range: Self (15-foot cube)

Duration: Instantaneous

This power is identical to the spell *thunderwave* from the Player's Handbook page 282 except, above.

Cure Wounds*

1st- level Psymetabolism Power

Manifesting Time: 1 action

Psi 2: 1 bonus action

Range: Touch

Duration: Instantaneous

This power is identical to the spell *cure wounds* from the Player's Handbook page 230 except, above.

Inflict Wounds

1st- level Psymetabolism Power

Manifesting Time: 1 action

Psi 2: 1 bonus action

Range: Touch

Duration: Instantaneous

This power is identical to the spell *inflict wounds* from the Player's Handbook page 253 except, above.

Synesthete

1st- level Psymetabolism Power

Manifesting Time: 1 action

Psi 1: 1 bonus action

Range: Self

Duration: 1 hour

Psi 1: 24 hours

You choose to either feel light or feel sound.

Feel light: You ignore the effects of, but are still affected by the blinded condition. You are immune to gaze attacks because you can close your eyes and still "see". If you are not blinded nor have your eyes closed, you have advantage to Wisdom (Perception) checks to notice things you can see.

Feel sound: You ignore the effects of, but are still affected by the deafened condition. If you are not deafened you have advantage to Wisdom (Perception) checks to notice things you can hear.

Thicken Skin

1st- level Psymetabolism Power

Manifesting Time: 1 action

Psi 1: 1 bonus action

Range: Self

Duration: 1 hour

You gain 3d6 points of damage reduction that can only be applied against bludgeoning, piercing, or slashing damage.

At Higher Levels. When you manifest this power using a power slot of 2nd level or higher the amount of damage reduction increases by 2d6 for each slot level above 1st.

Dissipating Touch

1st- level Psyportation Power

Manifesting Time: 1 action

Psi 2: 1 bonus action

Range: Touch

Duration: Instantaneous

Your touch disperses flesh and bone. You must make a melee power attack. On a hit, the creature takes 1d6 + 10 force damage. If your attack is a critical hit, it deals an extra 2d6 force damage (total 4d6+10). A creature affected by *dimensional anchor* is immune to this power.

Psi 1: If you spend 1 psi point as you manifest this power, you have advantage on the attack roll.

At Higher Levels. When you manifest this power using a power slot of 2nd level or higher, the power's damage increases by 2d6, for each slot level above 1st (extra critical damage stays just 2d6).

Spatial Leap

1st level Psyportation Power

Manifesting Time: 1 bonus action

Range: Self

Duration: Instantaneous

Bracing yourself against the cosmos you leap through space and time, and teleport 10 feet. Your feet must be on the ground when you manifest this power. You don't have to see your destination, but if you can't move there this power simply fails.

At Higher Levels. When you manifest this power using a power slot of 2nd level or higher, the distance you teleport increases by 10 feet for each slot level above 1st.

Charm Person*

1st- level Telepathy Power

Manifesting Time: 1 action

Psi 2: 1 bonus action

Range: 30 feet

Duration: 1 hour

This power is identical to the spell *charm person* from the Player's Handbook page 221 except, above, and below.

Contact: The target has disadvantage on its first saving throw. If you or your companions are fighting it, this disadvantage is cancelled out by the advantage.

Contact

1st- level Telepathy Power

Manifesting Time: Immediate

Range: 120 feet

Duration: 10 minutes

This power increases the effectiveness of other telepathic powers. One creature must make a Wisdom saving throw. If the target fails the save it is affected by the contacted condition.

Once contacted, you can thereafter use the **contact**: entry in other telepathy powers. If you do so, you must pay 1 Psi point or the target gets to make a Wisdom saving throw. Success on this saving throw means *contact* ends before any additional effect is applied. This single Psi point cost is only paid once, at the moment you manifest the new telepathy power. *Contact* also ends if you or the target is knocked unconscious or stunned, or if you and the target are no longer on the same plane of existence.

Psi 1: *If you spend 1 Psi point when you manifest this power and the target is a psionic creature, the target is automatically contacted and does not get to make a saving throw to avoid contact.*

You can only contact one mind, and only one creature at a time can impose the contacted condition on a target. However, when you contact a creature's mind they do not automatically contact you back. They have to manifest *contact* themselves.

A psionic creature recognizes this power being used on them immediately, but a non-psionic creature won't necessarily do so (the DM may say the creature feels uneasy).

Disable

Manifesting Time: 1 action

Range: 90 feet

Duration: 1 minute

This power is identical to the spell *sleep* from the Player's Handbook page 276 except where noted here.

Ego Whip

1st- level Telepathy Power

Manifesting Time: 1 action

Range: 60 feet

Duration: 1 minute

You lash away one creature's confidence. The creature makes all checks and attacks with disadvantage.

At the end of each of its turns, an affected target can make a Charisma saving throw. If it succeeds, this effect ends for that target.

Contact: *The target has disadvantage on its saving throws to end the power's effect on it.*

At Higher Levels. When you manifest this power using a power slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Mindlink

1st- level Telepathy Power

Manifesting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 hour

Psi 1: *Concentration, up to 8 hours*

You forge a telepathic bond with a willing creature. Once connected, you and the target can communicate telepathically up to a distance of 1 mile. If you and the subject do not share a common language, you can communicate through emotions, but it can be easy to misunderstand the message.

2ND-LEVEL PSIONIC POWERS

Darkvision

2nd level Clairsentience Power

Manifesting Time: 1 action

Range: Self

Duration: 8 hours

This power is identical to the spell *darkvision* from the Player's Handbook page 230 except you can only target yourself.

ESP*

2nd level Clairsentience Power

Manifesting Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

This power is identical to the spell *detect thoughts* from the Player's Handbook page 231 except, above.

Locate Object

2nd level Clairsentience Power

Manifesting Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

This power is identical to the spell *locate object* from the Player's Handbook page 256 except, above.

Recall Agony

2nd level Clairsentience Power

Manifesting Time: 1 action

Psi 2: *1 bonus action*

Range: 120 feet

Duration: Instantaneous

You impart knowledge of wounds the target has received in a past life. One creature must make a Wisdom saving throw. The creature takes 3d8 psychic damage on a failed save.

Psi 1: *The target takes half damage on a successful save.*

At Higher Levels. When you manifest this power using a power slot of 3rd level or higher, the damage increases by 2d8 for each slot level above 2nd.

See Invisibility

2nd level Clairsentience Power

Manifesting Time: 1 action

Range: Self

Duration: 1 hour

This power is identical to the spell *see invisibility* from the Player's Handbook page 274 except, above.

Sensitivity to Impressions

2nd level Clairsentience Power

Manifesting Time: 1 hour

Range: Self

Duration: 10 minutes

You experience a vision that lasts for ten minutes. During the vision you see emotional past events relating to the area. You can see only the most recent dramatic event when you manifest this power. Through the vision you might be able to read large writing like seen on a banner if you know the language. If you manifest this power again in the same area you can see the next most recent event before the last one you saw. The DM decides what events count as tragic or emotional enough to leave impressions on an area.

Bestow Power*

2nd level Metapsionic Power

Manifesting Time: 1 bonus action

Range: 30 feet

Duration: 1 round

You create a mental link with one willing psionic creature within range. You can choose one 1st level psionic power you know. The target creature gains the ability to manifest the power before the end of your next turn. The target uses its own power slot of 1st level or higher to manifest this power. If the target doesn't use the power before the end of your next turn, the chance is gone. The power in question is only borrowed never gained or lost.

Alternatively, you can choose a cantrip you know. The target can use the cantrip without using a power slot.

At Higher Levels. When you manifest this power using a power slot of 3rd level or higher, the power you can lend can be up to one level less than the power slot level of *bestow power*. The target must use a power slot of level equal to or higher than the level of the power gained.

Ejection

2nd level Metapsionic Power

Manifesting Time: Immediate

Range: Self

Duration: Instantaneous

This power is the last defense against unwanted contact. Roll a d20 and unless the die result is a 1, the contacted condition is removed from you. *Ejection* is dangerous however; depending on your die result you or the creature that imposed the contacted condition can be harmed. Consult the following table. On this table, the word target refers to the creature that established contact with you. Damage sustained cannot be reduced.

Ejection Result

d20	Result
1	Ejection fails.
2 - 5	You take damage equal to 1/4 your maximum hit points
6 - 8	You lose 1d6 psi points
9 - 10	You and the target each take damage equal to 1/4 your maximum hit points.
11 - 13	Ejection Succeeds. No additional effect.
14 - 15	Target loses 1d4 psi points
16 - 19	Target takes damage equal to 1/4 its maximum hit points
20	Target takes damage equal to 1/4 its maximum hit points and loses 1d8 psi points

Metaphysical Weapon

2nd level Metapsionic Power

Manifesting Time: 1 bonus action

Range: Touch

Duration: Concentration, up to 1 hour

Psi 2: 1 hour

This power is identical to the spell *magic weapon* from the Player's Handbook page 257 except, above.

Thought Screen

2nd level Metapsionic Power

Manifesting Time: 1 action

Psi 1: 1 reaction, which you take before you are required to make an Intelligence, Wisdom, or Charisma saving throw.

Range: Self

Duration: Concentration, up to 1 minute

Psi 1: Concentration, up to 10 minutes

You shield your mind with a filter that heightens your mental defenses. You gain advantage to Intelligence, Wisdom, and Charisma saving throws.

Psi 1: While this power lasts, you can use a reaction and spend 1 psi point when you are subject to the contacted condition. The contacted condition is removed, but then this power ends.

Concussive Punch

2nd level Psykinesis Power

Manifesting Time: 1 action

Range: 20 feet

Duration: Instantaneous

You assault one creature with blasts of telekinetic energy. You make a power attack roll. On a hit, the target takes 4d8 bludgeoning damage. This attack is considered magical for the purposes of defeating resistances or immunity.

Psi 1: *If you spend 1 psi point as you manifest this power you can choose and attack another target within 5 feet of the first.*

At Higher Levels. When you manifest this power using a power slot of 3rd level or higher the damage increases by 1d8, for each slot level above 2nd.

Control Air

2nd - level Psykinesis Power

Manifesting Time: 1 action

Range: 60 feet (60-foot line)

Duration: Concentration, up to 1 minute

This power is identical to the spell *gust of wind* from the Player's Handbook page 248 except you can set the point of origin anywhere within 60 feet and the direction as you choose.

Control Light and Sound

2nd - level Psykinesis Power

Manifesting Time: 1 action

Range: 60 feet (special area of effect, see below)

Duration: Concentration, up to 10 minutes

Adjust ambient light levels or create specific sounds. Mimics darkness and light and minor illusion. Four 10 foot cubes, two 20 foot cubes, or one 40 foot cube.

Unlock

2nd - level Psykinesis Power

Manifesting Time: 1 action

Psi 1: *1 bonus action*

Range: 60 feet

Duration: Instantaneous

This power is identical to the spell *knock* from the Player's Handbook page 254, except there is no sound except that of the lock sliding open and it doesn't affect a *wizard lock*.

Levitate

2nd - level Psykinesis Power

Manifesting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 10 minutes

This power is identical to the spell *levitate* from the Player's Handbook page 255, except above.

Shatter

2nd - level Psykinesis Power

Manifesting Time: 1 action

Range: 60 feet

Psi 1: *120 feet*

Duration: Instantaneous

This power is identical to the spell *shatter* from the Player's Handbook page 275, except above.

Animal Affinity

2nd level Psymetabolism Power

Manifesting Time: 1 action

Psi 1: 1 bonus action

Range: Self

Duration: Concentration, up to 10 minutes

Psi 1: *Concentration, up to 1 hour*

You take on the characteristics of a particular animal type, including growing hair, scales, or other cosmetic changes, and sometimes changing whole portions of your body. Usually this means you cannot use the appendages the way you normally could (DM's discretion).

You choose one of the bulleted effects listed below. You gain the effect until the power ends. If you gain an attack with this power, you use your power attack bonus for the attack roll. You must use a separate action to make an attack. If the attack results in grappling, you can use your power attack bonus instead of Strength (Athletics).

The effects are sorted into various categories. The first time you manifest this power you choose a category. Any time you manifest this power afterwards the effect must be from the same category. You can spend 24 hours of downtime to change to a different category. The categories are: Birds, Canines, Felines, Fish, Reptiles, and Ursine.

Psi 2: *If you spend 2 psi points as you manifest this power, you can choose another effect from the same category.*

Birds -

- **Eagle Talons.** Your feet grow into fearsome claws that deal 2d6 piercing damage with a melee attack. If you hit with a talon attack you can use a bonus action to grapple immediately afterwards, but then you cannot attack with your talons.
- **Hawk Vision.** You can see details at a very far distance. Allowing you to see outdoors at twice the normal range. See DMG page 243.
- **Owl Sight.** You gain darkvision 120 feet.
- **Raptor Wings.** Your arms change into wings. You gain a flying speed of 60 feet.

Canines –

- **Bloodhound.** You can sniff out hidden foes. You gain a +10 bonus to Wisdom (Survival) checks to track a creature if it leaves a scent.
- **Enhanced Hearing.** You gain advantage to Wisdom (Perception) checks to perceive creatures if they make any sound at all.
- **Wolf Bite.** Your head becomes that of a wolf. You gain a bite attack that deals 2d8 piercing damage. If your bite attack hits, the target must make a Strength saving throw or be knocked prone.

Felines –

- **Cat Vision.** You gain darkvision to a range of 120 feet.
- **Panther Grace.** You grow a tail. You have advantage on Dexterity checks. You also don't take damage from falling 20 feet or less if you aren't incapacitated.
- **Tiger Claws.** Your hands become claws like a tiger. You deal 1d10 + Dexterity modifier slashing damage with your claw attack. If you hit with a claw attack, you can use a bonus action to make one attack with the other claw.

Fish –

- **Fish Body.** Your legs and lower body transform into a fish. Your walking speed becomes 5 feet. You gain a swimming speed of 40 feet. Your arms remain untouched, and can be used normally.
- **Gills.** You can breathe underwater.
- **Shark Jaws.** Your head grows into that of a massive shark. You gain a bite attack that deals 2d8 piercing damage. If you hit with a bite attack you can use a bonus action to grapple immediately afterwards, but then you cannot bite.

Reptiles –

- **Chameleon.** You gain the ability to hide while only lightly obscured. You have advantage to Dexterity (Stealth) checks made to hide.
- **Crocodile Bite.** Your head grows into that of a crocodile. You gain a bite attack that deals 2d6 piercing damage. If you hit with a bite attack you can use a bonus action to grapple immediately afterwards, but then you cannot bite.
- **Gecko Climbing.** You gain a climb speed of 40 feet. You can climb any surface even a ceiling, but your hands must remain attached to the surface.

Ursine –

- **Bear Endurance.** You have advantage on Constitution checks. You also gain 2d6 temporary hit points, which are lost when the power ends.
- **Bear Strength.** You have advantage on Strength checks, and your carrying capacity doubles.
- **Grizzly Claws.** Your hands become claws like a bear. You deal 1d12 slashing damage with your claw attack. If you hit with a claw attack, you can use a bonus action to make one attack with the other claw.

This power is not available on the world of Athas, the Darksun setting.

Blindness / Deafness

2nd level Psymetabolism Power

Manifesting Time: 1 action

Psi 2: *1 bonus action*

Range: 30 feet

Duration: 1 minute

This power is identical to the spell *blindness/deafness* from the Player's Handbook page 219, except above.

Body Adjustment

2nd level Psymetabolism Power

Manifesting Time: 1 minute

Psi 2: *1 action*

Range: Self

Duration: Instantaneous

You accelerate your own natural healing at a cellular level. You heal 2d12 hit points. Also, the poisoned condition is removed.

At Higher Levels. When you manifest this power using a power slot of 3rd level or higher, you heal an additional 1d12 hit points, for each slot level above 2nd.

Body Equilibrium

2nd level Psymetabolism Power

Manifesting Time: 1 action

Psi 1: *1 bonus action*

Range: Self

Duration: Concentration, up to 1 hour

This power is identical to the spell *water walk* from the Player's Handbook page 287, except above (take note the changes are rather important).

Enlarge / Reduce

2nd level Psymetabolism Power

Manifesting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

Psi 1: *Concentration, up to 10 minutes*

This power is identical to the spell *enlarge/reduce* from the Player's Handbook page 237, except above.

Lesser Restoration*

2nd level Psymetabolism Power

Manifesting Time: 1 action

Psi 2: *1 bonus action*

Range: Touch

Duration: Instantaneous

This power is identical to the spell *lesser restoration* from the Player's Handbook page 255, except above.

Dimensional Anchor

2nd level Psypotation Power

Manifesting Time: 1 bonus action

Range: 30 feet

Duration: Concentration, up to 10 minutes

Psi 1: *1 minute*

One creature within range is anchored to the cosmos until the power ends. The target cannot be teleported, willingly or not. The target is also immune to certain powers like *baleful teleport* and *dissipating touch*.

At Higher Levels. When you manifest this power using a power slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Evade Attack

2nd level Psypotation Power

Manifesting Time: 1 reaction, which you take when you are going to be subject to a single attack or effect.

Range: Self

Duration: Instantaneous

You shift your body into the near future for a split second. The triggering attack or effect has no effect on you because you are not there. Spells such as *cloudkill* cannot be avoided if they have an effect that repeats if you start or end your turn within their area.

Brain Lock*

2nd level Telepathy Power

Manifesting Time: 1 action

Range: Touch

Duration: 1 minute

You make a melee power attack against one creature. If you hit, you place a block in the target's decision making. The target is incapacitated.

At the end of each of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that target.

Contact: *You do not have to make an attack roll. The target is affected automatically.*

At Higher Levels. When you manifest this power using a power slot of 4th level or higher, you can target one additional creature for every two slot levels above 2nd.

Disappear

2nd level Telepathy Power

Manifesting Time: 1 action

Psi 2: *1 bonus action*

Range: 60 feet

Duration: 1 minute

You shroud the target's mind from your presence. Until the power ends, you are invisible to the target and can't be detected at all. The target's mind cannot distinguish where you are even if you attack the target.

At the end of each of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for the target.

Contact: *The target has disadvantage on its saving throws to end the power's effect on it.*

Empathic Transfer

2nd level Telepathy Power

Manifesting Time: 1 action

Range: Touch

Duration: Instantaneous

Your touch draws away pain of wounds. The creature touched is healed of up to 3d10 hit points. This amount can't raise a target's current hit points to more than half its hit point maximum. You can choose a lesser amount than what was rolled.

You take damage equal to the amount healed. The damage is empathic and can't be reduced by any means.

At Higher Levels. When you manifest this power using a power slot of 3rd level or higher, you can heal an additional 1d10 hit points of damage for each slot level above 2nd.

Id Insinuation

2nd - level Telepathy Power

Manifesting Time: 1 action

Range: 120 feet

Duration: 1 minute

You unleash the target's subconscious, pitting its id against its super-ego. The creature must make a Wisdom saving throw. If it fails, it goes into a belligerent uproar as it is affected by the power. An affected creature cannot take reactions and uses its action on its turn to only make melee attacks, as many as it can, against a randomly determined creature within its reach. It makes these attacks with disadvantage, but any hit it makes is considered a critical hit. If no creature is within its reach at the start of its turn, it instead uses the dash action to move towards the closest creature to it, in the most direct route possible.

At the end of each of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that target.

Contact: *The target has disadvantage on its first saving throw against this power.*

At Higher Levels. When you manifest this power using a power slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Mental Disruption

2nd level Telepathy Power

Manifesting Time: 1 action

Range: Self (5 foot radius sphere)

Duration: Concentration, up to 1 minute

You scream inside, sending forth waves of disorder that makes concentration difficult. You are excluded from the area of the power. Any creature attempting to concentrate on a spell or power must make an Intelligence saving throw if it starts its turn in the area. Failure means the creature loses concentration.

In addition, a creature within the area must make an Intelligence saving throw before performing any action. If the save fails, the creature does nothing instead. The action is wasted, but a power slot or other limited resource is not.

Psi X: *While this power lasts, you can use a bonus action and spend any number of psi points to increase the radius of the power by 5 feet for every psi point spent. The power's radius returns to 5 feet at the start of your next turn.*

Share Pain

2nd level Telepathy Power

Manifesting Time: 1 action

Psi 1: *1 reaction, which you take before you or a creature within range takes damage.*

Range: 30 feet

Psi 1: *60 feet*

Duration: Concentration, up to 10 minutes

Until the power ends, when a creature within range is damaged you can take some of the damage. You can take up to half of the target's damage. This damage is empathic and cannot be reduced.

Alternatively, a willing creature within range can take up to half of your damage. Either or both effects are possible while the power lasts.

Suggestion

2nd level Telepathy Power

Manifesting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 8 hours

This power is identical to the spell *suggestion* from the Player's Handbook page 237, except above.

3RD-LEVEL PSIONIC POWERS

Clairsentience

Clairvoyance

3rd level Clairsentience Power

Manifesting Time: 10 minutes

Range: 1 mile

Duration: Concentration, up to 10 minutes

This power is identical to the spell *clairvoyance* from the Player's Handbook page 222 except above.

Tongues

3rd level Clairsentience Power

Manifesting Time: 1 action

Range: Self

Duration: 1 hour

This power is identical to the spell *tongues* from the Player's Handbook page 283 except above.

Ubiquitous Vision

3rd level Clairsentience Power

Manifesting Time: 1 action

Range: Self

Duration: Concentration, up to 1 hour

Psi 1: 10 minutes

You have all-around vision. You gain a +1 bonus to AC. You do not provoke opportunity attacks. You add twice your proficiency bonus to Wisdom (Perception) checks if you are trained in the Perception skill. Monsters cannot benefit from the Pack Tactics special feature. Finally, if you are using the optional flanking rules, you cannot be flanked.

Dispel Psionics

3rd level Metapsionic Power

Manifesting Time: 1 action

Psi 2: 1 bonus action

Range: 120 feet

Duration: Instantaneous

This power is identical to the spell *dispel magic* from the Player's Handbook page 234 except, above. It dispels psionics not magic, which might matter depending on the setting.

Mental Barrier

3rd level Metapsionic Power

Manifesting Time: 1 bonus action

Psi 2: 1 reaction, which you take before you suffer psychic damage.

Range: Self

Duration: Concentration, up to 10 minutes

Psi 1: Concentration, up to 1 hour

You build a wall of thought repetition that surrounds and protects your mind. You gain 8d8 points of damage reduction that can only be applied against psychic damage. While this power lasts, you also gain a +2 bonus to AC.

Psi 2: While this power lasts you can use a reaction, which you take before you suffer psychic damage, and spend 2 Psi points. You can reroll the damage reduction roll and take the new result if higher than the current amount.

At Higher Levels. When you manifest this power using a power slot of 4th level or higher, you gain an additional 1d8 points of damage reduction for each slot level above 3rd.

Mind Trap

3rd level Metapsionic Power

Manifesting Time: immediate

Range: Self

Duration: 1 hour

You set a trap in your mind. Until the power ends, the *contact* power immediately fails when used on you. In addition, the creature attempting to use *contact* loses 1d6 psi points, and cannot manifest the power *contact* until it sleeps or rests for 8 hours.

Furthermore, you gain immunity to psychic damage. The first time an effect that targets you deals psychic damage to you, the damage is redirected at the attacker. This power then ends after it causes psychic damage to be redirected.

Nondetection

3rd level Metapsionic Power

Manifesting Time: 1 action

Range: Touch

Duration: Concentration, up to 8 hours

Special: If you target yourself with this power the duration is 8 hours (no concentration required).

This power is identical to the spell *nondetection* from the Player's Handbook page 263 except above.

Fly

3rd level Psykinesis Power

Manifesting Time: 1 action

Range: Self

Psi 2: 60 feet

Duration: Concentration, up to 10 minutes

This power is identical to the spell *fly* from the Player's Handbook page 243 except above.

Telekinetic Maneuver

3rd level Psykinesis Power

Manifesting Time: 1 bonus action

Range: 60 feet

Psi 2: 120 feet

Duration: Concentration, up to 10 minutes

By means of this power you can push people around with your mind. When you manifest this power make a shove attack against one target (see PHB pg. 195). You use your power attack bonus instead of your Strength (Athletics) modifier. Until the power ends, you can use a bonus action to shove the same target or another within range.

Ballistic Attack

3rd level *Psykinesis Power*

Manifesting Time: 1 action

Range: 300 feet

Psi 1: 1,000 feet

Component: Some sort of ammunition, either a real arrow or sling bullet, or even a dagger or pebble.

Duration: Concentration, up to 1 minute

You propel a held object at very high speed. Make a power attack roll against a single target within range. If you hit, the target takes 4d10 bludgeoning, piercing, or slashing damage depending on the object's shape and mass (DM's choice). Until the power ends, you can repeat the attack as an action (using a new piece of ammunition).

At Higher Levels. When you manifest this power using a power slot of 4th level or higher, the damage increases by 1d10 points for each slot level above 3rd.

Adrenalin Boost

3rd level *Psymetabolism Power*

Manifesting Time: 1 action

Psi 2: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

This power is identical to the spell *haste* from the Player's Handbook page 250, except above. In addition, while the power lasts you can make two reactions per round.

Biofeedback

3rd level *Psymetabolism Power*

Manifesting Time: 1 bonus action

Psi 1: immediate

Range: Self

Duration: Concentration, up to 1 minute

You take minute control of your blood flow. You gain 4d6 temporary hit points.

Psi 1: *You can use a reaction before taking damage and spend 1 psi point. If you do, you can reroll the temporary hit points and take the new result if higher.*

At Higher Levels. When you manifest this power using a power slot of 4th level or higher, the amount of temporary hit points increases by 1d6 points for each slot level above 3rd.

Body Purification

3rd level *Psymetabolism Power*

Manifesting Time: immediate

Range: Self

Duration: Instantaneous

This power is identical to the spell *lesser restoration* from the Player's Handbook page 255, except above (take note the changes are rather important).

Ectoplasmic Form

3rd level *Psymetabolism Power*

Manifesting Time: 1 action

Range: Self

Duration: Concentration, up to 1 hour

This power is identical to the spell *gaseous form* from the Player's Handbook page 244, except above. You become translucent and amorphous, but otherwise recognizable.

You can still manifest powers while ectoplasmic.

Expansion

3rd level *Psymetabolism Power*

Manifesting Time: 1 bonus action

Range: Self

Duration: Concentration, up to 10 minutes

Psi 1: 1 minute

This power allows you to extend your limbs 15 feet longer than normal. You can make melee attacks 15 feet farther than normal for your reach. Your actual reach does not increase, and creatures still provoke attacks of opportunity from you normally.

Furthermore, you can step up or down from a balcony 15 feet high as easily as stepping down a foot. Vertical movement of this sort is not counted against your movement for the turn. You can also increase your height by up to 15 feet to reach high placed objects.

At Higher Levels. When you manifest this power using a power slot of 4th level or higher, the amount you can extend your limbs increases by 5 feet for each slot level above 3rd.

Feign Death

3rd level *Psymetabolism Power*

Manifesting Time: 1 action

Range: Touch

Duration: 1 hour

This power is identical to the spell *feign death* from the Player's Handbook page 240, except above.

Graft Weapon

3rd level *Psymetabolism Power*

Manifesting Time: 1 action

Psi 1: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

Psi 2: *Concentration, up to 10 minutes*

One melee weapon merges with your hand. You gain advantage to all attacks with it. You are also considered proficient with the weapon if you weren't already. Lastly, you cannot be disarmed.

Lethargy

3rd level Psymetabolism Power

Manifesting Time: 1 action

Psi 1: 1 bonus action

Range: Touch

Duration: Concentration, up to 1 minute

One creature you touch is drained of energy. The target deals only half damage with weapon attacks that use Strength until the power ends.

At the end of each of its turns, the target can make a Constitution saving throw. On a success, the power ends.

Revivify*

3rd level Psymetabolism Power

Manifesting Time: 1 action

Range: Touch

Components: Focusing crystals worth 300 gp, which the power consumes

Duration: Instantaneous

This power is identical to the spell *revivify* from the Player's Handbook page 272, except above.

Water Breathing

3rd level Psymetabolism Power

Manifesting Time: 1 action

Range: 30 feet

Duration: 24 hours

This power is identical to the spell *water breathing* from the Player's Handbook page 287, except above.

Blink

3rd level Psyportation Power

Manifesting Time: 1 action

Range: Self

Duration: 1 minute

This power is identical to the spell *blink* from the Player's Handbook page 219, except above.

Dimension Edge

3rd level Psyportation Power

Manifesting Time: 1 action

Range: 120 feet (60-foot line)

Duration: Instantaneous

You shear apart the fabric of reality. The tear carves across the battlefield like a blade. The effect begins up to 120 feet away then it streaks out as a line 60 feet long. Creatures in the way of the line must make a Dexterity save. Those that fail the saving throw take 4d10 force damage.

Psi X: *If you spend 1 psi point as you manifest this power, you can incorporate a bend somewhere in the line. For example, you could have the line travel 40 feet from its point of origin and then turn 45 degrees before travelling the other 20 feet. The angle can be any degree. If you spend more than 1 psi point you can incorporate more than one bend. However, the line cannot cross itself, and no creature can be affected more than once from a single use of this power.*

At Higher Levels. When you manifest this power using a power slot of 4th level or higher, the damage increases by 1d10 points for each slot level above 3rd.

Dream Travel*

3rd level Psyportation Power

Manifesting Time: 1 minute

Range: 30 feet

Duration: 1 hour

You and up to nine companions, travel up to d% miles. Challenges exist in dreamscape that DM sets up, approximately 1 encounter of hard difficulty. The DM should give the dream party half their resources as the DM chooses (half hit points, half spell slots, half magical items, etc). The characters do not get XP for the challenges, but if they die they only wake up in the same place they fell asleep. Your dream encounters never affect your own hp or spell slots, etc. The DM is encouraged to make the dreams strange and metaphoric (the dreams may be used to explain or provide clues).

At Higher Levels. When you manifest this power using a power slot of 4th level or higher, you can travel an additional d% miles for each slot level above 3rd. You must defeat an additional normal difficulty encounter for each extra d% you roll.

When you manifest this power with a power slot of 7th level or higher you can travel to other planes of existence, but the dream challenges are deadly in difficulty. The DM may choose your ending location based on how you dealt with the dream encounters.

Slow

3rd level Psyportation Power

Manifesting Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

This power is identical to the spell *slow* from the Player's Handbook page 277, except above.

Time Hop

3rd level Psychoportation Power

Manifesting Time: 1 action

Range: 30 feet

Duration: 1 minute

You attempt to send one creature into the future. An unwilling target gets to make a Wisdom save to avoid the power. On a failed save the target is whisked away into the future until the power ends. The target is removed until then.

At the end of each of its turns while away, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that target. If you were the target or the target was willing, the target can choose to return at the end of any of its turns while gone.

If upon a target's return, the space it originally left from is occupied, the target returns in the nearest unoccupied location.

At Higher Levels. When you manifest this power using a power slot of 4th level or higher, you can target one additional creature for each slot level above 3rd.

Fear

3rd level Telepathy Power

Manifesting Time: 1 action

Range: Self (30-foot cone)

Duration: Concentration, up to 1 minute

This power is identical to the spell *fear* from the Player's Handbook page 237, except above plus:

Contact: *The target has disadvantage to the first saving throw to avoid the power.*

Hostile Transfer

3rd level Telepathy Power

Manifesting Time: 1 action

Psi 1: 1 bonus action

Range: Touch

Duration: 1 minute

Your touch briefly contains your pain and suffering. You must make a melee power attack. If you hit the target, you can give your pain away. You roll 3d8 and heal that amount. A critical hit heals a maximum amount. This amount can't raise your current hit points to more than half your hit point maximum.

The target takes psychic damage equal to the amount healed.

Until the power's duration ends, you can use a bonus action to repeat the attack. Each time you hit, the amount you heal is 1d8 less than last time. The power ends after your healing roll is only 1d8.

Contact: *You have advantage to the power attack rolls with this power.*

At Higher Levels. When you manifest this power using a power slot of 4th level or higher, you can heal an additional 1d8 hit points of damage for each slot level above 3rd.

Psionic Blast

3rd level Telepathy Power

Manifesting Time: 1 action

Range: Self (60 foot cone)

Duration: Instantaneous

You send out a wave of thoughts in a 60 foot cone that jolts creatures with psychic agony. Each creature in the area must make an Intelligence save or take 3d10 psychic damage and be stunned for 1 round. A creature that makes its save takes only half damage and is not stunned.

Contact: *The target has disadvantage on the saving throw.*

Sending

3rd level Telepathy Power

Manifesting Time: 1 action

Range: Unlimited

Duration: 1 round

This power is identical to the spell *sending* from the Player's Handbook page 274, except above.

Unraveling Psychosis

3rd level Telepathy Power

Manifesting Time: 1 action

Range: 120 feet

Duration: 1 minute

One target you choose within range takes 5d6 psychic damage and is overcome by a psychosis. While affected, the target is incapacitated and cannot choose when to use a reaction. Instead, the target uses its reaction (if available) to only make opportunity attacks and does so whenever a creature leaves its reach, whether the creature is hostile or not. A creature that is immune to psychic damage is immune to this effect.

At the end of each of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that target. If the creature fails the saving throw it immediately takes an additional 5d6 psychic damage.

Contact: *The target has disadvantage on its saving throws to end the power's effect on it.*

At Higher Levels. When you manifest this power using a power slot of 4th level or higher the damage increases by 1d6, for each slot level above 3rd. Both the initial damage and the damage taken on a failed save are increased.

4TH-LEVEL PSIONIC POWERS

Divination*

4th level Clairvoyance Power

Manifesting Time: 1 action

Range: Self

Duration: Instantaneous

This power is identical to the spell *divination* from the Player's Handbook page 234 except above.

Locate Creature

4th level Clairsentience Power

Manifesting Time: 1 action

Range: Self

Duration: Concentration, up to 1 hour

This power is identical to the spell *locate creature* from the Player's Handbook page 256 except above.

Magnify

4th level Metapsionic Power

Manifesting Time: Immediate

Range: Self

Duration: Concentration, up to 10 minutes

Your powers improve while you maintain your concentration on this power. When you roll damage dice for a psionic power of 4th level or lower, you can reroll any number of dice and use the new results instead.

At Higher Levels. When you manifest this power using a power slot of 5th level or higher, the maximum level power than can be affected is equal to the power slot level used.

Power Leech

4th level Metapsionic Power

Manifesting Time: 1 action

Psi 2: 1 bonus action

Range: 120 feet

Duration: Concentration, up to 1 minute

You open a connection to one psionic creature, siphoning away its power. The target must make an Intelligence saving throw. If the target fails the save they lose 1 psi point. If the target rolls a natural 1 on the saving throw, it loses 1d4 psi points instead. You recover as many psi points as was drained.

Psi 2: *You can spend 2 psi points to give the target disadvantage to the saving throw.*

Until the power ends, you can use an action to force the same target or another psionic creature within range to be affected by the power, with the same results (including the ability to spend 2 psi points to give the target disadvantage).

Psi 2: *You can use a bonus action and spend 2 psi points to repeat the effects of the power, instead of an action.*

Schism*

4th level Metapsionic Power

Manifesting Time: 1 action

Range: Self

Duration: 1 minute

Your mind splits into two parts acting independently. You can take a second action each turn, but that action can only be used to manifest a Psion cantrip with a manifesting time of 1 action. You can take this action the same turn you manifest this power. If you are prevented from taking actions, you can't take this second action either. You can't have more than a single second action per turn.

Also, you can concentrate on two powers at a time, as easily as one. If you need to make a Constitution save to maintain concentration you have advantage to the roll, but if you fail, both powers end. If you manifest the *gird* power, it provides its normal benefit. You could for example, concentrate on two powers and gird a third.

Finally, you have advantage to Intelligence, Wisdom, and Charisma saves, but if you fail such a save, this power ends.

Concussive Blast

4th level Psykinesis Power

Manifesting Time: 1 action

Range: 300 feet (20-foot radius sphere)

Duration: Instantaneous

You fill the area with an explosion of telekinetic energy. All creatures in the area must make a Strength save. A target takes 6d6 bludgeoning damage on a failed save and half as much damage on a successful save. This damage is considered magical for defeating damage resistance. A creature that fails the save is also pushed 5 feet away from the point of origin and knocked prone.

At Higher Levels. When you manifest this power using a power slot of 5th level or higher, the damage increases by 1d6, for each slot level above 4th.

Control Body*

4th level Psykinesis Power

Manifesting Time: 1 action

Range: 120 feet

Duration: Concentration, up to 10 minutes

The target must make a Strength saving throw. On a failed save, you can control the creature like a marionette. The target is paralyzed, with the exception that it can still take actions. Those actions can only be used to manifest psionic powers or use innate spellcasting. The target is still aware of what's going on, but can do nothing except mental actions.

Until the power ends, you can control the target's walking speed during its turns. Your control is not articulate enough to make attacks, but you can make the target walk into lava or jump off a cliff, for example.

At the end of each of its turns, an affected target can make a Strength saving throw. If it succeeds, this effect ends for that target.

At Higher Levels. When you manifest this power using a power slot of 6th level or higher, you can target one additional creature for every two slot levels above 4th.

Fabricate

4th level Psykinesis Power

Manifesting Time: 10 minutes

Range: 120 feet

Duration: Instantaneous

This power is identical to the spell *fabricate* from the Player's Handbook page 239 except above.

Kinetic Barrier

4th level Psykinesis Power

Manifesting Time: 1 bonus action

Psi 1: *Immediate*

Range: Self

Duration: Concentration, up to 1 minute

You surround yourself in a cushion of telekinetic force. You gain 5d6 points of damage reduction that can only be applied against bludgeoning, force, piercing, slashing, or thunder damage.

Psi 1: *You can use a bonus action and spend 1 psi point to reroll the damage reduction roll and take the new result if higher than the current amount.*

Psi 1: *You can use a reaction and spend 1 psi point when a creature within 5 feet takes damage of a type this power protects against. You can use the damage reduction granted by this power to lower the damage sustained.*

At Higher Levels. When you manifest this power using a power slot of 5th level or higher, you gain an additional 1d6 points of damage reduction for each slot level above 4th.

Death Ward

4th level Psymetabolism Power

Manifesting Time: 1 action

Range: Touch

Duration: 8 hours

This power is identical to the spell *death ward* from the Player's Handbook page 230, except above.

Psychic Vampire

4th level Psymetabolism Power

Manifesting Time: 1 action

Range: Touch

Duration: 1 minute

This power shrouds your touch into a darkness that drains away life. You must make a melee power attack. On a hit, the target takes 6d8 necrotic damage. If you miss, you can use an action to repeat the attack while the power lasts. The first time your attack hits, the power ends.

If the target is a psionic creature, you can use its life energy to recover psi points. You regain 1 psi point for every 10 points of damage dealt (rounded down, 9 points of damage or less recovers 0 psi points).

At Higher Levels. When you manifest this power using a power slot of 5th level or higher, the damage increases by 1d8, for each slot level above 4th.

Banishment*

4th level Psypotation Power

Manifesting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

This power is identical to the spell *banishment* from the Player's Handbook page 217, except above.

Dimension Door

4th level Psypotation Power

Manifesting Time: 1 action

Range: 500 feet

Duration: Instantaneous

This power is identical to the spell *dimension door* from the Player's Handbook page 233, except above.

Trace Teleport*

4th level Psypotation Power

Manifesting Time: 1 reaction, which you use when a creature within range teleports

Range: 500 feet

Psi 1: *Line of sight*

Duration: Instantaneous

This power allows you to learn the destination of the creature that triggered the reaction. You must act immediately to gain this knowledge. If you manifest the teleport power afterwards you are considered to be very familiar with the destination (see the teleport power)

Psi 7: *You can spend 7 psi points when you manifest this power. If you do, you can use your next action to teleport (like the power) without using a power slot. You do not need to know the teleport power. This power and use of psi points grants the ability to do so.*

Aggressive Mindlink*

4th level Telepathy Power

Manifesting Time: 1 action

Range: Touch

Duration: 1 minute

Psi 1: *10 minutes*

You attempt to forge a telepathic bond with a creature by touching its skin. You must make a melee power attack. If you hit, you can communicate telepathically with the target up to 1 mile.

If you do nothing but focus on the link, you can see and hear what the target sees and hears. You are blind, deaf, and incapacitated when you do so, and cannot maintain concentration on powers.

Lastly, this connection allows you to use the creature's psionic powers. You are considered to know all powers the target does as long as the target is within 1 mile.

This power is very difficult to remove once the bond is created. The target can choose to use an action to make an Intelligence save. If the target makes the save, the power ends. If the target fails the save, it can't take reactions until the start of its next turn.

Contact: *The target has disadvantage on the saving throws to end the power.*

Confusion

4th level Telepathy Power

Manifesting Time: 1 action

Psi 2: *1 bonus action*

Range: 90 feet

Duration: Concentration, up to 1 minute

This power is identical to the spell *confusion* from the Player's Handbook page 224, except above.

Psychic Backlash

4th level Telepathy Power

Manifesting Time: 1 action

Psi 2: *1 bonus action*

Range: 30 feet

Duration: Concentration, up to 10 minutes

You force enemies that harm you to feel some of your pain. Until this power ends, when a creature within range damages you with an attack, it takes half as much psychic damage.

5TH-LEVEL PSIONIC POWERS

Contact Other Plane*

5th level Clairsentience Power

Manifesting Time: 1 minute

Range: Self

Duration: 1 minute

This power is identical to the spell *contact other plane* from the Player's Handbook page 226 except above.

Legend Lore

5th level Clairsentience Power

Manifesting Time: 10 minutes

Range: Self

Duration: Instantaneous

This power is identical to the spell *legend lore* from the Player's Handbook page 254 except above.

Scrying

5th level Clairsentience Power

Manifesting Time: 10 minutes

Range: Self

Components: A focus worth at least 1,000 gp, such as a crystal ball, a silver mirror, or a large gem.

Duration: Concentration, up to 10 minutes

This power is identical to the spell *scrying* from the Player's Handbook page 273 except above.

Catapsi

5th level Metapsionic Power

Manifesting Time: 1 action

Range: Self (20 foot radius sphere)

Duration: Concentration, 1 round.

Psi 1: *If you spend 1 psi point at the start of your next turn this power lasts for another round. You can spend this psi point multiple times on following turns for an additional round or duration each time.*

You grumble in the psionic spectrum, disrupting psionics and magic within range. If a creature attempts to cast a spell or manifest a power within range, make an ability check using your manifesting ability. The DC equals 10 + the power or spell's level. On a success, the creature's power or spell fails and has no effect.

In addition, you can use a reaction when a creature manifests a power or cast a spell. If you do, you have advantage to the above roll.

While this power lasts, you cannot use the gird power.

Psi X: *While this power lasts, you can use a bonus action and spend any number of psi points to increase the radius of the power by 10 feet for every psi point spent. The power's radius returns to 20 feet at the start of your next turn.*

Intellect Fortress

5th level Metapsionic Power

Manifesting Time: 1 action

Psi 1: *1 reaction, which you take before you or a creature you choose within range is attacked or suffers force or psychic damage.*

Range: Self (20 foot radius cylinder, 20 feet high)

Duration: Concentration, up to 10 minutes

Psi 1: *Concentration, up to 1 hour.*

Psi 2: *Concentration, up to 24 hours.*

You create a metaphysical fortress centered on you. The cylinder remains centered on you and moves with you while the power lasts. You and allies who remain within range can benefit from the fortress. The fortress has 10d6+20 points of damage reduction that can only be applied against force or psychic damage. Furthermore, all attacks made against such protected creatures are made with disadvantage. The area of your fortress is suppressed where it overlaps the fortress manifested by an enemy psionic creature and vice versa.

At Higher Levels. When you manifest this power using a power slot of 6th level or higher, increase the amount of damage reduction by 20 points and the radius of the cylinder by 10 feet for each slot level above 6th.

Intensify*

5th level Metapsionic Power

Manifesting Time: 1 action

Psi 1: *1 bonus action*

Range: Self

Duration: Concentration, up to 1 hour

Psi 3: *1 hour*

You use psionic power to increase your mental abilities. You can raise your Intelligence, Wisdom, or Charisma scores by up to 4 points each. You can raise any or all of them up to 4 points, but the amount must be an even amount (2 or 4 basically). When you raise an ability score with this power, the maximum score you can have in that ability rises by the same amount.

An increase in a score this way affects all rolls as if you had improved the score normally.

Psi (special): *You must spend 1 psi point for every 2 points that you raise one of your ability scores. This cost is paid when you manifest intensify.*

At Higher Levels. When you manifest this power using a power slot of 7th level or higher, the maximum amount you can raise one of your scores is increased by 2 for every two slot levels above 5th. You must still pay additional psi points (an increase of +6 costs 3 psi points for example).

Leech Field^A: Leech power points each time a creature uses them within range (if they fail Intelligence save).

Metaconcert*

Psykinesis

Animate Objects as 5th except must remain within sight.

Creation*: as 5th ed

Telekinesis: as 5th

Wall of Force*: as 5th Wall of Force.

Psymetabolism

Adapt Body: Your body automatically adapts to hostile environments.

Drain Field: Drain life from nearby enemy creatures. Convert into psi points (very few).

Greater Restoration*: as 5th ed

Psychofeedback*

5th - level Psymetabolism Power

Manifesting Time: 1 action

Psi 1: 1 bonus action

Range: Self

Duration: Concentration, up to 1 hour

Psi 3: 1 hour

You use psionic power to increase your physical abilities. You can raise your Strength, Dexterity, or Constitution scores by up to 4 points each. You can raise any or all of them up to 4 points, but the amount must be an even amount (2 or 4 basically). When you raise an ability score with this power, the maximum score you can have in that ability rises by the same amount.

An increase in a score this way affects all rolls as if you had improved the score normally. An increase in Constitution increases your hit point maximum (recalculate as if you always had the higher score), and restores your hit points a like amount. This is not true healing however, and effects that trigger with healing don't. When the power ends, your hit point maximum returns to its former amount, but you do not lose hit points unless your current hit points exceeds the new (lower) maximum.

Psi (special): *You must spend 1 psi point for every 2 points that you raise one of your ability scores. This cost is paid when you manifest psychofeedback.*

At Higher Levels. When you manifest this power using a power slot of 7th level or higher, the maximum amount you can raise one of your scores is increased by 2 for every two slot levels above 5th. You must still pay additional psi points (an increase of +6 costs 3 psi points for example).

Psyportation

Baleful Teleport^A: Destructive teleport deals 8d8 force damage.

The target can choose to be teleported to a point you choose that you can see. A creature doing so takes only half damage.

Phase Door: like passwall 5th

Teleportation circle

Telepathy

Co-opt Concentration: Take control of ally's concentration power.

Dominate*: as 5th dominate person and beast

Aug 6: Fey, Giant, monstrosity,

Aug 7: aberration, celestial, dragon, or fiend.

PSI 1: 10 minutes,

PSI 2: 1 hour

PSI 3: 8 hours

Contact: target has disadvantage to the first wisdom save.

Dream:

Modify Memory: as 5th

6TH-LEVEL PSIONIC POWERS

Clairsentience

True Seeing: See all things as they really are.

Metapsionics

Aura Alteration^A: Repairs psyche or makes subject seem to be something it is not.

Contingency: Sets trigger condition for another power.

Remote View Trap: Deal 8d6 points electricity damage to those who seek to view you at a distance.

Tower of Iron Will

6th level Metapsionic Power

Manifesting Time: 1 action

Psi 1: 1 reaction, which you take before you or a creature you designate within range is required to make an Intelligence, Wisdom, or Charisma saving throw.

Range: Self (10-foot radius cylinder, 50 feet high)

Duration: Concentration, up to 1 minute

Psi 1: Concentration, up to 10 minutes

You create a metaphysical tower centered on you. The area of the power is a 10-foot radius cylinder 50 feet high. The cylinder remains centered on you and moves with you while the power lasts. You choose any number of creatures within range as you manifest this power. You and the chosen creatures who remain within range gain advantage on Intelligence, Wisdom, and Charisma saves, and are immune to being contacted with the *contact* power. If you or one of the creatures you designate is already contacted when you manifest this power, the contacted condition ends. Furthermore, creatures hostile to you treat the area of the *tower* as difficult terrain.

You cannot move your *tower* into the area of another *tower* manifested by another psionic creature, nor can you manifest one if already within range. If you are forced to do so your tower collapses. The power ends and you must make a Wisdom save or fall prone (DC is enemy's save DC).

At Higher Levels. When you manifest this power using a power slot of 7th level or higher, the radius of the cylinder increases by 10 feet and its height increases by 50 feet for each slot level above 6th.

Psykinesis

Disintegrate: as 5th

Explosive Infusion like ballistic attack that becomes a force damage fireball.

Psymetabolism

Breath of the Black Dragon^A: Breathe acid for 12d6 acid damage in a 120 foot cone dexterity save for half damage.

Complete Healing: like heal 5th but self only all hit points Manifesting time 1 minute. Psi 3 - manifest 1 action. Psi 2- touch range

Fuse Flesh^A: join two enemies together (restrains). Blinds, deafens, prevents speaking (spellcasting). Deals acid damage. Some or all effects depending on hp after

acid damage. Doesn't affect undead, constructs, elementals, oozes.

Suspend Life: Put yourself in a state akin to suspended animation.

Psyportation

Probability Travel: like 5th astral projection but riskier.

Retrieve^A: Teleport to your hand an item you can see.

Wormhole: 5th arcane gate

Telepathy

Mass Suggestion:

Mindwipe

6th level Telepathy Power

Manifesting Time: 1 action

Range: 60 feet

Duration: Instantaneous

You erase knowledge of psionic powers from a target's mind. A non-psionic creature is immune to this power. The target must make an Intelligence saving throw. If the save fails, the target loses 2d4 levels of psionic powers known. This is not a damage roll.

Starting with the highest level powers the target knows, randomly determine a power and subtract its level from the amount of the dice. If there isn't enough levels to erase the highest level power, choose a lower level power equal to the die. For example: If you roll a six on the dice and the target's highest level power is 4th, the target loses one 4th level power and one 2nd level power.

The powers are locked away and can't be used. They are not completely lost however. *Psychic surgery* or the *bend reality* power can recover the lost powers.

At Higher Levels. When you manifest this power using a 9th level power slot, roll 3d4 instead.

Psychic Crush: 120 foot range. The target must make an Intelligence saving throw. A fail means taking 10d10 psychic damage and a success deals 5d6 psychic damage. If the target rolls a natural 1 on the saving throw they take an additional 10d6 psychic damage.

Augment X: 2d8 extra hit damage and +1d6 miss damage per x.

Contact: disadvantage.

7TH-LEVEL PSIONIC POWERS

Clairsentience

Moment of Prescience: You gain advantage on single attack roll, check, or save. Reaction Manifesting time

Recall Death: Subject takes 20d6 psychic damage (half on a wisdom save). Fail and also paralyzed until purged with wisdom save.

Contact: no save on first saving throw.

Metapsionics

Affinity Feedback: One creature within 30 feet takes equal damage you take and certain conditions you suffer.

Psychic Bastion: gain immunity to psychic damage and being charmed and contacted (it breaks contact automatically). No concentration. bonus action. Make offensive. Not mind blank??

Sequester, Psionic^X: Subject invisible to sight and remote viewing; renders subject comatose.meta

Psykinesis

Decerebrate: Remove portion of subject's brain stem. Finger of death (no zombie)

Fission

7th level Psymetabolism Power

Manifesting Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

This power splits you into two parts. This duplicate appears within 5 feet of you. You and the duplicate are essentially two parts of a whole. In fact, you are the duplicate and the duplicate is you. Throughout the rest of this power's description, the word **you** refers to your original self, but otherwise both parts of you are you.

When you manifest this power, you choose any number of your hit points to give to your duplicate. These become the duplicate's hit points. Its hit point maximum is equal to this starting amount. Your current hit points are reduced by this amount and so is your hit point maximum. Any conditions (or powers) that were affecting you do not transfer to the duplicate with the exception of the poisoned condition.

Also, you and your duplicate share your expendable resources. This includes power slots, psi points, and even a class ability that can only be used a certain number of times. You lose these resources if your duplicate uses them and vice versa. In addition, the duplicate has a mundane version of all equipment you possess except coins and other monetary means. If you have magical items, you have a magical version and the duplicate has a non-magical version.

The duplicate and you each have an action. Likewise, you and the duplicate can take a bonus action, if available, on your turn. Also both of you can move up to your speed on your turn, and each of you can take a reaction once per turn. You are aware of what your duplicate can see and hear.

Until this power ends, you die if reduced to 0 hit points. So does your duplicate. When you or the duplicate dies, the dead version of yourself rejoins with the living one (see rejoining below). If at any time there is only one version of yourself in existence, then this power ends.

Rejoining: When you or the duplicate dies, you both rejoin together. Any shared resources are pooled together again. If either you or the duplicate is affected by a power or condition when this happens, the joined version does. If this power ends while there is more than one version of you, rejoining also occurs. Generally, you can choose in which location you want to be when this happens (either stay where you are or go into your duplicate). Remaining hit points are pooled together unless rejoining occurred because you or your duplicate died (your hit point maximum is restored to its original amount regardless).

Psi 5: *If you spend 5 psi points as you manifest this power. You can create a second duplicate. This third version follows the same rules as just two (split hit points between all three, and so on). If you wish you can make even more duplicates, paying 5 psi points for each one.*

Note: This power can be dangerous, if you and the duplicate are both in the area of a *fireball* for instance, you could effectively take double damage.

Oak Body^A: Your body becomes as hard as oak.
Regenerate

Psyportation

Etherealness: as 5th

Plane Shift: as 5th

Teleport: as 5th

Temporal Acceleration: time stop for 2 rounds. ++1 per level. Can't take reactions until start of your next turn.

Telepathy

Crisis of Life:

Momentary Insanity: Subject is momentarily *confused*.

Intelligence save or suck.. Psychic surgery heals.

Otherwise target can make a new save after long rest.

8TH-LEVEL PSIONIC POWERS

Clairsentience

Hypercognition:

Metapsionics

Antipsionic Field:

Astral Seed: as 5th clone

Mind Blank: Subject immune to mental/emotional effects, scrying, and remote viewing.meta?

Ultrablast^T: 120 foot cone. each target must make a Wisdom save. On a fail the target takes 5d6 +50 psychic damage, and half as much on a successful save.

Detonate

8th level Psykinesis Power

Manifesting Time: 1 action

Range: 120 feet (30-foot radius sphere)

Duration: Instantaneous

You ignite the latent energy of a creature and channel it outwards. The target of the power must make a Constitution save. The target takes 20d6 force damage on a failed save, or half as much on a successful one. In addition, if the damage reduces the creature to 0 hit points, the target dies in an explosion of force and light. Because of its horrific demise, the original target can only be raised from the dead with *resurrection* or *true resurrection*.

The explosion fills a 30-foot radius sphere centered on the target. Creatures in the area must make a Dexterity save. These secondary targets take 6d6 force damage and 6d6 radiant damage on a failed save, or half as much on a successful one.

Matter Manipulation^X: Increase or decrease an object's base hardness by 5

Psymetabolism

Iron Skin: Your skin becomes living iron. Con 10 minutes. You also have resistance to all damage types except lightning. If you take 50 or more points of cold or fire damage from a single attack or power (before resistance is applied) the power ends. You are slowed (second paragraph).

True Metabolism: You regenerate 10 hp at the start of each of your turns. Con 1 minute.

Union

Psyportation

Demiplane:

Mass Time Hop:

Telepathy

Tactile Hypnosis like dominate by touch

Telepathy: as 5th

9TH-LEVEL PSIONIC POWERS

Clairsentience

Foresight: as 5th

Metapsionics

Reality Revision: as wish 5th

Nullify^X: like counterspell to all powers and spells used within 20 feet. Always requires counterspell check.

Concentrate 1 minute.

Psychic Surgery:

Psykinesis

Telekinetic Tornado:

Psymetabolism

Assimilate: Incorporate creature into your own body.

Metamorphosis: like 5th shapechange

Timeless Body: Ignore all harmful, and helpful, effects for 1 round.

Psyportation

Tear Continuum: Teleport, deal 30d6 force damage (dex for half), or time hop creatures within area

Astral Projection:

Telepathy

Microcosm: 120 foot range. Roll 2d10 and multiply the result by 10. A creature with that many hit points or less is stricken with blindness, deafness and paralysis. The power can be ended with psychic surgery or reality revision. If psychic surgery is used its manifesting time for that use of the power is reduced to an action.

Contact: this power affects a creature with 200 hit points or less.

New spells

Expeditious retreat: add option to make disengage action instead of dash.

Tenser's Transformation: lvl 7. Str, Dex, Con become 20 temporarily. You gain the ability to make two extra attacks when you make a weapon attack. You gain prof with all wep and armor. Finally, You gain 10d6+40 temp hit points.

Create Bonfire: cantrip, conj, 1 action, 60 feet, v,s, con up to 1 minute, 5-foot cube, when cast make dex save or take 1d8 fire. Also must save when enter or end its turn within (once since the start of its last turn.) 2d8 5th, 3d8 11th, 4d8 17th