

PSION

PSION

Level	Proficiency Bonus	Features	Cantrips Known	Powers Known	Psi Points	Discipline Max	Science Max
1st	+2	Meditation, Psionics	3	2	4	1st	—
2nd	+2	Discipline	3	3	6	1st	—
3rd	+2		3	4	11	2nd	—
4th	+2	Ability Score Improvement	4	5	17	2nd	—
5th	+3		4	6	27	3rd	—
6th	+3	Discipline Feature	4	7	32	3rd	—
7th	+3		5	8	38	4th	—
8th	+3	Ability Score Improvement	5	9	44	4th	—
9th	+4	Major Science (1)	5	10	50	4th	5th
10th	+4	Discipline Feature	6	11	56	4th	5th
11th	+4	Major Science (2)	6	12	62	4th	6th
12th	+4	Ability Score Improvement	6	12	68	4th	6th
13th	+5	Major Science (3)	6	13	74	4th	7th
14th	+5	Discipline Feature	6	13	80	4th	7th
15th	+5	Major Science (4)	6	14	86	4th	8th
16th	+5	Ability Score Improvement	6	14	92	4th	8th
17th	+6	Major Science (5)	6	15	98	4th	9th
18th	+6	Psionic Mastery	6	15	105	4th	9th
19th	+6	Ability Score Improvement, Major Science (6)	6	16	112	4th	9th
20th	+6	Psychic Fortress	6	16	120	4th	9th

MIND OVER MATTER

Psions are those whose mental abilities are far superior than the average person, allowing them to change reality with but a thought. As a psion grows more powerful their strengthening mind finds it easier to bend reality even further and farther. A psion's power comes through a mix of powerful intelligence and the force of personality to exert their will on the world and its surrounding inhabitants. They are known for great mental acuity, self-control and introspection.

CREATING A PSION

As you create a psion, think of how your character taps into the internal forces that allow you to bend the world to your will and how this knowledge came to you. Was it learned through years of rigorous training and insight? Did some emotional trauma or mental epiphany bring your powers to the fore? Are there more like you or are you somehow unique?

QUICK BUILD

You can make a psion quickly by following these suggestions. First make your Intelligence your highest ability score, followed by Constitution or Dexterity. Then choose the Sage background. Third, choose *Contact*, *Empty Mind*, and *Mind Thrust* as your Cantrips. Choose *Ego Whip* and *Mental Barrier* as your 1st level powers.

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: Light armor

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

Tools: None

Saving Throws: Intelligence, Wisdom

Skills: Choose two from History, Insight, Investigation, Medicine, Mentalism and Religion

MANIFESTING POWERS

CANTRIPS

At 1st level, you know two cantrips of your choice from the psion power list. You learn additional psion cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Psion table

KNOWN AND MANIFESTING DISCIPLINE POWERS

The Psion table shows how many discipline power slots you have to manifest powers of 1st level and higher. To manifest one of these powers, you must expend psi points of the power's level or higher. The cost to manifest a power based on its level is shown on the table below. You regain all expended psi points when you finish a long rest.

PSIONIC POWER COST

Discipline Level	Point Cost
1st	2
2nd	3
3rd	5
4th	7

You know a limited number of powers from which you manifest. You choose a number of psion powers from your class list as shown on your class table. The powers must be of a level equal to or less than the maximum discipline level. For example, if you're a 3rd-level psion, you have 4 known disciplines of up to 2nd level.

When you gain a level, you can change one discipline power you know, in addition to any that you might gain for increasing your level.

MANIFESTING ABILITY

Intelligence is your manifesting ability for your psionic powers. Since you learn your powers through dedicated study and memorization. You use your Intelligence whenever a power refers to your spellcasting or manifesting ability.

In addition, you use your Intelligence modifier when setting the saving throw DC for a psionic power you manifest and when making an attack roll with one.

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

Power attack modifier = your proficiency bonus + your Intelligence modifier

MEDITATION

With a short rest, you are able to rejuvenate and regain a small amount of psychic power. Once per day, when you take a short rest, you regain Psi points equal to half your psion level (rounded up).

DISCIPLINE

At 2nd level, you begin to hone your knowledge and abilities, favoring a path of psychic development. You choose a subclass based on your area of focus.

Your choice grants you features at 2nd level, and again at 6th, 10th and 14th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2. or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

MAJOR SCIENCE

Starting at 9th level, you gain access to powerful, singular psionic powers. At 9th level, you gain a single power of 5th level. Every two levels thereafter, you gain an additional power of 5th level or higher, up to the maximum level indicated by the maximum science column.

At 9th level, you can use your known science once per day, without expending psi points. Every two levels thereafter (at 11th, 13th, 15th, 17th and 19th), you gain one additional use of this ability. You may use your additional uses to manifest the same or different powers, but may only use this ability with the powers you learned as sciences and may not use it with disciplines.

PSIONIC MASTERY

At 18th level, you have achieved such mastery over certain powers that you can cast them without expending psi points. Choose a 1st-level psion power and a 2nd-level psion power that you know. You can cast those spells at their lowest level without expending psi points. If you want to manifest either power at a higher level, you must expend a spell slot as normal.

When you gain a level, you can choose to change one of the powers that you have mastered.

EMPOWERED MANIFESTATION

When you reach 20th level, you gain mastery over psionic disciplines. When a power can be manifested at a higher level, you can do so at any power level, up to 9th level. The cost to increase a power's level to 5th and beyond is shown on the table below. Likewise, you can manifest psionic disciplines using your Major Science ability uses.

PSIONIC POWER COST

Discipline Level	Point Cost
5th	9
6th	10
7th	12
8th	14
9th	16

EGOIST

A psion who specializes in psychometabolism is known as an egoist. This discipline consists of powers that alter the psion's psychobiology, or that of creatures near him. An egoist can both heal and transform himself into a fearsome fighter.

BONUS POWERS

Level	Power
2nd	Body Armor, Body Weaponry
3rd	Alter Self, Enhance Ability
5th	Fly, Haste
7th	Polymorph, Stoneskin

2ND LEVEL

6TH LEVEL

10TH LEVEL

14TH LEVEL

KINETICIST

Psions who specialize in psychokinesis are known as kineticists. They are the masters of powers that manipulate and transform matter and energy. Kineticists can attack with devastating blasts of energy.

BONUS POWERS

Level	Power
2nd	Absorb Elements, Force Burst
3rd	Gust of Wind, Shatter
5th	Mind Blast, Protection from Energy
7th	Otiluke's Resilient Sphere, Thunderbolt

2ND LEVEL

6TH LEVEL

10TH LEVEL

14TH LEVEL

NOMAD

A psion who relies on psychoportation powers is known as a nomad. Nomads can wield powers that propel or displace objects in space or time.

BONUS POWERS

Level Power

2nd	Expedious Retreat, Jump
3rd	Blur, Misty Step
5th	Fly, Slow
7th	Dimension Door, Freedom of Movement

ATHLETIC MIND

At 2nd level, you gain proficiency in the Athletics skill, and Expertise (gaining twice your proficiency modifier) to Athletics if you do. Furthermore, before or after you make a roll using this skill, you can treat the result as natural 20. Once you use this ability, you cannot use it again until you take a short or long rest.

DEFENSIVE TELEPORT

At 6th level, as a reaction to taking damage, you can teleport to another spot within 30 feet that you can see. Once you use this ability, you cannot use it again until you take a long rest.

FAR MIND

At 10th level, when you use a power or ability that involves movement, you can double the distance travelled. Once you use this ability, you cannot use it again until you take a long rest.

14TH LEVEL

SHAPER

A psion specializing in metacreativity is known as a shaper. This discipline includes powers that draw ectoplasm or matter from the Astral Plane, creating semisolid and solid items such as armor, weapons, or animated constructs to do battle at the shaper's command.

BONUS POWERS

Level Power

2nd	Lesser Astral Construct, Unseen Servant
3rd	Enlarge/Reduce, Lesser Creation
5th	Astral Construct, Major Image
7th	Fabricate, Stone Shape

FABRICATION

At 2nd level, you gain proficiency in one Artisan's tool of your choice.

Furthermore, once per day you can fashion raw ectoplasm into a single, object or creature of up to small size, so long as you have the appropriate tool proficiency to craft the item or have seen a similar creature in the past. The created item last for a number of hours equal to your proficiency modifier or until destroyed. Once you use this ability, you cannot use it again until you take a long rest.

ECTOPLASMIC SHIELD

At 6th level, you can fabricate raw ectoplasm into a protective shield. As a reaction when you are hit by an attack, you gain damage resistance to the attack. This effect is applied after any saving throws you make, but before damage is applied. Once you use this ability, you cannot use it again until you take a long rest.

ECTOPLASMIC STRIKE

At 10th level, you can form raw ectoplasm into a shape you desire and use it to strike at your enemies. As an action, you can make a melee spell attack, or a ranged spell attack with a range of 90 feet. On a hit, you deal 4d6 force damage, and the target's speed is reduced by half until the end of its next turn. Once you use this ability, you cannot use it again until you take a long rest.

ECTOPLASMIC TRANSFORMATION

At 14th level, you can surround and disguise yourself or a nearby creature in ectoplasm, altering its appearance. As an action, you can cast *Polymorph* without expending any psionic points. Once you use this ability, you cannot use it again until you take a long rest.

SEER

A psion who chooses clairsentience is known as a seer. Seers can learn precognitive powers to aid their comrades in combat, as well as powers that permit them to gather information in many different ways.

BONUS POWERS

Level	Power
2nd	<i>Aim, Object Reading</i>
3rd	<i>Locate Object, Mind Spike (X)</i>
5th	<i>Clairvoyance, Tongues</i>
7th	<i>Arcane Eye, Death Ward</i>

PSYCHIC INSIGHT

At 2nd level, you gain proficiency with the Insight skill if you do not already have it, and Expertise (gaining twice your proficiency modifier) to Insight if you do.

Furthermore, you can add your proficiency modifier to initiative rolls.

DANGER SENSE

At 6th level, you cannot be surprised while active and conscious. Furthermore, you gain advantage on Perception rolls to notice a trap or enemy creature nearby.

ADVANCED AWARENESS

At 10th level, as a bonus action or reaction you can give yourself or an ally with 30 feet of you advantage on a d20 roll. You can use this ability a number of times per day equal to your proficiency modifier. You regain all uses after a long rest.

THE SIGHT

At 14th level, your ability to see into the future is uncanny. At dawn, you gain three uses of this ability. At any time thereafter, as a free action, you can use this ability to replace one 1d20 die roll for yourself or an ally within 60 feet of you with a result of natural 20.

TELEPATH

A psion who chooses the discipline of telepathy is known as a telepath. He is the master of powers that allow mental contact and control of other sentient creatures. A telepath can deceive or destroy the minds of his enemies with ease.

BONUS POWERS

Level	Power
2nd	Charm Person, Empathy
3rd	Detect Thoughts, Suggestion
5th	Clairvoyance, Sending
7th	Confusion, Tower of Iron Will

TELEPATHY

At 2nd level, you can communicate telepathically with a creature you can see within 120 feet. The communication is two way. If you choose to communicate with another creature, the link to the first is broken. When you reach 5th level, you can telepathically communicate with up to two creatures at once. At 11th level, you can communicate with up to three creatures at once and at 16th level, you can communicate with up to four creatures at once.

6TH LEVEL

10TH LEVEL

14TH LEVEL

PSION

CANTRIPS (0 LEVEL)

Acid Splash
Adhesion
Chill Touch
Contact
Daze
Dictation
Empty Mind
Friends
Graft
Grasp
Helping Hand
Infinite Ammunition
Inkling
Know Direction
Know History
Light
Mending
Message
Mind Thrust
Minor Illusion
Psychic Crush
Shocking Grasp
True Strike

1ST LEVEL

Absorb Elements (X)
Aim
Body Armor
Body Weapondry
Charm Person
Comprehend Languages
Corpse Visage
Cure Wounds
Danger Sense
Danse Macabre
Detect Evil and Good
Detect Magic
Disguise Self
Ego Whip
Empathy
Expeditious Retreat
False Life
Force Blast
Feather Fall
Find Familiar
Fire Burst
Float
Grease
Heroism
Identify
Inflict Wounds
Jump

Lesser Astral Construct
Longstrider
Mental Barrier
Object Reading
Protection from Evil and Good
Sanctuary
Sever the Tie
Silent Image
Sleep
Speak With Animals
Unseen Servant
Thought Shield
Thunderwave

2ND LEVEL

Afterclap
Alter Self
Animate Dead Animals
Blackmantle
Bladeleap
Blindness/Deafness
Blur
Calm Emotions
Create Enchanted Tattoo
Crown of Madness
Darkvision
Detect Thoughts
Dragon's Breath (X)
Enhance Ability
Enlarge/Reduce
Gentle Repose
Glide
Gust of Wind
Hold Person
Id Insinuation
Invisibility
Immolate
Knock
Lesser Creation
Lesser Restoration
Levitate
Locate Object
Protection from Poison
Magic Weapon
Mirror Image
Misty Step
Phantasmal Force
See Invisibility
Shatter
Silence
Spider Climb
Suggestion
Sustenance
Zone of Truth

3RD LEVEL

Astral Construct
Bestow Curse
Blink
Choke
Clairvoyance
Counterspell
Dispel Magic
Fear
Feign Death
Fly
Gaseous Form
Haste
Intellect Fortress
Major Image
Meld Into Stone
Mind Blast
Nondetection
Protection from Energy
Remove Curse
Sending
Slow
Time Hop
Tongues
Vampiric touch
Water Breathing
Water Walk

4TH LEVEL

Arcane Eye
Banishment
Blight
Confusion
Control Water
Death Ward
Dimension Door
Dragon Scales
Evard's Black Tentacles
Fabricate
Freedom of Movement
Frightful Joining
Greater Invisibility
Hallucinatory Terrain
Locate Creature
Otiluke's Resilient Sphere
Phantasmal Killer
Polymorph
Stone Shape
Stoneskin
Thunderbolt
Tower of Iron Will

5TH LEVEL

Animate Objects

Baleful Teleport
Bigby's Hand
Chromatic Blade
Contact Other Plane
Creation
Dominate Person
Dream
Geas
Greater Astral Construct
Greater Restoration
Hold Monster
Legend Lore
Mind Probe
Mislead
Modify Memory
Passwall
Planar Binding
Raise Dead
Rary's Telepathic Bond
Scrying
Seeming
Telekinesis
Wall of Force
Wall of Stone

6TH LEVEL

Breach Defenses
Circle of Death
Disintegrate
Drawmij's Instant Summons
Eyebite
Flesh to Stone
Globe of Invulnerability
Harm
Heal
Magic Jar
Mass Suggestion
Move Earth
Otto's Irresistible Dance
Programmed Illusion
True Seeing

7TH LEVEL

Etherealness
Finger of Death
Forcecage
Mirage Arcane
Plane Shift
Project image
Regenerate
Reverse Gravity
Sequester
Teleport
Ultrablast

PSION (CONT)

8TH LEVEL

Antimagic Field
Antipathy/Sympathy
Control Weather
Demiplane

Dominate Monster
Feeblemind
Hypercognition
Maze
Mind Blank
Power Word Stun

Telepathy

9TH LEVEL

Astral Projection
Detonation
Foresight

Imprisonment
Power Word Kill
Shapechange
True Polymorph
Weird