

PSION



PSION

The dwarf's fresh wounds mend before the eyes of his foes, absorbing into his enlarging form as he charges into the terrified horde. Once swarmed, he grasps his attackers, who unleash screams and writhe in agony while the dwarf siphons their life force into his being.

Her elven eyes go white, drawing on the sensations of her surrounding environment, attuning to the movement and location of even the smallest life forms in her surroundings. She can perceive the events that have transpired at this location, and what her intervention has foretold.

Feeling the thoughts around him, the human successfully navigates their party through the catacombs under the city into the restricted noble district. When they are discovered cracking the lord's safe, the human invades the minds of the patrol, twisting their memory of the interaction to horror.

Psions rely on their mental prowess to manipulate their surroundings, including the individuals they encounter. Beyond the standard psychic and telekinetic abilities, mystic devotions enable psions to assist in various fashions.

MENTAL STALWARTS

Psions are born with a natural mental talent, but only harness psionic power through following intense and dedicated disciplines. Psions are not only intellectually gifted, but their mental resolve sharpens and steels their minds.

Psions are keen thinkers who adventure to expand and refine their mental capabilities. Although they can be freely accepting of new ideas, they are very discerning and therefore wary of all whom they encounter. Psions thrive in dilemmas, where they can apply their overwrought minds.

MYSTICAL ARTISTS

Psions study different disciplines known as mystical devotions. These devotions grant their practitioners psionic skills. Egoists harness the power of psychometabolism; Seers use clairsentience; and Telepaths use telepathy.

The psionic talents borne by study of these disciplines manifest in radically different ways. Egoist psions can manipulate their physical form. Seer psions are always one step ahead of their friends and foes alike. Telepaths find comfort living in a strange alternate reality exposed to the thoughts of every being.

THE PSION

Level	Proficiency Bonus	Psionic Damage	Features
1st	+2	1d8	Psionics, Psychic Wave, Mystic Devotion
2nd	+2	1d8	Telekinetics
3rd	+2	1d8	Shape Elements, Mystic Devotion feature
4th	+2	1d8	Ability Score Improvement
5th	+3	2d8	Mystic Devotion feature
6th	+3	2d8	Stasis, Planefade
7th	+3	2d8	Mystic Devotion feature
8th	+3	2d8	Ability Score Improvement
9th	+4	3d8	Mystic Devotion feature
10th	+4	3d8	Psionic Barrier
11th	+4	3d8	Mystic Devotion feature
12th	+4	3d8	Ability Score Improvement
13th	+5	4d8	Mystic Devotion feature
14th	+5	4d8	Disincorporate
15th	+5	4d8	Mystic Devotion feature
16th	+5	4d8	Ability Score Improvement
17th	+6	5d8	Mystic Devotion feature
18th	+6	5d8	Psychoplanar Confluence
19th	+6	5d8	Ability Score Improvement
20th	+6	5d8	Dual Mind

Creating a Psion

As you create your psion, consider the character's motivations in relation to their mystical devotion. Are they driven towards perfection of self? Did a vision call them to action? Do they seek to telepathically engage a variety of hosts?

What was the trigger that led your character from a life of introspection to a life of exploration? How will their experience develop their mystical devotion? Who was their mentor? Did they send your character on a quest? Or disappear?

QUICK BUILD

You can make a psion quickly by following these suggestions. First, choose a Mystic Devotion: Egoist, Seer, or Telepath. Second, make your highest ability score your Mystic Devotion ability (see table), followed by Constitution. Third, choose the Hermit background.

Mystic Devotion	Psion Ability
Egoist	Intelligence
Seer	Wisdom
Telepath	Charisma

CLASS FEATURES

As a psion, you gain the following class features:

HIT POINTS

Hit Dice: 1d8 per Psion level

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

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

PROFICIENCIES

Armor: Light armor, medium armor

Weapons: Simple weapons

Tools: None

Saving Throws: Wisdom, Intelligence

Skills: Choose two from Animal Handling, Deception, History, Insight, Intimidation, Investigation, Nature, Perception, Performance, and Persuasion

EQUIPMENT

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

- (a) a quarterstaff, (b) a spear, or (c) a mace.
- (a) a scholar's pack, or (b) an explorer's pack.
- (a) a focus crystal, or (b) a tuning fork.
- Leather armor and a dagger.

PSIONIC POWERS

A psionic power is a class feature that requires you to use an action, bonus action, or reaction. While psions gain some passive benefits due to their mental prowess, psions also possess these psionic powers which allow them to channel their mental energy through a psionic focus.

Harnessing intense mental discipline, a psion can only channel one psionic power at a time through their psionic focus, unless otherwise stated. A psion must stop channeling one power to use another. When a psion stops channeling a power, all effects associated with that power immediately end.

Use your psionic attack modifier when a psionic power calls for a **psionic attack roll**. Psions do not suffer disadvantage on attack rolls when using a power within 5 feet of a hostile creature. If a psionic power says that the target takes **psionic damage**, roll the damage dice listed in the Psionic Damage column on the Psion table. The target takes psychic damage equal to the result.

PSIONIC FOCUS

A psion channels their powers through a psionic focus: either a focus crystal or a tuning fork (see Appendix A: Psion Items). While psionic powers do not require verbal or somatic components, you must have a focus equipped to channel one.

Special crystals can also enhance your psionic powers. You may become trained by a special caste of psions that uses tuning forks instead of focus crystals; they are known as the "Nomads" because they pioneered psychoportation psionics.

PSIONIC ABILITY

Your psionic ability for your psion powers is dependent on your Mystic Devotion: the Egoist uses Intelligence, the Seer uses Wisdom, and the Telepath uses Charisma. These are used to set your psionic attack modifier and psionic save DC.

MYSTIC DEVOTION

At 1st level, you choose a mystical devotion toward which you will dedicate your path of mental discipline: Egoist, Seer, or Telepath, all detailed at the end of the class description. Your mystic devotion grants you features at 1st level, and again at 3rd, 5th, 7th, 9th, 11th, 13th, 15th, and 17th level.

PSYCHIC WAVE

Psions can blast psychic waves to attack. As an action, you make a psionic attack in a 10-foot cone. Each creature within the cone must make an Intelligence saving throw against your psionic save DC. A creature takes psionic damage on a failed save, or half as much damage on a successful save. You can use this power without interrupting another psionic power you may be channeling.

The size of the cone increases to 20 feet at 3rd level, 30 feet at 7th level, 40 feet at 11th level, 50 feet at 15th level, and 60 feet at 19th level.

TELEKINETICS

You can exert your mental power to manipulate the material world. Using this power, you can control the movement of objects and creatures within 60 feet.

Objects. Starting at 2nd level, you can move objects using fine control or brute force. You can use your action to move an object weighing up to 100 pounds up to 30 feet.

If you attempt to move an object that is in the possession of another creature, you must make an ability check with your psionic ability contested by the creature's Strength check. If you win the contest, you can move the object as provided above.

At 4th level, you can use this power to move an object that weighs up to 1000 pounds.

Creatures. Starting at 8th level, you can use your action to try to move a Large or smaller creature. Make an ability check with your psionic ability contested by the creature's Strength check. If you win the contest, you can move the creature up to 30 feet in any direction, but not beyond the range of this power. Until the end of your next turn, the creature is restrained by your telekinetic grip. A creature lifted upwards is suspended in mid-air. On subsequent rounds, you may use your action to attempt to maintain your telekinetic grip on the creature by repeating the contest.

At 10th level, you can use this power to try and move a Huge or smaller creature.

You can use this power a number of times equal to your psionic ability modifier (a minimum of once). You regain expended uses when you finish a long rest.



SHAPE ELEMENTS

Starting at 3rd level, you can call upon your psionic connection to the elemental planes to control the elements. As an action, choose an area of earth, fire, water, or air within 60 feet that fits within a 5-foot cube. You can manipulate its movement and shape, but not with enough force to cause damage. You can change the state of the element within reason (turn water to ice, suppress fire to embers, make air dusty, turn dirt to mud). You can maintain this effect on subsequent rounds by using your action to continue channeling the power. The element returns to its prior state when you stop using this power.

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. You can't increase an ability score above 20 using this feature.

STASIS

Starting at 6th level, you can exert mental power to incapacitate your foes. As an action, choose a number of creatures within 60 feet equal to your psionic ability modifier. The target(s) must succeed on a Wisdom saving throw or be paralyzed for up to 1 minute while you continue channeling this power. If you target more than one creature with this power, all targets have advantage on their Wisdom saving throw. At the end of each of its turns, the target(s) can make another Wisdom saving throw. On a successful save, the effect ends on the target.

This power has no effect on oozes, constructs, undead, or creatures immune to psychic damage. Creatures who resist psychic damage have advantage on their saving throw against this power.

At 12th level, targets no longer gain advantage on saving throws when you target multiple creatures with this power.

You can use this power a number of times equal to your psionic ability modifier (a minimum of once). You regain expended uses when you finish a long rest.

PSIONIC BARRIER

At 10th level, you can mentally project a geodesic barrier of psionic energy. As an action, choose a point within 120 feet. You create a barrier comprised of six contiguous 15-foot-by-15-foot panels. The barrier is 1 inch thick. You can choose the shape and orientation of the barrier. The barrier may be free floating, resting on a surface, or intersecting surfaces. If the barrier intersects inorganic material, the material is not affected. If the barrier would intersect a creature when you use this power, that creature must make a Dexterity saving throw. On a success, the creature takes no damage and decides which side of the barrier it wants to be on. On a failure, the creature takes 6d8 force damage and you choose which side of the barrier it is pushed towards. Nothing can physically pass through the barrier. The barrier also blocks ethereal travel by extending into the Ethereal Plane.

DEFENDING THE BARRIER

The barrier is psionic and unaffected by dispel magic. If the barrier takes any damage in a round, make a DC 15 check with your psionic ability modifier at the beginning of your next turn. If the barrier is targeted with a Disintegrate spell, roll a psionic ability check against the caster's spellcasting DC. If the barrier is targeted with a Disincorporate power, roll a psionic ability check against the psion's psionic DC. On a successful save, the barrier remains unaffected. On a failure, the barrier is destroyed.

When to Roll	Psionics DC
Any Damage/Round	15
Disincorporate Power	Psionic DC
Disintegrate Spell	Spellcaster DC
Dispel Magic	0

If the barrier is not destroyed, you may use a bonus action on each of your turns to continue channeling the barrier.

You can use this power a number of times equal to your psionic ability modifier (a minimum of once). You regain expended uses when you finish a long rest.



DISINCORPORATE

At 14th level, your telekinetic powers become so strong that you can tear apart the very fabric of existence. Beware as exerting such dangerous amounts of force can potentially harm you. As an action, target a creature, object, or creation of magic or psionic force within 60 feet.

A creature targeted by this power must make a Constitution saving throw. On a successful save, you take 6d8 force damage and the target takes no damage. On a failed save, the target takes 18d8 force damage. If this damage would leave a creature with 0 hit points, it is disincorporated. A disincorporated creature explodes into a fine purple mist. Items the creature is carrying are scattered by the force of their bearer being ripped apart, but are otherwise unharmed. The creature can be restored to life only by means of a true resurrection or a wish spell.

The power automatically destroys a Large or smaller object or creation of force. If the target is a Huge or larger object or creation of force, this spell destroys a 10-foot-cube portion of it. A magic item is unaffected by this power.

You can use this power a number of times equal to your Constitution modifier (a minimum of once). You regain expended uses when you finish a long rest.

PSYCHOPLANAR CONFLUENCE

Your psychic link to the elemental planes is so strong that it bleeds into the material plane when you use your psychic abilities. At 18th level, whenever you use a psionic power that does psychic damage, you may instead choose to deal cold, fire, thunder, or bludgeoning damage.

DUAL MIND

At 20th level, you can focus on two psionic powers at once.

MYSTIC DEVOTIONS

Psionic mental prowess develops from intense discipline and mental exercise. This devotion manifests a connection to the astral plane. Psions draw their powers from this otherworldly connection. Your psionic powers will vary depending on the path you choose as your devotion.

Egoists harness raw mental power to exert their will over their metabolism, even affecting the nervous systems of those they touch. Seers tap into their heightened perception of their surroundings to sense events in distant places and times. Telepaths leverage sheer force of personality to read and influence the minds of those they encounter.

PSION MYSTIC DEVOTION FEATURES

Level	Base Features	Egoist	Seer	Telepath
1st	Psionic Wave	Psionic Skill; Energize	Heightened Senses (darkvision)	Telepathy
2nd	Telekinetics	-	-	-
3rd	Shape Elements	Enervate (1d8)	Clairoyant	Psychic Infiltration
5th	-	Rejuvenate	Psychic Reading	Simple Suggestion
6th	Stasis, Planefade	-	-	-
7th	-	Enlarge	Psychoretaliation; Heightened Senses (tremorsense)	Inquisitor
9th	-	Immune Adaptation; Enervate (2d8)	Psychic Intuition	Ulterior Motives
10th	Psionic Barrier	-	-	-
11th	-	Metabolic Manipulation	Shot-Caller; Heightened Senses (truesight)	Telepathy (talkback)
13th	-	Metabolic Mastery	Precognition	Mind Morph
14th	Disincorporate	-	-	-
15th	-	Spectral Form; Enervate (3d8)	Leaf on the Wind	Telepathy (sensory)
17th	-	Anabolite	Fold Reality	Inevitable Intuition
18th	Psychoplanar Confluence	-	-	-
20th	Dual Mind	-	-	-

Psion features only, does not reflect Ability Score Improvements at 4th, 8th, 12th, 16th, and 19th levels.

EGOIST

The Egoist has complete control over their body's metabolic activity. This enables you to alter your appearance, regenerate, metabolize temporary hit points, and use a host of other abilities. You can also manipulate the nervous system of creatures you touch, causing or relieving pain.

PSIONIC ABILITY

Your psionic ability for your Egoist powers is Intelligence. You use your Intelligence whenever a power refers to your psionic ability. In addition, you use your Intelligence when setting the saving throw DC for a psion power you use and when making an attack roll with one.

Egoist psionic save DC = 8 + your proficiency bonus + your Intelligence modifier

Egoist psionic attack modifier = your proficiency bonus + your Intelligence modifier

PSIONIC SKILL

At 1st level, you gain proficiency in the Athletics skill.

ENERGIZE

At 1st level, you can call your life force from within. You can take a bonus action to spend one Hit Die. When you spend a Hit Die, roll 1d8 and recover hit points equal to the result.

ENERVATE

At 3rd level, you can draw life force from other creatures to feed your own power. When you are grappling creature that is Small or larger, you can use your bonus action to deal 1d8 damage to that creature. This damage increases by 1d8 when you reach 9th level (2d8) and 15th level (3d8).

When you damage a creature in this way, you may recover one Hit Die. If you already have maximum Hit Dice, you may gain 1d8 temporary hit points.

REJUVENATE

At 5th level, you can draw upon your life force to heal your allies. As an action, you may heal a target by touching it and expending your Hit Dice. You may expend a number of Hit Dice up to your proficiency bonus. For each Hit Die you spend in this way, the target recovers 1d8 hit points.

ENLARGE

At 7th level, you can use your action to become Large. As a result, you roll weapon damage dice twice, gain one hit point per character level, and gain the usual benefits to grappling and shoving. You can use other psionic powers in this form.

This power lasts for 1 minute, unless you choose to revert earlier. You automatically revert if you change forms, fall unconscious, drop to 0 hit points, or die. Once you use this power, you can't use it again until you finish a long rest.

IMMUNE ADAPTATION

At 9th level, your psychophysical discipline renders you immune to disease and poison.

METABOLIC MANIPULATION

At 11th level, you can share your immunities. As an action, you touch one creature and remove one of the following: one level of exhaustion, one disease, or the poisoned condition.

You can use this power a number of times equal to your Intelligence modifier (a minimum of once). You regain expended uses when you finish a long rest.

METABOLIC MASTERY

At 13th level, you can harness your mastery over life to revive creatures. As an action, you touch one creature that has died within the last minute. The creature returns to life with 1 hit point. You can use this power a number of times equal to your Intelligence modifier (a minimum of once). You regain expended uses when you finish a long rest.

ETHEREAL FORM

At 15th level, as an action, you can transform into a being of pure psionic ether. In this form, you have resistance to all damage, move at half speed, and can pass through creatures and objects. If you end your turn occupying the space of another creature or an object, you are forced to the closest open space and take 1d6 damage for each 5 feet you were displaced. You can use other psionic powers in this form.

This power lasts for 1 minute, unless you choose to revert earlier. You automatically revert if you change forms, fall unconscious, drop to 0 hit points, or die. Once you use this power, you can't use it again until you finish a long rest.

ANABOLITE

At 17th level, you can use your Metabolic Manipulation power to cure the following conditions: blinded, deafened, or paralyzed. You can also use this power to remove all levels of exhaustion.

Level	Egoist Feature
1st	Energize
3rd	Enervate (1d8)
5th	Rejuvenate
7th	Enlarge
9th	Immune Adaptation; Enervate (2d8)
11th	Metabolic Manipulation
13th	Metabolic Mastery
15th	Spectral Form; Enervate (3d8)
17th	Anabolite



SEER

Seers have heightened powers of observation. You use clairvoyant powers to sense immediate danger, peer into the far future or past, and even see folds in reality.

PSIONIC ABILITY

Your psionic ability for your Seer powers is Wisdom. You use your Wisdom whenever a power refers to your psionic ability. In addition, you use your Wisdom when setting the saving throw DC for a psion power you use and when making an attack roll with one.

Seer psionic save DC = 8 + your proficiency bonus + your Wisdom modifier

Seer psionic attack modifier = your proficiency bonus + your Wisdom modifier

PSIONIC SKILL

At 1st level, you gain proficiency in the Perception skill.

HEIGHTENED SENSES

When you select this devotion at 1st level, you gain darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

When you reach 7th level, you gain tremorsense. You know the location of creatures within 60 feet as long as you are in contact with the same surface and they are moving.

When you reach 11th level, you gain truesight. Within a range of 60 feet, you can see in normal and magical darkness, see invisible creatures and objects, automatically detect illusions and succeed on saving throws against them, perceive the original form of shapechangers and other creatures changed by magic, and see into the Ethereal Plane.

CLAIRVOYANT

At 3rd Level, you can make a Perception (Wisdom) check as a bonus action to locate creatures within 60 feet. You suffer no penalty from the creatures being obscured. You may use an action to study one creature you locate this way, learning its total Hit Dice, immunities, resistances, and vulnerabilities.

Until you use this power on another creature, you may focus your psionic power to learn the creature's location. If you are on the same plane, you know its precise location.

You can use this power a number of times equal to your Wisdom modifier (a minimum of once). You regain expended uses when you finish a long rest.

PSYCHIC READING

At 5th level, you can focus on an object to divine its history. After studying the object for 10 minutes, you learn basic facts about it. You also sense the aura of the last creature to hold the object, allowing you to know the creature's race, alignment, and relative strength.

PSYCHORETALIATION

At 7th level, you can make a psionic attack roll with advantage against a creature who attacked you since the end of your last turn. On a successful hit, you deal psionic damage to the target. If both dice rolled with advantage would cause you to hit the target, double the damage dice. If one of the dice rolled would result in a critical hit, all damage dice multiplied in this way are doubled. If both dice would result in a critical hit, the target explodes into a fine purple mist and dies.

You can use this power a number of times equal to your Wisdom modifier (a minimum of once). You regain expended uses when you finish a long rest.

PSYCHIC INTUITION

At 9th level, you gain expertise on Wisdom (Perception) checks. When making a Wisdom (Perception) check, add twice your proficiency bonus.

You also gain advantage on Wisdom (Insight) checks.

SHOT-CALLER

At 11th level, your premonitions indicate when an opponent's weaknesses will be exposed. You can use the Help action as a bonus action to aide a friendly creature's attack. The range of your Help action is extended to 20 feet when assisting attacks. If an ally hits a target while aided by your Help action, add your psionic damage dice to the damage dealt by your ally. The damage type is the same type as the weapon.

PRECOGNITION

At 13th level, your premonitions sharpen. You gain advantage on initiative rolls and can no longer be surprised in combat.

LEAF ON THE WIND

At 15th level, attack rolls against you can't gain advantage.

Also, in response to an attack hitting you, you may use your reaction to cause the attacker to reroll the attack at a disadvantage, possibly causing it to miss.

FOLD REALITY

At 17th level, you can see through folds in the fabric of reality, and stretch them open using your psionic power. As an action, you manifest a portal linking an unoccupied space you can see within 60 feet to a precise location on a different plane of existence. The portal is a rhomboid opening, which you can make 5 to 20 feet in diameter, oriented in any direction you choose. You can sustain the portal for 1 minute.

The portal has one side on each plane where it appears. The portal can only be seen from the portal side. Creatures approaching the portal from any other side will pass through with no effect. Travel through the portal is possible by moving through the opening. Anything that does so is instantly transported to the other plane, appearing in the unoccupied space nearest to the portal.

Deities and planar rulers can prevent portals created by this power from opening in their presence or their domains.

You can use this power a number of times equal to your Wisdom modifier (a minimum of once). You regain expended uses when you finish a long rest.

Level	Seer Feature
1st	Heightened Senses (darkvision)
3rd	Clairvoyant
5th	Psychic Reading
7th	Psychoretaliation; Heightened Senses (tremorsense)
9th	Psychic Intuition
11th	Shot-Caller; Heightened Senses (truesight)
13th	Precognition
15th	Leaf on the Wind
17th	Fold Reality

TELEPATH

Telepathy can be used to read, deliver messages, and even implant thoughts in the minds of others. This skill can be used to control actions, behavior, and emotions. Telepaths manipulate behavior by invading their target's minds with psychic energy to manifest emotions and hallucinations.

PSIONIC ABILITY

Your psionic ability for your Telepath powers is Charisma. You use your Charisma whenever a power refers to your psionic ability. In addition, you use your Charisma when setting the saving throw DC for a psion power you use and when making an attack roll with one.

Telepath psionic save DC = 8 + your proficiency bonus
+ your Charisma modifier

Telepath psionic attack modifier = your proficiency bonus
+ your Charisma modifier

PSIONIC SKILL

At 1st level, you gain proficiency in the Insight skill.

TELEPATHY

You can telepathically speak to any creature within 120 feet of you. You don't need to share a language with the creature for it to understand your telepathic messages, but the creature must be able to understand at least one language or be telepathic itself. At 11th level, creatures that you communicate with can telepathically communicate back. At 15th level, this power has unlimited range within the same plane of existence and shares all sensory impressions.

PSYCHIC INFILTRATION

At 3rd level, your psionic attacks gain mind-altering power. When a creature takes damage from Psychic Wave, you may use a bonus action to cause emotions in that creature.

Affected creature(s) must roll a Charisma saving throw against your psionic save DC. All creatures who fail are afflicted by your choice of emotion:

Fear. The creature spends their entire turn moving as far away from the psion as reasonably possible. Creatures immune to the charmed condition are unaffected.

Desire. The creature covets an object you can see and spends their entire turn attempting to obtain and keep it. Creatures immune to the charmed condition are unaffected.

Despair. The creature has disadvantage on Intelligence and Wisdom saving throws.

Distraction. The creature can't use reactions, and melee attack rolls against it have advantage. Creatures immune to the stunned condition are unaffected.

Paranoia. The creature attacks an ally with disadvantage. Creatures immune to the charmed condition are unaffected.

You may use a bonus action on subsequent turns to maintain this power against any affected creatures. The effect ends if you make a psychic attack against any non-affected creature or use any other psionic power. An affected creature may attempt to end this effect by using an action to roll a Charisma save against your psionic save DC at the end of their turn.

You can use this power a number of times equal to your Charisma modifier (a minimum of once). You regain expended uses when you finish a long rest.

SIMPLE SUGGESTION

At 5th level, your ability to alter mental impressions extends deeper into your target's psyche. As an action, you can target one creature you can communicate with via telepathy. The target must make an Intelligence saving throw against your psionic save DC. On a failed save, the target believes a 5-word statement that you communicate via telepathy. The statement must describe a creature or an object the target can see. On a successful save, the target is unaffected, and you can't use this ability on it again until you finish a long rest. A creature is immune to this ability if it is immune to being charmed.

You can use this power a number of times equal to your Charisma modifier (a minimum of once). You regain expended uses when you finish a long rest.

INQUISITOR

At 7th level, you can search minds for truth. As an action, you target one creature you can communicate with via telepathy. The target must make a Wisdom saving throw. On a failed save, the target provides a truthful one-word answer to a question you ask it via telepathy. On a successful save, the target is unaffected, and you can't use this ability on it again until you finish a long rest. A creature is immune to this ability if it is immune to being charmed.

You can use this power a number of times equal to your Charisma modifier (a minimum of once). You regain expended uses when you finish a long rest.

ULTERIOR MOTIVES

At 9th level, you gain expertise on Wisdom (Insight) checks. When making a Wisdom (Insight) check, add twice your proficiency bonus.

You also gain advantage on Charisma (Deception) checks.

MIND MORPH

At 13th level, you can control other creatures by channeling your will into their mind. As an action, you target one creature you can communicate with via telepathy. The target must make a Charisma saving throw. On a failed save, you choose the target's movement and action on its turns. The target may attempt to end this effect by rolling a Charisma save against your psionic save DC at the end of its turn.

You can use this power a number of times equal to your Charisma modifier (a minimum of once). You regain expended uses when you finish a long rest.

INEVITABLE INTUITION

At 17th level, your psionic powers can affect creatures who are immune to charm effects.

Level	Telepath Feature
1st	Telepathy
3rd	Psychic Infiltration
5th	Simple Suggestion
7th	Inquisitor
9th	Ulterior Motives
11th	Telepathy (talkback)
13th	Mind Morph
15th	Telepathy (sensory)
17th	Inevitable Intuition

APPENDIX A: PSION ITEMS

For reasons known but untold, ideas borne in dreams may escape to reality. The platonic remnants of portals dream creatures forge to escape from the Astral Plane to the Ethereal Plane are known as focus crystals. The nature of the dream creature and its path through the planes affects the lapidary and luminescence of the focus crystal. These geodesic artifacts are harvested by psions to channel their psionic energy into various powers.

FOCUS CRYSTAL

Focus crystals are forged on the Ethereal Plane by the portals of escaped dream creatures. They result from the portal's fusion of the planes. On occasion, special focus crystals may appear on the fringes of the Ethereal Plane where it connects with the elemental planes of Ice, Water, Fire, and Earth. The crystals take the form of perfect geodesic shapes. All faces of a focus crystal are the same shape (think d4, d6, d8, et. al.)

Focus crystals may endow benefits when equipped. You can assign a Lapidary and Luminescence by rolling on this table:

d8	Lapidary (Prefix)	d8	Luminescence (Suffix)
1	Egoist's	1	Challenge
2	Seer's	2	Clarity
3	Telepath's	3	Force
4	Ice	4	Psychokinetics
5	Aquan	5	Defense
6	Ingan	6	Hovering
7	Terran	7	Regeneration
8	Nomad	8	Sacrifice

TUNING FORK

The *tuning fork* is special focus used for the psychoportation power **Planefade**. The choice of a *tuning fork* as a psionic focus was pioneered by an ancient caste of psionic "Nomads" who harnessed their mental powers to reach *Nirvana*, now known as the Etheral Plane.

By striking the *tuning fork*, a nomadically-trained psion can phase between planes of existence. Nomads begin by shifting to the Ethereal Plane, with which psions share a special bond. At first, a psion is paralyzed by the planar transition. As the psion's connection grows, they learn to extend and move during their **Planefade**. Once a psion achieves the highest level of psychoportation, they can access elemental planes of existence as well.

The *tuning fork* is necessary to **Planefade**. It can also be used as a psionic focus for other psion powers. The Nomad will be released as a separate subclass.

LAPIDARY (PREFIX)

EGOIST'S CRYSTAL

+1/+2/+3 Intelligence

SEER'S CRYSTAL

+1/+2/+3 Wisdom

TELEPATH'S CRYSTAL

+1/+2/+3 Charisma

ICE CRYSTAL

Psionic Attacks deal cold damage.

AQUAN CRYSTAL

Psionic Attacks deal lightning damage.

INGAN CRYSTAL

Psionic Attacks deal fire damage.

TERRAN CRYSTAL

Psionic Attacks deal bludgeoning damage.

NOMAD'S CRYSTAL

Planefade without a using a tuning fork as a psionic focus.

LUMINESCENCE (SUFFIX)

OF CHALLENGE

+1/+2/+3 to Psionic DC

OF CLARITY

+1/+2/+3 to Psionic Attack Modifier

OF FORCE

Add psionic ability modifier to psionic power damage.

OF PSYCHOKINETICS

+1d6 Psionic Attack damage

OF DEFENSE

Advantage on ability checks and other rolls to defend your Psionic Barrier.

OF HOVERING

Orbits your head, freeing the use of a hand.

OF REGENERATION

Recover one use of each psionic power during a short rest.

OF SACRIFICE

Destroy this crystal to recover one use of any psionic power without taking a rest.

THINKDM



ThinkDM is a publication house owned and operated by Michael O'Connor since 2017.

The ThinkDM blog, which publishes every Saturday, takes an analytical approach to reviewing and improving RPG mechanics.

Players visit ThinkDM to get useful tools and tips for making their game run more smoothly while preserving realism.

Detailed info pages on the latest products keep readers informed without scouring the web or listening to hours of podcasts.

ThinkDM's creative process is an open approach which lays the methodology bare. Articles incorporating analysis of historical products, commentary and teasers from the industry's leading minds, related systems, and fan input form the foundation for creating the RPG products that ThinkDM produces.

Many thanks to the inspirational tabletop RPG community for being so supportive!

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ART

The cover image is the journal where I assembled my ideas for this class. Other graphics presented in this material are public domain images modified for use in this material. Background images are NASA photographs of Mars. The art pieces are ancient Greek vase paintings:

- **Page 3.** Twin brothers Heracles and Iphicles.
- **Page 4.** Dionysus discovers vegetation goddess Ariadne asleep on the Island of Naxos.
- **Page 6.** Achilles and Pentheselia on the Plain of Troy, with Athena, Aphrodite and Eros.

INSPIRATION

The following materials served as inspiration in preparing this character class:



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