

PSION CLASS BOOK



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The creation and maintance of this is made possible by my generous supporters on patron. If you enjoy the work and look forward to seeing more of it, consider joining them on patreon to make to continue to make this possible.

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...and so many more. Thank you all!

PSION

A huge orc flies across the room, smashing through tables and chairs before hitting the wall with a thunderous crash, collapsing dazed. A human, her eyes still glowing with unearthly power, tosses a few extra coins on the bar. “Sorry for the mess. If he wakes up, tell him to try picking on someone his own size next time.”

The prisoner’s expression turns from defiant to puzzled as the interrogator asks no questions, merely stares at them silently. His puzzled expression turns worried as he finds himself, unbidden, recalling where he stashed the loot. “Under the stables behind the Rusty Hook Inn” the interrogator finally speaks, as the thief’s expression becomes terrified.

“Ain’t you... cold or somethin’?” the dwarf asks the elf as they trudge through the snow, eying her simple robe and bare feet. “I just think ‘warm’” the elf replies with a distracted air. The dwarf snorts, a puff of chilled air. Typical elf nonsense. Except... they haven’t frozen to death yet. “Say... could you think some ‘warm’ this way?” the dwarf asks hopefully. To the dwarf’s surprise, the chill of the snow fades away completely. “That’s downright creepy... hey don’t stop now! Was jus’ sayin’ it was creepy.”

Psions are those who have tapped into a special otherworldly force, with the ability to actualize the power of their mind to accomplish impossible feats. Reading minds, lifting vast weights, and transcending physical limitations, they tend to inspire awe and terror in equal measure.

The exact nature of what psionic power is might be a question answered in your setting, or it might not be. Most view psionic power as coming from within, though other answers exist—anything from the leaking power of the realms beyond, to an alternate way to express magic, to an actualization of an individual’s will upon the world.

POWERFUL MINDS

Since a psion’s weapon is their mind, they are always a careless thought away from harming those around them. For a psion, the line between thinking and doing can be very thin, forcing them to keep their thoughts and emotions in check, lest their powers run amok. This leads to many of them developing odd behaviors or mannerisms to help them control their state of mind, frequently seeming quite eccentric to an outside observer.

Consider how your psion keeps their powers in check, and how much their power bleeds into their everyday life. How reading minds may affect their body language or habits. Do they add wood to the campfire from the comfort of their bedroll, or do they restrain themselves from using their power for trivial matters lest they slip up?



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THE PSION

Level	Proficiency Bonus	Psi Points	Psi Limit	Features	Psionic Talents
1st	+2	1	1	Psionic Archetype, Psionics	—
2nd	+2	2	1	Psionic Talents	2
3rd	+2	3	2	Secondary Discipline, Psionic Archetype feature	2
4th	+2	4	2	Ability Score Improvement	2
5th	+3	5	3	Psionic Mastery	3
6th	+3	6	3	Psionic Archetype feature	3
7th	+3	7	4	—	4
8th	+3	8	4	Ability Score Improvement	4
9th	+4	9	5	—	5
10th	+4	10	5	Psionic Archetype feature	5
11th	+4	11	6	Innate Psionic Ability (6th level)	5
12th	+4	12	6	Ability Score Improvement	6
13th	+5	13	7	Innate Psionic Ability (7th level)	6
14th	+5	14	7	Psionic Archetype feature	6
15th	+5	15	8	Innate Psionic Ability (8th level)	7
16th	+5	16	8	Ability Score Improvement	7
17th	+6	17	9	Innate Psionic Ability (9th level)	7
18th	+6	18	9	Third Discipline	8
19th	+6	19	10	Ability Score Improvement	8
20th	+6	20	10	Ascension	8

CREATING A PSION

When creating a psion, consider your character's background. How did you become a psion? Were you born with latent powers? Or did something happen to you granting your powers? Or did you intentionally train yourself through rigorous mental exercise to leverage them? Consider how developing a rare and mysterious power would have affected your interactions with people.

Consider what your purpose is with your newfound powers, or how you plan to use your powers. Do you intend to be taken for a Wizard casting magic, or are you freely open about being of a... different nature?

QUICK BUILD

You can make a psion quickly by following these suggestions. First, make Intelligence your highest ability score, followed by Dexterity or Constitution. Second, choose a background that lends itself to intelligence skills.

CLASS FEATURES

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: Simple weapons

Saving Throws: Intelligence, Wisdom

Skills: Psionics, and choose two from Deception, History, Insight, Intimidation, Investigation, Medicine, Perception, or Religion.

EQUIPMENT

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

- (a) a quarterstaff, (b) a dagger, or (c) a martial weapon (if proficient)
- (a) leather armor or (b) scale mail (if proficient)
- (a) a scholar's pack or (b) an explorer's pack

PSIONIC ARCHETYPE

At 1st level, you pick the archetype of psion you embody, choosing from Awakened Mind, Unleashed Mind, Transcended Mind, Shaper's Mind, Wandering Mind, or Consuming Mind, each of which are detailed at the end of the class description. Your choice grants you features at 1st level, and again at 3rd, 6th, 10th, and 14th level.

PSIONICS

PSIONIC DISCIPLINES

You are granted access to a psionic discipline (such as Telepathy or Telekinesis) by your chosen archetype. A psionic discipline comes with a passive feature that expands your character's capabilities and an active psionic power that can be modified and empowered with psi points. Additionally you can use your discipline in more detailed applications to recreate the effect of certain spells, listed at the end of the discipline description. At 3rd level you can select a second discipline, and 18th level you can select a 3rd discipline.

Psionic powers are suppressed by antimagic fields and can be dispelled with dispel magic, but are only affected by *counterspell* if recreating the effect of a spell. Any check required to *dispel magic*, *counterspell* or to identify a spell being cast with psionics is made with disadvantage unless the caster also has the Psionics feature. The *detect magic* spell will detect the usage of psionics, but not their nature: it will show up as a mysterious untyped power, even if being used to generate the effect of a spell.

When recreating a spell through a psionic effect (using a psionic discipline to cast the spell) the spell has no material or verbal components, but using any psionic ability requires somatic components and causes the psion to vibrantly glow with the otherworldly psionic energies they are controlling.

PSI POINTS

Starting at 1st level, you gain access to psi points used to fuel psionic discipline powers and effects. You have a number of psi points equal to your psion level, and you regain all spent points when you finish a short or long rest. You can spend a number of psi points equal to half your Psion level (rounded up) at a time. For example, if you're a 5th-level Psion, you can spend 3 psi points on a psionic power or cast a spell with a cost of 3 psi points.

PSIONIC ABILITY

Psionic powers, Psionic Talents, and spells gained through this class use your psionic ability.

Psionic ability save DC = 8 + your proficiency bonus
+ your Intelligence modifier

Psionic ability attack modifier = your proficiency bonus
+ your Intelligence modifier

PSIONIC TALENTS

Starting at 2nd level, you gain access to a psionic talent allowing you to further specialize. Pick two talents from the list of psionic talents presented at the end of the class

description. You can pick a new psionic talent at 5th, 7th, 9th, 12th, 15th, and 18th level. When you level up, you can replace a psionic talent you have previously selected with a different option.

SECOND DISCIPLINE

When you reach 3rd level, you can select a second psionic discipline from the list of psionic disciplines. You can't select a Discipline you already know. You gain all features of a psionic discipline when selecting it.

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.

PSIONIC MASTERY

When you reach 5th level, you gain mastery of your psionic powers. At the start of your turn you get 1 free psi point. This can be spent to empower psionic disciplines, but not to recreate spells or fuel Psionic Talents. If you have any unspent free psi points granted by this feature left at the end of your turn, then they are lost.

At 11th level, this is increased to 2 free psi points, and at 17th level, this is increased to 3. Points can be split between different abilities.

INNATE PSIONICS

At 11th level, you gain the ability to exert great feats of psionic power. Choose one 6th-level spell from the psion spell list as an innate ability. You can use this innate ability to cast that spell once. You must finish a long rest before you can do so again. At higher levels, you gain more innate abilities of your choice that can be used in this way: one 7th-level spell at 13th level, one 8th-level spell at 15th level, and one 9th-level spell at 17th level. You regain all uses of your Innate Psionics when you finish a long rest.

Innate Psionics are well beyond the normal scope of your powers and are not restricted by what disciplines you have. Unlike psionic disciplines, they require any component the spell requires.

THIRD DISCIPLINE

When you reach 18th level, you can select a third psionic discipline from the list of psionic disciplines. You can't select a discipline you already know. You gain all features of a psionic discipline when selecting it.

ASCENSION

Starting at 20th level, if you die you can choose to become an incorporeal entity on the Border Ethereal at the spot you died in the Material Plane at the start of your next turn. This entity has the physical ability scores (Strength, Dexterity, Constitution) and abilities of a ghost, but has your mental ability scores (Intelligence, Wisdom, Charisma) and your

psion class abilities.

When you take this form your current and maximum hit points becomes that of the ghost while you are in the form, if you have less than 10 psi points when you would assume this form, you have 10 psi points. While in this form you can't rest to regain spent abilities. If you exhaust all Psi Points or the ghost is destroyed, you die as a normal creature would.

PSIONIC ARCHETYPES

AWAKENED MIND

An Awakened Mind is a psion who had their psionic power awakened within them by an encounter, event, or circumstance. Perhaps their powers were latent or perhaps their destiny had been that of a normal creature until powers were suddenly thrust on them. Perhaps they brushed the realms beyond in a vivid dream, perhaps they wandered the Feywild and came back warped, perhaps they merely glimpsed the eyes of a creature that did not belong walking down the street.

An awakening is often somewhat traumatic. Psions are not well understood and the first power they manifest—telepathy—is one of the most feared and shunned abilities.

An Awakened can be either empathetic or cruel, good or evil. Knowing what is on the minds of others affects people in different ways, driving some away from society as they see its true face, while others feel drawn to help the problems only they can see.

OPENED MIND

At 1st level when you select this archetype, your mind awakens the ability to directly connect to the minds of other creatures, granting the psionic discipline of Telepathy.

MENTAL AWARENESS

Additionally, starting at 1st level, you can use Intelligence instead of Wisdom when making an Insight check against a creature with an Intelligence ability score of 6 or higher.

Further, if you have telepathically communicated with a willing creature, you know their general location (direction and rough estimate of distance) for the next hour as long as you are on the same plane as them.

MIND READER

Starting at 3rd level, when you use Telepathic Intrusion, you can force the target to make an Intelligence saving throw instead of a Wisdom saving throw against the power (deciding when you use the ability).

When a creature fails a saving throw against your Telepathic Intrusion, you gain a d4. Until the end of your next turn, if you make an attack roll against the creature or the creature makes a saving throw against one of your psionic powers other than Telepathic Intrusion, you can add or subtract the d4 from the roll (deciding to roll before you roll the attack or use the power).



EMPOWERED PSIONICS

Starting at 6th level, when you deal damage with a psionic discipline power you can add your Intelligence modifier to the damage dealt.

ALL SEEING EYE

Starting at 10th level, you can see a creature by its mind. You gain a mindsight of 60 feet, allowing you to see creatures with an Intelligence of 6 or higher within range as if by blindsight. A creature you are unaware of can still be hidden from you, but you can use your Intelligence modifier instead of your Wisdom modifier when making Perception checks to detect creatures.

FULL AWAKENING

Starting at 14th level, you can briefly fully awaken your expanded mind to true comprehension. At the start of your turn, you can expend 2 psi points to gain advantage on all saving throws and attack rolls until the start of your next turn.

UNLEASHED MIND

An Unleashed Mind's power is most often an innate force they struggle to understand or control, a reflection of their state of mind and mood projected onto the world around them, often to devastating results. The life of an Unleashed Psion is frequently their journey to control their unruly powers... or one of embracing the destructive powers fully.

What the wellspring of their innate power is varies: they could be a psionic race, born under the influence of distant twisted powers, warped by fey blood, or a herald of something more sinister brushing against the material world. Sometimes their power will show itself in simple applications, but most often their power becomes known and feared when their temper flares.

Their alignment frequently depends on the approach to their powers they have taken. An Unleashed Psion who emphasizes control and restraint, keeping their emotions from running wild and their powers from running rampant will most often be lawful, following strict personal codes. On the other hand, an Unleashed Psion who lets their power run rampant will almost always be chaotic in nature, acting on impulse... with great emphasis.

UNSHACKLED POWER

At 1st level when you select this archetype, you gain the ability to unleash your mind to physically interact with the world around you, granting you the psionic discipline of Telekinesis.

OVERWHELMING POWER

Additionally at 1st level, you gain the ability to cast *thaumaturgy* with your psionic powers. When you cast it in this way, you have an additional options:

- You cause up to 10 pounds of loose objects within 10 feet of you to start floating for 1 minute.
- You can force all targets within 5 feet to make a Strength saving throw, or be pushed 5 feet away from you.

RAMPAGING POWER

Starting at 3rd level, you gain a d4 rampage die. Once on each of your turns when making a damage roll, you can add this rampage die to the damage roll. If you dealt damage during your last turn, your rampage die becomes a d6, increasing with each subsequent turn you deal damage by one step, up to a d12; if you did not deal damage during your last turn or become incapacitated, it becomes a d4 once more. If you maintain a continuous d12 rampage die for more than one minute, you gain one level of exhaustion.

EMPOWERED PSIONICS

Starting at 6th level, when you deal damage with a psionic discipline power you can add your Intelligence modifier to the damage dealt.

UNCONTROLLABLE MIND

Starting at 10th level, the strength of your rampaging mind is such that others' attempts to control it are futile. You gain immunity to the charmed and frightened conditions, as well as effects that would control your mind while your rampage die is a d8 or more.

UNSTOPPABLE RAMPAGE

Starting at 14th level, when an attack reduces you to zero hit points, you can roll your rampage die. If your roll + your Constitution modifier is higher than the excess damage you took, you are instead reduced to one hit point. You can expend 2 psi points to roll an additional rampage die, adding it to the result.

TRANSCENDED MIND

A Transcended psion is most often one that has found their path to psionic powers through a mental epiphany, realizing the place of their mind within the multiverse and how it ties to everything else, seeing the keys and levers to the world laid out before them in their mind's eye.

Most often achieved either intentionally or accidentally through meditation and ritual, this can sometimes even be a passed on technique to reliably transcend the strictly material concerns, and explore the more cognitive realm and powers within.

Transcended Psions tend to have the best grasp on their powers in control and principle, having come to understand the greater cosmos, but lack the reckless abandon some other Psions may have. Unfortunately less transcendent minds frequently cannot understand the greater truths they have learned and may view a Transcended Psion as a bit... peculiar.



ENLIGHTENED

At 1st level when you select this archetype, you gain the ability to empower your body with the power of your mind, granting you the psionic discipline of Enhancement.

STATE OF MIND

Additionally at 1st level, you can ignore the effects of extreme heat or cold, hold your breath twice as long as normal, and can go twice as long without eating or sleeping before suffering exhaustion.

BALANCE OF POWER

Starting at 3rd level, when you use a psionic ability (power or spell) to restore hit points or grant temporary hit points, you can add equivalent hit points granted to a stored pool. The maximum value of the pool is your psion level, and any points beyond the maximum are lost. The next time you make a damage roll, you can expend the pool to add damage equal to the stored value to one target affected by the damage roll. This stored damage is lost if not spent within 1 minute.

PERFECTED ENHANCEMENT

Starting at 6th level, when you grant temporary hit points with a psionic power you can add your proficiency bonus to the temporary hit points gained by one creature.

MENTAL CONTROL

Starting at 10th level, when you have to make a Constitution saving throw to avoid losing concentration on an effect from a psionic discipline, you can add your Intelligence modifier to the saving throw.

MIND OVER MATTER

Starting at 14th level, when you would roll a Strength, Dexterity, or Constitution saving throw, you can expend 2 psi points to roll an Intelligence saving throw instead.

Additionally, when you roll a Death saving throw, you can expend 4 psi points before rolling to treat the roll as 20.

SHAPER'S MIND

A Shaper is a Psion that specializes in the materialization of their imagination, projecting it out into the world. No mere conjurers borrowing the powers of other planes, a Shaper manifests things from nothing but their own mind, weaving their creations into existence through the exertion of raw psionic power and imagination.

A Shaper's mind is a tool of nearly unrivaled power possessing both boundless creativity and inexorable will, but if that will is overrun, the world would do well to fear a Shaper's nightmares.

CREATOR'S MIND

At 1st level when you select this Archetype, you gain the ability to will the contents of your mind into the world, granting you the psionic discipline of Projection.

BOUNDLESS IMAGINATION

Additionally at 1st level, when you conjure your Astral Construct, you can apply one of the following powers to it:

- **Devastating Weapons.** You imagine more deadly armaments—from a greatsword to vicious fangs—causing your Astral Construct to grow more deadly. The Astral Construct's damage becomes 1d12
- **Psionic Conduit.** You can use your psionic powers, spells, talents through your Astral Construct, as if you were in its space.
- **Vivid Existence.** Your Astral Construct fully materializes and automatically uses Solidify at the start of your turn without requiring a command to do so.

You can change which benefit you grant it for the duration of the effect as a bonus action.

ASTRAL METASTABILITY

Starting at 3rd level, when you use your psionic powers to create an Astral Construct, it doesn't require concentration to maintain, and lasts until dismissed, but you can't summon another one while you have one summoned.

EMPOWERED CONSTRUCT

Starting at 6th level, when you deal damage with an Astral Construct or a weapon created by Project Item, you can add your Intelligence modifier to the damage dealt.

ASTRAL GUARDIAN

Starting at 10th level, when you would take damage while you have an Astral Construct within 30 feet of you, you can use your reaction to conjure it to you (sharing your space) and expend 1 psi point to Solidify it, transposing it between you



and the source of damage. It takes the damage instead of you. If the attack deals more damage than it has hit points (from Solidify), you take the remainder of the damage.

IMAGINARY ARMY

Starting at 14th level, you can allow your mind to run wild, letting an astral army spring forth into reality. When you use Replicate, you can create one additional Astral Construct that can be controlled with the same action (commands still only affect one Astral Construct of your choice). This additional construct lasts until the start of your next turn and can't be sustained. Once you create an additional duplicate, you can't do so again until you finish a short or long rest.

WANDERING MIND

A Wandering Mind is among the more mysterious incarnates of psions, these are individuals that just aren't quite rooted in the same reality everyone else is... they find it more pliable and slippery, and prone to jumping right through it on occasion.

How they get their powers varies. Some were born in the ethereal plane or went through a portal while young. Sometimes it is just that their mind just works along an axis most people cannot understand. No matter its source, they manifest a truly unique ability to treat certain aspects of the metaphysical with a certain mundanity, and are prone to treating their powers as absolutely natural things as one might treat an arm or leg.

SPATIAL MANIPULATION

At 1st level when you select this archetype, your mind grows a greater perspective on the nature of space and dimensions, allowing you to manipulate it and your relation to it, granting you the psionic discipline of Transposition.

Additionally, your connection to your transdimensional powers are such that you can slide through the spaces you see in dimensions as another might slip through a tight space, without conscious thought or effort. You can use your Dexterity ability score in place of your Intelligence ability score calculating the DC or attack roll modifier of Transpositional powers, alternate effects, or talents that require the Transpositional discipline.

NOMAD'S GEAR

Additionally at 1st level, you gain proficiency with martial weapons and medium armor.

CUNNING STRIKES

Starting at 3rd level, you gain the Rift Strike talent. If you already have the Rift Strike talent, you can gain one other Psionic Talent of your choice. The Rift Strike talent doesn't count against your Psionic Talents known, but can't be switched out on leveling up.

TALENT: RIFT STRIKE P. 77

Prerequisite: Transposition Discipline

When you use your Phase Rift power as an action, you can make a single weapon attack as a bonus action.



CURIOUS MIND

Starting at 3rd level, your wandering mind adapts to new situations constantly. Whenever you finish a long rest, you can select two skills you lack proficiency in. Until the end of your next long rest, you can add half your proficiency bonus, rounded down, to ability checks made with those skills.

PHASE DANCER

Starting at 6th level, once per turn, you automatically gain one illusory duplicate as per the blurring modifier when you use your Phase Rift power. Additionally, your first attack roll before the end of your turn after using Phase Rift gains advantage.

FLICKERING PRESENCE

Starting at 10th level, your unspent Psionic Mastery points are not lost until the start of your next turn, but can only be used to cast flicker.

Additionally, when you roll for the effect of *flicker*^K or *blink* you can expend 1 psi point to reroll the result. You can select which of the two results you would like to use.

PLANESWALKER

Starting at 14th level, your understanding of how to traverse space expands to a previously incomprehensible scale. You gain the ability to cast *plane shift* and *teleport*. You can cast one of these spells per day once without expending a spell slot or use of Innate Psionics. Once you do this, you must finish a long rest before you can use them again, or use your 7th level or higher use of Innate Psionics instead of the spell selected for that level to cast these spells again before finishing a long rest. If you already have one of these spells selected for your

7th level Innate psionic power, you can select a new 7th-level spell from the psion list for that slot. Material components are still required for casting plane shift this way.

WINDING PATHS

Additionally at 14th level, your phase rift no longer has to go in a straight line, though it can only pass through a creature's space once.

ELEMENTAL MIND

An Elemental Mind is a Psion that can manifest and control elements as an extension of their will.

ELEMENTAL POWER

At 1st level when you select this archetype, you gain a deep intrinsic tie to elemental power, granting you the ability to manipulate it. You gain the psionic discipline of Psychokinesis.

PRIMORDIAL ASPECT

Additionally at 1st level, as an action or when you deal fire, cold, or lightning damage (no action required), you take on an aspect of that element until the end of your next turn or until you take a new primordial aspect.

- **Cold:** You gain an icy shell, reducing any nonmagical bludgeoning, piercing or slashing damage taken by your proficiency bonus.
- **Fire:** You gain a fiery aura. Once per turn, a creature within 5 feet that hits you with a melee attack takes fire damage equal to your proficiency bonus.
- **Lightning:** You flicker with lightning. Your walking speed is increased by 5 feet for the duration.

You can additionally spend 1 psi point to gain resistance to the element to the start of your next turn. If you are specialized in an element, you can do this without spending a psi point for the element you are specialized in.

ASPECT APPEARANCE

The appearance of the aspect manifesting itself may vary, perhaps your hair becomes fire and radiates heat, or your skin takes on an icy sheen, but whatever the nature and consequence of the aspect is apparent to observers.

LIVING POWER

Starting at 3rd level, your powers become a living extension of your mind, weaving an extension of your will into reality, allowing you to manipulate your powers in more advanced ways. When you use a power or alternate effect of Psychokinesis, you can apply one of the following modifiers:

SHAPED POWER

When you use a power or spell that makes a ranged spell attack, you can convert it to a melee spell attack (such as forming it into a weapon shape), and when you would make an attack that would make a melee spell attack, you can instead form it into a shape and hurl it at a target within 15 feet making a ranged spell attack.

CONTROLLED POWER

When you use a spell or power that targets an area, you can select a number of creatures equal to the psi points spent in the area of effect for the spell or power to be ignored. The power passes harmlessly around these creatures, they automatically succeed on their saving throw against the effect, and they take no damage if they would normally take half damage on a successful save against the effect.

RAGING POWER

When you use a spell or power, you can let it rage out of control. When you roll damage for the power or spell, you can reroll a number of dice up to 1 + the number of psi points spent. You must use the new roll.

EMPOWERED PSIONICS

Starting at 6th level, when you deal damage with a psionic discipline power you can add your Intelligence modifier to the damage dealt.

FULL MANIFESTATION

Starting at 10th level, when you enter a primordial aspect, you can expend 1 psi point to fully manifest that element, replacing the primordial aspect with the following effect. If you are specialized in that element, it doesn't require a psi point to fully manifest the power.



- **Cold:** Your speed becomes 0 until the end of your next turn, but you have resistance to all damage types except fire and force.
- **Fire:** Fire fills a 10-foot radius around you. When a creature enters the area for the first time on a turn or starts its turn there, it takes fire damage equal to 1d4 + your proficiency bonus.
- **Lightning:** You can use your movement to teleport a distance up to your speed for the duration.

If you are not in a primordial aspect, you can fully manifest a power as a bonus action for 2 psi points (or 1 psi point if you are specialized in that power).

ELEMENTAL FORM

Starting at 14th level, you can expend 5 psi points to cast *shapechange* to assume elemental forms. When you cast *shapechange* in this way it has no verbal or material components, but you can only assume the form of a Water Elemental, Fire Elemental, or Air Elemental. If you are specialized in an element, the cost is reduced to 3 psi points, but you can only assume the form associated with your specialization (Water Elemental for cold, Fire Elemental for fire, or Air Elemental for lightning). A Water Elemental assumed with this form doesn't have the Freeze property.

Once you cast *shapechange* this way, you can't do so until you finish a short or long rest.

CONSUMING MIND

A Consuming Mind is a master of a dangerous branch of psionics, born from the ability to sap energy from other creatures. This power can tear away thoughts, minds, and ultimately vitality for the psion's own consumption. A feared branch of psionics, it is sometimes believed to be one of the primeval roots of all psionic power, as it can be found among mind-eating monsters and ancient psionic space whales... which might have other names in various settings.

It has been refined by those that seek greater power either from ambition or desperation, and unlocks a terrible but effective path. One example of mortal creatures walking this path are the houses of dark elves, who developed their dark powers from their study of feral, vampiric, brain-eating monsters.

PSIONIC PREDATOR

At 1st level when you select this archetype, you gain the ability to consume the psionic power of others. You gain the psionic discipline of Consumption.

DARK LURKER

Additionally at 1st level, your powers grant you intuition that allows you to better adapt and survive as a mind hunter. You gain proficiency in Stealth and Deception. If you are already proficient in either skill, you instead become proficient in a skill of your choice.

When you use psionic abilities, you can make an Intelligence (Deception) check contested by a target's Wisdom (Insight) to conceal your use of psionic powers from them, suppressing the ability's usual visible indicators. If you spend psi points on the ability, you must subtract the psi points spent

from your Intelligence (Deception) roll result (concealing greater uses of psionics being more difficult).

RAVENOUS POWERS

Starting at 3rd level, you gain the Psionic Talent Mind Devourer; this talent ignores the normal level restriction, and doesn't count against your Psionic Talents known, but can't be switched out on leveling up.

Additionally, you can gain the benefit of this Talent from a range of 30 feet when the creature is killed by one of your psionic powers.

EMPOWERED PSIONICS

Starting at 6th level, when you deal damage with a psionic discipline power you can add your Intelligence modifier to the damage dealt.

MIND VAMPIRE

Starting at 10th level, you can trigger Mind Devourer anytime you deal psychic damage to a target within 30 feet, whether it kills the target or not.

Further, you can have additional psi points (over your normal limit) equal to half your Intelligence modifier (rounded down) when gaining psi points from Mind Devourer, but any additional psi points are lost when you finish a short or long rest.

LIMITATIONS

Even when used with Mind Vampire, Mind Devourer still requires a reaction to use, meaning that it can still effectively trigger once per round. All normal restrictions of Mind Devourer still apply (such as a minimum Intelligence ability score of the target.)

SHATTERED HUSKS

Starting at 14th level, your Mind Leech ability always gains the Shredding modifier, and it doesn't cost a psi point to add the modifier.

Further, you can use additional power to leave their mind further vulnerable. You can spend additional psi points on the Shredding modifier to further reduce their next Intelligence, Wisdom, or Charisma saving throw (up to 2 additional points to reduce it by a total of 3d4). Once this effect has been applied to a creature, you can't spend additional psi points on the Shredding modifier against the creature until 1 hour has passed.

PSIONIC DISCIPLINES

ENHANCEMENT DISCIPLINE

Enhancement is the ability to interact with a creature's nature and abilities with your psionic power.

ENHANCING SKILL

You can focus your psionics to enhance your abilities. Whenever you make an ability check using Strength or Dexterity, you can add 1d4 to the result.

ENHANCING SURGE

Psionic power

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: 1 round

You empower the body of a target creature you can see with your psionics. The target gains 1d6 temporary hit points and the next time the target deals damage, it deals 1d6 additional damage to one target of that damage roll. Any remaining temporary hit points from this power fade when you use it again.

You can spend psi points up to your per use limit to add the following modifiers to Enhancing Surge (you can add multiple modifiers). The points must be spent when choosing the target of the power.

Fortifying (1+ psi points): The target gains an extra 1d6 temporary hit points for each point spent.

Resilient (3 psi points): The target gains resistance to all damage until the start of your next turn.

Savage (1+ psi points): The target's next weapon attack deals 1d6 additional damage for each point spent.

Swift (2 psi points): The target gains an additional action. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

ALTERNATE EFFECTS

Additionally, when you learn the Enhancement psionic discipline you can use your Psionics feature to cast the following spells as per the rules defined in the feature:

Point Cost	Alternate Effects
1	<i>heroism, longstrider, unlocked potential^K</i>
2	<i>alter self, enlarge/reduce, lesser restoration</i>
3	<i>haste, protection from energy</i>
4	<i>freedom of movement, stonewood</i>
5	<i>greater restoration, invested competency^K</i>

If a spell can be cast at a higher level, you can spend additional psi points to cast it at a level equal to the psi points spent.

ENHANCEMENT TALENTS

The following talents can be selected if you have the Enhancement Discipline:

Body Control (Prerequisite: 5th-level Psion)

You can cast *alter self* at will, without expending a spell slot or psi points. Additionally, when you cast *enlarge/reduce* on yourself, you may expend 1 psi point instead of 2.

Enhanced Regrowth

You gain the *cure wounds* spell, and can cast it as a 1st-level spell by expending 1 psi point. You can cast it at a higher level by spending an additional psi point for each level above first. When you cast *cure wounds* on a creature, you can use Enhancing Surge on that creature as a bonus action.

Metamorphosis (Prerequisite: Body Control)

The *mutate^K* and *polymorph* spells are added to your Enhancement Alternate Effects list.

You can only target yourself when casting *polymorph* this way.

Physical Surge

When you use Enhancing Surge targeting yourself, you can choose to make your Strength or Dexterity ability score equal to your Intelligence ability score until the start of your next turn.

Surging Power

When you target only yourself with Enhancing Surge, you can use the power as a bonus action instead of an action, but the damage and temporary hit points the base power grants are reduced to 1d4 when using the power this way.

Transcendent Life (Prerequisite: 9th-level Psion)

The *mass cure wounds* and *reincarnate* spells are added to your Enhancement Alternate Effects list. *Reincarnate* requires its normal material components when cast this way.

PROJECTION DISCIPLINE

Projection is the ability to project what is in your mind to the outside world with your psionic power.

PROJECT ITEM

As an action, you can use your powers to project an inanimate object you imagine into your hands. It can't be larger than 3 feet on any side or weigh more than 10 pounds, and is clearly ethereal in nature. The item behaves as a solid object. Weapons created with this feature deal force damage.

Projected items fade after 1 minute, and you can have no more than 3 projected items at a time.

ASTRAL CONSTRUCT

Psionic power

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Concentration, up to 1 minute

You project an ethereal creation from your mind at a space you can see within range, taking the shape of a Medium or smaller creature, weapon, or other object. This creation is clearly ethereal in nature. When you create it, and on subsequent turns using your action to mentally control it, you can move it up to 30 feet in any direction and attack, so long as it doesn't move beyond the range of the power. To attack with it, make a melee spell attack. On a hit, the target takes 1d8 force damage. If the Astral Construct moves out of range of the spell, it fades away into nothing, ending the spell.

While the Astral Construct is active, you can spend psi points up to your per use limit to issue commands that affect and empower your construct. Commands require no action, but you can't exceed your psi point limit in total commands issued, and each command can only be issued once per turn.

Grab (1 psi point): Can only be used while your construct is Solidified. A target creature within 5 feet of your construct that is no more than one size larger than the construct must make a Strength saving throw or become restrained by the construct. At the end of each of the restrained creature's turns it can repeat the saving throw. The condition ends if the construct becomes ethereal again, or becomes more than one size smaller than the target.

Grow (1 psi point): Your construct increases by one size, and its number of damage dice increases by one. It returns to its normal size at the start of your next turn. It can only gain one additional die (for example, up to 2d8).

Relocate (1 psi point): The construct disappears and reappears anywhere within 60 feet of you.

Replicate (3 psi points): You use Relocate, but the original doesn't disappear. Until the end of your turn, you have another construct and control both with the same action (commands only affect one of your choice). Pick one construct to fade at the start of your next turn or use Sustain.

Solidify (1 psi point): Your construct becomes solid, blocking its space until the start of your next turn. You can only use this command if it is in an unoccupied space. It has an armor class of 16 and hit points equal to your Intelligence modifier + your psion level. The construct becomes ethereal again if it drops to zero hit points.

Strike (2 psi points): The construct makes an attack (even if it has already attacked).

Sustain (1+ psi points): At the start of your turn, you can sustain the effect of a Solidify, Grow or Replicate command for an additional round. An effect that has been replicated can be sustained across all replicated constructs with a single use, but each effect can only be sustained once per turn (for example, you can never sustain more than one replicated construct). This costs 1 psi point for each effect sustained. Sustaining Solidify refreshes the construct's hit points to its maximum.

ALTERNATE EFFECTS

Additionally, when you learn the Projection psionic discipline you can use your Psionics feature to cast the following spells as per the rules defined in the feature:

Point Cost	Alternate Effects
1	<i>floating disk, unseen servant</i>
2	<i>mirror image</i>
3	<i>phantom steed</i>
4	<i>arcane eye</i>
5	<i>creation</i>

If a spell can be cast at a higher level, you can spend additional psi points to cast it at a level equal to the psi points spent.

PROJECTION TALENTS

The following talents can be selected if you have the Projection discipline:

Animated Projections (Prerequisite: 10th-level Psion)

You learn to project a swarm of ethereal objects. As an action, you can expend 5 psi points to cast *animate objects*. When cast in this way, the spell creates new ethereal objects rather than animating existing ones.

Astral Swap

As a bonus action, you can expend 1 psi point to swap places with your Astral Construct.

Life Link

When a solidified construct takes damage, you can choose to take that damage instead of the construct (no action required). You have resistance to the damage taken.

Matter Made Real (Prerequisite: 9th-level Psion)

You gain the ability to solidify some of your projections into real objects. You can cast *fabricate* and *wall of stone* by expending psi points equal to the spell level.

Projected Weaponry

When you project a weapon with your Project Item feature, it gains the following benefits:

- You can project it as a bonus action and you can project up to 3 weapons or pieces of ammunition at the same time.
- You are proficient with any projected weapon.
- It is no longer restricted to a maximum of 3 feet when it takes the form of a weapon (for a Medium-sized creature).
- You can use your Intelligence modifier in place of your Strength or Dexterity modifier for attack and damage rolls with it.
- If it has the thrown property, its throwing range is doubled. If it doesn't have the thrown property, it gains the thrown (10/30) property.
- You can apply the Astral Construct modifiers Grow and Sustain to Projected Weaponry. Grow adds 1d8 to the weapon's damage dice. You can expend Psionic Mastery on these modifiers.

Unlimited Imagination (*Prerequisite: Shaper's Mind*)

When you manifest a construct, you can select two options from Boundless Imagination.

TELEKINESIS DISCIPLINE

Telekinesis is the ability to interact with physical objects and energy with your psionic powers.

TELEKINETIC HANDS

When you gain this feature, you can manipulate small objects within 30 feet with your mind as if using your hand to interact with it. You can use this power to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can't Attack, activate magical items, or carry more than 10 pounds in this manner. You can move an item you are controlling in this way up to 30 feet during your turn.

You can spend 1 or more psi points to increase how much you can move this way by 100 pounds per psi point spent for 1 turn.

TELEKINETIC FORCE

Psionic power

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Instantaneous

You smash a target creature or object you can see with your mental power. The target must succeed on a Strength saving throw or take 1d10 bludgeoning damage, and either be shoved 5 feet in a direction of your choosing or be knocked prone.

You can spend psi points up to your per use limit to add the following modifiers to Telekinetic Force (you can add multiple modifiers). The points must be spent when choosing the target of the power.

Crushing (2 psi points): The target is restrained until the end of its next turn if it fails its saving throw.

Hammering (1+ psi points): The target takes 1d10 bludgeoning damage for each point spent if it fails its saving throw.

Hurling (1–3 psi points): The target is shoved 10 feet in a direction of your choosing for each point spent if it fails its saving throw.

Zone of (1–3 psi points): You can target all creatures in a 5-foot radius of a point within range. The radius doubles for each point spent (5 feet, 10 feet, 20 feet).

ALTERNATE EFFECTS

Additionally, when you learn the Telekinesis psionic discipline you can use your Psionics feature to cast the following spells as per the rules defined in the feature:

Points Cost	Alternate Effects
1	<i>jump, launch object^K, thunderwave</i>
2	<i>fling^K, levitate, shatter</i>
3	<i>fly, vortex blast^K</i>
4	<i>orbital stones^K, resilient sphere</i>
5	<i>telekinesis, wall of force, shockwave^K</i>

If a spell can be cast at a higher level, you can spend additional psi points to cast it at a level equal to the psi points spent.

TELEKINESIS TALENTS

The following talents can be selected if you have the Telekinesis Discipline:

Kinetic Slam

When you use the Telekinetic Force power, you can unleash it as a blast of kinetic power. You can use your power as a ranged spell attack (applying damage and effects on hit) instead of requiring a Strength saving throw. You can only select the Hammering modifier when you use it in this way.

Mental Might (*Prerequisite: 5th-level Psion*)

You learn to focus your mental grip. You can use your Intelligence modifier instead of other ability modifiers when you make an Athletics check.

Additionally, you may attempt to grapple or shove a creature within 30 feet, using your mind. When grappling a creature in this way, you can't move them. Maintaining a grapple at a range greater than your natural reach requires concentration, as if concentrating on a spell, and the grapple ends if concentration is lost.

Precise Power (*Prerequisite: 9th-level Psion; incompatible with Unchecked Power*)

The *animate objects spell* is added to your Telekinesis Alternate Effects list, which you can cast expending 5 psi points. Additionally, as a reaction to a ranged weapon attack you can see being made against a target within 60 feet of you, you can expend 1 psi point to add or subtract 2d4 to or from that attack roll. You can do this after the attack is rolled, but before you know the outcome of the roll.

Telekinetic Movement

You can expend 1 psi point to gain 10 additional feet of movement and the effect of *spider climb*, *feather fall*, or *levitate* until the start of your next turn (no action required). At the start of your next turn, you can expend 1 psi point to maintain the effect before it would end.

Telekinetic Weapons

You gain the Telekinetic Weapons psionic power as part of your Telekinetic Discipline (in addition to your other psionic powers), giving you the ability to fling weapons as per the power.

Telekinetic Barrier

You focus your telekinetic power, spreading it thin to create a large barrier. As an action you can expend 2 psi points to create a wall of weak telekinetic force 15 feet high and up to

40 feet long, or as a 15 radius around you. This barrier is visible as small objects hover and float within it. If you create it around yourself, it moves with you when you move. Ranged attacks that pass through this barrier are made with disadvantage as their trajectory is deflected. You can maintain this barrier by concentrating, as if concentrating on a spell, for up to 1 minute after creating it.

Unchecked Power (Prerequisite: 9th-level Psion; incompatible with Precise Power)

The *fissure*^K spell is added to your Telekinesis Alternate Effects list. Additionally, as a reaction to a melee attack being made against you, you can expend 1 psi point to shove the creature away. The creature must make a Strength saving throw, or be knocked 10 feet backwards. If this puts the attack out of reach, the attack automatically misses.

TELEPATHY DISCIPLINE

Telepathy is the ability to interact with the minds of other creatures using your psionic abilities.

TELEPATHIC COMMUNICATION

When you gain this feature, you can communicate telepathically with any creature you can see within 30 feet of you. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language. Creatures you communicate with can reply in kind.

TELEPATHIC INTRUSION

Psionic power

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Instantaneous

You assault the mind of a creature you can see directly. The target must succeed on a Wisdom saving throw, or take 1d8 psychic damage. If the target fails the saving throw, it has disadvantage on attacks made against you until the start of your next turn. You can choose to deal no damage to the creature when it fails its saving throw.

You can spend Psi Points up to your per use limit to add the following modifiers to Telepathic Intrusion (you can add multiple modifiers). The points must be spent when choosing the target of the power.

Meddling (2 psi points): You make one creature invisible to the target creature or cause the creature to see something that is not there with the effect of *minor illusion* until the start of your next turn if it fails its saving throw.

Overwhelming (3 psi points): The target is stunned until the end of its next turn if it fails its saving throw.

Rending (1+ psi points): The target takes 1d8 psychic damage for each additional point spent on a failed save.

Terrifying (1 psi point): The target is frightened of you until the end of your next turn if it fails its saving throw.

ALTERNATE EFFECTS

Additionally, when you learn the Telepathy psionic discipline you can use your Psionics feature to cast the following spells as per the rules defined in the feature:

Point Cost	Alternate Effects
1	<i>compelled query</i> ^K , <i>command</i> , <i>frighten</i> ^K
2	<i>detect thoughts</i> , <i>suggestion</i>
3	<i>delve mind</i> ^K , <i>fear</i>
4	<i>dominate beast</i> , <i>compulsion</i> , <i>confusion</i>
5	<i>dominate person</i> , <i>modify memory</i> , <i>telepathic bond</i>

If a spell can be cast at a higher level, you can spend additional psi points to cast it at a level equal to the psi points spent.

TELEPATHIC TALENTS

The following talents can be selected if you have the Telepathy discipline:

Attuned Argument

Your telepathic insight allows to adapt and tailor your influence on others. When you make a Charisma check, after you roll but before you know the outcome, you can choose to roll an additional d20 and take the higher result. You can do this a number of times equal to your proficiency bonus, regaining all uses on a long rest.

Empathy

You can psionically link yourself to other creatures. As a reaction to a creature you can see within 120 feet of you taking damage, you can grant them resistance to the damage taken, but you take psychic damage equal to the damage they take (after resistance). The damage you take can't be reduced or prevented in any way.

If the damage would inflict any further negative status effect on the target, you can choose for that effect to affect you instead.

If you have any form of telepathic bond that allows long-distance telepathic communication affecting the creature taking this damage, the range is unlimited and you do not need to be able to see them.

Mental Image

You gain the ability to use your Telepathy to project images into the minds of creatures with perfect clarity, interposing it over their reality. The spells *silent image*, *major image*, *hallucinatory terrain* and *seeming* are added to your Telepathic Discipline Alternate Effects list costing psi points equal to their spell level.

Mental Influence

You specialize in the subtle touch, picking stray thoughts and soothing concerns without overtly intruding upon a mind. You gain expertise in the Persuasion skill, though you are reduced to normal proficiency against creatures that are immune to mental influence or charm (such a creature under the effect of *mind blank*).

Reflected Agony

When a creature within 120 feet that you can see deals damage to you, you can use your reaction to spend 1 or more psi points (up to your psi limit) to share the pain you experienced back at them, dealing 1d10 psychic damage per point spent. The damage this deals can't exceed the damage taken from the attack.

Tactical Opening (*Prerequisite: 5th-level Psion*)

You can communicate the openings in a creature's defenses to your allies. When a creature fails a saving throw against your Telepathic Intrusion, you can take the Help action targeting that creature as a bonus action, helping another creature that you can telepathically communicate with. When you take the Help action in this way, the range of it becomes 30 feet.

Telepathic Link

Your Telepathic Communication gains an unlimited range as long as you have communicated with the creature within the last day, and the target willingly maintains the link. However, it takes an action to focus to communicate over distance if you can't see the target (or for the target to communicate with you if they can't see you). You can maintain a link with a number of people equal to your Intelligence modifier in this way. You can convey as much in a turn as you could by speaking normally.

TRANSPOSITION DISCIPLINE

Transposition is the ability to modify the properties of space and manipulate dimensional boundaries with your psionic powers.

FLICKER STEP

On your turn, you can replace your movement by teleporting 5 feet in any direction to a space you can see. You can pass through creatures but can't pass through objects, buildings or terrain more than 4 inches thick. This distance increases by 5 feet at 5th level (to 10 feet), at 11th level (to 15 feet), and becomes equal to your speed at 17th level. This replaces all movement for your turn when used.

PHASE RIFT

Psionic power

Casting Time: 1 action

Range: Self

Components: S

Duration: 1 round

You step through space, traveling up to 10 feet in a straight line leaving a spatial tear behind. You can pass through creatures but can't pass through objects, buildings or terrain more than 4 inches thick. Any creature in the path of this tear must make a Dexterity saving throw or take 1d8 force damage.

You can spend psi points up to your per use limit to add the following modifiers to Phase Rift (you can add multiple modifiers). The points must be spent when choosing the target of the power.

Blurring (1–3 psi point): You gain an illusory duplicate, as per the *mirror image* spell. You gain 1 duplicate per psi point spent (up to a maximum of 3). One remaining image fades at the start of each of your turns.

Disruptive (1+ psi points): Each target that fails their saving throw takes an extra 1d8 force damage for each point spent.

Echoing (2 psi points): You immediately use Phase Rift again with the same action.

Ethereal (2 psi points): You can pass through solid objects, buildings, and terrain as long as you end your Phase Rift in a space you can occupy. If your Phase Rift would end inside a space you can't occupy, the power fails.

Long (1–3 psi points): You can travel an additional 10 feet for each point spent.

ALTERNATE EFFECTS

Additionally, when you learn the Transposition psionic discipline you can use your Psionics feature to cast the following spells as per the rules defined in the feature:

Point Cost	Alternate Effects
1	<i>expeditious retreat, flicker^K</i>
2	<i>misty step, blur, pass without a trace</i>
3	<i>blink, nondetection, turbulent warp^K</i>
4	<i>banishment, dimension cutter^K, dimension door</i>
5	<i>flickering strikes^K, spatial manipulation^K</i>

If a spell can be cast at a higher level, you can spend additional psi points to cast it at a level equal to the psi points spent.

TRANSPOSITION TALENTS

The following talents can be selected if you have the Transposition Discipline:

Rift Strike

When you use your Phase Rift power as an action, you can make a single weapon attack as a bonus action.

Flickering Escape (*Prerequisite: 11th-level Psion*)

Whenever you roll a d4 for *flicker*, you can teleport 5 feet after the attack resolves.

Lingering Rifts

When you use Phase Rift you can choose to leave a 5 foot wide tear in reality behind, forming a line between your starting location and ending location until the start of your next turn. Any creature that enters this area for the first time or ends their turn in it must make a saving throw against the effect of Phase Rift as if it passed through them. If a creature is in the area of multiple lingering rifts, they are affected only once.

Phase Shot (*Prerequisite: Rift Strike*)

When use your Phase Rift power, you can instead empower

a piece of ammunition you touch, granting it the following special properties when you fire it:

- It can be fired through all cover, including total cover, that is less than 4 inches thick.
- It deals 1d8 additional force damage.

Additionally, applying Phase Rift modifiers grant special effects on this attack:

- **Disruptive:** The attack deals an extra 1d8 force damage on hit.
- **Blurring:** You can roll an additional attack roll per psi point spent, selecting the highest roll.
- **Long:** The effective range of the attack is increased by 10 feet per point spent.
- **Echoing:** A second projectile is created on firing, using a separate attack roll. (You may target any creature in range with this attack, including the same creature)
- **Ethereal:** The attack can travel through up to 10 feet of cover.

Phase Slash *(Prerequisite: Rift Strike, 11th-level Psion)*

You can expend 1 psi point to make a single melee weapon attack against any targets you pass through with Phase Rift as part of the same action. You must spend 1 psi point per creature attacked this way. You can make this attack against a target once per turn. You can spend Psionic Mastery points on this talent.

Phase Shroud

After using Phase Rift, you gain temporary hit points equal to your proficiency bonus + the psi points spent on the power.

PSYCHOKINESIS DISCIPLINE

Psychokinesis is the mental art of spontaneously creating and controlling energy; sapping energy to freeze or spontaneously creating bursts of fire or arcs of lightning. Dangerous and destructive, it provides devastating power.

ENERGY MANIPULATION

When you gain this feature, you can manipulate energy in minor ways at will. As an action, you can cause a light that emits 30 feet of bright light and 30 feet of dim light, cause objects you touch to catch fire as if touched by a match, cause small arcs of electricity, or freeze or thaw up to 5-foot cube of water. Any ongoing effect you create lasts 1 minute. You can have a number of simultaneous effects active up your Intelligence modifier, after which creating another ends the oldest ongoing effect.

ELEMENTAL BLAST

Psionic power

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: 1 round

You can use your mind to create a burst of elemental power, blasting a target you can see within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 cold, fire, force or lightning damage.

For each die of cold damage dealt, the creature's speed is

reduced by 5 feet until the end of their next turn. For each die of fire damage dealt by the original attack, the creature takes 1d4 fire damage at the start of its next turn. For each die of lightning damage dealt, an arc of lightning strikes another creature of your choice within 20 feet, dealing 1d4 lightning damage (multiple arcs may strike the same creature). Damage from these secondary effects doesn't add any bonuses (such as Empowered Psionics).

You can spend psi points up to your per use limit to add the following modifiers to (you can add multiple modifiers). The points must be spent when choosing the target of the power.

Amplified (1+ psi points): The target takes an extra 1d8 cold, fire, force or lightning damage on a hit for each additional point spent.

Lasting (1 psi point): Your Elemental Blast leaves a 5-foot-radius sphere of devastation behind where it strikes until the start of your next turn. Creatures that enter this zone for the first time or end their turn in it must make a Constitution saving throw or suffer the secondary effects (slow, burn, arc) of the blast as if they had been hit by it.

Massive (1–3 psi points): You unleash a massive blast; rather than making an attack roll, all creatures within a 15-foot cone must make a Dexterity Saving throw. On failure, they take the effect as if hit by the Elemental Blast. The size of the cone is doubled for each point up to 3 spent (2 points for 30 feet, 3 points for 60 feet).

Overcharged (0 psi points): You take 1d4 force damage and do not add your proficiency bonus from the attack or spell save DC for your Elemental Blast, but increase the damage it deals by twice your proficiency bonus.

ALTERNATE EFFECTS

Additionally, when you learn the Psychokinesis psionic discipline you can use your Psionics feature to cast the following spells as per the rules defined in the feature:

Point Cost	Alternate Effects
1	<i>burning hands, lightning tendril^K</i>
2	<i>flaming sphere, scorching ray</i>
3	<i>aether lance^K, fireball</i>
4	<i>jumping jolt^K, wall of fire</i>
5	<i>aether storm^K, cone of cold</i>

If a spell can be cast at a higher level, you can spend additional psi points to cast it at a level equal to the psi points spent.

SPECIALIZATIONS

When you take this Discipline, you may (but do not have to) select a specialization from the following list. You may only select a specialization at the time of gaining the Discipline, and can't change or remove a specialization once selected.

CRYOKINETIC

You can only deal cold damage with Elemental Blast. When a creature is hit by an attack of your Elemental Blast or fails a

saving throw against this power, it becomes frozen until the end of its next turn, giving it disadvantage on its next attack roll or Dexterity saving throw, and reducing its speed by an additional 5 feet (to a total of 10 feet).

If the attack roll is a critical hit or the target fails their saving throw by 5 or more, the target becomes restrained while frozen.

The following list of spells replace your Alternate Effects list:

Point Cost	Alternate Effects
1	<i>arctic breath^K, entomb^K</i>
2	<i>cold snap^K</i>
3	<i>flash freeze^K, sleet storm</i>
4	<i>ice storm, ice spike^K</i>
5	<i>cone of cold</i>

ELECTROKINETIC

You can only deal lightning damage with Elemental Blast, but the size of the damage dice of lightning damage (both the initial damage and arc damage) is increased by one step (to 1d10 initial damage and 1d10 additional damage per point spent on Amplified, and 1d6 arc damage to a nearby target per die of initial damage).

The following list of spells replace your Alternate Effects list:

Point Cost	Alternate Effects
1	<i>lightning tendril^K, thunder punch^K</i>
2	<i>crackle^K, lightning charged^K</i>
3	<i>electrocute^K, lightning bolt</i>
4	<i>jumping jolt^K</i>
5	<i>sky burst^K</i>

PYROKINETIC

You can only deal fire damage with Elemental Blast, but the size of the damage dice of fire damage (both the initial damage and burn damage) is increased by one step (to 1d10 initial damage and 1d10 additional damage per point spent on Amplified, and 1d6 burn damage at the start of their turn per die of initial damage).

The following list of spells replace your Alternate Effects list:

Point Cost	Alternate Effects
1	<i>burning hands, hellish rebuke</i>
2	<i>flaming sphere, scorching ray</i>
3	<i>fireball, fire cyclone^K</i>
4	<i>fire shield, wall of fire</i>
5	<i>flame strike</i>

PSYCHOKINESIS TALENTS

Elemental Aegis

As an action, you surround yourself with a swirling shield of fire, ice, or lightning. You gain temporary hit points equal to your psion level + your Intelligence modifier. Creatures that strike you while you have these temporary hit points take 1d4 damage of the shield type chosen.

Once you use this talent, you can't use it again until you finish a short or long rest.

Elemental Emotions

The powers you wield affect your state of mind, empowering you based on how you wield them. When you deal elemental damage, you gain the related mental property until the start of your next turn.

Element	Effect
Cold	You can add 1d4 to Wisdom saving throws.
Fire	You can add 1d4 to Constitution saving throws.
Lightning	You can add 1d4 to Dexterity saving throws.

If you are specialized in an element, you can instead add 1d6 to the related saving throw.

Elemental Shield (Prerequisite: 9th-level Psion)

You gain the ability to cast *fire shield* without expending psi points. Once you cast it this way, you can't cast it again until you finish a long rest, unless you spend 4 Psi Points to cast it again.

Manifested Emotions (Prerequisite: Elemental Emotions)

You can manifest your emotions into elemental powers that take physical shape. While you are in an elemental emotion, you can expend 2 psi points to manifest that emotion into the world as a bonus action; this takes the form of a mephit (ice mephit for cold, magma mephit for fire, and dust mephit for lightning).

As your emotion, given form, it acts immediately after your initiative at your directive. If not destroyed, it lasts for up to 1 minute, after which it naturally fades away. You can't manifest more than one emotion at a time, and if it is destroyed, you take 2d6 psychic damage from the backlash.

This manifestation is not a sentient creature of its own, but simply a manifestation of your emotion.

EMOTIONAL ACTIONS

There are no mechanical limitations on the actions of the manifested emotion, but it is recommended you consider the emotion from which it is manifest when determining its actions. Magma mephits will act rashly and aggressively, dust mephits will be restless and easily distracted, and ice mephits will be cold and calculating.

PRECOGNITION DISCIPLINE

Precognition is the ability to see what lies ahead, piercing the veil of the future. Seeing things that most people cannot a Psion with Precognitive abilities can, to a limited extent, know the future; such a future is known by tracing its roots from the present, and grows more mysterious and cloudy as such roots grow distant.

Such a future can be changed by the actions of the present, particularly by knowledge of said future and action to prevent or change it. This is the function most often leveraged by Precognitive Psions, peering into the future to steer around courses they seek to prevent or steer toward a possible outcome they seek.

PRESCIENCE

Your eyes wander to events before they happen. You can add your proficiency to Perception and initiative rolls; if you already are able to add your proficiency to Perception, you can add twice your proficiency.

If you concentrate on keeping an eye on the future (as if concentrating on a spell), you can use your Intelligence modifier for Wisdom (Perception) checks (instead of Wisdom) and initiative rolls (instead of Dexterity), and you make Intelligence saving throws in place of Dexterity saving throws. You can initiate this concentration at any time.

SEEING

Psionic Power

Casting Time: 1 action

Range: Self

Components: S

Duration: Instantaneous

You concentrate and peer into the stream of future possibilities, gaining insight into what will happen next; you can select one of the following:

- You can grant advantage to yourself or to a creature that can see or hear you on their next attack roll made before the start of your next turn; if an attack that gained advantage from this feature hits, it deals an extra 1d6 damage.
- You can grant disadvantage on the next attack roll against yourself or a creature that can see or hear you before the start of your next turn; if that attack hits despite the disadvantage, the damaged creature rolls 1d6 and subtracts that from the damage dealt.
- You can spend psi points up to your per use limit to add the following modifiers to Seeing (you can add multiple modifiers).

Omniscient (1 psi point): The beneficiary of your Seeing is under the effect of *bless* and *guidance* until the start of your next turn.

Piercing (1+ psi points): You see through the target's defenses when granting advantage, increasing the damage of the attack benefiting from advantage by 1d8 per psi point spent if it hits.

Positioning (1+ psi points): The beneficiary of your Seeing can immediately move 5 feet per psi point spent (up to their speed) without provoking opportunity attacks.

Thwarting (2 psi points): The beneficiary of your Seeing has advantage on the next saving throw they make before the start of your next turn.

Withheld (0 psi points): Rather than granting advantage or disadvantage on the next attack, you can grant advantage or disadvantage as a reaction to an attack being made until the start of your next turn.

ALTERNATE EFFECTS

Additionally, when you learn the Precognition psionic discipline you can use your Psionics feature to cast the following spells as per the rules defined in the feature:

Point Cost	Alternate Effects
1	<i>detect good and evil</i> , <i>future insight</i> ^K
2	<i>augury</i> [†] , <i>glimpse the future</i> ^K
3	<i>clairvoyance</i>
4	<i>death ward</i> [†] , <i>divination</i>
5	<i>scrying</i>

[†]*augury* has the same effect, but doesn't consult a specific entity when cast in this way.

[†]*death ward* has the same effect, but gives a forewarning to a creature allowing them to avoid death when cast in this way.

PRECOGNITION TALENTS

Glimpsed Future

When you use Seeing with yourself as the beneficiary, you can use it as a bonus action. When you use Seeing as a bonus action in this way, it doesn't grant additional damage to the attack, or reduce damage taken when hit.

One Step Ahead

When you are subjected to a saving throw, you can expend 1 psi point and glimpse into the future. You know what the effect you are saving against is if it is a spell or psionic effect as if you passed an Intelligence (Arcana) or Intelligence (Psionics) check to identify it. Additionally you can add your Intelligence modifier to your saving throw against it regardless of its nature.

Precognitive Dreams (Prerequisite: 11th-level Psion)

When you finish a long rest, your dreams have prepared you for the day to come. Upon waking, you issue reassuring words and advice to your companions to help them survive the day, giving them temporary hit points equal to your Intelligence modifier. During the next 24 hours, you can't be surprised.

NULLIFICATION DISCIPLINE

Nullification is the ability to interfere with the supernatural effects of the world, reverting reality back to its original state.

DISRUPTIVE TOUCH

When you gain this feature, you can create an aura of interference, wreathing yourself in the disruptive power that asserts reality. You can end minor magical or psionic effects (such as the result of cantrips or zero point psionic powers) by touching them, and have resistance to illusions or magical damage from things you touch (gaining advantage on the saving throw against them, if applicable).

If you are grappling or otherwise touching a spellcasting or psionic creature, at the start of your turn you can expend 1 or more psi to interfere with their abilities until the start of your next turn. In order to cast a spell or use a psionic power, they must succeed on a saving throw of their spellcasting or psionic ability score against your psionics DC, unless they are casting a spell with a higher level or using a power with more psi points than the psi points spent on this feature.

DENIAL

Psionic Power

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous

You release a burst of raw psionic nullification at a creature you can see within range. The creature must make a Charisma saving throw. On failure, it takes 1d4 force damage as its existence is disrupted.

If the target is an aberration, celestial, construct, elemental, fey, fiend, undead, or a creature with the ability to cast spells or use psionic powers, it takes an extra 1d4 force damage, and becomes disoriented; until the end of its next turn, it rolls a d4 and subtracts the number rolled from all its attack rolls and ability checks, as well as its Constitution saving throws to maintain concentration. A creature can choose to fail the saving throw.

You can spend psi points up to your per use limit to add the following modifiers to Denial modifying its functionality (you can add multiple modifiers). The points must be spent when choosing the target of the power.

Aura of (3 psi points): Instead of targeting a creature, the power becomes an effect around you with a radius of 20 feet until the start of your next turn; any creature of your choice that enters or starts its turn in the area of effect must make a saving throw against the power.

Existential (1+ psi points): You deal an additional 1d4 initial and bonus (if applicable) force damage to the target creature on a failed save.

Firm (2 psi points): The target creature has disadvantage on the saving throw against this ability.

Lingering (1+ psi points): You can apply the effect of Disruptive Touch to an affected creature.

Supernatural (1+ psi points): A supernatural effect of or on the creature is ended; if the effect is a magical or psionic power, it is only ended if the psi points spent on this modifier equals or exceeds the spell level or psi points spent on the effect.

If the property is an innate property of a creature (either of the target creature, or affecting the target of this power), it is only ended if the psi points exceed the CR (or class levels) of the target creature, and they return at the end of that creature's next turn. The supernatural effect can't be its existence, unless it has less than 10 hit points and it would otherwise qualify.

ALTERNATE EFFECTS

Additionally, when you learn the Nullification Psionic Discipline you can use your Psionics feature to cast the following spells as per the rules defined in the feature:

Point Cost	Alternate Effects
1	<i>protection from evil and good</i>
2	<i>nullify effect^K</i>
3	<i>counterspell, dispel magic, remove curse</i>
4	<i>banishment</i>
5	<i>dispel evil and good</i>

If a spell can be cast at a higher level, you can spend an additional psi point to cast it at that higher level.

NULLIFICATION TALENTS

Deadspot (*Prerequisite: 15th-level Psion*)

You gain the ability to expend 8 psi points to cast *antimagic field*. Once you cast it this way, you can't cast it again until you finish a long rest.

Iron Templar

You gain proficiency with medium armor and shields. If you already have proficiency with medium armor, you gain proficiency with heavy armor. You can perform somatic components for psionic powers with a hand carrying a weapon.

Additionally, when you hit a creature with a melee weapon attack or with a spell attack with a range of touch, you can use your Denial power as a bonus action targeting that creature.

Magical Anathema

You gain resistance to damage dealt by spells or magical effects. The effect of all magical healing effects (including healing potions) on you is halved.

Magical Resistance (*Prerequisite: 9th-level Psion*)

You have advantage on saving throws against spells and other magical effects.

CONSUMPTION DISCIPLINE

Your psychic powers are those of a predator, and your prey is the minds of others. Their thoughts, their feelings, their vital psionic energies are your food.

ADAPTIVE HUNTER

After using your Mind Leech on a target, you can gain one skill, tool or language proficiency that creature has until the end of your next long rest. If you use this ability again, you lose the last proficiency or language to acquire the new one.

MIND LEECH

Psionic Power

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous

You assault the mind of a target you can see within range, rending and devouring its psionic energy. The target must succeed on a Charisma saving throw or take 1d6 psychic damage. If the target is frightened, charmed, stunned, restrained, grappled, or paralyzed, the psychic damage becomes 1d12 instead. On a failed save, you gain a psionic charge of consumed power until the end of your next turn. You can expend this charge when you deal damage to deal additional damage equal to your Intelligence modifier, or consume this charge at the end of your turn to gain temporary hit points equal to your Intelligence modifier. You can spend only one charge at a time.

You can target the corpse of a recently perished creature with this power, as long as the target has died within the last minute and not been previously leeches by this power.

Devouring (2 psi points): The range of Mind Leech becomes a radius of 5 feet, centered on you.

Nourishing (1 psi point): On a failed saving throw, you gain an additional psionic charge.

Rending (1+ psi points): The target takes an additional die of damage (1d6 or 1d12 as applicable if they are under the effect of a listed condition) per psi point spent on a failed save.

Shredding (1 psi point): You leave the target's mind and soul shredded, reducing their next saving throw before the end of your next turn by 1d4.

Stunning (3 psi points): On a failed saving throw, the target becomes stunned until the start of your next turn. If the power affects multiple targets, select one target for this effect.

Thieving (1 psi point): On a failed saving throw, you can draw a 5th level or lower spell the target can cast from its mind (from a Spellcasting or Psionics feature). You must be aware that it can cast that spell; the target retains the ability to cast the spell, but you gain the ability to cast the spell using your Psionics feature by spending psi points equal to the level of the spell (restricted by your psi point limit; you can't use Psionic Mastery to cast this spell).

You can know one spell in this manner at a time, and retain the ability to cast the spell for 1 minute or until cast. If the spell is one that restores hit points, you reduce your own hit points by the amount healed by the spell.

ALTERNATE EFFECTS

Additionally, when you learn the Consumption Psionic Discipline you can use your Psionics feature to cast the following spells as per the rules defined in the feature:

Point Cost	Alternate Effects
1	<i>inflict wounds</i>
2	<i>psychic drain^K</i>
3	<i>vampiric touch</i>
4	<i>blight</i>
5	<i>devouring darkness^K</i>

If a spell can be cast at a higher level, you can spend an additional psi point to cast it at that higher level.

CONSUMPTION TALENTS

Consumed Strength

You can use your Intelligence modifier in place of Strength for Athletics checks while you have a psionic charge from Mind Leech. Additionally, targets you are grappling have disadvantage on the saving throw against your Mind Leech power.

Consuming Link

You can target a creature that is charmed by or frightened of you with Mind Leech as long as they are within 120 feet. You do not need to be able to see the target when targeting them in this way and the target has disadvantage on the saving throw against Mind Leech.

Skill Thief

You can gain an additional number of skill, tool, or language proficiencies from Adaptive Hunter equal to half your proficiency bonus (rounded down) before losing the previously gained proficiency. If you would gain an additional proficiency from it beyond that, the first one you gained is lost.

Unlife Wielder

While you have a psionic charge, as an action you can invest it into a corpse, bringing it to a state of unlife, becoming a zombie or skeleton under your control. It acts on its own initiative immediately after your turn. Its unlife fades at the end of your next turn unless you expend a psionic charge or psi point on your next turn (no action required) to continue its animation for an additional round. You can spend Psionic Mastery points on this.

PSIONIC TALENTS

Astral Arms

As a bonus action, you can expend 1 psi point to create psionic constructions serving as additional appendages. These arms last for 10 minutes. You determine the arms' appearance, and they vanish early if you are incapacitated or die. You can use the astral arms to make unarmed strikes. The unarmed strikes you make with the arms use your Intelligence modifier in place of your Strength modifier for the attack and damage rolls. If you hit with one of them, you deal force damage equal to 1d6 + your Intelligence modifier, instead of the bludgeoning damage normal for an unarmed strike.

When you create them, or by spending 1 psi point as a bonus action while they are manifested, you can make a single unarmed strike with these arms as a bonus action. You can use Psionic Mastery points on this.

Aura Sight

As an action, you can spend 1 psi point to psionically see the aura of a creature of your choice within 30 feet. When you see the creature's aura in this way, you can determine if there are any spells or magical effects affecting the creature, and you learn their schools of magic, if any. You can also determine if the creature is under the influence of psionics. A shapeshifter or creature that is transformed or disguised by magical or nonmagical means must make a Charisma (Deception) check against your Psionics save DC. On a failure, you can perceive their original form in their aura.

Awaken Mind (Prerequisite: 9th-level Psion)

You can cast *awaken* once without expending a spell slot or psi points. You can't do so again until you finish a long rest.

Beam of Annihilation (Prerequisite: 11th-level Psion)

Elemental Mind subclass

You gain the ability to cast a *beam of annihilation*^K for 6 psi points. If you have a specialization of Psychokinesis, you can only select the related elemental damage type, but the beam's damage ignores resistance to that damage type.

Controlled Power

You gain the ability to suppress the glow and somatic component of your psionic powers. You can expend 2 psi points to use a power without a visual sign or somatic component. Each time you use this talent, the cost of doing so doubles until you finish a short or long rest.

Divided Mind (Prerequisite: 9th-level Psion)

You learn the *divide self*^K spell, and can cast it by expending 5 psi points. When you gain access to the Innate Psionics feature, you may expend a use of Innate Psionics to cast *divide self*^K at the level of the use of Innate Psionics expended. For example, if you choose the *teleport* spell for your Innate Psionics feature at 13th level, you could expend a casting of *teleport* to instead cast *divide self*^K as a 7th-level spell, and can't cast *teleport* or *divide self*^K as a 7th-level spell in this way until you finish a long rest.

You do not require the material components of the spell when you cast it by expending psi points or a use of Innate Psionics.

Dreamwalker (Prerequisite: 9th-level Psion)

You gain the ability to cast *dream*. You can cast the spell without expending a spell slot, but once cast, you can't cast it again until you finish a long rest.

Elemental Penetration (Prerequisite: Elemental Mind subclass)

When you use a psionic power or spell that deals cold, fire, or lightning damage, you can expend 1 psi point to make the power ignore resistance to that elemental damage type.

If you have a specialization of Psychokinesis, if the target has immunity to the damage type chosen, this instead turns immunity into resistance for that power.

You can spend psi points granted by Psionic Mastery on this ability.

Empowered Strike (Prerequisite: Psychokinesis or Telekinetics Discipline)

Once per turn, as part of making a weapon attack as part of the Attack action, you can empower a melee weapon you are holding with psionic power. When you hit a creature with a weapon, you can apply Elemental Blast or Telekinetic Force modifiers (you can only select a power you know) to the attack (you can use Psionic Mastery on this). This doesn't deal the base damage of the power, but any added damage causes the additional effects of the power to occur.

When applying a modifier that would make it target an area of effect, only the target takes the weapon damage, but other creatures in the radius become a target of the attack as if using the power normally.

Life Wielder (Prerequisite: Enhancement or Consumption)

You learn the spell *invest life*^K. You can spend Psionic Mastery points to cast this spell.

Mind Devourer (Prerequisite: 5th-level Psion)

You gain the ability to cast *psychic drain*^K for 2 psi points. Additionally, whenever a creature within 10 feet of you with an Intelligence score of 6 or higher dies, you can expend your reaction to draw in its psionic power, regaining 1d4 hit points and 1 expended psi point.

Mind Rider

As an action, you can touch a willing creature to see through its eyes and hear what it hears for the next hour, gaining the benefits of any special senses that the creature has.

During this time, you are deaf and blind with regard to your own senses. You can end this effect at any time. While this is active, the creature has advantage on Intelligence, Wisdom, and Charisma saving throws.

Perfect Focus (Prerequisite: 10th-level Psion)

You can enter a state of extreme focus. Your concentration is no longer interrupted by using a second ability that requires concentration, but your speed is reduced to 0 while concentrating on more than one effect; you have a -5 penalty to any Constitution saving throw to maintain concentration. If you move or fail a save to maintain concentration, one of the spells you are concentrating on ends. If you fail the saving throw to maintain concentration by 5 or more, you lose concentration on both spells.

Personal Truth

Your power of conviction allows you to believe what you choose to. If you spend at least one minute convincing yourself of something—no matter how absurd—spells and effects to determine if you are telling the truth will register that you believe what you have convinced yourself of.

Additionally, your psionic powers allow you to impose your will upon reality to a certain extent. When you expend 1 psi point, you can perform a minor alteration to reality:

- You can conjure any Tiny object you can imagine that is worth 1 sp or less. This creates an object as you envision it, but doesn't grant you knowledge you do not otherwise have (for example, you would be unable to conjure a key to a lock unless you had a perfect mental image of the correct key).
- As an action, you can change the color or taste of a Small or smaller object with 10 feet. This change lasts for 1 minute.
- As a reaction to a creature within 30 feet taking damage (including yourself), you can change the damage type they take.

Potent Psionics

When a target passes the saving throw against a damaging Psionic Power (granted by a psionic discipline), they still take half the damage, but suffer no other effects.

Psi Crystal

You gain the ability to impart part of your mind into crystal. You can expend 2 psi points to cast the *find familiar* spell, but your familiar takes on the statics of a psi crystal (below) and the material component required is a crystal worth 10 gp instead of the normal material components. The Psi Crystal gains your Intelligence, Wisdom, and Charisma scores. You can use Psionic Disciplines with a range greater than self through your Psi Crystal as if you were standing in its location. If the psi crystal is destroyed, you gain its memories as your own. While you have a Psi Crystal active, as a bonus action, you can deactivate it to regain 2 expended psi points.

PSI CRYSTAL						
<i>Tiny construct, unaligned</i>						
Armor Class 20 (natural armor)						
Hit Points 2 (1d4)						
Speed 0 ft., fly 20 ft. (hover)						
STR	DEX	CON	INT	WIS	CHA	
1 (-5)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	
Skills Perception +4						
Damage Vulnerabilities bludgeoning						
Damage Resistances piercing, slashing						
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned						
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14						
Languages understands the languages of its creator but can't speak						

When you summon a Psi Crystal, you can store a fragment of your personality in it that you can then release by shattering the crystal. Select one of the following when summoning a psi crystal.

Courage. When you make a saving throw against the frightened condition, you can use your reaction to shatter the crystal, releasing that emotion to gain advantage on the save.

Cowardice. When your Psi Crystal is within 30 of you and a creature comes within 5 feet of you, you can use your reaction to shatter the crystal, releasing that emotion and immediately moving up to your speed away from the creature without taking any opportunity attacks.

Cruelty. When your Psi Crystal is within 30 feet of a creature that takes damage, you can use your reaction to shatter the crystal, releasing that emotion and causing the creature to take additional damage equal to your psion level.

Sympathy. When your Psi Crystal is within 30 feet of you and another creature, if that creature takes damage, you can use your reaction to shatter the crystal, releasing that emotion and granting the creature resistance to that damage. You take an equal amount of damage to the damage they take.

Psionic Defenses

You gain a way to defend yourself using your psionic powers. While you are not wearing any armor or carrying a shield, your AC equals 13 + your Intelligence modifier.

Psionic Weapon

As a bonus action, you can expend 1 psi point to imbue a weapon you are holding with psionic energy. For 1 minute, once per turn when you deal damage with that weapon, you can deal an extra 1d6 psychic damage.

At higher levels you can expend additional psi points to further enhance the Psionic Weapon; 2 points to enhance it to 2d6 at 5th level, 3 points to enhance it to 3d6 at 11th level, and 4 points to enhance it to 4d6 at 17th level.

Projected Nightmares (Prerequisite: Shaper's Mind Subclass)

You gain an additional option for Boundless Imagination to apply to your Astral Construct:

- **Horrifying Nightmare:** Creatures of your choice that start their turn within 5 feet of your Astral Construct must make a Wisdom saving throw against your Psionics DC or become frightened of your Astral Construct until the start of their next turn. On a successful save, they are immune to the effect for the next 24 hours or until you summon a new Astral Construct.

Propelled Bound (Prerequisite: Telekinesis or Psychokinesis)

When you move on your turn, you can expend movement, up to your speed, in single bounding leap, propelled by telekinetic power or psychokinetic force.

Schism (Prerequisite: 5th-level Psion)

You can spend 1 psi point to temporarily divide your mind to do two things at once until the end of your turn. While dividing your mind, if you use your action on a psionic power or spell granted by a Psionic Discipline, you can use your bonus action to use a psionic power that would normally take an action. The two powers share your per use psi point limit between them.

Tantrum (Prerequisite: Unleashed Mind subclass)

Your anger boils just beneath the surface. When you roll

initiative, you can instantly increase your rampage die by one step (from a d4 to a d6, for example). Additionally, if you take damage while your rampage die is a d6 or lower, your rampage die increases by one step.

SPECIAL PSIONIC POWERS

TELEKINETIC WEAPONS

Psionic Power

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous

You telekinetically fling a weapon at a creature or object. Choose a weapon within 15 feet that isn't being worn or carried, or choose a weapon under your control. Make a ranged spell attack. On hit the target takes damage equal to the weapon's damage dice. The range of the attack decreases to 15 feet if the weapon has the heavy or special property, and increases to 60 feet if the weapon has the light property.

You can use Psionic Mastery points on this power, and this power counts as a Discipline Power of the Telekinetics Discipline (for example, for the purpose of Empowered Psionics).

You can spend psi points up to your per use limit to add the following modifiers to Telekinetic Weapons (you can add multiple modifiers). The points must be spent when choosing the target of the power.

Multiple (1+ psi points): For each additional psi point spent, you can fling an additional weapon, making a separate attack and damage roll for each weapon flung.

Whirling (2+ psi points): You can replace one throwing of a weapon with casting *cloud of daggers*. It is cast at a level equal to the psi points spent.

FLINGING MAGIC WEAPONS

Strictly ruled-as-written, most magic weapon properties wouldn't apply to Telekinetic Weapons, but personally I would grant a flung +1 weapon its +1 to attack and damage rolls. However, if you allow this, this should not be allowed to stack with any sort of focus or magic item that grants bonuses to spell attack rolls. Only one bonus should apply to a given roll.

Keep in mind that there's not inherently a way to get your weapon back, though you may be able to with other Psion abilities (such as Telekinetic Hands), so flinging magic weapons may not be an ideal tactic for longer ranges.

MULTICLASSING

Should you want to multiclass into Psion, the prerequisites and proficiencies are listed below:

- **Prerequisite:** 13 Intelligence
- **Proficiencies gained:** Psionics

Psionic powers can be weird, strange, and rare. Your GM may place additional restrictions or requirements into multiclassing into Psionic classes.

PSION SPELL LIST

6TH LEVEL

Blade Barrier
Chain Lightning
Disintegrate
Find the Path
Eyebite
Harm
Mass Suggestion
Mind Blast^K

7TH LEVEL

Etherealness
Geas*
Plane Shift
Regenerate
Reverse Gravity
Teleport

8TH LEVEL

Antimagic Field
Demiplane
Dominate Monster
Earthquake
Feeblemind
Inner World^K
Mind Blank
Power Word Stun

9TH LEVEL

Astral Projection
Foresight
Gate
Power Word Kill
Time Stop

SPECIAL CASES

Spells with an * can be selected and cast as the level they are listed at only.

PSION FEATS

INNER POWER

Prerequisite: At least 1 psi or ki point

Your body is powered by the inner powers that course through it. Your maximum psi or ki points (if you have both, your choice of which) increases by 1. At the end of your turn after expending one or more psi or ki points during your turn (not counting temporary or free points, such as those from Psionic Mastery), you heal for a number of hit points equal to the psi or ki points spent.

PSIONIC ADEPT

You develop a minor grasp of psionic power, either uncovering an innate potential within yourself, through contact with a psionic source, or through training. You gain one of the psionic disciplines of the Psion class, gaining the attached psionic feature and psionic power, but you do not gain use of any associated spells when you gain a Discipline from this feat. You gain 1 psi point that you can use to empower the Discipline. You regain use of this Psi Point when you finish a short or long rest.

PSIONIC MIND

Prerequisite: The ability to use at least one psionic discipline

You tap deeper into your psionic potential drawing out a new talent. You can select a psionic talent from the Psion class psionic talent list. You can't select a talent you already know, or one that requires a level restriction, even if you are already of that level.

WAR PSION

Prerequisite: The ability to use at least one psionic discipline

You have mastered utilizing psionics in the midst of combat, learning techniques that grant you the following benefits:

- You have advantage on Constitution saving throws that you make to maintain your concentration on a psionic ability when you take damage.
- You can perform the somatic components of psionic abilities even when you have weapons or a shield in one or both hands.
- When a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to use a psionic disciplines power or spell targeting the creature, rather than making an opportunity attack. The spell must have a casting time of 1 action and must target only that creature.

PSIONIC SYNTHESIS

Prerequisite: 4th-level Psion, 2 or more psionic disciplines known

You gain the ability to meld your Psionic abilities together to produce potent new effects. When you select this feat, you can select one fusion talent for free. You can only select fusion talents when you have all the Disciplines in their prerequisite.

FUSION TALENTS

Here are some ideas for fusion talents that you might make available to a character. The power budget here is similar to what a feat would grant (since they had to take Psionic Synthesis to get access). More importantly, they try to provide a good answer for "If a character has both these disciplines, what are they trying to do?"

Astral Rift (*Prerequisite: Psionic Synthesis, Transposition Discipline, Projection Discipline, Astral Swap Talent*)

As a bonus action, you can Phase Rift to where your Astral Construct is; this movement counts as a Phase Rift, and you can apply modifiers to it as normal. Your Astral Construct is moved to where you started this movement along the Phase Rift; during the movement you can command your Astral Construct to attack a creature it passes with its action.

Elemental Phasing (*Prerequisite: Psionic Synthesis, Psychokinetics Discipline, Transposition Discipline*)

As you step between planes, you can tap into the Elemental Planes, bringing their power into the material with you. You can use Psychokinetic modifiers on Phase Rift (excluding Massive).

Additionally, whenever you deal damage to an area with a Psychokinetics ability that would include yourself, you can phase yourself out of reality to take no damage from the effect.

Kinetic Mastery (*Prerequisite: Psionic Synthesis, Psychokinetics Discipline, Telekinesis Discipline*)

Your ability to manipulate energy becomes a single blended prowess, freely swapping between manipulating force and energy. You can apply Telekinetic Force modifiers to Kinetic Blast and Elemental Blast modifiers to Telekinetic Force (though to do not gain any benefits from from a Specialization while doing so).

Parasitic Nightmare (*Prerequisite: Psionic Synthesis, Consumption Discipline, Telepathy Discipline*)

You gain the ability to add Telepathic Intrusion modifiers to Mind Leech.

Additionally, when you deal psychic damage to a creature that is frightened of you, you can render yourself invisible to that creature until the start of your next turn; you can immediately (no action required) roll an Intelligence (Stealth) check affecting only creatures you are invisible from as a result of this talent.

If you are hidden from a creature that is frightened of you, when it moves, you can use your reaction to teleport to an unoccupied space within 5 feet of that creature (at the completion of their movement).

Phantom Blade Barrage (*Prerequisite: Psionic Synthesis, Projected Weaponry, Telekinetic Weapons*)

You can create a weapon with Projected Weapon as part of making an attack with it using Telekinetic Weapons, allowing you to project as many weapons in this manner as you make attacks (no additional action required). When you use weapons created by Projected Weaponry as the projectiles for your Telekinetic Weapons, the range you can fling the weapons is doubled.

Additionally, if you expend 6 psi points on the Whirling modifier of Telekinetic Weapons, you can cast *blade barrier*

instead of *cloud of daggers*, generating a much larger number of ethereal blades as part of the casting.

Physical Telekinesis (*Prerequisite: Psionic Synthesis, Enhancement Discipline, Telekinesis Discipline*)

When you use an Enhancing Surge to empower a creature, you can expend a psi point to augment it with your Telekinesis to further assist them, optionally granting one of the following benefits:

- You can move the creature 10 feet (this movement doesn't provoke opportunity attacks).
- You can telekinetically deflect the first weapon attack against them before the start of your next turn, giving that attack disadvantage.
- You can telekinetically boost their next Strength (Athletics) check or weapon attack before the start of your next turn, granting that check or attack advantage.

Additionally, while under the effect of Enhancing Surge, the amount you can lift, drag, or carry is doubled with assistance of your telekinesis, and you can apply Telekinetic Force modifiers to your weapon attacks.

Reality Warper (*Prerequisite: Psionic Synthesis, Matter Made Real, Mental Image*)

You can bring the illusions you make people see to life. When you are concentrating on an illusion spell, as a bonus action you can expend psi points during your turn to bring aspects of the illusion into reality. For each psi point spent you can bring a 5-foot-cube section of the illusion into reality until the start of your next turn, and it can have the following effects:

- If the effect would do damage, each 5-foot cube can damage one target. That target must pass a Dexterity saving throw, or take damage equal to a number of d8 dice equal to the level of the spell.
- If the effect would stop a creature, they can't move through it. If the effect would restrain a creature, that creature must pass a Dexterity saving throw or become restrained until the start of your next turn.
- Each 5-foot cube can affect only one creature that is either within it or adjacent to it. The GM may allow other effects at their discretion.

The Void (*Prerequisite: Consumption Discipline, Nullification Discipline*)

You devour all supernatural effects near you. Whenever a creature (including yourself) within 5 feet of you takes damage from a magical source, you can expend 1 or more psi points to use your reaction to reduce the damage taken by 1d8 per psi point spent. You can divide this amount between multiple creatures within range if they take damage at the same time.

Additionally, whenever you successfully cast *counterspell*, *dispel magic*, or *remove curse*, you regain hit points equal to the level of spell stopped or ended.

SPELLS

AETHER LANCE

3rd-level evocation

Classes: Sorcerer, Wizard

Casting Time: 1 Action

Range: Self (30-foot line)

Components: V, S

Duration: Instantaneous

You gather raw aether in your hand and expel it in a lance of power forming a line 30 foot long and 5 foot wide. Each creature in a line takes 8d4 force damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d4 for each slot level above 3rd.

AETHER STORM

5th-level evocation

Classes: Sorcerer, Wizard

Casting Time: 1 Action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

You conjure a storm of aether erupting from a point of your choice within range. The aether storm fills a 10-foot-radius, 40-foot-high cylinder. When the storm appears, each creature within its area takes 8d4 force damage.

A creature takes 1d4 force damage for each 5 feet they move through the storm, and if a creature ends their turn within the aether storm, they take 8d4 force damage. On your turn, you can move the storm 10 feet in any direction as a bonus action.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage a creature takes from the storm appearing by ending their turn in it increases by 1d4 for each slot level above 5th.

ALACRITY

2nd-level transmutation

Classes: Bard, Occultist, Ranger, Sorcerer, Wizard

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 round

Until the start of your next turn, your speed is doubled, you gain a +2 bonus to AC, you have advantage on Dexterity saving throws, and you gain an additional action. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

If you are under the effect of *haste*, you gain no benefit from this spell.

ARCTIC BREATH

1st-level conjuration

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: Self (30-foot line)

Components: V, S

Duration: Instantaneous

A line of freezing arctic wind 30 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. On a failed save, a creature takes 2d8 cold damage and their speed is reduced by 10 feet until the end of their next turn. On a successful save, a creature takes half as much damage and isn't slowed.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

BEAM OF ANNIHILATION

6th-level evocation

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: Self (60-foot line)

Components: S

Duration: Concentration, up to 3 rounds

You unleash a beam of pure energy, selecting cold, fire, force, or lightning energy when you cast this spell and blasting it outward in a line that is 60 feet long and 10 feet wide that persists until the start of your next turn. Any creature that starts their turn in this beam must make a Dexterity saving throw. On a failed save they take 8d8 damage of the beam's energy type, or taking half as much on a successful save.

While you are concentrating on this spell, your speed is 0. At the start of each of your turns, you can use your action to maintain the beam or redirect it, rotating it up to 90 degrees in any direction. Any creature the beam passes through while rotating (if the beam passes completely through them and they will not start their turn inside of it) must make a Dexterity saving throw or, take 4d8 damage of the beams energy type on a failed save, and taking no damage on a successful save.

If you do not use your action maintain or redirect it, the spell ends early.

COLD SNAP

2nd-level evocation

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: 90 ft (5 ft radius)

Components: S

Duration: Instantaneous

With a snap of your fingers a swirling burst of freezing wind erupts at a point you choose within range. Each creature in a 5-foot-radius sphere centered on that point must make a Constitution saving throw. On a failed save, a creature takes

3d8 cold damage and becomes stuck in the ice, reducing their speed by 10 feet until the start of your next turn. On a success, the target takes half as much damage and is not stuck in ice.

The ground in the area is covered with slick ice and snow, making it difficult terrain until the start of your next turn.

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

COMPELLED QUERY

1st-level psionic

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Instantaneous

You focus your telepathic powers on a creature and ask it a simple question. It must make an Intelligence saving throw, or it conjures a short mental thought or image that answers your question to the best of its ability that you can perceive telepathically. A creature gains a +5 to the saving throw against this spell for each time it has been used on them in the past 24 hours.

CRACKLE

2nd-level evocation

Classes: Druid, Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You create three arcs of lightning striking targets in range. You can direct them at one target or several.

Make a ranged spell attack for each arc. On a hit, the target takes 1d12 lightning damage. If three or more arcs hit a single target, they must make a Constitution saving throw or become shocked, stunning them until the start of their next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you create one additional arc for each slot level above 2nd.

CRUSHING SINGULARITY

3rd-level transmutation

Classes: Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 round

You create an overwhelming gravitational singularity at a point within range that lasts until the start of your next turn. When you cast this spell, any creature within 15 feet of the point must make a Strength saving throw. Creatures that fail their saving throw are moved to the closest available space adjacent to the singularity and take 3d6 bludgeoning damage, and an extra 1d6 bludgeoning damage for each other creature that fails the saving throw, up to a maximum of 6d6 bludgeoning

damage.

While within 15 feet of the singularity, moving away from the singularity requires twice as much movement. If a creature ends its turn within 15 feet of the singularity, it must make a Strength saving throw. On failure, they take 2d6 bludgeoning damage are dragged back to the closest available spot to the center of the singularity.

DELVE MIND

3rd-level psionic

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Concentration, up to 1 minute

You delve into a creature's mind, forcing it to make an Intelligence saving throw. On a failure, for the duration or until you end the spell you gain access to its memories from the past 12 hours, and are able to recall things it remembers as if they are your own memories, but these memories contain only things the target creature remembers.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can delve an additional 12 hours further back in the creature's memories for each slot level above 3rd.

DEVOURING DARKNESS

5th-level necromancy

Classes: Occultist, Warlock, Wizard

Casting Time: 1 action

Range: Self (20-foot radius)

Components: V, S

Duration: Instantaneous

Dark tendrils burst out from you in all directions. Creatures of your choice within must make a Constitution saving throw. On failure, they take 6d8 necrotic damage, and you can move them in a straight line to within 5 feet of you if there is an empty space they can be pulled to. On success, they take half as much damage and are not moved.

You regain hit points equal to one quarter (rounded down) of the necrotic damage taken by all targets effected by the spell.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

DIMENSION CUTTER

4th-level conjuration

Classes: Ranger

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, M (a melee weapon you are proficient with worth at least 1 cp)

Duration: Instantaneous

You flourish a weapon you are proficient with used in the casting and sweep through the air, slashing apart the

dimensional space. Each creature in a 15-foot cone takes 6d6 force damage.

DISORIENT

2nd-level illusion

Classes: Bard, Occultist, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a mobius strip)

Duration: 1 minute

Targeting a creature with you can see, you flip their perception of reality. The target creature must pass a Wisdom saving throw or become disoriented. A disoriented creature has disadvantage on all attack rolls and at the start of their turn moves 10 feet (up to its speed) in a random direction before their speed becomes zero until the start of their next turn.

At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends, but if the target fails by 5 or more, it fails prone.

DIVIDE SELF

5th-level illusion

Classes: Occultist, Sorcerer, Wizard

Casting Time: 1 bonus action

Range: Self

Components: S

Duration: Concentration, 1 minute

You create an exact duplicate of yourself in an empty space you can see within 30 feet of you. When you cast this spell and at the start of each of your turns for the duration, you can switch places with your duplicate.

The duplicate has all of your stats, abilities, and equipment (including magic items). It acts on your initiative, and has its own actions, though it shares its concentration on this spell, and if either of you lose concentration, the spell ends.

Your current hit points are divided between you and the duplicate and it shares all other resources and abilities with you (including limited use magic items), with any usage by either you or the duplicate depleting the resource for both of you.

Your duplicate can take any action you can take, but it can deal a maximum of 15 damage on its turn (any additional damage dealt deals no further damage, when dealing area of effect damage, damage is split between all targets equally up to the maximum).

If either you or the duplicate is reduced to zero hit points, the spell ends and you become the copy that was not reduced to zero hit points. When the spell ends, if both you and the duplicate are still present, decide which is you, and the other vanishes. Anything that was copied during the spell has the copied version vanish.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the starting hit points of you and the duplicate both increase by 15 (up to a maximum of you and the duplicate starting with your current hit points) and the maximum damage the duplicate can do during its turn increases by 10 for each slot level above 5th

ELECTROCUTE*3rd-level evocation***Classes:** Sorcerer, Wizard**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S**Duration:** Instantaneous

A massive arc of lightning leaps from your hand to a target you can see within range. The target must make a Constitution saving throw. On a failed save, the target takes 4d12 lightning damage and is stunned until the start of your next turn. On a successful save, the target takes half as much damage and isn't stunned.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d12 for each slot level above 3rd.

ENTOMB*1st-level transmutation***Classes:** Wizard**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S**Duration:** Concentration, up to 1 minute

You attempt to encase a Medium or smaller creature you can see within ice. The creature must make a Strength saving throw or become restrained by ice for the duration. At the end of each of its turns, the target takes 1d8 cold damage and can make another Strength saving throw. On success, the spell ends on the target.

If the creature takes more than 5 fire or bludgeoning damage from a single damage roll while restrained, the ice breaks and the target is freed, ending the spell for the target.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

FALL*1st-level transmutation***Classes:** Inventor, Sorcerer, Wizard**Casting Time:** 1 action**Range:** Self**Components:** V, S**Duration:** Instantaneous

You alter gravity for yourself, causing you to reorient which way is down for you until the end of your turn. You can pick any direction to fall as if under the effect of gravity, falling up to 500 feet before the spell ends.

If you collide with something during this time, you take falling damage as normal, but you can control your fall as you could under normal conditions by holding onto objects or move along a surface according to your new orientation as normal until your turn ends and gravity returns to normal.

If you collide with something during this time, you take falling damage as normal, but you can control your fall as you

could under normal conditions by holding onto objects or move along a surface according to your new orientation as normal until your turn ends and gravity returns to normal.

FIRE CYCLONE*3rd-level conjuration***Classes:** Druid, Sorcerer, Wizard**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S, M (a pinch of ashes from a forest fire)**Duration:** Concentration, up to a 1 minute

Targeting a point you can see, you cause a cyclone made of whipping flames with a radius of 5 feet and height of 30 feet to form.

When a creature starts its turn inside the cyclone's radius or enters it for the first time during a turn, it must make a Strength saving throw. On a failed saving throw, it takes 3d6 fire damage and, if it is entirely inside the cyclone's area, it's also flung 15 feet upwards and lands 15 feet in a randomly determined horizontal direction. On a successful save, the creature takes half as much damage and is not flung.

When a creature is not entirely inside the cyclone's radius but within 30 feet of its center at the start of its turn, it still feels the intense draw of the raging cyclone, and must spend 2 feet (or 3 feet if it is flying) of movement for every 1 foot it moves away from the cyclone. If a creature starts its turn outside of the cyclone's radius but within 10 feet of its center, it must make a Strength saving throw or be pulled 5 feet toward the center of it.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6.

FLASH FREEZE*3rd-level evocation***Classes:** Sorcerer, Wizard**Casting Time:** 1 action**Range:** Self (30-foot cone)**Components:** V, S**Duration:** Instantaneous

A freezing wind ripples outward. Each creature in a 30-foot cone must make a Constitution saving throw. On a failed save, a creature takes 4d8 cold damage and is restrained by ice until the start of your next turn. On a successful save, the target takes half as much damage and isn't restrained.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

FLICKER*1st-level psionic***Casting Time:** 1 reaction, when you would take damage**Range:** Self**Components:** S**Duration:** 1 round

You flicker between the material and ethereal planes. Until the

start of your next turn, each time you would take damage, including the triggering attack, roll a d4. On a 2, you gain resistance to that instance of damage. On a 4, you don't take any damage.

FLICKERING STRIKES

5th-level conjuration

Classes: Ranger, Wizard

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S, M (a melee weapon you are proficient with worth at least 1 sp)

Duration: Instantaneous

You flourish a weapon you are proficient with used in the casting and then vanish, instantly teleporting to and striking up to 5 targets within range. Make a weapon attack against each target. On hit, a target takes the weapon damage from the attack + 6d6 force damage.

You can then teleport to an unoccupied space you can see within 5 feet of one of the targets you hit or missed.

FLING

2nd-level transmutation

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You manipulate gravity around one Large or smaller creature. The target creature makes a Strength saving throw. On failure, you can fling them 40 feet straight up or 20 feet in any direction.

If you fling them straight up they immediately fall, taking 4d6 damage falling damage, and fall prone. If you fling them any other direction, they take 2d6 damage and fall prone. If their movement would be stopped early by a creature or object, both the target and creature or object takes 3d6 bludgeoning damage.

FRIGHTEN

1st-level necromancy

Classes: Occultist, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You invoke a sudden fear within a creature you can see within range. The target creature must succeed a Wisdom saving throw, or become frightened for the duration. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

FUTURE INSIGHT

1st-level psionic

Casting Time: 1 action

Range: Self

Components: S

Duration: 10 minutes

Your roll 3d4 or 1d12 (your choice) and record the results. During the duration, you can expend one of these dice to add or subtract them from any attack roll, saving throw, or ability check made by a creature within 60 feet of you until the dice are exhausted or the spell ends. You must expend the die after the roll is made, but before you know the outcome of the roll.

GLIMPSE THE FUTURE

2nd-level psionic

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: 10 minutes

You give a creature within range a glimpse of their future. Roll a d4 to determine outcome:

d4	Effect
1	The target foresees an action to come. Roll a d20 and record the value. Until the duration of the spell ends, they can replace one of their d20 rolls with the value rolled.
2	The target sees their own death. If they are reduced to zero hit points by an attack or failing a save throw during the duration, they instead evade the attack or pass the saving throw if they are not otherwise incapacitated prior to being reduced to zero.
3	They see a future victory, growing confident. They gain 10 temporary hit points and are immune to the frightened condition for the duration of the spell.
4	The target sees an ambush or surprise, the first time they would be surprised they are not, or the first time an attack would be made against them with advantage, it is instead made with disadvantage.

Once any of the events foreseen occur, the spell ends.

At Higher Levels. When cast using 3 or more psi points, you can select the effect instead of rolling a d4.

THE UNAVOIDABLE DEATH

In the case of number 2, passing the save will not always be enough to make them not be reduced to zero hit points. Sometimes they are reduced to zero by something like falling damage that has no save or attack. Sometimes life's a bummer that way.

ICE SPIKE

4th-level evocation

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You create a lance of ice that shoots up from the ground to impale a creature within range. The target must make a Dexterity saving throw. The target takes 4d8 piercing damage and 4d8 cold damage on a failed save. The target takes only the 4d8 cold damage on a successful save.

At Higher Levels. When you cast this spell using a spell slot of 6th or 7th level, you can create a second spike. When you cast this spell using a spell slot of 8th or 9th level, you can create a third spike. Additional spikes can target the same or different creatures.

INNER WORLD

8th-level psionic

Casting Time: 1 action

Range: Self

Components: S

Duration: Concentration, up to 1 minute

As an action, you create and enter an imaginary world. All other creatures within 120 feet are pulled this world with you. This world is centered on you, and extends in 120 feet in all directions.

A creature that reaches the edge of this world can make a Charisma saving throw to attempt to exit, spending 5 feet of movement to return where they were before being pulled into the world on success, and being unable to move out the world until the start of their next turn on failure. A creature outside the world can attempt to enter it by moving to where you cast the spell (which is marked by a glowing psionic rift) and making a Charisma saving throw to enter the world. You can allow a creature to automatically pass their save to enter or exit the world.

When you create this world, you can create obstacles and terrain of your choice, creating walls, pillars, and other obstacles that take up to twenty 5 by 5 square foot areas (stylistically, these can appear however you choose). These can be placed consecutively or spread out in any method of your choosing, but any area with a creature must contain a path that creature can fit through to both you and the edge of the of the world.

You can additionally create up to five hazardous spaces on the ground that are 5 foot squares. These can be fires, spikes, biting mouths, or whatever you choose, but regardless of its form if a creature takes 4d4 + 4 psychic damage when it enters the effect's area for the first time on a turn or starts its turn there. Each of these hazards must be at least 20 feet from another hazard.

While in this inner world, if you fail saving throw, you choose to succeed instead. You can do up to 3 times during the duration of the spell. All spells and powers have their psi point cost reduced by one.

During the spell, as an action, you can attempt to destroy a

creature within the world. The target must make an Intelligence saving throw. On failure, it takes 8d8 + 8 psychic damage and is removed from the imaginary world, returning to where they were before being pulled into it.

The world can be brightly or dimly lit, and you control the weather within it.

When the spell ends, you and any creature that remains in the world exit the world returning to space you entered the world from.

QUICKLY CONSTRUCTED WORLDS

The casting time of this spell is 1 action, which is 6 seconds in game. It is recommended that that you come up with a general layout and any resources needed for this spell in collaboration with your GM when you select the spell, and make at most minor changes to the world when casting it.

INVESTED COMPETENCY

5th-level psionic

Casting Time: 1 action

Range: Touch

Components: S

Duration: Concentration, up to 1 hour

You touch a willing creature imbuing psionic competency into them. Until the spell ends, they gain expertise in on skill of your choice, adding double their proficiency bonus to that skill.

INVEST LIFE

3rd-level psionic

Casting Time: 1 action

Range: Touch

Components: S

Duration: Instantaneous

You sacrifice some of your health to mend another creature's injuries. You take 4d8 necrotic damage, which can't be reduced in any way, and one creature of your choice that you can see within range regains a number of hit points equal to twice the necrotic damage you take.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

JUMPING JOLT

4th-level evocation

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You release an arc of lighting at a creature within range. Make a ranged spell attack roll against the target. On hit, the target takes 4d12 lightning damage, and you can cause the spell to jump to another target within 20 feet of the first target making a new attack roll for each target. The spell can't hit the same

target twice, or jump to a target out of the spells range. The spell can jump a maximum of five times.

On a miss, the target takes half as much damage and the spell doesn't jump to a new target.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the starting damage increases by 1d12 for each slot level above 4th.

LAUNCH OBJECT

1st-level transmutation

Classes: Inventor

Casting Time: 1 action

Range: 60 ft.

Components: S

Duration: Instantaneous

Choose one object weighing 1 to 5 pounds within range that isn't being worn or carried. The object flies in a straight line up to 90 feet in a direction you choose before falling to the ground, stopping early if it impacts against a solid surface. If the object would strike a creature, that creature must make a Dexterity saving throw. On a failed save, the object strikes the target and stops moving. When the object strikes something, the object and what it strikes each take 3d8 bludgeoning damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the maximum weight of objects that you can target with this spell increases by 5 pounds, and the damage increases by 1d8, for each slot level above 1st.

LIGHTNING CHARGED

2nd-level evocation

Classes: Inventor

Casting Time: 1 action

Range: Touch

Components: V, S, M (a piece of metal once used in a lightning rod)

Duration: 10 minutes

You channel lightning energy into a creature. The energy is harmless to the creature, but escapes in dangerous bursts to other nearby creatures.

Every time that creature strikes another creature with a melee attack, a spell with a range of touch, is struck by another creature with a melee attack, or ends their turn while grappling or being grappled by another creature, they deal 1d6 lightning damage to that creature.

Once this spell has discharged 6 times (dealing up to 6d6 damage), the spell ends.

At Higher Levels. The spell can discharge damage 2 additional times (dealing 2d6 more total damage) before the spell ends for each slot level above 2nd.

LIGHTNING TENDRIL

1st-level evocation

Classes: Druid, Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 bonus action

Range: Self (20 feet)

Components: V, S, M (a twig from a tree that has been struck by lightning)

Duration: Concentration, up to 1 minute

Crackling beams of blue energy leap from your hands. For the duration of the spell, as an action, you can direct them toward a creature within range, dealing 1d12 lightning damage to that creature.

At Higher Levels. When you cast this spell using a 3rd- or 4th-level spell slot, the damage increases to 2d12 and the range increases to 30 feet. When you cast it using a 5th- or 6th-level spell slot, the damage increases to 3d12 and the range increases to 60 feet. When you cast it using a spell slot of 7th level or higher, the damage increases to 4d12 and the range increases to 120 feet.

MIND BLAST

6th-level psionic

Casting Time: 1 action

Range: Self (60-foot cone)

Components: S

Duration: Instantaneous

You emit a blast of psychic energy. Each creature in a 60-foot cone must make an Intelligence saving throw. A creature takes 6d8 psychic damage and is stunned until the end of their next turn on a failed save. A creature takes half as much damage and is not stunned on a successful save.

MUTATE

3rd-level transmutation

Classes: Druid, Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self

Components: V, S, M (something from an extinct animal)

Duration: Concentration, up to 10 minutes

You manipulate the nature of your body with magic temporarily giving it new properties. You can select three of the following properties:

- Your body becomes malleable and amorphous. You have advantage on saves and checks against grapples and the restrained condition, you do not suffer disadvantage from squeezing into smaller spaces, and you can squeeze through openings two sizes smaller than you.
- You grow one additional appendage. This appendage serves as an arm and a hand, though it can take the shape of an arm, tentacle, or similar appendage.
- You extend the length of your limbs, increasing the reach on melee attacks, touch spells, and object interactions by 5 feet.
- Your flesh hardens, your base AC becomes 14 + your dexterity modifier if it is not already higher.
- You grow more resilient, adapting against one external threat. You gain advantage on one type of saving throw of your choice.
- You adapt your body to an aquatic environment, sprouting gills and growing webbing between your fingers. You can breathe underwater and gain a swimming speed equal to

your walking speed.

- Your body grows ablative armor. You gain temporary hit points equal to your spellcasting ability modifier at the start of each of your turns.
- You can grow one size larger or smaller.
- You sprout wings. You gain a flying speed of 30 feet.
- You grow a natural weapon; this weapon can have the statistics of any martial melee weapon without the thrown property, and takes on a form vaguely reminiscent of it. You have proficiency with this weapon, and are considered to be holding it. You can use your spellcasting modifier in place of your Strength or Dexterity modifier for attack and damage rolls with this natural weapon. The natural weapon is magic and you have a +1 bonus to the attack and damage rolls you make using it.

For the duration of the spell, you can use an action to change one or all of the properties, losing the benefits of your previously selected properties and gaining the benefits of the new selected properties.

At Higher Levels. When you cast this spell using a spell slot of 4th or higher, you can select one additional property from the list of options, with one additional property per spell level above 3rd.

NULLIFY EFFECT

2nd-level psionic

Casting Time: 1 reaction, which you take when you are forced to make an Intelligence, Wisdom, or Charisma saving throw

Range: Self

Components: S

Duration: 1 round

You gain advantage on Intelligence, Wisdom, and Charisma saving throws (including the triggering save) until the start of your next turn. You also gain resistance to Psychic and Force damage until the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can roll an additional d20 as part of your advantage roll. If you cast this at the 5th level or higher, it grants immunity to Psychic and Force damage for the duration.

ORBITAL STONES

4th-level transmutation

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You lift three inanimate Small- or Medium-sized rocks or similar objects from within 10 feet of you, causing them to defy gravity and slowly circle you. With all three stones orbiting, you have three quarters cover. With at least one stone remaining, you have half cover.

As a bonus action while at least one stone remains in orbit, you can magically fling a stone at target within 60 feet. Make a ranged spell attack roll. On hit, the target takes 3d10 bludgeoning damage and is knocked backward 5 feet.

PSYCHIC DRAIN

2nd-level psionic

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Instantaneous

You draw on the psychic energy of another creature you can see to sustain yourself. The target must make a Charisma saving throw. On failure it takes 3d8 psychic damage and you gain temporary hit points equal to half the amount of psychic damage dealt and regain one expended psi point.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the spell deals an extra 1d8 psychic damage.

SHOCKWAVE

5th-level psionic

Casting Time: 1 action

Range: Self (30-foot radius)

Components: S

Duration: Instantaneous

You unleash a burst of telekinetic force in all directions. Each creature of your choice within 30 feet of you is knocked 5 feet back and must succeed on a Strength saving throw or take 8d6 damage bludgeoning damage and be knocked prone. A creature that succeeds on its saving throw takes half as much damage and isn't knocked prone.

SKY BURST

5th-level evocation

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Five bolts of lightning strike five points of your choice that you can see within range. Each creature within 5 feet of the chosen points must make a Dexterity saving throw. A creature takes 4d12 lightning damage on a failed save, or half as much on a successful one. A creature in the area of more than one lightning burst is affected only once.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can call down an additional bolt of lightning targeting another point within range for each slot level above 5th.

SPATIAL MANIPULATION

5th-level conjuration

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: Self (120-ft radius)

Components: V, S

Duration: Instantaneous

You can swap the position two creatures you can see within range. An unwilling creature can make a Charisma saving throw, preventing the swap on success.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can swap an additional set of creatures of each level about 5th.

TERRIFYING VISIONS

1st-level enchantment

Classes: Bard
Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Instantaneous

You instill a vision of terrifying hallucinations into the mind of a target you can see. The target must make a Wisdom saving throw. On failure, it takes 3d6 psychic damage and must immediately use its reaction to move to move its movement speed directly away from you. This movement does not force the creature to move into any hazard or take movements that cause it to take damage (such as jumping off a cliff or moving into a spell effect). On a successful save, the target takes half as much damage and isn't forced to move.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

THUNDER PUNCH

1st-level evocation

Classes: Sorcerer, Wizard
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

You charge your hand (or similar appendage) with thunder power. Make a melee spell attack against the target. On a hit, there is a thunderous crash audible from up to 300 feet of you and the target takes 3d8 thunder damage, and is knocked 10 feet away from you.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

TURBULENT WARP

3rd-level psionic

Casting Time: 1 action
Range: 90 ft.
Components: V
Duration: Instantaneous

You teleport yourself to an unoccupied space you can see within range, leaving behind a spatial distortion. Each creature within 10 feet of the space you left must make a Charisma saving throw. On a failure, they take 5d4 force damage and are teleported to an empty space of your choice within 5 feet of where they were. On success they take half as

much damage and are not teleported.

You can also teleport one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you cast this spell, and there must be an unoccupied space within 5 feet of your destination space for the creature to appear in; otherwise, the creature is left behind.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 2d4 for each slot level above 3rd.

UNBURDEN

1st-level transmutation

Classes: Inventor
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 1 hour

A creature you touch no longer suffers the penalties to its speed or to its Dexterity (Stealth) checks from wearing medium or heavy armor, and is no longer encumbered from carry weight unless it is carrying more than twice the weight that would encumber it.

UNLOCKED POTENTIAL

1st-level psionic

Casting Time: 1 action
Range: 60 feet
Components: S
Duration: Concentration, up to 1 minute

You unlock the potential of a creature's mind, allowing it to fully reach its limits. For the duration, once per turn the creature can add 1d4 to any attack roll, damage roll, or saving throw it makes. Each time it adds the extra 1d4, it takes 1 psychic damage as it pushes beyond its natural limitations.

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