

Unearthed Arcana: Psionics & the Mystic, Take 2

These unofficial game mechanics are in draft form, usable in your campaign but not fully tempered by playtests and design iterations. They might be unstable; if you use them, be ready to rule on any issues that come up. They're written in pencil, not ink. For these reasons, material in this column is not legal in D&D Adventurers League events.

This month, Unearthed Arcana returns to the mystic character class and the rules for psionics. Based on the playtest feedback you sent us, there are a number of changes you can expect:

- The class now goes to 10th level. The core concepts had enough support that we feel confident moving forward with them.
- Psionics is more flexible. You have a psychic focus, which allows you to pick one discipline and gain a constant, special benefit from it. Otherwise, you can expend points to use any discipline you know.
- Psionics now includes psionic talents, the equivalent of a spellcaster's cantrips.
- Psionic disciplines are now available to all mystics, regardless of mystic order. However, your order grants you a benefit for using its associated disciplines.

You can expect a survey asking for feedback on these draft rules in a month or so. At this point, we're not necessarily tied to any of these options. This effort is merely a first draft to gauge where we should start and what kind of approach to psionics in fifth edition will work best. Read on and enjoy.

Psionics

Psionics is a source of power that originates from within a creature's mind, allowing it to augment its physical abilities and affect the minds of others. Psionic abilities are called **psionic disciplines**, since each one consists of rigid mental exercises

needed to place a creature in the correct mindset to wield psionic power.

A discipline offers a number of abilities, but some of them require additional energy and expertise to create their effects.

Psionic talents are akin to disciplines, but they require no psi energy and can be used at will. They are almost an innate part of the mystic.

In addition, a creature skilled in the use of psionics can exert its **psychic focus** on a psionic discipline. This effect allows a creature to gain a constant benefit from the discipline.

Otherworldly Power

Not every D&D world features psionic power to the same extent. Psionics indirectly originates from the Far Realm, a dimension outside the bounds of the known multiverse. The Far Realm has its own alien laws of physics and magic. When its influence extends to a world, the Far Realm invariably spawns horrific monsters and madness as it bends reality to its own rules.

As the laws of reality twist and turn, individual minds can be awakened to the cosmic underpinnings that dictate the form and nature of reality. The tumult caused by the Far Realm creates echoes that can disturb and awaken minds that would otherwise slumber. Such awakened creatures look on the world in the same way that creatures existing in three dimensions might look on a two-dimensional realm. They see possibilities, options, and connections that are unfathomable to those with a more limited view of reality.

In worlds that are relatively stable and hew close to the archetypal D&D setting presented in the core rulebooks, psionics is rare—or might not exist at all. The cosmic bindings that define the multiverse are strong in such places, making it unlikely that an individual mind can perceive the possibilities offered by psionics. Mystics in such worlds might be so scarce that a mystic never meets another practitioner of the psionic arts. Characters might unlock their psionic potential by

random chance, and ancient tomes, journals, and other accounts of mystics might serve as the only guide to mastering this form of power.

Psionics is more common in worlds where the bounds of reality have been twisted and warped. The realm of Athas in the Dark Sun campaign setting is the prime example of a world where psionics is common. The gods are absent, magic has been twisted into an ecological scourge, and the common threads that bind many worlds of D&D have been sundered. By contrast, the world of Eberron is a setting where the bounds of reality have been tested but not fully broken. Psionics is not as pervasive in Eberron as in Athas, but the influence of the otherworldly realm of Xoriat makes it a known and studied art.

Psionics and Magic

Psionics and magic are two distinct forces. In general, an effect that affects a spell has no effect on a psionic effect. There is one important exception to this rule. A psionic effect that reproduces a spell is treated as magic. A psionic effect reproduces a spell when it allows a psionic creature or character to cast a spell. In this case, psionic energy taps into magic and manipulates it to cast the spell.

For example, the mind flayer as presented in the *Monster Manual* has the Innate Spellcasting (Psionics) feature. This feature allows the mind flayer to cast a set of spells using psionic energy. These spells can be countered with *dispel magic* and similar effects.

Mystic

The Mystic

Level	Proficiency		Talents Known	Disciplines Known	Psi Points	Psi Limit
	Bonus	Features				
1st	+2	Psionics, Mystic Order	1	2	4	2
2nd	+2	Mystical Recovery	1	3	6	2
3rd	+2	Mystic Order feature	2	3	14	3
4th	+2	Ability Score Improvement, Strength of Mind	2	3	17	3
5th	+3		2	4	27	5
6th	+3	Mystic Order feature	2	4	32	5
7th	+3		2	5	38	6
8th	+3	Ability Score Improvement, Mystic Order feature	2	5	44	6
9th	+4		2	6	57	7
10th	+4	Consumptive Power	3	6	64	7

A mystic draws on the power of psionics—the energy of the mind—to create powerful effects.

Class Features

As a mystic, you gain the following class features.

Hit Points

Hit Dice: 1d8 per mystic level

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

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

Proficiencies

Armor: Light armor, medium armor

Weapons: Simple weapons

Tools: None

Saving Throws: Intelligence, Wisdom

Skills: Choose two skills from Arcana, History, Insight, Medicine, Nature, Perception, and Religion

Equipment

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

- (a) a spear or (b) a mace
- (a) leather armor or (b) scale mail
- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a scholar's pack or (b) an explorer's pack

Psionics

As a student of psionics, you can master and use psionic disciplines and talents.

Psionic Talents

A psionic talent is a minor psionic effect you have mastered. At 1st level, you know one psionic talent of your choice (see the talent options later in this class description). You learn additional talents of your choice at higher levels, as shown in the Talents Known column of the Mystic table.

Psionic Disciplines

A psionic discipline is a rigid set of mental exercises that allows a mystic to manifest psionic power. Such disciplines are divided into two categories: lesser disciplines and greater disciplines. A mystic masters only a few disciplines at a time.

At 1st level, you know two lesser disciplines of your choice (see the discipline options later in this class description). You learn additional disciplines of your choice at higher levels, as shown in the Disciplines Known column of the Mystic table. You must be at least 5th level to learn a greater discipline.

In addition, whenever you gain a level in this class, you can replace one discipline you know with a different one of your choice. You can replace a lesser discipline with a greater discipline, but only if you are at least 5th level.

Psi Points

You have an internal reservoir of energy that can be devoted to the psionic disciplines you know. This energy is represented by psi points. Each psionic discipline describes effects you can create with it by spending a certain number of psi points. A psionic talent requires no psi points.

The number of psi points you have is based on your mystic level, as shown in the Psi Points column of the Mystic table. The number shown for your level is your psi point maximum. Your psi point total returns to its maximum after you finish a long rest. The number of psi points you have can't go below 0 or over your maximum.

Psi Limit

Though you have access to a potent amount of psionic energy, it takes training and practice to

channel that energy. There is a limit on the number of psi points you can spend to activate a psionic discipline. The limit is based on your mystic level, as shown in the Psi Limit column of the Mystic table. For example, as a 3rd-level mystic, you can spend no more than 3 psi points on a discipline each time you use it, no matter how many psi points you have.

Psychic Focus

You can focus psychic energy on one of your psionic disciplines to draw ongoing benefits from it. As a bonus action, you can choose one of your psionic disciplines and gain its psychic focus benefit, which is detailed in that discipline's description. The benefit lasts until you are incapacitated or until you use another bonus action to choose a psychic focus benefit. You can have only one psychic focus benefit at a time.

Psionic Ability

Intelligence is your psionic ability for your psionic disciplines. You use your Intelligence modifier when setting the saving throw DC for a psionic discipline or when making an attack roll with one.

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

Discipline attack modifier = your proficiency bonus + your Intelligence modifier

Mystic Order

At 1st level, you choose a Mystic Order: the Order of the Awakened or the Order of the Immortal, both detailed at the end of the class description. Each order specializes in a particular approach to psionics. Your order gives you features when you choose it at 1st level and additional features at 3rd, 6th, and 8th level.

Mystical Recovery

Starting at 2nd level, you draw vigor from the psi energy you use to power psionic disciplines associated with your Mystic Order.

Whenever you spend psi points on a psionic discipline of your order, you regain hit points equal to your Intelligence modifier if your current hit point total equals half your hit point maximum or less.

Ability Score Improvement

When you reach 4th level, and again at 8th 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.

Strength of Mind

Even the simplest psionic techniques require a deep understanding of how psionic energy can augment mind and body. This understanding allows you to alter your defenses to better deal with threats.

Starting at 4th level, you can replace your proficiency in Wisdom saving throws whenever you finish a short or long rest. To do so, choose Strength, Dexterity, Constitution, or Charisma. You gain proficiency in saves using that ability, instead of Wisdom. This change lasts until you finish your next short or long rest.

Consumptive Power

At 10th level, you gain the ability to sacrifice your health in exchange for psychic power. As a bonus action, you regain up to 5 psi points. For each point you choose to regain this way, your current hit points and hit point maximum are both reduced by 1 for each level you have in this class. This reduction can't be lessened in any way.

Once you use this feature, you can't use it again until you finish a long rest, and the reduction to your hit point maximum lasts until you finish a long rest.

Mystic Orders

Psionics is a mysterious form of power within most D&D worlds. Secretive orders study its origins and applications, while pushing the boundaries of what psychic power can achieve.

Each mystic order pursues a specific goal for psionic power. That goal shapes how the members of an order understand psionics and determines the disciplines they master.

Order of the Awakened

Mystics dedicated to the Order of the Awakened seek to unlock the full potential of the mind. By

transcending the physical, the Awakened hope to attain a perfect state of being—focused on pure intellect and mental energy.

The Awakened are skilled at bending minds and unleashing devastating psychic attacks, and are able to read the secrets of the world through psionic energy. Awakened mystics who take to adventuring excel at unraveling mysteries, solving puzzles, and defeating monsters by turning them into unwilling pawns.

Mind Mastery

At 1st level, you gain the *mind meld* and *thought spear* psionic talents (these are in addition to the talents you gain in the Mystic table). If you already have either one, you can pick any other talent to replace it.

Awakened Expertise

Starting at 1st level, your focused mental training grants you extended knowledge. You gain proficiency in two skills of your choice.

In addition, choose one skill you are proficient in. Your proficiency bonus is doubled for any ability check you make that uses that skill.

Psionic Investigation

At 3rd level, you can focus your mind to read the psionic imprint left on an object. If you hold an object and concentrate on it for 10 minutes (as if concentrating on a psionic discipline), you learn a few basic facts about it. You gain a mental image from the object's point of view, showing the last creature to hold the object, regardless of how long ago it was last handled.

You also learn of any events that have occurred within 20 feet of the object within the past 24 hours. The events you perceive unfold from the object's perspective. You see and hear such events as if you were there, but can't use other senses.

Additionally, you can embed an intangible psionic sensor within the object. For the next 24 hours, you can use an action to learn the object's location relative to you (its distance and direction) and to look at the object's surroundings from its point of view as if you were there. This perception lasts until the start of your next turn.

Psychic Surge

Starting at 6th level, you overload your psychic focus to batter down an opponent's defenses. You

can impose disadvantage on a target's saving throw against a discipline or talent you use, but at the cost of using your psychic focus. Your focus immediately ends, and you can't use it again until you finish a short or long rest. You can't use this feature if you can't use your psychic focus.

Potent Psionics

At 8th level, you can add your Intelligence modifier to the damage you deal with any psionic talent.

Order of the Immortal

The Order of the Immortal strives to achieve physical perfection by augmenting the body's natural strength with psychic power. This order's goal is for its members to achieve immortality by overcoming the effects of aging through rigorous discipline and psionic perfection. To members of this order, psionic energy is a tool to augment, control, and perfect the physical body.

Members of this order who take up the adventuring life are skilled warriors. Their psionic abilities allow them to shrug off injuries and hazards, while focusing their strength and speed in combat.

Martial Order

At 1st level, you gain proficiency with martial weapons, heavy armor, and shields.

Psionic Resilience

At 3rd level, you learn to use psionic energy to speed up your natural healing. At the start of each of your turns, you gain temporary hit points equal to your Intelligence modifier, provided that you have at least 1 hit point.

Surge of Health

Starting at 6th level, you can draw on your psychic focus to escape death's grasp. As a reaction when you take damage, you can halve that damage against you. Your psychic focus immediately ends, and you can't use it again until you finish a short or long rest. You can't use this ability if you can't use your psychic focus.

Cutting Resonance

At 8th level, you gain the ability to infuse your weapon attacks with psychic energy. Once on each of your turns when you hit a creature with a

weapon, you can deal an extra 1d8 psychic damage to the target. When you reach 14th level, this extra damage increases to 2d8.

Psionic Disciplines

Psionic disciplines are the heart of a mystic's craft. They are the mental exercises and psychic formulae used to forge inner will into tangible effects.

Disciplines were each discovered by different orders and tend to reflect their creators' ethos and specialties. However, a mystic may learn any discipline regardless of its associated order.

Using a Discipline

Each discipline has a number of ways you can use it, all contained in its description. The discipline specifies the type of action and number of psi points needed to use its effect options. It also details whether you must concentrate on its effects, how many targets it affects, what saving throws it requires, and so on.

The following sections go into more detail on using a discipline.

Psychic Focus

The Psychic Focus section of a discipline describes the benefit you gain when you choose that discipline for your psychic focus.

Effect Options and Psi Points

A discipline provides different options for how to use it with your psi points. Each effect option has a name, and the psi point cost of that option appears in parentheses after its name. You must spend that number of psi points to use that option, while abiding by your psi limit. If you don't have enough psi points left, or the cost is above your psi limit, you can't use the option.

Some options show a range of psi points, rather than a specific cost. To use that option, you must spend a number of points within that point range, still abiding by your psi limit.

Each option notes specific information about its effect, including the action required to use it (if any), its range, and whether it requires concentration. If an option doesn't state that it is used as an action, a bonus action, or a reaction, using it requires no action.

Components

Disciplines don't require the components that many spells require. Using a discipline requires no spoken words, gestures, or materials. The power of psionics comes from the mind.

Duration

An option in a discipline specifies how long its effect lasts.

Instantaneous. If no duration is specified, the effect of an option is instantaneous.

Concentration. Some effect options require concentration. This requirement is noted with a "C" after the option's psi point cost.

Concentrating on a discipline follows the same rules as concentrating on a spell. This rule means you can't concentrate on a spell and a discipline at the same time, nor can you concentrate on two disciplines at the same time.

Targets and Areas of Effect

Psionic disciplines use the same rules as spells for determining targets and areas of effect. See chapter 10, "Spellcasting," of the *Player's Handbook*.

Saving Throws and Attack Rolls

If a discipline requires a saving throw, it specifies the type of save and the results of a successful or failed saving throw. The DC is determined by your psionic ability.

Some disciplines require you to make an attack roll to determine whether the discipline's effect hits its target. The attack roll uses your psionic ability.

Combining Psionic Effects

The effects of different psionic disciplines add together while the durations of those disciplines overlap. Likewise, different options from a single psionic discipline combine if they are active at the same time. However, a specific option from a psionic discipline doesn't combine with itself if that option is used multiple times. Instead, the most potent effect—usually dependent on how many psi points were used to create the effect—applies while the durations of the effects overlap.

Psionics and magic are separate effects, and therefore their benefits and drawbacks overlap. A psionic effect that reproduces a spell is an exception to this rule (see "Psionics and Magic" earlier, as well as "Combining Magical Effects" in

chapter 10, "Spellcasting," of the *Player's Handbook*).

Discipline Descriptions

The following disciplines are presented in alphabetical order.

Psionic Disciplines

Discipline	Rank	Order
Adaptive Body	Greater	Immortal
Body of Wind	Greater	Immortal
Celerity	Lesser	Immortal
Conquering Mind	Lesser	Awakened
Intellect Fortress	Lesser	Awakened
Iron Durability	Lesser	Immortal
Mind Over Emotion	Greater	Awakened
Mind Vault	Lesser	Awakened
Psionic Restoration	Lesser	Awakened
Psionic Weapon	Lesser	Immortal
Third Eye	Lesser	Awakened

Adaptive Body

Greater discipline (immortal)

You can alter your body to withstand punishing environments.

Psionic Focus. While focused on this discipline, you don't need to eat, sleep, or breathe.

Energy Adaptation (5, C). As an action, you touch a creature and give it resistance to acid, cold, fire, lightning, or thunder damage for up to 1 hour.

Energy Immunity (7, C). As an action, you touch a creature and give it immunity to acid, cold, fire, lightning, or thunder damage for up to 1 hour.

Body of Wind

Greater discipline (immortal)

You and your possessions take on a gaseous quality, allowing you to move like a howling gale, squeeze through small spaces, and escape danger. You move with the lightest steps using this discipline.

Psionic Focus. While focused on this discipline, you take no falling damage and ignore difficult terrain.

Wind Step (1–7). As your move, you can fly up to 20 feet for each psi point you spend. You must land at the end of this movement, otherwise you fall, unless you have some means of staying aloft.

Wind Form (5, C). As an action, you gain a flying speed of 60 feet for 10 minutes.

Misty Form (7, C). As an action, your body becomes mist-like. In this form, you gain resistance to bludgeoning, piercing, and slashing damage. You can pass through openings that are no more than an inch wide. This benefit lasts for up to 1 hour.

Celerity

Lesser discipline (immortal)

You channel psionic power into your body, honing your reflexes and agility to an incredible degree. In your eyes, the world seems to slow down while you continue to move as normal.

Psychic Focus. While focused on this discipline, your speed increases by 5 feet, and you have advantage on initiative checks. If you are surprised, you can spend 1 psi point to no longer be surprised.

Seize the Initiative (1–5). When you roll initiative, you can use your reaction to give yourself or one creature you can see within 60 feet of you a +2 bonus to initiative for each psi point you spend.

Surge of Speed (2). As a bonus action, you increase your speed by 30 feet until the end of your turn. In addition, you don't provoke opportunity attacks this turn.

Surge of Action (5). As a bonus action, you can gain an additional action this turn. That action can be used only to take the Attack (one attack only), Dash, Disengage, Hide, or Use an Object action.

Conquering Mind

Lesser discipline (awakened)

By channeling psionic power, you gain the ability to control other creatures by substituting your will for their own.

Psychic Focus. While focused on this discipline, you gain proficiency in one of the following skills of your choice: Deception, Intimidation, Performance, or Persuasion. You can change the chosen skill each time you apply your focus to this discipline.

Exacting Query (2). As an action, you target a creature that you can see within 120 feet of you. The target must make an Intelligence saving throw (it succeeds automatically if it is immune to being charmed). On a failed save, the target truthfully answers one brief question you ask it as part of

this action, provided that it understands the question. On a successful save, the target is unaffected, and you can't use this ability on it again until you finish a long rest.

Occluded Mind (2). As an action, you target a creature that you can see within 120 feet of you. The target must make an Intelligence saving throw (it succeeds automatically if it is immune to being charmed). On a failed save, the target believes one statement of your choice for the next 5 minutes, provided that it understands the statement. The statement can be up to ten words long, and must describe you or a creature or 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.

Broken Will (5). As an action, you target a creature that you can see within 120 feet of you. The target must make an Intelligence saving throw. On a failed save, the target is charmed until the end of its next turn, during which you choose its movement and action. On a successful save, the target is unaffected, and you can't use this ability on that creature again until you finish a long rest.

Psychic Grip (7, C). As an action, you target a creature you can see. The target must make an Intelligence saving throw. On a failed save, you overload the creature with psychic energy. The target is paralyzed for 1 minute, but at the end of each of its turns it can make another Intelligence saving throw. On a success, this effect ends. On a failure, you can use your reaction to force the target to move up to half its speed, despite being paralyzed.

Intellect Fortress

Lesser discipline (awakened)

You forge an indomitable wall of psionic energy around your mind—one that allows you to launch reflexive counterattacks against your opponents.

Psychic Focus. While focused on this discipline, you gain resistance to psychic damage.

Psychic Backlash (1). As a reaction, you can impose disadvantage on one attack roll made against you if you can see the attacker. If the attack still hits you, the attacker takes psychic damage equal to half your mystic level (rounded up).

Psychic Parry (1–3). As a reaction when you make an Intelligence, a Wisdom, or a Charisma saving throw, you gain a +2 bonus to that saving throw for each psi point you spend. You can use

this ability after rolling the die but before applying the result.

Psychic Redoubt (5, C). As an action, you create a field of protective psychic energy. For the next 10 minutes, you and creatures of your choice gain the following benefits while within 30 feet of you: resistance to psychic damage and advantage on Intelligence, Wisdom, and Charisma saving throws.

Iron Durability

Lesser discipline (immortal)

This discipline grants you unmatched toughness and resilience on the battlefield.

Psychic Focus. While focused on this discipline, you gain a +1 bonus to AC.

Psionic Recovery (2). As an action, you can spend up to two Hit Dice. Roll each die, add your Constitution modifier to it, and regain hit points equal to the total.

Iron Hide (1-3). As a reaction when you are attacked, you gain a +2 bonus to AC for each psi point you spend. You spend these points after learning the attack's result but before applying its effects.

Mind Over Emotion

Greater discipline (awakened)

You learn to use psionic energy to manipulate others with a subtle combination of psi and your own, natural charm.

Psychic Focus. While focused on this discipline, you gain a bonus to Charisma checks. The bonus equals half your Intelligence modifier (minimum bonus of +1).

Charming Presence (1-7). As an action, you exert an aura of sympathetic power. Roll 2d8 per psi point you spend on this ability; the total is how many hit points worth of creatures this spell can affect. Creatures within 30 feet of you are affected in ascending order of their hit point maximum, ignoring unconscious creatures or creatures immune to this effect. Each creature affected by this ability is charmed by you for 10 minutes. While charmed, it regards you as a friendly acquaintance. A creature engaged in combat is immune to this effect.

Revoltng Presence (5, C). As an action, you exert an aura of repulsive power. Up to five creatures of your choice that you can see within 30 feet of you must each make an Intelligence saving throw. On a failed save, a target is frightened of

you for 10 minutes. While frightened, it takes psychic damage equal to twice your mystic level if it doesn't end its turn at least 10 feet farther away from you than it was at the start of that turn. It can then make another Intelligence saving throw at the end of the turn. On a success, this effect ends.

Invoke Awe (7, C). As an action, you exert an aura that inspires awe and adulation in others. Up to five creatures of your choice that you can see within 60 feet of you must each make an Intelligence saving throw. On a failed save, the target is charmed by you for 10 minutes. While charmed, it obeys all your orders to the best of its ability and without risking its life. The target will only harm creatures that it has seen harm you since it first came under the effect of this ability. At the end of each of its turns it can make another Intelligence saving throw. On a success, this effect ends.

Mind Vault

Lesser discipline (awakened)

Your mind forms a light but useful link to other living things within hundreds of miles. This link allows you to draw on the knowledge of others in the following ways.

Psychic Focus. While focused on this discipline, you gain proficiency with one skill, weapon, shield, armor, or tool of your choice. Each time you focus on this discipline, you can choose a different skill, weapon, shield, armor, or tool.

Borrow Expertise (2). As a bonus action, you gain advantage on one skill check or saving throw of your choice that you make before the end of your next turn. You must opt to gain the advantage before rolling.

Borrow Language (5). As an action, you gain the ability to speak, read, and understand one language for 8 hours. You can use this ability multiple times to gain its benefits with several languages.

Borrow Lore (7). As an action, name one specific location in your mind. You learn a summary of the important lore regarding that place. At the DM's option, you also learn up to three secrets about it, such as the location of traps, passwords, or where treasure is hidden within it.

Psionic Restoration

Lesser discipline (awakened)

You wield psionic energy to cure wounds and restore health to yourself and others.

Psychic Focus. While focused on this discipline, you can use a bonus action to touch a living creature that has 0 hit points and automatically stabilize it.

Mend Wounds (1–7). As an action, you can restore hit points to a creature you touch. The creature regains 3 hit points per psi point you spend.

Restore Health (3). As an action, you can touch a creature and remove one of the following conditions from it: blinded, deafened, paralyzed, or poisoned.

Restore Vigor (7). As an action, you can touch a creature and choose one of the following: remove any reductions to one of its ability scores or remove one effect that reduces its hit point maximum.

Psionic Weapon

Lesser discipline (immortal)

You channel psionic energy to lend devastating power to your attacks.

Psychic Focus. While focused on this discipline, you charge one nonmagical weapon you carry, or one of your fists, with psionic energy. Attacks you make with it are considered magical and have a +1 bonus to attack rolls and damage rolls.

Ethereal Weapon (1). As a bonus action, you can momentarily transform a weapon you hold into psionic energy. The next attack you make with this weapon requires no attack roll. Instead, the target must make a Dexterity saving throw against this discipline. On a failed save, the target takes the attack's normal damage and suffers any additional effects. On a successful save, the target takes half damage from the attack, but suffers no additional effects that would normally be imposed on a hit.

Lethal Strike (1–5). When you hit a target with a melee weapon attack, you can increase the damage to that target. The target takes an extra 1d10 psychic damage for each psi point you spend.

Augmented Weapon (5, C). As a bonus action, you touch one nonmagical weapon and infuse it with psionic energy. For up to 10 minutes, it is a magic weapon with a +3 bonus to attack rolls and damage rolls.

Third Eye

Lesser discipline (awakened)

This discipline can open a third eye within your mind, opening your doors of perception.

Psychic Focus. While focused on this discipline, you have blindsight with a radius of 30 feet.

Tremorsense (1, C). As a bonus action, you gain tremorsense with a radius of 30 feet for up to 1 minute.

Unwavering Eye (1, C). As a bonus action, you gain advantage on Wisdom checks for up to 1 minute.

Truesight (5, C). As a bonus action, you gain truesight with a radius of 30 feet for up to 1 minute.

Psionic Talents

A psionic talent is a psychic ability that requires psionic aptitude but doesn't drain a mystic's psionic energy. Talents are similar to disciplines and use the same rules, but with three important exceptions:

- You can never use your psychic focus on a talent.
- Talents don't require you to spend psi points to use them.
- Talents aren't linked to psionic orders.

Beacon

Psionic talent

As a bonus action, you cause bright light to radiate from your body in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. The light lasts for 1 hour, and you can extinguish it as a bonus action.

Blade Meld

Psionic talent

As an action, you cause one simple or martial melee weapon you are holding to dissolve into your body. This process is harmless to you and the weapon. Until the weapon reappears, it is inaccessible, as are any of its properties. You can have only one weapon at a time affected in this way. You can summon the weapon to your hand as a bonus action. It reappears in your space if you are unconscious or dead.

Light Step

Psionic talent

As a bonus action, you alter your density and weight to improve your mobility. For the rest of your turn, your walking speed increases by 10 feet, and the next time you stand up, you need to spend no more than 10 feet of movement to do so.

Mind Meld

Psionic talent

As a bonus action, you can communicate telepathically with one creature you can see within 120 feet of you. You don't need to share a language with a creature for it to understand your telepathic utterances, and the creature understands you even if it lacks a language. You can allow a creature to respond to you telepathically, but it must understand at least one language in order to communicate this way. This ability to communicate lasts until the start of your next turn. You can't communicate with an unwilling creature.

Mind Thrust

Psionic talent

As an action, you blast psychic energy at one creature that you can see within 5 feet of you. The target must succeed on an Intelligence saving throw or take 1d6 psychic damage. If the target takes any of this damage, you can push it up to 10 feet away from you.

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

Thought Spear

Psionic talent

As an action, you psychically strike one creature that you can see within 120 feet of you. The target must succeed on an Intelligence saving throw or take 1d8 psychic damage.

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

Night Eyes

Psionic talent

As an action, you grant yourself darkvision with a range of 30 feet. This benefit lasts for 1 hour.