

A CLASSIC PSIONIC SYSTEM FOR 5E

A complete Psionic class system
for your D&D campaigns!



DUNGEON MASTERS GUILD™

BY FRÉDÉRIC LECLAIR

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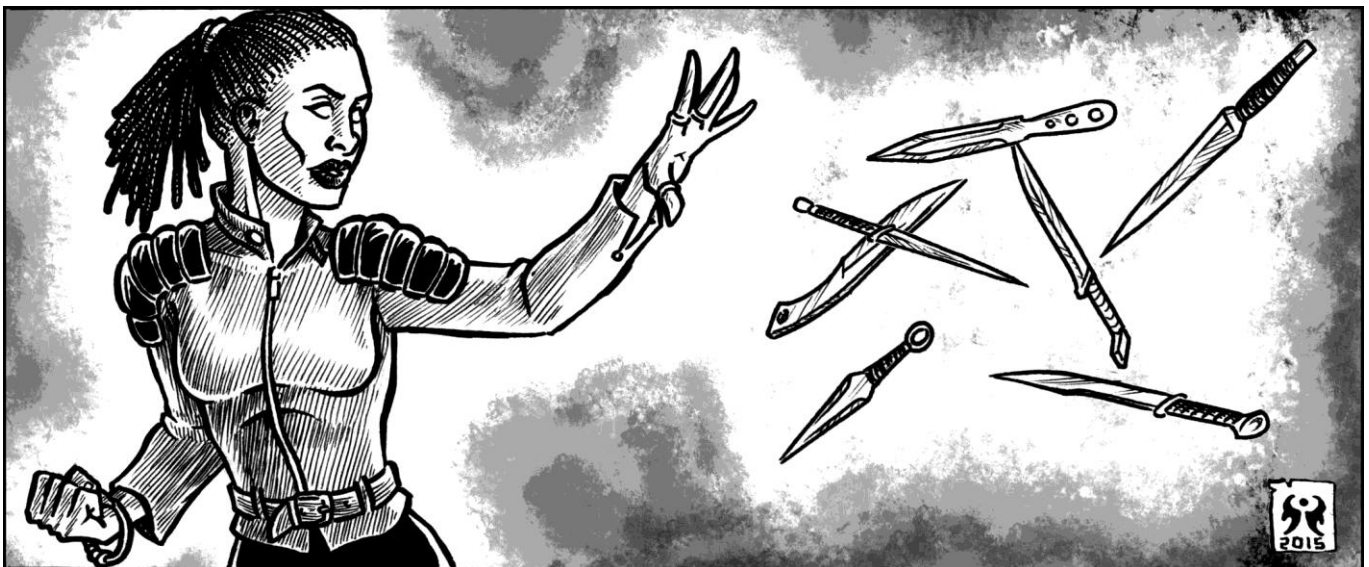
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CLAIRSENTIENCE

DEVOTIONS (0 LEVEL)

All- round vision
Combat mind
Feel light / Hear light
Feel sound / See sound

1ST LEVEL SCIENCE

Aura Sight
Feel moisture
Know direction
Object reading
Poison sense
Predestination
See magic
Trail of destruction
Watcher's ward
Weapon Awareness
Weather prediction

2ND LEVEL SCIENCE

Appraise
Detection
Bone reading
Martial trance
Probability manipulation
Psionic sense
Radial navigation
Spirit sense

3RD LEVEL SCIENCE

Clairaudience
Clairvoyance
Danger sense
Environment
Know location
Safe path
See ethereal

4TH LEVEL SCIENCE

Precognition
Retrospection
Sensitivity to observation
Sensitivity to psychic impressions
Spirit lore

5TH LEVEL SCIENCE

Know course

6TH LEVEL SCIENCE

True sight

7TH LEVEL SCIENCE

Subjective reality

9TH LEVEL SCIENCE

Psychic clone

PSYCHOKINETIC

DEVOTIONS (0 LEVEL)

Animate shadow
Ballistic attack
Control flames
Control light
Control sound
Create sound
Mind Hand
Molecular bonding
Return flight
Static discharge

1ST LEVEL SCIENCE

Concentrate water
Deflect
Ghost writing
Opposite reaction

2ND LEVEL SCIENCE

Cryokinesis
Immovable Object
Levitation
Mass manipulation
Molecular agitation
Molecular rearrangement
Momentum theft
Telekinetic Projectile
Weapon Manipulation

3RD LEVEL SCIENCE

Animate object
Detonate

Kinetic control
Magnetize
Soften
Telekinetic flight
Telekinetic Shield

4TH LEVEL SCIENCE

Control body

5TH LEVEL SCIENCE

Control wind
Create object
Inertial barrier
Project force
Telekinesis
Telekinetic barrier

6TH LEVEL SCIENCE

Compact
Disintegrate

8TH LEVEL SCIENCE

Suppress magic

9TH LEVEL SCIENCE

Stasis field
Gravitational Void

PSYCHOMETABOLIC

DEVOTIONS (0 LEVEL)

Body weaponry
Chemical simulation
Graft weapon
Heightened senses
Sapping Twinkle

1ST LEVEL SCIENCE

Alter features
Catfall
Cause decay
Cause sleep
Cell adjustment
Chameleon power
Direct Internal Energy
Flesh armor
Pheromone discharge

2ND LEVEL SCIENCE

Absorb disease
Adrenaline control
Aging
Animal affinity
Biofeedback
Body equilibrium
Displacement
Enhanced strength
Enhancement
Expansion / Reduction
Fighting trance
Intensify
Photosynthesis
Prolong
Spider touch
Strength of the land

3RD LEVEL SCIENCE

Accelerate
Double pain
Ectoplasmic form
Immovability
Lend health
Life draining
Mind over body
Poison simulation
Share strength
Splice
Suspend animation

4TH LEVEL SCIENCE

Carapace
Cognitive trance
Gird
Iron will
Magnify

5TH LEVEL SCIENCE

Body control
Cannibalize
Complete healing
Death field
Enervate
Rigidity
Shadowform

6TH LEVEL SCIENCE

Energy containment

7TH LEVEL SCIENCE

Nerve manipulation
Regenerate

9TH LEVEL SCIENCE

Crushing Vortex
Metamorphosis
Split personality

PSYCHOPORTIVE**DEVOTIONS (0 LEVEL)**

Disengaging Sidestep
Slipstream of Initiative
Dimension Strider

1ST LEVEL SCIENCE

Dimension blade
Phase object
Magnify Gravity

2ND LEVEL SCIENCE

Shadow walk
Self Transposition

3RD LEVEL SCIENCE

Blink
Summon object
Summon planar creature
Teleport lock
Vacuum Step

4TH LEVEL SCIENCE

Banishment
Dimensional door
Dream travel
Pocket dimension
Time-space anchor

5TH LEVEL SCIENCE

Far Step
Spatial distortion
Temporal Shunt

6TH LEVEL SCIENCE

Dimensional screen
Dimension walk
Duo-dimension
Teleport trigger
Time duplicate

7TH LEVEL SCIENCE

Ethereal traveler
Phase
Probability travel
Summon planar energy
Teleport
Time dilation
Time shift
Wrench

8TH LEVEL SCIENCE

Shattering of Reality

9TH LEVEL SCIENCE

Astral projection
Time travel
Wormhole

TELEPATHY**DEVOTIONS (0 LEVEL)**

Alignment stabilization
Empathy
Incarnation awareness
Insect mind
Reptile mind
Taste link

Psionic Blast (A)

Psychic Crush (A)

1ST LEVEL SCIENCE

Animal Telepathy
Beast mastery
Inflict pain
Sensory Link
Telepathic Disguise
Truthear

Ego Whip (A)

Mental barrier (D)

Thought shield (D)

2ND LEVEL SCIENCE

Aura alteration
Conceal thoughts
ESP
False sensory input
Focus forgiveness
Hallucination
Hivemind
Invisibility
Post-hypnotic suggestion
Probe
Psychic blade
Psychic impersonation
Repugnance
Sensory suppression
True worship
Mind Spike

Tower of Iron Will (D)

3RD LEVEL SCIENCE

Acceptance
Awe
Ejection
Identity penetration
Invincible foes
Life detection
Mysterious traveler
Phobia amplification
Plant mind
Psionic residue
Psychic messenger
Send thoughts
Suppress fear
Telepathic projection

Mind Trust (A)

4TH LEVEL SCIENCE

Convergence
Impossible task
Mind Blast
Superior invisibility
Synaptic static

Intellect fortress (D)

5TH LEVEL SCIENCE

Amnesia
Attraction / Aversion
Mind bar
Mindlink
Psionic inflation
Psychic surgery

Id insinuation (A)

6TH LEVEL SCIENCE

Domination
Fate link
Mass Suggestion
Psychic drain

7TH LEVEL SCIENCE

Cascade Contact
Psionic vampirism

8TH LEVEL SCIENCE

Mindwipe
Reality Break
Telepathy
Ultrablast

Mind Blank (D)

9TH LEVEL SCIENCE

Empower
Mass domination
Mindflame
Mindwreck
Receptacle
Switch personality
Unearthly Visions

Psionicist Class Details

Level	Proficiency Bonus	Features	Total PSPs	Disciplines Known	Devotions Known	Sciences Known	Attack Modes	Defense Modes	PSP Limit
1st	+2	Psionic Discipline, Primary Discipline Ability	4	1	2	3	1	1	3
2nd	+2	Crystal Focus	6	1	2	4	1	1	3
3rd	+2	Primary Discipline Ability	14	2	2	7	1	2	3
4th	+2	Ability Score Improvement, Power Manipulation	17	2	2	8	1	2	5
5th	+3	—	27	2	2	9	1	3	5
6th	+3	Primary Discipline Ability	32	3	3	10	2	3	6
7th	+3	—	38	3	3	11	2	3	6
8th	+3	Ability Score Improvement, Meditative Focus	44	3	3	12	2	4	7
9th	+4	—	57	4	4	13	3	4	7
10th	+4	Consumptive Power	64	4	4	14	3	4	9
11th	+4	Harness Subconscious (1)	73	4	4	15	3	5	9
12th	+4	Ability Score Improvement	73	5	5	16	4	5	9
13th	+5	Harness Subconscious (2)	83	5	5	17	4	5	10
14th	+5	—	83	5	5	18	4	5	10
15th	+5	Harness Subconscious (3)	94	5	5	19	5	5	11
16th	+5	Ability Score Improvement	94	5	6	20	5	5	11
17th	+6	Harness Subconscious (4), Primary Discipline Ability	107	5	6	21	5	5	13
18th	+6	—	114	5	6	22	5	5	13
19th	+6	Ability Score Improvement	123	5	6	23	5	5	13
20th	+6	Rejuvenation	133	5	6	24	5	5	13

Creating a Psionicist

When creating a Psionicist, consider your character's background. How did you become a Psionicist? What first drew you to this practice? Are you self-taught, or did you have a master? If you had a master, what is that relationship like? Consider also why you returned to the world from your hermitage. Did you leave someone or something behind when you took up your studies? Are you driven by revenge or some other motivation?

Quick Build

You can make a psionicist quickly by following these suggestions. First, make Intelligence your highest ability score, followed by Wisdom or

Constitution. Second, choose the hermit background.

Class Features

As a psionicist, you gain the following class features.

Hit Points

Hit Dice: 1d8 per psionicist level

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

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

Proficiencies

Armor: Light armor

Weapons: Simple weapons

Tools: None

Saving Throws: Intelligence, (+1 additional depending on your discipline path)

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

Equipment

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

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

Alternatively, you can ignore the equipment here and in your background, and buy 5d4 × 10 cp worth of equipment from the *Gear* section.

Psionics

As a student of psionics, you can master and use psionic Devotions and Sciences. Psionics is distinct from spellcasting.

Psionic Devotions

A psionic Devotion is a minor psionic effect you have mastered. At 1st level, you know few psionic Devotion of your choice. You learn additional Devotions of your choice at higher levels. The Devotions Known column of the Psionicist table shows the total number of Devotions you know at each level; when that number goes up for you, choose a new Devotion.

Psionic Sciences

A psionic Science is a rigid set of mental exercises that allows a psionicist to manifest psionic power. A psionicist masters only a few Sciences at a time.

At 1st level, you know few psionic science of your choice. The Sciences Known column of the Psionicist table shows the total number of Sciences you know at each level; when that number goes up for you, choose a new Science. In addition, whenever you gain a level in this class, you can replace one Science you know with a different one of your choice.

Psionic Strength Points (PSP)

You have an internal reservoir of energy that can be devoted to activate your psionic powers. This energy is represented by PSPs. Each power has a PSP cost based on its level. The PSP cost table summarizes the PSP cost of slots per level. Devotions don't require slots and therefore don't require PSPs. You extend a number of PSPs to create a power slot of a given level, and then use that slot to manifest a power.

Level	PSP Cost	Level	PSP Cost
1st	2	5th	7
2nd	3	6th	9
3rd	5	7th	10
4th	6	8th	11
		9th	13

Powers of 6th level and higher are particularly taxing to manifest. You can use PSPs to create one slot of each level of 6th or higher. You can't create another slot of the same level until you finish a long rest.

The number of PSPs you have is based on your psionicist level, as shown in the PSPs column of the psionicist table. The number shown for your level is your PSP maximum. Your PSP total returns to its maximum when you finish a long rest. The number of PSPs you have can't go below 0 or over your maximum.

PSP Limit

Though you have access to a potent amount of psionic energy, it takes training and practice to channel that energy. There is a limit on the number of PSPs you can spend to activate a psionic science. The limit is based on your psionicist level, as shown in the PSP Limit column of the Psionicist table. For example, as a 3rd-level psionicist, you can spend no more than 3 PSPs on a Science each time you use it, no matter how many PSPs you have.

Psionic Ability

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

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

Psionic attack modifier = your proficiency bonus + your Intelligence modifier

Psionicist Discipline

At 1st level, you choose a Psionicist Discipline. Each Discipline specializes in a specific approach to psionics. Your Discipline gives you features when you choose it at 1st level and additional features at 3rd, 6th, and 14th level.

This discipline will be your primary discipline. A character can never learn as many sciences or devotions in another discipline as he currently knows in his primary discipline.

Crystal Focus

Starting at 2nd level, you gain the ability to use crystal and gemstone to achieve a deeper and more productive psionic trance by focusing your meditations on a crystal or gemstone as foci. A crystal focus gives you a bonus equals to your Intelligence modifier on power checks to use as

a pool that you can spend after having rolled your check.

To use this proficiency, you must first attune a crystal to top your aura. This requires a short rest of meditation. After that, you can use the crystal at any time you use crystal focus if you have the crystal in contact with yours body. You may only attune one crystal at a time. If you roll a natural 1 on your power check, the crystal burns out and is destroyed.

The crystal doesn't have to be very valuable - a plain quartz crystal is usually enough to establish focus.

Once you have used all your bonus point pool, you can't use it again until you finish a short rest or long rest.

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.

Power Manipulation

At 4th level, you gain the ability to amplify your psionic powers. You can use this proficiency only to manipulate powers in your primary discipline. When you initiate a psionic power, you may use power manipulation to boost its effects.

First you initiate the power with a normal power check. Then you may use power manipulation by making a skill check. If you make a successful proficiency check, he achieves the result listed for that talent's power score (Rolling 20). If you roll a natural 1 on the skill check, you botch the manipulation attempt and suffer the ill effects of rolling a 1 for that talent's power check. Once you use this feature, you can't use it again until you finish a short rest.

In addition, you add your Intelligence modifier to any damage roll you make for a psionic talent.

Meditative Focus

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

Starting at 8th level, you can focus your mental energy on one particular discipline. As a result, your checks in that discipline temporarily have advantage, while those in other disciplines have all disadvantage. You need to spend a long rest meditating, *uninterrupted*, for 12 hours. The last four hours of this meditation are spent in a deep, sleep-like trance. You gain the benefits of a long rest normally during the entire period. When the meditation is complete, you make a Wisdom DC 10 check. If you pass the check, you have successfully focused your mind on one particular discipline (which was chosen when the process began). All of your psionic rolls in that discipline are advantage for the next 24 hours-or until your PSPs have been reduced to zero, whichever comes first. All of rolls in other disciplines have disadvantage for the same period.

Consumptive Power

At 10th level, you gain the ability to sacrifice your physical durability in exchange for psionic power. When activating a psionic science, you can pay its PSP cost with your hit points, instead of using any PSPs. Your current hit points and hit point maximum are both reduced by the number of hit points you spend. This reduction can't be lessened in any way, and the reduction to your hit point maximum lasts until you finish a long rest.

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

Harness Subconscious

Beginning at 11th level, your mastery of psionic energy allows you to push your mind beyond its normal limits. As an action, you gain 9 special PSPs that you can spend only on sciences that require an action or a bonus action to use. You can use all 9 PSPs on one science, or you can spread them across multiple sciences. You can't also spend your normal PSPs on these sciences; you can spend only the special points gained from this feature. When you finish a long rest, you lose any of these special points that you haven't spent.

If more than one of the sciences you activate with these PSPs require concentration, you can concentrate on all of them. Activating one of them ends any effect you were already concentrating on, and if you begin concentrating on an effect that doesn't use these special points, the sciences end that you're concentrating on. At 15th level, the pool of PSPs you gain from this feature increases to 11.

You have one use of this feature, and you regain any expended use of it with a long rest. You gain one additional use of this feature at 13th, 15th, and 17th level.

Rejuvenation

At 20th level, your mastery of psionic power causes your mind to recover PSPs while you meditate, as quickly as if you were sleeping. During a short rest, you can achieve a state of deep concentration, in which you focus and regain your energies. You are still conscious and aware of your surroundings, so you do not suffer any penalties on surprise or initiative.

rolls, and you are not helpless if attacked. (You still can't *expend* PSPs, however.)

If you succeed on a DC 12 Wisdom check, you gain back your PSPs as if you had a long rest, but not any others benefits of a long rest.

Psionicist Disciplines

The study of specific disciplines, its origins and applications, while pushing the boundaries of what psionic power can achieve is common practice in the study of the Way. Each of these Disciplines pursues a specific goal for psionic power. That goal shapes how the members of an Discipline understand psionics.

Clairsentient Discipline

Clairsentience is not a powerful discipline, if one defines power as the ability to cause immediate harm to one's foes. It is a subtle and patient art. The clairsentient may be the most capable information gatherer of Athas. He is rarely surprised by any turn of events. With powerful talents for precognition and location, the clairsentient can find almost anything and anticipate the onset of danger.

The Role of Clairsentience

Clairsentient psionicists are in great demand throughout Athasian society. They are second only to telepaths in importance to everyday affairs. Nobles, merchant dynasties, templars, and sorcerer-kings use their talents to ferret out enemies and to help determine who to trust or betray.

Generally, any given NPC with sufficient wealth can hire a clairsentient. Powerful noble and sorcerer-monarchs often have a clairsentient psionicist as a permanent adviser. This prevalence of psychic seers has serious

implications. Object reading can be used on any piece of evidence left behind at the scene of a crime. Mastermind villains will take advantage of their psychic's precognition to anticipate the PCs' actions. Clairvoyance or environment can be used to spy on the PCs anywhere. An NPC who makes good use of clairsentient reconnaissance can be very difficult to defeat.

Of course, the reverse applies for PC psionicists who specialize in Clairsentience. If they are wise, they'll keep tabs on their enemies and check out potential hirelings or employers. The DM may find it nearly impossible to sneak an evil NPC into the party if the PC hit everyone they meet with aura sight. In an adventuring party, the clairsentient is a tactical liability. He has little combat power and should be kept out of harm's way. The clairsentient is at his best when using his powers to scout ahead of the party and to anticipate traps and ambushes. A well-played clairsentient may provide information of such importance that the party may never miss the extra firepower.

Clairsentients are also known as seers, psychics, mediums, fortune-tellers, and spirit-speakers.

Clairsentient Advancement

When the clairsentient psionicist is first created, he should choose clairvoyance or clairsentience as his first science. These are the reconnaissance powers of the discipline, and the most useful to a low-level adventurer.

The clairsentient has access to navigation powers (know direction, know location, and know course) that can guarantee that he'll never be lost in the wastes of Athas. Other useful powers include combat mind, danger sense, see Sound, environment, and feel moisture. The new science of detection is a potent addition to the clairsentient's arsenal, as well.

Bonus Sciences

At 1st level, you learn two additional psionic sciences of your choice. They must be chosen from among the Clairsentient sciences.

Bonus Saving Throw

At 1st level, you are also proficient in Wisdom saving throw.

Awakened Talent

At 1st level, you gain proficiency with two of the following skills of your choice: Animal Handling, Deception, Insight, Intimidation, Investigation, Perception, and Persuasion.

Psionic Investigation

Starting at 3rd level, you can focus your mind to read the psionic imprint left on an object. If you hold an object and concentrate on it for 10 minutes (as if concentrating on a psionic discipline), you learn a few basic facts about it.

You gain a mental image from the object's point of view, showing the last creature to hold the object within the past 24 hours.

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

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

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

Sense of Character

At 6th level, you can spend 1 minute watching your a creature in or out of combat. Doing so gives you information about their abilities. The DM can then tell you if the following enemy abilities are your equal to, stronger, or weaker than your own:

- Any ability score
- Current HP
- Total levels (if any)
- Alignment (exact)

Cosmic Awareness

Starting at 17th level, you attain *cosmic awareness* which is the high science of Clairsentience. It allows you to perceive all things that are occurring within 15 foot radius area of effect. You are essentially gifted with X-ray vision that extends into the astral and ethereal planes. You see all inanimate features within the area of effect. You can see what is on the other side of the hill, detect hidden caves. See secret doors and traps, and even detect lodes of unusual minerals or other geological phenomena.

In addition to inanimate objects, you also perceive forces, winds, water currents, or spell effects such as *glyphs of warding*, areas of *reversed gravity*, and so forth.

All living creatures larger than a microbe are perceived. *Cosmic awareness* detects invisibility, detects evil/good. and detects magic without fail. Illusions are perceived for what they are. Creatures who are shapechanged or polymorphed are noted and their true forms understood. Ethereal, astral, phased, ectoplasmic. or gaseous creatures are seen as well. Details of the creature's equipment are detected down to the number of gold pieces in their purses. You also hear all sounds and detects all smells within the area.

This feature last for 10 minutes or until you decide to put an end to it. Once you use this feature, you can't use it again until you finish a long rest.

Psychokinetic Discipline

The Role of Psychokinesis

Psychokineticists are battlefield psionics who are actively sought out as military auxiliaries. They can be found serving as elite guards for noble houses or merchant dynasties, assisting templar patrols, or as the heavy artillery for savage desert raiders. A powerful psychokineticist is as good as a wizard for creating mayhem in a fight.

In Athasian society, psychokineticists are widely recognized for their firepower. Like the clairsentient, the psychokineticist will never lack for work. However, they rarely are used as advisers; instead, they are enforcers and bodyguards expected to use their talents to destroy the enemies of their employers.

Most noble estates or merchant dynasties have a psychokineticist among their guards. Many nomadic tribes also possess one or more psychokineticists among their number - the potent combat abilities of the psychokineticist can often spell the difference between life and death in the desert wastes.

A psychokineticist can be a great addition to an adventuring party. Much like a wizard, he commands formidable offensive and good defensive abilities. A psychokineticist in a low-level party can literally blow away the opposition. At middle or higher levels, the

psychokineticist's abilities are not so powerful compared to other characters. At this point, the character should begin to concentrate on acquiring a broad variety of skills from the other disciplines to keep himself useful.

Psychokinetic Advancement

The psychokineticist character should select a good mix of offensive, defensive, and diversionary powers as he advances. While direct-attack powers such as disintegrate, detonate, and ballistic attack are attractive, less offensive powers like create object and levitate can be enormously useful.

The most powerful sciences in this discipline have a large PSP cost and have power scores based on a variety of abilities. The psychokineticist should take a look at his chances to successfully initiate a power and how much of his psionic strength it would consume before selecting it.

Bonus Sciences

At 1st level, you learn two additional psionic sciences of your choice. They must be chosen from among the psychokinetic sciences.

Bonus Saving Throw

At 1st level, you are also proficient in Constitution saving throw.

Tactical Wit

Starting at 1st level, your keen ability to assess tactical situations allows you to act quickly in battle. You can give yourself a bonus to your initiative rolls equal to your Intelligence modifier.

Elemental Attunement

Starting at 3rd level, when a creature's resistance reduces the damage dealt by a psionic talent of yours, you can spend 1 PSP to cause that use of the talent to ignore the creature's resistance. You can't spend this point if doing so would increase the discipline's cost above your PSP limit.

Psionic Surge

Starting at 6th level, you can overload your psychic focus to batter down an opponent's defenses. You can impose disadvantage on a target's saving throw against a discipline or talent you use, but at the cost of using your psychic focus. Your psychic focus immediately ends if it's active, and you can't use it until you finish a short or long rest.

You can't use this feature if you can't use your psychic focus.

Megakinesis

Starting at 17th level, you learn Megakinesis which is the high science of Psychokinetic. It is simply put, *telekinesis* on a truly grand scale. When you use your telekinesis talent, you can try to move an object that weighs up to 2,000 pounds. Also, you have advantage when you make an ability check with your spellcasting ability contested by a creature's Strength check when you try to move a Huge or smaller creature.

Psychometabolic Discipline

The Role of Psychometabolism

Like Psychokinesis, Psychometabolism is often regarded as a good fighting discipline. Like the psychokineticist, psychometabolists are sought

out as bodyguards and agents by the great merchant dynasties and the nobility of Athas.

The psychometabolist takes more personal assignments than a psychokineticist does. Psychometabolism is a good combat discipline, but its powers augment the user's own abilities rather than directly damaging several opponents at once. A psychometabolist must settle for dispatching his foes one by one. They are more valued as bodyguards than artillery pieces.

If not employed as a bodyguard, a psychometabolist may find work as an assassin, scout, or spy. His powers can duplicate or surpass a thief's stealthy abilities. Many psychometabolists remain free of any patrons or employers, working as freelancers.

As an adventurer, the psychometabolist is a powerful and flexible addition to a party. He can stand in as a warrior, a thief, or a cleric for a brief time. However, he is best used as an advance scout. His capabilities for hidden movement and observation are unsurpassed, and he can fight well in a pinch.

Psychometabolic Advancement

He should maintain a mix of offensive, defensive, and other powers as he advances. Because his devotions are so useful, the psychometabolist is under little pressure to select offensive secondary disciplines.

Metamorphosis and animal affinity are excellent sciences to learn early in the psionist's career, since they combine offense, defense, and movement powers in one selection. Death field is best saved for higher levels when the psionist can afford to lose enough hit points to seriously damage his enemies.

Adrenalin control, body weaponry, cause decay, double pain, and rigidity are all excellent attack powers and should be considered early on. *Catfall, chameleon power, displacement, ectoplasmic form, and flesh armor* are all very good defenses. The psionist also has access to the useful powers of body equilibrium, cell adjustment, heightened senses, mind over body, and reduction.

Bonus Sciences

At 1st level, you learn two additional psionic sciences of your choice. They must be chosen from among the psychometabolic sciences.

Bonus Saving Throw

At 1st level, you are also proficient in Strength saving throw.

Martial Training

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

Mystical Recovery

Starting at 3rd level, you can draw vigor from the psionic energy you use to power your psionic talents.

Immediately after you spend psi points on a psionic talent, you can take a bonus action to regain hit points equal to the number of PSPs you spent.

Potent Psionic

At 6th level, you gain the ability to infuse your weapon attacks with psychic energy. Once on each of your turns when you hit a creature with a weapon, you can deal an extra 1d8 psychic damage to that target. When you reach 14th level, this extra damage increases to 2d8.

Elemental Composition

Starting at 17th level, you gain the High Science of Psychometabolism, *elemental composition*. This gives you the ability to transform yourself into any element. You can change your body into dense materials such as iron or obsidian, sand or earth, water, or even air. While you are in elemental form, you gain any natural immunities or vulnerabilities of that element. For example, a sword cut simply can't harm a watery or gaseous body, while iron bodies need not breathe-but they can be rusted. You retain your limbs and senses. Very dense bodies (stone or metal) raise your Armor Class to 18 and give you an effective Strength of 20. Amorphous bodies give you the ability to slither under doors and elongate limbs. Gaseous bodies allow you to drift with the winds. Normal weapons may be unable to harm some forms, but magical weapons (and monsters capable of striking creatures hit only by magical weapons) can always harm you, regardless of your form. You may change your form once per round using a bonus action. If you change your form a second time, you must use an action to do so. In addition to the combat abilities of the various forms, you can always move in the element your body is composed of. For example, by changing to sand you gain the ability to burrow through sand at your normal movement rate. Some elemental bodies may be excellent camouflage; It's hard to see a character made out of nitrogen gas, for example. This ability last for up to 10 minutes or until you choose to put an end to it. Once you use this feature, you can't use it again until you finish a long rest.

Psychoportive Discipline

The Role of Psychoportation

True psychoporters are rare. They lack the combat abilities of a psychokineticist or a psychometabolist and are not as good at information gathering as the others. While their powers are expanded considerably in this book, they are still basically good for one thing only: going places.

On Athas, psychoporters mostly work as scouts, messengers, or couriers. Their ability to cover distance fast and avoid trouble makes them very valuable to commanders and merchants. Most large merchant houses have a psychoporter agent who can carry small, valuable parcels without fear of interception. The psychoporter's ability to bypass any normal defense also makes her useful in espionage, burglary, or covert strikes.

A psychoporter can be a valuable addition to an adventuring party. While she won't inflict great amounts of damage, she is fairly safe in a fight, as she is able to get out of harm's way. She's especially useful when used as a long-range scout or to get the party to places they could not reach otherwise. In a melee, the psychoporter should look for an opportunity to attack the enemy from the rear with a teleport or dimensional door.

Psychoportive Advancement

Almost all psychoportive powers are defensive, but the psionicist should use both tactical and strategic defenses. *Dimensional door* and *teleport* are strategic; they get the character out of the fight. Defenses like *blink* and *dimension*

screen are tactical, since they give one an improved defense.

Attack powers are rare, but several powers can be used creatively to defeat opponents. *Teleport object* can be used to disarm an enemy, as can *phase object*. *Time shift* is also a useful means of attack. Of course, the true utility of a psychoporter lies in her ability to go anywhere at any time. She is most effective when she uses her powers to bypass fights.

Bonus Sciences

At 1st level, you learn two additional psionic sciences of your choice. They must be chosen from among the psychoportive sciences.

Bonus Saving Throw

At 1st level, you are also proficient in Dexterity saving throw.

Long Strider

At 1st level, you gain the ability to use dash action as a bonus action.

Memory of One Thousand Steps

At 3rd level, you gain the ability to use psionics to recall your steps. As a reaction when you are hit by an attack, you can teleport to an unoccupied space that you occupied since the start of the fight, and the attack misses you. Once you use this feature, you can't use it again until you finish a short or long rest.

Effortless Journey

Starting at 6th level, your mind can mystically move your body. Once on your turn, you can forfeit up to 30 feet of your movement to teleport the distance you forfeited. You must teleport to an unoccupied space you can see.

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

Planar Transposition

Starting at 17th level, you gain *planar transposition* is the High Science of Psychoportation. This powerful ability allows you to switch a portion of the Prime Material Plane for a portion of another plane.

The psionist may instead transpose a donut-shaped ring 10 feet in diameter on the inside and 10 feet wide. The transposed planes remain switched for as long as the psionist is concentrated.

The exact effects of this power are left to the DM, but some guidelines apply. Inanimate objects can be partially transposed - so a castle may be half in the Prime Material Plane with the psionist and half in the Elemental Plane of Fire. However, living creatures are either all in or all out. If a creature wanders away from its transposed area into the new surroundings, it doesn't return when the psionist drops the power.

Note that the psionist may accidentally transpose an extraplanar creature when he grabs a chunk of its home plane and brings it to Athas. The planes are not interrupted by their transposition; a piece of the Elemental Plane of Fire remains a roaring source of heat, transposing the base of a tower will not cause its top to fall, and so on. However, the new surroundings may affect the transposed areas eventually. A portion of Athas sent to the Plane of Magma would return a scorched wasteland.

Some possibilities with planar transposition include: creating a temporary oasis by transposing bare desert for a piece of the Elemental Plane of Water; opening a passage through a mountain by transposing a portion of the Ethereal Plane; sending a tower filled with enemy soldiers to the Abyss for a time (no telling what'll be in it when the tower comes

back...); or hiding by surrounding oneself with a donut-shaped area of the Demiplane of Shadow or the Quasielemental Plane of Steam.

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

Telepathic Discipline

No secrets are safe from a telepath's attention. Even other psionists can be overcome by the telepath's mental attacks and defenses. Some consider telepathy to be the psionist's greatest weapon. Most Athasians are terrified of the telepath's ability to manipulate their very thoughts.

The Role of Telepathy

Telepaths are common in Athasian society. Almost every powerful person employs one or more telepaths to guard against any hostile influences or attacks that may be directed at him. The telepath functions as a bodyguard and a valued adviser who is often the client's right-hand man. Even the sorcerer-monarchs employ telepaths to watch over their other minions and ensure their continued loyalty to the crown.

Slavery creates an enormous demand for psionic guards capable of quelling any uprising with but a thought. Templar patrols often include a telepath to interrogate witnesses and suspects. The great merchant caravans often require telepathic assistance to keep the mekillots docile and direct them in their work. A telepath will never lack for work, as long as he is willing to perform tasks of overseeing, domination, or animal control.

Telepaths are also the finest communicators in Athas. With mindlink, a character can instantly

contact any person he knows. Merchants make extensive use of this ability, and the master psionist of the house is introduced to every caravan captain or outpost agent in the dynasty. Diplomacy is another arena in which rapid communications are important. Most city-states don't trust their neighbors enough to make a high-ranking psionist available for direct contact, but the city-states do maintain embassies with each other. Usually, at least one member of the embassy is a skilled psionist who can report news quickly to his sorcerer-king.

In an adventuring party, the telepath is useful. He can eliminate one foe at a time with his mental attacks. However, he's best used to circumvent or confuse defenses by distracting sentries, controlling guards, and so forth. The telepath's most important duty is to guard against enemy telepaths.

Telepathic Advancement

The telepath can hold his own in combat with foes subject to his powers, but should select a secondary discipline that will provide him better physical combat abilities. Even at his best, a telepath can be in serious trouble in a brawl against several opponents at the same time. Psychometabolism or Psychoportation are good choices, since they include excellent defenses. Good powers to learn early on include *aversion*, *ESP*, *false sensory input*, *post-hypnotic suggestion*, and *truthhear - id insinuation* and *ego whip* are useful psionic attack modes, since they inflict serious physical penalties upon their targets.

Bonus Sciences

At 1st level, you learn two additional psionic sciences of your choice. They must be chosen from among the telepathic sciences.

Bonus Saving Throw

At 1st level, you are also proficient in Charisma saving throw.

Keen Insight

Starting at 1st level, whenever you make an Intelligence (Insight) check related to reading a creature's intents, truthfulness, or action, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply because of the telepath's affinity to feel what peoples think.

Natural Telepath

At 3rd level, your mind awakens to the ability to communicate via telepathy. You can telepathically speak to any creature you can see within 120 feet of you in this manner. You don't need to share a language with the creature for it to understand your telepathic messages, but the creature must be able to understand at least one language or be telepathic itself.

Mental Supremacy

At 6th level, you gain immunity against being charmed, and magic can't put you to sleep. This ability does not function if you are asleep, unconscious, or otherwise considered mentally helpless.

You also have acquired superior control over your emotions, and have advantage when resisting emotion influencing effects or spells like: *fear*, *antipathy/sympathy*, and so on.

Mass Contact

Starting at 17th level, you learn how to mass contact minds which is the high science of Telepathy. It allows you to establish contact with a number of minds at the same time to affect them globally instead of affecting each subject individually.

All minds to be contacted must be within 100 yards of each other - although the range can potentially be thousands of miles by linking distant subjects to even more distant ones. When you use *mass contact*, you may choose which minds in the area of effect that you wish to contact and which you do not. Your attempt will be contested by the creatures rolling versus your psionic DC with modifier. Your contact to those minds last for up to 1 minute with concentration.

Distance: The greater the distance between the two minds, the more difficult it usually becomes to make contact. If the psionist can see the target-either with normal vision or by using psionic powers-distance is not a factor. If the psionist cannot see his target, normal range modifiers apply. Simply knowing where to look does not constitute "seeing the target"

Separation Distance	Power Score Modifier
Line-of-sight	0
1 mile	-1
10 miles	-3
100 miles	-5
1,000 miles	-7
10,000 miles	-9

Unusual Subjects: Contact can also be established with nonhuman minds, even plants. The further the subject is removed from mammals, the more difficult it becomes to establish contact. Non-humanoid creatures have advantage to resist your contact attempt. These

modifiers are in addition to any distance modifiers that may apply.

Breaking Contact: Contact is not severed until the psionist breaks it off (fails to maintain it). If the person contacted is a psionist, he may also do something to sever it. A psionist often can eject an unwanted intruder (see "ejection").

Once mass contact has been established, the psionist can follow up the next rounds with any other telepathic power he wants to use of level 5 or less. The cost of the follow-up power must be paid for each individual that is subjected to it, but the power check is rolled only once globally for all creatures affected - the power is affected only by its PSP maximum as if used only on one creature, not multiplied by all targets.

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

Psionic Sciences and Devotions

Psionic Devotions and Sciences are the heart of a psionist's craft. They are the mental exercises and psionic formulae used to forge will into tangible, effects - your psionic talents.

Psionic Sciences were each discovered by different orders and tend to reflect their creators' specialties. However, a psionist can learn any talent regardless of its associated order.

Using a Talent

Some psionic talents have several ways you can use them, all contained in their descriptions. The talent specifies the type of action and number of PSPs it requires. It also details whether you must concentrate on its effects, how many targets it affects, what saving throws it requires, and so on.

The following sections go into more detail on using a talent. Psionic talents are non-magical in nature.

Effect Options and PSPs

A talent provides different options for how to use it with your PSPs. Each effect option has a name, and the PSP cost of that option appears in parentheses after its name. You must spend that number of PSPs to use that option, while abiding by your PSP limit. If you don't have enough PSPs left, or the cost is above your PSP limit, you can't use the option. Some options show a range of PSPs, rather than a specific cost. To use that option, you must spend a number of points within that point range, still abiding by your PSP limit. Some options let you spend additional PSPs to increase a talent's potency. Again, you must abide by your PSP

limit, and you must spend all the points when you first use the talent; you can't decide to spend additional points once you see the talent in action.

Each option notes specific information about its effect, including any action required to use it and its range.

Components

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

Duration

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

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

Concentration. Some options require concentration to maintain their effects. This requirement is noted in the talent's description. Concentrating on a talent follows the same rules as concentrating on a spell. This rule means you can't concentrate on a spell and a talent at the same time, nor can you concentrate on two talents at the same time. See chapter 10, "Spellcasting," in the *Player's Handbook* for how concentration works.

Targets and Areas of Effect

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

Saving Throws and Attack Rolls

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

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

Combining Psionic Effects

The effects of different psionic talents add together while the durations of the talents overlap. Likewise, different options from a psionic talent combine if they are active at the same time. However, a specific option from a

psionic talent doesn't combine with itself if the option is used multiple times. Instead, the most potent effect—usually dependent on how many PSPs were used to create the effect—applies while the durations of the effects overlap.

Psionics and spells are separate effects, and therefore their benefits and drawbacks overlap. A psionic effect that reproduces a spell is an exception to this rule (like *accelerate* and *haste*).

Wild Talents

TABLE X: WILD TALENTS

Roll 1d100	Wild Devotion	Roll 1d100	Wild Devotion	Roll 1d100	Wild Science
	<u>Clairsentient Devotions</u>	46	Chemical simulation		<u>Clairsentient Sciences</u>
1-2	All-round vision	47	Displacement	1-6	Aura sight
3	Combat mind	48-49	Double pain	7-14	Clairaudience
4-5	Danger sense	50	Ectoplasmic form	15-22	Clairvoyance
6-7	Feel light	51-52	Enhanced strength	23-27	Object reading
8	Feel sound	53	Expansion	28-32	Precognition
9	Hear light	54-55	Flesh armor	33-36	Sensitivity to psychic impressions
10	Know direction	56	Graft weapon		<u>Psychokinetic Science</u>
11-12	Know location	57-58	Heightened senses	37-44	Telekinesis
13	Poison sense	59	Immovability		<u>Psychometabolic Sciences</u>
14-15	Radial navigation	60-61	Lend health	45-49	Animal affinity
16-17	See sound	62-63	Mind over body	50-53	Complete healing
18	Spirit sense	64-65	Reduction	54-55	Death field
	<u>Psychokinetic Devotions</u>	66-67	Share strength	56-61	Energy containment
19-20	Animate shadow	68-70	Suspend animation	62-63	Life draining
21-22	Control light		<u>Psychoportive Devotions</u>	64-72	Metamorphosis
23-24	Control sound	71-72	Astral projection	72-80	Shadowform
25	Molecular agitation	73-74	Dimensional door		<u>Psychoportive Sciences</u>
26-27	Soften	75-77	Dimension walk	81-83	Probability travel
	<u>Psychometabolic Devotions</u>	78-79	Dream travel	84-86	Teleport
28-29	Absorb disease	80-81	Phase		<u>Telepathic Sciences</u>
30-31	Adrenaline control		<u>Telepathic Devotions</u>	87-92	Mindlink
32	Aging	82-84	Conceal thoughts	93-95	No science gained
33-34	Biofeedback	85-87	Empathy	96-100	Roll two sciences
35	Body control	88-89	ESP		
36	Body equilibrium	90-91	Life detection		
37-38	Body weaponry	92-93	Psychic messenger		
39-40	Catfall	94-96	Send thoughts		
41	Cause decay	97-98	Roll two devotions		
42-43	Cell adjustment	99	Roll one science		
44-45	Chameleon power	100	Roll one devotion and one science		

Every character in Athas as a psionic Wild Talent of some sort. Characters get one use of their wild talent per long rest. He has the amount of PSPs necessary to activate his power(s) once each (if many).

Roll on the table to determine which Wild Talent your character gets. If the talent has a level limit, the character unveils his talent only at that level.

Wild Talent PSPs for Psionicist

The player uses the highest amount of PSPs for his pool between the wild talent one and the one given by his class level. His wild talent doesn't count in the devotions or sciences maximum of that class.

PSP Limit for Wild Talent

The PSP Limit never counts against wild talents that would exceeds this cap.

Opened & Closed Mind

An open Mind or closed mind refers to the states of a character having succeeded or not to a saves versus a psionic talent or attack.

OPTIONAL RULE: Power Score

When the Mention "Roll 20" and "Roll 1" is at the bottom of a power, if there is no psionic attack needed for the power's success, the DM may have the player roll a power score (psionic attack versus DC 8 + power level). The player must equal or more the DC, if he doesn't, then the psionicist fails to activate his power. If the roll is either 1 or 20, the effects described applies in addition to either failing of succeeding on activating the power.

MAC

All creatures have a Mind Armor Class (MAC) of 10 + their Intelligence modifier. Psionicist can add their proficiency bonus, and activate Defense powers to raise this. Non-psionicist have access to a skill that allows them to learn rudimentary psionic Defenses (SEE Skills book).

Limitations to Psionic Powers

Psionic powers have definite limitations. Some of these have already been discussed, but are repeated here to emphasize them. Other limitations are new.

- **PSPs:** Psionicists and wild talents have a finite amount of psionic strength available to them at any given time. This strength, expressed as PSPs, must be expended to use psionic attacks, defenses, and powers.
- **Line of Sight:** All psionic attacks and most powers require line of sight to use. If line of sight is mocked, most psionics won't work.
- **Touch:** Some psionic powers have a range of "touch." These can be used in melee combat, but they require a psionic attack roll and sometimes a power check to work.
- **Obstructions:** Anything that hinders a character's normal vision blocks line of sight. Unless the description states otherwise, psionicists require a line of sight to use a power. Obvious exceptions to this rule are the clairsentient powers and many of the telepathic powers. However, certain materials can obstruct these psionic powers if they completely block the target. These are lead and iron (at least 1 inch thick), obsidian (at least 2 inches thick), stone (at least 1 foot thick), and the *antimagic shell* spell.

Psionic Attacks and Defenses

5 Attacks
Psionic Blast
Mind Trust
Ego Whip
Id insinuation
Psychic Crush
5 defenses
Tower of Iron Will
Mind Blank
Intellect fortress
Mental barrier
Thought shield

This attack assaults a target's self-esteem and individuality. It strikes like a glowing whip, its crack slicing open the wells of inferiority and worthlessness buried deep behind the target's defenses. Ego whip assaults the victim's ego, leaving him with feelings of inferiority and worthlessness.

Target a creature of your choice within range. Make a ranged psionic attack against the target. On a hit, the target takes 4d6 psychic damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the target being slightly dazed until then.

At Higher Levels. When you use this power at higher level, the damage increases by 1d6 for each level above 1.

The Five Psionic Attacks

The five psionic attack forms are ego whip, id insinuation, mind thrust, psionic blast, and psychic crush. Psionicists have access to all five forms (depending on their levels), whereas wild talents can never have more than cantrip level attacks.

The psionic attacks are described below.

Ego Whip (EW)

1st-level - psionic attack

PSP Cost: 2

Range: 120 feet

Duration: Instantaneous

Preparation Time: 1 action

Harbingers: the Templar, the Noble, the Slave, & the Dragon

Id Insinuation (II)

5th-level - psionic attack

PSP Cost: 7

Range: 120 feet

Duration: Instantaneous

Preparation Time: 1 action

Harbingers: the Silk Wyrms, the Wyvern, the Scorpion, & the Crystal Spider

This attack assaults a target's subconscious, like a mental battering ram tearing through the walls that separate primitive needs from social constraints. *Id insinuation* seeks to unleash the uncontrolled subconscious of the defender, pitting it against his superego. The attack leaves the victim in a state of moral uproar. Technically speaking, this power drives him nuts, at least temporarily. His id-the seat of primitive needs, animal drives, cruelty, and ferocity-seeks to launch

him into a rage of violence and desire. His superego-the seat of moral conscience and the "civilized" part of his brain-struggles to maintain the upper hand.

You choose a point within range and cause psychic energy to explode there. Each creature within a 20-foot-radius sphere centered on that point must make an Intelligence saving throw. A creature with an Intelligence score of 2 or lower can't be affected by this power. A target takes 8d6 psychic damage on a failed save, or half as much damage on a successful one.

After a failed save, a target has muddled thoughts for 1 minute. During that time, it rolls a d6 and subtracts the number from all its attacks and ability checks, as well as its Constitution saving throws to maintain concentration. The target can make an Intelligence saving throw at the end of each of its turns, ending the effect on itself on a success.

Mind Thrust (MT)

3rd-level - psionic attack

PSP Cost: 5

Range: self (40 foot cone)

Duration: Concentration, up to 1 minute

Preparation Time: 1 action

Harbingers: the Sword, the Chatkcha, the Incantation, & the Flame

This attack stabs the mind of the defender, piercing thoughts and memories. *Mind thrust* is a stabbing attack which seeks to "short" the synapses of the defender.

When a creature enters the power's area for the first time on a turn or starts its turn there, it must make a Wisdom saving throw. On a failed save, it has disadvantage on all his rolls.

If a creature is concentrating in the power's area, the creature must make a successful Constitution

saving throw against your psionic save DC or lose concentration.

Psionic Blast (PB)

Cantrip-level - psionic attack

PSP Cost: 0

Range: 60 feet

Duration: Instantaneous

Preparation Time: 1 action

Harbingers: the So-Ut, the Sloth, the Kirre, & the Tembo

This attack takes the form of a wave of mental force that jolts a defender's mind. Psionic blast is a wave of brain force which can jolt a subject's mind like shocking news.

You target one creature you can see within range. The target must succeed on a Wisdom saving throw or take 1d8 psychic damage. If the target is missing any of its hit points, it instead takes 1d12 psychic damage.

The power's damage increases by one die when you reach 5th level (2d8 or 2d12), 11th level (3d8 or 3d12), and 17th level (4d8 or 4d12).

Psychic Crush (PsC)

Cantrip-level - psionic attack

PSP Cost: 0

Range: 120 feet

Duration: Instantaneous

Preparation Time: 1 action

Harbingers: the Mekillot, Sand, the Boulder, & the Silt Horror

Psychic crush is a massive assault upon all neurons in the brain, attempting to destroy all by a massive overload of signals. Like a terrible mental weight, this attack seeks to crush a defender's mind.

A wave of psychic energy streaks toward a creature within range. Make a ranged psionic

attack against the target. On a hit, the target takes 1d10 force damage.

The power creates more than one beam when you reach higher levels: two beams at 5th level, three

beams at 11th level, and four beams at 17th level. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.



The Five Psionic Defenses

The Five Psionic Defenses

Both psionicists and wild talents develop psionic defenses naturally when they progress in experience. Psionic defenses are gained without using up any power slots. **As with psionic attacks, wild talents may never have more than three of the five psionic defenses.**

A character can activate a psionic defense as a bonus action or as a reaction. This defense protects against all psionic attacks launched at the character in that round or against a specific attack made toward him.

There are five psionic defenses. They are intellect fortress, mental barrier, mind blank, thought shield, and tower of iron will. These are described below.

Intellect Fortress (IF)

4th-level - psionic defense

PSP Cost: 6

Range: self (10 foot radius)

Duration: Concentration, up to 10 minutes

Preparation Time: 1 bonus action

Constructs: the Cha'thrang, the Beetle, the Drake, & the Bramble

This defense encases the mind in a powerful keep of mental energy to protect it from psionic attack. It calls forth the powers of the ego and superego to stop attacks. Unlike most other defenses, intellect fortress has an area of effect beyond the psionicist's mind, offering protection to other minds within that radius - granting you, and all the creature you choose that are within range a +2

bonus to MAC for the duration, and advantage on saving throws versus psionic powers.

Mental Barrier (MB)

1st-level - psionic defense

PSP Cost: 2

Range: self

Duration: 1 minute

Preparation Time: 1 bonus action

Constructs: the Will, the Truth, Acceptance, & Denial

This defense throws up a wall of thought to protect against psionic attack. A *mental barrier* is a carefully built wall of thought repetition which exposes only one small area of the mind at a time. You ward yourself against attack. Until the power ends, any creature that targets the warded creature with a psionic attack or a mind affecting power or spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the psionic attack, power or spell. This power doesn't protect you from area effects, such as the explosion of a *id insinuation*. If the warded creature makes an attack, activates a power or casts a spell that affects an enemy creature, this power ends.

Mind Blank (MBk)

8th-level - psionic defense

PSP Cost: 11

Range: self

Duration: 24 hours

Preparation Time: 1 action

Constructs: the Void, the Mudflat, the Forest, & the Ruins

This defense hides the mind from psionic attack, forming a vast, featureless area that makes it

harder to target the closed mind. *Mind blank* attempts to hide the mind from attack, making its parts unidentifiable.

Until the power ends, you are immune to psychic damage, any effect that would sense your emotions or read your thoughts, divination spells/powers, and the charmed condition. The power even foils wish spells and spells or powers or effects of similar calibre used to affect your mind or to gain information about you.

Thought Shield (TS)

1st-level - psionic defense

PSP Cost: 2

Range: self

Duration: 1 round

Preparation Time: 1 bonus action*

Constructs: the Shield, the Wall, the Armor, & the Rune

This defense forms a glowing shield to turn away a psionic attack. Thought shield defends most effectively against psychic crush but is vulnerable to ego whip.

An invisible barrier of psionic energy appears and protects you. Until the start of your next turn, you have a +5 bonus to MAC against any psychic attacks, including against triggering attack, and you have advantage on your saving throws rolls against psionic powers or mental affecting spells.

** - which you take when you are hit by a psionic attack or targeted by a power or a spell*

Tower of Iron Will (TW)

2nd-level - psionic defense

PSP Cost: 3

Range: 60 feet

Duration: 1 hour

Preparation Time: 1 action

Constructs: the Crag, the Tower, the Gate, & the Rampart

This defense builds an unassailable haven for the mind. It relies only upon the superego to build an unassailable haven for the brain.

This power wards a willing creature by creating a mystic connection between you and the target until the power ends. While the target is within 60 feet of you, it gains a +2 bonus to MAC and saving throws versus mind affecting powers and spells, and it has resistance to psychic damage. Also, each time it takes psychic damage, you take the same amount of damage.

The power ends if you drop to 0 hit points or if you and the target become separated by more than 60 feet. It also ends if the power is activated again on either of the connected creatures. You can also dismiss the power as an action.

At Higher Levels. When you use this defense at higher level, the bonus to MAC and saving throws increases by 1 for each level above 2, up to a limit of +5.

The Harbingers

Each symbol used in mental combat is selected for a specific quality of strength that the psionist wishes to emulate. For example, harbingers of the *mind thrust* attack are weapons. Harbingers of the *ego whip* attack are symbolic personalities that signify emotion. *Id Insinuation* harbingers are horribly venomous creatures, while those representing *psychic crush* are powerful, irresistible forces. The harbingers of *psionic blast* are strong, savage animals renowned for their ferocious fighting abilities.

The 20 commonly recognized harbingers used by psionists on Athas are presented below.

The Sword (Swd): Strong and flexible, the Sword pierces defenses and slashes away deceit.

The Chatkcha (Cht): Swift and graceful, the Chatkcha circumvents defenses to strike its targets.

The Incantation (Inc): The power of the Incantation overwhelms resistance and erodes the will.

The Flame (Fla): Defenses are seared to ash by the pure touch of the Flame.

The Templar (Tmp): Signifying betrayal, the templar can destroy the most powerful mind from within.

The Noble (Nob): Scorn is the noble's weapon. Exposing weakness to harsh scrutiny.

The Slave (Sla): Utter despair can defeat those who are too strong to overcome otherwise.

The Dragon (Drg): Grief and horror follow in the Dragon's wake, swallowing the weak and defenseless.

The Wyvern (Wyv): Fierce and dangerous, the wyvern attacks with rage and blinding speed.

The Scorpion (Scp): Relentless in its pursuit of its prey, the scorpion never gives up the attack.

The Crystal Spider (Cry): Beautiful but deadly, the spider's mystic poison can destroy defenses easily.

The Silk Wyrms (Slk): The Silk Wyrms are stealth personified, slithering past defenses to attack.

Sand (San): The crushing weight of Sand has covered the green jungles and blue oceans of Athas.

The Mekillot (Mek): Strong and relentless, the mekillot cannot be stopped.

The Silt Horror (Hor): Powerful tentacles can drag even the strongest defender into death and madness.

The Boulder (Bdr): Shattering walls and crushing the weak, the Boulder cannot be stopped.

The So-Ut (Sot): The insane rage of the Rampager sweeps frail human minds before it like dust.

The Sloth (Slt): Slashing claws and relentless tenacity can carve a defense to pieces.

The Kirre (Kir): Graceful and strong, the Kirre fights with honor and skill.

The Tembo (Tem): Malice and guile can defeat skill and honor with ease.

The Constructs

Like harbingers, constructs are images that allow a psionist to concentrate on his mental defense. *Mind blank* constructs are landscapes in which the psyche can hide. *Thought shield* constructs are arms that can parry or confuse blows. *Mental barrier* constructs are concepts that can fill the mind, while those of *intellect fortress* are living fortresses. Lastly, *tower of iron will* constructs are strong places in which the mind can hide.

The 20 common constructs are presented below.

The Void (Voi): Empty of substance, the Void is unassailable and cannot be harmed.

The Forest (For): A wealth of life misdirects the attacker, leading him astray.

The Mudflat (Mud): Liquid mud frustrates the attacker, miring him in featureless terrain.

The Ruins (Rns): Utter anarchy and destruction surrounds the mind with a pathless barrier.

The Shield (Shd): Swiftly moving to block any blow, the Shield is unbreakable.

The Rune (Run): Mystic defense halts the most determined attack with but a word.

The Armor (Arm): Impenetrable protection surrounds the psyche, defeating all assaults.

The Wall (Wal): An endless barrier that is continuously renewed as it is destroyed.

The Truth (Tru): Lies and deceit cannot withstand the pure light of the Truth.

The Will (Will): Not in can overcome one whose Will is truly unbreakable.

Acceptance (Acc): Embracing the attack can often defeat it.

Denial (Den): If the attack does not exist, it cannot harm.

The Cha'thrang (Cha): Bristling with chitinous spikes, the cha'thrang is impervious to attack.

The Beetle (Btl): A rock-hard carapace surrounds the psyche, deflecting even the strongest blows.

The Drake (Dra): Sheer strength and mass shrug off the most dire wounds.

The Bramble (Bra): Razor-sharp thorns bar the passage of any attacker, guarding the psyche.

The Tower (Tow): Strong and tall, the Tower is unassailable.

The Rampart (Ram): Layers of defense upon defense can trap and destroy any attack.

The Gate (Gat): The path to the mind is barred with locks of steel and gates of stone.

The Crag (Cra): Lonely and strong, the crag resists all attacks.

Adding Substance to Psionic Combat

All psionic combat takes place in the minds of the combatants. This mindscape has its own rules and reality. Each combatant reaches into his or her own nexus of power, the place where the energy of mind, body, and spirit come together. The trained psionist can readily draw upon this nexus of power, as can the wild talent. Non-psionists can't access this energy, but it springs forth to protect them in the form of natural mental armor class (MAC).

Both the attacker and the defender appear as glowing forms, mental pictures of themselves in the mindscape. Psionists can shape these psionic forms as elaborately as they see fit. Wild talents, however, appear as crude, featureless shapes of humanoid light. Non-psionists are simply glowing balls surrounded by mental armor, usually in the shape of a luminescent wall.

While the only thing that determines the success of psionic combat are the rolls and the choices of psionic attacks and defenses, players and Dungeon Masters are encouraged to add flavor by describing how their characters' psionic forms look and how the powers they use manifest themselves. Being creative and having fun with the mindscape as a psionic battle progresses enhances the role-playing experience for all.

Psychokinetic Devotions

Animate Shadow

Cantrip - psychokinetic devotion

PSP Cost:

Range: 120 feet

Duration: Concentration, up to 1 minute

Preparation Time: 1 action

With this devotion the psionist can animate the shadow cast by anyone or anything and make it seem to have life of its own. The shadow can even move away from the person or thing that cast it. It must, however, remain flatly cast along a surface. It can never be more than two-dimensional. An animated shadow can't really do anything other than startle or amuse someone. It cannot attack or disrupt a mage's concentration. It can serve as a diversion by entertaining someone or attracting a guard's attention.

Ballistic Attack

Cantrip - psychokinetic devotion

PSP Cost: 0

Range: 120 feet

Duration: Instantaneous

Preparation Time: 1 action

This power can make any psionist a "David" when he's facing "Goliath." It's a special variation of the telekinesis science. Instead of moving any object relatively slowly, ballistic attack allows the character to hurl a small object at a target. The object, no more than 1 pound in weight, can achieve deadly speeds. It must be within sight of the psionist and cannot be anchored or attached

to anything else. A rock is the most common weapon. The psionist makes a psionic attack to determine whether he hits the target. If he succeeds, the missile inflicts 1d8 points of bludgeoning damage + your psionic ability modifier.

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

Roll 20. Damage increases to 1d10 and is doubled.

Roll 1. Ballistic boomerang. The psionist becomes the object's target. You must make a psionic attack against yourself.

Control Flames

Cantrip - psychokinetic devotion

PSP Cost: 0

Range: 60 feet

Duration: Instantaneous

Preparation Time: 1 action

By controlling flames, a psionist can make a normal fire bigger, smaller, hotter, or colder. He can even make it move around as if it were a living creature. You choose nonmagical flame that you can see within range and that fits within a 5-foot cube. You affect it in one of the following ways:

- You instantaneously expand the flame 5 feet in one direction, provided that wood or other fuel is present in the new location.
- You instantaneously extinguish the flames within the cube.
- You double or halve the area of bright light and dim light cast by the flame, change its color, or both. The change lasts for 1 hour.
- You cause simple shapes—such as the vague form of a creature, an inanimate object, or a location—to appear within the flames and animate as you like. The shapes last for 1 hour.

If you using this talent multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

Control Light & Sound

Cantrip - psychokinetic devotion

PSP Cost: 0

Range: 100 feet

Duration: Special

Preparation Time: 1 action

Area of Effect: 400 ft square

You manifest a minor wonder, a sign of supernatural power, within range. You create one of the following magical effects within range:

- Your voice booms up to three times as loud as normal for 1 minute.
- You cause flames to flicker, brighten, dim, or change color for 1 minute.
- You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of an eagle, or ominous whispers.
- Brighten a light source until it hurts to look at it. This gives everyone within 10 feet to the light disadvantage on attack rolls.
- Lighten existing shadows, reducing hiding ability by 1d4 for 1 minute.

You cause shadows to deepen, increasing hiding ability by 1d4 for 1 minute.

You shape and alter existing sounds, making them sound like something else for up to 1 minute.

You shed bright light in a 20-foot radius and dim light for an additional 20 feet around you for up to 1 hour. The light can be colored as you like.

If you manifest this power multiple times, you can

have up to three of its 1-minute effects active at a time, and you can dismiss such an effect as an action.

Mind Hand

Cantrip - psychokinetic devotion

PSP Cost: 0

Range: 30 feet

Duration: 1 minute

Preparation Time: 1 action

You can manifest minor telekinesis for the duration or until you dismiss the devotion. The contact ceases if it ever extend more than 30 feet away from you or if you manifest this power again. You can use your action to control the hand. You can use the hand 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 move the hand up to 30 feet each time you use it.

The hand can't attack, activate magic items, or carry more than 10 pounds.

Molecular Bonding

Cantrip - psychokinetic devotion

PSP Cost: 0

Range: 60 feet

Duration: Instantaneous

Preparation Time: 1 action

Molecular on in allows the psionicist to join two surfaces together at the molecular level. An enemy's boots can be joined to the floor. His sword to its sheath, or the joints of his armor fused together into a useless plug of metal. A character immobilized in this fashion can usually wriggle out or tear free succeeding on a Strength check versus your psionic DC.

Molecular bonding can also be used to repair damaged items. You repair a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage. This devotion can physically repair a magic item or construct, but you can't restore magic to such an object.

Return Flight

Cantrip - psychokinetic devotion

PSP Cost: 0

Range: 60 feet

Duration: Instantaneous

Preparation Time: 1 bonus action

This power lets the psionist make a single missile automatically return if it misses its target. Any common missile weapon may be affected, from an arrow or crossbow bolt to a spear, chakka, sling stone, or even ballista bolt. The maximum weight of the missile is 10 pounds, so most catapult missiles are ineligible. The power relies on the aerodynamics of the missile, so unbalanced objects (chairs, mugs, small characters) don't work. The psionist must touch the missile and then fire it within two rounds. otherwise the power is lost. The psionist must fire the missile, using his attacker modifier for the attack roll. If the missile is usually thrown, it returns to the psionist's hand if it misses its intended target. If the missile is fired from a weapon, such as a bow or ballista, the missile returns and gently land at the psionist's feet. This power removes the chance for an accidental hit on other enemies near the intended target - once the missile fails to hit the intended victim, it veers off for its return flight.

Roll 20. The missile continues to home on its target, making a new attack each round with the psionist's attacker modifier, without ever returning to the psionist.

Roll 1. The missile automatically misses the target and makes an attack instead on the psionist, using his own attacker modifier.

Static Discharge

Cantrip - psychokinetic devotion

PSP Cost: 0

Range: touch

Duration: Instantaneous

Preparation Time: 1 action

A psionist with this ability can use his control of magnetism to accumulate a charge of static electricity and then discharge from your hand to deliver a violent electrical shock to a creature you try to touch. Make a melee psionic attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn. The devotion's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Roll 1. Any metal items on the victim are magnetized.

Roll 20. The psionist shocks himself for 1d4 lightning damage and magnetizes any metal items he has on him.

Psychokinetic Sciences

Psychokinetic powers move objects across space using only the energy of a character's mind.

Animate Object

5th-level - psychokinetic science

PSP Cost: 7

Range: 120 feet

Duration: Concentration, up to 1 minute

Preparation Time: 1 action

Objects come to life at your command. Choose up to ten non-magical objects within range that are not being worn or carried. Medium targets count as two objects, Large targets count as four objects, Huge targets count as eight objects. You can't animate any object larger than Huge. Each target animates and becomes a creature under your control until the power ends or until reduced to 0 hit points.

As a bonus action, you can mentally command any creature you made with this power if the creature is within 500 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

Animated Object Statistics					
Size	HP	AC	Attack	STR	DEX
<i>Tiny</i>	20	18	+8 to hit, 1d4+4 damage	4	18
<i>Small</i>	25	16	+6 to hit, 1d8+2 damage	6	14
<i>Medium</i>	40	13	+5 to hit, 2d6+1 damage	10	12
<i>Large</i>	50	10	+6 to hit, 2d10+2 damage	14	10
<i>Huge</i>	80	10	+8 to hit, 2d12+4 damage	18	6

An animated object is a construct with AC, hit points, attacks, Strength, and Dexterity determined by its size. Its Constitution is 10 and its Intelligence and Wisdom are 3, and its Charisma is 1. Its speed is 30 feet; if the object lacks legs or other appendages it can use for locomotion, it instead has a flying speed of 30 feet and can hover. If the object is securely attached to a surface or a larger object, such as a chain bolted to a wall, its speed is 0. It has blindsight with a radius of 30 feet and is blind beyond that distance. When the animated object drops to 0 hit points, it reverts to its original object form, and any remaining damage carries over to its original object form.

If you command an object to attack, it can make a single melee attack against a creature within 5 feet of it. It makes a slam attack with an attack bonus and bludgeoning damage determined by its size. The DM might rule that a specific object inflicts slashing or piercing damage based on its form.

Once animated, all materials become flexible to some extent, though fluid motion is uncommon. Animated items move like puppets, with jerky, clumsy motion. If the item was rigid initially, it makes loud creaking, groaning, or grating sounds as it moves.

At Higher Levels. When you use this science at higher level, you can animate two additional objects for each level above 5.

Concentrate Water

1st-level - psychokinetic science

PSP Cost: 2

Range: 30 feet

Duration: Instantaneous

Preparation Time: 1 action

This power lets the psionist collect all moisture within the area of effect as water in a single container.

The amount collected depends on the local terrain type.

Sandy wastes,

dust sink,

salt flats: 1d3 -2 gallons (minimum 0).

Rocky badlands,

stony barrens,

boulder fields: 1d4 -1 gallons.

Mountains,

scrub plains: 1d6 -1 gallons.

Verdant belts,

forest: 1d8 +1 gallons.

The psionist must hold the container while using the power. If the container is too small to hold the water collected, or if it is leaky, the excess spills onto the ground. The power only collects uncollected vapor and droplets around the caster. Free-standing water in a glass, pool, or other container is not collected. It does not adversely affect plants or animals in the area. The drying effect on any local flora becomes evident in the next few days, but most Athasian plants can survive the temporary loss of ground moisture.

Control Body

4th-level - psychokinetic science

PSP Cost: 6

Range: 60 feet

Duration: Concentration, up to 1 minute

Preparation Time: 1 action

This science allows psychokinetic control of another person's body. In effect, the victim becomes a marionette. He knows that someone else is pulling his strings, though, and he's probably mad as all get-out. Before this science actually works, the psionist must engage in a psychic contest, forcing the creature to do a Strength saving throw versus his psionic DC. If the victim wins the contest, he breaks free.

If the power works, the psionist has rudimentary control over the victim's limbs. He can make the victim stand up, sit down, walk, turn around, etc. The body can be forced to attack physically, but with disadvantage on attack rolls (using the victim's own attack modifier).

The victim can't be forced to speak. In fact, he keeps control over his own voice and can say whatever he likes. The victim must stay within the 240-foot range or the psionist's control is broken automatically.

Each turn, the target can roll to fight off the psionist's control over his body.

If the body is forced to do something obviously suicidal, like walking off a cliff or poking at a red dragon, the victim can fight another contest with the psionist to regain control.

Roll 1. The psionist automatically wins the initial psychic contest.

Roll 20. The psionist suffers partial paralysis (an arm or leg) for 1d10 turns.

Compact

6th-level - psychokinetic science

PSP Cost: 9

Range: 30 feet

Duration: Concentration, up to 1 hour

Preparation Time: 1 action

With this power a psionicist can take any nonliving material and compact it into a smaller size. The material retains its original mass, but its substance is compressed. Each use of this power can compact 10 cubic feet of material into one cubic foot of space (volumes smaller than 10 cubic feet are reduced by nine tenths). The material can be gaseous, liquid, or solid, and reacts to temperature changes normally while compacted. It will remain compact for 24 hours. Then it quickly expands to its original size, exerting tremendous force.

When expanding, the material forces its way around existing things. For instance, an expanding boulder on a surface of sand causes no damage, but compacted water poured into the cracks of stone severely damages the stone when it expands. If carefully applied, each cubic foot of compacted materials can cause as much as 25 points of siege damage on expansion. A creature that ingests compacted materials takes 1d20 points of bludgeoning damage per ounce taken in when the material re-expands. Expansion is quick, but not explosive.

As a side effect of compaction, the material receives a +4 bonus to all item saving throws.

Control Wind

5th-level - psychokinetic science

PSP Cost: 7

Range: 300 feet

Duration: Concentration, up to 1 hour

Preparation Time: 1 action

With this power, a user can gain limited control over wind speed and direction. You take control of the air in a 100-foot cube that you can see within range. Choose one of the following effects when you manifest this power. The effect lasts for the power's duration, unless you use your action on a later turn to switch to a different effect. You can also use your action to temporarily halt the effect or to restart one you've halted.

Gusts. A wind picks up within the cube, continually blowing in a horizontal direction you designate.

You choose the intensity of the wind: calm, moderate, or strong. If the wind is moderate or strong, ranged weapon attacks that enter or leave the cube or pass through it have disadvantage on their attack rolls. If the wind is strong, any creature moving against the wind must spend 1 extra foot of movement for each foot moved.

Downdraft. You cause a sustained blast of strong wind to blow downward from the top of the cube. Ranged weapon attacks that pass through the cube or that are made against targets within it have disadvantage on their attack rolls. A creature must make a Strength saving throw if it flies into the cube for the first time on a turn or starts its turn there flying. On a failed save, the creature is knocked prone.

Updraft. You cause a sustained updraft within the cube, rising upward from the cube's bottom side. Creatures that end a fall within the cube take only half damage from the fall. When a creature in the cube makes a vertical jump, the creature can jump up to 10 feet higher than normal.

Create Object

5th-level - psychokinetic science

PSP Cost: 7

Range: 30 feet

Area of Effect: 5 ft cube

Duration: special

Preparation Time: 1 minute

You pull wisps of shadow material from the Black to create a nonliving object of vegetable matter within range: soft goods, rope, wood, or something similar. You can also use this power to create mineral objects such as stone, crystal, or metal. The object created must be no larger than a 5-foot cube, and the object must be of a form and material that you have seen before.

The duration depends on the object's material. If the object is composed of multiple materials, use the shortest duration.

Material	Duration
Vegetable matter	1 day
Stone or crystal	12 hours
Precious metals	1 hour
Gems	10 minutes
Metal	1 minute

Using any material created by this power as another power's material component causes that power to fail.

At Higher Levels. When you use this science at higher level, the cube increases by 5 feet for each level above 5.

Crushing Vortex

9th-level - psychokinetic science

PSP Cost: 13

Range: 1,000 feet

Duration: Concentration, up to 1 minute

Preparation Time: 1 action

You create a 20-foot-radius sphere of destructive gravitational force centered on a point you can see within range. For the power's duration, the sphere and any space within 100 feet of it are difficult terrain, and nonmagical objects fully inside the sphere are destroyed if they aren't being worn or carried.

When the sphere appears and at the start of each of your turns until the power ends, unsecured objects within 100 feet of the sphere are pulled toward the sphere's center, ending in an unoccupied space as close to the center as possible.

A creature that starts its turn within 100 feet of the sphere must succeed on a Strength saving throw or be pulled straight toward the sphere's center, ending in an unoccupied space as close to the center as possible. A creature that enters the sphere for the first time on a turn or starts its turn there takes 5d10 force damage and is restrained until it is no longer in the sphere. If the sphere is in the air, the restrained creature hovers inside the sphere. A creature can use its action to make a Strength check against your psionic save DC, ending this restrained condition on itself or another creature in the sphere that it can reach. A creature reduced to 0 hit points by this power is annihilated, along with any nonmagical items it is wearing or carrying.

Disintegrate

6th-level - psychokinetic science

PSP Cost: 9

Range: 60 feet

Duration: Instantaneous

Preparation Time: 1 action

The disintegrate science reduces an item or creature to microscopic pieces and scatters them. The target can be a creature, an object, or a

creation of magical force, such as the wall created by *wall of force*.

A creature targeted by this power must make a Dexterity saving throw. On a failed save, the target takes 10d6 + 40 force damage. If this damage reduces the target to 0 hit points, it is disintegrated.

A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell.

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

At Higher Levels. When you use this science at higher level, the damage increases by 3d6 for each level above 6.

Deflect

1st-level - psychokinetic science

PSP Cost: 2

Range: Self

Duration: Instantaneous

Preparation Time: 1 reaction

This defensive power allows a psionicist to deflect a missile in flight or a weapon in mid-swing in order to make it miss its target. He may attempt this on a weapon targeted at himself or someone else.

An invisible barrier of magical force appears and protects you or your target. Until the start of your next turn, you or your target have a +5 bonus to AC, including against the triggering attack, and you take no damage from non-magical ranged attacks. Deflect can be used on any thrown, fired, or hand-held weapon, including giant-thrown boulders or

ballista bolts. It has no effect on creatures attacking with their own natural weaponry such as teeth or claws.

Detonate

3rd-level - psychokinetic science

PSP Cost: 5

Range: 60 feet

Duration: Instantaneous

Preparation Time: 1 action

Area of Effect: 1 item, 8 cubic feet

With this power, the user harnesses, focuses, and explosively releases the latent psionic energy inside non-sentient (0 Intelligence) plants and inanimate objects. The power also works against animated undead (skeletons and zombies), but doesn't affect incorporeal undead. It can't be used against animals, intelligent creatures, or free-willed undead. Magical items are immune to detonation.

You must make a ranged psionic attack roll to see if you succeed.

You detonate an object for 8d6 force damage. The explosion causes destructive siege damage to walls and structures. Creatures within 10 feet of the target must make a Dexterity saving throw or suffer 2d10 points force damage from the resulting explosion - save for half damage.

At Higher Levels. When you use this science at higher level, the damage to the target increases by 1d6 and the radius damage by 1d10 for each PSP above 3.

Roll 20. Damage doubles, and radius extends to 20 feet.

Roll 1. The air surrounding the initiator detonates; everyone within 10 feet radius of him must make a Constitution saving throw or suffer 1d10 force damage.

Ghost Writing

1st-level - psychokinetic science

PSP Cost: 2

Range: 60 feet

Duration: Concentration, up to 1 minute

Preparation Time: 1 action

With this power a psionist can write messages on blank paper, parchment, or papyrus at a distance. The sheet can lie by itself, among many others, rolled into a scroll, etc. The psionist must know of the sheet's existence and its present location. (If the sheet is no longer where the psionist remembers it, the power automatically fails.) The psionist mentally darkens the sheet in a thin, continuous line, forming, with time and effort, letters, words, and sentences. After a successful power check, the character can form up to five words per round. The psionist receives no clairvoyance during the power's use - he does not get an impression of whether or not the intended people read his message, only that it has been so written. Anyone can read the message once transmitted.

Gravitational Void

9th-level - psychokinetic science

PSP Cost: 13

Range: 1,000 feet

Duration: Concentration, up to 1 minute

Preparation Time: 1 action

You create a 20-foot-radius sphere of destructive gravitational force centered on a point you can see within range. For the power's duration, the sphere and any space within 100 feet of it are difficult terrain, and nonmagical objects fully inside the sphere are destroyed if they aren't being worn or carried.

When the sphere appears and at the start of each of your turns until the power ends, unsecured

objects within 100 feet of the sphere are pulled toward the sphere's center, ending in an unoccupied space as close to the center as possible.

A creature that starts its turn within 100 feet of the sphere must succeed on a Strength saving throw or be pulled straight toward the sphere's center, ending in an unoccupied space as close to the center as possible. A creature that enters the sphere for the first time on a turn or starts its turn there takes 5d10 force damage and is restrained until it is no longer in the sphere. If the sphere is in the air, the restrained creature hovers inside the sphere. A creature can use its action to make a Strength check against your psionic save DC, ending this restrained condition on itself or another creature in the sphere that it can reach. A creature reduced to 0 hit points by this power is annihilated, along with any nonmagical items it is wearing or carrying.

Inertial Barrier

5th-level - psychokinetic science

PSP Cost: 7

Range: Self

Duration: Concentration, up to 1 minute

Preparation Time: 1 action

This power is used as a defense, creating a barrier of psionic energy around the user and anyone within 10 feet of him. This barrier softens missile blows, shielding the user from damage by slowing and absorbing some or all of the potential damage caused by incoming attacks. However, the barrier also slows outgoing missile attacks—a drawback the user should consider. The power protects against damage from these forms of attack: any non-magical missile weapon; any physical missile created by magic; any missile with magical bonuses; flames from breath weapon attacks (depending on the nature of the breath); acid; gas;

all forms of disintegration; and falling (damage is halved).

Inertial barrier can't stop missiles conjured from pure magic or protect against raw heat or cold, pure energy or light, or gaze weapons.

An inertial barrier can't keep enemies out, but it does slow them. Anyone trying to cross a barrier must stop moving when contact is made. In the next round, the barrier can be crossed (either entering or exiting).

Missile weapons, whether passing into or out of the barrier, inflict damage in a modified fashion because the power saps energy from the missile. If a missile strikes its target after passing through the barrier (in either direction), the attacker rolls for damage as normal. However, the defender then rolls the same die to see how much damage the barrier absorbed. (Note: The defender doesn't include any magical bonuses the weapon may have.) The defender subtracts his die roll from the attacker's damage total. If anything remains, the defender loses that many hit points. If the defender's roll equals or exceeds the total damage, the weapon falls harmlessly to the ground. If the missile is explosive, the barrier prevents weapon damage but not explosive damage.

Kinetic Control

3rd-level - psychokinetic science

PSP Cost: 5

Range: 60 feet

Duration: Concentration, up to 1 minute

Preparation Time: 1 reaction

This is the power of absorbing - storing - and redirecting kinetic energy. Kinetic energy is the energy of motion - the energy contained in the swing of a sword. the fall of a rock. moving water or air - an animal running. or any number of other forms. The psionist can remove kinetic energy

from one object by touch, stopping it instantly, and bestow it on another object immediately or at some point in the future. While a psionist maintains this power, he is immune to all slashing, bludgeoning and piercing damage, may they be magical or not. A sword slash stops instantly when it touches his skin. Arrows drop harmlessly at his feet, and monsters' talons and fangs can't harm him.

The psionist absorbs the damage of the blow and saves it for later use. Note that the psionist can still be harmed by attacks that inflict their damage by contact, such as the energy-draining touch of an undead creature or the *shocking grasp* of a mage.

Using the stored energy requires the psionist to make a physical attack. He can deliver any damage he has absorbed previously by touch, punches, or even through a hand-held weapon such as a sword. If he hits his opponent, the absorbed damage is added to any other damage the psionist causes. If the psionist ceases to maintain kinetic control while he still has energy to dissipate, he immediately suffers 2 hit points of damage for every point of absorbed damage he did not expend. (The psionist can make attacks on rocks, cacti, dead foes, or whatever to dissipate this energy. Item saving throws versus normal or crushing blows may apply.)

This power can't be used to absorb damage from a fall. To do so, the psionist would have to absorb his own kinetic energy (in this case, he is the moving object) which is something that the power is not capable of doing. This might be a valid subject for psionic meditation and research, however.

Levitation

2nd-level - psychokinetic science

PSP Cost: 3

Range: 60 feet

Duration: Concentration, up to 10 minute

Preparation Time: 1 action

This power allows the user to float by using telekinesis to make himself rises vertically, up to 20 feet, and remains suspended there for the duration. You can move up or down as part of your move. When the talent ends, you float gently to the ground you are still aloft.

Magnetize

3rd-level - psychokinetic science

PSP Cost: 5

Range: 90 feet

Duration: 1 minute

Preparation Time: 1 action

A psionist using magnetize can change the magnetic orientation of a metal object. strongly magnetizing it. The item remains magnetized for a number of rounds equal to the psionist's level before reverting to normal.

The effects of this power are simple: the psionist can make the item attracted to other metal objects or repelled by other metal objects. Any metal objects within 20 feet of the magnetized object are within its magnetic influence. Metallic creatures gain a Constitution saving throw to avoid being magnetized.

In deciding how magnetism affects an object, remember that a heavier object remains stationary, while a lighter object moves toward or away from it. If a character's short sword is magnetized and his friend standing beside him is wearing plate mail, the short sword will go flying over to stick to the armored fellow - not the other way around.

A creature holding or wearing an object under magnetic influence may attempt a Strength check versus you psionic DC to retain control of the item. A character wearing metal armor can be immobilized if he fails his Strength check. Other effects are left to the DM's imagination. but small objects such as daggers can reach impressive speeds when attracted or repelled by magnetism.

Magnify Gravity

2nd-level - psychokinetic science

PSP Cost: 3

Range: Touch

Duration: 1 hour

Preparation Time: 1 action

You touch an object that weighs no more than 10 pounds and cause it to become magically fixed in place. You and the creatures you designate when you cast this spell can move the object normally. You can also set a password that, when spoken within 5 feet of the object, suppresses this spell for 1 minute.

If the object is fixed in the air, it can hold up to 4,000 pounds of weight. More weight causes the object to fall. Otherwise, a creature can use an action to make a Strength check against your spell save DC. On a success, the creature can move the object up to 10 feet.

At Higher Levels. When you use this science at 4th level, the DC to move the object increases by 5, it can carry up to 8,000 pounds of weight, and the duration increases to 24 hours. If you cast this spell using a spell slot of 6th level or higher, the DC to move the object increases by 10, it can carry up to 20,000 pounds of weight, and the effect is permanent until dispelled.

Mass Manipulation

2nd-level - psychokinetic science

PSP Cost: 3

Range: 60 feet

Duration: 10 minutes

Preparation Time: 1 action

A psionist with this science can affect the way in which gravity affects an item. The weight of the item can be increased to 200% normal or reduced to 25% normal. The effect remains as long as the psionist maintains the power. Creatures that are burdened by extra-heavy armor suffer a disadvantage to attack rolls and are reduced to ½ of their normal movement speed.

Weapons that are made heavier or lightened incur disadvantage on attack roll.

Light objects can be thrown or fired twice as far as normal.

Very heavy objects can be lightened to make them easier to move.

Some objects may be drastically affected by this power—a roof doubled in weight may collapse its supports, while a lightened anchor may not hold any longer. The DM should use his best judgment in deciding the exact effects of any particular mass manipulation. The more massive the object the power is used upon, the more difficult it is to affect.

You must make a psionic attack (versus its material's AC) to see if power can affect the object. Apply the following power check modifiers for heavy objects.

Weight of Object	Power Check Penalty
20 lbs or less	0
21 to 50 pounds	- 2
51 to 100 pounds	- 4
101 to 500 pounds	- 6
501 pounds or more	- 8

Roll 20. The item can be reduced to 10% of its normal weight or increased to 400% normal.

Roll 1. The psionist increases his own mass exponentially and collapses beneath his own staggering weight. He cannot move or attack for 1d4 turns and is considered incapacitated and prone.

Molecular Agitation

2nd-level - psychokinetic science

PSP Cost: 3

Range: 60 feet

Duration: Concentration, up to 1 minute

Preparation Time: 1 action

Molecular Agitation. This power enables the user to excite the molecules of a substance, causing paper to ignite, wood to smolder, or skin to blister, for example. You can choose a manufactured object, such as a metal weapon or a suit of heavy or medium metal armor, that you can see within range. You cause the object to glow red-hot. Any creature in physical contact with the object takes 2d8 fire damage when you manifest this power.

You can instead choose a creature. The creature takes 2d8 fire damage when you manifest this power. Until the talent ends, you can use a bonus action on each of your subsequent turns to cause this damage again.

If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a Constitution saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn.

The degree of destruction is as follows, depending on the number of rounds the item is agitated:

- One round. Readily flammable materials, such as paper and dry grass, ignite; wood becomes dark.

- Two rounds. Wood smolders and smokes; metal becomes hot to the touch; paint shrivels.
- Three rounds. Wood ignites; metal scorches (1d8 points of fire damage); water boils, lead melts.
- Four rounds. Steel grows soft.
- Five rounds. Steel melts.

Magical items are immune to this talent. Creature can roll every round to resist with a Constitution saving throw for half damage.

At Higher Levels. When you use this science at higher level, the damage increases by 1d8 for each level above 2.

Cryokinesis. *Cryokinesis* is the opposite of molecular agitation. Instead of increasing the energy of the target's molecules to raise its internal heat. Molecular motion is suppressed to lower the object's heat. Objects may freeze. become brittle. crumble. shatter. or explode from extreme drops in temperature. The list below shows some of the possibilities. depending on how long the power is maintained.

You can choose a manufactured object, such as a metal weapon or a suit of heavy or medium metal armor, that you can see within range. You cause the object to glow red-hot. Any creature in physical contact with the object takes 2d8 cold damage when you manifest this power.

You can instead choose a creature. The creature takes 2d8 cold damage when you manifest this power. Until the talent ends, you can use a bonus action on each of your subsequent turns to cause this damage again.

- One Round: Embers and coals are extinguished. metal becomes cold to the touch, water condenses on object.
- Two Rounds: Small fires are reduced to cold embers. bone and chitin become brittle, Liquids freeze.
- Three Rounds: Large fires reduced to embers. metal and wood become brittle.

- Four Rounds: Stone and obsidian become brittle

Most items are not automatically destroyed by being frozen and then thawing out. but they may become more susceptible to breakage. Armor and weapons that become brittle due to *cryokinesis* have 30% chance each time they deliver or receive blows in combat to shatter. Thri-kreen who are struck while their chitin is brittle suffer double damage from any physical blow.

At Higher Levels. When you use this science at higher level, the damage increases by 1d8 for each level above 2.

Molecular Rearrangement

2nd-level - psychokinetic science

PSP Cost: 3

Range: 6 feet

Duration: Concentration, up to 1 hour

Preparation Time: 2 hours

Molecular rearrangement is the psionic equivalent of alchemy. By toying with an object's molecular structure, the psionist can change its fundamental nature or properties. This power cannot create matter or mass from nothing, however. Nor can it change a material's state from liquid to solid, gas to liquid, and so on. It is best suited to converting one sort of element into another, but it can also be used for more complex operations-neutralizing a poison, for example. Converting one element to another is usually a simple operation.

You can temporarily alter the physical properties of one nonmagical object, changing it from one substance into another. You perform a special alchemical procedure on one object composed entirely of wood, stone (but not a gemstone), obsidian, bone, and ceramic, transforming it into a different one of those materials. For each 10 minutes you spend performing the procedure, you can transform up to 1 cubic foot of

material. After 1 hour, or until you lose your concentration (as if you were concentrating on a spell), the material reverts to its original substance.

This power has no effect against living creatures weighing more than one ounce. Creatures weighing one ounce or less are killed if their molecules are rearranged.

At Higher Levels. When you use this science at higher level, the material size increases by 1 cubic foot for each level above 2.

Momentum Theft

2th-level - psychokinetic science

PSP Cost: 3

Range: 60 feet

Duration: Instantaneous

Preparation Time: 1 reaction

This power allows a psionist to drain a target of its momentum, causing it to stop moving. The stolen momentum is dissipated harmlessly in the ground at the psionist's feet.

Arrows, catapult missiles, and even flying creatures can be halted in mid-air and begin to fall.

Winged creatures can usually break their fall after a drop of 30 feet.

Creatures walking or fighting are temporarily thrown off-balance and must make a Dexterity saving throw versus your psionic DC to avoid stumbling and losing their action for the round.

A running or charging creature must make a Dexterity check with disadvantage or take a running tumble for 1d6 points of bludgeoning damage. The victim is stunned for 1 round.

If this power is used on a falling character, it stops him instantly, and he begins to fall again. However, since his speed was reduced to 0, falling damage is only counted for the distance he fell after his momentum was neutralized.

It is hard to remove the momentum of heavy and fast-moving objects. The larger and faster an item,

the more PSPs it costs to arrest its movement. You can stop a man-sized creature (200 pounds).

At Higher Levels. When you use this science at higher level, the maximum weight increases by 200 lb. for each PSP above 2.

Roll 1. The removal of momentum immobilizes the target for one full round.

Roll 20. The psionist knocks himself prone and must make a Constitution saving throw versus his DC or be stunned 1 round.

Project Force

5th-level - psychokinetic science

PSP Cost: 7

Range: 120 feet

Duration: Concentration, up to 1 minute

Preparation Time: 1 action

This power allows the user to focus a psychokinetic "punch" against a target up to 120 feet away. You create a hand of shimmering, translucent force in an unoccupied space that you can see within range. The hand is considered Large. The hand lasts for the duration, and it moves at your command, mimicking the movements of your own hand.

The hand is an object that has AC 20 and hit points equal to your hit point maximum. If it drops to 0 hp, the power ends. It has a Strength of 26 (+8) and a Dexterity of 10 (+0). The hand doesn't fill its space.

When you manifest this power and as a bonus action on your subsequent turns, the hand can move up to 60 ft and then cause one of the following effects with it:

Clenched Fist. The hand strikes one creature or object within 5 ft. Make a melee psionic attack for the hand using your game statistics. On a successful hit, the target takes 4d8 force damage.

Forceful Hand. The hand attempts to push a creature within 5 feet of it in a direction you

choose. Make a check with the hand's Strength contested by the Strength (Athletics) check of the target. If the target is Medium or smaller, you have advantage on the check. If you succeed, the hand pushes the target up to 5 feet plus a number of feet equal to five times your psionic ability modifier. The hand moves with the target to remain within 5 feet of it.

Grasping Hand. The hand attempts to grapple a Huge or smaller creature within 5 feet of it. You use the hand's Strength score to resolve the grapple. If the target is Medium or smaller, you have advantage on the check. While the hand is grappling the target, you can use a bonus action to have the hand crush it. When you do so, the target takes bludgeoning damage equal to 2d6 + your spellcasting ability modifier.

Interposing Hand. The hand interposes itself between you and a creature of your choice until you give the hand a different command. The hand moves to stay between you and the target, providing you with half cover against the target. The target can't move through the hand's space if its Strength score is less than or equal the hand's Strength score. If its Strength score is higher than the hand's Strength score, the target can move toward you through the hand's space, but that space is considered difficult terrain for the target.

At Higher Levels. When you use this science at higher level, for each PSP above 5, damage from *Clenched Fist* increases by 2d8 and damage from the *Grasping Hand* increases by 2d6 for each for each level above 5.

Roll 20. The blow also knocks down medium or smaller size target.

Roll 1. The blow strikes the initiator.

Telekinesis

5th-level - psychokinetic science

PSP Cost: 7

Range: 60 feet

Duration: Concentration, up to 10 minutes

Preparation Time: 1 action

You gain the ability to move or manipulate creatures or objects by thought. When you manifest this power, and as your action each round for the duration, you can exert your will on one creature or object that you can see within range, causing the appropriate effect below. You can affect the same target round after round, or choose a new one at any time. If you switch targets, the prior target is no longer affected by the power.

Creature. You can try to move a Huge or smaller creature. Make an ability check with your spellcasting ability contested by the creature's Strength check. If you win the contest, you move the creature up to 30 feet in any direction, including upward but not beyond the range of this power. Until the end of your next turn, the creature is restrained in your telekinetic grip. A creature lifted upward is suspended in mid-air.

On subsequent rounds, you can use your action to attempt to maintain your telekinetic grip on the creature by repeating the contest.

Object. You can try to move an object that weighs up to 1,000 pounds. If the object isn't being worn or carried, you automatically move it up to 30 feet in any direction, but not beyond the range of this power.

If the object is worn or carried by a creature, you must make an ability check with your spellcasting ability contested by that creature's Strength check. If you succeed, you pull the object away from that creature and can move it up to 30 feet in any direction but not beyond the range of this power.

You can exert fine control on objects with your telekinetic grip, such as manipulating a simple tool, opening a door or a container, stowing or retrieving an item from an open container, or pouring the contents from a vial.

Telekinetic Barrier

5th-level - psychokinetic science

PSP Cost: 7

Range: 120 feet

Duration: Concentration, up to 10 minutes

Preparation Time: 1 action

The *telekinetic barrier* is an immobile field of mental force that forms around the psionicist. The barrier appears in any orientation you choose, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-by-10-foot panels. Each panel must be contiguous with another panel. In any form, the barrier is 1/4 inch thick. It lasts for the duration. If the barrier cuts through a creature's space when it appears, the creature is pushed to one side of the barrier (your choice which side).

Nothing can physically pass through the barrier. It is immune to all damage and can't be dispelled by *dispel magic*. A *disintegrate* spell destroys the barrier instantly, however. The barrier also extends into the Ethereal Plane, blocking ethereal travel through the barrier.

Telekinetic Flight

3rd-level - psychokinetic science

PSP Cost: 5

Range: 60 feet

Duration: Concentration, up to 10 minutes

Preparation Time: 1 action

By using this power, the psionicist can use her abilities of levitation to gain a flying speed of 60 feet for the duration. When the talent ends, the target falls if it is still aloft, unless it can stop the fall.

Telekinetic Projectile

2nd-level - psychokinetic science

PSP Cost: 2

Range: 30/120 feet

Duration: 1 minute

Preparation Time: 1 action

Prerequisites: Ballistic attack

A coruscating, projectile-shaped force field appears under the Psionicist's control. The projectile constructed by the mind of the user can be used to replace any of the regular attacks the user has each round.

You create a floating, spectral weapon within range that lasts for the duration or until you manifest this power again. When you manifest the power, you can make a range psionic attack against a creature within 120 feet of the weapon. On a hit, the target takes force damage equal to 1d6 + your psionic ability modifier.

As a bonus action on your turn, you can move the weapon up to 20 feet and repeat the attack against a creature within 120 feet of it.

The projectile may be shaped into any thrown or launched weapon.

At Higher Levels. When you use this science at higher level, the damage increases by 1d6 for each 2 levels above 2.

Roll 1. The projectile is unstable, firing off in a random direction until it hits a target or an obstacle or finishes its 120 feet trajectory, and shattering on impact for 2d6 points of force damage in a radius of 5 feet. The power ends.

Roll 20. The weapon acquires a +3 to hit bonus and all ranges to 60 feet are considered short range.

Telekinetic Shield

3rd-level - psychokinetic science

PSP Cost: 5

Range: Special

Duration: Concentration, up to 1 hour

Preparation Time: 1 action

Prerequisites: deflect

This psychokinetic devotion was developed by Psionicists to protect against physical attacks. When activated, the telekinetic shield power projects a softly glowing solid force field—a field comparable to that fabricated by the telekinetic barrier power but in the form of a movable, personal defense screen that appears before the Psionicist to turn aside attacks in much the same way a real shield would do. The force field is a circular, slightly convex shield 5 feet in diameter. The telekinetic shield moves with the Psionicist, 3 feet ahead of him, improving Armor Class by 3.

The power cannot be used while holding a physical shield, or in correlation with Shield Master or other shield related abilities.

Roll 1. The shield is flawed, shattering from any blow, everyone within 5 feet of the shield when it shatters must succeed on a Strength saving throw or be knocked prone from the blow.

Roll 20. The user is immune to nonmagical missiles and melee weapons.

Suppress Magic

8th-level - psychokinetic science

PSP Cost: 11

Range: 60 feet

Duration: Concentration, up to 1 hour

Preparation Time: 1 action

Area of Effect: 10 ft radius

Very powerful psionicists can draw upon their command of psychic energy to create a field that dampens magic of all types. A 10-foot-radius invisible field of antimagic surrounds you. This area is divorced from the magical energy that suffuses the multiverse. Within the field, spells can't be cast, summoned creatures disappear, and even magic items become mundane. Until the talent ends, the field moves with you, centered on you.

Spells and other magical effects, except those created by an artifact or a deity, are suppressed in the field and can't protrude into it. A slot expended to cast a suppressed spell is consumed. While an effect is suppressed, it doesn't function, but the time it spends suppressed counts against its duration.

Targeted Effects. Spells and other magical effects, such as *magic missile* and *charm person*, that target a creature or an object in the field have no effect on that target.

Areas of Magic. The area of another spell or magical effect, such as *fireball*, can't extend into the field. If the field overlaps an area of magic, the part of the area that is covered by the field is suppressed. For example, the flames created by a *wall of fire* are suppressed within the field, creating a gap in the wall if the overlap is large enough.

Spells. Any active spell or other magical effect on a creature or an object in the field is suppressed while the creature or object is in it.

Magic Items. The properties and powers of magic items are suppressed in the field. For example, a

longsword, +1 in the field functions as a nonmagical longsword.

A magic weapon's properties and powers are suppressed if it is used against a target in the field or wielded by an attacker in the field. If a magic weapon or a piece of magic ammunition fully leaves the field (for example, if you fire a magic arrow or throw a magic spear at a target outside the field), the magic of the item ceases to be suppressed as soon as it exits.

Magical Travel. *Teleportation* and *planar travel* fail to work in the field, whether the field is the destination or the departure point for such magical travel. A portal to another location, world, or plane of existence, as well as an opening to an extradimensional space such as that created by the *rope trick* spell, temporarily closes while in the field.

Creatures and Objects. A creature or object summoned or created by magic temporarily winks out of existence in the field. Such a creature instantly reappears once the space the creature occupied is no longer within the field.

Dispel Magic. Spells and magical effects such as *dispel magic* have no effect on the field. Likewise, the fields created by different *suppress magic* talents don't nullify each other.

Opposite Reaction

1st-level - psychokinetic science

PSP Cost: 2

Range: 60 feet

Duration: Instantaneous

Preparation Time: 1 reaction

Acting upon a single missile attack, this power blasts energy of equal power from the missile in the opposite direction, presumably striking the attacker. The missile must be physical, not magical. The psionist must see the missile and use the power as it is being fired.

For bow and crossbow weapons, an arrow of force automatically strikes the archer, causing damage as if it were the missile itself.

For spears, chakras, and other thrown weapons, you must roll for psionic attack for the missile of force, to hit. This power has no effect on the physical missile fired - the missile functions normally. If the physical missile is flaming or magically enhanced, the blast of energy does not gain those attributes.

Roll 20. The blast of energy is so great that, in addition to its normal effects, it breaks the firing weapon - the bow or crossbow, or the arm of the thrower. The creature may roll a Constitution saving throw against your psionic DC to resist the arm break.

Roll 1. The force is instead added to the original physical missile - if it hits, it inflicts double damage.

Soften

3rd-level - psychokinetic science

PSP Cost: 5

Range: 90 feet

Duration: Concentration, up to 1 minute

Preparation Time: 1 action

This power weakens an entire object. The object softens overall, losing its rigidity and strength. Specific effects vary, depending on the material.

Metal: For each round of softening, weapons incur a disadvantage to attack rolls and cause one less point of damage, cumulatively. The armor class of metal armor decreases one point per round of softening. After 10 rounds, any metal becomes soft and rubbery, but retains its shape.

Wood: Like metal, weapons with wooden shafts or handles are unfit to attack rolls and damage per round of softening. After six rounds, wood becomes stringy and rubbery but retains its shape. After 10 rounds, the grain can be split easily and a

punch can break through even the hardest and thickest doors or chests.

Stone: After two rounds, stone becomes noticeably soft to the touch. After five rounds, it can be worked like stiff clay, but this is as soft as it gets.

Magical Items: No effect.

Living Tissue: No effect.

DMs can use their own judgment and the examples above to handle other materials.

Stasis Field

9th-level - psychokinetic science

PSP Cost: 13

Range: Self

Duration: Concentration, up to 1 minute

Preparation Time: 1 action

A stasis field is a region in which time slows to a crawl and energy is reduced to a meaningless fizzle. When created, the stasis field surrounds the psionist like a bubble.

It can have any radius he desires, up to a maximum of 3 feet per each level of his experience.

For example, a 10th level psionist can create a field with up to a 30-foot radius.

From the outside, the stasis field looks like a slightly shimmering, completely smooth silver globe. When something presses against the edge, it gives slight resistance, but the object passes through. Inside the field, all is murky and dim. Light filters through from the outside, but it turns gray. A light source inside is only about one-fourth as bright as usual. Time is 60 times slower in a stasis field. That is, for every round (or minute) that passes inside, an hour elapses outside. (This dilation is not apparent to those inside the field, however.)

Energy and motion also change inside a stasis field. Energy magicks-e.g., *fireball*, *magic missile*,

cone of cold, and *flamestrike*-have no effect; the spells appear and then fizzle in midair.

Movement is slowed down visibly, and swift objects are affected more than slow objects. Character and creature movement rates are halved. A dagger can easily be pushed through someone, but a lightning-like slash with a sword is slowed to a graceful arc, almost like slow motion. A missile weapon is useless; the missile drifts lazily through the air, only to bounce off an unwary target or be dodged by a target who's looking. If the psionist keeps the stasis field centered on himself, it moves with him.

He can transfer the focal point of the field to anything he touches, however. Then he can move freely within the field, or even leave it. While outside the field, the psionist can roam up to 300 feet from it and still maintain the field. However, he cannot move the field from the outside. To move it again, he must re-enter it.

Weapon Manipulation

2nd-level - psychokinetic science

PSP Cost: 3

Range: Self

Duration: Concentration, up to 10 minutes

Preparation Time: 1 bonus action

This psionic power can enhance the fighting ability of a Psionist who has access to it, improving the user's swing when wielding a weapon. With every swing of a weapon, this power acts as an amplification of the Psionist's Strength score for the purpose of determining damage rolls with melee weapons. The Psionist's Strength rises by 2 points, solely for purposes of calculating melee weapon damage.

Furthermore, because the power moves the Psionist's weapon at a much accelerated speed and stops it at the end of the swing, the psionist gains +2 to his initiative on the order.

Roll 1. The weapon wielder loses control of his weapon's finer movements and gains disadvantage on his melee weapon attacks until the end of his next round.

Roll 20. The Psionicist's Strength damage bonuses are raised by 5 points, and he also gains +5 to his initiative on the order.

Psychometabolic Devotions

Chemical Simulation

Cantrip - psychometabolic devotion

PSP Cost: 0

Range: touch

Duration: Instantaneous

Preparation Time: 1 action

With this science, a psionicist can make his body simulate the action of acids. The character secretes an "acid" through his hand. Choose one creature within range, or choose two creatures within range that are within 5 feet of each other. A target must succeed on a Dexterity saving throw or take 1d6 acid damage.

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

Body Weaponry

Cantrip - psychokinetic devotion

PSP Cost: 0

Range: Self

Duration: 10 minutes

Preparation Time: 1 bonus action

This power allows the user to convert one of his arms into a weapon. Virtually any sort of weapon can be imitated, except ranged weapons (such as bows) or any weapon the user isn't proficient with. The arm actually becomes hard as metal and assumes the weapon's form. It behaves in every respect like a normal weapon of the chosen type, with the bonus that it can't be dropped or stolen.

Graft Weapon

Cantrip - psychometabolic devotion

PSP Cost: 0

Range: self

Duration: Concentration, up to 1 minute

Preparation Time: 1 bonus action

With this power the psionicist can graft any one-handed melee weapon directly onto his body. He picks up the weapon, activates this power, and the weapon becomes an extension of the character's arm. He becomes proficient if he was not. If he is using this weapon as an offhand, he doesn't have the offhand penalty for doing so.

Heightened Senses

Cantrip - psychokinetic devotion

PSP Cost: 0

Range: Self

Duration: Concentration, up to 1 minute

Preparation Time: 1 action

This power allows the user to sharpen all five of his normal senses: sight, hearing, taste, smell, and touch.

Once before the power ends, you can roll a d6 and add the number rolled to one ability check of your choice that requires the use of your senses. You can roll the die before or after making the ability check. The power then ends.

Sapping Twinkle

Cantrip - psychokinetic devotion

PSP Cost: 0

Range: 30 feet

Duration: Instantaneous

Preparation Time: 1 action

You sap the vitality of one creature you can see in range. The target must succeed on a Constitution saving throw or take 1d4 necrotic damage and fall prone.

This power's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Psychometabolic Sciences

Psychometabolic powers affect the user's body some way.

Animal Affinity

2nd-level - psychometabolic science

PSP Cost: 3

Range: Self

Duration: Concentration, up to 1 hour

Preparation Time: 1 action

With this power, the user develops an affinity for a particular animal type. You assume a different form. When you manifest this power, choose one of the following options, the effects of which last for the duration of the power. While the power lasts, you can end one option as an action to gain the benefits of a different one.

Aquatic Adaptation. 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.

Natural Weapons. You grow claws, fangs, spines, horns, or a different natural weapon of your choice. Your unarmed strikes deal 1d6 bludgeoning, piercing, or slashing damage, as appropriate to the natural weapon you chose, and you are proficient with your unarmed strikes. Finally, the natural weapon is magic and you have a +1 bonus to the attack and damage rolls you make using it.

Absorb Disease

2nd-level - psychometabolic science

PSP Cost: 3

Range: touch

Duration: Instantaneous

Preparation Time: 1 action

You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned. This power lets the psionicist take the disease from another character's body, and absorb it himself. Presumably, the psionicist will then heal himself (using *complete healing*). This power can absorb magical diseases, but not curses, such as lycanthropy.

Accelerate

3th-level - psychometabolic science

PSP Cost: 5

Range: Self

Duration: Concentration, up to 1 minute

Preparation Time: 1 action

Some psychometabolists are able to drastically alter their own metabolisms, doubling their speed for short periods of time. A character using accelerate is effectively hasted for as long as he maintains this power.

Until the power ends, his speed is doubled, he gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and he gains an additional action on each of his turns. That action can be used only to take the Attack (one weapon

attack only), Dash, Disengage, Hide, or Use an Object action.

When the power ends, the psionist can't move or take actions until after its next turn, as a wave of lethargy sweeps over him.

Alter Features

1st-level - psychometabolic science

PSP Cost: 2

Range: Self

Duration: 1 hour

Preparation Time: 1 action

This power enables the psionist to alter his appearance by means of a limited control over his facial features. You make yourself—including your clothing, armor, weapons, and other belongings on your person—look different until the power ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you.

The changes wrought by this power fail to hold up to physical inspection. For example, if you use this power to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this power to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.

To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your psionic save DC.

Adrenalin Control

2nd-level - psychometabolic science

PSP Cost: 3

Range: self

Duration: Concentration, up to 1 hour

Preparation Time: 1 action

By controlling the production and release of adrenalin in his system, the psionist can give himself temporary physical boosts on demand. Choose one of the following effects; the target gains that effect until the power ends.

Endurance. You have advantage on Constitution checks. You also gains 2d6 temporary hit points, which are lost when the power ends.

Strength. You have advantage on Strength checks, and your carrying capacity doubles.

Grace. You have advantage on Dexterity checks. You also don't take damage from falling 30 feet or less if you aren't incapacitated.

Aging

2nd-level - psychometabolic science

PSP Cost: 3

Range: touch

Duration: Instantaneous

Preparation Time: 1 action

With this power, an evil psionist can cause unnatural aging by touch. (Other psionists can use this power, too, but their alignment would begin to twist toward evil.) The victim ages 3d4 years instantly and must make a Constitution saving throw taking 3d12 necrotic damage on a failed save, or half as much damage on a successful one. Failure means that the change was traumatic, and he ages another 1d4 years automatically.

Roll 1. The victim ages an additional 1d12 years.

Roll 20. The psionist ages 1d10 years.

Body Control

5th-level - psychometabolic science

PSP Cost: 7

Range: self

Duration: Concentration, up to 1 hour

Preparation Time: 1 action

This power allows the user to adapt his body to a hostile environment. The change must be keyed to a specific surrounding: water, acid, extreme heat, extreme cold, an elemental plane, etc. If the power works, the user not only survives, he behaves like a native organism. He can breathe and move normally, taking no damage from the environment. However, a character who can survive extreme cold is still vulnerable to a cone of cold.

Body Equilibrium

2nd-level - psychometabolic science

PSP Cost: 3

Range: self

Duration: Concentration, up to 10 minutes

Preparation Time: 1 action

This power allows the user to adjust his body weight to correspond to the surface he's standing on. Thus, he can walk on water, quicksand, silt, or even a spider's web without sinking or breaking through. If the user is falling when he activates this power, he falls slowly enough to escape injury. Because of how light the user becomes when this power is in effect, he must be wary of wind gusts, which can easily blow him about.

Biofeedback

2nd-level - psychometabolic science

PSP Cost: 3

Range: self

Duration: 1 minute

Preparation Time: 1 action

Biofeedback is the power to control the flow of blood through one's own body. This power has two key effects.

First, the psionicist can easily control bleeding. As a result, he suffers 2 fewer points of damage from every attack against him which causes physical injury.

Second, by flooding key portions of his body with blood, the psionicist effectively cushions blows against him and reduces their effect. The character's armor class is increased by 1.

Cannibalize

5th-level - psychometabolic science

PSP Cost: 7

Range: self

Duration: Instantaneous

Preparation Time: 1 action

This power allows the user to cannibalize his own body for extra PSPs. When activated successfully, the user can take 1 level of exhaustion, and convert it directly to 7 PSPs. The user can access these PSPs any time, as if they were part of his total.

The user can cannibalize additional levels, each time for 1 PSP less: 2nd level would be worth 6, 3rd level 5, and so on. The user cannot raise to a deadly level of exhaustion with this power.

The user recovers from his exhaustion levels with normal rest rules.

Cell Adjustment

1st-level - psychometabolic science

PSP Cost: 2

Range: Touch

Duration: Instantaneous

Preparation Time: 1 action

This power allows the user to heal wounds. A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This power has no effect on undead or constructs.

At Higher Levels. When you use this science at higher level, the healing increases by 1d8 for each level above 1.

Chameleon Power

1st-level - psychometabolic science

PSP Cost: 2

Range: Self

Duration: Concentration, up to 1 hour

Preparation Time: 1 action

This power changes the coloration of the user's skin, clothing, and equipment to match the nearest background. The match is automatic; the user doesn't choose the appearance. The change takes several seconds to occur. As the user moves, the coloration changes and shifts to reflect any changes in the surroundings. This power makes the user extremely difficult to spot. You magically blend in with your surroundings. You have advantage on Dexterity (Stealth) checks, and so long as you are motionless attack rolls against you have disadvantage.

Carapace

4th-level - psychometabolic science

PSP Cost: 6

Range: self

Duration: Concentration, up to 1 hour

Preparation Time: 1 action

The psionist can change his own or another's physical form with this power, creating a chitinous exoskeleton. However, because the skin is heavily damaged in the process. The process causes great discomfort. The outer layer of skin turns to very hard, insect-like material, with a huge carapace that gives more protection.

This power turns the flesh of the psionist as hard as stone. Until the power ends, the psionist has resistance to nonmagical bludgeoning, piercing, and slashing damage.

Catfall

1st-level - psychometabolic science

PSP Cost: 2

Range: self

Duration: Concentration, up to 10 minutes

Preparation Time: 1 action

A character using this power can spring like a cat in the same round, and always land gracefully on his feet. He still suffers damage from falling, but the damage is halved. He can jump down 30 feet without risking any injury at all.

Roll 20. The psionist can jump 50 feet instead of 30 during this single use of the power.

Roll 1. No effect.

Cause Decay

2nd-level - psychometabolic science

PSP Cost: 3

Range: touch

Duration: Instantaneous

Preparation Time: 1 action

This power works only against inanimate objects. The psionist's touch causes instant decay: metal rusts, wood ages and splits, cloth falls to dust. The non-magical item-or a maximum of 60 pounds of it-is consumed by decay within one round.

Cause Sleep

1st-level - psychometabolic science

PSP Cost: 2

Range: 90 feet

Duration: 1 minute

Preparation Time: 1 action

A psionist with this power can cause other people to fall asleep by manipulating their natural rhythms. Roll 5d8; the total is how many hit points of creatures this power can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures). Starting with the creature that has the lowest current hit points, each creature affected by this power falls unconscious until the power ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

Undead and creatures immune to being charmed aren't affected by this power.

At Higher Levels. When you use this science at higher level, roll an additional 2d8 for each PSP above 1.

Roll 20. The victim does not remember being put to sleep and may continue to sleep naturally after the psionist stops maintaining the power.

Roll 1. The psionist falls asleep himself for 2d6 rounds or until awakened.

Complete Healing

5th-level - psychometabolic science

PSP Cost: 7

Range: Self

Duration: Concentration, up to 1 hour

Preparation Time: 1 action

This power allows the user to heal himself completely of all ailments, wounds, and normal diseases. He must place himself in a trance for one short rest to accomplish the healing.

During the healing trance, the user's body repairs itself at an incredible rate. At the end of the short rest, he awakens, restored to complete health in every regard, also ends blindness, deafness, and any diseases. Only the PSPs used previously and for the power are not restored. If the user fails his power check, the power can't be activated; the trance breaks after 1 minute.

Cognitive Trance

4th-level - psychometabolic science

PSP Cost: 6

Range: self

Duration: Permanent

Preparation Time: Variable

A psionist with this power can place himself in a trance that clears his mind for calm and contemplative thought. Anything the psionist

sees. Hears, or reads while under the mind-sharpening influence of the cognitive trance can be committed to his memory verbatim, for precise recall at a later time.

Photographic Memory. The player running the psionicist character can use this ability to remember detailed instructions or conversations to the word, even if he himself does not remember the exact content. If used for photographic memory, the trance lasts as long as it takes to completely take in all the information to be remembered. An extended trance may last for several hours. Entire books may be memorized in this way.

Cognitive Trance. The psionicist can also enter the trance to consider any problem, puzzle, or riddle, gaining advantage to his Insight check to find a solution. If used to solve a puzzle, the trance lasts as long as it takes the psionicist to make a single attempt to arrive at a solution for the situation at hand. While in cognitive trance, combat or even conversation of the slightest sort will break the trance.

Displacement

2nd-level - psychometabolic science

PSP Cost: 3

Range: self

Duration: Concentration, up to 1 minute

Preparation Time: 1 action

Your body becomes blurred, shifting and wavering to all who can see you. For the duration, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

Death Field

5th-level - psychometabolic science

PSP Cost: 7

Range: 30 foot radius

Duration: Instantaneous

Preparation Time: 1 action

A death field is a life-sapping region of negative energy. Only psionicists of evil alignment can learn this power without suffering side effects. If any other psionicist tries to learn the death field, his alignment will gradually be twisted toward evil as he explores this very dark portion of his psyche. A successful death field takes its toll on everyone inside it, including the psionicist. Before he initiates this power, he must decide how many hit points he will sacrifice. If the power works, the loss is inevitable; he gets no saving throw. Every other living thing within the death field must make a Constitution saving throw. Those who succeed escape damage. Those who fail lose the same number of hit points as the psionicist.

Roll 20. The psionicist loses only half the number of hit points he specifies; victims who fail their saving throws lose the full amount.

Roll 1. The power fails, but the psionicist loses the hit points anyway.

Direct Internal Energy

1st-level - psychometabolic science

PSP Cost: 2

Range: Self

Duration: Concentration, up to 1 minute

Preparation Time: 1 bonus action

Prerequisites: Proficiency in unarmed strike

This power allows a Psionicist to increase the effectiveness of his martial arts attacks using psionic power. This translates into a bonus of +1 to hit and damage per 3 PSPs spent, to a

maximum bonus of +5. The effects of this power benefit all unarmed attacks performed by the Psionicist for one round. It also lets qi from the user's class or kit be used at +1 level per 10 PSPs spent.

At Higher Levels. When you use this science at higher level, the bonus increases by +1 for each 2 levels above 1.

Roll 1. The Psionicist loses all special class (or qi points, if a monk) powers for one day.

Roll 20. The duration is increased to 10 minutes.

Double Pain

3rd-level - psychometabolic science

PSP Cost: 5

Range: touch

Duration: 1 minute

Preparation Time: 1 action

By touching another person, the psionicist greatly lowers that character's pain threshold. (Even a little scrape will feel like a serious injury.) You must make a melee psionic attack, if you hit, the target must make a Constitution check.

The effect lasts one minute. During that time, all damage scored against that character is doubled. However, only half of this damage is real; the other half represents the amplified pain. When the character's total of real damage and pain reduces his hit points to zero or less, he passes out. He will regain consciousness 1d10 rounds later. At that time he also regains "fake" hit points—those lost only to pain. The victim can save at the end of each turn to try to resist the effect.

If the victim does not pass out in one turn (the duration of this power's effects), damage scored against him is no longer doubled. However, the points of "pain damage" which he has already incurred will remain in effect for another 1d6 rounds.

Roll 1. The victim must make a Constitution check upon a hit, or pass out due to the excruciating pain.

Roll 20. The power backfires and affects the psionicist for one minute.

Ectoplasmic Form

3th-level - psychometabolic science

PSP Cost: 5

Range: self

Duration: Concentration, up to 1 hour

Preparation Time: 1 action

With this power a psionicist converts himself to ectoplasm, (a fine-spun, smoky substance). He assumes a gaseous form for the duration, appearing as wisps of cloud. While in this cloud form, he has a flying speed of 60 feet and has resistance to damage from nonmagical weapons. The only actions he can take in this form are the Dash action, and psionic talents, or to revert to its normal form. Reverting takes 1 minute, during which time he is incapacitated and can't move. Until the power ends, the psionicist can revert to cloud form, which also requires the 1-minute transformation.

If a creature is in cloud form and flying when the effect ends, the creature descends 60 feet per round for 1 minute until it lands, which it does safely. If it can't land after 1 minute, the creature falls the remaining distance.

Enervate

5th-level - psychometabolic science

PSP Cost: 7

Range: 60 feet

Duration: Concentration, up to 1 minute

Preparation Time: 1 action

An invisible psychic tendril reaches out from you, touching a creature you can see within range to drain life from it. The target must make a Constitution saving throw. On a successful save, the target takes 2d8 necrotic damage, and the power ends. On a failed save, the target takes 4d8 necrotic damage, and until the power ends, you can use your action on each of your turns to automatically deal 4d8 necrotic damage to the target. The power ends if you use your action to do anything else, if the target is ever outside the power's range, or if the target has total cover from you. Whenever the power deals damage to a target, you regain hit points equal to half the amount of necrotic damage the target takes.

At Higher Levels. When you use this science at higher level, the damage increases by 1d8 for each level above 5.

Roll 20. Rate of drain increases to d10.

Roll 1. Backfire! Half of the psionics remaining hit points are absorbed by the target, ending the power's effect.

Enhancement

2nd-level - psychometabolic science

PSP Cost: 3

Range: self

Duration: 1 minute

Preparation Time: 1 bonus action

This power yields the same results as the *Meditative Focus* ability, in less time. When a psionist learns this power, he selects one discipline to enhance. As long as he maintains the enhancement power, all of his rolls within the chosen discipline are increased by 3. At the same time, all other rolls are reduced by 2.

Enhanced Strength

4th-level - psychometabolic science

PSP Cost: 6

Range: self

Duration: Concentration, up to 1 minute

Preparation Time: 1 action

A psionist can increase his physical Strength score to a maximum of 20 through this science. Physical Strength cannot be raised above 20 psionically.

Energy Containment

6th-level - psychometabolic science

PSP Cost: 9

Range: Self

Duration: Concentration, up to 10 minutes

Preparation Time: 1 action

A psionist with this power has trained himself to safely absorb and assimilate energy. For the duration, the psionist has immunity to one damage type of his choice: acid, cold, fire, lightning, or thunder.

Any physical assault based on these energy types can be drawn into the psionist's body. The character transforms the energy, and safely releases it as visible radiance (light). When the character absorbs energy, he radiates visible light for a number of rounds equal to half the points of damage he absorbed.

Expansion/Reduction

2nd-level - psychometabolic science

PSP Cost: 3

Range: self

Duration: Concentration, up to 1 minute

Preparation Time: 1 action

The psionist can grow larger or smaller for the duration.

Everything the psionist is wearing and carrying changes size with it. Any item dropped by an affected creature returns to normal size at once.

Expansion. The target's size doubles in all dimensions, and its weight is multiplied by eight. This growth increases its size by one category--from Medium to Large, for example. If there isn't enough room for the target to double its size, the creature or object attains the maximum possible size in the space available. Until the power ends, the target also has advantage on Strength checks and Strength saving throws. The target's weapons also grow to match its new size. While these weapons are enlarged, the target's attacks with them deal 1d4 extra damage.

Reduction. This power is the reverse of expansion. The psionist can reduce his body's dimensions along any or all axes: height, length, width, or thickness. The target's size is halved in all dimensions, and its weight is reduced to one-eighth of normal. This reduction decreases its size by one category--from Medium to Small, for example. Until the power ends, the target also has disadvantage on Strength checks and Strength saving throws. The target's weapons also shrink to match its new size. While these weapons are reduced, the target's attacks with them deal 1d4 less damage (this can't reduce the damage below 1).

Fighting Trance

2nd-level - psychometabolic science

PSP Cost: 3

Range: Self

Duration: Concentration, up to 1 minute

Preparation Time: 1 action

With this power, the psionist learns how to focus his attention into a razor-sharp weapon for maximum awareness and effectiveness in combat. His reflexes and agility are increased to their absolute sharpest level, and he is able to unconsciously track all combatants in the immediate area.

While fighting trance is in effect, the psionist neutralizes the bonus from sneak and flanking attacks.

The psionist in fighting trance gains a +1 bonus to initiative rolls, his Armor Class, all saving throws, and all attack rolls.

The psionist's focus on his physical actions makes it difficult for him to concentrate on initiating any psionic powers. He suffers a -1 penalty to all power checks he attempts while fighting trance is being maintained.

Flesh Armor

1st-level - psychometabolic science

PSP Cost: 2

Range: self

Duration: 8 hours

Preparation Time: 1 action

The psionist transforms his own skin into non-magical armor. No one can see the change, but it's as if he had actually acquired some type of armor. The type of armor his body mimics depends on the result of his power check, as shown in the following table:

PSPs used	Armor type	AC
2	hide armor	AC 13 + Dex modifier
3	scale mail	AC 14 + Dex modifier
5	chain mail	AC 16
6	splint mail	AC 17
7	full plate	AC 18

Because this armor is part of his body, the psionist can enjoy its benefits without suffering any penalty he might have if he were actually wearing that type of armor. The armor created by this power weighs nothing, has no magnetic properties, and in no way encumbers the psionist for stealth checks. The power ends if the psionist dons armor or if he dismisses the power as an action.

Gird

4th-level - psychometabolic science

PSP Cost: 6

Range: self

Duration: special

Preparation Time: 1 action

Each time a psionist girds another power, he can maintain that power automatically- i.e., without mental concentration. Thus, a psionist who is maintaining only girded powers can sleep without disrupting those powers. To use gird, the psionist must first initiate the power he intends to affect. Then he must activate *gird*. The girding remains in place until the girded power duration expire, but during that time, the psionist will be able to concentrate on another power or spell. The psionist can only gird one power with this science.

Immovability

3rd-level - psychometabolic science

PSP Cost: 5

Range: self

Duration: Concentration, up to 10 minutes

Preparation Time: 1 action

When a psionist makes himself immovable, he is exactly that. A tremendous amount of force is required to uproot him from his spot. Moving the psionist requires a combined Strength total that is at least 10 times greater than the amount of PSPs spent to activate the power. You can spend additional PSP as desired.

If a character is pushing the psionist, and makes a critical success (20), that character can double the Strength he's contributing to the total.

Even if a group manages to move the psionist once, they may not be able to move him any easier the next time. The psionist remains immovable until he stops maintaining the power. This power has nothing to do with weight. A character will not crash through the floor because he made himself immovable. He has instead attached himself to the fabric of the universe, which is considerably more powerful than the strongest castle. He does, however, need a horizontal surface as an anchor.

Intensify

2nd-level - psychometabolic science

PSP Cost: 3

Range: self

Duration: Concentration, up to 1 hour

Preparation Time: 1 action

Intensify allows the psionist to improve either his Charisma, his Intelligence, or his Wisdom. Choose one of the following effects; you gain that effect until the power ends.

Splendor. You have advantage on Charisma checks.

Cunning. You have advantage on Intelligence checks.

Wisdom. You have advantage on Wisdom checks.

Iron Will

4th-level - psychometabolic science

PSP Cost: 6

Range: self

Duration: Instantaneous

Preparation Time: 1 reaction

Relentless Endurance. A psionicist with this power has the ability to focus his willpower to extraordinary levels, persevering through conditions that would overcome lesser characters. When activating this power, the psionicist can temporarily ignore accumulated wounds that would reduce him to 0 hit points or less. Due solely to his mental strength, he can force himself to remain conscious and fully active.

He will continue to make his death saving throws, but will stay conscious. If he cumulates 3 failures, he will die instantly. If he rolls a natural 20, he will stabilize and stop making death saving throw, nad his hit points will go to 1 hp if he didn't heal himself in-between. If, on the other hand, he rolls a natural 1, he collapse on the ground unconscious and is at whatever number of death saving throws he accumulated.

Up until that point, though, he can fight and use his powers normally with absolutely no interruption at all. Smart psionicists will bind their wounds before losing consciousness, or they may never wake up afterward.

Unbending mind. The psionicist can also use his iron will to resist losing consciousness or control of himself through other means. If the effect the psionicist is struggling against normally allows a

saving throw, the psionicist gains advantage on his saving throw while iron will is in effect. If the effect does not usually allow the victim a saving throw, the psionicist gains the chance to attempt a saving throw versus the creature's DC.

Iron will acts as a reflexive power. It does not have to be maintained at all times in order to be effective. If a situation arises in which the psionicist needs the iron will power. he can drop what he is doing to initiate it as a reaction. If he has already been charmed, he can activate it to gain advantage or a saving throw.

Lend Health

3th-level - psychometabolic science

PSP Cost: 5

Range: touch

Duration: Instantaneous

Preparation Time: 1 action

Lend health is a power of healing. You sacrifice some of your health to mend another creature's injuries. You take 4d8 necrotic damage, and one creature of your choice you can see within range regains a number of hit points equal to twice the necrotic damage you take. In any case, he cannot transfer hit points if he has only one remaining. The beneficiary of this power can never exceed his normal, healthy total of hit points.

At Higher Levels. When you use this science at higher level, the damage increases by 1d8 for each PSP level above 3.

Life Draining

3rd-level - psychometabolic science

PSP Cost: 5

Range: Touch

Duration: Concentration, up to 1 minute

Preparation Time: 1 action

You heal your wounds by draining vital energies from a foe you touch. Make a melee psionic attack against a creature within your reach. On a hit, the target takes 3d6 necrotic damage, and you regain hit points equal to half the amount of necrotic damage dealt. Until the spell ends, you can make the attack again on each of your turns as an action.

At Higher Levels. When you use this science at higher level, the damage increases by 1d6 for each level above 3.

Roll 20. Rate of drain increases to d8.

Roll 1. Backfire! Half of the psionics remaining hit points are absorbed by the target, reversing the power's effects.

Magnify

4th-level - psychometabolic science

PSP Cost: 6

Range: self

Duration: Instantaneous

Preparation Time: 1 bonus action

Magnify allows the psionicist to magnify the effects of another power in all conceivable ways—e.g., double damage, double range, double modifiers, and so on.

The psionicist initiates the magnify power first. At the same time, he must designate which power he intends to improve. He must immediately use the power he wishes to improve (in the same round). Otherwise the magnification dissipates without effects. Once the power has been performed, magnify must be reinitiated to perform again. The amount of magnification depends upon the psionicist's level, as follows:

Levels Range	Magnification Factor
6-10	X2
11-15	X3
16-20	X4

Metamorphosis

9th-level - psychometabolic science

PSP Cost: 13

Range: Self

Duration: Concentration, up to 1 hour

Preparation Time: 1 action

You assume the form of a different creature for the duration. The new form can be of any creature with a challenge rating equal to your level or lower. The creature can't be a construct or an undead, and you must have seen the sort of creature at least once. You transform into an average example of that creature, one without any class levels or the Spellcasting trait.

Your game statistics are replaced by the statistics of the chosen creature, though you retain your alignment and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus listed in its statistics is higher than yours, use the creature's bonus in place of yours. You can't use any legendary actions or lair actions of the new form.

You assume the hit points and Hit Dice of the new form. When you revert to your normal form, you return to the number of hit points you had before you transformed. If you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.

You retain the benefit of any features from your class, race, or other source and can use them, provided that your new form is physically capable of doing so. You can't use any special senses you have (for example, darkvision) unless your new form also has that sense. You can only speak if the creature can normally speak.

When you transform, you choose whether your equipment falls to the ground, merges into the

new form, or is worn by it. Worn equipment functions as normal. The GM determines whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change shape or size to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge into your new form. Equipment that merges has no effect in that state.

During this power's duration, you can use your action to assume a different form following the same restrictions and rules for the original form, with one exception: if your new form has more hit points than your current one, your hit points remain at their current value.

Mind Over Body

3rd-level - psychometabolic science

PSP Cost: 5

Range: touch

Duration: 1 day/per lvl (to a minimum of 5 days)

Preparation Time: 1 hour

Mind over body allows the user to suppress his body's need for food, water, and sleep. In exchange for one hour of meditation per day during a short rest, all of the psionics physical needs are overcome. He does not feel hunger, exhaustion, or thirst, nor does he suffer any ability reductions for privation.

The psionist can also suppress the basic needs of others while suppressing his own. To do so, he must pay an additional 1 PSP per person and spend an additional hour of meditation per person. Each person being aided must be in physical contact with the psionist throughout the entire period of meditation. Usually, all the characters hold hands, forming a continuous line or circle.

The psionist can survive in this fashion for a number of days equal to his experience level, or

five days, whichever is more. At the end of that time, he collapses from exhaustion. He must then rest one day for every two days spent sublimating his body's needs. Or he can be restored through 24 hours of *complete healing*. These rules also apply to any characters the psionist has aided.

Nerve Manipulation

7th-level - psychometabolic science

PSP Cost: 10

Range: Touch

Duration: Instantaneous

Preparation Time: 1 action

This power allows the psionist to do terrible things to the nervous system of another creature. With a touch, he can inflict wracking pain, unconsciousness, or even death.

The creature must have 100 or fewer hit points to be affected by the power. Otherwise, the power has no effect.

The psionist must make a psionic attack roll against his quarry. If he attacks successfully, the creature must do a Constitution saving throw or suffer the effect determined by the psionist's psionic attack roll versus the creature's AC.

Attack

Roll

hit Result

0-2 **Spasms:** disadvantage to victim's attacks and -2 to AC
1d3 rounds

3-4 **Pain:** speed is reduced by half and has disadvantage on saving throw (other than Constitution), attack rolls, and ability checks for 1d4 rounds

5-8 **Stunning:** the victim is stunned for 1d4+1 rounds

9-11 **Unconsciousness:** the victim is out cold for 2d4 rounds

12+ **Death:** The creature dies.

The target must make a Constitution saving throw at the end of each of its turns. On a successful save, this effect ends.

Any of the effects can be neutralized by the application of a *neutralize poison* spell or *greater*

restoration the successful use of the *antidote* function of the science *poison simulation*.

Roll 20. Even if the victim makes his saving throw he is still stunned for 1d2 rounds.

Roll 1. The psionist must do a Constitution saving throw or be racked with spasms and have disadvantage for 1d3 rounds on his attacks rolls.

Photosynthesis

2nd-level - psychometabolic science

PSP Cost: 3

Range: Self

Duration: Instantaneous

Preparation Time: 1 hour

A psionist can gain energy and rejuvenation from the energy of the sun by using this power. The psionist completely fills his daily requirement for food and water with one short rest while using photosynthesis. He also rolls an additional temporary hit dice for his recovery - the psionist cannot exceed his hit points limit. The psionist must remain still while using the power. or he gains no benefit from it.

At Higher Levels. When you use this science at higher level, the number of temporary hit die rolled increases by 1 for each PSP above 2.

Poison Simulation

3rd-level - psychometabolic science

PSP Cost: 5

Range: Self

Duration: 1 minute

Preparation Time: 1 action

The psychometabolist can use this power to produce natural toxins from his own body. The psionist can only simulate poisons that she has experienced or tasted herself; if he had survived the sting of a giant scorpion at some point in the

past, then he can reproduce the scorpion's venom. (If the psionist purposely tastes or injects a small amount of poison in order to learn how to simulate it, he suffers half the normal effect and gains a +2 on his saving throws against that dose.)

The psionist can create the poison in his bloodstream or saliva. If he creates the toxin in her bloodstream, he can nick himself with a blade to get to it. Poisons the psionist simulates can be used in their normal fashion; contact poisons can be used to poison victims with a touch, injective poisons can be smeared on weapons, and so forth. If the psionist has an ingestive poison in her bloodstream and is bitten by a monster, that creature is affected normally by the venom. An attack roll is required to hit an opponent with poisoned spittle or an envenomed blade, and the victim gets a Constitution saving throw. A dose of the psionist's poison remains potent for a number of rounds equal to his level or until it has been applied once.

Antidote. This ability also has two secondary uses. First, the psionist also learns how to construct antidotes for poisons he has been exposed to. She gains advantage on any saving throw against poison, and resistance on poisons he can manufacture herself.

Secondly, the psionist can produce an antidote to treat someone else if that person has been poisoned with a toxin that the psionist knows how to create.

Pheromone Discharge

1st-level - psychometabolic science

PSP Cost: 2

Range: self

Duration: Concentration, up to 1 hour

Preparation Time: 1 action

This power lets the psionist's skin give off beneficial odors that affect lower insects. Only insects of animal intelligence are so affected, but

their impressions of the psionist can be controlled to a great degree. The psionist can masquerade as any type of insect, or any class of insect within a society. In a hive, the psionist can impersonate a worker, soldier, even a queen, changing whenever he likes.

You have advantage to your Animal Handling and Charisma rolls when interacting with insectoids.

Changing his odor to that of another insect species usually draws an attack, which may be useful to the psionist as a diversion. Any insect of greater than animal intelligence immediately sees the psionist for what he really is. The psionist can also perform rudimentary communication with controlled pheromone releases. He can send rudimentary information but has no means to interpret the answers received. Thri-kreen regard this power as most distasteful, a savage abuse of psionics against the near perfect order of common insect life.

Prolong

2nd-level - psychometabolic science

PSP Cost: 3

Range: self

Prerequisites: 4th level

Duration: Concentration, up to 1 minute

Preparation Time: 1 bonus action

When this power is in effect, the range of the next power used is increased by 50%, as is the radius of its areas of effect. This has no effect on powers with a range of zero or individual, nor does it alter personal, or single-item areas of effect. It does alter powers that affect a quantity of stuff.

Regenerate

7th-level - psychometabolic science

PSP Cost: 10

Range: Touch

Duration: 1 hour

Preparation Time: 1 action

With this power the psionist can repair permanent injuries that natural healing could not restore. Severed limbs can be regrown, blindness or deafness repaired, and even paralyzing injuries to the brain or spinal cord can be healed. The psionist is capable of healing such injuries in himself as well as in others if the need arises.

You touch a creature and stimulate its natural healing ability. The target regains 4d8 + 15 hit points. For the duration of the power, the target regains 1 hit point at the start of each of its turns (10 hit points each minute).

The target's severed body members (fingers, legs, tails, and so on), if any, are restored after 2 minutes. If you have the severed part and hold it to the stump, the power instantaneously causes the limb to knit to the stump.

Roll 20. The healing proceeds twice as fast as would be normally expected.

Roll 1. The psionist suffers 1d12 points of necrotic damage but the patient is unaffected.

Rigidity

5th-level - psychometabolic science

PSP Cost: 7

Range: 60 feet

Duration: Instantaneous

Preparation Time: 1 action

This power stiffens the joints and musculature of the affected creature, slowing it gradually until it can barely function. Only man-sized creatures or smaller can be affected. Most undead, such as

skeletons and zombies, are affected, but non-corporeal creatures are not.

Choose a creature that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. This power has no effect on undead. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the power ends on the target.

At Higher Levels. When you use this science at higher level, you can target one additional creature for each level above 5. The creatures must be within 30 feet of each other when you target them.

Shadowform

5th-level - psychometabolic science

PSP Cost: 7

Range: Self

Duration: Concentration, up to 10 minutes

Preparation Time: 1 action

This power transforms the user into living shadow. The user, his clothing, armor, and up to 20 pounds of equipment all transform. He can blend perfectly into any other shadow. His movement rate, however, is now at 15 feet (regardless of what it was before), and he can only travel through darkness and shadow. Areas of open light are impassable. While in *shadowform*, the user can only be noticed by life detection, other types of psionic detection, or by a *true seeing* spell. He can't harm anyone physically or manipulate any corporeal objects, but he can use psionic powers.

Roll 20. The psionicist gains all desirable powers of the *shadow monster* for 1d4 turns.

Roll 1. A random non-magical item on the player becomes shadow and drifts away, lost forever.

Share Strength

3rd-level - psychometabolic science

PSP Cost: 5

Range: touch

Duration: 1 minute

Preparation Time: 1 action

The psionicist can effectively lend his physical Strength to another character. The psionicist sacrifices two of his own Strength points (ability points, not PSPs) for every single point the recipient gains. The recipient can go above Strength 20 this way.

This transfer remains in effect until the psionicist stops paying the science's maintenance cost; then all points return in one round. If the recipient is killed before the psionicist gets his Strength points back, the psionicist's Strength score is permanently reduced.

Splice

3rd-level - psychometabolic science

PSP Cost: 5

Range: self

Prerequisites: 2 + level (see below)

Duration: Instantaneous

Preparation Time: 1 bonus action

Splicing psionic powers is tremendously useful. In effect, the psionicist is splicing together two or more separate powers into one psionic release. This is very difficult, however, and it requires great precision. The more powers the psionicist attempts to splice, the more likely he is to fail. The maximum number of powers that a psionicist can splice equals his experience level.

First, the psionicist will use a bonus action to activate splice.

Then, he will use an action to choose and pay for powers he intend to to splice together.

Third, the character must make a successful splice check versus 5 + the power levels of the total spliced powers. Each spliced power has absolutely no effect at this time.

If he succeeds on his splice check. The powers take effect in the order decided by the player. He rolls psionics attack or provokes saves from target, as if he would have normally activated each power individually.

Suspend Animation

3rd-level - psychometabolic science

PSP Cost: 5

Range: self

Duration: Up to 4 months

Preparation Time: 1 hour

With this power a psionist can "play dead"-bringing all life functions to a virtual halt. Only the most careful examination will show that the character is still alive. Even psionic powers such as *life detection* and *ESP* will not turn up any evidence of life unless those powers are maintained for at least three minutes. Use of the *probe* power will detect life immediately.

When the psionist wishes to put himself to sleep, he first decides when he wants to wake.

Strength of the Land

2nd-level - psychometabolic science

PSP Cost: 3

Range: self

Duration: 8 Hours

Preparation Time: 1 action

This power lets the psionist tap into the strength of the local spirit of the land, lending that strength temporarily to other creature.

Your power bolsters your allies with toughness and resolve. Choose up to three creatures within

range. Each target's hit point maximum and current hit points increase by 5 for the duration.

There is always the danger of arousing the spirit itself, especially if its strength is being used for destruction of its domain. The base chance of having to explain oneself to the local spirit of the land is 5%. The DM may modify this chance according to the situation. The encounter itself should be roleplayed.

At Higher Levels. When you use this science at higher level, a target's hit points increase by an additional 5 for each level above 2.

Spider Touch

2nd-level - psychometabolic science

PSP Cost: 3

Range: self

Duration: Concentration, up to 1 hour

Preparation Time: 1 action

Spider Climb. This power allows the psionist to form strong, sticky pads on her fingers and toes. He can use these pads to adhere to almost any natural surface. Until the power ends, you gain the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You also gains a climbing speed equal to your walking speed.

Sticky fingers. As a secondary effect. the psionist's gripping Strength increases to 20 for purposes of keeping hold of items and grappling.

Split Personality

9th-level - psychometabolic science

PSP Cost: 13

Range: self

Prerequisites: 10th level

Duration: 10 minutes

Preparation Time: 1 action

This is not a psychosis; it's the power to divide one's mind into two independent parts. Each part functions in complete autonomy, like two characters in one body. Both parts communicate fully. Both can use psionic powers, even at the same time. That means a split personality can use twice as many psionic powers per round. (The character's total number of PSPs remains the same, however, with both personalities drawing from it.)

Alternately, one personality can use psionic powers while the other does something else-e.g., converse, ponder a puzzle, or control the body in melee. He can maintain 2 concentration powers or spells. Thus, split personality allows a character to fight physically and psionically at the same time. Mental attacks directed against the psionist affect only half of the mind.

If one half is destroyed, controlled, or subdued somehow, the other half can continue fighting independently and retains control of the body. Before he attempts to make his personality whole again, the psionist must make a Wisdom saving throw if any of the following is true:

- 1) he does not control both portions of his mind,
- 2) he has unrepaired psychic damage, or
- 3) is suffering unwanted contact. A successful save means that his mind returns to complete health and throws off all undesired influences. Failure means that the afflicted portion of his mind becomes dominant and he passes out for 1d6 turns, but regains consciousness free of undesired influences.



Telepathic Devotions

Alignment Stabilization

Cantrip-level - telepathic science

PSP Cost: 0

Range: touch

Duration: 1 day

Preparation Time: 1 action

This power lets the psionist keep one half-giant on the same alignment. While stabilized, the half-giant does not change his alignment. The psionist cannot change the half-giant's alignment, only keep it from changing. A half-giant willingly submits to this power if informed about it. At any given instant, a half-giant is convinced that his current alignment is the best possible, and has no argument about keeping it that way. When maintenance ceases, the half-giant most likely won't notice or care.

Empathy

Cantrip-level - telepathic devotion

PSP Cost: 0

Range: unlimited

Duration: Instantaneous

Preparation Time: 1 action

By using empathy, a psionist can sense the basic needs, drives, and/or emotions generated by any mind. Thirst, hunger, fear, fatigue, pain, rage, hatred, uncertainty, curiosity, hostility, friendliness, love—all these and more can be sensed.

Psionic creatures get an Intelligence saving throw. When used against non-psionic targets, the creature has no save.

Roll 1. The subject of the emotion is revealed.

Roll 20. The target senses the attempt.

Insect Mind

Cantrip-level - telepathic science

PSP Cost: 0

Range: self

Duration: 10 minutes

Preparation Time: 1 action

With this power the psionist attunes his mind to be like that of an insect. This makes dealing with insects easier both psionically and personally. The psionist does not suffer the disadvantage for contact with an insect mind while this power is maintained.

Also, with a greater understanding of insect thinking, the psionist gains a proficiency to his Charisma score when dealing with insects (he adds it again if he is already proficient).

This power is commonly used when dealing with thri-kreen. Ambassadors to thri-kreen nations usually bring along a psionist with this power. The power does not confer the ability to communicate - other powers must be employed.

Roll 20. The psionist gains incredible insight into insect thinking, and gains the benefit of this power without maintenance cost for 24 hours.

Roll 1. The psionist attains insectoid intellect, but is perceived as a drone or worker - insects simply won't listen and may attack if the psionist is persistent.

Incarnation Awareness

Cantrip - telepathic devotion

PSP Cost: 0

Range: touch

Duration: Concentration, up to 1 minute

Preparation Time: 1 minute

By applying this power to another character, the psionist can gain knowledge about past lives. One past life can be explored per round, starting with the most powerful personalities (usually these are also the most famous, but not always). The psionist also knows immediately how many times this particular personality has been killed and raised from the dead. It is up to the players to put this information to use.

If unwilling, the creature gets a Wisdom saving throw to nullify this effect.

Roll 1. All past life information is gained in one quick mental blast.

Roll 20. Overwhelmed, the psionist lapses into a trance until jolted or slapped-or for 1d4 hours, whichever comes first.

Reptile Mind

Cantrip-level - telepathic science

PSP Cost: 0

Range: self

Duration: 10 minutes

Preparation Time: 1 action

This power lets the psionist suppress his higher thinking processes, allowing his primitive, reptilian brain to take over. While this power is maintained, the psionist does not suffer the disadvantage for contacting a reptile mind.

The psionist's outward intelligence is severely reduced while the power is maintained. He cannot converse normally, and only responds to stimuli

such as hunger, danger, territoriality, and reproduction.

Among his reptilian peers, however, he is a genius. The power does not let the psionist communicate with reptiles; this requires other powers. Also, with a greater understanding of reptile thinking, the psionist gains a proficiency to his Charisma score when dealing with reptiles (he adds it again if he is already proficient).

Roll 20. Reptiles of animal intelligence in the area of the psionist immediately accept him as their superior. They openly submit to his will for the duration of the power.

Roll 1. The psionist is automatically noticed by all reptiles in the area, regardless of intelligence, and they see him as an intruder on their territory.

Telepathic Sciences

Telepathic powers involve the direct contact of two or more minds.

Acceptance

3rd-level - telepathic science

PSP Cost: 5

Range: 60 feet

Duration: 8 hours

Preparation Time: 1 minute

This power lets the psionicist make one or more individuals docile and passive in captivity. The psionicist gains no special control over the creatures, but their strong emotions associated with captivity are nullified.

Roll 5d10; the total is how many hit points of creatures this power can affect. Creatures within 60 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures).

Starting with the creature that has the lowest current hit points, each creature affected by this power. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

Creature must succeed a Charisma saving throw to resist the power's effect.

Creatures under this power do not escape, attack, starve themselves, or disobey basic commands (to move, sleep, work, etc.). They are not charmed and have no love of their captors. The creatures remain under the power as long as they stay in range of the psionicist. Especially harsh treatment may cancel out the power's effectiveness. Allow mistreated creatures a Charisma saving throw in such circumstances.

At Higher Levels. When you use this science at higher level, roll an additional 2d10 for each level above 3.

Roll 1. The affected creatures automatically betray their own previous escape plans, and they betray each other to the psionicist.

Roll 20. The captive creatures become bent on escape and disrupt their captor's plans until they escape or are slain.

Amnesia

5th-level - telepathic science

PSP Cost: 7

Range: 60 feet

Duration: Concentration, up to 1 minute

Preparation Time: 1 action

This science allows the psionicist to interfere with the memory of a contacted creature. You attempt to reshape another creature's memories. One creature that you can see must make a Wisdom saving throw. If you are fighting the creature, it has advantage on the saving throw. On a failed save, the target becomes charmed by you for the duration. The charmed target is incapacitated and unaware of its surroundings, though it can still hear you. If it takes any damage or is targeted by another spell or power, this power ends, and none of the target's memories are modified.

While this charm lasts, you can affect the target's memory of an event that it experienced within the last 24 hours and that lasted no more than 10 minutes. You can permanently eliminate all memory of the event, allow the target to recall the event with perfect clarity and exacting detail, change its memory of the details of the event, or create a memory of some other event.

You must speak to the target to describe how its memories are affected, and it must be able to understand your language for the modified memories to take root. Its mind fills in any gaps in the details of your description. If the power ends

before you have finished describing the modified memories, the creature's memory isn't altered. Otherwise, the modified memories take hold when the power ends.

A modified memory doesn't necessarily affect how a creature behaves, particularly if the memory contradicts the creature's natural inclinations, alignment, or beliefs. An illogical modified memory, such as implanting a memory of how much the creature enjoyed dousing itself in acid, is dismissed, perhaps as a bad dream. The GM might deem a modified memory too nonsensical to affect a creature in a significant manner.

A *remove curse* or *greater restoration* spell or *psychic surgery* power cast on the target restores the creature's true memory.

At Higher Levels. When you use this science at higher level, you can animate two additional objects for each level above 5.

At Higher Levels. If you use this science at higher level, you can alter the target's memories of an event that took place up to 7 days ago (6th level), 30 days ago (7th level), 1 year ago (8th level), or any time in the creature's past (9th level).

Animal Telepathy

1st-level - telepathic science

PSP Cost: 2

Range: unlimited

Duration: 1 hour

Preparation Time: 1 action

Animal telepathy enables the psionist to establish mental two-way communication with an animal. The psionist and the target beast are able to exchange precise ideas, instructions, and plans in plain language.

The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they

can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the DM's discretion.

Roll 1. The beast becomes hostile and immediately attacks the psionist.

Roll 20. The psionist is able to plant a suggestion in the beast's mind.

Attraction/Aversion

5th-level - telepathic science

PSP Cost: 7

Range: 60 feet

Duration: 1 minute

Preparation Time: 1 action

Attraction. The opposite of aversion (see below), this power creates an overwhelming attraction to a particular person or thing—be it an item, creature, action, or event. A victim of this power will do whatever seems reasonable to get close to the object of his attraction. He can still recognize danger, but he will not flee unless the threat is strong and immediate. And if the danger is not apparent, the character could easily destroy himself in pursuit of the attraction.

The power causes the creature to feel an intense urge to approach the target while within 60 feet of it or able to see it. When the creature can see the target or comes within 60 feet of it, the creature must succeed on a Wisdom saving throw or use its movement on each of its turns to enter the area or move within reach of the target. When the creature has done so, it can't willingly move away from the target.

If the target damages or otherwise harms an affected creature, the affected creature can make a Wisdom saving throw to end the effect, as described below.

Roll 1. The effect borders on an obsession; the victim takes serious risks.

Roll 20. No additional effect.

Aversion. The victim of this power gains an aversion to a particular person, place, action, or event. He will do everything he can to avoid the object of his aversion.

The power causes the creature to feel an intense urge to leave the area and avoid the target. When the creature can see the target or comes within 60 feet of it, the creature must succeed on a Wisdom saving throw or become frightened. The creature remains frightened while it can see the target or is within 60 feet of it. While frightened by the target, the creature must use its movement to move to the nearest safe spot from which it can't see the target. If the creature moves more than 60 feet from the target and can't see it, the creature is no longer frightened, but the creature becomes frightened again if it regains sight of the target or moves within 60 feet of it.

He will not approach within 20 yards, and if he is already within 20 yards, he will back away at the first opportunity. The aversion is "planted" in the victim's brain for one turn. It cannot be maintained for another turn unless the psionist maintains contact throughout that turn.

Roll 1. The object of aversion affects the victim like a *fear* spell.

Roll 20. No additional effect.

Ending the Effect. If an affected creature ends its turn while not within 60 feet of the target or able to see it, the creature makes a Wisdom saving throw. On a successful save, the creature is no longer affected by the target and recognizes the feeling of repugnance or attraction as magical. In addition, a creature affected by the power is allowed another Wisdom saving throw every 24 hours while the power persists.

A creature that successfully saves against this effect is immune to it for 1 minute, after which time it can be affected again.

At Higher Levels. When you use this science at higher level, you can affect one additional creature for each level above 5.

Aura Alteration

2nd-level - telepathic science

PSP Cost: 3

Range: touch

Prerequisites: 5th level

Duration: Special

Preparation Time: 1 action

With aura alteration, a psionist can temporarily disguise a person's alignment, disguise his level, or remove aura afflictions like curses, geases, and quests.

Disguising a character's alignment or level is the easiest to do. The disguise is temporary, lasting only 3 hours. It has no effect on the character's real alignment or class, but a psionist with *aura sight* will be fooled by the fake aura.

Because curses, geases, and quests are imprinted on the character's aura, they can be removed with this power. A psionist who tries this has disadvantage to his psionic attack roll, and must expend 4 PSPs instead of 2.

If the die roll is 1, the psionist's patient must make a Wisdom saving throw to avoid being *feebleminded*.

Awe

3rd-level - telepathic science

PSP Cost: 5

Range: 60 feet

Duration: 10 minute

Preparation Time: 1 action

The user can cause another character to hold him in awe. Characters affected by this power are mentally cowed; they sense the user's "awesome might." They have no desire to serve or befriend the user, but they won't attack him unless forced to do so. If possible, they'll avoid the user

completely and take the first opportunity to escape his presence.

Creatures must succeed on a Wisdom saving throw to resist the effects of this power. They also can do a Wisdom saving throw at the end of each of their turn to try and resist the effect.

Roll 1. The save automatically fails.

Roll 20. All contacted characters view the psionist as pathetic and ridiculous.

Beast Mastery

1st-level - telepathic science

PSP Cost: 2

Range: 30 feet

Duration: 24 hours

Preparation Time: 1 action

This power lets you convince a beast that you mean it no harm. Choose a beast that you can see within range. It must see and hear you. If the beast's Intelligence is 4 or higher, the power fails. Otherwise, the beast must succeed on a Wisdom saving throw or be charmed by you for the power's duration. If you or one of your companions harms the target, the power ends.

At Higher Levels. When you use this science at higher level, you can affect one additional beast for each level above 1.

Roll 1. The psionist gains a natural affinity for this creature. If he ever initiates this power for this creature in the future, he need only expend 5 PSPs as an initial cost.

Roll 20. The attempt fails and the psionist can never attempt to control this creature again.

Conceal Thoughts

2nd-level - telepathic science

PSP Cost: 3

Range: self

Duration: 1 hour

Preparation Time: 1 action

This defensive power protects the user against psionic or magical *ESP, probes, mindlinks*, and others powers and spells that read or detect thoughts. It gives the user advantage to saving throws, when defending against such effects.

Roll 20. All related psychic contests will automatically be won by the defender.

Roll 1. No additional effect.

Cascade Contact

7th-level - telepathic science

PSP Cost: 10

Range: Special

Duration: Concentration, up to 1 minute

Preparation Time: 1 action

Prerequisites: Convergence

This power allows a Psionist to turn contacted targets into amplifiers for telepathic powers, using each person affected to contact several other people, and so on, in a continually growing web of control.

You can contact one person per your Intelligence modifier bonus by this aura.

Each person contacted by the Psionist using this power must make a Wisdom saving throw. On a failure, the creature takes 10 psychic damage and you gain 1 PSP per creature affected.

Each subsequent turns, creatures contacted take 10 psychic damage and you gain 1 PSP per creature affected. They must roll a Wisdom saving throw at the end of their turn, ending the effect of the power on a success.

Your psionic range expands to each of the contacted mind's additional range and can use these minds as platform or line of sight to launch additional psychic powers.

Because of the mental processes involved in activating this power, you cannot use the move

action as long as you maintain concentration of this power.

Roll 1. All contacts and concentration are broken.

Roll 20. The user of the cascade can *psychic drain* any one of the contacted mind.

Convergence

4th-level - telepathic science

PSP Cost: 6

Range: 30 feet

Prerequisites: 6th level

Duration: 1 hour

Preparation Time: 1 action

When psionics put their heads together, the results can be impressive. Convergence allows psionics to link their minds into one synergetic being—an entity more powerful than the sum of the individual parts. There is no limit to the number of psionics who join minds. Each participating psionist must know the *convergence* power, however, and each must make a successful power check in the same round. Then they are linked.

All their PSPs flow into a single pool, from which each draws his strength. If one participant knows a power, now anyone in the group can use it.

Each participant can use psionic powers at the normal rate per turn. If the group is attacked psionically, the attack must overcome every working psionic defenses. If it does, the attack affects every character in the convergence, or as many as possible. When the convergence is discontinued, PSPs that remain in the pool are evenly divided among all the participants. Fractions are rounded down, and no individual can exceed his usual maximum (extra points are lost).

Daydream

2nd-level - telepathic science

PSP Cost: 3

Range: unlimited (within sight)

Duration: 10 minutes

Preparation Time: 1 action

By using this power, the telepath causes someone's mind to wander.

This is only effective against characters who are not concentrating hard on the task before them, but are just going about their business in a casual, relaxed manner.

Creatures must succeed on an Intelligence saving throw to resist the effects of this power.

Once affected, the daydreamer pays little attention to his surroundings, making it much easier for someone to pick his pocket, slip past him unobserved, or otherwise escape his notice. The affected creature has disadvantage on his Perception checks.

At Higher Levels. When you use this science at higher level, you can add one additional creature for each level above 2.

Roll 1. Fails automatically his Perception checks.

Roll 20. The victim realizes someone is toying with his mind.

Domination

6th-level - telepathic science

PSP Cost: 9

Range: 60 feet

Duration: Concentration, up to 1 minute

Preparation Time: 1 action

The user projects mental commands into the mind of one other being. The dominated target knows what's happening, but he can't resist the user's will, so he is forced to do nearly anything the user wishes. The target's abilities remain unaffected by

this power, and he can be made to use any power he possesses, assuming the user knows about it. Domination doesn't reveal facts or secrets about the target.

You attempt to beguile a creature that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw. Due to the alien nature of their mind, monsters have advantage to their initial saving throw.

While the beast is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new Wisdom saving throw against the power. If the saving throw succeeds, the power ends.

At Higher Levels. When you use this science at higher level, with 7th level the duration is concentration, up to 10 minutes. When you use a 8th level, the duration is concentration, up to 1 hour. When you use 9th level or higher, the duration is concentration, up to 8 hours.

Roll 1. The duration is doubled.

Roll 20. The victim knows that someone attempted to dominate him.

Ejection

3rd-level - telepathic science

PSP Cost: 5

Range: self

Duration: Instantaneous

Preparation Time: 1 bonus action

Ejection is the final defense against unwanted contact. If one psionist has forced contact with another's mind, or has been granted contact and is now doing things he should not be, he can be ejected.

You attempt to interrupt the concentration of creatures manifesting a power that targets you. If powers are of 3rd level or lower, they fail and have no longer any effect. If they are of 4th level or higher, make an ability check using your psionic manifesting ability. The DC equals 10 + the power's level. On a success, the creature's concentration is broken and has no longer any effect.

Ejection is risky for the user. If the power check result is 8 or less, consult the table below to see what "side effects" the psionist suffers.

1. Lose access to all sciences for 1d10 hours
2. Lose access to one discipline, selected by the DM, for 1d10 hours
3. Lose 2d6 additional PSPs
4. Lose 1d8 additional PSPs
5. Lose 1 point of Constitution permanently
6. Lose 1d10 hit points
7. Sever only one concentration affecting you, but don't break the concentration of the creature maintaining it
8. Sever only two concentrations affecting you, but don't break the concentrations of the creature maintaining them

At Higher Levels. When you use this science at higher level, the interrupted power has no effect if its level is less than or equal to the level you used.

Roll 1. Ejection fails, but the psionist still makes a d6 roll on the table

Roll 20. Roll 1d6 on the table above. The result applies to the ejected being.

Empower

9th-level - telepathic science

PSP Cost: 13

Range: touch

Prerequisites: 17th level

Duration: permanent

Preparation Time: special

This is not a tool for weak or inexperienced characters. Empower allows a psionist to imbue an item with rudimentary intelligence and psionic ability. The process, which requires extraordinary time and effort, is described below.

Item Requirements. An item must meet two requirements before it can be empowered. First, it must be of exceptional quality-worth 400% of the normal cost for an item of its type. Second, it must be new. The process of empowering must begin within 48 hours after the item is manufactured. If it is delayed longer, the item cannot be empowered. (If the psionist still tries, he automatically fails Step One below) If the item meets these two requirements, the psionist can begin the empowerment.

Step One. At the start of each day, the psionist must first prepare the item to receive psionic power. This costs 20 PSPs and requires a power check DC 15. If this check fails, the day is wasted; no further progress can be made until the next day.

Step Two. If the item has been prepared, the psionist can give it access to a discipline. It can have access to only one discipline, never more, and the psionist himself must have access to it. This step costs 40 PSPs and requires a power check DC 15.

Step Three. The psionist can attempt to empower the item with any single power he knows within the chosen discipline. (The item must have been properly prepared on the same day.) The psionist must make two successful power checks DC 15: first, a check for the chosen

power (using the appropriate Roll 20.), and second, another *empower* check. If both checks succeed, the item has that psionic power, with a score two points below the psionist's. If Step Three is successful, the psionist expends another 40 PSPs. (Failure means he expends half that amount, as usual.)

Step Four. The psionist can imbue the item with other powers by repeating Step Three. The item can acquire one power per day, provided it has been properly prepared (see Step One).

Step Five. When the item has acquired all the powers which the psionist intends to give it, the psionist can seal those powers within the item. To do this, he must prepare the item one more time (expending 20 PSPs), and make an endowment power check DC 15 one last time.

If the item is sealed successfully, it can never gain any additional powers-but it can't lose them, either. An item that has not been sealed will lose one power per month until it is just a normal object again. An empowered object has 2 PSPs per science and 7 per science. It has Intelligence equal to its maker's Intelligence minus 1d6 points, with a minimum of 12. Its ego is 2 points per science and 3 points per science. Unless it was empowered with another telepathic power, it communicates as indicated on DMG.

Its alignment matches its creator's. The weapon has its own personality, however, and like all intelligent weapons, it will try to assert its independence at every opportunity. The empowering process must be unbroken. *If a day passes in which the psionist does not at least try to prepare the object, it is finished as is.* He cannot even try to seal the powers; they will wear off over the course of time.

Roll 20. No other effect.

Roll 1. If three 1's are rolled during the empowering process, the item is a complete and utter failure.

ESP

2nd-level - telepathic science

PSP Cost: 3

Range: self

Duration: Concentration, up to 1 minute

Preparation Time: 1 action

Extrasensory perception (ESP) allows the user to read someone else's mind. The user can only perceive surface or active thoughts. He can't use ESP to explore a target's memories or delve into his subconscious.

For the duration, you can read the thoughts of certain creatures. When you activate this power and as your action on each turn until the power ends, you can focus your mind on any one creature that you can see within 30 feet of you. If the creature you choose has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected.

You initially learn the surface thoughts of the creature--what is most on its mind in that moment. As an action, you can either shift your attention to another creature's thoughts or attempt to probe deeper into the same creature's mind. If you probe deeper, the target must make a Wisdom saving throw. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If it succeeds, the power ends. Either way, the target knows that you are probing into its mind, and unless you shift your attention to another creature's thoughts, the creature can use its action on its turn to make an Intelligence check contested by your Intelligence check; if it succeeds, the power ends.

Questions verbally directed at the target creature naturally shape the course of its thoughts, so this power is particularly effective as part of an interrogation.

You can also use this power to detect the presence of thinking creatures you can't see. When you activate this power the or as your action during the duration, you can search for thoughts within 30 feet of you. The power can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you. You can't detect a creature with an Intelligence of 3 or lower or one that doesn't speak any language.

Once you detect the presence of a creature in this way, you can read its thoughts for the rest of the duration as described above, even if you can't see it, but it must still be within range.

Roll 1. No additional effects.

Roll 20. The psionicist develops a splitting headache and suffers a -1 penalty on all telepathic rolls for one hour.

Fate Link

6th-level - telepathic science

PSP Cost: 9

Range: 2 miles

Duration: permanent

Preparation Time: 1 action

This power enables the telepath to intertwine his own fate with that of another creature. If unwilling, the creature must succeed on a Charisma saving throw to resist the power.

If either being experiences pain, both feel it. When one loses hit points, both lose the same amount. If either dies, the other must immediately make a Constitution saving throw to avoid the same fate.

Roll 1. Range is unlimited.

Roll 20. Social regression. The psionicist loses 1d6 points of Charisma for a day.

False Sensory Input

2nd-level - telepathic science

PSP Cost: 3

Range: unlimited

Duration: Concentration, up to 1 minute

Preparation Time: 1 action

This science allows the psionist to falsify someone's sensory input-making the victim think that he sees, hears, smells, tastes, or feels something other than he really does. The falsehoods are somewhat limited. Nothing can be completely hidden or made to disappear, and everything must retain its general size and intensity. For example, a human could be made to look like a dwarf, but not like a parrot. A slamming door could be made to sound like a thunderclap or a cough, but not like rustling paper. Oil could be made to taste like garlic, but not like water.

The creature must succeed on a Wisdom saving throw to resist the power.

Roll 1. Almost any false perception can be achieved.

Roll 20. The psionist cannot see, hear, or otherwise sense the intended victim for 1d4 rounds, except psionically.

Hallucination

2nd-level - telepathic science

PSP Cost: 3

Range: 60 feet

Duration: Concentration, up to 1 minute

Preparation Time: 1 action

This science allows the psionist to project visions or images into the victim's mind. In effect, you craft an illusion that takes root in the mind of a creature that you can see within range. The target must make an Intelligence saving throw. On a failed save, you create a phantasmal object,

creature or other visible phenomenon of your choice that is no larger than a 10-foot cube and that is perceivable only to the target for the duration. This power has no effect on undead or constructs.

The phantasm includes sound, temperature, and other stimuli, also evident only to the creature. The target can use its action to examine the phantasm with an Intelligence (Investigation) check against your psionic save DC. If the check succeeds, the target realizes that the phantasm is an illusion, and the power ends. While a target is affected by the power, the target treats the phantasm as if it were real. The target rationalizes any illogical outcomes from interacting with the phantasm. For example, a target attempting to walk across a phantasmal bridge that spans a chasm falls once it steps onto the bridge. If the target survives the fall, it still believes that the bridge exists and comes up with some other explanation for its fall-it was pushed, it slipped, or a strong wind might have knocked it off.

An affected target is so convinced of the phantasm's reality that it can even take damage from the illusion. A phantasm created to appear as a creature can attack the target. Similarly, a phantasm created to appear as fire, a pool of acid, or lava can burn the target. Each round on your turn, the phantasm can deal 1d6 psychic damage to the target if it is in the phantasm's area or within 5 feet of the phantasm, provided that the illusion is of a creature or hazard that could logically deal damage, such as by attacking. The target perceives the damage as a type appropriate to the illusion.

Roll 1. The hallucination is so real that the victim suffers disadvantage on any saving throws and suffers an additional 1d6 psychic damage.

Roll 20. The psionist believes his own hallucination for 1d6 rounds.

Focus Forgiveness

2nd-level - telepathic science

PSP Cost: 3

Range: touch

Duration: 1 day

Preparation Time: 1 action

This power acts on one dwarf, temporarily suppressing his overriding need to pursue a focus. While it is maintained, the dwarf forgets his current focus, and even the need to work toward a focus. very un-dwarflike behavior. The dwarf loses all benefits he had for pursuing his focus while under the influence of this power. If the target dwarf encounters other, focussed dwarves, he considers their behavior bizarre. Other dwarves see him as insane, but the target politely ignores suggestions that he is acting abnormally. No dwarf willingly submits to this power. He receives a Wisdom saving throw to negate the power. When the power ends, he most likely reacts with violence toward the psionist, if he can identify the culprit.

Roll 1. The duration is extended to 1 week.

Roll 20. Not only does the power check fail, the dwarf knows exactly who the psionist is and immediately attacks.

Hivemind

2nd-level - telepathic science

PSP Cost: 3

Range: 60 feet

Duration: 1 hour

Preparation Time: 1 minute

With *hivemind*, the psionist can draw upon the mental energies of any number of willing host that are mindlinked together. They must be within 100 feet of each other. The psionist must all have hivemind to be able to join in communion. You

can use the PSPs of a hivemind connected psionist as if it was your own. A hiveminded psionist can always cut the connection whenever he desires to do so. This is a favorite power of thri-kreen who bonds in *hivemind* with the others members of their clutch.

Identity Penetration

3rd-level - telepathic science

PSP Cost: 5

Range: unlimited

Duration: Instantaneous

Preparation Time: 1 action

Identity penetration allows the user to determine the target's true identity in spite of polymorphs, illusions, disguises, etc.

The creature is entitled to a Charisma saving throw.

Roll 1. No additional effect.

Roll 20. Until he gains another level, the telepath cannot penetrate the identity of the current target.

Impossible Task

4th-level - telepathic science

PSP Cost: 6

Range: 60 feet

Duration: 1 week

Preparation Time: 1 action

This power forces the victim to think that a given goal is unachievable, regardless of the reality of the situation. The psionist must be familiar with the victim and what he is trying to accomplish. The power must be directed at one particular task, something easily described. The task can be simple, like "travel from Tyr to Altaruk is impossible", or more complicated, such as

“further study in magic will be fruitless”. The victim acts accordingly - other characters cannot convince him that his task is possible.

The creature gets an Intelligence saving throw to nullify this effect.

If the psionist cannot narrow down the task effectively, describing it in just a few words, the DM can nullify the effects. This power can have no effect on a dwarf's focus. However, other tasks the dwarf is undertaking can be affected.

Roll 1. The power lasts for one month without maintenance cost.

Roll 20. The victim is instead made to believe that his goal is easily accomplished and redoubles his efforts to complete the task.

Inflict Pain

1st-level - telepathic science

PSP Cost: 2

Range: 60 feet

Duration: Concentration, up to 1 minute

Preparation Time: 1 action

This power is a particularly nasty form of torture, although no actual harm is inflicted on the target and the power leaves no physical scars or marks. Only evil characters can learn this power freely; others find their alignments twisting toward evil if they learn and use inflict pain.

If the target is an NPC who is being questioned, he receives a Constitution saving throw to withstand the agony. If he fails the save, he begs for mercy and answers questions as the DM sees fit.

If the user employs this power in combat, the target still gets the Constitution saving throw. Success means he grits his teeth and keeps on fighting. Failure means the pain imposes disadvantage to his attack rolls that round or disrupts and ruins the ability to spellcasting or concentrate on existing spells or powers.

The creature can attempt to resist, but only at the risk of making its agony even worse. Each creature affected by the power can choose whether to make a Constitution saving throw to try to resist the power's effect at the end of each of its turns, ending the effect on itself with a success. However, if the creature fails the saving throw, it takes 2d6 psychic damage. A creature that fails this saving throw four times in a row is incapacitated with pain, in addition to the power's other effects.

Roll 1. The pain is so excruciating that the victim passes out for 1d10 rounds.

Roll 20. This particular contact is broken.

Invincible Foes

3rd-level - telepathic science

PSP Cost: 5

Range: unlimited

Duration: 1 round

Preparation Time: 1 action

Invincible foes. The victim of this science believes that any blow struck against him will cripple or kill him. Even if the blow actually causes just one point of damage, the victim thinks he's dying, and that he can no longer fight. He falls to the ground in horrible pain. The creature must roll an Intelligence saving throw to resist the power.

A character who is struck while under the effect of this power won't recover until 1d4 rounds later, even if the psionist stops concentrating on him and turns his attention elsewhere. As long as the character was under this effect when the blow was struck, he's out for 1d4 rounds. Even if the victim of this power is never actually struck, his behavior is likely to change. Fully expecting the next blow to kill him, he may stop attacking and simply parry, or try to flee, or even surrender and beg for quarter. If the character has not been struck future blows will affect him normally.

Puny foes. An attacker can be made to believe that every blow he strikes is fatal. The belief is strong enough to create an illusion: even if the attacker barely scratches his foe, he sees the "victim" lying down, mortally wounded. He will continue to imagine that opponent lying on the ground until the opponent attacks again (it doesn't matter whom he attacks; any attack breaks the illusion). The creature must roll an Intelligence saving throw to resist the power.

This reversal has several consequences. Characters who have been "killed"-i.e., struck-can simply walk away from the fight, leaving their "corpses" behind. Or they can move into position and attack again, gaining advantage to hit for their first attack after "being killed".

After this happens, the affected creature is entitled to another Intelligence saving throw. If it fails, he becomes convinced that his foes are unkillable and reacts accordingly. (PCs, of course, are free to react as they see fit.)

At Higher Levels. When you use this science at higher level, you can affect the creature for one additional round for each level above 4.

Roll 20. No other effect.

Roll 1. No other effect.

Invisibility

2nd-level - telepathic science

PSP Cost: 3

Range: 300 feet

Duration: Concentration, up to 10 minutes

Preparation Time: 1 action

Area of Effect: Self

This power can only be used on open minds. It differs significantly from the spell *invisibility*. This is a delusion that affects specific minds, not an illusion that affects everyone; the only real change occurs in those whose minds were opened.

Thus, the user must open each mind he wants to deceive, for only to these minds will he appear invisible. He can see himself, and so can anyone whose mind wasn't affected. Only creatures within 300 feet can be affected by this power. Anything the target is wearing or carrying is invisible as long as it is on the target's person.

Each creature must save individually with an Intelligence saving throw to resist the power. A success means that the creature can still see the character(s). A delusion is defined as one invisible character as perceived by one other being. The user can make anyone who is human size or smaller invisible with this power, not just himself.

Note that this power affects vision only; observers may still be able to hear or smell "invisible" characters. PSP costs are as follows.

At Higher Levels. When you use this science at higher level, you can make two additional characters invisible for each level above 2.

Roll 1. The power works like superior invisibility (a telepathic science).

Roll 20. All contacts are broken.

Life Detection

3rd-level - telepathic science

PSP Cost: 5

Range: self

Duration: Concentration, up to 1 hour

Preparation Time: 1 action

This power allows the user to scan for the presence of living, thinking creatures within a limited area.

If he is scanning at short range, he can cover a large angle. At long range, the angle is significantly reduced. He can scan 180 degrees to a range of 120 feet, 90 degrees to 180 feet, or 30 degrees to 300 feet.

One round of scanning detects humans, demi-humans, humanoids, mammals, and monsters. The user receives an accurate count.

The DM should make the DC 12, using the player's psionic attack modifier, power check roll and keep it secret from the player. If the user doesn't detect anything, he won't know whether nothing is there or the power failed.

Roll 20. The psionist can instantly detect everything within 300 feet, in every direction.

Roll 1. The telepath detects 1d6 creatures which aren't there.

Mass Domination

9th-level - telepathic science

PSP Cost: 13

Range: 120 feet

Duration:

Preparation Time: 1 action

This power is identical to *domination* except the psionist can attempt to control up to five creatures simultaneously.

The user projects mental commands into the mind of up to five other beings. The creatures must be of CR 5 or less. Each one must be contacted and dominated individually.

The dominated target knows what's happening, but he can't resist the user's will, so he is forced to do nearly anything the user wishes. The target's abilities remain unaffected by this power, and he can be made to use any power he possesses, assuming the user knows about it. Domination doesn't reveal facts or secrets about the target.

You attempt to beguile creatures that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw. Due to the alien nature of their mind, monsters have advantage to their initial saving throw.

While the beast is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new Wisdom saving throw against the power. If the saving throw succeeds, the power ends on the target.

Roll 1. The range is extended to 300 feet.

Roll 20. The intended targets are aware of the psionist's efforts.

Mass Suggestion

6th-level - telepathic science

PSP Cost: 9

Range: 60 feet

Duration: 24 hours

Preparation Time: 1 action

You suggest a course of activity (limited to a sentence or two) and magically influence up to twelve creatures of your choice that you can see within range and that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action

sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act automatically negates the effect of the power.

Each target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the power ends when the subject finishes what it was asked to do.

You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a group of soldiers give all their money to the first beggar they meet. If the condition isn't met before the power ends, the activity isn't performed.

If you or any of your companions damage a creature affected by this power, the power ends for that creature.

At Higher Levels. When you manifest this power using 7th level, the duration is 10 days. When you use 8 level, the duration is 30 days. When you use 9 level, the duration is a year and a day.

Mental Prison

6th-level - telepathic science

PSP Cost: 9

Range: 60 feet

Duration: Concentration, up to 1 minute

Preparation Time: 1 action

You attempt to bind a creature within an illusory cell that only it perceives. One creature you can see within range must make an intelligence saving throw. The target succeeds automatically if it is immune to being charmed. On a successful save, the target takes 5d10 psychic damage, and the power ends. On a failed save, the target takes 5d10 psychic damage, and you make the area immediately around the target's space appear

dangerous to it in some way. You might cause the target to perceive itself as being surrounded by fire, floating razors, or hideous maws filled with dripping teeth. Whatever the form the illusion takes, the target can't see or hear anything beyond it and is restrained for the power's duration. If the target is moved out of the illusion, makes a melee attack through it, or reaches any part of its body through it, the target takes 10d10 psychic damage, and the power ends.

Mind Bar

5th-level - telepathic science

PSP Cost: 7

Range: self

Duration: Concentration, up to 1 minute

Preparation Time: 1 reaction

Mind bar is a magician's bane and the telepath's boon. It gives the psionist 75% magic resistance against *charm*, *confusion*, *ESP*, *fear*, *feeblemind*, *magic jar*, *sleep*, and *suggestion* spells. It also offers complete protection against possession of any sort. In addition, *mind bar* protects a psionist against all telepathic powers, except the five attacks. You have advantage to defend against telepathic powers.

Roll 1. The telepath gains advantage to his power score when defending in a psychic contest.

Roll 20. The telepath's Wisdom saving throws have disadvantage for one hour.

Mind Blast

4th-level - psychokinetic science

PSP Cost: 5

Range: Self (60 foot cone)

Duration: Instantaneous

Preparation Time: 1 action

The mind flayer magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on an Intelligence saving throw or take 4d10 psychic damage and be stunned for 1 minute. A creature 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 use this science at higher level, the damage increases by 1d10 for each level above 4.

Mindlink

3rd-level - telepathic science

PSP Cost: 5

Range: 60 feet

Duration: 1 hour

Preparation Time: 1 action

This power can only be used on an open mind, allowing the user to communicate wordlessly with any intelligent creature. This is a two-way communication. It isn't the same as mind reading, because the user receives only those thoughts the target wants to send. Language isn't a barrier to mindlink.

The creature must be within range, psychically linking each creature to all the others for the duration. Creatures with Intelligence scores of 2 or less aren't affected by this power.

Until the power ends, the target can communicate telepathically through the bond whether or not he has a common language with you. The communication is possible over any distance,

though it can't extend to other planes of existence.

If the target is not willing, it has a Wisdom saving throw to try and resist the link.

At Higher Levels. When you use this science at higher level, you can attempt to mindlink with one additional creature for each level above 3.

Roll 1. The mindlink allows one probing question (see probe).

Roll 20. The psionicist must make a Constitution saving throw or be stunned for 1d4 rounds.

Mindflame

9th-level - telepathic science

PSP Cost: 13

Range: 60 feet

Duration: Instantaneous

Preparation Time: 1 action

Some psionicists can project a wave of deadly mental force that can destroy lesser intellects. The science of *mindflame* allows a psionicist to attack all creatures in the area of effect with a mental barrage that can incapacitate or even kill its victims. You unleash the power of your mind to blast the intellect of up to ten creatures of your choice that you can see within range. Creatures that have an Intelligence score of 2 or lower are unaffected.

Each target must make an Intelligence saving throw. On a failed save, a target takes 14d6 psychic damage and is stunned. On a successful save, a target takes half as much damage and isn't stunned. If a target is dropped to zero by this damage, its head explodes, assuming it has one, and is killed instantly.

A stunned target can make an Intelligence saving throw at the end of each of its turns. On a successful save, the stunning effect ends.

Mind Spike

2nd-level - telepathic science

PSP Cost: 3

Range: 60 feet

Duration: Instantaneous

Preparation Time: 1 action

You reach into the mind of one creature you can see within range. The target must make a Wisdom saving throw, taking 3d8 psychic damage on a failed save, or half as much damage on a successful one. On a failed save, you also always know the target's location until the power ends, but only while the two of you are on the same plane of existence. While you have this knowledge, the target can't become hidden from you, and if it's invisible, it gains no benefits from this condition against you.

At Higher Levels. When you use this science at higher level, the damage increases by 1d8 for each level above 2.

Mindwipe

8th-level - telepathic science

PSP Cost: 11

Range: 150 feet

Duration: Instantaneous

Preparation Time: 1 action

The telepath systematically seals off portions of the subject's mind, making whatever knowledge was contained there inaccessible.

You blast the mind of a creature that you can see within range, attempting to shatter its intellect and personality. The target takes 4d6 psychic damage and must make an Intelligence saving throw.

On a failed save, the creature's Intelligence and Charisma scores become 1. The creature can't cast spells, manifest powers, activate magic items, understand language, or communicate in any

intelligible way. The creature can, however, identify its friends, follow them, and even protect them.

At the end of every 30 days, the creature can repeat its saving throw against this power. If it succeeds on its saving throw, the power ends.

The power can also be ended by, *psychic surgery*, *greater restoration*, *heal*, or *wish*.

Roll 1. No saving throw allowed after 30 days.

Roll 20. The power affects the psionicist instead of his intended victim.

Mysterious Traveler

3th-level - telepathic science

PSP Cost: 5

Range: 60 feet

Duration: 1 day

Preparation Time: 1 action

This power begins a contagious rumor about the psionicist's whereabouts and direction of travel. The DM makes a general DC roll with no modifier versus the psionicist's psionic DC. If it fails, the subjects take extraordinary notice of the psionicist's dress, appearance, mannerisms, and spend an entire day remarking about the traveler they have seen. Their memory is entirely accurate except when it comes to his direction and mode of travel. A subject may say he was an "*extraordinary elf, who made his way south out of town on the M'k e caravan*" to one acquaintance, then insist an hour later that he "*ran from town to the northwest*."

All characters within the power's area of effect continue these rumors all day, except that characters who personally know the psionicist are unaffected. Unaffected people who hear the rumor may pass it along normally. The power can throw pursuers off the right track. Used in a city's market, the collective rumors quickly place the psionicist all over town. Used among nomadic elves, the psionicist might be rumored to be

anywhere among the Seven Cities in a matter of days.

Roll 20. The "mysterious traveler" rumor continues for 3 full days.

Roll 1. People in the area of effect are so taken with the psionist that they try to follow him for 24 hours.

Probe

2nd-level - telepathic science

PSP Cost: 3

Range: self

Duration: Concentration, up to 1 minute

Preparation Time: 1 action

With this power, the user can dig deeply into a target's subconscious. For the duration, you can read the thoughts of certain creatures. When you activate this power and as your action on each turn until the power ends, you can focus your mind on any one creature that you can see within 30 feet of you. If the creature you choose has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected.

You initially learn the surface thoughts of the creature--what is most on its mind in that moment. As an action, you can either shift your attention to another creature's thoughts or attempt to probe deeper into the same creature's mind. If you probe deeper, the target must make a Wisdom saving throw. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If it succeeds, the power ends. Either way, the target knows that you are probing into its mind, and unless you shift your attention to another creature's thoughts, the creature can use its action on its turn to make an Intelligence check versus your psionic DC. If it succeeds, the power ends.

Questions verbally directed at the target creature naturally shape the course of its thoughts, so this power is particularly effective as part of an interrogation.

You can also use this power to detect the presence of thinking creatures you can't see. When you activate this power or as your action during the duration, you can search for thoughts within 30 feet of you. The power can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you. You can't detect a creature with an Intelligence of 3 or lower or one that doesn't speak any language. Once you detect the presence of a creature in this way, you can read its thoughts for the rest of the duration as described above, even if you can't see it, but it must still be within range.

Psychic Surgery

5th-level - telepathic science

PSP Cost: 7

Range: 60 feet

Duration: special

Preparation Time: 1 action

Restoration. This power allows the user to repair psionic damage. You imbue a creature you touch with positive energy to undo a debilitating effect. You can reduce the target's exhaustion level by one, or end one of the following effects on the target:

- One effect that charmed or petrified the target
- One curse, including the target's attunement to a cursed magic item
- Any reduction to one of the target's ability scores
- One effect reducing the target's hit point maximum

Wild Talents. First, it can help characters unleash their wild talents. If the user performs this kind of operation successfully, the patient gains a +2% bonus to his wild talent roll. This requires 6 PSPs used.

Telepathic Permanency. The user can make the effect of any telepathic power permanent. Likewise, this power can also remove a permanently implanted power. This requires 9 PSPs used. The power isn't bestowed upon the recipient, only the effect. He and the recipient must concentrate in meditation for a long rest do so. This has the following restrictions:

- 1) The power must have a range greater than self;
- 2) The surgeon must know the power and successfully use it on the patient;
- 3) the user can't do this type of operation to himself or another psionist;
- 4) only one power can be made permanent per willing creature
- 5) Power no greater than 3rd-level can be made permanent

Roll 20. The surgery takes only 5 rounds.

Roll 1. The surgeon cannot use this power successfully again for 1d4 days.

Psionic Residue

3rd-level - telepathic science

PSP Cost: 5

Range: 90 feet around the psionist

Duration: Instantaneous

Preparation Time: 1 action

This power lets a psionist collect PSPs after expenditure of PSPs from other characters or creatures. Whenever PSPs are spent, a residue of psionic energy remains in the area, permeating

the prime, astral, and ethereal planes in the vicinity. The residue fades after five rounds. When the power is used, the psionist immediately adds PSPs to his total equal to 1/2 of all PSPs expended by other characters within the area of effect within the preceding five rounds. (Round fractions down.) PSPs expended by the psionist himself aren't counted.

Phobia Amplification

3rd-level - telepathic science

PSP Cost: 5

Range: unlimited

Duration: Concentration, up to 1 minute

Preparation Time: 1 action

This power allows the psionist to reach into someone's mind and discover his greatest fear, then amplify it to the point of irrationality. You project a phantasmal image of a creature's worst fears. The creature must succeed on a Wisdom saving throw or drop whatever it is holding and become frightened for the duration.

While frightened by this power, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw. On a successful save, the power ends.

At Higher Levels. When you use this science at higher level, you can affect one additional creature for each level above 3.

Roll 1. The target's saving throw automatically fails.

Roll 20. The subject has no detectable phobias.

Plant Mind

3rd-level - telepathic science

PSP Cost: 5

Range: 60 feet

Duration: 10 minutes

Preparation Time: 1 action

With this power the psionist attunes his mind to plant life. He gains a better understanding of the plant's existence and can better deal with any intelligent or psionic plants he encounters. You imbue plants within 30 feet of you with limited sentience and animation, giving them the ability to communicate with you and follow your simple commands. You can question plants about events in the power's area within the past day, gaining information about creatures that have passed, weather, and other circumstances.

You can also turn difficult terrain caused by plant growth (such as thickets and undergrowth) into ordinary terrain that lasts for the duration. Or you can turn ordinary terrain where plants are present into difficult terrain that lasts for the duration, causing vines and branches to hinder pursuers, for example.

Plants might be able to perform other tasks on your behalf, at the GM's discretion. The power doesn't enable plants to uproot themselves and move about, but they can freely move branches, tendrils, and stalks.

If a plant creature is in the area, you can communicate with it as if you shared a common language, but you gain no psionic ability to influence it.

This power can cause the plants created by the *entangle* spell to release a restrained creature.

The psionist must succeed on a power check DC 11 to see if he succeeds on concentrating on the power.

Roll 20. The psionist is especially well attuned to plant life and gains the benefits of the power for 24 hours without maintenance cost.

Roll 1. The psionist slips into a vegetative slumber, remaining rooted to the spot for 2d10 hours.

Post-Hypnotic Suggestion

2nd-level - telepathic science

PSP Cost: 3

Range: unlimited (within sight)

Duration: Concentration, up to 8 hours

Preparation Time: 1 action

The psionist plants a suggestion of some reasonable course of action in the creature's subconscious, along with the situation that will trigger this action. You suggest a course of activity (limited to a sentence or two) and magically influence a creature you can see within range that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act ends the power.

The target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the power ends when the subject finishes what it was asked to do.

You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a knight give her warhorse to the first beggar she meets. If the condition isn't met before the power expires, the activity isn't performed.

If you or any of your companions damage the target, the power ends.

Roll 1. No additional effect.

Roll 20. The intended victim is aware of the attempt.

Psionic Inflation

5th-level - telepathic science

PSP Cost: 7

Range: self (100 feet radius)

Duration: Concentration, up to 1 hour

Preparation Time: 1 action

When a psionist invokes this power, he sends out a powerful ring of psionic noise (extending to 100 feet). All psionic activity within this area requires 1 PSP more than the normal cost. The initiating psionist is not affected; the noise actually begins about an inch beyond his aura, creating a bubble of relative quiet around him. Other psionists in the area of effect will not realize anything is wrong until they have actually used a power.

When they do so, they must make a Constitution saving throw or have to pay the extra 1 PSP to manifest their power. If they are maintaining a power's concentration, they discover the inflated rate and must do a Concentration check versus the psionist's DC.

If two psionists initiate *psionic inflation* in the same area, the psionists must conduct a psychic contest. The loser's psionic inflation ceases. Reroll ties.

Roll 1. All psionic activity within the area requires 2 PSPs more than the normal cost.

Roll 1. The psionist get one level of exhaustion.

Psionic Vampirism

8th-level - telepathic science

PSP Cost: 11

Range: 60 feet

Duration: Concentration, up to 1 minute

Preparation Time: 1 action

Psionic vampirism is the much-feared ability to steal another's psionic strength in order to

replenish the psionist's own. Although it resembles *psychic drain*, *psionic vampirism* is different in three important ways: first, PSPs are directly drained; secondly, the victim need not be asleep; and third, the victim need not be humanoid. It only has to have a PSP score. *Psionic vampirism* is a very painful process, but is not debilitating as *psychic drain* can be.

To begin draining PSP from the victim, the psionist must do a psionic attack to see if he establishes contact. Once he has access to the victim's mind, he can begin draining PSPs. The power check for *psionic vampirism* determines the level of draining.

Power Check	Rate of Drain
0 - 3	2 PSPs/round
4 - 7	3 PSPs/round
8 - 11	4 PSPs/round
12-15	5 PSPs/round
16+	6 PSPs/round

The target takes 1d6 psychic damage per PSP drained. This power is unpleasant in the extreme and the victim will most certainly want to fight back. Since the power only works against creatures with a PSP score (psionists, wild talents, or psionic monsters), the victim is probably not helpless and may know a psionic defense to prevent the necessary contact.

Psionic strength drained by this power returns normally, just as if the victim had expended those points itself. If a creature is drained to 0 PSPs by *psionic vampirism*, he must make a Constitution saving throw or fall unconscious for 2d6 minutes. Draining a victim of mental energy is usually an evil act, and psionists who make extensive use of this power will find their alignments gradually twisting toward evil.

Roll 20. The psionist *psychic drains* the victim at the same time he uses *psionic vampirism* on him.

Roll 1. The psionist provides his intended victim with full contact into his own mind while severing any contact he had established with the victim.

Psychic Blade

2nd-level - telepathic science

PSP Cost: 3

Range: self

Duration: Concentration, up to 1 minute

Preparation Time: 1 action

You weave together threads of psionic energy to create a sword of solidified energy into your hand. This magic sword lasts until the power ends. It counts as a simple melee weapon with which you are proficient. It deals 2d8 psychic damage on hit and has the finesse, light, and thrown properties (range 20/60). In addition, when you use the sword to attack a target that is in dim light or darkness, you make the attack roll with advantage.

If you drop the weapon or throw it, it dissipates at the end of the turn. Thereafter, while the power persists, you can use a bonus action to cause the sword to reappear in your hand.

At Higher Levels: When you use 3rd or 4th level, the damage increases to 3d8. When you manifest it using a 5th or 6th level, the damage increases to 4d8. When you manifest it using 7th level or more, the damage increases to 5d8.

Psychic Drain

6th-level - telepathic science

PSP Cost: 9

Range: 90 feet

Duration: 4 hours

Preparation Time: 1 minute

Psychic drain enables the psionicist to tap into the personal, psychic energy of other people to augment his own psionic strength. Up to six people can be tapped at one time.

Each subject, who is often called a host, must first be asleep. Next, the psionicist must make contact

with the person's mind with a successful psionic attack. Then the host makes a Constitution saving throw. If he fails, the host falls into a trance which lasts 8 hours. The character can be awakened with some difficulty before then, but he'll be groggy and disoriented for another hour.

While the host is in the trance, the psionicist can siphon psychic energy. Just as a vampire draws blood to grow strong, the psionicist drains level of exhaustion. He can drain one level of exhaustion for 6 PSP. The psionicist cannot gain PSP from the host. Instead, when the psionicist expends PSPs, he automatically draws these points from his host(s)-unless he specifies otherwise. The psionicist must remain within range of the entranced characters in order to draw strength points from them.

When the host wakes up, he must do a Wisdom saving throw or suffer from amnesia.

At Higher Levels. When you use this science at higher level, you can drain one additional level of exhaustion for each level above 6.

Roll 20. The victim doesn't have to roll for amnesia, regardless of how much he gets drained.

Roll 1. Contact broken.

Psychic Impersonation

1st-level - telepathic science

PSP Cost: 2

Range: self

Duration: Concentration, up to 1 hour

Preparation Time: 1 action

This power enables a psionicist to mask his own aura and thought patterns, and make them match someone else's perfectly. To accomplish this, the psionicist must first *probe* the subject he wishes to impersonate.

Psychic impersonation does not alter any of the psionicist's other features. It only changes his identity to other creatures with psionic powers.

Even then, a psychic contest with *identity penetration* or *probe* can penetrate the disguise.

Roll 20. The disguise cannot be detected psionically.

Roll 1. Until the psionist reaches a new experience level, he cannot impersonate that subject.

Psychic Messenger

3rd-level - telepathic science

PSP Cost: 5

Range: 200 miles

Duration: 1 minute

Preparation Time: 1 action

This power allows a character to create an insubstantial, 3-D image of himself, which can appear anywhere within 200 miles and deliver a message. Everyone present can see and hear the messenger. Communication is one-way. The telepath has no idea what is happening around his messenger unless he's using some other power.

The psionist must do a DC 10 power to see if he succeeds on concentrating on this power to activate it.

Roll 20. The psionist can make the messenger's appearance differ from his own.

Roll 1. No effect.

Reality Break

8th-level - telepathy science

PSP Cost: 11

Range: 60 feet

Duration: Concentration, up to 1 minute

Preparation Time: 1 action

You shatter the barriers between realities and timelines, thrusting a creature into turmoil and madness. The target must succeed on a Wisdom

saving throw, or it can't take reactions until the spell ends. The affected target must also roll a d10 at the start of each of its turns; the number rolled determines what happens to the target, as shown on the Reality Break Effects table.

At the end of each of its turns, the affected target can repeat the Wisdom saving throw, ending the spell on itself on a success.

Reality Break Effects	
d10	Effect
1-2	Vision of the Far Realm. The target takes 6d12 psychic damage, and it is stunned until the end of the turn.
3-5	Rending Rift. The target must make a Dexterity saving throw, taking 8d12 force damage on a failed save, or half as much damage on a successful one.
6-8	Wormhole. The target is teleported, along with everything it is wearing and carrying, up to 30 feet to an unoccupied space of your choice that you can see. The target also takes 10d12 force damage and is knocked prone.
9-10	Chill of the Dark Void. The target takes 10d12 cold damage, and it is blinded until the end of the turn.

Receptacle

9th-level - telepathic science

PSP Cost: 13

Range: touch

Duration: special

Preparation Time: 1 action

This power allows a psionist to store psionic energy in a special receptacle. The psionist can draw upon the energy later to fuel his other psionic powers. He cannot use these points when his total pool of psionic strength is at its maximum. However, he can keep the stored PSPs on hand until he's running low on psionic energy, and then use them immediately. (It's like storing a pint of your own blood at a hospital. With a little time, your body replaces the pint. Later, if you should lose blood in an accident or operation, you can use the stored blood to recover the loss quickly.)

Before powers can be stored, a receptacle must be prepared. Two types of containers are appropriate: a vessel prepared with *empower*, or a valuable gem that has been specially prepared using the *receptacle* power.

Empowered Vessel. Any vessel can serve as a receptacle for psionic energy if it is empowered first. The psionist must perform the initial preparation and final sealing described earlier under *empower*. He does not do anything further; the vessel needs no additional powers. It can hold PSPs equal to his psionic potential, multiplied by his experience level.

Valuable Gem. A gem can hold 1 PSP for every 100 gold pieces of its worth, rounded down. For example, a gem worth 650 gold pieces can hold 6 PSPs, and a gem worth 1,000 gold pieces can hold 10 PSPs. The gem still requires preparation, however. To do this, the psionist must slowly fill the gem with PSPs-1 per turn-until the gem reaches maximum capacity (1/100 of its value). The psionist can do nothing else while filling the gem. When the task is complete, the psionist must make a DC 15 power check. If he fails, only one-half of the gem's capacity is usable.

Storing Points. Using his *receptacle* power, he can automatically place 1 PSP into a properly prepared container per round. When he is finished, the psionist must make a *receptacle* DC 15 power check. If it succeeds, all is well; if it fails, only half the points he expended are stored in the receptacle, while the rest are merely spent.

Using Stored Points. The psionist can retrieve stored points automatically. The receptacle must be in contact with his flesh. He can never retrieve more points than the receptacle currently holds, *nor can he retrieve so many that it raises his current psionic point total above his maximum.* No matter how many receptacles he has, a psionist can never store more PSPs than half his maximum total. (For example, if his usual maximum is 71 PSPs, he can store no more than 35.)

Only the psionist who placed the points in the item can use them. The danger of this power is receptacle loss. If the receptacle is damaged or destroyed, its contents (PSPs) are instantly subtracted from the psionist's total possible points. This loss is temporary, but until the psionist is once again back up to his full PSP score he recovers PSPs only half as fast as normal.

Repugnance

2nd-level - telepathic science

PSP Cost: 3

Range: 120 feet

Duration: Concentration, up to 1 minute

Preparation Time: 1 action

With this power, a psionist makes something-a particular person, place, or object-completely repugnant to another character. That character is overwhelmed with loathing for the "thing," and he will seek to destroy it as completely and quickly as possible.

One humanoid of your choice that you can see within range must succeed on a Wisdom saving throw or become charmed by you for the duration. The charmed target must use its action before moving on each of its turns to make a melee attack against a creature or thing other than itself that you mentally choose.

The target can act normally on its turn if you choose no creature or if none are within its reach.

On your subsequent turns, you must use your action to maintain control over the target, or the power ends. Also the target can make a Wisdom saving throw at the end of each of its turns. On a success, the power ends.

If this destruction is strongly against the character's alignment (such as making a temple repugnant to its cleric), the character gets to make another Wisdom saving throw

Roll 1. No save is allowed.

Roll 20. The victim is aware of the attempt.

Send Thoughts

3rd-level - telepathic science

PSP Cost: 5

Range: 60 feet

Duration: Instantaneous

Preparation Time: 1 action or 1 reaction*

Message. For no PSP cost, this power allows the user to send his thoughts to another mind via one-way communication. He can send information toward a creature within range and whisper a message. The target (and only the target) hears the message.

You can activate this power through solid objects if you are familiar with the target and know it is beyond the barrier.

Interrupt Spellcasting. (for cost of 3 or + PSPs) You can also simply use the power to distract a wizard casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, he gets to make a Constitution saving throw. The DC equals 10 + the spell's level. On a success, the power has no effect and the caster retain concentration. On a failure, the creature's spell fails and has no effect.

At Higher Levels. When you use this science using 4th level or more, the interrupted spell has no effect if its level is less than or equal to the level you've used.

* - *which you take when you see a creature within 60 feet of you casting a spell*

Superior Invisibility

4th-level - telepathic science

PSP Cost: 6

Range: self

Duration: Concentration, up to 10 minutes

Preparation Time: 1 action

Superior invisibility is like *invisibility*, but it masks the character completely. The psionist makes no sound and has no smell, though he can still be felt if touched.

You become invisible until the power ends. Anything the psionist is wearing or carrying is invisible as long as it is on is person.

Roll 1. Opponents affected by this power cannot detect the psionist even if he touches or physically attacks them.

Roll 20. Everyone contacted becomes aware of the psionist and his desire to be invisible.

Switch Personality

9th-level - telepathic science

PSP Cost: 13

Range: touch

Duration: Permanent

Preparation Time: 1 action

Some psionists can literally put themselves in another man's (or woman's) shoes. This science allows the psionist to switch his own mind with someone else. In effect, they exchange bodies. The other person's mind inhabits the psionist's body, while the psionist's mind inhabits his subject's body. The switch is permanent, and lasts until the psionist uses this power to reverse it. Each character gains the other's physical attributes. However, both minds retain all their own knowledge and knowledge-based abilities.

For example, a telepath who switches minds with a 10th level fighter gains a body with that fighter's hit points and physical attributes (Strength, Constitution, and Dexterity). However, he retains his own modifiers, skills, proficiencies, and so forth. The psionist does not lose his psionic powers.

Each participants must be willing. Still, a psionic attack check with advantage is required from the

psionist to see if he succeeds in the complicated switch.

The switch takes a turn to complete, and the process is quite traumatic. At the end of the turn, both characters must make Constitution saving throws using their new Constitution scores. A character who fails this roll lapses into a coma for 1-100 hours.

Bodies that have undergone a personality switch tend to degenerate. Both characters must make a Constitution saving throw every day. If a check fails, the character gains one level of Exhaustion. This loss is temporary, but it does not reverse itself until the personalities are restored to their proper bodies. At that point, both bodies recover at the normal rate.

Roll 20. The Constitution saving throw automatically succeeds, and the Constitution saving throws are made only once a week.

Roll 1. The psionist lapses into a coma for 1d100 hours.

Sensory Link

1st-level - telepathic science

PSP Cost: 2

Range: 120 feet

Prerequisites: mindlink

Duration: 1 hour

Preparation Time: 1 action

Scent Link. This power lets the user tap into another's sense of smell, allowing him to smell whatever that being smells. (The user's own sense of smell is unaffected.) If the linked character is subjected to a gas attack, the user must make an appropriate saving throw or also be affected by the gas.

If unwilling, the creature must do a Constitution saving throw. To nullify the effect.

Roll 20. Taste link is also gained.

Roll 1. The psionist loses sense of smell for 1d4 hours.

Sight Link. This power lets the user tap into another's visual senses, allowing him to see whatever that being sees. (The user's own vision is unaffected.) If the linked character is subjected to a gaze attack, the user must make an appropriate saving throw or also be affected by the gaze.

If unwilling, the creature must do a Constitution saving throw. To nullify the effect.

Roll 20. Sound link is also gained.

Roll 1. The psionist is blinded for 1d4 hours.

Sound Link. By means of a sound link, the telepath taps into the auditory system of another person or creature. He hears whatever his link hears. If the linked creature is subjected to an auditory attack (by sirens, shriekers, etc.), the telepath must make the appropriate saving throw or also be affected.

If unwilling, the creature must do a Constitution saving throw. To nullify the effect.

Roll 20. Sight link is also gained.

Roll 1. The psionist is deaf for 1d4 hours.

Taste Link. Taste link allows the telepath to tap into the flavor senses of another person or creature. The psionist tastes whatever his link tastes. If the linked creature takes poison orally, the telepath must make a Constitution saving throw to avoid passing out and severing the link. The psionist can't actually be poisoned this way, however.

If unwilling, the creature must do a Constitution saving throw. To nullify the effect.

Roll 20. Scent link is also gained (not a defined power).

Roll 1. The psionist has a bitter taste in his mouth, but no other effect occurs.

At Higher Levels. When you use this science at higher level, you can choose one additional sense to link for each level above 1.

Synaptic Static

4th-level - telepathic science

PSP Cost: 6

Range: 120 feet

Prerequisites: mindlink

Duration: Concentration, up to 1 minute

Preparation Time: 1 action

Synaptic static interferes with all psionic activity within a given area. Even the psionist is affected; when he creates static, he cannot use any other power simultaneously. However, he may also prevent others from using their powers. Anyone who tries to use a psionic power within the area of effect must fight the static's creator with a Wisdom saving throw versus his DC. If an opponent succeeds, his power functions normally. If not, his power fails.

Exposure to *synaptic static* for more than five rounds will give anyone a splitting headache. This has no game effect, but it will make NPCs and animals irritable.

This power has 2 ranges: short (0-60 feet), and long (61-120 feet). At long range, creatures get advantage to their roll to resist the effect.

Roll 20. The psionist receives advantage in all futures psychic contests prompted by the current use of static.

Roll 1. The character has injured himself trying to create static. He immediately loses 1d4 PSPs and takes 1d6 psychic damage.

Sensory Suppression

2nd-level - telepathic science

PSP Cost: 3

Range: 60 feet

Duration: 1 minute

Preparation Time: 1 action

This science allows the psionist to temporarily blind or deafen an opponent by interfering with the brain's reception of sensory information. The victim's eyes or ears still work fine, but the mind cannot process the information.

Choose one creature that you can see within range to make a Wisdom saving throw. If it fails, the target is either blinded or deafened (your choice) for the duration. At the end of each of its turns, the target can make a Wisdom saving throw. On a success, the power ends.

At Higher Levels. When you use this science at higher level, you can affect one additional creature for each level above 2. The psionist must individually contact each creature he wants to affect and they each make a Wisdom saving throw to try and negate the effect.

Roll 1. The victim loses all sensory information for as long as the psionist maintains the power.

Roll 20. The psionist blinds himself for 2d8 rounds.

Suppress Fear

3th-level - telepathic science

PSP Cost: 5

Range: 60 feet

Duration: Concentration, up to 10 minutes

Preparation Time: 1 action

A psionist can use this power to bolster a character's courage. The psionist can remove any fear effect that is currently affecting a character, automatically dispelling it. This use of suppress fear ends the terror created by the spells *cause fear*, *emotion*, *eyebite*, *fear*, *scare*, *spook*, and *symbol*, as well as the psionic powers of *invincible foes* and *phobia amplification*.

If the psionist uses this power on a character who has not been frightened yet, the subject gains advantage to any saving throws against magical or psionic fear effects. If the spell or power would

not normally allow a saving throw, the psionist may attempt a second power check to see if his fear suppression defeats the effect anyway.

At Higher Levels. When you use this science at higher level, you can target one additional creature for each level above 3. The creatures must be within 30 feet of each other when you target them.

Roll 20. The psionist so emboldens the subject to the point of foolhardiness that he gains a +1 to all attack rolls while the power is in effect.

Roll 1. Fear can be a contagious thing. The psionist is entirely overwhelmed by the victim's panic and flees as if affected by a *fear* spell himself.

Telepathy

8th-level - telepathic science

PSP Cost: 11

Range: unlimited

Duration: 24 hours

Preparation Time: 1 action

You create a telepathic link between yourself and a willing creature with which you are familiar. The creature can be anywhere on the same plane of existence as you. The power ends if you or the target are no longer on the same plane. Until the power ends, you and the target can instantaneously share words, images, sounds, and other sensory messages with one another through the link, and the target recognizes you as the creature it is communicating with. The power enables a creature with an Intelligence score of at least 1 to understand the meaning of your words and take in the scope of any sensory messages you send to it.

Telepathic Disguise

1st-level - telepathic science

PSP Cost: 2

Range: 300 feet

Duration: 1 hour

Preparation Time: 1 action

This psionic power allows the mentalist to manufacture a representation of himself within the minds of all those who see him, a projected self-image that supersedes his actual appearance in his targets' minds. Only creatures within 300 feet can be affected by this power. Each creature must save individually with an Intelligence saving throw to resist the power. A success means that the creature can still see the creature(s) for what they really are.

The Psionist who wields this power can alter his appearance or the appearance of another, creating the image of anything approximately the same size as the person being disguised. So a Psionist could simply alter the clothing and armor of himself or another, or alter race, age, sex, physique, or even the apparent substance of the target, making the person appear to be a statue or a mere shadow.

At Higher Levels. When you use this science at higher level, you may disguise one additional creature for each level above 1.

Roll 1. All concentrations and contacts are broken.

Roll 20. The altered creature even feels and smells appropriate to his disguise when examined by affected creatures.

Telepathic Projection

3rd-level - telepathic science

PSP Cost: 5

Range: unlimited

Duration: Concentration, up to 1 minute

Preparation Time: 1 action

Telepathic projection allows the user to send emotions to everyone who has been contacted within a common 30-foot square. This power cannot radically change a character's emotional state, however. A character who is very angry could be made only slightly angry, for example, but not happy. Empathic changes are a matter of degrees, no more. Use the table of NPC reaction in the DMG (p. 245). Creatures must roll a Wisdom saving throw to see how they react to this power.

Roll 1. Emotions can be drastically altered (love to hatred, etc.) while this power is maintained.

Roll 20. All affected characters experience strong negative emotions toward the psionicist for 1d6 rounds.

Truthear

1st-level - telepathic science

PSP Cost: 2

Range: 0

Duration: 10 minutes

Preparation Time: 1 action

When a psionicist uses truthear, he can tell whether other people intentionally lie. He does not hear their words translated into truth; he merely knows whether or not speakers believe they are lying.

You detect lies of anyone within range that you can hear and comprehend language spoken. Until the power ends, a creature that speaks there must make a Charisma saving throw. A successful save negates the power.

Roll 1. The psionicist recognizes a falsehood even when the speaker does not.

Roll 20. The psionicist can't use this power effectively against this subject for 1d6 days.

True Worship

2nd-level - telepathic science

PSP Cost: 3

Range: 60 feet

Duration: 10 minutes

Preparation Time: 1 action

The psionicist can pinpoint the focus of worship for any individual character within 60 feet with this power. The power gives the psionicist different information, depending on the class of the target creature.

Cleric: The power identifies the cleric's elemental sphere of worship.

Templar: The power identifies the sorcerer-king whom the templar worships.

Druid: The power indicates the general nature of the druid's guarded lands, but not their location.

Non-priest: The power correctly identifies the character as such. The psionicist knows the character's sciences and faith, if any, and also that he does not worship to gain magical spells.

This power cuts through most deception. A Templar masquerading as a cleric, or a druid wishing to pass unnoticed as such, cannot escape identification. The power does not indicate if the character is dual-or multi-classed, nor does it tell the character's level or alignment.

If unwilling, the psionicist must do a psionic attack on each target.

Roll 20. The psionicist knows the focus of worship for all characters within range.

Roll 1. Until he gains another level, the psionicist cannot use this power on the intended individual.

Ultrablast

8th-level - telepathic science

PSP Cost: 11

Range: 0 (50 foot cube)

Prerequisites: 10th level

Duration: Instantaneous

Preparation Time: 1 action

A character using psionic ultrablast can overwhelm and damage nearby psyches. To do this, he casts thought waves in all directions. Then his consciousness bursts forth and a horrid, psychic scream penetrates all minds within 50 feet. Victims may never be the same again. All characters within 50 feet of the psionic ultrablast must do a Wisdom saving throw. Failure means they pass out for 2d6 rounds. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, it awakens.

Those who pass out must immediately do another Wisdom saving throw. If they fail a second time, they lose all psionic power. Only *wish*, *greater restoration*, or *psychic surgery* can help them recover this loss.

Although the blast does not affect the initiator, the risks are great. If the power check fails, he becomes comatose for 1d10 days. Some characters may think he's dead.

The psionist must do a DC 16 power to see if he succeeds on concentrating on this power to activate it.

Roll 20. Creatures of 3 hit dice or less die if they fail their save.

Roll 1. The initiator must do a Wisdom saving throw or he loses the use of all his psionic powers for 2d6 days.

Unearthly Visions

9th-level - telepathic science

PSP Cost: 13

Range: 120 feet

Duration: Concentration, up to 1 minute

Preparation Time: 1 action

Drawing on the deepest fears of a group of creatures, you create illusory creatures in their minds, visible only to them.

Each creature in a 30-foot-radius sphere centered on a point of your choice within range must make a Wisdom saving throw. On a failed save, a creature becomes frightened for the duration. The illusion calls on the creature's deepest fears, manifesting its worst nightmares as an implacable threat. At the end of each of the frightened creature's turns, it must succeed on a Wisdom saving throw or take 4d10 psychic damage. On a successful save, the power ends for that creature.

Psychoportive Devotions

Disengaging Sidestep

Cantrip-level - psychoportive devotion

PSP Cost: 0

Range: self

Duration: Instantaneous

Preparation Time: 1 bonus action

The psionicist can take the Disengage action during his movement.

Dimension Strider

Cantrip-level - psychoportive devotion

PSP Cost: 0

Range: self

Duration: 1 minute

Preparation Time: 1 bonus action

You shorten the dimension between each of your steps. Your speed increases by 5 feet until the power ends.

Slipstream of Initiative

Cantrip-level - psychoportive devotion

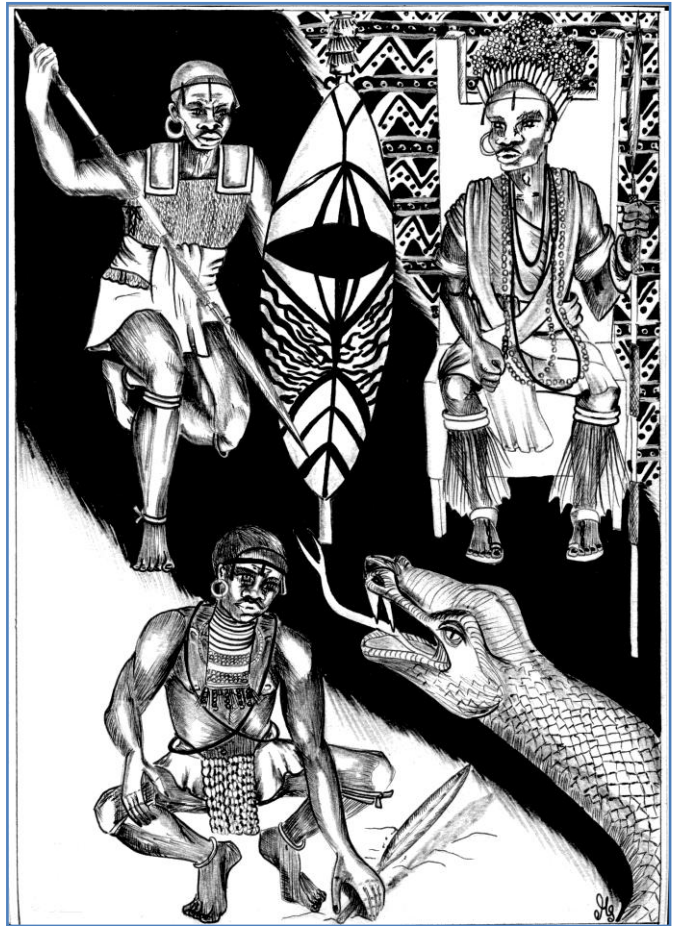
PSP Cost: 0

Range: self

Duration: Until end of round

Preparation Time: 1 bonus action

Once per combat initiative order, the psionicist can adjust the stream of his perception, and boost his initiative count by 5 until the end of the combat.



Psychoportive Sciences

These powers allow psionic travel, moving a character without physical action.

Astral Projection

9th-level - psychoportive science

PSP Cost: 13

Range: 10 feet

Duration: special

Preparation Time: 1 hour

You and up to eight willing creatures within range project your astral bodies into the Astral Plane (the power fails and the casting is wasted if you are already on that plane). The material body you leave behind is unconscious and in a state of suspended animation; it doesn't need food or air and doesn't age.

Your astral body resembles your mortal form in almost every way, replicating your game statistics and possessions. The principal difference is the addition of a silvery cord that extends from between your shoulder blades and trails behind you, fading to invisibility after 1 foot. This cord is your tether to your material body. As long as the tether remains intact, you can find your way home. If the cord is cut--something that can happen only when an effect specifically states that it does--your soul and body are separated, killing you instantly.

Your astral form can freely travel through the Astral Plane and can pass through portals there leading to any other plane. If you enter a new plane or return to the plane you were on when activating this power, your body and possessions are transported along the silver cord, allowing you to re-enter your body as you enter the new plane. Your astral form is a separate incarnation. Any damage or other effects that apply to it have no

effect on your physical body, nor do they persist when you return to it.

The power ends for you and your companions when you use your action to dismiss it. When the power ends, the affected creature returns to its physical body, and it awakens.

The power might also end early for you or one of your companions. A successful *dispel magic* spell used against an astral or physical body ends the power for that creature. If a creature's original body or its astral form drops to 0 hit points, the power ends for that creature. If the power ends and the silver cord is intact, the cord pulls the creature's astral form back to its body, ending its state of suspended animation.

If you are returned to your body prematurely, your companions remain in their astral forms and must find their own way back to their bodies, usually by dropping to 0 hit points.

Banishment

4th-level - psychoportive science

PSP Cost: 6

Range: 60 feet

Duration: Concentration, up to 1 minute

Preparation Time: 1 action

You attempt to send one creature that you can see within range to another plane of existence. The target must succeed on a Charisma saving throw or be banished.

If the target is native to the plane of existence you're on, you banish the target to a harmless demi-plane. While there, the target is incapacitated. The target remains there until the power ends, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.

If the target is native to a different plane of existence than the one you're on, the target is banished with a faint popping noise, returning to

its home plane. If the power ends before 1 minute has passed, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. Otherwise, the target doesn't return.

At Higher Levels. When you use this science at higher level, you can target one additional creature for each PSP above 4.

Blink

3rd-level - psychoportive science

PSP Cost: 5

Range: self

Duration: 1 minute

Preparation Time: 1 action

This power allows the user to make a series of random, short-range teleportations that make him very hard to hit in combat. Roll a d20 at the end of each of your turns for the duration of the power. On a roll of 11 or higher, you vanish from your current plane of existence and appear in the Ethereal Plane (the power fails and the casting is wasted if you were already on that plane). At the start of your next turn, and when the power ends if you are on the Ethereal Plane, you return to an unoccupied space of your choice that you can see within 10 feet of the space you vanished from. If no unoccupied space is available within that range, you appear in the nearest unoccupied space (chosen at random if more than one space is equally near). You can dismiss this power as an action.

While on the Ethereal Plane, you can see and hear the plane you originated from, which is cast in shades of gray, and you can't see anything there more than 60 feet away. You can only affect and be affected by other creatures on the Ethereal Plane. Creatures that aren't there can't perceive you or interact with you, unless they have the ability to do so.

Dimension Blade

1st-level - psychoportive science

PSP Cost: 2

Range: 1 weapon

Duration: Concentration, up to 1 minute

Preparation Time: 1 action

A psychoporter can use her control of dimensions to make his sword into an infinitely sharp blade by making it two-dimensional. Almost any hand-held weapon can be altered with this power. even bludgeoning weapons such as hammers or maces. Only jointed, chain, or rope weapons (such as whips, flails, or nunchuks) cannot be made into dimensional blades.

While this power is in effect. the psionicist's weapon ignores any armor worn by the victim. Only Dexterity and magical protection apply.

In addition, the blade gains a +2 to hit and a +2 to damage rolls. The dimension blade can also be used to cleanly sever inanimate objects. such as an opponent's weapon, a stone pillar. or the axle of a wagon. Any object struck by a dimension blade will be sliced in half.

Roll 20. The dimension blade scores double damage in addition to all other benefits.

Roll 1. The weapon the psionicist is trying to affect shatters, inflicting 1d4 piercing damage on the psionicist.

Dimensional Door

4th-level - psychoportive science

PSP Cost: 6

Range: 500 feet

Duration: Instantaneous

Preparation Time: 1 action

You teleport yourself from your current location to any other spot within range. You arrive at exactly the spot desired. It can be a place you can see, one you can visualize, or one you can describe

by stating distance and direction, such as "200 feet straight downward" or "upward to the northwest at a 45- degree angle, 300 feet."

You can bring along objects as long as their weight doesn't exceed what you can carry. You can also bring 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 activate this power.

If you would arrive in a place already occupied by an object or a creature, you and any creature traveling with you each take 4d6 force damage, and the power fails to teleport you.

Dimensional Screen

6th-level - psychoportive science

PSP Cost: 9

Range: self

Duration: Concentration, up to 1 minute

Preparation Time: 1 reaction

This power allows the psionist to wrap a dimensional door around his body to protect him from his enemies' attacks. The screen is a shimmering cylinder as tall as the psionist that surrounds him at a range of two feet.

Any missile or hand-held weapon that strikes the screen is instantly transported to a corresponding point on the other side - so arrows and spears pass through the space occupied by the psionist without harming him. or even being impeded in their flight The protection of the screen also applies to creatures trying to attack with tooth or claw, or other characters trying to grapple the psionist. They pass through the screen. emerging on the opposite side. Most forms of energy. such as lightning bolts or flames. will also be diverted by the screen.

The *dimensional screen* has two limitations. First. the psionist can't pierce his own screen with any weapon or form of energy (although some psionic

powers may be used to mount indirect attacks on opponents outside the screen).

Secondly, the screen fails if an object larger than the screen moves into contact with it: so the psionist can't run through a mountain, or ignore the charge of a raging mekillot. Clever opponents may find ways to attack the psionist inside his screen. Magical spells like *charm person*, *sleep*, or *cloudkill* project no energy. Psionic powers also may penetrate the screen, as described above.

Duo-Dimension

6th-level - psychoportive science

PSP Cost: 9

Range: self

Duration: Concentration, up to 1 minute

Preparation Time: 1 action

With this power a psionist can alter his own dimensions so that he has height and width, but no depth. He becomes a two-dimensional image that has no thickness; his third dimension is transferred to another plane and remains there as long as he maintains this power.

The advantage of this lies in the fact that he simply does not exist if seen from the side, and is thus completely invisible and immune to any attacks from that direction. He can fit through the thinnest cracks by edging sideways, as long as there is vertical clearance for him. The psionist can move and attack as normal, and he is not invulnerable - he can be attacked normally by any opponent in front of or behind him.

While he is two-dimensional, he suffers double damage from any successful attack.

Dimension Walk

6th-level - psychoportive science

PSP Cost: 9

Range: 60 feet

Duration:

Preparation Time: 1 action

With this power, the user opens a vaguely shimmering portal, which lets him travel from place to place in his own dimension by piercing other dimensions at right angles. The range of travel is greater. (The user can actually travel through this dimension at the speed of 21 miles per turn.)

However, this power allows only the user to travel, and the portal closes behind him instantly.

The user finds himself engulfed in a featureless, inky grayness. He can't see where he is or where he's going. He has only his instinct to guide him, and he must make a DC 15 Wisdom saving throw every turn. If these checks succeed, he'll find himself at his chosen destination when he steps out of the dimensional realm. If any check fails, he strays off course by several miles.

The DM can place the character in any location within the maximum distance he traveled from his starting point. It's up to the user to figure out his location, as the power does nothing to help him gain his bearings. The user can take with him whatever he can carry, though bags of holding and other dimensional devices spill their contents if taken into the gray realm. If anything lives in the gray, it never bothers with dimension walkers.

At Higher Levels. When you use this science at higher level, you can bring along three additional creatures for each level above 6.

Roll 20. The psionicist receives advantage when making his next Wisdom saving throws.

Roll 1. Overcome with vertigo, the character can do nothing but retch for three rounds.

Dream Travel

3rd-level - psychoportive science

PSP Cost: 5

Range: 500 miles

Duration: permanent

Preparation Time: 8 hours

Dream travel is a powerful but unreliable means of getting from here to there. The traveler journeys in his dreams, and awakes wherever his nocturnal wandering carried him. The psionicist can even take other characters with him, although its more difficult than traveling alone. (See "Passengers" below.)

To use dream travel, the psionicist must be asleep. Once asleep, he begins fashioning a dream that involves traveling from his present location to his intended destination.

At the beginning of the journey, the DM secretly makes an Intelligence power check DC 12 for the character. If the check succeeds, the psionicist will reach his destination. If the check fails, the character will fall short 10% for each point that the die roll failed the Roll 20. If the DM wants, this power check is all that's required to handle dream travel during a game.

However, it's far more satisfying to actually role-play the dream. The player creates the setting and describes his intentions, with the DM interrupting to change things arbitrarily and throw obstacles in the character's path. If the player overcomes the obstacles and solves problems inventively, the DM is justified in giving a bonus to the character's power check. If the dream is dull and lifeless, the DM can also penalize the power check. (SEE 4e D&D skills challenge)

The DM should remember that this is a dream; terrain on the journey may not resemble actual terrain, the character may be completely different, and the world may be completely strange. The length of the dream journey should be approximately the same as the real distance,

however, and the final destination should be at least similar to the real destination. Such dream adventures should minimize combat and maximize problems, puzzles, and surreal atmosphere. If combat does occur, it has no effect on the character physically, but if he is killed, he wakes up, right where he started.

All dream journeys take a long rest to complete, successful or not. **Passengers:** The psionist can bring other characters along with him in the dream. His Roll 20. is reduced by one for each passenger he carries. Passengers must also be sleeping.

A single power check launches everyone on the dream journey. If the check fails, they still attempt the dream journey but fall short of their target.

Intelligent animals can also be drawn into the dream, but normal animals (horses, dogs, falcons, whatever) are very difficult to bring along. The psionist must make a separate power check to draw in each animal and his Roll 20, has disadvantage when making this check.

When the dream travelers reach their destination, they awaken. In the place where they lay sleeping, their bodies and any equipment carried or worn fades away. At the same time, they fade into being at their new location, still in sleeping posture, but fully awake.

At Higher Levels. When you use this science at higher level, you can bring along 3 additional creatures for each level above 4.

Roll 20. No additional effect.

Roll 1. The dream is nightmarish. The psionist must do an Intelligence saving throw or appear dead until violently struck.

Ethereal Traveler

7th-level - psychoportive science

PSP Cost: 10

Range: self

Duration: 8 hours

Preparation Time: 1 action

With this power the psionist can psionically teleport himself to the ethereal or to any border ethereal region. With this psychoportation the psionist simply ceases to exist in the prime material plane and begins to exist in the ethereal, but only in an ethereal form - the psionist's physical form is temporarily lost.

You step into the border regions of the Ethereal Plane, in the area where it overlaps with your current plane. You remain in the Border Ethereal for the duration or until you use your action to dismiss the power. During this time, you can move in any direction. If you move up or down, every foot of movement costs an extra foot. You can see and hear the plane you originated from, but everything there looks gray, and you can't see anything more than 60 feet away.

While on the Ethereal Plane, you can only affect and be affected by other creatures on that plane. Creatures that aren't on the Ethereal Plane can't perceive you and can't interact with you, unless a special ability or magic has given them the ability to do so.

You ignore all objects and effects that aren't on the Ethereal Plane, allowing you to move through objects you perceive on the plane you originated from.

When the power ends, you immediately return to the plane you originated from in the spot you currently occupy. If you occupy the same spot as a solid object or creature when this happens, you are immediately shunted to the nearest unoccupied space that you can occupy and take force damage equal to twice the number of feet you are moved.

This power has no effect if you cast it while you are on the Ethereal Plane or a plane that doesn't border it, such as one of the Outer Planes.

At Higher Levels. When you use this science at higher level, you can target up to three willing creatures (including you) for each level above 7. The creatures must be within 10 feet of you when you activate the power.

Far Step

5th-level - psychoportive science

PSP Cost: 7

Range: self

Duration: Concentration, up to 1 minute

Preparation Time: 1 bonus action

You teleport up to 60 feet to an unoccupied space you can see. On each of your turns before the power ends, you can use a bonus action to teleport in this way again.

Magnify Gravity

1st-level - psychoportation science

PSP Cost: 2

Range: 60 feet

Duration: 1 action

Preparation Time: 1 action

The gravity in a 10-foot-radius sphere centered on a point you can see within range increases for a moment. Each creature in the sphere on the turn when you manifest the power must make a Constitution saving throw. On a failed save, a creature takes 2d8 force damage, and its speed is halved until the end of its next turn. On a successful save, a creature takes half as much damage and suffers no reduction to its speed. Until the start of your next turn, any object that isn't being worn or carried in the sphere requires a successful Strength check against your psionic save DC to pick up or move.

At Higher Levels. When you use this science at higher level, , the damage increases by 1d8 for each level above 1.

Phase

5th-level - psychoportive science

PSP Cost: 7

Range: self

Duration: Concentration, up to 10 minutes

Preparation Time: 1 action

This power allows the user to shift his body into a different frequency of motion, making him transparent to the unphased world around him. While this power is in effect, the user can walk through solid matter. No physical force or energy can harm him, though other phased objects or creatures can do so.

A phased character can move vertically at 10 feet per round; over solid ground at his normal movement rate; over water or silt at half normal; and through solid matter at one fourth the normal rate.

If power ends while moving through solid matter, he takes 3d10 points of force damage, falls into a coma for 1d6 hours, and phases immediately into the Ethereal Plane.

A phased character isn't affected by gravity. If a hero is falling off a cliff and activates this power, he retains any momentum he had and phases into the ground 2½ feet for every 10 feet he falls. He must then reverse his fall and phase out of the ground or suffer the consequences noted above.

A phased character receives a +2 bonus to his MAC during psionic combat and gets a +2 bonus to all saving throws vs. mind-affecting magic or effects. Conversely, his psionic attack and save versus his power receive a -2 penalty.

Phase Object

1st-level - psychoportive science

PSP Cost: 2

Range: 60 feet (1 object of 10 lb. or less)

Duration: 1 round

Preparation Time: 1 reaction or 1 bonus action

With this science, the psionist can extend him phasing powers to an object. A boulder blocking a tunnel can be phased in order to allow passage, an enemy's sword can be rendered harmless, or a building can be forced to collapse by reducing its supports to an insubstantial form. The larger an object, the more difficult it is to phase. The rule of thumb is 1 PSP per 10 pounds, with a minimum cost of 1 PSP.

The psionist must make a melee psionic attack versus the object's AC.

Phasing an object does not harm it. An object being phased cannot be affected by any physical force, but can be affected by other phased objects. A psionist can use this power on his own sword to make it capable of harming another phased character.

Phased objects retain any momentum they had when they were affected, so a catapult missile will continue in its trajectory - it just won't do any damage when it strikes its target. Phased objects that were not moving stay where they were. If the object is being worn or carried by an unwilling subject, the victim may attempt a Wisdom saving throw to avoid the effect.

At Higher Levels. When you use this science at higher level, you can phase an object of 10 additional pounds for each level above 1.

Roll 1. The psionist may disintegrate the item if he so chooses.

Roll 20. The psionist must make a Wisdom saving throw or disintegrate a random piece of his own equipment.

Pocket Dimension

4th-level - psychoportive science

PSP Cost: 6

Range: touch

Duration: Instantaneous

Preparation Time: 1 action

This science allows a psionist to create a small storage area in extra-dimensional space. This storage area is a 5-foot cube, and can contain any amount of weight that will fit in the space provided. The storage area is accessed by a glowing doorway or hatch about 2 feet square. The access always stays in the same place relative to the psionist, much like a *Tenser's floating disk* follows a wizard around.

The access can be changed in size from fully closed to 5 feet square at will by the psionist. Any objects placed in the pocket dimension have no weight or bulk; the psionist could carry 1,000 pounds of rock in his belt pouch, if he desired.

However, when the psionist ceases to maintain the power. The contents of the pocket dimension appear at the location of the access and drop to the ground. It is possible to damage things by placing a large object in a pocket dimension, putting the access in a tight space, and then ceasing to maintain, the power.

Living creatures in the pocket dimension exhaust the air supply in about 15 minutes; however, the psionist can leave the access partially open to allow air to circulate. The psionist cannot enter his own pocket dimension, but can reach in and retrieve anything inside.

After 60 days, there is a cumulative 5 percent chance per day that the power's effect ends. This effect ends if you activate this power again, or if you choose to end the power as an action. If the power ends and the storage is on the Ethereal Plane, it is irretrievably lost.

Probability Travel

7th-level - psychoportive science

PSP Cost: 10

Range: unlimited

Duration: 10 hours

Preparation Time: 1 action

With probability travel, a psionicist can traverse the astral plane physically as if he's in astral form. This power has a distinct advantage over magical astral travel. When a wizard uses the *probability travel* power, he forms an astral body, which remains connected to his material body by a silvery cord.

In contrast, a psionicist using *probability travel* never leaves his physical form; he brings it along. He has no cord, so, unlike the wizard, he can never die because his cord has been severed. (On the other hand, he can still be blown to bits.) The astral plane boasts nothing that would attract tourists, but its two-dimensional color pools serve as highways to the outer planes. These pools, scattered randomly throughout the astral plane, provide connections to all surface layers of the outer planes. Travel through the astral plane is speedy: 10 yards per minute per Intelligence point. However, distance on the astral plane does not equate to distance on other planes. After 10 hours of travel, the traveler reaches the color pool he sought.

There is a flat 75% chance that this pool leads to the exact destination the character wants. Otherwise, it is at least 10 miles off target-maybe more. The psionicist can take other persons (as defined by the *charm person* spell) along on his probability trip.

Each 3 passenger costs 1 extra PSPs. Passengers must travel voluntarily; this power cannot drag a character into the astral plane against his will. Combat on the astral plane is unusual. The traveler's physical body cannot affect astral bodies in any way. However, psionic powers do work

against the minds of astral travelers. Most magical items do not work in the astral plane.

Magical items which are keyed to a particular plane do function there, often with enhanced effect. If the psionicist simply turns off this power while in the astral plane, he doesn't leave. Instead, he's stranded, unable to move except by physically pushing off of solid objects (which are extremely rare in the astral plane). He's also stranded if he runs out of PSPs or is knocked unconscious on the astral plane. The only exit from this plane is a color pool.

If you'd like to learn more about traveling on the astral plane, see PLANESCAPE accessories.

Roll 20. The color pool is right where the character wants it to be.

Roll 1. The character attracts the attention of an astral creature, which may or may not be hostile, at the DMs discretion.

Self Transposition

2nd-level - psychoportive science

PSP Cost: 3

Range: self

Duration: Instantaneous

Preparation Time: 1 bonus action

You instantly transpose your substance to another space, and you teleport up to 30 feet to an unoccupied space that you can see.

Summon Planar Creature

4th-level - psychoportive science

PSP Cost: 6

Range: 90 feet

Duration: Instantaneous

Preparation Time: 1 minute

With this power, the user can reach into another plane, grab whatever creature he happens to find there, and teleport it to his own plane. The creature is disoriented for 1 round after arriving, having disadvantage on all die rolls for initiative, attacks, and saving throws. The user can make the summoned creature appear anywhere within 600 feet of his position.

Inner Plane. (4 PSPs) The creature summoned can be from the Grey, the Black, Elemental Planes, & Para-Elemental Planes

Outer Plane. (5 PSPs) A creature from the Outer Planes could be a native or a visitor. DMs are encouraged to see the PLANESCAPE™ line for ideas, also (PHB p. 303), and <https://tinyurl.com/y92yqfsz>

The user chooses the plane from which the creature will come. He doesn't choose the creature, however; that's determined at random by the DM. The DM has the creatures' statistics. You summon a creature of challenge rating 5 or lower, which appears in an unoccupied space that you can see within range. This power offers no control over the summoned creature and doesn't return it to its home plane after a set amount of time-it merely teleports something from there to here. To be rid of the creature, the user must *banish* it, *teleport* it again, kill it, or somehow control it.

At Higher Levels. When you use this science at higher level, the challenge rating increases by 1 for each level above its initial cost.

Summon Planar Energies

7th-level - psychoportive science

PSP Cost: 10

Range: Self (60 foot cone)

Duration: Instantaneous

Preparation Time: 1 action

Some psionicists can use their minds to unlock the alien energies of other planes. A character with this ability can summon energy from the planes and use it to attack her enemies.

Eight energy rays of light flash from your hand. Each ray comes from a different plane and has a different power and purpose. Each creature in a 60-foot cone must make a Dexterity saving throw. For each target, roll a d8 to determine which color ray affects it.

1. Fire. The target takes 10d6 fire damage on a failed save, or half as much damage on a successful one.

2. Air. The target takes 10d6 force damage on a failed save, or half as much damage on a successful one.

3. Rain. The target takes 10d6 lightning damage on a failed save, or half as much damage on a successful one.

4. Silt. The target takes 10d6 necrotic damage on a failed save, or half as much damage on a successful one.

5. Water. The target takes 10d6 cold damage on a failed save, or half as much damage on a successful one.

6. Earth. On a failed save, the target is restrained. It must then make a Constitution saving throw at the end of each of its turns. If it successfully saves three times, the power ends. If it fails its save three times, it permanently turns to stone and is subjected to the petrified condition. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.

7. Sun. On a failed save, the target is blinded. It must then make a Wisdom saving throw at the start of your next turn. A successful save ends the blindness. If it fails that save, the creature is transported to another plane of existence of the GM's choosing and is no longer blinded. (Typically, a creature that is on a plane that isn't its home plane is banished home, while other creatures are usually cast into the Astral or Ethereal planes.)

8. Special. The target is struck by two rays. Roll twice more, rerolling any 8

Roll 20. The psionicist taps a particularly potent source of energy; add one die of damage.

Roll 1. The psionicist accidentally summons a planar creature native to the plane whose energy he was trying to tap.

Teleport

7th-level - psychoportive science

PSP Cost: 10

Range: 10 feet

Duration: Instantaneous

Preparation Time: 1 action

This power instantly transports you and up to eight willing creatures of your choice that you can see within range, or a single object that you can see within range, to a destination you select. If you target an object, it must be able to fit entirely inside a 10-foot cube, and it can't be held or carried by an unwilling creature.

The destination you choose must be known to you, and it must be on the same plane of existence as you. Your familiarity with the destination determines whether you arrive there successfully. The GM rolls d100 and consults the table.

Familiarity	Mishap	Similar Area	Off Target	On Target
Permanent circle	-	-	-	01-100
Associated object	-	-	-	01-100
Very familiar	01-05	06-13	14-24	25-100
Seen casually	01-33	34-43	44-53	54-100
Viewed once	01-43	44-53	54-73	74-100
Description	01-43	44-53	54-73	74-100
False destination	01-50	51-100	-	-

Familiarity. "Permanent circle" means a permanent teleportation circle whose sigil sequence you know. "Associated object" means that you possess an object taken from the desired destination within the last six months, such as a book from a wizard's library, bed linen from a royal suite, or a chunk of marble from a lich's secret tomb.

"Very familiar" is a place you have been very often, a place you have carefully studied, or a place you can see when you activate the power.

"Seen casually" is someplace you have seen more than once but with which you aren't very familiar.

"Viewed once" is a place you have seen once, possibly using magic. "Description" is a place whose location and appearance you know through someone else's description, perhaps from a map.

"False destination" is a place that doesn't exist. Perhaps you tried to scry an enemy's sanctum but instead viewed an illusion, or you are attempting to teleport to a familiar location that no longer exists.

On Target. You and your group (or the target object) appear where you want to.

Off Target. You and your group (or the target object) appear a random distance away from the destination in a random direction. Distance off target is $1d10 \times 1d10$ percent of the distance that was to be traveled. For example, if you tried to travel 120 miles, landed off target, and rolled a 5 and 3 on the two d10s, then you would be off target by 15 percent, or 18 miles. The GM determines the direction off target randomly by rolling a d8 and designating 1 as north, 2 as northeast, 3 as east, and so on around the points

of the compass. If you were teleporting to a coastal city and wound up 18 miles out at sea, you could be in trouble.

Similar Area. You and your group (or the target object) wind up in a different area that's visually or thematically similar to the target area. If you are heading for your home laboratory, for example, you might wind up in a wizard's laboratory or in an alchemical supply shop that has many of the same tools and implements as your laboratory. Generally, you appear in the closest similar place, but since the power has no range limit, you could conceivably wind up anywhere on the plane.

Mishap. The power's unpredictable results in a difficult journey. Each teleporting creature (or the target object) takes 3d10 force damage, and the GM rerolls on the table to see where you wind up (multiple mishaps can occur, dealing damage each time).

Time Travel

9th-level - psychoportive science

PSP Cost: 13

Range: 60 feet

Duration: Instantaneous

Preparation Time: 10 minutes

Some psionics can extend their teleportive powers into the time stream and journey to different times. The psionist may jump a day or two into the past or future, or he can attempt a mind-boggling journey across millennia. Generally, the farther a psionist travels in time, the more costly it is to make the trip.

The psionist may attempt to bring along one companion per additional 1 PSP spent. While the psionist is gone, time keeps running in his normal setting - if he spends eight hours in the past - he must return to a point eight hours after the time he left.

The psionist must roll a DC 8 + Initial Cost to see if he succeed in his travel. The PSP limit applies only to the power's level which is 13.

<i>Distance</i>	<i>Initial Cost</i>	<i>Roll Modifier</i>
1 day or less	13	0
1 week	14	- 1
1 month	15	- 2
1 year	16	- 3
10 years	18	- 4
100 years	20	- 5
1,000 years	22	- 6
10,000 years+	25	- 8

The Past: In the short term, the psionist may wish to alter recent events by warning someone not to do something that he knows will turn out badly. He may travel back an hour to tell his companions (and his past self) not to storm the fortress, or whatever. The party may get a chance to replay the events in question, but the psionist had better remember to go back and warn himself, even if things do turn out better, otherwise he will never receive the warning. In the long term, the psionist may try to recover lost information by speaking to people long dead. He may try to kill his enemies by assassinating their forebears. If the character tries to alter history, the DM should decide if he succeeds or fails. Sometimes the character's actions may have unexpected ramifications.

For example, by killing Kalak the Tyrant in his youth - the PC may pave the way for an even more terrible despot to arise. The DM should be guided by two principles: once an event has been changed once, it can never be changed again; and secondly, events tend to have a historical inertia.

In other words, things have a way of working themselves out to be the same no matter what the psionist does. The more important the event, the more difficult it is to change it.

The Future: The psionist can journey to the future to see how an action will turn out or to

uncover information not available in his own day. Like the past, the future is malleable; even the fact of the psionist's visit changes the course of events in innumerable ways. Once the psionist has glimpsed the future, historical inertia takes over and begins to bend events to follow the revealed timeline.

This destiny can only be avoided with great difficulty once it comes into being. Whatever happens in the past or the future, the DM should use this power to make things more interesting. Ignore or apply paradoxes as desired to make the PC. life more entertaining and to keep the story going.

Roll 20. No effect.

Roll 1. The psionist must do a Wisdom saving throw or become dislocated in the timestream, landing at a random point in his proposed journey and assuming that as his native time. So, going too far might make for a long road back.

Shadow Walk

2nd-level - psychoportive science

PSP Cost: 3

Range: 60 feet

Duration: Instantaneous

Preparation Time: 1 action

Shadow walk is a science that allows the psionist to use the Demiplane of Shadow to instantly cross a space between two shadows. The psionist can step into any shadow larger than his own body and teleport to any other shadow within a 60 feet range.

This power is usually ineffective in bright daylight or or, very dark nights. It works best in twilight conditions. The psionist may use his own shadow to shadow walk.

Shattering of Reality

8th-level - psychoportation science

PSP Cost: 11

Range: 60 feet

Duration: Concentration, up to 1 minute

Preparation Time: 1 action

You shatter the barriers between realities and timelines, thrusting a creature into turmoil and madness. The target must succeed on a Wisdom saving throw, or it can't take reactions until the power ends. The affected target must also roll a d10 at the start of each of its turns; the number rolled determines what happens to the target, as shown on the Reality Break Effects table.

At the end of each of its turns, the affected target can repeat the Wisdom saving throw, ending the power on itself on a success.

Shattering of Reality Effects

d10 Effect

Vision of the Far Realm. The target takes 1-2 6d12 psychic damage, and it is stunned until the end of the turn.

Rending Rift. The target must make a 3-5 Dexterity saving throw, taking 8d12 force damage on a failed save, or half as much damage on a successful one.

Wormhole. The target is teleported, along with everything it is wearing and carrying, up 6-8 to 30 feet to an unoccupied space of your choice that you can see. The target also takes 10d12 force damage and is knocked prone.

Chill of the Dark Void. The target takes 9-10 10d12 cold damage, and it is blinded until the end of the turn.

Spatial Distortion

5th-level - psychoportive science

PSP Cost: 7

Range: 60 feet

Duration: 4 hour

Preparation Time: 1 action

A psionist with this power can affect the dimensions of an area, making it larger or smaller than it appears.

The base area of effect is a 20 foot cube. The area of effect can be tailored to the surroundings; for example: the base area of effect applied to a 10 foot wide underground passage would affect an 80 foot length of passage.

Within the area of effect, the psionist can choose to make the distance twice or one-half what it should be. In the passage above, he can make it appear to be 40 to 160 feet in length.

A chasm could be made smaller, so as to be easily crossable, or greater to act as a defense. A friend's fall could be shortened to cause less damage. Objects must be either wholly in or wholly out of the area of effect. The transition into the area of effect is unnoticeable.

At Higher Levels. When you use this science at higher level, you can affect a larger area of one extra 20 foot cube for each level above 5.

Summon Object

3rd-level - psychoportive science

PSP Cost: 5

Range: 60 feet (one object)

Duration: Instantaneous

Preparation Time: 1 action

This science allows a psionist to bring a distant object to him. The item must be a single piece and weigh no more than 100 pounds. The actual cost of summon object varies with the distance of the item from the psionist.

Distance

Initial Cost

10 yards	5
100 yards	6
1,000 yards	7
10 miles	9
100 miles	10
1,000 miles	11
10,000 miles	13

The psionist must be able to either see the object he is teleporting, or he must know exactly where it is. If the psionist left a steel sword hanging above the fireplace in his home, he can summon the sword - but if someone had moved the sword across the room, he could not summon it unless he used *clairvoyance* to see where it was. If the psionist tries to use this power to remove an object from someone else's person, the victim receives a Wisdom saving throw to avoid the effect.

Note that any summoned object will appear in the psionist's hand or on the ground beside him, so it is not possible to use this power to drop boulders on the heads of one's opponents.

Teleport Lock

3rd-level - psychoportive science

PSP Cost: 5

Range: 60 feet

Duration: Instantaneous

Preparation Time: 1 reaction*

By using this power, a psionist can prevent another creature within range from teleporting. All forms of teleportation, both magical and psionic, are blocked by teleport lock. A creature attempting to *teleport* while under a *teleport lock* must win a psychic contest against the blocking psionist, using its teleport score (or level for wizards) against the psionist's teleport lock score. In addition to interfering with teleportation, this power also prevents magical or psionic

blinking and plane shifting. *Teleport lock* does not prevent travel by *dimensional doors* or *dimension walk*, but does prevent *shadow walking*.

Roll 20. The psionist automatically wins any psychic contests he must fight with this power.

Roll 1. The psionist must do a Wisdom saving throw or be dragged along behind the subject when the subject teleports. The psionist suffers 1d8 points of force damage and is stunned 1d4 rounds at his new location.

* - which you take when you see a creature within 60 feet of you casting a spell

Teleport Trigger

6th-level - psychoportive science

PSP Cost: 9

Range: 60 feet

Duration: 10 days

Preparation Time: 10 minutes

This power allows the user to establish a specific event that will instantly activate his teleport power. It is a reflexive event, occurring as soon as the conditions are met without any conscious effort on the part of the user.

The user must specify where he wants to teleport to and define very specifically what conditions will trigger that teleport. These conditions can be anything he chooses, but they must happen in his immediate vicinity to activate the trigger.

When the *teleport* is triggered, the user must have enough PSPs remaining to pay the teleport cost. (If he doesn't the power fails to activate.)

The trigger remains active as long as the user doesn't dismiss it or up to 10 days.

Temporal Shunt

5th-level - psychoportation science

PSP Cost: 7

Range: 120 feet

Duration: 1 round

Preparation Time: 1 reaction, taken when a creature you can see makes an attack roll or starts to cast a spell or manifest a psionic power

You target the triggering creature, which must succeed on a Wisdom saving throw or vanish, being thrown to another point in time and causing the attack to miss or the spell or psionic power to be wasted. At the start of its next turn, the target reappears where it was or in the closest unoccupied space. The target doesn't remember you manifesting the power or being affected by it.

At Higher Levels. When you use this science at higher level, you can target one additional creature for each level above 5th. All targets must be within 30 feet of each other.

Time Dilation

7th-level - psychoportive science

PSP Cost: 10

Range: self

Duration: 1 hour (of subjective time)

Preparation Time: 1 action

This power allows the psionist to affect the timestream itself - speeding up or slowing down its flow relative to himself. Slowing down the flow of time effectively hastes the psionist. while speeding the time flow slows the psionist.

The amount of the dilation affects the initial cost of the power - as shown below.

<i>Haste</i>	<i>Slow</i>	<i>Cost</i>
×2	×1/10	10
×3	×1/20	11
×4	×1/30	13

If the psionist hastes himself by slowing down the timestream, he can maintain the power for a number of rounds (his own, not everyone else's) equal to his level.

Movement, physical attack rates, and even spellcasting and psionic powers increase as well. However, any spell or psionic power that leaves the psionist's accelerated timestream (for example: casting *magic missile* at or attempting to psionically attack a nontime-dilated target) stands a chance of being disrupted.

Each time the psionist tries to do this, he must make a Constitution saving throw (versus 10 + spell or power level used) to successfully use his spell or power in the normal timestream.

If the psionist slows himself by speeding up the timestream, the power with a 1/20 factor of dilation can make 1 hour of his own turns stretch out for 20 hour in the outside world.

He can end the power at anytime, but his perceptions are slowed so much that he is automatically surprised by any enemy that approaches.

Note that the psionist consumes food and water and is affected by things like poison at his own pace, so this power can be used to reduce water consumption to zero or to slow poison.

If the psionist is maintaining any other psionic powers, they are elapsing only on his subjective rounds. For example, if a psionist was on a ship that tank, he could use *levitation* and *time dilation* to hover over the sea until another ship came along, since he is only elapsing the duration of *levitation* in his own creeping time frame.

At Higher Levels. When you use this science at higher level, you can slow or haste time more according to table above for each level above 7.

Time Duplicate

6th-level - psychoportive science

PSP Cost: 9

Range: self

Duration: 4 rounds

Preparation Time: 1 action

This power allows the psionist to travel forward in time to borrow a future self, bringing it back to aid him in the present and creating a identical duplicate of himself. The psionist only travels a round or two into the future, and creates a strange hiccup in his own existence. The net effect looks something like this:

Round 1. The psionist initiates the power. The psionist's self from round three arrives, so there are now two psionists.

Both can act normally during this round. but the future self gains some advantages since he's already lived through this round once and knows what to expect. The future self has the option of automatically winning the initiative (since he knows what's going to happen) or holding his attacks until the end of the round.

The future self gains a +4 bonus to AC, advantage to saving throws, and advantage to any attack rolls he makes. He can use powers, cast spells, but cannot activate a second *Time Duplicate*.

If the future self is injured or killed. there is no effect on the present psionist. other that the fact that he can cringe in anticipation of the wounds he's going to get and possibly die from. However. any injuries to the present self are immediately duplicated on the person of the future psionist.

Round 2. The 2 psionist can act normally. The future self keeps his bonuses.

Round 3. The future self merge with the psionist, and the psionist journeys back to round one to help himself - so there are no psionists here at all during this round.

Round 4. At the end of the round, the future psionist who was borrowed from round three returns at the same spot and in the same condition he was in when round two ended. The time duplicate has ended. Any concentration spells or powers are broken when the psionist comes back. Spell slots and PSPs used also are cumulatively applied to the player used resources.

Time Shift

7th-level - psychoportive science

PSP Cost: 10

Range: self

Duration: Instantaneous

Preparation Time: 1 action

Time shifting allows the psionist to travel up to three rounds into the future and observe things until time catches up with him. He sees everything frozen around him just as it will be when that moment in the future actually arrives.

The psionist enters a different reality when he uses this power. No one in the "still life" that surrounds him can see or detect him in any way. He can move freely through the environment, putting himself wherever he wants to be when he returns to normal time. But he cannot affect anything around him, nor can anything affect him. Even two time-shifted characters are completely invisible to each other.

To the people in real time, the character simply vanishes and then reappears sometime later. The character does not exist for any normal game purpose during the period when he is time shifted. If, for example, a *fireball* spell detonates in the room while the character is time shifted, the

character is completely protected against its effects. In fact, unless the blast leaves visible effects (charred walls or corpses or sulfurous fumes), the character won't even know it happened. He sees none of the intervening events.

This power cannot help a character escape contact, however. If someone has established contact with the time shifter-and continues maintaining the contact, it will still be in effect when the character returns to normal time.

Time shifting offers an obvious advantage in combat. A psionist can leap one round into the future and maneuver into position for an attack. In that case, the shifter receives advantage to his attack roll. With enough time, he could even escape.

How long does a time shift last? If the psionist travels one round forward, then he has one round in which to maneuver. If he travels two rounds forward, then it takes two rounds for reality to catch up. Three rounds is the limit.

At Higher Levels. When you use this science at higher level, you can go one additional round into the future (to a maximum of 3 rounds for each level above 7).

Time/Space Anchor

4th-level - psychoportive science

PSP Cost: 6

Range: self (10 foot radius)

Duration: Concentration, up to 1 minute

Preparation Time: 1 action

This power protects psionists against unwanted teleportation. When a *time/space anchor* is in effect, the psionist cannot be teleported against his will unless he loses a psychic contest.

Anyone and anything else inside the 10-foot radius is also protected using the psionists saving throw. Items are protected automatically, but living creatures or characters are protected only if the psionist wants them to be.

This power cannot prevent someone from teleporting himself away; it only prevents teleporting from an outside source.

Roll 20. The psionist receives advantage in any resulting psychic contests.

Roll 1. The psionist is rooted to the spot for 1d6 rounds. During that time he is incapacitated.

Vacuum Step

3rd-level - psychoportive science

PSP Cost: 5

Range: 90 feet

Duration: Instantaneous

Preparation Time: 1 action

You teleport yourself to an unoccupied space you can see within range. Immediately after you disappear, the vacuum creates a loud pop sounds, and each creature within 10 feet of the space you left must make a Constitution saving throw, taking 3d10 force damage on a failed save, or half as much damage on a successful one. The pop can be heard from up to 300 feet away.

You can bring along objects as long as their weight doesn't exceed what you can carry. 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 activate this power 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 use this science at higher level, the damage increases by 1d10 for each level above 3.

Wormhole

9th-level - psychoportive science

PSP Cost: 13

Range: 60 feet

Duration: Concentration, up to 1 minute

Preparation Time: 1 action

You manifest a wormhole linking an unoccupied space you can see within range to a precise location on a different plane of existence. The wormhole is a circular opening, which you can make 5 to 20 feet in diameter. You can orient the wormhole in any direction you choose. The wormhole lasts for the duration.

The wormhole has a front and a back on each plane where it appears. Travel through the wormhole is possible only by moving through its front. Anything that does so is instantly transported to the other plane, appearing in the unoccupied space nearest to the wormhole.

Deities and other planar rulers can prevent wormholes created by this power from opening in their presence or anywhere within their domains.

When you activate this power, you can speak the name of a specific creature (a pseudonym, title, or nickname doesn't work). If that creature is on a plane other than the one you are on, the wormhole opens in the named creature's immediate vicinity and draws the creature through it to the nearest unoccupied space on your side of the wormhole. You gain no special power over the creature, and it is free to act as the GM deems appropriate. It might leave, attack you, or help you.

Wrench

7th-level - psychoportive science

PSP Cost: 10

Range: 90 feet

Duration: Concentration, up to 1 minute

Preparation Time: 1 action

This power affects only creatures which exist simultaneously on the Prime Material and another plane of existence. This includes most undeads. It specifically excludes gods, demigods, and avatars. The creature must succeed a Constitution saving throw to nullify the effect of the power.

When such a creature is wrenched, it is forced entirely into one plane or the other, at the psionist's option. If the creature is forced out of the Prime Material plane, it is trapped in the other plane for 2d6 rounds. At the end of each of its turns, the target can make another Constitution saving

throw. On a success, the power ends and it can return to the Prime Material. It can also return to the Prime Material when that time has elapsed.

If the creature is wrenched entirely into the Prime Material plane, it is trapped only as long as the psionist continues concentrating on the power. As soon as he stops, the creature's dual existence is immediately re-established.

Except where contradicted by the monster's description, a creature wrenched onto the Prime Material plane suffers the following effects, at the DM's option: it has -4 to AC, undeads lose the ability to drain life, the creature's resistances are nullified, the creature is killed permanently if it loses all of its hit points. The DM should impose any other penalties which seem appropriate.

Roll 1. The creature is momentarily dazed. It has disadvantage to its initiative.

Roll 20. No other effect.

Clairsentient Devotions

All-Round Vision

Cantrip-level - clairsentient science

PSP Cost: 0

Range: self

Duration: Concentration, up to 1 minute

Preparation Time: 1 action

This power lets the user see in all directions simultaneously.

You cannot be surprised. There is a penalty, however. While this power is in effect, gaze attacks against the user receive advantage.

Roll 20. Infravision is also gained.

Roll 1. The psionist is blind for 1d4 hours.

Combat Mind

Cantrip-level - clairsentient devotion

PSP Cost: 0

Range: self

Duration: Concentration, up to 1 round

Preparation Time: 1 action

This power gives the user an unusually keen understanding of his enemies and their fighting tactics. On your next turn, you gain advantage on your first attack roll against the target, provided that this power hasn't ended.

Roll 20. The psionist (but not his companions) also gains a +1 AC bonus for the rest of the combat.

Roll 1. The psionist and his companions suffer a -1 initiative penalty in their initiative ranking for the rest of the combat.

See Sound/Feel Sound

Cantrip-level - clairsentient devotion

PSP Cost: 0

Range: self

Duration: Concentration, up to 1 hour

Preparation Time: 1 action

When activating, you choose *feel sound* or *see sound*, you gain the benefit chosen but not both.

See Sound. This power enables a user to perceive sound waves visually by converting the sound waves into light impulses. Only a character who can see with normal vision can use this power. He can see sound even in darkness, as sound waves don't require light. The user can be "blinded" by silence, however.

Roll 20. The psionist gain also *feel sound*.

Roll 1. Loud sounds cause "blindness," and all other sounds are as disturbing as bright lights.

Feel Sound. This power makes the user's body sensitive to sound. It allows the user to continue to hear even if his ears are disabled. He can't detect sound where there is none, and the power doesn't work within areas of magical silence. The user gains advantage against all sonic attacks or effects, including a siren's song.

Roll 20. The psionist gain also *see sound*.

Roll 1. For 1d4 rounds, any sound causes 1 point of psychic damage per round and is garbled.

Feel Light/Hear Light

Cantrip-level - clairsentient devotion

PSP Cost: 0

Range: self

Duration: Concentration, up to 1 hour

Preparation Time: 1 action

Feel Light. This extrasensory power allows the psionist to experience light through tactile sensations (by touch). His entire body becomes a receiver for light waves. In effect, his body replaces his eyes; he can see what his eyes would normally reveal. (His field of vision does not change.) This power does not allow him to see in the dark, since there must be light for him to feel. Nor does it counter magical darkness, which actually destroys or blocks light waves. The character gains advantage when saving against gaze attacks.

Roll 20. The character can feel light in all directions.

Roll 1. The psionist becomes overly sensitive to light for 1d10 rounds. Exposure to light causes 1 point of psychic damage per round, and the character cannot see.

Hear Light. This extrasensory power resembles "feel light," but it relies on the characters hearing rather than his sense of touch. A character who has been blinded, either artificially, naturally, or by an injury, can "see" with his ears. Any light waves which reach him are converted to sound, and he "hears" the image. The image his mind perceives is just like an image offered by normal sight, and the character suffers no penalties for anything requiring vision.

Roll 20. The psionist can "hear" in the dark, as if he had superior infravision.

Roll 1. Bright light causes deafness, and all other light is just a buzz.



Clairsentient Sciences

Clairsentient powers allow characters to perceive things beyond the natural range of human and demi-human senses.

Appraise

2nd-level - clairsentient science

PSP Cost: 3

Range: 0

Duration: Instantaneous

Preparation Time: 1 minute

With this power, a psionist can determine the likelihood that a specific course of action will succeed. He focuses on a course of action and examines the possibilities. He assigns probabilities. Then he mentally processes enormous calculations to arrive at an overall probability of success.

You appraise the probability of an outcome about the results of a specific course of action that you plan to take within the next 30 minutes. The GM chooses from the following possible probabilities:

- **Weal**, for good results
- **Woe**, for bad results
- **Weal and woe**, for both good and bad results
- **Nothing**, for results that aren't especially good or bad

The power doesn't take into account any possible circumstances that might change the outcome, such as the casting or manifesting of additional spells & powers, or the loss or gain of a companion.

If you activate the power two or more times before completing your next long rest, there is a cumulative 25 percent chance for each activation

after the first that you get a random appraisal. The GM makes this roll in secret.

No one, not even a psionist, can foresee the future with assured accuracy. Like *precognition*, the success of this power depends on how closely the characters adhere to their plans. Do they act as they intended? React as they intended? What factors did they fail to foresee? Every deviation steers events away from the predicted path.

If this power is used, the DM should give the best answer he can, based on information the characters have. Factors they don't know about, and therefore can't take into account while forming a plan, can change things dramatically.

Roll 20. The player is allowed to reroll any three die rolls to help make his character's forecast more accurate.

Roll 1. The psionist can't use this power successfully again for 1d4 days.

Aura Sight

1st-level - clairsentient science

PSP Cost: 2

Range: sight

Duration: Concentration, up to 1 minute

Preparation Time: 1 action

An aura is a glowing halo or envelope of colored light which surrounds all living things. It is invisible to the naked eye. A creature's aura reflects both its alignment and its experience level. When a psionist uses this power, he can see auras. Interpreting an aura requires some concentration, however. With each use of this power, the psionist can learn only one piece of information—either the subject's alignment or experience level, but not both simultaneously.

The psionist must make a new power check each time he attempts to interpret an aura.

The psionist can be reasonably discreet when he uses this power. He doesn't have to poke at the

subject or give him the hairy eyeball. However, he does need to gaze at the subject intently. Since the range of this power is the range of vision, the psionist can go unnoticed by maintaining his distance.

If he tries to sense auras on the people he is conversing with, they certainly will notice that he is staring and probably will be uncomfortable.

If the die roll for the power check is a 1, the psionist's reading is incomplete or slightly incorrect. For example, the psionist may learn only the chaotic portion of a chaotic neutral alignment. Or he may interpret the character's level with an error of one or two levels.

The DM should relate game-related information in a story sense, rather than in mechanical terms. In the case of alignment, the user sees colored light that represents an element:

- 1) blue (lawful)
- 2) gray (neutral)
- 3) red (chaotic)
- 4) white (good)
- 5) black (evil)

Relative level of power can be described as follows:

- 1) dim aura (a low-level target, 1st to 5th level)
- 2) bright aura (a mid-level target, 6th to 13th level)
- 3) dazzling aura (a high-level target, 14th to 20th level)
- 4) blinding aura (a target above 20th level)

Roll 20. The psionist can examine up to four auras per round instead of two.

Roll 1. The initiator can't use this power again for 24 hours.

Bone Reading

2nd-level - clairsentient science

PSP Cost: 2

Range: touch

Duration: Instantaneous

Preparation Time: 1 minute

The psionist can use a creature's remains to form an impression of who it was and what it was doing when it perished. Fragments of bone are usually used, but the power works on any corpse or portion of a corpse. The amount of information gained depends on the psionist's power check Result:

Power Check Information Gained

1 - 2	Deceased's race
3	Deceased's sex
4	Deceased's age
5	Deceased's identity
6	Appearance in life and alignment
7	Date of death
8 +	Method of death

The information above is cumulative; so a result of 4 yields the deceased's race, sex, and age. This power is difficult to use on very old remains. The more recently a creature died, the more accurate the reading will be.

Time Since Death Power Check Penalty

1 day	0
1 week	- 1
1 month	- 2
1 year	- 3
10 years	- 4
100 years	- 6
1,000 years	- 12

Roll 20. The psionist is able to view the last 10 minutes of the deceased's life from the departed's point of view.

Roll 1. The psionist angers the spirits. The DM should determine the exact effects.

Clairvoyance/Clairaudience
3rd-level - clairsentient science

PSP Cost: 5
Range: Unlimited
Duration: Concentration, up to 10 minutes
Preparation Time: 10 minutes

You concentrate on a distant location familiar to you (a place you have visited or seen before).

When you activate the power, you choose seeing or hearing. You can use the chosen sense through the sensor as if you were in its space. As your action, you can switch between seeing and hearing. If the user has enhanced senses, that ability also applies to the use of this power.

Clairaudience doesn't screen out noise around the user's physical body, which may make it difficult to hear sounds elsewhere. The power doesn't provide any abilities to understand languages or interpret sounds.

Roll 20. The psionicist automatically gains *clairvoyance* of the area as well.

Roll 1. The psionicist is deaf for 1d12 hours.

Clairvoyance doesn't replace normal vision. The user still sees what's around his physical location, with the distant scene superimposed. Closing one's eyes blocks the double vision and leaves only the distant scene in sight.

Roll 20. The psionicist automatically gains *clairaudience*, too, for the duration of the clairvoyant vision.

Roll 1. The psionicist is blind for 1d4 hours.

The distance of the listening spot modifies the power score as follow:

Range	Power's DC
100 yards	11
1,000 yards	13
10 miles	16
100 miles	17
1,000 miles	18
10,000 miles	21
Interplanetary*	24

* *Clairvoyance/Clairaudience only works within a given plane or crystal sphere.*

Danger Sense
3rd-level - clairsentient science

PSP Cost: 5
Range: 150 feet
Duration: Concentration, up to 10 minutes
Preparation Time: 1 action
Area of Effect: self

This power produces a slight tingling sensation at the back of the user's neck whenever a hazard or threat is near. This talent gives the users advantage to Perception rolls to sense danger, and +5 to his passive perception. If the Perception roll succeeds, or the passive perception exceeds, by +1 to +6, the user receives warning just moments before danger strikes. This gives him the opportunity to act before the danger strikes in the round, but no time to warn others. If the roll succeeds by +7 or better, the user knows whether danger is lurking within the area of effect a full round before it shows itself.

Detection

2nd-level - clairsentient science

PSP Cost: 3

Range: 90 feet radius

Duration: Concentration, up to 10 minutes

Preparation Time: 1 action

Detection is the art of finding substances or items by their psychic vibrations. It can be used to dowsing for water, to find lost items, or to prospect for gold. To use this power to locate a substance, the psionicist must have a sample of what he is searching for. To locate an item, he must have seen the item himself or successfully used *object reading* on its owner.

At first, the character only detects the nearest location of what he is seeking, but by maintaining the power he can detect more sources at the rate of one per round, working from the nearest to the farthest.

At Higher Levels. When you use this science at higher level, you can expand the radius of the search by 30 feet for each level above 2.

Roll 20. The character detects all sources within range and also gets a rough idea of their numbers or concentrations.

Roll 1. The character imagines a concentration of what he is looking for in a random direction.

Environment

3rd-level - clairsentient science

PSP Cost: 5

Range: unlimited

Duration: Instantaneous

Preparation Time: 1 action

This power lets the psionicist get a sensory image of the present surroundings of a particular unliving item. The psionicist need not have any idea where the object is when the power is used, but he must

concentrate on a specific, familiar item. For instance, “my friend’s metal dagger” is fine, but “the nearest metal dagger” is not.

The psionicist receives an all-round sensory “snapshot” from the item’s surroundings: visual, olfactory, aural, and temperature signals. The power itself gives no notion of direction or distance to the item in question, though the character can often deduce its location from the sensory signals. If the item has been destroyed before the power is used, the check automatically fails. A concealed item (for example, in a pocket) gives a black visual image and insignificant olfactory, aural, and temperature signals.

Roll 20. The psionicist receives a full minute of observation, getting all the same sensory images listed above.

Roll 1. The psionicist gets images from a similar item, but not the one he wishes.

Feel Moisture

1st-level - clairsentient science

PSP Cost: 2

Range: self (270-foot sphere)

Duration: Concentration, up to 1 hour

Preparation Time: 1 minute

As its name implies, with this power the psionicist can feel the presence of water within the area of effect. The power dictates all characters, creatures, and plants in the area as having moisture, plus any concentration of one gallon or more. The psionicist can feel the rough nature of the water, plus its direction and distance. The amount and its accessibility depends on the terrain and what the DM knows about the local water supply.

Roll 20. The psionicist retains the power without a maintenance cost for the next four hours.

Roll 1. The psionicist receives false feelings that most likely don’t indicate water.

Know Course

5th-level - clairsentient science

PSP Cost: 7

Range: self

Duration: Concentration, up to 1 day

Preparation Time: 1 action

This power allows the psionicist to hold an accurate course without deviation. To use this science, the psionicist must know where he is going. This can be any place he has been before or can reference to a place he has been. For example, if he knows that the village of Kled is 35 miles northeast of Tyr, he can use this power to get to Kled even though he had only been to Tyr before. The character must also know his current location. Once initiated, the character gets a strong feeling of which way to go. ("Tyr is that way...") The character's direction bump continually updates as long as he maintains this power so he is certain to arrive at his destination eventually.

Roll 20. The character can retrace his steps as if he had been using *radial navigation*.

Roll 1. The psionicist becomes obsessed with a minor landmark along the way and forgets where he is going.

Know Direction

1st-level - clairsentient science

PSP Cost: 2

Range: self

Duration: 8 hour

Preparation Time: 1 minute

The psionicist becomes his own compass, he knows which way is north.

Know location

3th-level - clairsentient science

PSP Cost: 5

Range: self

Duration: Concentration, up to 1 hour

Preparation Time: 1 action

This power aids characters who travel via teleportation, gates, or other planes of existence. When used successfully, it reveals general information about the user's location. The information is no more detailed than the responses of a simple farmer to the question "Where am I?" Some typical responses are "A few miles southwest of Tyr"; "In the house of Kesik the Templar"; and "On an island in the Silt Sea."

The higher a successful roll, the more precise the location.

A roll of +1 to +4 higher specifies a location within 10 miles.

A roll of +7 or +8 targets an area within a mile.

A roll of +9 or higher gives the location in a planar context ("the Astral Plane").

Roll 20. The power is automatically maintained for one day.

Roll 1. The psionicist is disoriented; he cannot use this power again for 1d6 hours.

Martial Trance

2nd-level - clairsentient science

PSP Cost: 3

Range: self

Prerequisites: 3rd level

Duration: Concentration, up to 1 minute

Preparation Time: 1 action

This power helps the user in psionic combat. By entering a trance before combat begins, the user focuses his complete attention on the psionic activity, tuning out other distractions. While in the

trance, the user gains advantage to all psionic attack rolls, in addition to any other modifiers that may apply.

As his attention is completely focused on the psionic battlefield, any melee attacks against him have advantage and cause maximum damage.

Roll 20. He manages to maintain enough awareness to dodge melee attacks; he doesn't gain melee attacks against him have advantage.

Roll 1. No other effect.

Mindwreck

9th-level - clairsentient science

PSP Cost: 13

Range: 150 feet

Duration: Instantaneous

Preparation Time: 1 action

Mindwreck is a nasty mental attack that is analogous to a vandal wrecking a building. This is a brutal assault aimed destroying the part of the brain devoted to sanity.

When an opponent is attacked with mindwreck, the attacker must first defeat the victim's psionic defenses. Then the victim must make a Wisdom saving throw. Failure means the victim has gone mad, and is unable to cast spells, or think clearly. All spells are wiped out of the victim's mind. Memory and reasoning abilities work erratically.

A mindwreck victim attempting to use psionics operates at disadvantage for all its psionics attacks and power rolls. Anyone attempting to read a victim's mind finds only a confused jumble of images which make no sense at all. Recovery from *mindwreck* requires two week bed rest, followed by *psychic surgery*.

Roll 20. The target gets no saving throw.

Roll 1. No other effect.

Object Reading

1st-level - clairsentient science

PSP Cost: 2

Range: touch

Duration: Instantaneous

Preparation Time: 1 minute

This power allows the user to detect psionic impressions left on an object by a previous owner. These impressions include the owner's race, sex, age, and alignment. The power can also reveal how the owner came to possess the item and how he lost it.

An object can be read successfully only once per experience level. Additional readings at the same level reveal no new information.

The amount of information gained depends on the power score roll. The user learns the information listed, plus all results under it, as noted below.

Success Roll

0 to +2

+3 to +4

+5 to +6

+7

+8 and up

Information Gained

Last owner's race

Last owner's sex

Last owner's age

Last owner's alignment

How last owner gained and lost object

Roll 20. The psionicist automatically learns all information on the table above.

Roll 1. The psionicist becomes obsessed with the object; he strives to keep it until he can attempt to read it again.

Precognition

4th-level - clairsentient science

PSP Cost: 6

Range: self

Duration: Instantaneous

Preparation Time: 10 minutes

Precognition enables the psionist to foresee the probable outcome of a course of action. This foresight is limited to the near future-no more than several hours from the time he uses the power. Furthermore, the character must describe the intended course of action in some detail in order to establish the course of events.

The DM makes the power check secretly. If the check fails, the character gains no information.

If the roll is 1 exactly, the character sees himself meeting his own death in a particularly nasty and grisly way and must make a Wisdom saving throw DC 15. If the character fails the save, he is so completely shaken up by the vision that all his psionic power scores have disadvantage for 1d6 hours.

If the power check succeeds, the character sees the most likely outcome of the actions described. The DM has some liberty in describing the scene and should use the d20 roll as a guide to how much detail to include. High rolls get more detail. Even when its successful, precognition offers no guarantees. The psionist sees only one possible (albeit likely) outcome to a specific course of action. If the characters involved deviate from the actions the psionist describes, then they are changing the conditions and the lines of time, thereby making other outcomes more likely. Die rolls (particularly for surprise, initiative, and normal combat) also play a large part in a precognition's inaccuracy.

The DM cannot be expected to engineer die rolls to the players' advantage, and even events with 95% certainty fail to occur 5% of the time. Anyone who relies on precognition to the exclusion of

caution and common sense is asking for trouble. Precognition is tiring. Regardless of the outcome, a psionist who has used this power must do a short rest before he can use any other clairsentient powers (the use of other disciplines is not affected).

Roll 20. The psionist's player may reroll three die rolls to maintain the precognition's validity.

Roll 1. See above. (Not an optional result.).

Poison Sense

1st-level - clairsentient science

PSP Cost: 2

Range: self

Duration: Concentration, up to 10 minutes

Preparation Time: 1 action

This power enables a user to detect the presence of poison and identify its location within 30 feet of his body (or presence, if he uses *clairvoyance* or *astral projection*). The type of poison and how it can be negated aren't revealed, only its presence. The power can penetrate all barriers.

Roll 20. You also identify the kind of poison, or poisonous creature, in each case.

Roll 1. If poison exists, the sense of it mentally overwhelms the psionist. The effects match those of actual exposure to the poison.

Psionic Sense

2th-level - clairsentient science

PSP Cost: 3

Range: self

Duration: concentration, up to 10 minutes

Preparation Time: 1 action

This power allows the user to detect psionic activity anywhere within 600 feet of his location. Any psionic talent activated or maintained

concentration upon constitutes psionic activity. The first successful use of this power reveals whether someone or something is psionically active within range. A second successful use of the power in the following round reveals how powerful the activity is and where the psionic activity is taking place (direction and distance). If psionic activity is occurring in more than one location within the range, the user detects all of it.

Power levels are as follows:

- 1) low psionic activity (0 to 3 PSPs per round);
- 2) moderate psionic activity (4 to 7 PSPs per round); and
- 3) high psionic activity (8+ PSPs per round).

Roll 20. Second-round information is gained in the first round.

Roll 1. This power cannot be used effectively for one turn.

Psychic Clone

9th-level - clairsentient science

PSP Cost: 13

Range: self (60 feet)

Prerequisites: 5th level

Duration: 1 hour

Preparation Time: 10 minutes

When this power is initiated, a clone of the psionist steps out of his body. It is in every way identical to the original form, except that it has no substance. The psionist can see and hear what the clone sees and hears. The clone will do anything the psionist wants it to (as if it were actually him). Furthermore, the psionist's psyche goes with the clone, thus enabling it to perform all of his psionic powers.

This power has a serious drawback. As long as the clone exists, the psionist himself is practically a turnip. He retains only three senses: smell, taste,

and touch. He cannot move, see, or hear. All his psionic powers are transferred to the clone. In effect, the immobile character is no longer a psionist; not even *psionic sense* will reveal his true nature. He is considered Unconscious.

The clone can travel up to 60 feet from the psionist. It can go anywhere the psionist himself could go. For example, it can walk down a corridor, walk across acid (the clone has no substance and cannot be hurt), and swim (provided the psionist can). Because the psionist could walk through an unlocked door, so can the clone-although the clone passes through like a ghost. However, a clone cannot travel through walls or walk on water, because the psionist could not either. The clone is impervious to all forms of attack and damage except psionic or mental attack (which will affect the psionist).

Roll 20. The clone can travel through walls and other solid objects.

Roll 1. No other effect.

Predestination

1st-level - clairsentient science

PSP Cost: 2

Range: touch

Duration: Instantaneous

Preparation Time: 1 hour

This power lets the psionist predict the general destiny of a single creature. That destiny is based on the current situation only - future actions may change the target's predicted destiny.

Before making the power check, the psionist must spend a full hour alone with the subject (or isolated if he is using the power on himself). The two converse about the past and present, and the subject makes known his plans for at least the immediate future. If the subject is not completely honest with the psionist, the power check automatically fails.

The DM makes the power check secretly. If successful, the psionist gains a broad understanding of the target creature's prospects for one year in the future. The DM evaluates the target and give a general statement of one or two words - "Favorable" or "great riches" are appropriate responses, as are "little change" or even "possible death".

The power gives no greater detail. Spending additional power points gives a greater time span, though accuracy is still vague. Each five additional PSPs extends the prediction range by one year.

When the DM does not clearly understand the target's future, broader statements must be applied. The subject creature and the psionist are both aware that these predictions are subject to change. The psionist's impressions are based solely on "plot inertia". generated by past and present events.

Roll 20. The psionist may peer twice as far into the future as normal.

Roll 1. Character sees either great fortune or certain death (DM's option) regardless of present campaign situation.

Probability Manipulation

2nd-level - clairsentient science

PSP Cost: 3

Range: self

Prerequisites: 4th level

Duration: 1 minute

Preparation Time: 1 action

By initiating this power, the psionist attempts to tamper with the laws of chance to affect a specific action. If the psionist succeeds, he gains one chance: advantage on one roll. This can be applied to saving throws, attack rolls, or ability checks. It cannot be used to affect the initiation of a psionic power.

If the psionist makes no rolls within one minute of initiating the power, he loses his chance. Luck can be fickle. If a psionist manipulates probabilities more than once in a day, there is a 50% chance that he suffers disadvantage instead of what he was trying to achieve.

Roll 20. The psionist manages to favorably manipulate chance for the next two die rolls.

Roll 1. The psionist fouls up probability and suffers disadvantage for his next 1d4 rolls.

Radial Navigation

2nd-level - clairsentient science

PSP Cost: 3

Range: unlimited

Duration: 8 hours

Preparation Time: 1 action

As long as this power is in use, the psionist knows where he is in relation to a fixed starting point where he initiated the power. In other words, no matter how or where he moves, he still knows the exact direction and distance to his starting point. He cannot necessarily tell someone how to get back to that starting point, however. If he is in a maze or dungeon, for example, he may know the starting point is 500 yards north, but he cannot retrace his steps through the maze automatically. *Radial navigation* does enhance his ability to do so, however.

Every time the character comes to a decision point-e.g., "should I turn right or left?"-the DM makes a power check (Wisdom saving throw DC 12) for him. If the check succeeds, the character knows which way he came. If the roll fails, he isn't sure. (He can still maintain the power normally, however.)

Radial navigation can be helpful in several ways that are not obvious. For example, *teleportation* and other extraordinary means of travel become simpler. Let's say a character cannot see a

particular location because he's blindfolded. He leaves that location, but uses *radial navigation* to get a fix on it. That means he can still teleport back there.

Furthermore, if the character has a fix on a place, he can reach it through the astral plane in just seven hours, the minimum possible (assuming of course that he can travel through the astral plane). And he can reach the same location by dimension walking (see the psychoportation discipline) with no chance of getting lost.

Radial navigation can aid in telepathy, too. If the psionist wants to make telepathic contact, and he has a fix on the target's location, he doesn't suffer the usual penalties for range.

If the character stops maintaining this power, he loses his fix on the location. He can get it back by resuming this power and making a successful power check within six hours. After six hours, the location is lost. Only one location can be fixed at a time unless the character pays the maintenance cost individually for each.

Roll 20. The psionist can automatically retrace his steps to the starting point.

Roll 1. The psionist forgets where he is for 1d4 rounds.

Retrospection

4th-level - clairsentient science

PSP Cost: 6

Range: 0

Prerequisites: 7th level

Duration: 10 minutes

Preparation Time: 1 action

Retrospection is a kind of psionic seance. It allows psionists to delve into the past and locate memories that have been loosed from other minds. A psionist must join at least two other psionists in a *convergence* before he can use this power. He-or one of the other participants in the

convergence-then poses a question regarding a specific event in the past. To find the answer, the psionist must make a successful power check. When *retrospection* succeeds, the characters tap into a universal, pervasive memory. They have access to any information that ever existed in anyone's memory regarding the incident they are investigating.

The amount of detail that comes to mind depends on power check results:

0-1 extremely vague and fragmentary

2 vague or incomplete

3-5 complete but not very specific

6+ reasonably complete and specific

Memories bear the mark of the personalities who created them. The DM should role-play the memories accordingly, not just recite information. If the psionists' alignments differ significantly from the memories' alignments, Charisma reaction rolls are in order.

Memories can be polite and helpful, or they can be cantankerous and downright rude. Memories which have lain undisturbed for centuries may be angered by the intrusion, or they may be delighted for the chance to air themselves out and bring the truth to light.

Safe Path

3rd-level - clairsentient science

PSP Cost: 5

Range: self

Duration: Concentration, up to 1 minute

Preparation Time: 1 action

This power enables a psionist to use his danger sense abilities to help guide his steps. By listening for the warning tingle of his *danger sense* at work, he knows when to duck, when to dodge, and when to move forward. This ability is more tactical

than *danger sense*, provided the character trusts his instincts and moves when he is supposed to.

A character using this ability to attempt a dangerous feat of climbing, balance, or coordination gains advantage to whatever rolls are required. The character could use this ability to walk blindly across a room he knows to be full of traps and still receive the bonus on his chances to avoid the traps by Dexterity checks or saving throws. In combat, the psionicist gains a +2 bonus to his Armor Class and advantage to his saving throws each round he maintains the power.

Roll 20. The character automatically succeeds with his first saving throw or ability check following the activation of the power.

Roll 1. The character's reactions are mistimed and he suffers penalties equal to the bonuses he would have received had he successfully initiated the power.

See Ethereal

3rd-level - clairsentient science

PSP Cost: 5

Range: self (120 feet)

Duration: 1 hour

Preparation Time: 1 action

By using this power, the character extends his vision to the Border Ethereal with a range of 120 feet. He is able to detect any ethereal characters, objects, or monsters. When the power is in use, the character sees both the Ethereal Plane and the Prime Material Plane simultaneously.

In addition to ethereal creatures, the psionicist can see phased or displaced creatures. Dimension walkers are revealed, and dimensional doors show as bright threads linking two portals. This power is useful when fighting ethereal or phased monsters such as ghosts and phase spiders.

Roll 20. The character can see out to the full range of his normal vision.

Roll 1. The character can see nothing but gray, swirling vapors for 1d4 hours.

Sensitivity to Observation

4th-level - clairsentient science

PSP Cost: 6

Range: 0

Duration: 8 hours

Preparation Time: 1 action

Some characters have the uncanny ability to know when they are being watched. *Sensitivity to observation* is a science that is triggered by the intense attention of another person or creature. Any time the psionicist is under such scrutiny, he may attempt a power check to see if he notices the attention. For the duration of the power this effect is always active unless consciously suppressed.

A successful power check does not reveal the location of the watcher; it merely confirms the character's suspicion that he is being observed. If the observer is using *clairvoyance* or *clairaudience* to monitor the psionicist, the psionicist may attempt to obscure the watcher's scrying by winning a psychic contest against his watcher. If successful, the watcher cannot scry against the psionicist for 1d4 hours.

Since the player will know his character is under observation when called upon to make this check, the DM should occasionally provide false alarms or make the character's power check in secret.

Roll 20. The character immediately determines the location of his watcher.

Roll 1. The character becomes certain that everyone is watching him and borders on paranoia for 1d3 days.

Sensitivity to Psychic Impressions

4th-level - clairsentient science

PSP Cost: 6

Range: self

Duration: Concentration, up to 10 minutes

Preparation Time: 1 minute

With this power, a psionist gains a sense of history. He perceives the residue of powerful emotions which were experienced in a given area. These impressions offer him a picture of the locations past. Battles and betrayals, marriages and murders, childbirth and great pain-only events which elicited strong emotional or psychic energy leave their impression on an area.

Everyday occurrences leave no residue for the psionist to detect.

To determine how far into the past a psionist can delve, divide the result of his power check by two and round up. This is the number of strong events which he can sense. Only one event can be noted per round, beginning with the most recent and proceeding backward through time. The character's understanding of these events is vague and shadowy, as if he were viewing a dream. The dominant emotion involved-anger, hate, fear, love, etc.- comes through very clearly.

Roll 20. The character gains an unusually clear understanding of each event.

Roll 1. An angry ghost comes forward and attempts to use *magic jar* against the psionist.

Spirit Lore

4th-level - clairsentient science

PSP Cost: 6

Range: 60 feet

Duration: Concentration, up to 1 minute

Preparation Time: 1 action

Some psionists are close to the spirits and can gain information from them. *Spirit lore* is a risky method of learning deeply-hidden secrets or unraveling mysteries. The psionist must ask very specific questions when using this power; the spirits will never volunteer information and often seek to distort or confuse the truth.

When this power is initiated, the DM should roll the power check in secret. The result of the psionist's power check determines the quality of the information he receives. However, no matter

what the result is, the DM should try to be mysterious and vague in his answers. The spirits possess a lot of knowledge about a lot of different things and matters. But they are not omniscient.

Power Check	Result
0 - 1	The spirit doesn't know the answer and lies
2 - 3	The spirit knows only part of the answer and embellishes the truth hoping to deceive the psionist
4 - 5	The spirit doesn't know, but admits its ignorance
6 - 7	The spirit knows the answer, but tries to disguise the truth in deceptive riddles
8 +	The spirit knows the answer to the question and answers truthfully

If the result is a failure, the psionist finds no spirits to contact. The psionist may ask one question per round of the spirit world. A clever character will cross-examine a spirit to determine its truthfulness.

Roll 20. A very knowledgeable and helpful spirit is contacted.

Roll 1. The psionist contacts a malicious entity that attempts to *magic jar* the psionist out of his body

Subjective Reality

7th-level - clairsentient science

PSP Cost: 10

Range: self

Duration: Concentration, up to 1 minute

Preparation Time: 1 action

Belief is a powerful thing. With this power, the psionist can ignore the reality of an object or category of objects and make them have no existence for him. He could convince himself that an enemy's sword could not harm him, and the sword would simply pass through his body without effect.

The psionist can only disbelieve inanimate objects or effects with this power, since he finds it impossible to ignore living creatures. Some possible uses of the power include:

- Disbelieving a type of weapon, such as hand-held weapons, bows and crossbows, or hurled weapons. No weapon of that type can harm the psionist while he maintains the power.
- Disbelieving an entire type of magic, such as priestly or wizardly magic.
- Disbelieving a manifestation of an element, such as a bonfire or a rockslide.
- Disbelieving any one object, regardless of size (large or small), such as a boulder, an enemy's armor, or a magical item in an enemy's possession.

The DM will have to decide what the exact effects of subjective reality are. but in general the disbelieved objects simply do not exist for the psionist. He cannot be harmed by them, nor can he have any effect on them himself. The psionist's enemies may be quite baffled by their inability to cut him to pieces or blast him to cinders.

Roll 20. The psionist can alter what he is disbelieving from round to round.

Roll 1. The psionist accidentally creates a whole new reality for himself and must make an Intelligence saving throw or be plane-shifted to a randomly selected Outer Plane.

Spirit Sense

2nd-level - clairsentient science

PSP Cost: 3

Range: self (45 feet radius)

Duration: 1 hour

Preparation Time: 1 action

Using this power allows the psionist to sense the presence of "spirits" within 45 feet - meaning ghosts, banshees, wraiths, haunts, and other non-corporeal undead. If a spirit frequently haunts the location at hand, the psionist will know it. He will also know when a spirit is within 45 feet, but he won't be able to pinpoint its location.

Roll 20. The psionist knows the exact location of the spirits he senses.

Roll 1. The psionist has aggravated the spirits (DM determines exact result).

See Magic

1st-level - clairsentient science

PSP Cost: 2

Range: self (30 feet sphere)

Duration: Concentration, up to 10 minutes

Preparation Time: 1 action

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic. The power can penetrate all barriers.

If the psionist passes his power check with a roll of 10 or better. He also can see the spell potential of a magic-using character. A high-level wizard who has used up all of his spells would not have much potential, but one who had not expended any memorized spells would glow very brightly. This ability cannot detect priestly magic of any kind.

Roll 20. The character discerns the you learn its school of magic, if any on an item or area.

Roll 1. The psionist mistakenly believes a random item is highly magical.

Trail of Destruction

1st-level - clairsentient science

PSP Cost: 2

Range: 0

Duration: Instantaneous

Preparation Time: 1 minute

Area of Effect: 270-foot radius

Using this power, a psionist can detect the past use of defiling magic in the area. The Athasian winds and sands can blur the ash of defiler destruction in a matter of hours, but the power shows where defiling magic has been used within the past month. The sites illuminate for the psionist's eyes only. The psionist gets an accurate impression of the magic's power (the level of the defiler spell cast) and how long ago it was cast (to the nearest day). The psionist learns nothing about the spell type or the caster.

Roll 20. The psionist gets a clearer picture of the past events, including the type of spell cast and its effects.

Roll 1. The psionist gets an impression of all the defiling magic ever cast in the area, which is so great that he cannot pick out which are more recent.

True Sight

6th-level - clairsentient science

PSP Cost: 9

Range: self (within sight in a 60 feet radius)

Duration: 1 hour

Preparation Time: 1 action

The psionist can pierce any normal or magical obscurement to a range of 60 feet. Creatures or objects that are invisible are detected, unless someone is using psionic invisibility against the psionist. The character can pierce illusions and detect anything phased, displaced, or ethereal. Unlike the clerical spell *true seeing*, the true sight

power does not confer the ability to see alignments, enchantments, polymorphed items, or secret doors.

Roll 20. The psionist gains the additional powers of the spell *true seeing* as described above.

Roll 1. The psionist sees through everything he looks at and believes that everything is illusory for 3d6 turns.

Watcher's Ward

1st-level - clairsentient science

PSP Cost: 2

Range: self

Duration: 8 hours

Preparation Time: 1 minute

By using this power, the psionist attunes himself to his surroundings and becomes extremely sensitive to any disturbances. The area covered can be as small as a single door or as large as a circle 60 feet in radius centered on the psionist. If the psionist moves out of the area after initiating the power, he must repay its cost if he wants to continue the *watcher's ward*.

While this power is in effect, the psionist can't be surprised by the approach of any creature or force. He is instantly aware of any changes in the area, but does not automatically spot the invaders—he only knows that something is coming. A mental alarm alerts him with a ping in his mind if he is within 1 mile of the warded area. This ping awakens him if he is sleeping.

Roll 20. The psionist instantly determines the exact location and type of any intruders.

Roll 1. The psionist believes her watch is faultless, but can actually be surprised normally.

Weapon Awareness

2nd-level – clairsentient science

PSP Cost: 3

Range: Self

Duration: Concentration, up to 10 minutes

Preparation Time: 1 action

This power enhances the accuracy of your attacks by extending your awareness through your weapon. Allowing you to "home-in" on targets to strike more accurately, gaining a bonus to hit equal to your Wisdom modifier. This bonus is also conferred upon initiative, as the Psionist has greater awareness of and control over his weapon. You also don't suffer attack penalty when blinded or facing invisible enemies.

Roll 1. The psionist's perceptions are fogged, bestowing disadvantage to his weapon attacks until the end of his next round.

Roll 20. The user attacks as if his Wisdom score were 18 or 2 points higher than usual, whichever is higher, for calculating this science's bonus.

Weather Prediction

1st-level - clairsentient science

PSP Cost: 2

Range: self

Duration: Instantaneous

Preparation Time: 1 minute

With this power a psionist can accurately predict the weather conditions for his present location. The forecast reaches 24 hours into the future, giving the psionist precise knowledge of temperature, wind speed and direction, cloud cover, and any natural storms. The character also becomes aware of any changes in the weather pattern during that period. This power only predicts naturally occurring weather, not magically induced conditions.

Roll 20. The psionist receives accurate information one week in advance, but for his present location only.

Roll 1. The psionist receives completely erroneous information that he believes is accurate.

