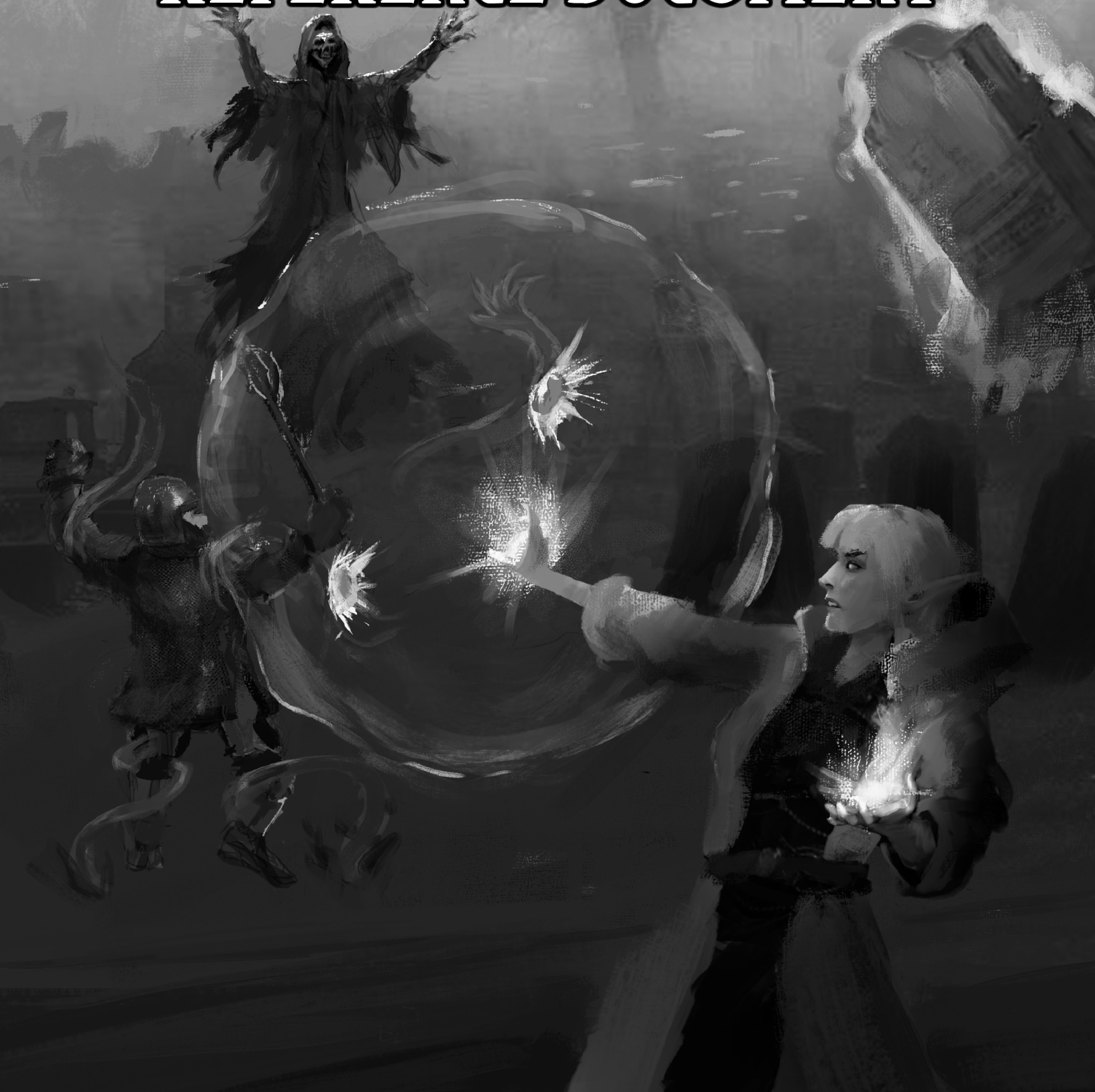


PSIONIC 5.1 SYSTEM REFERENCE DOCUMENT



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CHANNELER

CLASS FEATURES

As a channeler, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per channeler level

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

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

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, rapiers, scimitars, short swords

Tools: Fortune telling tools

Saving Throws: Wisdom, Charisma

Skills: Choose two from Arcana, Deception, History, Insight, Investigation, Medicine, Perception, and Performance

EQUIPMENT

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

- (a) a light crossbow and 20 bolts or (b) any simple weapon
- any simple weapon
- an explorer's pack
- padded armor and fortune telling tools

POWER MANIFESTING

1st-level channeler feature

You were altered through psychic means, enabling you to call upon psionic powers.

POWERS KNOWN

You know one power of your choice from the channeler power list. Your choice of psionic expression will grant you additional powers.

The Powers Known column of the Channeler table shows when you learn more channeler powers of your choice. When you gain a level in this class, you can choose one of the powers you know and replace it with another power from the channeler power list or one from your Psionic Expression's power list.

POWER POINTS

The Channeler table shows how many power points you have to augment your channeler powers. When you manifest a power, you can expend power points to enhance the power. You can expend a number of power points no greater than your channeler level on a single power manifestation. You regain all expended power points when you finish a short or long rest.

Psionic powers differ from spells in that powers can have different expressions when augmented by power points. These different expressions have a similar theme, but the scope and scale can change. For example, the *suspension* power includes expressions that can affect

THE CHANNELER

Level	Proficiency Bonus	Features	Psychic Burst Dice	Powers Known	Power Points
1st	+2	Power Manifesting, Psionic Expression	—	1	1
2nd	+2	Psychic Burst (1d4)	1	2	3
3rd	+2	Preternatural Awareness	2	2	5
4th	+2	Ability Score Improvement	2	2	7
5th	+3	—	3	3	10
6th	+3	Psionic Expression feature	3	3	12
7th	+3	Psychic Burst (1d6)	3	4	14
8th	+3	Ability Score Improvement	3	4	16
9th	+4	—	4	5	19
10th	+4	Psionic Expression feature	4	5	22
11th	+4	—	4	5	25
12th	+4	Ability Score Improvement	4	5	28
13th	+5	—	5	5	31
14th	+5	Psionic Potency	5	5	34
15th	+5	Psychic Burst (1d8)	5	6	37
16th	+5	Ability Score Improvement	5	6	40
17th	+6	—	6	6	44
18th	+6	Psionic Expression feature	6	6	48
19th	+6	Ability Score Improvement	6	6	52
20th	+6	Power Incarnate	6	6	56

single targets or an area with different measures of control.

MANIFESTING ABILITY

Your manifesting ability is determined by your Psionic Expression feature. You use the appropriate ability whenever a power refers to your manifesting ability. In addition, you use the appropriate ability modifier when setting the saving throw DC for a channeler power you manifest and when making an attack roll with one.

PSIONIC EXPRESSION

1st-level channeler feature

When a channeler's powers awaken they fall under one theme. When you create a channeler, choose a Psionic Expression. Perhaps the channeler feels close to the realm of spirits and to lost souls trapped in the world, taking on the expression of the medium.

Your psionic expression determines what powers you may possess and grants additional features at 1st, 6th, 10th, and 18th level.

PSYCHIC BURST

2nd-level channeler feature

You can muster your shackled psionic energy. This energy is represented by your Psychic Burst die, which is a d4. You have a number of Psychic Burst dice as shown on the Psychic Burst Dice column of the Channeler table.

When you start to manifest a channeler power, you can expend one of your Psychic Burst dice and roll it. You gain a number of temporary power points equal to the number rolled, which you can spend to augment that power. You can also augment that power with up to 2 more power points than your channeler level would normally permit. For example, if you manifest a power as a 3rd-level channeler and expend a Psychic Burst die, you can augment the power with up to 5 power points, using the power points gained from Psychic Burst die and your own reserve.

When you manifest a power augmented by more power points than your channeler level, you gain the psychic strained condition after maintaining it for 1 minute, regardless of its maintenance time.

You can only spend one Psychic Burst die each turn. Unspent power points gained from your Psychic Burst die are lost at the end of the turn.

The size of your Psychic Burst die increases to a d6 at 7th level and a d8 at 15th level. You regain all expended Psychic Burst dice when you finish a long rest.

PRETERNATURAL AWARENESS

3rd-level channeler feature

Your intuition supersedes your intellect, alerting you to close-by danger. When you expend a Psychic Burst die you increase your AC by 2 until the start of your next turn.

ABILITY SCORE IMPROVEMENT

4th-level channeler feature

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

PSIONIC POTENCY

14th-level channeler feature

Whenever you augment a channeler power with more power points than your level in this class through your Psychic Burst feature, you increase the power save DC or power attack modifier for that power by 2 during that turn.

POWER INCARNATE

20th-level channeler feature

You increase your manifesting ability score by 4, and your maximum for that score is now 24.

MEDIUM

When they were born, or perhaps as a result of some experienced trauma, a part of each Medium's soul entered the spiritual realm. To them, the lost souls of the dead and other free-floating spirits became just more travelers along the roads they travel.

EXPRESSION OF SPIRIT

1st-level Medium feature

Your inner soul empowers your psychic abilities. Your manifesting ability is Charisma. You use your Charisma whenever a power refers to your manifesting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a channeler power you manifest and when making an attack roll with one.

Power save DC = 8 + your proficiency bonus + your Charisma modifier

Power attack modifier = your proficiency bonus + your Charisma modifier

When you gain a new channeler power, you may select a power from the channeler power list or the following powers: *extrasensory perception*, *hypercognition*, *id insinuation*, *mind probe*, *muddle*, *precognition*, *psychometry*, *puppetry*, *spirit ward* and *telekinetic grasp*.

At 1st level, you can select one of the powers above and add it to the list of powers you know. At 10th level, you may add another power from the list above.

SPIRIT VISION

1st-level Medium feature

You are attuned to the spirit realm. As an action, you can perceive the spirit realm and see the auras of creatures. For a number of rounds equal to your levels in this class or until you lose your concentration (as if you were concentrating on a power), you have Aurasight and can perceive the Ethereal Plane to a distance of 60 feet. While peering into the Ethereal Plane, you can manifest telepathy powers against targets on the Ethereal Plane, but can't concentrate to maintain them while you concentrate on this feature.

As long as you maintain this sight, you gain a +2 bonus on saving throws and Intelligence (Investigation) checks against illusions of any sort. Moreover, your vision allows you to perceive the presence of a spirit possessing a creature or object. The possessor must make a Charisma saving throw against your power save DC. If successful, you are unable to detect its presence.

You can call upon your Spirit Vision feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

SPIRITUAL ATTUNEMENT

6th-level Medium feature

Due to your closeness to the spirit realm, you can no longer be aged through supernatural means and you can concentrate on your Spirit Vision feature and a channeler power at the same time.

In addition, your psionic powers reach beyond the material world, striking a creature's spirit as well as its body or mind, granting you the following benefits.

- You can choose to have your powers effect creatures and objects on both the Ethereal Plane and the Material Plane while you are on one of the planes when you manifest them. You must be aware of a creature to target it specifically, but effects which don't require you to target a creature will affect targets on the other plane where it overlaps the one you're on.
- Whenever you hit a target with an attack roll, you can deal extra necrotic or psychic damage (your choice when you deal damage) to it equal to your proficiency bonus.
- Psionic powers you manifest against a celestial, elemental, fey, fiend, or undead ignore psychic and bludgeoning damage resistance and immunity to the following conditions: frightened, paralyzed, stunned, and unsettled.

BANISH SPIRITS

10th-level Medium feature

As an action you can channel your inner strength to drive away spirits. You can attempt to do so twice. Starting at 18th level you can Banish Spirits three times. You regain all expended uses when you finish a short or long rest.

The effect of Banish Spirits requires a saving throw; the DC equals your power save DC.

One celestial, elemental, fey, fiend, or undead that you can see within 30 feet of you must make a Wisdom saving throw. If the creature fails the saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far from you as it can, and it can't willingly move to a

space within 30 feet of you. It also can't take reactions. For its actions, it can only use the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Weaker creatures, at your decision, can be either destroyed (if undead), banished to their home plane (if celestial, elemental, or fiend), or driven away (if fey) if they fail their saving throw. If the challenge rating of the creature is equal or less than the threshold shown on the Banish Spirits table, it suffers the effect. Banished celestials, elementals, and fiends can't return to the Material Plane for 24 hours, provided they have the means to do so. Fey that are driven away must flee one mile away from the location and can't return for 30 days.

BANISH SPIRITS

Medium Level	Banishes or Destroys Creatures of CR...
10th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

The Banish Spirits feature can be used on a creature or object to drive out a creature possessing it. When you do so, you become locked in a battle of wills with the possessor for up to 1 minute. Each round, the possessor must make a Wisdom saving throw against your power save DC. If the possessor fails three saving throws, it is forcibly removed from the host and is stunned until the end of its next turn. It can't attempt to repossess the host again for 24 hours. If the possessor fails less than three saves, it remains within its host and is immune to your further attempts to remove it for 24 hours.

PERSONA WARD

18th-level Medium feature

You can't be charmed or cursed.

You are immediately aware of the perpetrator of a charm, curse, or possession attempt against you, knowing its exact location and identity. Whenever a creature attempts to possess you, you can expend one Psychic Burst die to forcibly expel it. The creature takes force damage equal to five rolls of your Psychic Burst die and is stunned until the end of your next turn. If you are possessed, you can expend one Psychic Burst die to make a new saving throw on your turn even when you're not in control, rolling the die and adding the number rolled to your save. A creature isn't damaged or stunned in this case.

In addition, when using your Spirit Vision feature, you see creatures for what they truly are and can see the true form of a shapechanger or one which has had its form changed through some means.

SAVANT

CLASS FEATURES

As a savant, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per savant level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per savant level after 1st

PROFICIENCIES

Armor: None

Weapons: Simple weapons

Tools: None

Saving Throws: Intelligence, Wisdom

Skills: Choose two from Arcana, Deception, History, Insight, Investigation, Persuasion, and Religion

EQUIPMENT

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

- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a scholar's pack or (b) an explorer's pack
- 10 darts

THE SAVANT

Level	Proficiency		Power Points
	Bonus	Features	
1st	+2	Power Manifesting, Psi Blast	1
2nd	+2	Esoteric Order	3
3rd	+2	Psicrystal	5
4th	+2	Ability Score Improvement	7
5th	+3	Psychic Fortitude	10
6th	+3	Esoteric Order feature	12
7th	+3	Expanded Mind (1)	14
8th	+3	Ability Score Improvement	16
9th	+4	—	19
10th	+4	Esoteric Order feature	22
11th	+4	Expanded Mind (2)	25
12th	+4	Ability Score Improvement	28
13th	+5	—	31
14th	+5	Greater Psicrystal	34
15th	+5	Expanded Mind (3)	37
16th	+5	Ability Score Improvement	40
17th	+6	—	44
18th	+6	Esoteric Order feature	48
19th	+6	Ability Score Improvement	52
20th	+6	Indomitable Will	56

POWER MANIFESTING

1st-level Savant feature

Whether born with latent psychic talent, through mutation, or by being affected upon by some mysterious source, you have the ability to manifest psionic powers with only a concerted thought.

IMPRINTING POWERS

You imprint the list of savant powers that are available for you to manifest. To do so, choose a number of savant powers from a single discipline equal to your proficiency bonus + your Intelligence modifier (minimum of one power).

For example, if you're a 3rd-level savant with a 16 Intelligence, your list of imprinted powers can include five powers. Manifesting a power doesn't remove it from your list of imprinted powers.

You can change your list of imprinted powers when you finish a long rest. Imprinting a new list of savant powers requires time spent in meditation: at least 5 minutes for each power on your list.

POWER POINTS

The Savant table shows how many power points you have to augment your savant powers. When you manifest a power, you can expend power points to enhance the power. You can expend a number of power points no greater than your savant level on a single power manifestation. You regain all expended power points when you finish a short or long rest.

Psionic powers differ from spells in that powers can have different expressions when augmented by power points. These different expressions have a similar theme, but the scope and scale can change. For example, the *suspension* power includes expressions that can affect single targets or an area with different measures of control.

MANIFESTING ABILITY

Intelligence is your manifesting ability for your powers. You use Intelligence whenever a power refers to your manifesting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a savant power you manifest and when making an attack roll with one.

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

Power attack modifier = your proficiency bonus + your Intelligence modifier

PSI BLAST

1st-level savant feature

Raw psionic energy can be shaped into a wave of deadly psychic force. As an action, you can make a melee power attack against a creature within 5 feet of you. On a hit, the target takes 1d6 + your Intelligence modifier psychic damage. Your psi blast damage increases by 1d6 at 5th level (2d6), 11th level (3d6), and 17th level (4d6).

ESOTERIC ORDER

2nd-level savant feature

A savant chooses one esoteric order to serve as the foundation for its studies, such as the Order of Force (psychokinesis). You gain features at 2nd level, and again at 6th, 10th, and 18th level.

PSICRYSTAL

3rd-level savant feature

You can prepare a special crystal with psionic energy. When you imprint your savant powers after finishing a long rest, you can also imprint a single power into this crystal, your psicrystal. The psicrystal retains the imprinted power until you change it. The psicrystal has its own power point reserve equal to half your savant level (rounded up). It regains all expended power points when you finish a long rest. If you lose your crystal, you can imprint a power into a new crystal, but doing so renders the old crystal inert.

Activating the psicrystal requires it to expend at least 1 power point to augment the power; it can expend a number of power points up to your proficiency bonus on a single expression. Manifesting a power with the psicrystal is an action equivalent to manifesting the power yourself.

The psicrystal can maintain powers without using your concentration, but is subject to interruption as if you were maintaining the power; it uses your Constitution saving throw modifier. The crystal must remain in your possession during the maintenance or the effect ends. Only you can manifest a power through your psicrystal.

ABILITY SCORE IMPROVEMENT

4th-level savant feature

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.

PSYCHIC FORTITUDE

5th-level savant feature

You are more resilient against stress caused by maintaining psionic powers at length. When you take damage from the psychic strained condition, you reduce the damage caused from stress by an amount equal to your proficiency bonus (minimum of 0 damage).

EXPANDED MIND

7th-level savant feature

At 7th level, and again at 11th and 15th level, you can imprint savant powers from one additional discipline of your choice when you imprint your powers.

GREATER PSICRYSTAL

14th-level savant feature

Your psicrystal can imprint one additional savant power. The psicrystal can only maintain one power at a time, manifesting a new power that requires concentration with it ends the previous power.

In addition, the psicrystal regains a number of expended power points equal to your proficiency bonus when you finish a short rest.

INDOMITABLE WILL

20th-level savant feature

When a target succeeds on its saving throw against one of your powers or one manifested by your psicrystal (but not a psychic item), you can force it to reroll that saving throw. The result of the new save must be used. Once you use this feature, you can't use it again until you finish a short or long rest.

ORDER OF FORCE

Practitioners within the Order of Force use telekinetic powers to manipulate the world around them, often through sheer force. They tend to be short tempered and brash, ready to knock opponents away.

PSYCHOKINESIS

2nd-level Order of Force feature

Savants of the Order of Force have mastery over telekinetic and related psionic expressions. They can create projections of force and energy that they can move, manipulate, or use to impact their surroundings.

Having a natural talent for psychokinesis powers, you don't suffer disadvantage when making a ranged attack with a psionic power when you are within 5 feet of a hostile creature. Moreover, you can imprint one extra power which must be from the psychokinesis discipline when you imprint your powers, and you only take half as much time to imprint powers from that discipline.

You can make a ranged power attack with your Psi Blast feature against a target within 60 feet of you, provided you have a clear path to the target. You deal bludgeoning instead of psychic damage when you make a psi blast attack this way. When used this way, the psi blast counts as both a psychokinesis and an energy power.

DAMPEN IMPACT

2nd-level Order of Force feature

You telekinetically slow yourself when falling. You reduce the damage you take from a fall by a number of dice equal to half your level in this class.

KINETIC EXPRESSION

6th-level Order of Force feature

You can manifest energy in means beyond raw force. When you manifest a psychokinesis power, you add your proficiency bonus to one damage roll of that power.

You choose an energy type from pyrokinesis, cryokinesis, electrokinesis, sonokinesis, or terrakinesis. Psychokinesis powers you manifest can take on elemental properties determined by this choice. Whenever you manifest an energy power, you can manifest it with your energy type.

In addition, when you manifest a psychokinesis power, you can imbue it with your expression. Each creature you hit with or that fails its save against the power suffers an effect based on the energy type you chose. You can imbue a power this way a number of times equal to your Intelligence modifier (minimum of once) and regain all expended uses of when you finish a long rest.

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can replace your energy type with a different one from the list.

Pyrokinesis. You gain control over fire. Each energy power you manifest can deal fire damage instead of the normal damage type if you choose. When you imbue a psychokinesis power, each creature you choose within 5 feet of your target takes fire damage equal to your proficiency bonus if it hasn't already been damaged by this feature this turn. At 18th level, the damage dealt to a creature within 5 feet increases to twice your proficiency bonus.

Cryokinesis. You can decrease temperatures and create ice from water in the air. Each energy power you manifest can deal cold damage instead of the normal damage type if you choose. When you imbue a psychokinesis power, its target has a -1 penalty to AC until the end of your next turn. At 18th level, the penalty to AC increases to -2.

Electrokinesis. Electric current can surround your manifestations. Each energy power you manifest can deal lightning damage instead of the normal damage type if you choose. When you imbue a psychokinesis power, its target's speed is reduced by 10 feet until the end of your next turn. At 18th level, a creature's speed is reduced by 15 feet.

Sonokinesis. You create ultra frequency sounds that rip through matter. Each energy power you manifest can deal thunder damage instead of the normal damage type if you choose. When you imbue a psychokinesis power, its target has disadvantage on its next attack roll made before the end of its next turn. At 18th level, the target has disadvantage on its next two attack rolls made before the end of its next turn.

Terrakinesis. Your telekinetic manifestations have greater force. Psychokinesis powers that pick up loose objects can rip chunks of earth, stone, and other terrain to use in place of objects. Each energy power you manifest can deal bludgeoning, piercing, or slashing damage (your choice) and counts as magical for the purpose of overcoming damage resistance and immunity. When you imbue a psychokinesis power, you can push its target 5 feet away from the power's point of origin or you, as appropriate. At 18th level, you can push a target up to 10 feet away.

FACILE TELEKINESIS

10th-level Order of Force feature

You can manifest minor psychokinetic bursts of energy. You can do this a number of times equal to your proficiency bonus and regain all expended uses when you finish a long rest. You can perform the following feats:

- While falling or jumping, you can take a reaction to push yourself in any direction up to 30 feet. This movement is in addition to your movement speed and doesn't provoke opportunity attacks.
- When you take bludgeoning or your energy type's damage, you can take a reaction to gain resistance to that damage until the end of the turn.
- As a bonus action, you can grant yourself the ability to hover and a flying speed equal to your walking speed for 1 minute. To use your flying speed, you must concentrate as if concentrating on a power.
- When you make a Strength check or saving throw, you can add your proficiency bonus. If you already add your proficiency bonus to the check, you add twice your proficiency bonus instead.

KINETIC MASTERY

18th-level Order of Force feature

Your ability to control psychokinetic energy increases. While you concentrate on a psychokinesis power, your AC increases by 2. You and your allies under the effects of your psychokinesis powers gain a +2 bonus on Strength and Dexterity saving throws.

TRANSCENDENT

CLASS FEATURES

As a transcendent, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per transcendent level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per transcendent level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Constitution

Skills: Choose two from Acrobatics, Arcana, Athletics, Insight, Intimidation, Investigation, Perception, and Stealth

EQUIPMENT

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

- (a) scale mail or (b) studded leather
- (a) a martial weapon and a shield or (b) two martial weapons
- (a) a dungeoneer's pack or (b) an explorer's pack
- four javelins

POWER MANIFESTING

1st-level transcendent feature

You can harness your psychic aptitude to manifest psionic powers.

POWERS KNOWN

You know one power of your choice from the transcendent power list.

The Powers Known column of the Transcendent table shows when you learn more transcendent powers of your choice. When you gain a level in this class, you can choose one of the powers you know and replace it with another power from the transcendent power list.

POWER POINTS

The Transcendent table shows how many power points you have to augment your transcendent powers. When you manifest a power, you can expend power points to enhance the power. You can expend a number of power points no greater than half your transcendent level (rounded up) on a single power manifestation. You regain all expended power points when you finish a short or long rest.

Psionic powers differ from spells in that powers can have different expressions when augmented by power points. These different expressions have a similar theme, but the scope and scale can change. For example, the *suspension* power includes expressions that can affect single targets or an area with different measures of control.

THE TRANSCENDENT

Level	Proficiency		Powers Known	Power Points
	Bonus	Features		
1st	+2	Power Manifesting	1	0
2nd	+2	Fighting Style, Martial Focus	2	1
3rd	+2	Eclectic Attunement	2	3
4th	+2	Ability Score Improvement	2	3
5th	+3	Extra Attack	3	5
6th	+3	Eclectic Attunement feature	3	5
7th	+3	Blade and Will	3	7
8th	+3	Ability Score Improvement	4	7
9th	+4	—	4	10
10th	+4	Eclectic Attunement feature	4	10
11th	+4	Second Mind	5	12
12th	+4	Ability Score Improvement	5	12
13th	+5	—	5	14
14th	+5	Impervious Mind	6	14
15th	+5	Eclectic Attunement feature	6	16
16th	+5	Ability Score Improvement	6	16
17th	+6	—	7	19
18th	+6	Eclectic Attunement feature	7	19
19th	+6	Ability Score Improvement	7	22
20th	+6	Psionic Reserves	7	22

MANIFESTING ABILITY

Wisdom is your manifesting ability for your powers. You use Wisdom whenever a power refers to your manifesting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a transcendent power you manifest and when making an attack roll with one.

Power save DC = 8 + your proficiency bonus + your Wisdom modifier

Power attack modifier = your proficiency bonus + your Wisdom modifier

FIGHTING STYLE

2nd-level transcendent feature

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can replace a fighting style you know with another fighting style available to this class.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus on damage rolls with that weapon.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

PSIONIC WARRIOR

You gain one psionic power of your choice from the channeler power list. It counts as transcendent power for you, and Wisdom is your manifesting ability for it. Whenever you gain a level in this class, you can replace this power with another power from the channeler power list.

TWO-WEAPON FIGHTING

When you engage in two weapon fighting, you can add your ability modifier to the damage of the second attack.

MARTIAL FOCUS

2nd-level transcendent feature

While you have the psionic focused condition you gain the following benefits:

- When you are the target of an effect which can move you against your will or impair your movement, such as a shove or gust of wind, you can take a reaction to add your Wisdom modifier to your ability check or saving throw to resist that attempt.
- When you hit a target with a weapon attack while maintaining a transcendent power augmented by at least 1 power point, you can deal an extra 1d4 psychic damage to it. The size of the die increases when you maintain a power augmented by at least 3 (d6), 5 (d8), 7 (d10), or 9 or more power points (d12). You can only trigger this extra damage once each round.
- Once each round, if you fail a Constitution saving throw to maintain concentration on a transcendent power, you can reroll the die, but you must use the new roll.

ECLECTIC ATTUNEMENT

3rd-level transcendent feature

You choose an attunement which expands your combat prowess by channeling your psychic powers in different ways. Ghost Hunter is one of these ways. Your attunement choice grants you features at 3rd level, and then again at 6th, 10th, 15th, and 18th level.

ABILITY SCORE IMPROVEMENT

4th-level transcendent feature

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.

EXTRA ATTACK

5th-level transcendent feature

You can attack twice, instead of once, whenever you take the Attack action on your turn.

BLADE AND WILL

7th-level transcendent feature

When you use your action to manifest a power, you can make one weapon attack as a bonus action. If you are maintaining a power that allows you to use your action to reactivate the power, you can also make one weapon attack as a bonus action when you do so.

In addition, while you have the psionic focused condition you have advantage on saving throws against the charmed and frightened conditions and compulsion effects.

SECOND MIND

11th-level transcendent feature

Through rigorous discipline and exercise, you can maintain a second power using the same concentration. One of the powers must have a range of self or only target you. You can only maintain psionic powers through this feature.

If you fail a Constitution saving throw to maintain concentration, you lose both powers unless a power's descriptions indicate otherwise.

In addition, while maintaining a second power you can trigger the bonus damage from your Martial Focus feature a second time in a round, determining the bonus damage based on that power's cost. You can't trigger bonus damage from both powers on the same attack.

IMPERVIOUS MIND

14th-level transcendent feature

You can maintain a power that targets you for up to two rounds if you are incapacitated. In this event, if you are no longer incapacitated before the power ends, you can choose to continue to maintain it.

PSIONIC RESERVES

20th-level transcendent feature

If you have fewer than 4 power points remaining when you roll initiative, your power point reserve is refreshed to 4.

GHOST HUNTER

Ghost hunters are individuals who stalk the supernatural, often as part of a deep-rooted vendetta. They seek out and destroy ghosts, disembodied spirits, and incorporeal undead. They are unrelenting pursuers, many having an unhealthy obsession in their drive, going to lengths to track, trap, and destroy their quarry.

Many ghost hunters suffered tragedy at the hand of supernatural forces, driving them on their crusade. They have strong convictions that let them serve as vanguards against the dark shadows of the world.

GHOST TOUCH

3rd-level Ghost Hunter feature

As a ghost hunter, you can summon an energy that allows you to shroud your weapons with psychic energy. You can take a bonus action to empower a weapon you hold or your unarmed strikes for 1 minute. This grants the weapon the following benefits so long as it remains in your possession:

- You are able to strike any creature you can perceive in the Ethereal Plane as if it were in your current plane of existence.
- If the weapon is nonmagical, it counts as a magical weapon for the purpose of overcoming damage resistance and immunity.
- When you deal psychic damage from your Martial Focus feature, you can choose to forgo the damage to mark the target with ghostly light until the end of your next turn. Any attack roll against a creature marked by ghostly light has advantage, and the marked creature can't benefit from being invisible.

You can use of this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

HUNTER'S RESOLVE

3rd-level Ghost Hunter feature

You are resolute against the dark forces you hunt. You gain proficiency in Intelligence or Charisma saving throws (your choice) and in the Investigation, Perception, or Stealth skill (your choice).

ON THE HUNT

6th-level Ghost Hunter feature

You have advantage on Wisdom checks made against undead.

In addition, while you have the psionic focused condition, you can choose to also add your Wisdom modifier when you make a Strength or Dexterity check.

REBUKE

10th-level Ghost Hunter feature

When you hit a spirit (celestial, elemental, fey, fiend or undead) or a creature afflicted by the ghostly light of your Ghost Touch feature with a weapon attack, power, or spell, you can rebuke it for a number of rounds equal to your proficiency bonus.

A rebuked creature with the Incorporeal Existence, Incorporeal Movement, or Intangible traits or the ability to pass through matter, as well as a creature under the effect of the *gaseous form* spell or similar effect is

rendered tangible. So long as it is rebuked by this feature, the creature can no longer move through a creature, object, or surface, and it no longer has explicit damage resistance or immunity to nonmagical attacks.

In addition, when you rebuke a creature, it must make a Wisdom saving throw against your power save DC. If the save is failed, the creature is paralyzed until the end of your next turn. This effect ignores condition immunity an undead creature has unless it can't be turned. Other creature types immune to the paralyzed condition can't be paralyzed by this feature.

Once you use this feature, you can't use it again until you finish a short or long rest, unless you spend 3 power points to use it again.

FOOT IN THE GRAVE

15th-level Ghost Hunter feature

When you would receive damage that would reduce you to 0 hit points, you can use your reaction to regain hit points equal to twice your transcendent level, but incur a level of exhaustion from doing so.

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

STRIKE AT THE SOUL

18th-level Ghost Hunter feature

You can call upon your psychic resolve to smite an undead creature or a one marked by your Ghost Touch feature. Once during your turn after you hit such a creature with a weapon attack, you can choose to deal 3d6 radiant damage to it.

If that target is undead with a CR no greater than 6 and which has 25 or fewer hit points after taking this damage, it must succeed on a Wisdom saving throw against your power save DC or be destroyed. On a successful save, the creature becomes frightened of you until the end of your next turn.

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

MULTICLASS PSIONIC CHARACTERS

PREREQUISITES

To qualify for a new class, you must meet the ability score prerequisites for both your current class and your new class.

The channeler class requires the same ability it uses for manifesting powers based on its psionic expression.

MULTICLASSING PREREQUISITES

Class	Ability Score Minimum
Channeler	Constitution 13, Intelligence 13, or Charisma 13
Savant	Intelligence 13
Transcendent	Strength 13 or Dexterity 13 and Wisdom 13

PROFICIENCIES

When you gain your first level in a class other than your initial class, you gain only some of your new class's proficiencies.

MULTICLASSING PROFICIENCIES

Class	Proficiencies Gained
Channeler	Fortune telling tool
Savant	—
Transcendent	Light armor, medium armor, shields, simple weapons, and martial weapons

CLASS FEATURES

Certain class features interact with psychic class features in different ways.

EXTRA ATTACK

If you gain the Extra Attack class feature from more than one class, the features don't add together. You can't make more than two attacks with this feature unless it says you do (as the fighter's version of Extra Attack does).

RAGE

The limitation on casting and concentrating on spells applies to manifesting and maintaining powers as well.

UNARMORED DEFENSE

If you already have the Unarmored Defense feature, you can't gain it again from another class.

WILD SHAPE

In addition to not being able to cast spells in Wild Shape, druids can't manifest psionic powers while in it. You can still maintain already manifested powers just like you can concentrate on spells.

When you reach 18th level as a druid and gain the Beast Spells class feature, you can manifest the powers you know.

POWER MANIFESTING

Your capacity to manifest psionic powers depends partly on your combined levels in all your psionic classes and partly on your individual levels in those classes. Once you have the Power Manifesting feature from more than one class, use the rules below. If you multiclass but have the Power Manifesting feature from only one class, you follow the rules as described in that class.

Powers Known and Imprinted. You determine what powers you know and can imprint for each class individually, as if you were a single-classed member of that class. If you can imprint powers, you use only your class level to determine your proficiency bonus for the purpose of determining how many powers you can imprint, even if your proficiency bonus is otherwise higher. If you are a transcendent 4/savant 3, for example, you know two transcendent powers based on your levels in the transcendent class. As a 3rd-level savant, if your Intelligence is 16, you can imprint five savant powers.

Each power you know and imprint is associated with one of your classes, and you use the power manifesting ability of that class when you manifest the power.

If a power of yours increases in power at higher level at no power point cost, the increase is based on your character level, not your level in a particular class.

Power Points. If you have more than one class that can manifest powers, you determine your available power points by adding together your levels in savant and channeler and half your levels in transcendent (rounded down). Use this total to determine your power points by consulting the Multiclass Manifester table.

MULTICLASS MANIFESTER: POWER POINTS

Level	Power Points	Level	Power Points
1st	1	11th	25
2nd	3	12th	28
3rd	5	13th	31
4th	7	14th	34
5th	10	15th	37
6th	12	16th	40
7th	14	17th	44
8th	16	18th	48
9th	19	19th	52
10th	22	20th	56

POWERS

While magic permeates many fantasy worlds, spells and spellcasting are just one expression of it. Just as divine and arcane are separate sources of spellcasting tradition, magical spells and psionic powers are separate energies that alter reality in their own ways. Spellcraft, psychic power, and supernatural phenomena are each distinct facets of the otherworldly force collectively called “magic.”

WHAT IS A POWER?

A psionic power is an expression of psychic energy, such as telekinesis or telepathy. Individual practitioners shape this energy through manifesting it through focus and feeling.

Unlike spells, powers are more general in their capability, often possessing a range of effects. These alternate effects may require greater resource costs to manifest, and some expressions may be beyond the control of your class and level.

POWER LEVEL

Psionic powers don't have levels like spells, as powers don't use slots like spells do. Power level is a concept that is applied in dispel and counter mechanics, with psionic powers having a power level equal to one half the power points spent to augment the power (rounded up). Power level can't exceed 9th level.

Unaugmented powers are equivalent to cantrips and treated as 0-level powers for purposes of dispelling or countering them.

KNOWN AND IMPRINTED POWERS

Before a manifester can use a power he or she must have it bound firmly by will, or must have access to the power through a psionic item. Some psychics, such as channelers and transcendents, have a limited roster of powers they know that are always bound to their will. The same is true for many psychic monsters. Other manifesters, such as savants, meditate to attune a selection of powers to their will.

In every case, the number of powers a psychic can bind at any given time depends on the character's class.

POWER POINTS

Powers can be manifested at will at the base strength. Augmented powers require the expenditure of power points, which limits the ability of psychic characters to manifest stronger power expressions. Controlling psionic powers is emotionally and mentally taxing, and the wear and tear of such takes its toll on the body. Thus, each manifesting class includes a table on how many power points at each level a character can use. For example, the 7th-level savant Fiora has 14 power points to spend on augmenting her powers. Furthermore, each class has a limit on how many power points can be used to augment a single power. As a 7th-level savant, Fiora can expend up to 7 power points on a single power expression.

Finishing a short or long rest restores all expended power points.

MANIFESTING IN ARMOR

Like spellcasting, you must be proficient with the armor you are wearing to properly manifest a power. Wearing armor without proper training makes it difficult to manifest and maintain powers.

When you start to manifest a power while wearing armor without proficiency, you immediately gain the psychic strained condition.

MANIFESTING A POWER

When a character manifests any power, the same basic rules are followed, regardless of the character's class and power's effects.

Each power's description begins with a block of information, including the power's name, psionic discipline, manifesting time, range, maintenance type and limit, and how it is detected when manifested.

MANIFESTING TIME

Most powers require a single action to manifest. However, some powers can be used with a bonus action or a reaction.

BONUS ACTION

A power manifest with a bonus action is especially swift. You must use a bonus action on your turn to manifest or activate the power, provided that you haven't already taken a bonus action this turn. You can both manifest a power with a bonus action and a standard action on the same turn, but can only augment one of them with power points.

Casting a Spell and a Power in the Same Turn.

Manifesting a power is equivalent to casting a spell of 1st level or greater. When you manifest a power using a bonus action, you may only use your action to cast a cantrip during that turn.

READY A POWER

You can ready a power in the same way you can ready a spell. You must spend your power points on the augmentations you want when you take the Ready action. The power must have a manifesting time of 1 action, and holding the power requires concentration. If your concentration is broken, the power fails without taking effect.

REACTIONS

Some powers can be manifest as reactions, and others enable reactions while the power is maintained. Such powers only require a slight thought or even just reflex to activate. If the power can be manifest as a reaction, the power description tells you exactly when you may do so.

RANGE

The target of a power must be within the power's range. Some powers target individuals. Other powers target a point in space where the effects manifest.

Most powers have ranges expressed in feet. Some powers only affect a creature (including you) or object you touch. Other powers manifest only on you or centered on you.

Powers that create cones or lines of effect that originate from you also have a range of self, indicating that the origin point of the power's effect must be you.

Maintained powers don't persist when they exceed their range from you, and their effects end immediately once you exit their range, even if you do so while moving during your turn. For instance, Fiora is maintaining the *suspension* power at maximum range of 60 feet. She is positioned along a barrier and in order to get around it, must first move back 5 feet, out of range of her power. At this moment, the power ends, and Fiora will have to manifest a new power and expend an appropriate number of power points to replace the effect.

MAINTENANCE

Most psionic powers by default are instantaneous effects at the time of manifestation. Any power that can be maintained will remain in effect until the end of the turn once you stop maintaining it, including if you choose not to maintain the power at all. Certain powers will remain in effect until the start of your next turn. These exceptions are detailed in the power description.

When you manifest a power with a maintenance time, you can opt to maintain the power by concentrating on it. Only one power can be maintained at a time, unless allowed by a class feature. A character can't concentrate on both a power and spell at the same time, unless a class feature allows it.

If you are already maintaining a power and manifest a new power that has a maintenance time, you can opt to stop maintaining the old power and instead maintain the new power. During your turn, you can choose to end a power you are maintaining at will.

Events and effects that would break concentration on a spell will also break it on a power.

Some powers can't be maintained.

ACTIVATION AND PASSIVE EFFECTS

Some maintained powers don't have passive effects, but instead allow you to use an action to repeat the initial effect or allow you to make an action using a different expression of the power. In this case, the psychic energies remain for you to tap without expending additional power points.

PSIONIC FOCUS

Whenever a psionic power is maintained through concentration, the manifester becomes psionic focused, a mental state in which the character's ki flows in harmony with ambient psychic energies.

EXCEEDING MAINTENANCE

Maintaining psychic abilities, such as psionic powers, for long durations causes extreme mental stress for the manifester. Powers list how long they can be maintained

without risk. When you start your turn while maintaining a power or ability beyond its maintenance, you gain the psychic strained condition. You can stop maintaining the effect at the start of your turn to avoid taking damage from the psychic strained condition.

DETECTION

Psionics require no incantation, but aren't completely undetectable. Various powers may give some indication that they are in use, allowing a power to be disrupted.

PSYCHIC

The power gives off a psychic sensation that is undetectable to nonpsionic creatures. Each creature with psychic ability can perceive a psionic power is being manifest if it can see the manifester and is within 60 feet. Creatures without psychic ability can't feel the change in energies.

A creature capable of gaining the psionic focused condition through its own means, that has telepathy, or that has a ki pool or Psionic Energy dice is considered as having psychic ability.

GESTURE

The power requires the manifester to make some kind of gesture. This gesture can be motioning an arm to direct psionic energy or merely touching one's head. A creature with clear line of sight to the manifester is aware of the power manifestation.

VISUAL

The power gives off a clear visual effect. All or part of the manifester might glow, or the power may have a visible beam emanating from the manifester. Some powers have overt visual effects, such as telekinetic powers that grab objects or create energy effects.

TARGETS

A typical power requires you to pick one or more targets to be affected by the power's expression. A power's description tells you whether the power targets creatures, objects, or a point of origin for an area of effect.

Unless the power has a perceptible effect, a creature might not know it was targeted by a psionic power at all. An effect like being slammed or lifted by an unseen force is obvious, but a more subtle effect, such as an attempt to read a creature's mind typically goes unnoticed, unless the power says otherwise.

A CLEAR PATH TO THE TARGET

Most powers require line of sight and a direct path to the target. Generally, full cover is enough to protect a target, but some powers can affect targets without line of effect. See the power's description for such exceptions.

TARGETING YOURSELF

If a power targets a creature of your choice, you can choose yourself, unless the creature must be hostile or specifically a creature other than you. If you are in the area of effect of a power you manifest, you can target yourself.

AREAS OF EFFECT

Many powers can be used to cover an area of effect when augmented to do so.

A power's description specifies its area of effect, which typically has one of five different shapes: cone, cube, cylinder, line, or sphere. Every area of effect has a **point of origin**, a location from which the power's energy erupts. The rules for each shape specify how you position its point of origin. Typically, a point of origin is a point in space, but some powers have an area whose origin is a creature or object.

A power's effect expands in straight lines from the point of origin. If no unblocked straight line extends from the point of origin to a location within the area of effect, that location isn't included in the power's area. To block one of these imaginary lines, an obstruction must provide total cover.

SAVING THROWS

Many powers specify that a target can make a saving throw to avoid some or all of a power's effects. The power specifies the ability that the target uses for the save and what happens on a success or failure.

The DC to resist one of your powers equals 8 + your manifesting ability modifier + your proficiency bonus + any special modifiers.

When a power has multiple effects that require a saving throw at the same time, such as the start or end of a turn, the target only makes one saving throw and applies the result to each of the power's effects.

ATTACK ROLLS

Some powers require the manifester to make an attack roll to determine whether the power hits the intended target. Your attack bonus with a power attack equals your manifesting ability modifier + your proficiency bonus.

Many powers that require attack rolls involve ranged attacks. Generally, you are at a disadvantage on a ranged attack roll if you are within 5 feet of a hostile creature that can see you and that isn't incapacitated. However, several psychic classes have class features that bypass this disadvantage.

COMBINING PSIONIC EFFECTS

The effects of different power manifestations add together while their maintenances overlap. The effects of the same power manifestation manifested multiple times don't combine, however. Instead, the most potent effect – such as the highest bonus – from those manifestations applies while their maintenances overlap.

For example, if two savants manifest the *inertial barrier* power covering the same area, only one effect is applied, subjects within the effect areas are not doubly slowed.

COMBINING WITH OTHER MAGICAL EFFECTS

In some cases, psionic power may duplicate other magical effects, such as from a spell. The GM will decide which of these similar effects will stack or not.

Spells and powers may also effectively compete against one another. For instance, the *suspension* power is similar to the *levitate* spell and even the *reverse gravity* spell. In these cases, you should use the effective spell level to determine whether the spell or power takes priority. The effective spell level for spells is equal to the spell slot used to cast the spell. For psionic powers, this is equal to the half the power points spent on the power (rounded up, to a maximum of 9th level). In the case that the effective spell level is equal, then the most recent effect takes priority.

Consult Appendix A for some common instances of interactions between spells and powers.

ENERGY POWERS

Some psychokinesis powers are energy powers. If you possess a feature that allows you to manifest an energy type, you can substitute that energy type for the damage type of these powers.

AUGMENTATION

You can spend power points to augment your powers. How you can augment your powers is displayed with a numeric cost. In some cases, you can take the same augmentation multiple times. If there is a limit, it is indicated in the power description. Some augmentations are exclusive with other augmentations, and you can only choose one option. These are defined within the power description.

Powers can have augmentations that cost no power points, but are automatically applied when you reach certain character levels or have spent a certain number of power points on other augmentations for the power. These are covered in the individual power descriptions.

Some augmentations can also be further empowered, having an additional power point cost on top of the augmentation's base power point cost. The power description will detail these options.

You can never spend more power points on a power than your class allows.

GREATER POWERS

Manifesting powers that cost 11 or more power points is taxing. After manifesting a power with 11 or more power points, you can't manifest another power using 11 or more power points until you finish a short or long rest. Starting at 17th level, you can manifest up to two powers using 11 or more power points between rests.

POWERS

CHANNELER POWERS

Adaptability
Bastion of Thought
Control Light
Crystalline Construct
Deflection
Dimensional Disassociation
Dislocation
Dissonant Destiny
Ectoplasmic Creation
Ego Whip
Energy Blast
Forethought
Inertial Barrier
Martial Insight
Mental Barrier
Mind Spear
Mind Tap
Mindlink
Psychic Crush
Psychic Static
Remote Sight
Sap Vitality
Spectral Armament
Starcall
Suspension
Telekinetic Flight
Telepathic Projection

SAVANT POWERS

CLAIRSENTIENCE

Dissonant Destiny
Extrasensory Perception
Forethought

Glimmer
Hypercognition
Martial Insight
Precognition
Probability Manipulation
Psychometry
Remote Sight
Spirit Ward
Trauma Infusion

DIMENSION

Crystalline Construct
Dimensional Breach
Dimensional Disassociation
Dislocation
Ectoplasmic Creation
Enveloping Darkness
Mystic Arms
Singularity
Spatial Void
Spectral Armament
Speed of Thought
Starcall
Stasis
Suspension

PROTEAN

Accelerated Healing
Adaptability
Biomorphic Skin
Blood Tendril
Body Control
Chameleon
Decay
Elastic Body
Empathic Transference
Living Weapon
Sap Vitality

Shadow Shape
Size Alteration

PSYCHOKINESIS

Animate Electricity
Control Light
Deflection
Energy Blast
Energy Cloak
Energy Storm
Flame Manipulation
Ghostly Force
Harmonics
Hydrokinesis
Inertial Barrier
Kinetic Barrier
Molecular Agitation
Puppetry
Telekinetic Flight
Telekinetic Grasp
Tremor
Weather Manipulation

TELEPATHY

Bastion of Thought
Ego Whip
Id Insinuation
Mental Barrier
Mind Probe
Mind Spear
Mind Tap
Mindlink
Muddle
Psionic Blast
Psychic Crush
Psychic Domination
Psychic Static
Shatter Psyche

Telepathic Projection

TRANSCENDENT POWERS

Accelerated Healing
Adaptability
Animate Electricity
Biomorphic Skin
Body Control
Chameleon
Control Light
Decay
Deflection
Dimensional Breach
Dislocation
Energy Cloak
Energy Storm
Empathic Transference
Extrasensory Perception
Flame Manipulation
Ghostly Force
Glimmer
Inertial Barrier
Kinetic Barrier
Living Weapon
Martial Insight
Mindlink
Precognition
Remote Sight
Shadow Shape
Singularity
Speed of Thought
Suspension
Telekinetic Flight
Tremor

POWER DESCRIPTIONS

The psionic powers are presented in alphabetical order.

ACCELERATED HEALING

Protean

Manifesting Time: 1 action

Range: Self

Maintenance: Concentration, up to 1 minute

Detection: Psychic

Your wounds close rapidly and you regain stamina quickly. While the power is in effect, you don't lose hit points from blood loss or bleeding, and when you take bludgeoning, piercing, or slashing damage, you regain 1 hit point at the start of your next turn.

You never need to make a Constitution saving throw to continue concentrating on the power when you take damage, provided the power targets you.

1. You regain 1 hit point at the start of each of your turns while the power is in effect.

For every 4 additional power points you spend to augment the power, the amount of hit points you regain at the start of each turn increases by 1.

2. The power's range becomes touch, conferring all of its benefits to the creature you touch when you manifest it. You must still provide the action to reactivate the power if it can be reactivated.

3. After manifesting the power, you end one disease or one condition at the end of your turn. The condition can be blinded, deafened, paralyzed, or poisoned.

Empower. When you spend 4 power points (**7**), one disease or condition is removed at the end of each of your turns while the power is in effect.

5. When you manifest the power, you regain 1d8 + your manifesting ability modifier hit points. You can reactivate this effect as an action while the power is in effect.

Empower. When you spend 6 power points (**11**), you can reactivate the power as a reaction when you take damage.

6. The power's maintenance increases to 10 minutes.

9. As an action, you can reattach any number of severed body parts within 5 feet of you while the power is in effect.

Empower. When you spend 4 power points (**13**), you can regenerate any number of severed body parts after 1 minute provided the power is in effect for the entire minute.

ADAPTABILITY

Protean

Manifesting Time: 1 reaction, which you take when you take damage, encounter a hostile environment, or are afflicted with a condition

Range: Self

Maintenance: Concentration, up to 1 minute

Detection: Psychic

When confronted with conditions outside the norm, your body adapts to these conditions. When you encounter hot or cold climates, you can use your reaction to

manifest the power. While the power is in effect, you don't suffer the effects of extreme temperatures (though you still take cold or fire damage).

The effects of the power last until the end of your next turn unless you choose to maintain the power.

1. When one of your senses is impaired, such as through the blinded or deafened condition, you gain the ability to perceive the world using one of your other senses. Through this function, you can counteract blindness or deafness by changing how you perceive the sensory stimulus, such as by feeling light or seeing sound.

When you manifest the power, you select one sense (sight, hearing, taste, smell, or touch) and one additional way you can perceive it that would normally fall under one of the five senses. For instance you could choose to see taste to determine the contents of a vial, or you could feel sight and be able to see normally without opening your eyes.

Illusion and phantom effects will still confuse your synesthete senses as they would your normal senses.

Empower. When you take no other augmentation, except to increase the maintenance, the manifesting time becomes one bonus action.

2. The power's maintenance increases to 10 minutes.

Empower. When you spend 2 power points (**4**), the power's maintenance increases to 1 hour, and if you spend 4 more power points (**8**), it increases to 24 hours.

3. When you take damage, you can take a reaction to gain damage resistance against that damage type as long as the power is in effect or until you use your reaction to gain resistance to a different damage type. While the power is in effect, you can reactivate it using your reaction.

Empower. When you spend 8 power points (**11**), if you end your turn and have resistance to a damage type from the power, you gain immunity to that damage type as long as the power is in effect or until you use your reaction to gain resistance to a different damage type.

7. When you are within a hostile environment such as underwater or the vacuum of space, your body adapts to survive that environment. You don't need to state which adaptations you take on, it happens automatically. You can breathe anywhere and can't suffocate. You are also immune to the poisoned condition. Environmental hazards such as lava and acidic clouds only deal half damage, but spells, powers, and other effects deal normal damage.

Empower. When you take no other augmentation, except to increase the maintenance, the power's maintenance becomes a duration equal to its maintenance, requiring no concentration.

9. Your body gains extreme resilience to impairment. When you are afflicted by the blinded, deafened, paralyzed, or poisoned condition, you can use your reaction to become immune to that condition while the power is in effect.

Empower. When you spend 4 power points (**13**), you become immune to any number of the listed conditions while the power is in effect. The immunity happens automatically when you are afflicted by one of the conditions, you don't need to repeat the reaction.

ANIMATE ELECTRICITY

Psychokinesis

Manifesting Time: 1 action

Range: 90 feet

Maintenance: Concentration, up to 10 minutes

Detection: Psychic, Gesture

You can increase the intensity of lightning, create sparks, or manipulate electrical currents within a field covering up to a 10-foot cube. When you manifest the power you can choose to have electricity **amplified**, **diminished**, or **redirected** within the cube. The power remains in effect until the start of your next turn if it is no longer maintained.

An **amplified** electricity field causes each target within it to take an additional 1 lightning damage per die from an effect that deals lightning damage.

A **diminished** electricity field grants each creature within it advantage on saving throws against lightning damage. Attacks which deal lightning damage have disadvantage on attack rolls against a creature within the field. In addition, when a creature composed of electricity enters the field for the first time on a turn or starts its turn there, that creature must succeed on a Constitution saving throw or take 1d8 force damage.

If you **redirect** electricity, you can use your reaction whenever an effect which deals lightning damage passes through, originates within, or targets inside the field. You must make a ranged power attack against an AC equal to the spell or power save DC of the originator. On a success, you can pick one 5-foot cube section within the field to redirect the effect. A creature within that space takes the normal effects of the lightning, while a creature within a different space of the field is unaffected.

Certain augmentations only apply to a particular type of field; these effects are suppressed while the field is of a different type, but resumes when the field is switched the appropriate type.

0. When you augment the power with at least 1 power point, you can move the field to a different space within range or change the type of field as a bonus action. You can do both using the same bonus action.

0. When you augment the power with at least 1 power point, the damage dealt to a creature composed of electricity by a diminished electricity field increases by 1d8, and the creature takes half of the damage on a successful save. This damage automatically increases by 1d8 for every 2 additional power points you spend to augment the power.

1 [Amplified]. You create static within the field. When a creature enters the field for the first time on a turn or starts its turn there, it gains a static charge until the end of your next turn. When you first manifest the power and as an action on your subsequent turns as long as the power is in effect, you can shock each creature within the field and any you choose that have a static charge. A target must make a Constitution saving throw. It takes 1d8 lightning damage on a failed save or half as much damage on a successful one. The static charge is removed from a target after it takes this damage.

For every 4 additional power points you spend to augment the power, the damage increases by 1d8.

2. The dimensions of the field increase by 5 feet. You can take this augmentation multiple times.

3 [Redirected]. You can spread lightning effects to each space within the field you choose. When you take

the reaction, you decide whether to redirect or spread electricity. If the lightning effect comes from an ally, you automatically succeed on your ranged power attack.

5 [Diminished]. Each creature within the field gains damage resistance to lightning, and if it passes a Dexterity saving throw to take half of the lightning damage, it instead takes no damage.

Empower. When you spend 8 power points (**13**), creatures within the field gain immunity to lightning damage.

6. Using your reaction, you can trap any electrical effect that passes through, originates within, or targets inside the field in the same way you can redirect an effect. A trapped lightning effect deals no damage or other effect. During your next turn, you can use your action to produce the trapped effect against a target within 30 feet of the field.

Damage and effects are identical to the original source, but use your power attack modifier or power save DC. If you don't use your action to use the trapped effect, it dissipates harmlessly at the end of your turn.

8. As an action, you can cause the field to fire a spark of electricity at a target up to 30 feet away from it. Make a ranged power attack against the target. On a hit, it takes 5d8 lightning damage.

If a lightning damage effect has passed through, originated within, or targeted inside the field since the end of your last turn, the damage increases by 1d8.

For every 2 additional power points you spend to augment the power, the damage increases by 1d8.

11. When you manifest the power and as an action on your subsequent turns while the power is in effect, you can transform the field into a static amalgam under your control or transform the amalgam back into the field. It manifests in the nearest unoccupied space within or near the field. This creature uses the Static Amalgam stat block. The creature resembles an amorphous storm cloud. If it is reduced to 0 hit points, the power ends.

The creature shares your initiative, but it takes its turn immediately after yours. It follows your will (no action required by you). If you don't direct the creature, it hovers in place and takes the Dodge action.

Your amalgam's hit points persist between states. Any lightning damage dealt inside the field heals the amalgam for an amount equal to half of the damage dealt.

The amalgam acts like the field for the purpose of trapping lightning effects and firing a spark.

STATIC AMALGAM

Large construct

Armor Class 11 + 1 per 2 power points spent (natural armor)

Hit Points 15 + 4 per power point spent

Speed fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	14 (+2)	2 (-4)	10 (+0)	4 (-3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities lightning, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses blindsight 60 ft., passive Perception 10

Languages —

Challenge — **Proficiency Bonus** equals your bonus

Cloud. The amalgam can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Lightning Absorption. Whenever the amalgam is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to half of the lightning damage dealt.

Static. Each creature which ends its turn in the same space as the amalgam takes 1d10 lightning damage.

ACTIONS

Multiattack. The amalgam makes three surge attacks. It makes four surge attacks when you spend at least 15 power points on the power.

Surge. Ranged Weapon Attack: your power attack modifier to hit, Range 30 ft., one target. **Hit:** 1d10 + 3 + half the power points you spend on the power (rounded up) lightning damage.

BASTION OF THOUGHT

Telepathy

Manifesting Time: 1 action

Range: Self

Maintenance: Concentration, up to 1 minute

Detection: Psychic

You erect a mental fortress around your mind. While the power is in effect, you have advantage on Intelligence and Wisdom saving throws against enchantment spells and telepathy powers, such as *charm person* and *ego whip*, and similar effects, such as Mind Blast.

0. When you augment the power with at least 15 power points, its effects persists for you for 8 hours without concentration.

1. Your thoughts can't be read by any spell, power, or other effect, and you are aware when an attempt to do so is made against you.

Empower: When you spend 2 power points (**3**) you can mislead attempts to read your mind. Make an

Intelligence (Deception) check against the target's passive Wisdom (Insight) to reveal misleading or false information. You can substitute your power attack modifier in place of your ability check.

2. The power's maintenance increases to 1 hour.

4. Each creature you choose within 10 feet of you gains the same benefit as you do when you manifest the power. This protection will remain for another creature as long as the power is in effect and the creature remains within 300 feet of you.

4. You can't be located through scrying or similar means; your presence is suppressed from such attempts.

Empower: When you spend 2 power points (**6**), you can't be the target of effects that would read your thoughts or emotions while the power is in effect.

5. You gain resistance to psychic damage and are immune to the unsettled condition.

Empower: When you spend 4 power points (**9**), you gain immunity to psychic damage and the charmed condition.

BIOMORPHIC SKIN

Protean

Manifesting Time: 1 action

Range: Self

Maintenance: Concentration, up to 1 hour

Detection: Psychic, Visual (overt)

Your skin transforms into a hardened substance. As long as the power is in effect, you can add your Constitution modifier instead of your Dexterity to your AC and Dexterity saving throws. This AC bonus is restricted by the armor's max Dexterity bonus, and you can't add your Constitution modifier more than once to your AC or saving throw. This hardened substance is still organic despite appearances, and isn't subject to vulnerabilities such as from the *shatter* spell.

0. When you augment the power with at least 3 power points, you never need to make a Constitution saving throw to maintain the power when you take damage. When you augment the power with at least 7 power points, you have immunity to disease while it is in effect.

1. You can manifest the power as a reaction when an attack roll is made against you. You gain 1d6 + your manifesting ability modifier temporary hit points when you do so. When the power ends, you lose these temporary hit points.

Empower: For every 2 additional power points you spend, you gain an additional 1d6 temporary hit points.

3. Your AC equals 14 + your Constitution modifier. You use this AC if it is your highest AC.

Empower: For every 2 additional power points you spend, to a maximum of 10, the AC increases by 1.

4. You gain resistance to one of the following damage types: acid, cold, fire, lightning, poison, thunder. You can take this augmentation multiple times.

9. You gain resistance to bludgeoning, piercing, and slashing damage made by nonmagical attacks not made with adamantite weapons.

Empower: When you spend 6 power points (**15**), you gain immunity instead of resistance.

BLOOD TENDRIL

Protean

Manifesting Time: 1 action

Range: 30 feet

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Gesture, Visual (overt)

You can transform shed blood into a tendril under your control. You need exposed blood to use the power. You can trivially cut yourself as part of the action used to manifest the power to create a source of blood within 5 feet of you.

The tendril appears in the nearest unoccupied space from the blood you use to manifest the power. When you first create a tendril, and by using your action on your subsequent turns while the power is in effect, you can make an attack with the blood tendril against a target within 5 feet of it by making a melee power attack. On a hit, the target takes 1d6 + your manifesting ability modifier slashing damage.

A blood tendril is a Small construct that can be attacked, has AC 13, 10 + 3 per power point spent hit points, immunity to bludgeoning, necrotic, poison, and psychic damage, and regenerates a number of hit points each round equal to your manifesting ability modifier (minimum of 0). It can make opportunity attacks using its own reaction.

While the power is in effect, you can use your action to animate another blood tendril, including reforming one which has been destroyed.

0. The damage a tendril deals on a hit increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

1. When the tendril hits a target it can automatically attempt to shove it. You use your power attack modifier in place of the tendril's Strength (Athletics) and can choose to pull a creature toward the tendril instead of pushing it away.

2. The tendril's size becomes Medium, increasing its reach to 10 feet.

3. A creature hit by a tendril must succeed on a Constitution saving throw or take an additional 1d6 damage from blood loss, provided it can bleed.

Empower: For every 2 additional power points you spend, the damage from blood loss increases by 1d6.

5. When a tendril hits a target no more than one size larger than it, you can choose to have it automatically grapple the target (escape DC equals your power save DC). Until this grapple ends, the target is restrained, and the tendril can't attack another target.

Empower: When you spend 4 power points (9), each time a tendril deals damage to a creature it grapples that can bleed, you can choose one willing creature within 10 feet of the tendril to regain hit points equal to half of the damage.

6. You create a second tendril, from the same blood or a different source within range. Each tendril must occupy a separate space. On the turn you manifest the power, you can make an attack with each tendril. On subsequent turns you can only use your action to attack with one tendril.

A tendril that doesn't attack can take the Dodge or Help action. A tendril helps a creature make an attack; it can't help with an ability check that isn't made to shove or grapple, unless the GM rules otherwise. You choose

which creature to help, which can be another blood tendril.

11. A tendril deals an extra 3d6 slashing damage when it hits a creature, and the target must succeed on a Constitution saving throw or become stunned until the end of your next turn as its blood seizes, provided it has blood.

BODY CONTROL

Protean

Manifesting Time: 1 action

Range: Self

Maintenance: Concentration, up to 1 hour

Detection: Psychic

You adjust your body and its functions, and can stifle physical discomfort or ever shift your physical attributes.

You can increase or decrease your heart rate, breathing, or perspiration, cause yourself to be perfectly still, or shift your body mass to allow minor changes to your appearance (such as appearing fat or thin or changing the length of your hair). Alterations last only as long as the power is in effect.

While the power is in effect, you have advantage on ability checks and saving throws to resist effects that rely on pain or the illusion of pain and against inhaled gases.

1. You can hold your breath as long as the power is in effect.

1. You eliminate your body's ability to feel fear. You gain immunity to the frightened and unsettled conditions.

Empower: When you spend 4 power points (5), you can manifest the power as a reaction when you fail a saving throw against the frightened or unsettled condition, ending the condition.

3. You can redistribute up to a total of 2 points of your Strength, Dexterity, and Constitution scores, moving 1 point from two scores to the other or 2 points from one score to one or both of the others. You can't reduce an ability score to less than 5, nor can you increase one beyond your racial maximum. You can reallocate the points as a bonus action while the power is in effect.

Empower: For every 2 additional power points you spend, to a maximum of 8, the number of points you can redistribute increases by 2. For every 4 power points you spend to do so, your racial maximum increases by 2 while the power is in effect.

5. Your ability to deal with and control exertion increases.

While the power is in effect, you gain the following benefits:

- You can take the Dash action as a bonus action.
- You increase your jump distance by 5 feet
- When you roll a 1 on a damage die from a weapon, unarmed strike, or natural weapon, you can reroll the die, but must use the new roll, even if it is a 1.
- You suppress the effects of exhaustion, except death.

7. While the power is in effect, when you take acid, bludgeoning, cold, fire, lightning, piercing, or slashing damage, you can use your reaction to reduce that damage by 1d10 + your manifesting ability modifier.

Empower: For every 4 additional power points you spend, the amount of damage you reduce increases by 1d10.

9. While the power is in effect, your form can't be altered against your will.

Empower. When you spend 4 power points (13), you can manifest the power as a reaction when you fail a saving throw against the petrified condition or an effect which changes your form, ending that effect.

CHAMELEON

Protean

Manifesting Time: 1 action

Range: Self

Maintenance: Concentration, up to 1 minute

Detection: Psychic

You become like a chameleon, transforming your skin and any gear you carry, allowing you to blend into surrounding terrain.

You can choose to add your manifesting ability modifier instead of Dexterity to Dexterity (Stealth) checks you make, and treat a d20 roll of 9 or less as a 10 with one when you remain still for at least one round.

1. Your camouflage reacts perfectly to changes in your position. While the power is in effect, you have advantage on Dexterity (Stealth) checks to avoid being seen.

2. The power's maintenance increases to 10 minutes.

Empower. When you spend 4 power points (6), the maintenance increases to 1 hour.

3. You turn invisible until you attack, cast a spell, or manifest a power with a target other than you.

Empower. If you spend 2 power points (5), you can use your action to turn invisible again while the power is in effect. If you spend 8 power points (11), you remain invisible as long as the power is in effect, regardless of the actions you take.

7. You blend perfectly into your surroundings. Unless a creature is actively searching for you, you are undetectable as long as you only move up to half of your movement speed and take no actions. If your surroundings change, you need one round to readapt to them, losing the benefits of this augmentation until the start of your next turn.

In order to locate you, a creature must succeed on an Intelligence (Investigation) check against a DC equal to your power save DC + 10, unless the creature has magical means that can reveal you, such as aurasight or truesight.

9. You can alter your appearance to match another creature of the same type and size, including changing the appearance of worn items. The new form can be a specific creature you have seen or one based on traits from your imagination. As long as the power is in effect, you can use your action to change your appearance again.

Your statistics remain the same, and the changes are only cosmetic. You can attempt to deceive creatures, treating your chameleon skin as a successful disguise. You can choose to use your manifesting ability whenever you make a disguise check and add twice your proficiency bonus.

Empower. When you spend 4 power points (13), you can attempt to mimic another creature's voice you have heard. When you do so, you can use your manifesting ability modifier when you make an ability check to deceive, and have advantage on Deception checks.

CONTROL LIGHT

Psychokinesis

Manifesting Time: 1 action

Range: 240 feet

Maintenance: Concentration, up to 1 minute

Detection: Psychic

You can manipulate light in up to sixteen 5-foot cubes. A light source must exist before the power can be used, and the power can't use light it generates as a source.

You can change dim light into bright light. You can also change a light's color to another color of visible light. While the power is in effect, you can change the color of the light without an action during your turn.

0. You control eight additional cubes when you reach 5th level (24), 11th level (32), and 17th level (40).

0. When you augment the power with at least 7 power points, light you control that overlaps an area of magical darkness suppresses the effect while its area remains lit through the power, provided the effect was created by the equivalent of a spell of 3rd level or lower.

For every 4 additional power points you spend to augment the power, the spell level of magical darkness you suppress increases by 1.

1. You can suppress light in the area making it one step darker (bright light to dim light, dim light to darkness). The source of the light isn't destroyed when making dim light into darkness; it just appears to give off no light.

While the power is in effect, you can decrease the intensity of the light by an additional step as an action. For instance, if the *light* spell is cast within the power's area, you can diminish the light to dim light on your next turn, and then to darkness on your following turn.

2. The power's maintenance increases to 10 minutes.

3. Twisting existing light, you are able to bend and shape light so that it covers a different area. You can reshape light you control into any shape so long as it is contiguous, within range of the power, and touching at least one light source. You can decide for each cube whether the light is bright or dim. While the power is in effect, you can reshape the light as an action.

Empower. When you spend 2 power points (5), you animate the light. Animated light can take on any shape you wish, or a number of different shapes, so long as the total volume doesn't exceed the cube limit for the power. The light doesn't have to touch a light source. You can use your action to reshape the light or move it up to 30 feet.

4. You can choose to replace any number of 5-foot cubes of light you control with 10-foot cubes of light, provided the light within the 10-foot cube is the same brightness.

Whenever you use your action to manipulate the light, you can swap the dimensions of any of the cubes you control.

7. Bright light, including dim light made bright through the power, flashes into blinding light in up to three 5-foot cubes of light within the power's area you choose. Each creature within an affected cube must succeed on a Dexterity saving throw or become blinded until the end of its next turn.

While the power is in effect, you can repeat this blinding flash in up to three 5-foot cubes you choose as an action.

Empower: When you spend 2 power points (9), each cube you make flash with blinding light remains glaringly bright; its space is heavily obscured as long as the power is in effect or until its light level changes.

11. You intensify bright light, including dim light made bright through the power, into the equivalent of sunlight. Creatures with sunlight vulnerabilities are affected as if under broad daylight.

If you are able to blindingly flash the light, a creature which takes damage from sunlight is affected as if it starts or ends its turn within sunlight after you do so.

CRYSTALLINE CONSTRUCT

Dimension

Manifesting Time: 1 action

Range: 60 feet

Maintenance: Concentration, up to 1 minute

Detection: Gesture, Psychic, Visual (overt)

You fashion a spectral, crystalline structure made of matter from the Astral Plane.

Large, translucent crystalline formations cover a 5-foot cube on a surface you choose within range. The crystals form a barrier that provides three-quarters cover and lightly obscures vision through them. The crystals have AC 16, 40 hit points per 5-foot cube section, immunity to fire, force, lightning, necrotic, poison, psychic, and radiant damage.

If the formation cuts through a creature's space when it appears, the creature is pushed to the nearest unoccupied space it chooses, unless an augmentation indicates otherwise, and it must succeed on a Dexterity saving throw or take 1d6 piercing damage.

1. The crystals provide full cover. You can also choose to make the crystals opaque or transparent, or you can make the crystals transparent, opaque, or translucent depending upon which side you are. Transparent crystals can be seen through like clear glass, while opaque crystals block sight.

2. You create three additional 5-foot cubes of crystalline formations. Whenever two or more 5-foot sections are contiguous, the crystals stretch to 10 feet tall.

Empower: For every 2 additional power points you spend, you create four additional 5-foot cubes.

3. While the power is in effect, you can shatter the crystals as a bonus action. Each creature within 5 feet of the formation must make a Dexterity saving throw. It takes 1d10 piercing and 2d6 force damage on a failed save, or half as much damage on a successful one. A creature occupying the same space as the crystals makes its saving throw with disadvantage. Once you shatter the crystals, the power ends.

For every 2 additional power points you spend to augment the power, the piercing damage increases by 1d10.

4. When you stop maintaining the power, the crystals remain for 1 minute. You can't shatter crystals after you stop maintaining the power.

5. A creature that fails its Dexterity saving throw when you manifest the power is partially encased within the crystals and restrained within that space while the crystals remain or until the crystals encasing it are destroyed.

Empower: When you spend 6 power points (11), a creature that has at least half of its space covered by the

crystals and fails on its save is fully encased by the crystals and petrified as long as the crystals remain or until the crystals encasing it are destroyed.

DECAY

Protean

Manifesting Time: 1 action

Range: Self

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Visual (glow)

You can deliver toxins or disease to foes. Make a melee power attack against a creature within your reach. On a hit, the target takes 1d6 poison damage. As long as the power is in effect, you can make this attack again on each of your turns as an action. If you can make more than one attack when taking the Attack or Multiattack action, you can replace one of those attacks with the power's attack.

0. The damage from the power's ranged and melee attacks increase by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

1. The damage from the power's ranged and melee attacks increase by 1d6.

Empower: For every 2 additional power points you spend, this damage increases by 1d6.

2. You can spit the poison by making a ranged power attack. This attack is in place of the melee power attack and has a range of 20/60 feet.

3. As long as the power is in effect, a creature which takes poison damage from the power must succeed on a Constitution saving throw at the start of its next turn or take 2d6 poison damage.

4. While the power is in effect your skin exudes a noxious cloud. Each creature that starts its turn within 5 feet of you must make a Constitution saving throw. The target takes 2d6 poison damage on a failed save, or half as much damage on a successful one.

As a bonus action, you can suppress this effect or restore it as long as the power is in effect.

5. A creature that takes poison damage from the power must succeed on a Constitution saving throw or become poisoned for 1 minute. At the end of each of its turns, the creature makes a new Constitution saving throw. On a successful save, it is no longer poisoned by the power.

Empower: When you spend 6 power points (11), a creature that fails its save is afflicted with a crippling disease. Until the disease is cured, the target is poisoned, only regains half the hit points it normally could from rest and magical means, and has its speed reduced by 15 feet, to a minimum of 5 feet.

8. The poison spreads to nearby creatures. Once during your turn when you hit a creature with the power or a melee weapon attack, you can make one attack with the power against a different creature within 5 feet of the target.

Empower: When you spend 4 power points (12), you can make one more attack with the power against a different creature within 5 feet of any target hit by the power. A target can only be attacked by the power once in a turn.

DEFLECTION

Psychokinesis

Manifesting Time: 1 reaction, which you take when you are hit by a ranged weapon attack

Range: Self

Maintenance: None

Detection: Psychic

The next ranged attack made against you until the start of your next turn has disadvantage.

0. When you augment the power with at least 1 power point, you reduce the damage from the triggering attack by 2d8.

Empower: For every 2 additional power points you spend, to a maximum of 8, the amount of damage you reduce increases by 1d8.

1. The power applies to melee weapon attacks as it does ranged weapon attacks. A melee attack can only be redirected to a creature within the attack's reach.

2. You can use your reaction when a creature within 60 feet of you is hit by a ranged weapon, granting it the power's benefits.

3. When you reduce a ranged weapon attack to 0 damage, you can redirect it to anywhere within 30 feet of the power's target. If you redirect the attack to target a creature or object, you make a ranged power attack and deal damage equal to the amount you reduced it.

4. The power's maintenance becomes concentration, up 1 minute. You can use your reaction once each round to reactivate the power.

6. Once each round while the power is in effect, when it reduces the damage of an attack to 0, you regain the use of your reaction at the end of the turn.

Empower: When you spend 4 power points (**10**), after regaining the use of your reaction this way, your target gains damage resistance to ranged weapons until the start of your next turn.

9. The power applies to ranged power attacks from the psychokinesis and protean disciplines and ranged spell attacks from the conjuration, evocation, and transmutation schools. A power or spell attack can't be redirected.

DIMENSIONAL BREACH

Dimension

Manifesting Time: 1 bonus action

Range: Self (10 feet)

Maintenance: Concentration, up to 1 round

Detection: Psychic, Visual (glow)

You create a portal that allows objects to pass through one end and appear out of the other. You create one portal at your space and second portal up to 10 feet from you. The close end of the portal moves with you, but the distant end only functions if it is within 10 feet of you. At the start of each of your turns while the power is in effect, you can reposition the distant end of the portal.

While the power is in effect, you can use your action to pass a handheld object through the portal to the distant end. If a creature is there to receive the object, it does so without needing to take an action. Otherwise, the object falls.

0. The distant end of the portal can be placed and functions at greater distances when you reach 5th level (20 feet), 11th level (40 feet), and 17th level (60 feet).

1. While the power is in effect, you can retrieve one unattended, handheld object from the distant end of the portal as an action. A creature at the distant end of the portal can also pass a handheld object to you as an action.

2. The power's maintenance increases to 1 minute.

2. The distance the distant end of the portal can be and functions doubles. You can take this augmentation twice (**4**), in which case the distance triples instead.

3. During each of your turns while the power is in effect, you can make weapon attacks against a target at the distant end of the portal as if you were in the portal's space.

When you make a ranged attack through the portal, the attack's range begins at the distant end of the portal, and you can change its direction as it passes through the portal, possibly overcoming cover.

The first time in a combat each target is attacked through the portal, you have advantage on the attack roll.

5. You can use your action to stretch the portal, allowing you to move through it, emerging at the distant end. Entering the portal doesn't trigger opportunity attacks.

Empower: When you spend 4 power points (**9**), you can stretch the portal this way as a bonus action.

7. You can cast spells or manifest powers through the portal, extending the spell's or power's range by the distance of the portal. You can change its path as it passes through the portal, possibly overcoming cover.

A power which exceeds its range can't be maintained.

15. You can use your action to tear the portal, creating a rift within 5 feet of you to anywhere you are familiar within the same plane of existence you are on. You and each creature you choose can enter the rift and emerge at that spot. The rift lasts as long as the power is in effect or until you enter it, after which time, the power ends.

No other augmentation, except to increase the maintenance, can be taken with this augmentation.

DIMENSIONAL DISASSOCIATION

Dimension

Manifesting Time: 1 action

Range: Self

Maintenance: Concentration, up to 1 hour

Detection: Psychic, Gesture

You penetrate the boundaries between the planes, liberating you from the restrictions of the Material Plane.

When you spend at least 1 power point to augment the power, its effects replace the power's base effect. You can take only one augmentation which costs power points.

You can open a small pocket dimension to stash a single handheld object weighing no more than 10 pounds. When you first manifest the power, and as an action while it is in effect, you can place the object inside or retrieve it from within the pocket dimension. You have a +5 bonus on Dexterity (Sleight of Hand) checks to hide such an item.

0. When you spend at least 9 power points to augment the power, its maintenance increases to 8 hours.

1. You expand the pocket dimension into a space similar to a *bag of holding*. The opening moves with you for as long as the power is in effect. The contents of the extradimensional space spill out around you when the

power ends. This dimensional space doesn't interact with other extradimensional spaces such as a *portable hole*.

Empower. When you spend 2 power points (3), you create a space that you can slip into. When you first manifest the power, and as an action while it is in effect, you can enter or exit this space. You are either in this extradimensional space or not, and can't interact with the place you left while within it.

If you spend 6 more power points (9), you and up to nine willing creatures you choose can enter and exit the extradimensional space. Other creatures must be within 5 feet of you or the space you entered the pocket dimension to enter it.

5. You unmoor yourself from your current dimension. When you move, you can ignore any movement impediments short of a solid barrier such as a wall. You are immune to the restrained condition, and if you are already restrained, you are freed when you manifest the power.

11. You shift to the border regions of the Ethereal Plane, gaining the functions of the *etherealness* spell.

When the power ends, you immediately return to the plane you originated from in the spot you currently occupy. If you occupy the same space as a solid object or creature when this happens, you are immediately moved to the nearest unoccupied space that you can occupy.

This power has no effect if you manifest it while you are on the Ethereal Plane or a plane that doesn't border it, such as one of the Outer Planes.

15. You create a fold in space within 5 feet of you that leads to a demiplane which is a reflection of your mind. The demiplane is 100 feet in each dimension; you determine its terrain and features each time you manifest the power.

You, and anyone you allow, can use the fold to travel to or from the demiplane as an action. An unwilling creature forced into the fold must succeed on a Charisma saving throw or become shunted into the demiplane.

When the power ends, any creature or object left in the demiplane is trapped there. Each time you open a fold through this power, it leads to the same demiplane.

17. You project your astral body into the Astral Plane (the power fails if you are already there), gaining the function of the *astral projection* spell with the changes described below.

You can only project your astral form. If your cord is cut, the power ends and you must succeed on a DC 15 Wisdom (Insight) check or die instantly. Your astral form can maintain powers on its own while your body maintains this power.

When the power ends, you awaken in your physical body. If your body or astral form drops to 0 hit points, the power immediately ends.

DISLOCATION

Dimension

Manifesting Time: 1 action

Range: 30 feet

Maintenance: None

Detection: Psychic, Gesture, Visual (glow)

Refashioning space and time, you create a temporary dimensional fold that teleports you or a freestanding Medium or smaller object or creature that you can see

within range to another location, provided it can fit in that location. An unwilling creature must succeed on a Dexterity saving throw or be moved.

You move the target 5 feet in any direction. This effect is replaced if you augment the power to swap positions, relocate a target, or send a target into the future.

1. You, a willing creature, or unattended object in range swaps places with another willing creature or unattended object within range. You can't take this augmentation if you send a creature into the future.

Empower. When you spend 4 power points (5), you can target unwilling creatures within range. An unwilling creature which succeeds on its save, or one that fails to teleport, prevents another target from entering its space, preventing that target from being teleported.

2. You target one additional creature. You can take this augmentation up to four times (8).

2. The power's range increases to 90 feet.

3. You relocate one target to an unoccupied space of your choice that you can see within range. The chosen space must be on a surface or in a liquid that can support the target without the target having to squeeze.

4. You can target a Large or smaller creature or object.

Empower. When you spend 4 power points (8), you can target a Huge or smaller creature or object.

6. The power's maintenance becomes concentration, up to 1 minute. While the power is in effect, you can use your action to reactivate it.

9. You send the target 1 round into the future. For the target, no time passes at all. At the start of your next turn, the target returns to the same spot it was before, dislodging anything occupying its space to the nearest unoccupied space.

Empower. If you spend 4 power points (13), you send the target up to 1 minute into the future. If you spend 8 power points (17), you send it up to 1 hour into the future. You decide the time.

DISSONANT DESTINY

Clairsentience

Manifesting Time: 1 action

Range: 60 feet

Maintenance: None

Detection: Psychic, Visual (glow)

You exert will over the destiny of a creature you can see within range. The target must succeed on a Wisdom saving throw or be affected by the power.

A target which fails its save has disadvantage with each attack roll it makes against a specific creature or object you choose until the start of your next turn.

1. A target which fails its save is crippled by visions of its future and is unable to take an action during its next turn.

Empower. When you spend 4 power points (5), until the start of your next turn, the target is stunned.

2. You can target one additional creature. You can take this augmentation up to four times (8).

3. A target which fails its save must repeat the action it took during its last turn on its next turn. It must take its action before it can move or take a bonus action during the turn. If it is able, it will take the same action targeting the same space, even if the space is occupied by a different target. For example, if a giant hurled a boulder

at a space 40 feet away, it will throw another boulder at that same space.

The target consumes any resource required to repeat the action. If the situation has changed in a way that the target can't take the same action, such as lacking a spell slot to cast a spell, it instead takes no action.

Once a creature has repeated its action the power ends for it, and it can move and take bonus actions normally.

7. A target which fails its save sees its own death in one possible fate. It takes 8d6 psychic damage and has disadvantage on attack rolls and ability checks until the start of your next turn.

9. You link the fate of two creatures you can see within range for 1 minute. The creatures must be within 30 feet of each other when you target them. At least two creatures must fail their save for the power to take effect, but a creature can choose to fail its save. Whenever one of the creatures is afflicted with the blinded, deafened, frightened, paralyzed, poisoned, or restrained condition, each linked creature is also affected for the same duration.

Effects other than conditions which cause disadvantage or impose penalties on attack rolls, ability checks, or saving throws are also shared with a linked creature. Moreover, if a condition or effect is removed from one creature, it is removed from each linked creature.

Empower: When you spend 6 power points (**15**), if a target takes damage, each linked creature takes an equal amount of force damage. If the damaged creature is immune to the damage type inflicted, each linked creature takes no damage from the power. If more than one creature is hit by the same damage effect, only the highest damage dealt is shared by each linked creature. If a creature dies, each linked creature must make a Constitution saving throw against your power save DC, taking 6d6 necrotic damage on a failed save or half as much damage on a successful one.

ECTOPLASMIC CREATION

Dimension

Manifesting Time: 1 action

Range: 150 feet

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Gesture, Visual (overt)

You draw ectoplasm from the Astral Plane which remains until the start of your next turn when the power is no longer in effect.

You create ectoplasm in a 10-foot square space that you can see within range. The ectoplasm has a gooey consistency that makes the surface difficult terrain.

0. The power creates one additional 10-foot square of ectoplasm when you reach 5th level (two squares), 11th level (three squares), and 17th level (four squares). The squares must be contiguous.

1. The ectoplasm is especially sticky. When a creature enters the ectoplasm's space for the first time on a turn or starts its turn there, it must succeed on a Strength saving throw or become stuck to the ectoplasm and unable to move until the start of its next turn.

Empower: When you spend 2 power points (**3**), a creature stuck to the ectoplasm is also restrained by it.

2. You create one additional 10-foot square, which must be contiguous with another square. You can take

this augmentation multiple times.

2. When you first manifest the power, and as an action as long as it is in effect, you can cause the ectoplasm to attack a target within 10 feet of it with grasping tendrils. You make a melee power attack. On a hit, the target is grappled. At the end of each of your turns, a grappled target is pulled 5 feet toward the ectoplasm's space.

A creature can use its action to make a Strength saving throw against your power save DC. On a successful save or once the target is pulled into the ectoplasm's space, the target is freed of the tendrils and no longer grappled.

Empower: When you spend 4 power points (**6**), the reach of the tendrils increases to 20 feet.

4. The ectoplasm's area is comprised of 10-foot cubes instead of squares. Each cube must be contiguous and rest on a surface or another cube of ectoplasm. A creature fully within the ectoplasm has disadvantage on its saving throws against the power.

5. The ectoplasm sickens creatures which come into contact with it. When a creature enters the ectoplasm's area for the first time on a turn, starts its turn there, or is hit by its tendrils, it must succeed on a Constitution saving throw or become poisoned until the start of its next turn.

9. The ectoplasm becomes acidic. When a creature enters the ectoplasm's area for the first time on a turn or starts its turn there, it must make a Constitution saving throw. On a failed save, the creature takes 2d8 acid damage and an additional 1d8 acid damage per 5 feet traveled through the area. On a successful save, the creature takes half of the damage and doesn't take any additional acid damage when moving through the ectoplasm.

In addition, a creature grappled by the ectoplasm's tendrils takes 2d8 acid damage at the start of each of its turns as long as it is grappled.

Empower: When you spend 2 power points (**11**), a creature which came into contact with the ectoplasm is coated in acid. At the start of each of its turns as long as the power is in effect or until the creature is no longer coated in the acid, it takes 1d8 acid damage. A creature can use its action to scrape the acid away, removing the coating.

EGO WHIP

Telepathy

Manifesting Time: 1 action

Range: 60 feet

Maintenance: Concentration up to 1 minute

Detection: Psychic, Gesture, Visual (beam)

You telepathically assault the mind of a creature you can see within range, infusing it with doubt. The creature must succeed on a Wisdom saving throw or be affected by the power for as long as it is in effect. At the end of each of its turns, the target makes a new Wisdom saving throw, ending the power for it on a success. A creature immune to the charmed condition is unaffected by the power.

The target can't take reactions. Moreover, the target will not assist allies, prohibiting it from taking the Help

action or counting as an ally for effects that require or target an ally.

1. Whenever a target which fails its save makes an attack roll or ability check, the target must roll a d6 and subtract the number rolled from the attack roll or ability check.

Empower: When you spend 4 power points (**5**), the die a target must roll increases to a d8.

2. You can target one additional creature, provided the creatures are within 30 feet of each other when you target them. You can take this augmentation up to four times (**8**).

3. A target which fails its save drops whatever it is holding and becomes frightened of you.

While frightened by the power, a creature must take the Dash action and move away from you by the safest available route on each of its turns.

9. A target which fails its save is crippled with anguish. Whenever a foe moves within 5 feet of it, it must succeed on a Wisdom saving throw or its movement speed is reduced to 0 and it can't make an attack until the end of its next turn.

17. A target which fails its save is overcome with crippling despair. It crumples to the ground and is prone. The creature won't attempt to defend itself.

ELASTIC BODY

Protean

Manifesting Time: 1 bonus action

Range: Self

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Visual (overt)

You can stretch and bend your body in ways not normally possible while the power is in effect. You can revert to your normal shape at will during your turn without taking an action, including any shape changes from the power's augmentations.

While the power is in effect, you can substitute your manifesting ability modifier in place of your Strength modifier when making a melee weapon attack or grapple. In addition, your bones can't be broken.

You can stretch your arms and legs up to 10 feet. For every 10 feet you can stretch your limbs, your walking speed increases by 5 feet. You gain a climbing speed equal to your walking speed and can also use your action to move yourself to the extreme of your reach, such as pulling yourself up a ledge or reaching across a chasm.

Your melee reach is equal to half of the length you can stretch your limbs (rounded down to the nearest 5 feet). You can bend your limbs while making a melee attack to reach around cover. Attack rolls and ability checks made with a stretched limb have disadvantage.

0. When you augment this power with at least 1 power point, you no longer have disadvantage on attack rolls and ability checks for using your stretched limbs.

Empower: For every 2 additional power points you spend, the length you can stretch your limbs increases by 5 feet.

1. Your body can coil like a spring, tripling your jump distance.

3. You can move through a space as narrow as 1 foot wide without squeezing.

Empower: When you spend 4 power points (**7**), you can move through a space as narrow as 1 inch wide without squeezing.

5. You can flatten yourself, increasing your buoyancy and allowing you to float on air currents or with gusts of wind. Flattening yourself takes an action, unless you are falling or in danger of being crushed, in which case you can do so using your reaction. Once flattened, you remain flat until you choose to resume your normal shape.

You fall as if under the effect of the *feather fall* spell. You can also float on water or other liquids, as well as sail on the wind like a kite, moving at a rate equal to the wind, but you have no control over which direction you move. While flattened, you can't be crushed or damaged by cave-ins and debris and can move through debris using your climbing speed.

7. You can rapidly bend and twist your body. You reduce bludgeoning and piercing damage dealt to you by 1d10. You can wrap a creature you grapple with your body granting you advantage on the grapple check. You are also treated as one size larger for the purpose of grappling.

For every 4 additional power points you spend to augment the power, you reduce bludgeoning and piercing damage by an additional 1d10. When you augment the power with at least 13 power points, you treat your size as two sizes larger during a grapple.

9. You can inflate your body. You can expand your arms, fists, legs, and feet, increasing your unarmed strike damage die to 1d8.

As an action, you can expand your body into a sphere with a radius equal to up to half the length you can stretch your limbs. As a sphere you have advantage on ability checks to resist a grapple and can't be knocked prone. You also can't be forced into a space smaller than your expanded size could fit.

You can roll to move. When rolling downhill, you can move one additional foot for every foot you move. When rolling, downhill or otherwise, you can attempt to overrun a target whose space you enter during your movement. The first time in a turn you attempt to overrun a creature, it must succeed on a Strength saving throw or take 1d8 + your Strength modifier bludgeoning damage and be knocked prone. If you roll into a creature or object larger than your sphere form or one that succeeds on its Strength save, you stop moving and your movement speed becomes 0 until the end of your turn.

As an action, you can make a special attack that hits each target within a line which originates from you that is 5 feet wide for every 10 feet your can stretch your limbs and has a length equal to your melee reach. Each creature within the area must make a Dexterity saving throw. On a failed save, the target takes 2d8 + your Strength modifier bludgeoning damage, is pushed 10 feet away from you, and knocked prone. On a successful save, the target only takes half of the damage.

Empower: When you spend 2 power points (**11**), you can make one unarmed strike as a bonus action. When you augment the power with at least 17 power points, you can make two unarmed strikes as a bonus action.

EMPATHIC TRANSFERENCE

Protean

Manifesting Time: 1 action

Range: Self

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Visual (glow)

You can transfer 1d6 damage from a creature you touch to yourself. You can reactivate the power as an action while it is in effect.

Damage you take from this transfer can't be reduced or prevented and ignores temporary hit points, but never requires you to make a Constitution saving throw to maintain concentration on the power. You can't transfer damage that would reduce you to 0 hit points.

0. The amount of damage the power transfers increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

1. You can transfer damage from yourself to a creature within your reach. The target must make a Constitution saving throw. On a failed save, it takes up to 1d6 necrotic damage and you regain an equal amount of hit points. You can transfer no more damage to the creature than you have taken. For example, if you have only taken 2 points of damage, you can only deal 2 points of necrotic damage even if you roll a 3 or higher. A willing creature can choose to fail its saving throw.

Empower: When you spend 4 power points (**5**), you can transfer one disease or one condition, which must be blinded, deafened, or poisoned, to or from you when you transfer damage, even if 0 hit points are transferred. A transferred condition or disease remains on the target for its duration unless the target is immune, in which case the condition or disease ends.

2. You can reactivate the power as a bonus action to a creature you grapple, but you can't use your action to reactivate the power during that turn.

4. The amount of damage you can transfer increases by 1d6. You can take this augmentation multiple times.

7. You can share the effects of one transmutation spell of 3rd level or less or protean power augmented with 6 or fewer power points affecting you with a willing creature you target with this power. You choose which effect to share. A shared effect ends when this power is no longer in effect, the shared spell or power ends, or you use this power to share a new effect.

Empower: For every 4 additional power points you spend, to a maximum of 8, the maximum spell level increases by 1 and the maximum power points increase by 2 that a shared spell or power can have.

9. Whenever you transfer damage to or from a target, you can create an affinity link with it. As long as the power is in effect, each time you or a linked target takes damage or regains hit points, each member of the link you choose takes or regains the same amount.

You can only maintain one affinity link at a time, but that link can contain any number of creatures you add to it. You can target a member of the link to a distance of 60 feet from you with the power, as if you touched it.

Empower: When you spend 4 power points (**13**), you link up to five willing creatures and yourself, provided each creature is touching you when you manifest the power. You can't add a new creature to your affinity link when you empower it this way, but its maintenance increases to 10 minutes.

ENERGY BLAST

Psychokinesis

Manifesting Time: 1 action

Range: Self (up to 90 feet)

Maintenance: None

Detection: Psychic, Gesture

You slam a target within 90 feet of you with telekinetic force, provided you have a clear path to it. A creature must make a Strength saving throw. On a failed save, the target takes 1d6 bludgeoning damage and is pushed 10 feet away from you.

If a target is knocked into a solid obstruction that is larger than it, it takes 1d6 bludgeoning damage per 10 feet of movement it can't be pushed due to the obstruction. If a target is pushed over an edge, it will fall.

This is an energy power; you can substitute your energy type's damage in place of the initial bludgeoning damage if you have a feature that permits this.

You can only take one augmentation which changes the **shape** of the telekinetic force.

0. The power's initial damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6) and by 1d6 for every 2 power points you spend on a shape augmentation.

0. When you augment the power with at least 1 power point, a target which succeeds on its Strength saving throw takes only half of the damage from the power. When you augment the power with at least 11 power points, a creature is knocked prone on a failed save.

1. The initial damage increases by 2d6. If you augment the power to create a shape, this augmentation increases damage by only half as many dice.

Empower: For every 2 additional power points you spend, the damage increases by 2d6.

2. The distance you push a target increases by 10 feet. You can take this augmentation up to five times (**10**).

2 [Shape]. The power gains a range of 150 feet and creates a wad of concussive force at a point you can see that bursts, striking up to two targets within 5 feet of the burst. On a failed save, the targets are pushed away from each other and the burst.

Empower: When you spend 6 power points (**8**), the burst becomes a sphere with a radius up to 30 feet. Each target within the sphere is slammed by the power and is pushed away from the center of the sphere on a failed save.

2 [Shape]. You create a line of telekinetic force that is 5 feet wide and up to 60 feet long. The power slams each target within the line's path. A pushed target is pushed to either side of the line (you choose which side).

Empower: For every 4 power points you spend, to a maximum of 12, the width of the line increases by 5 feet and its length increases by up to 10 feet.

4 [Shape]. You create up to a 50-foot cone of telekinetic force. The power slams each target within the cone.

6 [Shape]. You create up to a 40-foot radius sphere of telekinetic force centered on you. The power slams each target within the sphere you choose. Each creature within 5 feet of you has disadvantage on its Strength saving throw and is pushed an additional 10 feet on a failed save.

ENERGY CLOAK

Psychokinesis

Manifesting Time: 1 action

Range: Self

Maintenance: Concentration, up to 10 minutes

Detection: Psychic, Visual (overt)

Telekinetic force shrouds you. You take no damage or ill effect from your own manifestation.

This is an energy power; you can substitute your energy type's damage in place of the bludgeoning damage if you have a feature that permits this.

While the power is in effect, the first ranged attack roll made against you each round has disadvantage.

1. While the power is in effect, you have advantage on ability checks and saving throws to resist grapples and shove attempts.

The power also imposes disadvantage on both melee and ranged attack rolls; you choose which attack is made with disadvantage against you each round.

Empower. When you spend 4 power points (**5**), each attack made against you has disadvantage.

3. You can lash out with the cloak. When a weapon attack is made within 10 feet of you, you can use your reaction to impose disadvantage on the attack roll. Alternately, when a creature within 10 feet of you must make a Dexterity saving throw you can use your reaction to impose disadvantage or grant advantage on that save (your choice).

Empower. When you spend 4 power points (**7**), whenever you use your reaction to impose disadvantage, you deal 2d8 bludgeoning damage to the target making the roll, provided it is within 10 feet of you.

4. The telekinetic cloak envelops your melee weapon attacks, causing them to deal an extra 1d4 bludgeoning damage on a hit.

For every 4 additional power points you spend to augment the power, the extra damage increases by 1d4 to a maximum of 3d4 at 12 or more power points.

9. The telekinetic shroud grants you resistance to slashing and bludgeoning damage, as well as to its energy type if manifested using an energy type.

Each creature in contact with you (such as during a grapple) takes 2d8 bludgeoning damage at the start of each of your turns.

Empower. When you spend 6 power points (**15**), you gain immunity instead.

11. The cloak absorbs 20 hit points of damage. Damage is taken from the cloak first. At the start of each of your turns while the power is in effect, the cloak regains one fourth of its maximum hit point count.

Empower. For every 2 additional power points you spend, the cloaks maximum and initial hit points increase by 10.

ENERGY STORM

Psychokinesis

Manifesting Time: 1 action

Range: Self

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Visual (overt)

You create a telekinetic vortex that picks up loose dirt, debris, and Tiny unattended objects, only ten of which can weigh at least 1/4 lb. The storm is a 10-foot radius

cylinder with a height of 10 feet centered on you. You and objects you carry that you choose are immune to the effects of the power.

The power has no effect if there are no loose objects, debris, or dirt available unless you have an energy type, in which case you can manifest the storm with that energy type. You can provide debris, such as stones, sand, water, or other Tiny objects, as part of the manifestation.

Your space becomes lightly obscured to creatures other than you while the power is in effect. As an action, you can harmlessly manipulate objects within the storm, moving them in patterns as you see fit. As a bonus action, you can add one Tiny unattended object within the storm's area to the storm, but can never have more than ten objects that each weigh at least 1/4 lb. controlled by the storm.

You decide how far targets controlled by the storm are from you. Targets within the storm can be retrieved by a creature. It must succeed on a Strength check against your power save DC to remove a target from the storm.

This is an energy power; you can substitute your energy type's damage in place of the bludgeoning damage if you have a feature that permits this.

As an action you can sacrifice one Tiny object that weighs at least 1/4 lb. from the storm to attack a target within 30 feet of the storm. Make a ranged power attack. On a hit, the target takes 2d4 bludgeoning damage. If you manifest the power with an energy type, you don't need to sacrifice an object to make this attack.

0. The power's ranged attack damage increases by 2d4 when you reach 5th level (4d4), 11th level (6d4), and 17th level (8d4).

1. The storm becomes difficult terrain for creatures other than you. When a creature moves within or exits the area of the storm, you can use your reaction to attack it with the storm's ranged attack.

2. The radius of the storm increases by 5 feet. For every 4 power points you spend this way, the storm is 5 feet taller. You can take this augmentation up to four times (**8**).

3. The storm becomes hazardous. When a creature enters the storm's area for the first time on a turn or starts its turn there, it must succeed on a Dexterity saving throw or take 2d4 bludgeoning damage.

Objects and creatures that are part of the storm and creatures you choose don't take this damage.

Empower. For every 2 additional power points you spend, both this augmentation's damage and the damage of the storm's ranged attack made against a target within it increase by 1d4.

4. The power's range becomes 90 feet, allowing you to place the storm at a point you can see within range. While the power is in effect, you can move the storm up to 30 feet as a bonus action.

5. When a Tiny physical projectile originates from within or enters the area of the storm, you can use your reaction to attempt to add it to the storm.

Make a ranged power attack against an AC equal to the attack roll of the projectile or its save DC. If you succeed, the attack has no effect and the projectile becomes part of the storm.

7. You can add Small and Medium sized objects to the storm in the same way you add Tiny objects to it.

Small and Medium objects controlled by the storm can provide you cover while within it. At the start of each of your turns roll a d6. If the number rolled is equal to or less than the number of these objects, you have three-quarters cover until the start of your next turn.

Empower. When you spend 4 power points (11), creatures can be added to the storm. Whenever a Medium or smaller creature enters the storm's area for the first time on a turn or starts its turn there, you can use your reaction to attempt to pull it into the storm. The creature must succeed on a Strength saving throw or become restrained and added to the storm. It provides cover as an object would if the creature is at least Small.

A creature restrained by the storm can use its action to make a new Strength saving throw. On a success, the creature is no longer restrained and lands in an unoccupied space of its choice within the storm.

ENVELOPING DARKNESS

Dimension

Manifesting Time: 1 action

Range: 60 feet

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Visual (overt)

You create a pool of encroaching darkness that is as palpable as it is dark. You create a cloud which occupies a 5-foot radius sphere that is heavily obscured.

0. When you augment the power with at least 1 power point, the radius of the sphere increases by up to 10 feet.

Empower. For every 2 additional power points you spend, the radius of the cloud increases by 5 feet.

1. The cloud becomes magical darkness.

2. A creature must spend 2 feet of movement per foot moved within the cloud.

3. The cloud latches onto creatures within it. For every 5 feet a creature moves within the cloud, the cloud will cling to it for 5 feet outside of the cloud, expanding the cloud's area for as long as the power is in effect.

5. When a creature enters the cloud the first time on a turn or starts its turn there, it must make a Constitution saving throw. The creature takes 4d6 cold damage on a failed save, or half as much damage on a successful one.

Empower. For every 2 additional power points you spend, the cold damage increases by 1d6.

7. You moor the cloud to a creature. As long as the power is in effect, the area of the cloud remains centered on a creature you choose, moving with it. An unwilling creature must make a Wisdom saving throw. On a successful save, the cloud remains centered in the space the creature occupied when you first manifest the power.

9. It becomes difficult to breathe within the cloud. Whenever a creature starts its turn within the cloud it becomes unsettled. An unsettled creature that is concentrating on an effect must succeed on a Constitution saving throw or lose concentration. In addition, when a creature within the cloud regains hit points, it only regains half as many hit points.

EXTRASENSORY PERCEPTION

Clairsentience

Manifesting Time: 1 action

Range: Self

Maintenance: Concentration, up to 10 minutes

Detection: Psychic, Visual (glow)

You expand your perception, gaining awareness beyond normal means. **Vision** augmentations extend to a distance of 60 feet or extend your existing vision by 30 feet.

While the power is in effect, you are aware of what direction you are facing, how far above or below ground you are, and what time it is. In addition, you can choose any familiar location within five miles of you and know your location in relation to that point.

1 **[Vision].** You perceive the dispositions of creatures, informing you whether the creature is aggressive, hostile, friendly, or neutral.

1 **[Vision].** You gain darkvision.

Empower. When you spend 2 power points (3), you can see into nonmagical darkness as if it were bright light. If you spend 4 more power points (7), you can also see into magical darkness.

2. Your passive Perception increases by 1, and Wisdom (Perception) checks you make gain a +1 bonus. You can take this augmentation multiple times.

3 **[Vision].** You can see invisible creatures and objects as if they were visible. You can even see into the Ethereal Plane. Ethereal creatures and objects appear ghostly and translucent.

3 **[Vision].** You can see active enchantment and telepathic effects, know if a creature, object, or location is under such an effect, and what kind it is, such as a charm or curse.

5 **[Vision].** You gain aurasight.

9 **[Vision].** You see things as they really are, gaining truesight, and automatically detect secret doors hidden by magic. You are also aware if a creature or object is possessed, unless the possessor succeeds on a Charisma saving throw to mask its presence.

FLAME MANIPULATION

Psychokinesis

Manifesting Time: 1 action

Range: 120 feet

Maintenance: Concentration, up to 10 minutes

Detection: Psychic, Gesture

You can manipulate a patch of fire that you can see within range and which fits within a 5-foot cube. While the power is in effect, you can control another patch of fire as a bonus action. You can manipulate one patch of fire at a time.

Fire you control with the power burns targets within it as normal for the fire. When the power ends, fire without a source extinguishes, otherwise, it burns normally.

When you first manifest the power and as an action on your subsequent turns while it is in effect, you can douse a patch of nonmagical fire or expand an existing patch of nonmagical fire to an adjacent 5-foot space.

0. The dimensions of the patch of fire you can manipulate increases by 5 feet when you reach 5th level (10-foot cube), 11th level (15-foot cube), and 17th level (20-foot cube).

1. You increase the intensity of a patch of nonmagical fire, increasing its fire damage by 1d8.

Empower. For every 2 additional power points you spend, the bonus damage increases by 1d8.

1. You decrease the intensity of a patch of nonmagical fire, which can be an object such as the flame of a torch. When it deals fire damage, roll a d8 and subtract the number rolled from its damage, to a minimum of 0.

Empower. When you spend 8 power points (**9**), the flames of a creature, such as a fire elemental, can be diminished. While the power is in effect, the creature must make a Constitution saving throw at the start of each of its turns. It takes 2d8 force damage on a failed save or half as much damage on a successful one. The damage increases by 1d8 for every 2 additional power points you spend.

2. You can target and control one additional patch of fire. You can take this augmentation multiple times.

3. You can shape a patch of nonmagical fire into the shape of a simple or crude object, such as a pillar or dome. The shape can't exceed the maximum volume you can control. At least one 5-foot section of the flame must remain in the same position it has when you manipulate the flame.

While the power is in effect, you can reshape a controlled flame as an action.

4. You can target a flame created by a magical effect.

FLAME AMALGAM

Medium construct

Armor Class 10 + 1 per 2 power points spent (natural armor)

Hit Points 10 + 3 per power point spent

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	16 (+3)	2 (-4)	10 (+0)	4 (-3)

Damage Immunities fire, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses blindsight 60 ft., passive Perception 10

Languages —

Challenge — **Proficiency Bonus** equals your bonus

Fire Form. The amalgam can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the amalgam or hits it with a melee attack while within 5 feet of it takes 1d8 fire damage.

ACTIONS

Multiattack. The amalgam makes two slam attacks.

Slam. *Melee Weapon Attack:* your power attack modifier to hit, reach 5 ft., one target. *Hit:* 3d8 + 4 + one fourth of the power points you spend on the power (rounded up) fire damage.

When the power ends, the effect returns to normal provided its duration hasn't expired. If the spell or power creating the effect ends, flames it created also expire.

5. When you first manifest the power and as an action on your subsequent turns as long as it is in effect, you can move a patch of fire up to 20 feet along a surface. Flame that moves away from its source continues to burn while the power is in effect. Once during the turn, each creature or object caught in the path of a fire you move is subject to damage as if it entered the fire.

11. You fashion a nonmagical fire that occupies at least a 5-foot cube into a flame amalgam. It appears in the space of the fire used to create it or the nearest unoccupied space within range. This creature uses the Flame Amalgam stat block. It resembles a humanoid composed of flames. If it is reduced to 0 hit points, it collapses into a patch of fire which you can manipulate, but the amalgam can't be reformed unless you manifest the power again.

The creature shares your initiative, but it takes its turn immediately after yours. It follows your will (no action required by you). If you don't direct the creature, it takes the Dodge action.

Empower. When you spend 4 power points (**15**), you create a second amalgam from a separate patch of fire, but each amalgam's Slam attack deals 1d8 less damage. You can issue commands to each creature at the same time.

FORETHOUGHT

Clairsentience

Manifesting Time: 1 minute

Range: Self

Maintenance: None

Detection: Psychic

After meditating for one minute, you gain knowledge of some event that will occur within the next eight hours. Once within that 8-hour period, you can use your reaction to get a sense of déjà vu and trigger the power's effect.

After you trigger the power, you can't benefit from it again until you finish a long rest.

When a particular common item you could reasonably have obtained between manifesting the power and triggering it is desired, you can produce that item as if you had it in your possession the entire time. If the object has a cost, you must pay that cost when you trigger the power.

1. When you take damage from a trap or triggered effect, including from reactions by creatures, you can gain resistance to that damage until the end of the turn.

2. You can trigger the effect of the power one additional time within the 8-hour period. You can take this augmentation multiple times.

3. When a trap is triggered within 30 feet of you, you can move up to 30 feet and disable the device, render it ineffective, or avoid it. The trap must be able to be thwarted through physical means, such as ramming a rod in a gear or turning the trap so it fires in the wrong direction. You don't need to make an ability check.

Alternately, if a creature within 10 feet of you fails on a Dexterity saving throw, you can cause that creature to succeed instead. You suffer no ill effect for doing so.

5. When the damage from an attack roll or saving throw reduces you to 0 hit points, you can make that attack roll miss or succeed on that saving throw. You take no damage when you use the power to succeed on a saving throw.

7. When you must make an ability check, you can trigger déjà vu to gain advantage on that check and each ability check related to the task for 1 minute.

9. When you encounter a question or puzzle requiring a simple solution, such as throwing a particular lever to disarm a trap or reveal a hidden passage, you know the right answer. If the puzzle or question is more involved, you know the solution to one part of it and have advantage on ability checks to solve the remainder of it.

11. At the start of your turn during any scene, you can trigger déjà vu. While you have déjà vu you are aware of how events will play out over the next minute. Once each round within this minute, when a creature you can see makes an attack roll, ability check, or saving throw, you can have it reroll the d20 and choose which roll to keep.

Empower: When you spend 6 power points (**17**), you are in a perpetual state of déjà vu for 8 hours, and can reroll one d20 each round, including your own rolls.

13. When a creature starts its turn or takes an action or reaction, you can manifest a power or cast a spell you know, have imprinted, or prepared requiring an action as a reaction.

You must expend the power points or spell slot as well as any material components required for the triggered power or spell as if you cast it using your action.

GHOSTLY FORCE

Psychokinesis

Manifesting Time: 1 action

Range: 120 feet

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Visual (glow)

You can lift a target you can see within range and move it with a thought. When you manifest the power, and as an action on your subsequent turns while it is in effect, you can move the target up to 5 feet along a surface as long as it remains within range.

You can also choose to hurl the target up to 10 feet in any direction. If you hurl it outside the power's range, you lose control of it afterwards. You make a ranged power attack if you hurl the target at a creature or object. On a hit, you deal 1d6 damage, with a type determined by what you hurled.

One Tiny unattended object that weighs 5 pounds or less is moved by the force. You can also move a group of Tiny unattended objects, none of which can weigh more than 1 pound, and with a combined weight of no more than 5 pounds, as a single unit, provided the objects are within 5 feet of each other. When you manipulate objects as a unit, you can arrange them in different patterns, create shapes, juggle them, or perform other similar feats, but they must all remain within a 5-foot cube. The power treats a unit of Tiny objects as a single object.

0. The damage the power deals when you hurl or slam a target increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

0. When you augment the power with at least 1 power point, the distance you can move or hurl a target increases to 20 feet and you can move it in any direction.

Empower: For every 2 additional power points you spend, the distance you can move a target increases by 5 feet. In addition, the damage dealt by a hurl or slam increases by 1d6.

1. You can target Tiny and Small objects of any weight. When you hurl an object, it deals an extra 1d6 damage. While the power is in effect, you can relinquish control of your target to choose a new one as an action, or target a new object if you aren't controlling one.

You can target Medium objects when you augment the power with at least 5 power points or Large objects with at least 9 power points.

4. You can target one additional object (or creature if you can target creatures). You can take this augmentation multiple times.

5. You can target a creature instead of an object. It must succeed on a Strength saving throw or become restrained as long as the power is in effect. As an action, the creature can repeat the save.

If you can slam a target, it takes an extra 3d6 damage.

6. You can slam a target with force against a surface or object larger than it when you move it, dealing 3d6 bludgeoning damage. A creature must make a Strength saving throw, taking half of the damage on a success.

GLIMMER

Clairsentience

Manifesting Time: 1 bonus action

Range: Self

Maintenance: None

Detection: Psychic

You have immediate insight into the future, allowing you to take precise action to deal with a situation. Once you use the effect of the power, it ends.

Within the next minute, when you make an ability check, you can use your manifesting ability modifier instead of the normal ability for the check.

1. Within the next minute, when you roll damage, you can reroll a number of the damage dice up to your manifesting ability modifier (minimum of one). You must use the new rolls.

3. Within the next minute, when you take damage, you can choose to gain resistance to that damage type until the start of your next turn.

4. You can activate the power one additional time without ending it, but can only activate it once during a turn. You can take this augmentation multiple times.

5. Within the next minute, when a target must make a Dexterity saving throw against one of your features, powers, or spells, one target of your choice has disadvantage on its save and takes full damage, even if it normally would take reduced damage on a failed save.

Empower: For every 2 additional power points you spend, you can choose one additional creature during the same turn.

7. You gain a heightened sense of awareness. Within the next minute, when you use your reaction you regain the use of it at the end of the turn.

9. Within the next minute, when you hit a target with a melee or ranged attack from a weapon, spell, or power, you can choose to make the attack a critical hit.

HARMONICS

Psychokinesis

Manifesting Time: 1 action

Range: 120 feet

Maintenance: Concentration, up to 10 minutes

Detection: Psychic, Gesture

You can shape and alter sound within a 20-foot radius sphere until the start of your next turn. You can use your action while the power is in effect to reactivate the power. Unless an augmentation's description indicates otherwise, the power doesn't impact spellcasting nor does it deal damage.

You change the volume of any number of sounds within the sphere. You could turn a whisper into a shout or a clap of thunder into a gentle sigh or make the words from another's mouth come out inaudibly.

1. You transform sounds into other sounds you have heard, such as making a babbling brook sound like church bells. You can duplicate a speaker's voice, and can substitute your power attack modifier for ability checks made to deceive. A speaker most likely will stop speaking once it realizes the words coming from its mouth aren't its own.

2. The power's radius increases by 5 feet. You can take this augmentation multiple times.

3. You dampen sounds you choose, such that a creature within the sphere can gain advantage on ability checks to remain silent and damage resistance to thunder.

Empower. When you spend 4 power points (**7**), you suppress sounds you choose within the sphere. Spells requiring a verbal component you suppress can't be cast, but a spellcaster will stop casting the spell once it realizes it makes no sound. All creatures within the sphere gain immunity to thunder damage and are deafened if you choose.

3. You amplify sounds causing each creature within the sphere to have disadvantage on ability checks to remain silent and saving throws against thunder damage.

4. As a bonus action, you can move a sphere up to 30 feet.

5. You condense sounds into a destructive pitch. Each creature within the sphere must make a Constitution saving throw. On a failed save, it takes 2d8 thunder damage and is deafened for one minute. On a successful save, it only takes half of the damage. A creature made of inorganic material such as stone, crystal or metal has disadvantage on this saving throw. A nonmagical, unattended object within the sphere also takes the damage.

Empower. For every 4 additional power points you spend, the damage increases by 1d8.

8. You manifest a second sphere equal in size to the first one. You can freely transfer sounds from one sphere to the other at any volume you choose. If a thunder damage effect strikes one sphere, you can use your reaction to transfer or copy that effect to the other.

11. You can reshape sounds within the sphere into a dome shaped sonic wall surrounding it.

One side of the dome, selected by you, deals 5d8 thunder damage to any creature that ends its turn or object at the end of each of your turns within 10 feet of that side. Each creature attempting to pass through the sonic wall from this side must make a Constitution

saving throw. On a failed save, it takes 5d8 thunder damage and is pushed 10 feet away from the wall and can't move toward the wall for the remainder of the turn. On a successful save, the creature only takes half of the damage. Any creature can freely pass through the wall from the side that doesn't deal damage.

13. You transform one sphere of sound you control into a sonic amalgam or transform the amalgam back into the sphere. It forms in the nearest unoccupied space within the sphere. The creature uses the Sonic Amalgam stat block. It resembles swirling bands of force. If it is reduced to 0 hit points, the power ends.

The creature shares your initiative, but it takes its turn immediately after yours. It follows your will (no action required by you). If you don't direct the creature, it takes the Dodge action.

SONIC AMALGAM

Large construct

Armor Class 11 + 1 per 2 power points spent (natural armor)

Hit Points 10 + 5 per power point spent

Speed 30 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+1)	16 (+3)	14 (+2)	2 (-4)	10 (+0)	4 (-3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison, thunder

Condition Immunities charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses blindsight 60 ft., passive Perception 10

Languages —

Challenge — **Proficiency Bonus** equals your bonus

Composed of Sound. If the amalgam is within an area where sound is suppressed, it is also suppressed.

ACTIONS

Sonic Burst. The amalgam creates high-pitched vibrations harming each creature and object within a 30-foot cone, dealing 3d6 + the power points spent on this power thunder damage. A creature must make a Constitution saving throw against your power save DC. On a successful save, it takes half of the damage. A creature made of inorganic materials such as stone, crystal, or metal has disadvantage on the saving throw.

HYDROKINESIS

Psychokinesis

Manifesting Time: 1 action

Range: 120 feet

Maintenance: Concentration, up to 10 minutes

Detection: Psychic, Gesture

You can move, shape, and alter the state of water. When you first manifest the power and as an action on your subsequent turns while it is in effect, you may reshape

the water, move the water, or change the state of the water. When the power is no longer in effect, the water will follow the course of nature (for instance, water will flow downhill).

Ice covering a surface is difficult terrain. The first time during a turn a creature attempts to cross the ice, it must succeed on a Dexterity saving throw or fall prone.

Snow surfaces can be walked on by Medium and smaller creatures (larger creatures will sink through the snow unless the snow is at least 5 feet thick). When you move a snow surface, each creature on it is also moved. An unwilling creature must succeed on a Dexterity saving throw or be moved with the mass.

You control one 5-foot cube of water. You can shape it into simple shapes, move it up to 30 feet along a surface, or change its state (water to snow or ice and vice versa), but you can't freeze water if there is a creature within it. You can transform lightly obscured fog into heavily obscured fog or vice versa or disperse or create lightly obscured fog.

1. You can choose to affect surfaces instead of cubes when you manifest the power. You control water occupying a 10-foot square that is 1 foot thick instead of a 5-foot cube. In addition, when you move water, you can move it in any direction, provided part of the mass touches the ground. Moreover, as part of the action to manipulate the water, you can control a new volume of water by relinquishing control over another.

2. You can control three additional 5-foot cubes of water. Contiguous cubes can be controlled as one mass. You can take this augmentation multiple times.

3. You can shape contiguous volumes of water into a wall. Such a wall transforms each 5-foot cube of water into a 10-foot square panel that is 1 foot thick. You can also transform 5-foot cubes of water into a hemispherical dome with a diameter in feet equal to five times the number of cubes you form into the dome.

A wall of water imposes disadvantage on ranged attack rolls that enter the wall's space. Fire damage is halved if the fire effect passes through the wall to reach its target. Effects that deal cold damage that pass through the wall freeze the area of the wall they pass through solid, transforming that section of the wall into a wall of ice.

A wall of ice is 1-foot thick in a given 5-foot section. If the wall cuts through a creature's space when it forms, the creature is pushed to one side of the wall and must make a Dexterity saving throw. The creature takes 1d6 cold damage for every 2 power points you spend to augment the power on a failed save or half as much damage on a successful one. The wall is an object that can be damaged and thus breached. It has AC 12, 15 hit points per 5-foot section, and is vulnerable to fire damage. Reducing a section to 0 hit points transforms it into a wall of water.

5. When you first manifest the power and as an action on your subsequent turns while it is in effect, you can attack a target within 30 feet of a volume of water you control by making a ranged power attack. On a hit, you deal 5d6 bludgeoning, cold, piercing, or slashing damage, which you decide when you make the attack.

Empower. For every 2 additional power points you spend, the damage increases by 1d6.

9. You shape a 5-foot cube of water or ice into two hydro amalgams, each with a state (unfrozen from water or fog, frozen from ice or snow). Each manifests in the space of the water used to create it or the nearest

unoccupied space and uses the Hydro Amalgam stat block. It resembles a creature composed of water or ice floes. If it is reduced to 0 hit points, it collapses into a pool of water or pile of snow which you can manipulate, but the amalgam can't be reformed unless you manifest the power again.

The creatures share your initiative, but take their turns immediately after yours. Each follows your will (no action required by you). If you don't direct the creature, it takes the Dodge action.

Empower. If you spend 2 power points (**11**), you create a third amalgam. If you spend 6 power points (**15**), you create a total of four amalgams.

HYDRO AMALGAM

Small construct

Armor Class 11 + 1 per 2 power points spent (natural armor)

Hit Points 15 + 2 per power point spent

Speed 40 ft. (30 ft. frozen), swim 40 ft. (unfrozen)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	2 (-4)	10 (+0)	4 (-3)

Damage Resistances acid, fire (unfrozen only)

Damage Immunities cold, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses blindsight 60 ft., passive Perception 10

Languages —

Challenge — **Proficiency Bonus** equals your bonus

Wave and Frost. While the amalgam is unfrozen, it pushes a target hit by its Slam attack 5 feet. While the amalgam is frozen, its Slam attack deals an extra 1d8 cold damage.

State Change. If the amalgam is unfrozen and is the target of an effect that deals cold damage, it becomes frozen. If the amalgam is frozen and takes fire damage, it becomes unfrozen.

ACTIONS

Slam. *Melee Weapon Attack:* your power attack modifier to hit, reach 5 ft., one target. *Hit:* 1d8 + 3 + one fourth of the power points you spend on the power (rounded up) bludgeoning damage.

HYPERCONGNITION

Clairsentience

Manifesting Time: 1 minute

Range: Self

Maintenance: None

Detection: Psychic, Visual (glow)

By entering into a deep meditative state, you recall memories from deep within you or tap into the shared knowledge of the universe to gain knowledge you don't normally possess.

You recall a memory of yours no older than one day. You can remember the moment you experienced with vivid detail and perfect accuracy, recalling names

spoken, faces seen, and so on. If the memory has been suppressed by magical means or trauma, you don't recall the memory. After recalling a memory, you can't do so again until you finish a short or long rest.

1. You sense the presence of magical energy within 30 feet of you. You get a basic understanding of the energy, as well as what school or discipline, if any, it is.

3. One magic item you hold has its properties revealed to you. You learn how to use the item, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells or powers are affecting the item and what they are. If the item was created by a spell or power, you are made aware of the fact, but not which spell or power made it.

You can, alternately, learn what spells or powers, if any, are affecting one creature you can see.

5. You recall one of your memories. You remember the moment you experienced with vivid detail and perfect accuracy, recalling names spoken, faces seen, and so on.

You can also recall memories lost from amnesia without requiring a saving throw or ability check, including those lost to powers and spells.

7. Until you finish a long rest, you gain proficiency in one skill, tool, or weapon of your choice.

Empower: When you spend 2 power points (9), you gain expertise in any one skill or tool proficiency you have, allowing you to add twice your proficiency bonus when you make a check with it.

9. You query the knowledge of the universe to answer a single question concerning a specific goal, event, or activity to occur within 7 days, or one that has occurred within the last 7 years. The GM will give you an honest answer which might be a short vision, a cryptic passage, or an omen.

This revelation doesn't take into account any possible circumstances that might change the outcome. If you attempt to use the power to address the same goal, event, or activity, the power will fail.

11. Delving deep into the knowledge of the universe, you can review up to 1 minute of an event that occurred any time within the past, provided you know the event happened. The GM will describe the scene as if from the viewpoint of some creature or object which was present during the event. In addition, for the next 8 hours, it only takes you half of the time to research the event normally.

13. Tapping the shared knowledge of the multiverse, you discover facts about a creature you know. This creature can be one you've met or seen remotely through magical means. You gain the following information about the creature: name (including aliases, but not the true name of a celestial or fiend), race, alignment, its approximate power, its current location, significant items in its possession, and any significant activity or actions it has taken within the past 8 hours. In addition, you get a mental picture of the creature which you can clearly recall for 10 minutes.

Id INSINUATION

Telepathy

Manifesting Time: 1 action

Range: 30 feet

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Visual (glow)

You flood a creature you can see within range with sensation, leaving it unable to act normally. The creature

must succeed on a Charisma saving throw or suffer the effect of the power as long as it is in effect. A creature makes a new Charisma saving throw at the end of each of its turns, ending the effect for it on a success. A creature immune to the charmed condition is unaffected by the power.

The target can't take the Dash, Disengage, or Ready actions. It also must use its action in order to interact with an object.

1. The target gains no benefit from the Dodge action, and you deal an extra 1d6 psychic damage to it whenever you hit it with an attack.

Empower: For every 4 additional power points you spend, the extra damage increases by 1d6.

2. You can target one additional creature within range. You can take this augmentation up to four times (8).

3. Overcome with overconfidence, the target only deals half damage with weapon attacks.

Empower: If you spend 4 power points (7), the target deals half damage with spell and power attacks which require an attack roll. If you spend 10 power points (13), all damage the target deals is halved.

5. The target is confused. It can't take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn. On a 1, it moves in a random direction. On a 2–6, the creature doesn't move or act, instead lost in its thoughts or sensations. On a 7–8, the creature attacks the nearest creature at random. On a 9–10, the creature can act normally.

9. The target is incapacitated, reveling within its mind. Provided it takes no damage, the creature will take no action and ignore the presence of others. If the creature takes damage the power ends for it. After the power ends, the creature has a –2 penalty on attack rolls and save DCs for 1 minute.

Empower: When you spend 2 power points (11), the target is trapped within its thoughts. It can't perceive the world around it and is stunned until it takes damage or the power ends for it.

INERTIAL BARRIER

Psychokinesis

Manifesting Time: 1 action

Range: 60 feet

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Gesture, Visual (beam)

You create a field of force that dampens and impedes movement within it. An incorporeal creature isn't affected by the power.

One Medium or smaller object or willing creature that you can see within range is surrounded by impeding force. It must spend 2 feet of movement for every foot moved, and attack rolls have advantage against the target. Moreover, the target can only be moved half of the distance it normally could. For instance, if a target is pushed 10 feet, it only moves 5 feet. The target has resistance to bludgeoning damage taken as a result of falling or from telekinetic effects and is never knocked prone from them.

1. You can target an unwilling creature. It must succeed on a Strength saving throw or become impeded. In addition, an impeded creature can't take reactions that allow it to move or make opportunity attacks. As an action, the target can repeat the Strength saving throw, ending the power for it on a success.

Empower: When you spend 4 power points (5), the target has disadvantage on attack rolls with melee weapons, Strength and Dexterity checks, and Dexterity saving throws.

2. You can target a creature or object no larger than Huge.

Empower: When you spend 4 power points (6), you create a field that extends 5 feet around the target that impedes creatures and objects within it. Within the expanded space, ranged weapon attacks that originate from within, pass through, or target a creature inside the sphere automatically miss.

3. The impeding force no longer grants advantage to attack rolls made against the target. Creatures and objects within an expanded space gain no benefit from this augmentation.

Empower: When you spend 2 power points (5), the target no longer needs to spend extra movement due to the power and melee attack rolls made against it have disadvantage.

4. You further dampen movement for impeded targets. A creature must spend an additional 2 feet of movement per foot moved (total of 4 feet per foot moved), and the distance it can be moved is reduced to one fourth. An impeded target takes no damage from falling, even if it was only impeded in the final 5 feet of the fall, and has resistance to bludgeoning and slashing damage.

Empower: When you spend 4 power points (8), movement is dampened to a significant degree. Whenever an impeded target attempts to move, it must succeed on a Strength saving throw or be unable to move for the remainder of the turn.

7. You create a 10-foot radius sphere of invisible force that dampens inertia at a point in space within range instead of targeting a creature. Each creature and object within the sphere is impeded by the power.

A creature can't take reactions that allow it to move or make opportunity attacks, and has disadvantage on attack rolls with melee weapons, Strength and Dexterity checks, and Dexterity saving throws. Ranged weapon attacks that originate from within, pass through, or target a creature inside the sphere automatically miss.

Empower: For every 2 additional power points you spend, the radius of the sphere increases by 5 feet.

KINETIC BARRIER

Psychokinesis

Manifesting Time: 1 action

Range: 30 feet

Maintenance: Concentration, up to 10 minutes

Detection: Psychic, Gesture, Visual (glow)

You create a 1/4 inch thick field of telekinetic force that can be used to protect yourself and others. Nothing can physically pass through the barrier. The barrier is immune to all damage. It can be disintegrated, but will automatically reform at the end of your next turn as long as the power is in effect.

The barrier provides one creature you can see within range half cover against the first attack made against it each round. The barrier remains with the creature unless an augmentation transforms it into a stationary wall or allows you to move the barrier.

0. The power's range increases by 30 feet when you reach 5th level (60 feet), 11th level (90 feet), and 17th level (120 feet).

1. The target is treated as always having half cover.

Empower: When you spend 6 power points (7), you can use your action each turn to increase the cover to three-quarters until the start of your next turn. If you spend 6 more power points (13), you increase the cover without needing to take an action.

2. As a bonus action, you can reposition each wall or redistribute each barrier to another point or creature you choose within range.

2. You can target one additional creature or create one additional wall panel within range. You can take this augmentation multiple times.

3. You create a wall of kinetic force at a point in space instead of targeting a creature. The wall is a 5-foot wide by 5-foot tall panel that provides three-quarters cover for a Medium or smaller creature behind it.

Empower: When you spend 2 power points (5), the panel's dimensions increase to 10 feet and grant a Large or smaller creature full cover while behind the wall.

4. A creature with a barrier can't be pushed against its will and never needs to spend extra movement due to an effect created by wind or telekinetic force. By using the barrier, it has advantage on attempts to shove or overrun a target.

11. You create a stationary dome of force at a point in space you can see. The dome is hemisphere with up to a 15-foot radius that grants full cover and can't be passed through by physical means. You can't form the dome around an unwilling creature.

Empower: When you spend 4 power points (15), you can center the dome on a creature or object. The dome moves with the target.

A creature whose space the dome enters must succeed on a Strength check against your power save DC or be pushed by it for the remainder of the turn, otherwise the dome can't continue to move against it this turn.

The dome will automatically push objects aside, provided they aren't anchored to a surface. If an object is anchored to a surface, the GM will decide whether the dome can move it or not. If the dome encounters another impassable object, such as an *immovable rod*, it can't continue to move in that direction.

LIVING WEAPON

Protean

Manifesting Time: 1 bonus action

Range: Self

Maintenance: Concentration, up to 10 minutes

Detection: Psychic, Visual (overt)

You fashion your bones or other body parts into weapons, such as bone claws. Visually, you can make multiple living weapons when you manifest the power, but the living weapon is considered to be a single weapon.

The living weapon is a simple weapon with which you are proficient, and you can use your manifesting ability modifier in place of your Strength on its attack and damage rolls. The living weapon can't be disarmed, and doesn't count as holding an object in your hand. It deals 1d6 damage on a hit which can be bludgeoning, piercing, or slashing (you choice when you manifest the power).

Should you lose concentration on the power, you can take a bonus action on your next turn to restore the power as if you never lost your concentration.

0. The living weapon's damage die increases when you reach 5th level (1d8), you can make a second attack with it when you take the Attack action at 11th level, and it scores a critical hit on a 19 or 20 at 17th level.

1. While the power is in effect and you use the Attack or Multiattack action to make an attack with the living weapon, you can take a bonus action to make another attack with the living weapon.

2. The living weapon gains a +1 bonus on attack and damage rolls and counts as a magical weapon for the purpose of overcoming damage resistance and immunity.

Empower: For every 4 additional power points you spend, to a maximum of 8, the bonus to attack and damage rolls increases by 1.

2 (Acid). A target hit with the living weapon must succeed on a Constitution saving throw or it takes 2d4 acid damage at the start of its next turn.

2 (Necrotic). A target hit with the living weapon must succeed on a Constitution saving throw or until the end of your next turn, it can't regain hit points and takes 1 additional point of damage each time it takes weapon damage.

2 (Poison). A creature hit by the living weapon must succeed on a Constitution saving throw or become poisoned until the end of its next turn.

3. The living weapon deals you choice of an extra 1d4 **acid**, **necrotic**, or **poison** damage. You can take an augmentation of the same type.

Empower: For every 4 additional power points you spend, to a maximum of 8, the damage increases by 1d4.

4. Once during each of your turns, you regain hit points equal to half the damage the living weapon deals to a creature.

7. The living weapon causes creatures to bleed, provided they are capable. After a creature takes damage from the living weapon, it must succeed on a Constitution saving throw, or it takes 1d8 damage from blood loss at the start of each of its turns for 1 minute or until it regains hit points through magical means. A creature which uses its action and succeeds on a DC 10 Wisdom (Medicine) check with a healer's kit also stops the bleeding.

A creature only suffers blood loss from the living weapons once on its turn.

11. When you hit a creature with the living weapon, you may take a bonus action to inflict 5d8 additional weapon damage. If this damage reduces the target to 0 hit points, you can make another attack with the weapon against a different creature within your reach.

If you spend at least 17 power points to augment the power, the bonus action deals an extra 5d8 damage on a critical hit.

MARTIAL INSIGHT

Clairsentience

Manifesting Time: 1 bonus action

Range: Self

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Visual (glow)

You grant a creature an astute understanding of the flow of combat, enhancing its combat abilities.

While the power is in effect, you have proficiency with all simple, martial, and improvised weapons, light, medium, and heavy armors, and shields. In addition,

your unarmed strikes and attacks made with improvised weapons deal 1d6 damage if not already better.

1. Your weapon attacks have a +2 bonus on attack rolls.

2. The power's maintenance increases to 1 hour.

2. The power's range becomes touch allowing you to target a willing creature.

3. Once during each of your turns, you deal an extra 1d8 weapon damage when you hit with a weapon attack.

Empower: For every 4 additional power points you spend, this damage increases by 1d8.

4. Each weapon attack you make scores a critical hit on a d20 roll of 19 or 20 and deals one extra die of weapon damage on a critical hit.

5. When you are hit by a weapon attack, you can use your reaction to attempt to parry that attack with a weapon you hold. Make an attack roll against an AC equal to the attack roll which hit you, and if you succeed, the attack misses you instead. If the attack still hits, you regain the use of your reaction at the end of the turn.

Empower: When you spend 2 power points (**7**), you can make one attack with a melee weapon you hold or an unarmed strike against a creature you successfully parry, provided it is within your weapon's reach.

6. While the power is in effect, you have the Extra Attack feature as if you are a 5th-level fighter.

11. You gain 3 martial dice, which are d10s. You can expend one martial die to increase an attack or damage roll you make with a weapon attack by the number rolled on the die. When you are hit by a melee or ranged attack, you can use your reaction to spend one martial die to increase your AC against that attack by the number rolled on the die.

Whenever you roll initiative, you regain half of the dice, up to your maximum, as long as the power is in effect.

Empower: For every 2 additional power points you spend, you gain one extra martial die.

MENTAL BARRIER

Telepathy

Manifesting Time: 1 reaction, which you take when you are the target of a psionic effect or an attack that deals psychic damage

Range: Self

Maintenance: None

Detection: Psychic, Visual (glow)

You create a psionic barrier that intercepts psionic and mental assaults. You gain a +1 bonus to your AC and saving throws against the effect that triggered the reaction.

1. The bonus to AC and saving throws increases to +5 and lasts until the start of your next turn. This benefit can't be extended.

2. The power's range becomes 60 feet. You can target a creature within range that you can see when it is the target of a psionic effect or attack that deals psychic damage.

3. After you manifest the power, you gain a +1 bonus to AC and saving throws against psionic effects and attacks that deal psychic damage for 1 minute.

Empower: For every 2 additional power points you spend, to a maximum of 8, the bonus to AC and saving throws increases by 1.

5. When a psionic effect is manifested within 60 feet of you of which you are aware, you can manifest the power to attempt to disrupt it as a reaction. You make an ability check using your power manifesting ability against a DC equal to 10 + half the power points used to augment the power you are attempting to disrupt or against the manifesters' power save DC if it is from a creature ability or class feature that doesn't use power points. On a success, the creature's power fails and has no effect.

If you spend 4 more power points (**9**), you can attempt to disrupt a spell the same way. The DC equals 10 + the spell's level. On a success the spell fails and has no effect.

Empower. For every 2 additional power points you spend, you gain a +1 bonus on your ability check.

7. After you manifest the power, for the next minute when you fail a saving throw against a mind-affecting condition or effect, you can reroll the saving throw. You must use the new roll.

Empower. When you spend 4 power points (**11**), you can reroll a saving throw against any magical condition or effect.

13. When you are the target of a psionic power or similar effect by a creature, you can take a reaction to reflect the effect back to its source. You must succeed on a power attack roll against an AC equal to the originator's attack roll or save DC. If you succeed, you aren't affected by the effect, and can manifest it without expending a resource against the originator, making an attack roll or requiring a saving throw as appropriate.

Only effects that explicitly target you can be reflected, powers which target an area can't be reflected.

MIND PROBE

Telepathy

Manifesting Time: 1 action

Range: Self

Maintenance: Concentration, up to 1 minute

Detection: Psychic

You can read the thoughts of certain creatures you can see within 30 feet of you. As a bonus action, you can activate the power on each of your turns while it is in effect. You continue reading a creature's thoughts until the start of your next turn. A creature must think in a language you understand for you to learn anything.

If you can **probe** a creature's mind, it must make a Wisdom saving throw. On a success, you gain no information, and it becomes aware its mind is being read.

While it is in effect, you can activate the power to read the surface thoughts of a creature, learning what it is actively thinking in that moment. A creature trained to protect its thoughts from telepathic reading may have means to mislead or stymie your efforts at the discretion of the GM.

0. When you augment the power with at least 5 power points, you can reactivate the power after reading a creature's mind even if you can no longer see it as long as you don't reactivate the power to read or probe a different creature's mind.

1 [Probe]. When you activate the power, you can seek the answer to a general knowledge question, such as whether a specific person is at a certain location or if the creature is attempting to deceive you.

2. You can read emotions as well as thoughts; reading an emotion doesn't require a language you understand.

3 [Probe]. You force the target to think of a specific topic, and then read its thoughts. For instance, you could learn when the watch shifts change at a warehouse, or you can cause the creature to think of the answer to a riddle it poses.

4. The distance you can read and probe a creature's mind increases to 120 feet.

Empower. When you spend 6 power points (**10**), the distance increases to 1 mile.

7 [Probe]. You probe the creature's mind for information that you are aware exists. For example, if you know a creature knows the proper way to unlock a special locking mechanism, you can withdraw that procedure.

8. Whenever a creature succeeds on its Wisdom saving throw against your **probe** attempts, you can use your reaction to mentally lash it. It must make an Intelligence saving throw. It takes 4d6 psychic damage on a failed save or half as much damage on a successful one. After taking this damage, the creature can voluntarily fail its save to resist your probe during future attempts.

Empower. For every 2 additional power points you spend, the psychic damage increases by 1d6.

11 [Probe]. You delve into a creature's mind to strip any direct or tangential information from it mind, including information you are unaware it has.

The GM will decide what information you learn. Secrets, scandalous information, and peculiar knowledge are most likely to be learned. When you reactivate the power, you can gain further information regarding topics you uncover. For instance, you could root in the subject's mind to find information about its king and discover the king is an imposter, and on later turns find out who is involved in the conspiracy.

MIND SPEAR

Telepathy

Manifesting Time: 1 action

Range: 120 feet

Maintenance: None

Detection: Psychic, Gesture, Visual (beam)

A spear of psychic energy arcs toward a creature in range. You make a ranged power attack against the target. On a hit, the target takes 1d8 psychic damage.

The target gains no benefit from cover against the power, and you can target creatures you can't see provided you know where they are.

0. Psychic spear damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

1. The psychic spear's damage increases by 2d8.

Empower. For every 2 additional power points you spend, the damage increases by 1d8.

2. You create one additional spear which must target a different creature, and each psychic spear deals 1d6 psychic damage on a hit. When you increase the psychic spear's damage, it increases by 1d6 instead of 1d8.

For every 4 additional power points you spend to augment the power, you can create one additional psychic spear.

5. Psychic spears bursts on impact. The target and each creature within 10 feet of it must make an

Intelligence saving throw. A creature takes 4d6 psychic damage on a failed save or half as much damage on a successful one.

Empower. For every 2 additional power points you spend, the damage of the burst increases by 1d6. A creature only takes damage from the bursts once in a turn.

7. A creature hit by a spear must succeed on an Intelligence saving throw or lose concentration. If the creature succeeds on this saving throw, it still must make a Constitution saving throw to maintain concentration from damage as normal.

MIND TAP

Telepathy

Manifesting Time: 1 action

Range: 60 feet

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Visual (beam, glow)

You mentally grasp the mind of a creature that you can see within range. The creature must make an Intelligence saving throw. On a failed save, it takes 1d6 psychic damage and you establish a mental conduit with it. As an action on each of your turns as long as the power is in effect, you can psychically assault the conduit target. It must succeed on an Intelligence saving throw or take 1d6 psychic damage.

Once you establish a mental conduit, it remains in place as long as the power is in effect. While the target is linked via the conduit, you are aware of its exact position as long as it is within the power's range. The *psychic static* power and *remove curse* spell remove the conduit, and it breaks if the creature moves out of the power's range.

0. The power's initial damage and the damage dealt to a target connected via the conduit increase by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

0. When you augment the power with at least 1 power point, you deal half of the damage to a target that succeeds on its saving throw, but you don't establish a conduit with it.

1. A target linked via the conduit has disadvantage on Intelligence and Wisdom checks, and your attacks made against it never have disadvantage because the creature is hidden, invisible, or obscured.

Empower. If you spend 4 power points (**5**), a target linked via the conduit has disadvantage on ranged attack rolls. If you spend 8 power points (**9**), the target has disadvantage on all attack rolls.

2. The power's range increases to 300 feet.

2. The power's damage increases by 1d6. You can take this augmentation multiple times.

3. A target linked via the conduit can't gain advantage on attack rolls, ability checks, or saving throws.

4. You can target a second creature you can see within range and establish a conduit with it. When you use your action to deal damage to a target linked via the conduit, you deal damage to each linked target.

Empower. For every 2 additional power points you spend, you can target one additional creature.

7. A target linked via the conduit that fails its saving throw against the power's damage is blinded and deafened, and can't benefit from blindsight and tremorsense, until the start of your next turn.

11. Whenever a target linked via the conduit attempts to cast a spell or manifest a power, you can use your reaction to deal the conduit's damage to that target. The target must make a Constitution saving throw against a DC equal to 10 + half the damage dealt. On a failed save, the spell or power fails and has no effect.

MINDLINK

Telepathy

Manifesting Time: 1 action

Range: Self

Maintenance: Concentration, up to 8 hours

Detection: Psychic, Visual (glow)

You link minds with a willing creature within 30 feet of you. This link persists over any distance as long as you remain on the same plane of existence. Unwilling creatures can't be linked.

Each linked creature can send a telepathic message to each member of the link it chooses as a bonus action. Members must share a common language to understand the message.

1. Each member of the link within 60 feet of another member adds 1d4 to its initiative rolls.

Empower. When you spend 4 power points (**5**), each member of the link gains the passive Perception of the member with the highest passive Perception within 60 feet of it. In addition, whenever one member of the link isn't surprised by an encounter, no member of the link is surprised.

2. Whenever a member of the link deals damage with a weapon, spell, or power, it deals an extra 1d4 damage, provided at least one member of the link within 60 feet of it has hit the target since its last turn.

Empower. When you spend 4 power points (**6**), each member of the link has advantage on attack rolls provided another member of the link is within 5 feet of the target and not incapacitated.

3. Each linked creature can transmit rough concepts to beasts and other creatures with limited language capacity within the link. Beasts can transmit simple sentiments, such as "danger" or "distrust." A beast may not necessarily act the way you want when you communicate with it.

Empower. When you spend 4 power points (**7**), each member of the link can transmit thoughts to any linked creature without sharing a common language regardless of the creature's intelligence.

4. While the power is in effect, you can use your action to add an additional willing creature to the link or remove a member, other than you, from the link. You can only link yourself and a number of creatures equal to half your level (rounded up) at a time.

6. Each member can transmit thoughts at will, without an action, during its turn.

7. Members of the link can share sensory data. Each can either transmit to each member of the link it chooses or retrieve sensory data from one member of the link it chooses as a bonus action. This benefit lasts until the end of the member's next turn, and members still retain their own senses during this time without detriment.

Empower. When you spend 4 power points (**11**), each member of the link gains any sensory trait, such as blindsight, darkvision, and tremorsense, possessed by another member, provided that member is within 60 feet and isn't incapacitated.

13. When a member is the target of a beneficial telepathy power, enchantment spell, or similar effect such as Bardic Inspiration, each member of the link within 60 feet gains the benefit of the effect at no additional cost.

Empower. When you spend 4 additional power points (17), each member of the link uses the highest Intelligence, Wisdom, and Charisma saving throw bonus among the members.

Whenever a member of the link would lose concentration on a spell or power, another member can use its reaction to assume concentration to persist the effect. At the end of that member's next turn the caster or manifester must resume concentration or the effect ends. This power is a valid target for this function.

If the member assuming concentration is a spellcaster and the spell is on its class spell list and of a level it could cast, it can fully assume concentration of the spell. Similarly, if the member assuming concentration is a manifester and the power is on its class list and cost no more power points than the member could spend on a single power, the member can fully assume concentration on the power. The spell or power remains at its original casting or manifesting strength. A spell will end when its duration runs out. A power will cause the psychic strained condition when it exceeds its maintenance.

MOLECULAR AGITATION

Psychokinesis

Manifesting Time: 1 action

Range: 60 feet

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Gesture, Visual (beam)

You destabilize the molecules of an unattended object or a 5-foot cube section of a Large or larger object or surface you can see within range. If the power is augmented to target a creature, effects which only targets objects don't affect the creature. A magic item is unaffected by the power.

Whenever the object is hit by a weapon, spell, or power, it takes 1d6 extra damage of the same type.

0. The extra damage an object takes from the power increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

1. You can make a held or worn object unstable. The creature holding or wearing it must succeed on a Dexterity saving throw or the object becomes destabilized. While the power is in effect, a weapon has a -2 penalty on attack and damage rolls and an armor has its AC reduced by 2 (to a minimum of 10 for armor and 0 for a shield).

2. You can target one additional target. The targets must be within 30 feet of each other when you target them. You can take this augmentation multiple times.

3. You can target any nonmagical object, and instead of destabilizing its molecules, you cause it to become red-hot or ice-cold. Each creature in physical contact with the object takes 2d8 fire (if hot) or cold (if cold) damage when you manifest the power. As long as the power remains in effect, the creature takes 1d4 damage of the same type at the start of each of its turns as long as it remains in contact with the affected object.

If a creature is holding or wearing the object and takes damage from the power, 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 its next turn.

5. You cause any nonmagical flammable object to combust. It takes 1d8 fire damage at the end of each of your turns. Each creature in physical contact with the object takes 2d8 fire damage when you first manifest the power, and another 1d8 fire damage at the start of each of its turns while the power is in effect. If the object is held or worn, the creature must make a Dexterity saving throw. On a success, the object isn't combusted. If a creature is holding the object and takes damage from the power, it must succeed on a Constitution saving throw or let go of the object if it can.

A burning target can spread fire to additional unattended, flammable objects it physically contacts. When the target touches such an object, roll a d10, on a roll of 1-3, the touched object combust in the same way. Once an object is destroyed, it no longer burns. When the power is no longer in effect, all combusted targets cease burning.

Empower. When you spend 8 power points (13), you can target a creature, causing it to combust. When you first manifest the power and at the start of each of its turns, the target must make a Constitution saving throw. It takes 5d8 fire damage on a failed save, or half as much damage on a successful one. A *dispel evil and good* spell ends the power on a creature.

7. You transform an unattended object or a 5-foot cube section of a Large or larger object or surface into a semi-corporeal state. A semi-corporeal object can be passed through as if it is difficult terrain. If a creature or object is within the affected area when the power ends, it is moved to the nearest unoccupied space without harm.

Empower. When you spend 2 power points (9), you can target a held or worn object. The creature must succeed on a Dexterity saving throw or the object falls to the ground and can't be retrieved while the power is in effect.

11. The molecules of a creature or object are disrupted. A creature must make a Dexterity saving throw. On a failed save, it takes 5d8 + 10 force damage. If the target is reduced to 0 hit points it and all nonmagical equipment it carries are reduced to goop. A creature can be restored to life only by means of a *true resurrection* or a *wish* spell.

Medium or smaller nonmagical objects are immediately destroyed. If the target is a Large or larger object, a 5-foot cube portion of it is rendered to goop.

While the power is in effect, as an action, you can continue disrupting the same creature or object. A Large or larger object has an additional 5-foot cube portion rendered to dust. A creature makes a new Dexterity saving throw, taking damage as above. If you don't use your action to continue to disrupt the target, the power ends.

MUDDLE

Telepathy

Manifesting Time: 1 action

Range: 120 feet

Maintenance: Concentration, up to 10 minutes

Detection: Psychic

The perception of a creature you can see within range is fed false sensory information. The creature must

succeed on an Intelligence saving throw or be affected by the power. The power ends early for a target if it takes damage.

A target can examine a phantom effect using its action to make an Intelligence (Investigation) check against your power save DC. On a success, the target realizes the phantom effect isn't real, and the power ends for it.

You create the sensation of a minor phantom effect, such as a knocking sound, flashing lights, or a strong odor in the target's mind. The target has disadvantage on Wisdom (Perception) checks and has its Passive Perception reduced by 5 while the power is in effect.

1. The target has its senses confused and has disadvantage on Intelligence and Wisdom checks.

Empower: When you spend 6 power points (7), the target has disadvantage on attack rolls.

2. You can target one additional creature. You can take this augmentation multiple times.

3. You alter a creature's physical senses; you can suppress one of the target's senses of a certain stimuli or introduce a phantom one. For instance, you could make it so a guard doesn't see your group walk by it.

4. Damage doesn't end the power. Instead, the target makes a new Intelligence saving throw when it takes damage, ending the power for it on a success.

5. You can supplant all sensory information a target senses, effectively rewriting its perceptions. You can make the target see, hear, smell, feel, or taste whatever you wish.

If the new sensation is outside the bounds of reality, the power fails. For instance, you could make a creature feel that the temperature has become seasonally hot, but you couldn't make it sense that it spontaneously caught fire.

Empower: When you spend 4 additional power points (9), phantom effects can surpass the bounds of reality. Such a sensation can harm a target if it makes logical sense. In this case, at the end of each of your turns, the phantom sensation can deal 3d6 psychic damage to the target if it is in the same space as the phantom effect or within 5 feet of it. The damage increases by 1d6 for every 4 additional power points you spend. This damage doesn't cause the power to end for the target.

11. The target is sent deep into its own thoughts, effectively trapped in a prison of its own mind. It has no idea of what is happening around it; instead, it feels trapped in the ether.

Since the target remains exactly where it started, it can be acted upon while in this state. Functionally, the creature is blinded, deafened, and restrained, and can't take any action except to examine the phantom effect.

MYSTIC ARMS

Dimension

Manifesting Time: 1 bonus action

Range: Self

Maintenance: Concentration, up to 10 minutes

Detection: Psychic, Visual (glow, overt)

Through raw mental will, you create a mystic weapon which projects from you in a form of your choice. You can dismiss and reform the weapon at will while the power is in effect.

You are proficient with the mystic weapon. It is a simple melee weapon that has the finesse and light properties and can't be disarmed. You can use your

manifesting ability modifier instead of your Strength when you make an attack with it. On a hit, a mystic weapon deals force damage equal to 1d6 plus the ability modifier you used for the attack roll.

You can choose to manifest a second mystic weapon when you manifest the power or as a bonus action while the power is in effect. You can use a bonus action to make an attack with this second weapon, as if fighting with two weapons. Alternately, you can transform it into a two-handed mystic weapon that deals an extra 1d6 force damage on a hit.

Some augmentations can **imbue** a weapon you hold with psionic energy. You can still choose other augmentations when you imbue a weapon, but these effects act as if the mystic weapon isn't imbued, dealing mystic weapon damage instead of your weapon's normal damage. You can't imbue a second weapon through the power unless you have a class feature that allows you to manifest the power more than once. An imbued weapon can only be affected by one instance of the power, and if you use it again, the previous effect ends.

1 [Imbued]. One weapon you hold is imbued with psychic energy. It is considered a magical weapon while the power is in effect, and you can choose to use your manifesting ability bonus instead of your Strength or Dexterity on attack and damage rolls made with the weapon.

1. The mystic weapon gains the thrown property. It has a range of 20/60 feet. When you throw it, it automatically reforms in your hand after the attack. Your ranged attacks with the mystic weapon don't have disadvantage from being within 5 feet of a hostile creature.

Empower: When you spend 2 power points (3), the weapon's range increases to 60/180 feet.

2. You create a mystical field of force which acts as a shield, providing a +2 bonus to AC. Whenever you engage in two-weapon fighting, use a bonus action to make an unarmed strike, or make an attack with a two-handed weapon, you lose this AC bonus until the start of your next turn. A mystic shield does no damage, but can be used as a shield in all other ways.

2 [Imbued]. The mystic weapon gains a +1 bonus on attack and damage rolls and to its power save DC. A magical weapon can't be imbued with this augmentation.

Empower: For every 4 additional power points you spend, to a maximum of 8, the bonus increases by 1.

2. The mystic weapon gains the reach property. The length of its line attack increases by 10 feet, and the length of its cone attack increases by 5 feet.

Empower: When you spend 4 power points (6), you increase the weapon's reach by 5 feet, the length of its line attack by 10 feet, and the length of its cone attack by 5 feet.

2 [Imbued]. The mystic weapon deals an extra 1d6 force damage on a critical hit.

Empower: When you spend 2 power points (4), the mystic weapon scores a critical hit on a d20 roll of 19 or 20, and if you spend 6 more power points (8), it scores a critical hit on an 18, 19, or 20.

4. The power's damage that requires a saving throw increases by 1d6. You can take this augmentation multiple times.

5. As an action, you can attack each creature in a line that is 5 feet wide and 20 feet long originating from you with the mystic weapon. Each creature in the path must

succeed on a Dexterity saving throw or take 3d6 force damage.

5. As an action, you can attack each creature in a 10-foot cone originating from you with the mystic weapon. Each creature within the cone must succeed on a Dexterity saving throw or take 3d6 force damage.

5. As an action, you can attack each target you choose within reach of the mystic weapon. Each creature must succeed on a Dexterity saving throw or take 3d6 force damage.

5 [Imbued]. The mystic weapon becomes animated, allowing it to hover. As a bonus action, you can move the mystic weapon up to 30 feet and make an attack against one target within its reach.

PRECOGNITION

Clairsentience

Manifesting Time: 1 bonus action

Range: Self

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Visual (glow)

Entering a hyperaware state, you sense events moments before they occur.

While the power is in effect, when you make an ability check, you can use your reaction to roll a d4 and add the number rolled to your d20 roll, after seeing the roll but before knowing its results.

0. When you augment the power with at least 1 power point, once each round you regain the use of your reaction at the end of the turn when you activate the power. The number of times you can regain use of your reaction increases when you reach 5th level (twice), 11th level (thrice), and 17th level (four times).

1. You can also use your reaction to roll a d4 and add the number rolled to your d20 roll when you make attack rolls and saving throws as you can ability checks.

2. When you use the power to modify a d20 roll, you never have disadvantage on that roll. When you use the power to increase your AC, each attack roll made against you never has advantage for the remainder of the turn.

3. Your AC increases by 4 against opportunity attacks, and when you are hit by an attack roll, you can use your reaction to roll a d4 and add the number rolled to your AC for that attack, potentially turning a hit into a miss.

4. The die you add from the power increases to a d6.

Empower. When you spend 4 power points (**8**), the die increases to a d8.

5. Once while the power is in effect, you can choose to reroll one d20 roll made by you or against you. You choose which roll to keep.

Empower. When you spend 8 power points (**13**), you regain use of this reroll at the start of each of your turns while the power is in effect.

7. While the power is in effect, you have proficiency in Dexterity saving throws and whenever you succeed on a Dexterity saving throw to take half damage, you instead take no damage.

8. When you use the power to modify a d20 roll on a saving throw or to increase your AC, you take only half of the damage from the effect or attack.

PROBABILITY MANIPULATION

Clairsentience

Manifesting Time: 1 action

Range: 120 feet

Maintenance: Concentration, up to 1 minute

Detection: Psychic

You control the chaotic force of chance, pivoting the odds to your favor or the disfavor of another. A creature targeted by a hex must succeed on a Charisma saving throw or be hexed as long as the power is in effect. The *remove curse* spell ends the power on a target.

You grant either a boon or a hex upon a creature that you can see within range. Once each round, when a target makes an ability check, you can choose to roll a d4 and add the number rolled to the check if it is a boon, or subtract it if it is a hex. You can choose which roll to modify after knowing whether it succeeds or not.

0. When you augment the power with at least 1 power point, but don't create a luck field, you can target up to three creatures you can see within range. You choose whether to grant a boon or hex for each target, and can trigger boons and hexes for each creature once each round.

Empower. For every 2 additional power points you spend, you can target one additional creature. If you augment the power to create a luck field, the field's radius increases by 5 feet for every 2 additional power points you spend instead.

1. You can also trigger boons and hexes when a target makes an attack roll or saving throw.

2. The size of the boon/hex die increases to a d6.

Empower. When you spend 4 power points (**6**), the size of the boon/hex die increases to a d8.

2. Once each turn, when you roll a 1 or 2 on a boon or a hex die, you can choose to reroll the die. You use the higher of the rolls.

3. You jinx one nonmagical weapon or armor you can see within range. A jinxed weapon incurs your hex die whenever it is used to make an attack roll. A jinxed armor allows each attack roll made against its wearer to add your boon die. If the object is held or worn when you target it, the creature must succeed on a Charisma saving throw or the object is jinxed as long as the power is in effect.

4. You can trigger boons and hexes on each target one additional time each round. You can take this augmentation multiple times.

9. You choose a point in space and create a luck field that is a 15-foot radius sphere. When you create the field, you choose whether it grants boons or hexes. Each creature adds or subtracts your boon/hex die on each ability check, attack roll, and saving throw it makes within the field.

When a creature enters the luck field, you can reverse the field, turning a boon into a hex or vice versa as a reaction. You can also reverse the field as a bonus action.

PSIONIC BLAST

Telepathy

Manifesting Time: 1 action

Range: 30 feet

Maintenance: Concentration, up to 1 round

Detection: Psychic, Visual (beam)

Waves of psychic energy pummel a creature you can see within range. It must succeed on a Wisdom saving throw or becomes unsettled as long as the power is in effect.

1. A creature that fails its Wisdom saving throw can be dazed. Roll 3d10: the total determines how many hit points of creatures become dazed. A dazed creature is incapacitated as long as the power is in effect or until it takes damage. If you can target more than one creature, you choose the order in which they become dazed. Subtract each creature's hit points from the total before moving on to the next creature you choose. If a creature has more hit points than the remaining total, skip it and move on to the next creature.

Damage from the power doesn't end the incapacitated condition it inflicts. A creature never makes a new saving throw against being incapacitated by the power.

Empower: For every 2 additional power points you spend, the total hit points you can affect increases by 3d10.

2. When you first manifest the power, the target takes 3d10 psychic damage on a failed Wisdom saving throw or half as much damage on a successful one. If you augment the power to target creatures within a cone, each target takes 4d8 psychic damage instead.

Empower: For every 2 additional power points you spend, the damage increases by 1d10. If you augment the power to target creatures within a cone, the damage increases by 1d8 for every 2 additional power points instead.

2. The power's range becomes 90 feet, unless you manifest it as a cone, in which case the length of the cone becomes 60 feet.

3. A creature that fails its Wisdom saving throw is stunned while the power is in effect.

4. You strike each creature you choose within a 30-foot cone which originates from you.

4. The power ignores cover.

6. The power's maintenance increases to 1 minute. A creature makes a new Wisdom saving throw at the end of each of its turns. On a successful save, the power ends for that target.

PSYCHIC CRUSH

Telepathy

Manifesting Time: 1 action

Range: 60 feet

Maintenance: None

Detection: Psychic, Gesture, Visual (glow)

The weight of your will smashes the mind of a creature you can see within range. The target must succeed on an Intelligence saving throw or take 2d6 psychic damage.

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

0. The power's damage increases by 1d6 for every 2 power points you spend on a **riders** augmentation.

1. The power's damage increases by 1d6. A target which succeeds on its Intelligence saving throw takes only half of the damage from the power.

Empower: For every 2 additional power points you spend, the damage increases by 2d6, unless you augment the power to include a **riders** effect, in which case the damage only increases by 1d6 for every 2 additional power points.

2. [Riders] The target is knocked prone on a failed save.

4. [Riders] You pin a target under mental mass. On a failed save, the target is restrained until the start of your next turn.

Empower: When you spend 4 power points (**8**), on a failed save, the target is paralyzed until the start of your next turn.

6 [Riders]. On a failed save, the target has disadvantage on Intelligence and Wisdom saving throws until the start of your next turn and its concentration is broken.

10 [Riders]. On a failed save, if the target has fewer than 40 hit points after taking damage from the power, it is rendered unconscious for 1 minute.

Empower: For every 2 additional power points you spend, the hit point threshold increases by 10.

PSYCHIC DOMINATION

Telepathy

Manifesting Time: 1 action

Range: 120 feet

Maintenance: Concentration, up to 1 hour

Detection: Psychic

You mentally bend the will of a creature you can see within range. The target must share a common language with you and can't be hostile toward you. It must succeed on a Wisdom saving throw or fall under the effects of the power. A creature that succeeds on its save is immune to any further attempt you make to dominate it through the power until it finishes a short or long rest.

After the power ends, the creature is aware that it acted against its own volition and becomes hostile toward you.

On a failed save, the target is compelled to treat you favorably. You have advantage on all Charisma checks directed at it.

0. When you augment the power with at least 1 power point, you can target a hostile creature.

1. You charm the creature as long as the power is in effect, provided you and your companions cause it no harm once you charm it. The creature regards you as a friendly acquaintance.

2. The target no longer becomes hostile after the power ends and justifies the favor it gave you in its mind.

2. You can target a creature without sharing a common language.

3. You compel the target to take a simple action in alignment to its nature that won't cause it harm, such as to cease attacking or leave an area. On a failed save, the creature is charmed by you and will attempt to complete the action to the best of its ability while the power is in effect, and once it has completed the action, the power ends for it.

Empower: When you spend 2 power points (**5**), you compel the target to take a connected series of actions, such as going to a building to retrieve documents and bring them to you. If you spend 4 more power points (**9**), you can compel the target to act in a way against its

nature or to take an action that can cause it harm. It makes a new Wisdom saving throw when compelled to take an action that can harm it.

7. The target becomes charmed by you. When you manifest the power and as an action while it is in effect, you can control the charmed creature. You are aware of all abilities the creature is aware it possesses. You can make it use any action or ability it is capable and it will perform them on its next turn.

Whenever the creature takes damage, it makes a new Wisdom saving throw, ending the power on a success.

Empower. When you spend 6 power points (**13**), you can mentally direct the creature to perform simple or general courses of action, such as “Attack that creature,” “Run over there,” or “Fetch that object” without using your action. The creature will complete the objective to the best of its ability. If the creature completes the objective and receives no further order from you, it will wait and defend itself to the best of its ability.

11. You instill a psychological compulsion in the target, which takes one of these effects:

- The creature develops a strong attraction to one object, place, or creature you choose. It will seek to possess the specified target through any means at its disposal.
- The creature develops a strong aversion to one object, place, or creature you choose. It will avoid the specified target and refuse to be within 120 feet of it.
- The creature develops a strong hatred toward one object, place, or creature you choose. It will try to destroy the specified target if it has the means or will seek the means to do so.

Every 10 minutes, the target makes a new Wisdom saving throw, ending the power on a success.

Empower. When you spend 4 power points (**15**), the psychological compulsion becomes a permanent insanity if the creature fails three saving throws while the power is in effect.

13. You swap minds with the target, which must be the same type as you. Your game statistics are replaced by the statistics of the creature, though you retain your Intelligence, Wisdom, and Charisma scores. You retain the benefit of your own class features. If the creature is unconscious, you awaken within its body. If the target has any class levels, you can't use any of its class features. The target uses your game statistics in the same way.

When you manifest the power, you can render your body unconscious while the power is in effect, preventing the target from using your body. When the power ends or you are more than 10 miles from your body, your and the target's mind automatically return to your own bodies.

Empower. When you spend 4 power points (**17**), you permanently swap minds with the target. In this case, once you cease maintaining the power the creature will be fully in control of your body, waking up immediately. Only a *wish* spell or Psychic Surgery can restore the creature's mind to its body, forcing you back to yours, provided the target is still alive. You can manifest the power again with this empowered augmentation to swap back to your body. In this case, the target automatically fails its save.

PSYCHIC STATIC

Telepathy

Manifesting Time: 1 action

Range: 120 feet

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Gesture

You create psychic noise that disrupts or impairs psionic powers and effects. A creature must succeed on a Charisma saving throw or be affected by the power. Unless the power is manifested as a sphere, at the end of each of its turns, the target makes a new Charisma saving throw, ending the power for it on a success.

Each of the following is treated as a power for the purpose of this power:

- An effect with the psionic tag.
- An effect that expends ki points.
- Divination, enchantment, and illusion spells.
- A spell or effect that uses telekinetic force, such as the *telekinesis* spell.
- A spell cast as a psionic effect or with sorcery points.

Whenever this power refers to manifesting a power, it includes casting or activating any of the above items.

You target one creature that you can see within range. On a failed save, its save DC and attack modifier are reduced by 2 for powers it manifests. The power ends early after the target manifests a power.

0. When you augment the power with at least 1 power point, it doesn't end early if the target manifests a power.

1. The target has disadvantage on Constitution saving throws to maintain concentration on a power.

Empower. When you spend 6 power points (**7**), the target can't concentrate on a power.

2. The amount you reduce a target's attack modifier and save DC increases by 1. You can take this augmentation up to three times (**6**).

2. You can target one additional creature or increase the radius of a sphere by 5 feet. You can take this augmentation up to four times (**8**).

3. After the target manifests a power, a feedback loop is created within its mind. As long as the power is in effect, it can't take reactions.

4. You create a 10-foot radius sphere centered at a point within range instead of targeting a creature. Each creature that is within the sphere suffers the effects of the power. If a creature leaves the sphere, it is no longer affected by the power.

Empower. When you spend 7 power points (**11**), you create a psionic suppression field. Powers can't be manifested inside the sphere and such effects are suppressed within the sphere and can't protrude into it.

Spheres created by the power don't suppress each other.

5. While the power is in effect, each time the target attempts to manifest or reactivate a power, it must succeed on a DC 13 ability check using its manifesting or spellcasting ability as appropriate. On a failed check, the power, spell, or effect fails and has no effect, consuming any resource spent on it.

Empower. For every 2 additional power points you spend, the DC of the ability check increases by 1.

5. When you first manifest the power, you can attempt to disrupt a power effect on the target. You must make an ability check using your manifesting ability. The DC

equals 10 + half the power points used to augment the power, 10 + the spell's level, or 10 + the CR of the creature. On a successful check, the effect ends along with this power. You can use your action to repeat the check as long as the power is in effect.

Empower. For every 2 additional power points you spend, you gain a +1 bonus on the check.

9. The target has the psychic strained condition while the power is in effect.

PSYCHOMETRY

Clairsentience

Manifesting Time: 1 minute

Range: Touch

Maintenance: Concentration, up to 10 minutes

Detection: Psychic, Visual (glow)

You gain the ability to know the history of a touched object. For every minute you maintain the power you can uncover one fact from the past of the target. You are able to learn:

- One previous owner (or resident).
- When it was first possessed or last possessed by an owner.
- How it was gained or lost by an owner.
- When or how it was damaged, provided the target is destroyed or damaged.
- One location where it was kept for at least one hour.
- When it was at a known location or when it was in possession of a known owner.
- A period of ten minutes of where it had traversed, seeing the surrounding 10 feet from its perspective.
- If it is magical, psionic, or otherwise remarkable.
- If it has intelligence or a personality.
- If it is possessed or is an altered object.

In the event the object is possessed or has an intelligence, the possessor or object must make a Charisma saving throw, revealing false information on a success if it chooses.

You can only read an object that can be held in the hands, and can only glean information no older than 1 hour. Once you have read a specific object, further attempts to read it reveal nothing until you finish a long rest.

1. You can learn information no older than 24 hours.

Empower. When you spend 4 power points (**5**), you can learn information no older than 1 year. If you spend 4 more power points (**9**), you can learn information from any time the target existed.

3. You can learn information about a corpse you touch, provided it is mostly whole.

Empower. When you spend 4 power points (**7**), you only require part of the body, such as a bone or some hair.

4. You can learn information about an object of any size.

6. You can learn information about a structure or a location occupying a space no larger than a 100-foot cube.

11. You can re-experience one hour of the past of the target as if you were there for each minute you maintain the power. If the object was destroyed, this connection is automatically broken one round after its destruction,

allowing your awareness to briefly linger. You don't suffer any harmful effects as a result of this experience.

PUPPETRY

Psychokinesis

Manifesting Time: 1 action

Range: 60 feet

Maintenance: Concentration up to 10 minutes

Detection: Psychic, Gesture, Visual (glow)

Through telekinetic force, you manipulate a target like a marionette. You can manipulate any target you control with the power as a bonus action.

A manipulated object can be attacked. Consult the Puppet Objects Statistics table for the hit point modifier and AC of a controlled object. The telekinetic force controlling a puppet has 20 hit points, modified by its size. Damage is shared evenly between the target and the telekinetic force. When the telekinetic force's hit points are reduced to 0, it dissipates and the power ends for the target. You use your manifesting ability for a puppet's Strength and Dexterity scores when it makes opposed ability checks, and use your power attack modifier when you use the puppet to make an attack, dealing the damage listed on the table with a type appropriate to the object. If you control a creature, you can use a weapon it possesses, in which case it deals the weapon's damage.

PUPPET OBJECT STATISTICS

Size	HP	AC	Damage
Tiny	x 1/4	18	1d4
Small	x 1/2	14	1d4
Medium	x 1	12	1d8 + 1
Large	x 2	10	2d8 + 2
Huge	x 4	8	4d8 + 4

You manipulate one Tiny unattended object. While the power is in effect, when you manipulate it, you can move it up to 30 feet and take a single action with it which must be the Attack or Dodge action. You can also use it to interact with an object instead of taking an action, provided it is physically capable of such a feat. Tiny objects, such as a sword, float up to 5 feet from a surface, while larger objects are moved along the ground.

1. You can target two Tiny or Small objects. You can direct each independently using the same bonus action.

Empower. You can target two additional Tiny or Small objects for every 2 additional power points you spend.

You can also control larger objects, but these cost a number of Tiny objects worth of control: Medium (2), Large (4), Huge (8).

2. The hit points of each controlled object increases by 4 and each controlled creature by 10. Object hit point multipliers apply. You can take this augmentation multiple times.

4. You can target an object held by a creature. The creature must succeed on a Strength saving throw or it loses hold of the object and you gain control.

7. You can target one Large or smaller creature, but can't target any objects. Whenever you use your bonus action to manipulate the target, it must succeed on a Strength saving throw or you control its movements as a puppet and afterward it is incapacitated and unable to move until the start of your next turn.

You treat a puppet creature as a puppet object for the purpose of movement, actions, and ability checks. You can make the puppet take a physical action, but can't make it use its class features and other abilities. When you use a puppet creature to attack, it only makes a single attack, and you add your manifesting ability modifier to its damage roll instead of the puppet's Strength or Dexterity.

Empower: When you spend 6 power points (13), you can manipulate a second creature.

8. As a bonus action, you can crush a puppet, dealing 8d6 bludgeoning damage to it without damaging the telekinetic force. A creature must make Strength saving throw. On a successful save, it takes only half of the damage.

Empower: For every 2 additional power points you spend, the damage increases by 1d6.

REMOTE SIGHT

Clairsentience

Manifesting Time: 1 action

Range: Self

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Visual (glow)

You gain the ability to view remotely. Your remote sight gains the benefit of any visual enhancements you have, such as darkvision. You can take a **sensor** augmentation if you take an augmentation that creates one.

You can see all around you. You can't be flanked, and foes gain no benefit from having an ally within 5 feet of you.

1. You create a remote **sensor** that you can project up to 60 feet from you. It can see in any direction, and you can freely see through its perspective, provided it is within 60 feet of you. You can reposition the sensor anywhere within 60 feet of you as an action.

The sensor is invisible and can't be attacked or interacted with. If detected by means that can see invisible objects, the sensor appears as a luminous, intangible orb about the size of your fist.

2. The power's maintenance increases to 10 minutes.

2 [Sensor]. You can hear through the sensor.

3. You and any sensor you create from the power gain blindsight to a distance of 60 feet.

4 [Sensor]. The sensor can be created at a location up to one mile from you that is familiar to you (a place you have visited or seen before) or an obvious location that is unfamiliar to you (such as behind a door, around a corner, or in a grove of trees).

Empower: When you spend 4 power points (8), the distance you can move the sensor increases to 300 feet.

10 [Sensor]. You can manifest a psionic power or cast a divination or enchantment spell through the sensor, using it as the point of origin for the power or spell.

In order to maintain a power manifested through the sensor you must be within that power's range or have the ability to maintain this power in addition to the newly manifested power. In order to reactivate the power or spell or interact with it or its target on subsequent turns, you must maintain this power.

SAP VITALITY

Protean

Manifesting Time: 1 action

Range: 30 feet

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Visual (beam, glow)

Make a ranged power attack against one creature within range. On a hit, the target takes 1d8 necrotic damage. At the start of each of its turns while the power is in effect, the target must succeed on a Constitution saving throw or take 1 necrotic damage from atrophy. If the target succeeds on three of these saving throws, the power ends for it.

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

0. When you augment the power with at least 1 power point, the damage from atrophy increases to 1d4.

Empower: For every 2 additional power points you spend, the damage from atrophy increases by 1d4.

1. Each time the target takes damage from atrophy, it can't take the Dash action and has disadvantage on Strength and Constitution checks until the start of its next turn.

2. You can target one additional creature within range. You can take this augmentation multiple times.

3. Each time the target takes damage from atrophy, it deals only half damage with weapon attacks until the start of its next turn.

5. Each time the target takes damage from atrophy, it must spend 3 feet of movement for every foot moved until the start of its next turn and regardless of its abilities or magic items, it can't make more than one melee or ranged attack during its turn.

7. Each time the target takes damage from atrophy, it gains one level of exhaustion. Exhaustion levels from the power are removed once it is no longer in effect. If a creature would die from exhaustion as a result of the power, the creature is instead reduced to 0 hit points and rendered unconscious.

9. Each time the target takes damage from atrophy, it falls prone at the end of its turn.

11. Each time the target takes damage from atrophy, it becomes paralyzed until the start of its next turn.

SHADOW SHAPE

Protean

Manifesting Time: 1 action

Range: Self

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Visual (glow)

Shadows shroud you. While the power is in effect, you have a +2 bonus on Dexterity (Stealth) checks to hide from sight, and when you end your turn in bright light, your space is covered in dim light until you move.

1. While you are in dim light or darkness, you can take the **Hide** action as a bonus action.

Empower: When you spend 4 power points (5), you can become **invisible** as a bonus action while in dim light or darkness. You remain invisible until you use a bonus action to end the effect, take an action, are in bright light, or are incapacitated. If you spend 6 more power points (11), you transform into **living shadow**. As long as you

remain motionless within dim light or darkness, you are invisible. As a shadow, you gain damage resistance to acid, cold, fire, lightning, and thunder, as well as bludgeoning, piercing, and slashing from nonmagical attacks.

2. The power's maintenance increases to 10 minutes.

2. You can see in dim light as if it is bright light. You can see in nonmagical darkness as if it is dim light.

Empower: When you spend 4 power points (**6**), you can see normally in magical and nonmagical darkness.

3. While the power is in effect, you can **leap between patches of darkness**. You teleport a distance up to your speed, using an amount of movement equal to the distance you teleport. The space you occupy and the target space must be covered in darkness. You have advantage on your first attack roll after teleporting this way until you move.

Empower: When you spend 4 power points (**7**), you can leap between patches of dim light and darkness. If you spend 2 more power points (**9**), you can also leap from a shadow, including your own, to another shadow or area of dim light or darkness.

5. The shadows make it hard for foes to target you. Any creature has disadvantage on attack rolls against you, unless it doesn't rely on sight, as with blindsight or tremorsense.

6. The shadows enable you to take special reactions. When you are the target of a ranged attack, you can use your reaction to shimmer into the shadows, increasing your AC by 5 against that attack. If you can **hide** or become **invisible** as a bonus action through the power, you can also use this reaction when a melee attack is made against you.

If you can **leap between patches of darkness**, you can take the Dash action as a reaction when you are attacked or within the area of a spell or power as it is being cast or manifested. You must teleport to a valid space to take this reaction. If this movement puts you out of range of the attack or effect, you are unharmed.

If you have transformed into **living shadow** and are in dim light or darkness, after you are attacked you can use your reaction to become invisible until the start of your next turn and move up to 10 feet.

SHATTER PSYCHE

Telepathy

Manifesting Time: 1 action

Range: 60 feet

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Gesture, Visual (glow)

Ripping apart the fabric of the mind, you drive a creature you can see within range insane. The target must succeed on an Intelligence saving throw or be affected by the power as long as it is in effect. The power has no effect against a celestial, construct, fiend, ooze, plant, or undead.

You can only augment the power to include one **insanity** effect, which replaces the base effect. The *calm emotions* spell or *telepathic projection* power can suppress the power's effect. The *dispel evil and good* spell ends it while it is being maintained.

The target becomes paranoid of everything and anyone. While the power is in effect, the target can't be charmed, any attempt to deceive or negotiate with it fails, and it has disadvantage on Charisma checks. The target

is neutral toward friendly acquaintances and hostile toward all other parties.

1 [Insanity]. The target suffers from mad cackles and will laugh at inappropriate times. Any time it is under stress, such as in combat, it must make a Wisdom saving throw at the start of each of its turns. On a failed save, the creature becomes incapacitated, laughing until the start of its next turn. On a successful save, the creature doesn't make a new save until it is under a new stress or 1 minute has passed.

In all other situations, roll a d10 each minute. On a roll of 1–7, nothing happens; on 8–10, the target laughs for 1d4 rounds or until the power ends.

2. For each round you maintain the power on a target, its effect will linger for 1 minute after you stop maintaining it.

The target makes a new Intelligence saving throw after the linger interval (1 minute, 10 minutes, or 1 hour). On a success, the creature suppresses the insanity until the same interval passes. After succeeding on three such saving throws, the power ends for it. If the creature is afflicted by the power for at least 3 hours without interruption, the insanity becomes permanent; only a *greater restoration* spell or Psychic Surgery can end the insanity.

Empower: When you spend 4 power points (**6**), the effect lingers for 10 minutes for each round you maintain the power on a target. If you spend 4 more power points (**10**), the effect lingers for 1 hour for each round you maintain it on a target.

5 [Insanity]. The target sees phantom foes and believes them to be the most present threat. At the start of each of its turns, it must make a Wisdom saving throw. On a failed save, it will attack these phantom foes using its most powerful abilities. On a successful save, the creature doesn't need to make a new save until it rolls initiative or 1 minute has passed.

7 [Insanity]. Induced with berserk rage, the target is violent toward everyone around it. At the start of each of its turns when the target can see another creature, it must make a Wisdom saving throw. On a failed save, the target will immediately attack the nearest creature using its full combat ability with the intent to kill.

If the target reduces a creature to 0 hit points, it attacks the next closest creature. If it sees no other creatures, it attacks the body of the last creature it attacked, even if that creature is dead.

9 [Insanity]. The target is overcome with indescribable terror and hallucinates: within every shadow is a fiend, behind every corner is a foe, and within every crack lurks an eldritch horror. On its turn, the creature will attempt to irrationally flee from any creature within 15 feet of it in the most direct path without regard for its own safety, willing to run off a cliff or into a raging river. It can only take the Dash and Hide actions until it is at least 100 feet away from any creature it can see. When its flight could cause it harm, it must succeed on a Wisdom saving throw to avoid harming itself.

The target will cower in fear and hide when it senses it is alone. Every 10 minutes it cowers while the power is in effect, it must succeed on a Wisdom saving throw or it sees a phantasmal creature which it flees.

If the target is unable to move, it will attempt to escape (in this case, it can use its action to attempt escape). If it can't escape, it takes 3d10 psychic damage. A creature dies of fright if reduced to 0 hit points by this damage.

11 [Insanity]. You afflict the target with a long-term madness while the power is in effect.

SINGULARITY

Dimension

Manifesting Time: 1 action

Range: 300 feet

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Gesture, Visual (beam, overt)

You create a tear in space that covers a 5-foot cube which pulls creatures and objects toward it. Once placed, you can't move the singularity, but you can suppress each of its effects you choose at will during your turn until the start of your next turn.

Certain augmentations require you create a **draw** field surrounding the tear or a **tether**, and you can only create a tether or a draw field, but not both.

When a creature enters the tear for the first time on a turn or starts its turn there, it must succeed on a Strength saving throw or it can't move from the space until the start of its next turn. If the space is occupied, the creature is forced into the nearest unoccupied space. At the end of its turn, a creature within the tear takes 1d6 force damage; an object takes this damage at the end of your turn.

0. When you augment the power with at least 1 power point, the damage a target takes from being within the tear increases by 1d6. For every 2 additional power points you spend to augment the power, the damage from the tear increases by 1d6.

1. You create a **draw** field that is a 10-foot radius sphere surrounding the tear of the singularity. When a creature enters the singularity for the first time on a turn or starts its turn there, it must make a Strength saving throw. On a failed save, it must spend 3 feet of movement for every foot moved within the singularity. On a successful save, it must spend 2 feet of movement for every foot moved within the singularity.

2 [Draw]. The radius of the draw field increases by 5 feet. You can take this augmentation up to five times (**10**).

The size of the tear increases as you spend power points on this augmentation. When you spend at least 6 power points, the tear becomes a 5-foot radius sphere, and when you spend 10 power points, its radius becomes 10 feet.

2 [Draw]. A target which fails its Strength saving throw while within the draw field takes 1d6 force damage, or half as much damage on a successful save. For every 4 additional power points you spend to augment the power except to empower this augmentation, the damage increases by 1d6.

Empower. For every 2 additional power points you spend, the damage increases by 1d6.

2 [Draw]. The singularity pulls projectiles, such as arrows and bolts, as well as those from spells and powers that fire a missile of some sort, such as from the *magic missile* spell and *mind spear* power, toward it. Missiles which cross the draw field have disadvantage on attack rolls. Nonmagical projectiles and missiles from spells and powers cease to exist if they cross the tear.

4 [Tether]. The strength of the tether increases. At the start of each of its turns, the tethered creature must succeed on a Strength saving throw or become restrained until the start of its next turn.

5. You create a dimensional **tether** connecting a creature, which can be you, or object to the singularity, provided it is no more than 30 feet from it. An unwilling creature must succeed on a Strength saving throw or become tethered.

When you manifest the power, you set the maximum tether distance, which can be no less than 30 feet and no more than 600 feet. Moreover, if you choose, a tethered creature must spend 3 feet of movement for every foot moved in any direction except toward the singularity. If the target falls a distance less than the maximum of the tether, the tether will catch it with no check required.

A creature can use its action to attempt to free a tethered target. It must succeed on a Strength check against your power save DC, freeing the target on a success. If the target is transported via teleportation or moved to another plane of existence, the tether automatically breaks.

As a bonus action, you can move the tethered target up to 30 feet in the direction of the singularity. As part of the same bonus action, you can reduce the maximum distance of the tether by the same amount.

Empower. For every 2 additional power points you spend, you can tether one additional target. You determine each tether's property when you manifest the power. When you use a bonus action to move a target, you can move each target you choose.

6 [Draw]. Each creature or object within the draw field that isn't latched to a surface is pulled toward the tear at a rate of 10 feet each round. An object is pulled toward the center at the end of each of your turns. A creature is pulled when it fails on its Strength saving throw from entering or starting its turn within the draw field.

A creature pulled into the tear is restrained until the start of its next turn.

SIZE ALTERATION

Protean

Manifesting Time: 1 action

Range: Self

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Visual (overt)

You change your size. The power doesn't stack with the *enlarge/reduce* spell.

You reduce your size by one category and gain advantage on Dexterity checks and Dexterity saving throws. If you augment the power to increase your size, you don't gain this benefit. While you are smaller, you are half your normal size and one-eighth your normal weight. You suffer no loss to Strength or damage dealt as a result of this change.

0. When you augment the power with at least 3 power points, its range becomes touch. An unwilling creature must succeed on a Constitution saving throw, or its size is changed while the power is in effect.

Empower. When you spend 2 power points (**2**), the range becomes 60 feet, allowing you to target a creature that you can see within range. If you spend 4 more power points (**6**), each creature you choose within 5 feet of the target is also targeted by the power.

1. You increase your size by one category and gain advantage on Strength checks and Strength saving throws. If there isn't enough space to hold the new size, you attain the maximum size possible.

When larger you are twice your normal size and weigh eight times your normal weight. Your melee weapon attacks deal 1d4 extra damage of the same type.

Empower. When you spend 12 power points (13), your size increases by two categories, growing to three times your normal size and twenty-seven times your normal weight. You treat each roll of 9 or less on Strength checks and Strength saving throws as a 10. Your weapon attacks deal 2d4 extra damage of the same type.

If you are already Huge or Gargantuan, you become Gargantuan with a height of 35 feet, or you become 10 feet taller than you currently are, whichever is larger.

2. While the power is in effect, as an action you can revert the target to its normal size or change to a size it can be through the power.

3. A creature shrunk by the power doesn't gain any benefit from it. Instead, it has disadvantage on Strength checks and Strength saving throws. The target has disadvantage on attack rolls with weapons that lack the light property. The creature's melee weapon attacks deal 1d4 less damage (this can't reduce the damage below 1). Moreover, the creature's movement speed is reduced by 10 feet (this can't reduce its speed below 5 feet).

4. The power's maintenance increases to 1 hour.

6. When you increase a creature's size, you can make it bloat. It gains no benefit from the power. Instead it has disadvantage on Dexterity checks and Dexterity saving throws. Due to its sudden bulk, it has disadvantage on weapon attack rolls. Moreover, the creature's movement speed is reduced by 10 feet (this can't reduce its speed below 5 feet).

If the creature's size is larger than its space can accommodate, it must make a DC 15 Strength check. On a failed check, the creature is restrained. On a successful check, it is moved to the nearest space it can fit, provided that space is within 10 feet of it. If there is no such space, the target can move up to 10 feet and is then restrained. On each of its turns it can use its action to make a new Strength check.

9. You shrink to one-fourth your normal size and weigh only one-sixty-fourth your normal weight, reducing your size by two categories. You treat each roll of 9 or less on Dexterity checks and Dexterity saving throws as a 10. Attack rolls made against you have disadvantage.

If you are already Small or Tiny, you become Tiny with a height of only one foot unless you are normally smaller, in which case the power doesn't make you smaller.

Empower. When you spend 6 power points (15), your size reduces to 1 inch tall with a trivial weight. You have resistance to damage taken from falling.

SPATIAL VOID

Dimension

Manifesting Time: 1 action

Range: 120 feet

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Gesture, Visual (overt)

Space is distorted within an area, creating hollow void. The area carved out by the void is unnaturally smooth and is treated as difficult terrain. A creature attempting to climb a voided area does so with disadvantage and must spend 1 additional foot of movement per foot climbed.

A voided area isn't a vacuum, and air, water, or other atmosphere will fill the area as normal. When the power

ends, creatures, objects, and other substances within the void will be pushed out of the voided area harmlessly.

You create an empty void that occupies an area no larger than a 5-foot diameter cylinder this is 5 feet deep. You can orient the cylinder in any direction when you create it. This void will suppress unattended, nonmagical objects fully within it when you first manifest the power. Complex objects can't have their components selectively suppressed, thus you can't use the power to suppress a lock on a door unless an augmentation allows it.

You can also place a void on a surface, such as a floor or wall, but the void can't fully breach the surface, leaving a section that is at least 1 foot thick. A creature occupying a surface voided by the power must make a Dexterity saving throw, unless it can hover. The creature falls on a failed save, and moves to the nearest unoccupied space outside of the voided area on a successful one.

0. When you augment the power with at least 3 power points, the void can partially suppress an unattended, nonmagical object, such as a door, as well as components you choose of a complex object. If the object is moved outside of the power's area, any part of the object suppressed by the power is restored to normal.

0. When you augment the power with at least 7 power points, the void can fully breach nonmagical surfaces. Moreover, the void can breach magical barriers and surfaces if you augment the power with a number of power points equal to twice the effective spell level of the effect, to a minimum of 9 power points.

1. While the power is in effect, you can shrink the radius of the cylinder or expand it to its original dimensions as an action.

The void can be closed in a way that presses against targets within its space. An unattended object can't be picked up or moved in this case. A creature within a closed void must make a Dexterity saving throw; a creature fully within the voided area automatically fails the save. On a failed save, the creature is restrained while the void remains closed around it.

A creature can use its action to make a Strength check against your power save DC to attempt to pull a target out of a closed void. If it succeeds, the target is freed.

Empower. When you spend 4 power points (5), whenever you close a voided area, each creature and object within it takes 3d8 bludgeoning damage. A creature must make a Dexterity saving throw. On a failed save, it is knocked prone. On a successful save, it only takes half of the damage. The damage increases by 1d8 for every 2 additional power points you spend.

2. The void's depth increases by 5 feet. You can take this augmentation up to five times (10).

3. The cylinder's radius increases to up to 5 feet.

Empower. For every 4 additional power points you spend, the radius increases by 5 feet.

7. You create a wormhole using the void. You pick two points within range and place a cylinder with half its possible height at each. You determine which ends connect. When a target passes into one of the cylinders, it emerges through the other one. Passing through the cylinder requires movement equal to its depth.

You can position the cylinders in such a way that a creature or object perpetually falls as long as the voided areas remain open unless the creature can fly, levitate, or

teleport away. If you close the portals, creatures and objects fall as normal, but the distance between the portals is only counted once regardless of how many cycles the creature or object passed through them.

Empower: When you spend 2 power points (9), you can use your reaction to close the wormhole when a creature moves or falls into the void, but before it emerges. A creature must make a Dexterity saving throw. On a failed save, it takes 5d8 force damage and is restrained between dimensions. It must be able to teleport or shift to another plane to escape. On a successful save, the creature takes half of the damage but emerges through the hole. While the power is in effect, you can reopen the wormhole as a bonus action. When the power ends, a trapped creature is freed. The force damage increases by 1d8 for every 2 additional power points you spend.

SPECTRAL ARMAMENT

Dimension

Manifesting Time: 1 action

Range: 120 feet

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Visual (overt)

You create a spectral crossbow, or similar device that can fire a projectile, within range. The spectral armament launches bolts of ectoplasm with a range of 30/90 feet, and it automatically generates ectoplasm bolts without the need to reload.

When you manifest the power, you can make a ranged power attack against a target within the armament's range. On a hit, the target takes 1d4 + your manifesting ability modifier force damage. As an action while the power is in effect, you can move the armament up to 20 feet and repeat the attack against a target within its range.

The armament is a Tiny construct that has AC 13, 10 hit points, and a flying speed of 20 feet. It can hover and has damage resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

0. The armament's damage, excluding acid damage, increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

0. The armament's hit points increase by 5 for each power point you spend to augment the power.

1. You can move the armament and make an attack with it as a bonus action on your turn. The armament can only attack once each round.

2. The armament's range increases to 100/300 feet.

2. The armament's damage, excluding acid damage, increases by 1d4. You can take this augmentation multiple times.

3. A creature hit by the armament becomes wrapped in thick bindings of ectoplasm. A bound creature has disadvantage on each melee attack roll it makes until the end of its next turn or a creature uses its action to remove the bindings.

4. You can make the armament shoot explosive bolts within its normal range. These don't require an attack roll. Instead, each creature within a 10-foot radius sphere centered at a point within the armament's range you choose must succeed on a Dexterity saving throw or be treated as if the armament hit it with an attack.

5. A Large or smaller creature hit by the armament is pushed 10 feet away from the armament or the center of

its blast, if it has one. If the armament can entwine a target in webbing, the webbing snares the target after it is pushed.

7. A creature hit by the armament becomes entwined by twisted webbing and is restrained as long as it remains in the webs or until it breaks free. A creature restrained by the webs can use its action to make a Strength check against your power save DC, freeing itself on a success.

The webbing can be attacked. Each 5-foot section has AC 10, 15 hit points, and damage immunity to bludgeoning, cold, piercing, poison, psychic, and thunder. When a 5-foot section is destroyed, each target restrained within that section of the webbing is freed.

9. A creature hit by the armament is coated in acid for as long as the power is in effect or until a creature uses its action to scrape or wash the acid off the target. At the end of each of its turns, a creature coated in acid takes 3d4 acid damage.

Empower: For every 2 additional power points you spend, the acid damage increases by 1d4.

SPEED OF THOUGHT

Dimension

Manifesting Time: 1 action

Range: Self

Maintenance: Concentration, up to 1 minute

Detection: Psychic

You move and react at extreme speed. You increase your movement speed by 10 feet. This power doesn't stack with *haste* and similar effects.

0. When you spend at least 3 power points to augment the power, your movement speed increases by 5 feet plus an additional 5 feet for every 2 additional power points you spend to augment the power.

1. Through preternatural reflexes, you increase your initiative by 1d6 and never have disadvantage on Dexterity saving throws. You can also manifest the power as a reaction when you roll initiative.

2. The power's maintenance increases to 10 minutes.

3. You are able to move across liquids as if they are solid ground. If you are restrained or your movement is halted, you fall.

Empower: When you spend 8 power points (11), you can move on air as if it is solid ground. Moreover, you move normally while levitated and against gravity.

3. You can run along vertical surfaces. If you are restrained or your movement is halted, you fall, unless the restraint would make that impossible.

Empower: When you spend 2 power points (5), you can run along ceilings.

3. Through remarkable reflexes, once each turn, when you miss with a melee weapon attack, you can choose to make an attack against a different target within your reach.

Empower: When you spend 4 power points (7), you can attack a second creature within reach with a melee weapon when you make an opportunity attack using that weapon. If you spend 2 more power points (9), you can direct that second attack against the same target.

5. Every movement you make is like a blur. You gain a +2 bonus to AC and gain an additional action on each of your turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide,

or Use an Object action.

Empower. When you spend 6 power points (11), you no longer gain a level of exhaustion from maintaining the power.

7. You move almost like lightning, adding your proficiency bonus to Dexterity saving throws and half of your proficiency bonus to your AC. If you already have proficiency in Dexterity saving throws, double your bonus. If you succeed on a Dexterity saving throw that would normally result in taking half damage, you take none instead.

9. Provided you aren't incapacitated, prone, or restrained, you can take a bonus action to teleport up to 30 feet anywhere you can see.

Empower. For every 2 additional power points you spend, the distance you can teleport increases by 10 feet.

SPIRIT WARD

Clairsentience

Manifesting Time: 1 action

Range: Touch

Maintenance: Concentration, up to 10 minutes

Detection: Psychic, Gesture, Visual (glow)

You psychically protect a target from spirits you choose: celestials, elementals, fey, fiends, and undead. When you augment the power, you can create either a **ward** or a **trap**, replacing the base effect.

One willing creature can't be surprised by the chosen spirits and has advantage on ability checks against them while the power is in effect or until the warded creature attacks one.

1 [Ward]. You protect a willing creature. The protection offers several benefits. The chosen spirits have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by a spirit, the target has advantage on any new saving throw against the relevant effect.

Empower. When you spend 4 power points (5), you can place a ward on an object that can be held or worn. As long as a creature has this object in its possession, it is warded against the chosen spirits.

3 [Ward]. You place a ward on the threshold of a structure, protecting it and up to a 40-foot cube of the structure containing that threshold. The chosen spirits are unable to enter the warded area through any means. Creatures within it can't be charmed, frightened, or possessed by spirits. If a spirit is within the structure when you manifest the power, it ignores the effects of the ward.

Empower. When you spend 6 power points (9), the area of the structure warded by the power increases to up to a 300-foot cube, excluding any chambers within it you choose.

7 [Ward]. You create up to a 15-foot radius sphere centered at a point within 5 feet of you. The chosen spirits can't enter the sphere through any means. Creatures within the sphere can't be charmed, frightened, or possessed by spirits. Moreover, spirits have disadvantage on attack rolls against creatures within the sphere. If a spirit is within the sphere when you manifest the power, it fails.

Empower. When you spend 4 power points (11), the sphere can be centered on a creature you touch, which can be you. The sphere moves with the target.

13 [Trap]. You attempt to trap a spirit you touch. It must succeed on a Charisma saving throw or become confined within the trap for as long as the power is in effect. The trap is a cylinder that comfortably fits the spirit.

A confined spirit can't attack a creature outside the trap, nor can its spells, powers, and other abilities penetrate the trap. Conjunction and summoning effects it employs automatically fail. If the target attempts to exit the warded space through magic or similar means, it fails.

The trapped spirit can use its action to make a Charisma check against your power save DC. If the creature has taken damage within the last round, it makes this check with advantage. If this check succeeds, the power ends.

Empower. When you spend 2 additional power points (15), you create a special ward against one particular, unique creature.

You must have an object with some connection to the creature, which can be one of its possessions or a symbolic reference connected to it. Once the target is confined, you can use your reaction to bind the trap to the object. The target must succeed on a new Charisma saving throw or the trap becomes permanent until broken.

The trap breaks when the target gains possession of the special object used to seal it, the object is destroyed, or the object is the target of the *psychic static* power or *dispel evil and good* spell. A confined spirit is free to speak, but it can only take the Use an Object action. It is immune to all damage while confined.

17 [Ward]. You ward an area up to a 1-mile radius cylinder that is 50 feet tall. The chosen spirits can't enter the area, and if present in the area, must succeed on a Charisma saving throw or be forced to exit the area using any means necessary. On a success, the spirit can remain, but while within the area it has disadvantage on attack rolls and creatures can't be charmed, frightened, or possessed by it.

STARGALL

Dimension

Manifesting Time: 1 bonus action

Range: 120 feet

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Gesture, Visual (overt)

You channel the cosmos to create a ball of hovering light that sheds bright light in a 20-foot radius sphere. The light is silver in color and doesn't create dim light.

As a bonus action while the power is in effect, you can summon the light to your side, move it up to 60 feet in any direction, turn the light on or off, or expand or reduce the light's radius up to its original size.

1. As an action, you can make a ranged power attack against a target within range with the light. On a hit, the ball of light will stick to that target until you move the ball or make a new attack with it. Attack rolls against the target never have disadvantage from visibility or illusory effects.

Empower. When you spend 2 power points (3), on a hit, the target takes 2d8 + your manifesting ability modifier radiant damage. The radiant damage increases by 1d8 for every 2 additional power points you spend.

If you spend 4 more power points (7), the ball of light bounces between targets. You can attack up to three additional targets provided each one is within 30 feet of the last target and within the power's range. You can only attack a target once in a turn this way.

4. A creature with the light stuck to it or one which has taken damaged from the power's **shooting stars** effect is illuminated in spectral light. Attack rolls made against these creatures have advantage while the power is in effect.

5. The light suppresses magical darkness within its radius.

Empower: When you spend 4 power points (9), if the power overlaps with an area of darkness created by a spell of 3rd-level or lower or a power augmented by 6 or fewer power points, the effect that created the darkness is dispelled or disrupted. For every 4 additional power points you spend, the spell level you can dispel increases by 1 and the power point total you can disrupt increases by 2.

11. As an action, you can condense the light into a 1-foot diameter orb that floats overhead up to 60 feet high within range. While the orb floats overhead, you can't use the ball of light. At the start of your next turn this light automatically bursts and rains down in a cascade of **shooting stars**. Each creature you choose within a 30-foot radius cylinder that is as tall as the orb's height must succeed on a Dexterity saving throw or take 6d6 radiant damage and can't benefit from darkvision or see into darkness for 1 minute. The ball of light then reforms and returns to your side.

Empower: For every 2 additional power points you spend, the radiant damage increases by 1d6.

STASIS

Dimension

Manifesting Time: 1 action

Range: Touch

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Gesture, Visual (glow)

Diluting the passage of time, you create a temporal anomaly attached to a space, creature, or object.

Make a power attack roll against one creature or unattended object that you can see within range. On a hit, it is mired in time. A mired target has its speed reduced by half while the power is in effect.

1. A mired creature has disadvantage on Strength and Dexterity checks. Moreover, the target can only be moved half the distance it normally could. The DC to push or lift a mired target increases by 5 to a minimum of 15, including if the target normally requires no Strength check to move it.

Empower: When you spend 2 power points (3), a mired object can't be moved at all. At the GM's discretion, an object may react to force applied to it once the power ends.

2. The power's range increases to 60 feet and you make a ranged power attack with it.

Empower: When you spend 6 power points (8), you create a 5-foot radius sphere where time is diluted at a point within range you can see. The sphere is obvious to onlookers from the outside. Each object and creature within the sphere is mired in time until it exits the sphere or the power ends. You can increase the radius of the

sphere by 5 feet for every 2 additional power points you spend.

2. You can target one additional target. Make an attack roll for each. You can take this augmentation up to three times (6).

4. The power's maintenance increases to 10 minutes.

5. A mired creature takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, but not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn.

If a creature attempts to cast a spell or manifest a power with casting or manifesting time of 1 action, roll a d20. On an 11 or higher the spell or power doesn't take effect until its next turn and it must use its action on that turn to complete the spell or power.

7. A mired target is placed in stasis.

SUSPENSION

Dimension

Manifesting Time: 1 action

Range: 60 feet

Maintenance: Concentration, up to 10 minutes

Detection: Psychic, Gesture, Visual (beam, glow)

You create a gravitational force that suspends targets in the air. The target can only move by pushing or pulling against a fixed surface (such as a wall or ceiling), which allows it to move as if it were climbing.

When the power ends, the target falls unless it can fly or hover. A suspended creature can use its action to make a Dexterity saving throw, ending the power for it and falling on a success; it lands safely if it falls less than 20 feet.

One willing Large or smaller creature or object that you can see within range is lifted up to 10 feet from a surface.

0. When you augment the power with at least 1 power point, you can target unwilling creatures. The target must succeed on a Dexterity saving throw or be suspended in the air.

1. A suspended flying creature loses half of its flying speed and can't fly down while the power is in effect.

1. When a creature or object within range is falling, you can manifest the power on it as a reaction.

2. The power's range increases to 300 feet.

2. You can target one additional creature or object.

Each creature and object must be within 30 feet of each other when you target them. Alternately, you can increase the dimensions of cylinder by 5 feet. You can take this augmentation multiple times.

3. As an action, you can move a suspended target up to 20 feet in any direction. If you have more than one target, each target moves the same direction and distance. If a target impacts an object while floating, it neither deals nor takes damage. Solid obstacles, such as a wall, simply prevent movement in that direction. A target can't be lifted higher than 20 feet, and should it be moved over a drop, it will safely fall the difference until it is 20 feet above a surface.

Empower: For every 2 additional power points you spend, the maximum height you can lift a target increases by 20 feet.

4. You can also target Huge creatures and objects.

Empower: When you spend 8 power points (12), you can also target Gargantuan creatures and objects.

6. When you manifest the power, a 20-foot radius cylinder that is 20 feet high centered at a point within range suspends each Large or smaller creature and object that isn't latched to a surface in air. An unwilling creature must succeed on a Dexterity saving throw or be suspended in air.

If you augment the power to move a suspended target, you move the cylinder and each target caught in it instead.

TELEKINETIC FLIGHT

Psychokinesis

Manifesting Time: 1 action

Range: Self

Maintenance: Concentration, up to 10 minutes

Detection: Psychic

You create an invisible force that holds you aloft. You can manifest the power as a reaction if you are falling.

While the power is in effect, you can use your reaction to stop yourself from falling until the end of your next turn. As an action, you can descend up to 30 feet straight down. You can take this reaction as part of the same reaction you use to manifest the power.

1. You levitate, floating up to 5 feet from the ground. As an action, you can move up to 30 feet in any direction, but can go no higher than 60 feet from a surface. If you move over an edge, you will safely fall until you are no more than 60 feet above a surface.

Empower: When you spend 2 power points (3), you can target one Large or smaller object or willing creature you can see within 60 feet of you. You can manifest the power as a reaction for the target when it is falling.

As an action, you can move the target the same way you move via the power. A target other than you can only benefit from this augmentation and the power's base effect unless an augmentation indicates otherwise.

If you spend 4 more power points (7), you can target a Huge or smaller object or willing creature.

2. You can use a bonus action instead of an action to manipulate the target.

3. As an action, you can perform a **telekinetic thrust**. Telekinetic thrust moves you up to 15 feet in one direction. This movement doesn't provoke opportunity attacks.

Empower: When you spend 6 power points (9), you are shrouded with psychokinetic force when you perform a telekinetic thrust. At the end of the thrust, you can discharge this force as a 10-foot radius sphere centered on you. Each target within the sphere you choose takes 3d10 bludgeoning damage. A creature must make a Dexterity saving throw, taking only half as much damage on a successful save.

In addition, the power acts as an energy power, allowing you to substitute your energy type's damage in place of the power's bludgeoning damage. If you are aloft or afloat when you start the thrust, you double the distance you can thrust.

For every 4 additional power points you spend to augment the power, the damage increases by 1d10.

3. You can telekinetically move through water. You gain a swimming speed equal to your walking speed.

In addition, you are resistant to gusts of wind and strong water currents, granting you advantage on ability

checks and saving throws to stay aloft or afloat and against effects that would move you or impair your speed due to wind or currents.

Empower: When you spend 2 power points (5), you gain a flying speed equal to your walking speed and can hover.

4. The speed and distance you can move via the power increase by 30 feet, except the distance of a **telekinetic thrust**, which increases by 5 feet. You can take this augmentation multiple times.

4. You can telekinetically move up to three additional objects or willing creatures within 15 feet of the target when you target it.

Additional targets can't be moved independently and remain next to the primary target, moving with the target when it moves or is moved by you. If at any point an additional target strays more than 15 feet from the primary target, the power stops affecting it.

Empower: For every 2 additional power points you spend, you can include one additional creature or object.

13. You create a telekinetic field that covers up to a 15-foot radius sphere centered on you. This field can lift any unattended object and willing creature within it, moving each with you when you move.

You can also choose to tear a surface within the sphere, lifting it and everything on it. You can move the entire mass with you when you move. Moreover, as an action, you can move the mass up to 90 feet. Each creature and object on the mass you lift is carried with it and doesn't suffer gravity, treating the lifted mass as its center of gravity.

Empower: When you spend 4 power points (17), you can use your reaction to rotate the mass when a nonmelee attack or effect targets you or anyone on the lifted mass. Each creature and object on the mass has full cover in that direction until you move the mass. For example, while flying a mass of earth in a battle against a red dragon, you can use the mass to block the dragon's breath attack, granting each creature and object upon it full cover.

TELEKINETIC GRASP

Psychokinesis

Manifesting Time: 1 action

Range: 60 feet

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Gesture, Visual (glow)

You create a telekinetic force at a space within range. This force can attempt to grapple a Medium or smaller creature or object within 5 feet of it that you can see. Make a grapple check using your power attack modifier instead of Strength (Athletics) when you target a creature. On a success, the target is grappled until it escapes the grapple, you release it, or the power ends. While the power is in effect, if the force holds no target, you can use your action to move it up to 30 feet and attempt to grapple a target. A target automatically escapes the grapple if it teleports, becomes incorporeal, or moves to another plane of existence.

When you grapple an object, any creature must succeed on a Strength check against your power save DC to move it. The object is considered latched to a surface.

A grappled creature is held in place and considered latched to a surface. It doesn't fall as a result of the

power.

1. A grappled creature has each of its melee weapon damage rolls reduced by 1d4 to a minimum of 1 point of damage.

Empower: For every 2 additional power points you spend, to a maximum of 8, the target's damage is reduced by an additional 1d4.

2. The power's range increases to 300 feet.

2. The force can attempt to grapple up to two Medium or smaller targets within 5 feet of it using the same action. It can grab a Large target in place of two Medium targets, a Huge target in place of four Medium targets, or a Gargantuan target in place of 8 Medium targets.

Empower: For every 2 additional power points you spend, the force can attempt to grapple one additional Medium target.

3. You can use your action to attempt to shove a grappled creature, using your power attack modifier instead of your Strength (Athletics) for the check. In addition, a grappled creature can't benefit from hover, and at the end of each of your turns, you can make it fall.

Empower: When you spend 4 power points (**7**), you can take a reaction when a grappled creature makes an attack roll, ability check, or saving throw that uses Strength or Dexterity. It treats a d20 roll of 11 or more as a 10. As part of this reaction, you can also attempt to shove the target.

5. A grappled creature is restrained.

Empower: When you spend 10 power points (**15**), you can choke a grappled creature. After the target has been grappled by the force for two consecutive rounds, it begins to suffocate and can't hold its breath. The target falls to 0 hit points after a number of rounds equal to its Constitution modifier (minimum of 1 round) as defined under the suffocation rules. If the target is reduced to 0 hit points, you can use your reaction to outright kill it.

TELEPATHIC PROJECTION

Telepathy

Manifesting Time: 1 action

Range: 60 feet

Maintenance: Concentration, up to 1 hour

Detection: Psychic

You project thoughts and feelings to a single creature within range. To transmit verbal information, you and the target must share a common language. You can also transmit an intense emotion, such as "danger" or "safety," that can be understood by a creature incapable of language.

An unwilling creature must succeed on a Wisdom saving throw or be affected by the power.

While the power is in effect, you can send a short message (that can be conveyed in a 6-second round) to the target during your turn without using an action. You may take a bonus action to change the target of the power, ending the effect for the previous target.

1. You instill a thought or feeling into the target. On a failed save, the target immediately thinks that thought or feels that feeling. The target won't take any action that could cause it harm, but can be impressed to take some innocuous action, such as visiting a location to do something. How the creature reacts to a projected thought or emotion is up to its normal pattern of behavior.

Empower: When you spend 2 power points (**3**), you relieve a creature of a feeling, such as anger or grief. The power suppresses the frightened and unsettled conditions. It has no effect on a barbarian's Rage feature or spells such as *heroism*.

2. The target can transmit thoughts and feelings to you as a bonus action while the power is in effect. A target doesn't have to respond to you.

3. You embed your thoughts within the target's mind. While the power is in effect, when the target makes an Intelligence, Wisdom, or Charisma check you can take a reaction to give it advantage or disadvantage on the roll. When you augment the power with at least 9 power points, you can take this reaction when the target makes an Intelligence, Wisdom, or Charisma saving throw.

4. You can send clear thoughts and concepts to the target without needing to share a common language.

7. You adjust the target's mood toward you or another known creature. On a failed save, the target can be made to be either friendly or hostile if it is indifferent or indifferent if it is hostile or friendly.

If you change the mood of a creature toward you, you have advantage on Animal Handling and Charisma checks made against that creature.

9. The power's range increases to cross any distance to telepathically connect with a creature you know, provided it is on the same plane of existence. You can only use this augmentation to transmit messages, not to alter thoughts.

Empower: When you spend 4 power points (**13**), you can connect with a creature you know on another plane of existence.

9. You instill serenity to the target, preventing it from attacking or to cease attacking if it is already in combat. On a failed save, it will take no offensive action, but will still defend itself. If an aggressive action is taken against the target or its allies, the power ends for it.

While the power is in effect, features such as Rage and Bardic Inspiration, spells such as *heroism*, and effects like confusion and frightened are suppressed. After the power ends, any suppressed effect resumes, provided that its duration has not expired in the meantime.

Empower: For every 2 additional power points you spend, you can target one additional creature.

TRAUMA INFUSION

Clairsentience

Manifesting Time: 1 action

Range: 60 feet

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Visual (glow)

You curse a creature you can see within range to relive a past trauma. A creature incapable of feeling pain is immune to the power. A *remove curse* spell ends the effect.

While the power is in effect, when the target takes damage from any source it must succeed on a Wisdom saving throw or take 1d8 psychic damage from reliving the trauma. It makes this save only once each round.

0. The maximum number of times in a round the target must make a Wisdom saving throw increases by one when you reach 5th level (twice), 11th level (thrice), and 17th level (four times).

1. A creature damaged by the power takes a -2 penalty to AC until the start of your next turn.

2. The maximum number of times in a round the target must make a Wisdom saving throw increases by one. You can take this augmentation multiple times.

3. A creature damaged by the power has disadvantage on attack rolls and ability checks until the start of your next turn.

Empower. When you spend 4 power points (7), a creature damaged by the power also has disadvantage on Strength, Dexterity, and Charisma saving throws until the start of your next turn.

4. You can target one additional creature. The creatures must be within 30 feet of each other when you target them. If a target is reduced to 0 hit points while the power is in effect, you can target a new creature as a bonus action, provided at least one other creature is cursed by the power.

Empower. For every 2 additional power points you spend, you can target one additional creature.

5. A creature damaged by the power is frightened of the last creature which harmed it until the end of its next turn. While frightened this way, a creature must take the Dash action and move away from what it fears by the safest available route. The target is only frightened of one creature from the power at a time.

Empower. When you spend 4 power points (9), each time a creature frightened by this augmentation is damaged by the power, it becomes paralyzed until the end of the turn.

13. You force the target to relive the experience of death. A creature damaged by the power must make a Constitution saving throw. On a failed save, the target is reduced to 0 hit points if it has 40 or fewer hit points remaining, otherwise it takes 4d6 necrotic damage.

Empower. For every 2 additional power points you spend, the hit point threshold increases by 10.

TREMOR

Psychokinesis

Manifesting Time: 1 action

Range: Self

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Gesture

You create a shock wave of psychokinetic force. Choose one 5-foot square on a surface within 30 feet of you. Each creature standing on that surface must succeed on a Dexterity saving throw or be knocked prone.

While the power is in effect, you can repeat the shock wave as an action.

0. When you augment the power with at least 1 power point, you can create a shock wave on one additional square or create one additional line if able, when you reach 5th level (2 squares or lines), 11th level (3 squares or lines), and 17th level (4 squares or lines). A creature only needs to make a saving throw against this power once in a turn.

1. The shock wave hits each space in a line that is 5-foot wide and up to 30 feet long which originates from you.

Empower. For every 2 additional power points you spend, the length of the line increases by 5 feet.

3. Creatures knocked prone by the power take 3d6 force damage.

Empower. When you spend 4 power points (7), a prone creature is shrouded in seismic vibrations. Its movement speed is reduced by half, and whenever it makes a

Strength or Dexterity check or saving throw, it must roll a d4 and subtract the number rolled while the power is in effect.

5. Each square on a surface struck by the power explodes with debris. Each creature and object and within 5 feet of the square, except you, takes 3d6 bludgeoning damage. A creature must make a Dexterity saving throw, taking only half as much damage on a successful save.

Empower. For every 4 additional power points you spend, the bludgeoning damage increases by 1d6.

9. The shock wave becomes a tremor that deals 50 bludgeoning damage to structures in contact with the ground struck by it. Moreover, the ground within 10 feet of spaces struck by the power becomes difficult terrain until cleared.

If a structure drops to 0 hit points, it collapses and potentially damages nearby creatures. A creature within half the distance of a structure's height must make a Dexterity saving throw. On a failed save, the creature takes 5d6 bludgeoning damage, is knocked prone, and is buried in the rubble, requiring a DC 20 Strength (Athletics) check as an action to escape. The GM can adjust the DC higher or lower, depending on the nature of the rubble. On a successful save, the creature takes half as much damage and doesn't fall prone or become buried.

Empower. When you spend 3 power points (12), you can create a fissure along each line struck by the power. A fissure is 50 feet deep. Each creature within the area must make a Dexterity saving throw. If the save fails, the creature falls into the fissure and takes fall damage. Each object that has at least half of its mass in the path also falls into the fissure. This empowerment has no effect if the shockwave doesn't hit spaces in a line.

WEATHER MANIPULATION

Psychokinesis

Manifesting Time: 1 action

Range: 300 feet

Maintenance: Concentration, up to 10 minutes

Detection: Psychic, Gesture, Visual (glow)

You bend the weather to your will. You control a 15-foot radius cylinder that is 15 feet tall. When you manifest the power and at the start of each of your turns while it is in effect, you can calm the weather in each space of the cylinder you choose until the end of your next turn. Once you stop maintaining the power, its effects persist uncontrolled for 2 rounds.

If you create a storm, you can augment the power based on the type of storm you create: **rain**, **snow**, **wind**.

You control the humidity and temperature within the cylinder, able to make it dry or humid, comfortable or uncomfortably warm or cold while the power is in effect. In addition, you can create or disperse lightly obscured fog within the cylinder.

0. For each power point you spend to augment the power, the dimensions of the cylinder increase by up to 5 feet, but can never exceed the available space it is created within.

0 [Snow]. Rain becomes snow and sleet becomes ice. Snow and ice accumulate over time, making the area difficult terrain until cleared.

1. You create a storm which can be a rain or wind storm.

A rain storm creates heavily obscured fog and light rain within the cylinder. Within the rain, creatures gain advantage on saving throws against fire, and torches and similar unprotected flames are extinguished. You can select **rain** augmentations.

A wind storm creates a strong breeze that can blow across the cylinder in one direction you choose, from all directions outward from its center, or in a circular pattern in the direction you choose. The winds push clouds and gases 10 feet at the end of each of your turns. You can select **wind** augmentations.

Empower. When you spend 2 power points (3), you gain the effects of both storm types.

2 [Rain]. The storm produces heavy rain, within which exposed flame is doused and creatures gain resistance to fire damage.

Empower. When you spend 2 power points (4), sleet covers the ground with slick ice, making it difficult terrain. When a creature enters the area for the first time on a turn or starts its turn there, it must succeed on a Dexterity saving throw or fall prone. If a creature starts its turn in the sleet and is concentrating on a spell or power, it must succeed on a Constitution saving throw against your power save DC or lose concentration.

Sleet remains for 2 rounds after the power ends or the sleet is suppressed. You can select **snow** augmentations.

2 [Wind]. Winds within the storm become fierce. A creature must spend 2 feet of movement for every foot it moves against the wind. The winds disperse gas or vapors, and extinguish torches and similar unprotected flames. Protected flames dance wildly and have a 50 percent chance to be extinguished.

Empower. When you spend 2 power points (4), the strength of the wind increases. Each creature that starts its turn within the wind must succeed on a Strength saving throw or be pushed 15 feet in the direction of the wind. Ranged weapon attacks that pass through the wind have disadvantage on their attack rolls.

If the winds blow down, a creature must make a Strength saving throw if it flies into the area for the first time on a turn or starts its turn there while flying. On a failed save, the creature is knocked to the ground and is rendered prone. If the wind blows upward, creatures can jump up to 10 feet higher than normal.

If you spend 4 more power points (8), you can create gale force winds or a tornado. A creature must make a Dexterity saving throw the first time it enters the wind on a turn or starts its turn there. It takes 6d6 bludgeoning damage on a failed save or half as much damage on a successful one. In addition, a Large or smaller creature that fails its save must succeed on a Strength saving throw or be swept in the winds and restrained until it escapes. A restrained creature is pulled 5 feet higher at the start of each of its turns until it reaches the top of the cylinder. It can use its action to make a Strength or Dexterity check against your power save DC. If successful, it escapes and is hurled 2d6 x 10 feet away in a random direction. For every 4 additional power points you spend to augment the power, the damage and the distance a creature is hurled increase by 1d6.

4 [Rain, Snow, Wind]. As an action, you can strike a point within the storm with lightning (**rain**), freezing hail (**snow**), or a twister (**wind**) while you are within the storm. Each creature within 5 feet of that point must make a Dexterity saving throw. It takes 3d10 lightning (rain), cold (snow), or bludgeoning damage (wind) on a failed save or half as much damage on a successful one.

For every 2 additional power points you spend to augment the power, the damage increases by 1d10.

4 [Rain, Wind]. The area you can cover with fog or light winds expands up to 300 feet. Within the same area, you can cause light precipitation in the form of rain or snow if you create a rain storm. The effects of other augmentations only extend to the power's normal area.

Empower. When you spend 8 power points (12), the radius of the cylinder increases up to 1 mile.

Augmentations that produce heavy precipitation or fierce winds function within the expanded area.

SPELLS AND PSIONICS

When you add psionic and psychic powers to your campaign, you must decide how they interact with spells and other magical effects.

In this book, the default assumption is that psychic abilities are considered magical, but they do not come from arcane or divine sources. Powers derive from the same spiritual energy that ki does.

SPELL LEVEL AND POWER LEVEL

Since a psionic power doesn't have a spell level, when it interacts with an effect that uses a spell level, you need to calculate the effective spell level for the power. To determine the effective level of a power, divide the power points used to augment it by two (round up). The effective spell level never exceeds 9th level (at 17 or more power points).

An unaugmented power is equivalent to a cantrip.

DISPEL

Effects that can dispel magical effects also disrupt psionic powers using the power's effective spell level. For example, the *dispel magic* spell will remove the effect of a psionic power manifested with 6 or fewer power points without an ability check unless that power's description indicates that only certain spells or powers can remove it.

COUNTERS

Generally, spells and powers can't be used to counter each other. For instance, the *counterspell* spell will counter a spell, but because a psionic power isn't a spell, *counterspell* has no effect on it.

Detection. Psychic abilities are invoked with the mind. Certain powers have noticeable visual effects that indicate a power is being used, while other powers only have a psychic sensation. See "Detection" earlier in this section for more information on how powers can be detected.

If a creature has the psionic focused condition, an onlooker can determine that it is maintaining a psychic ability by succeeding on a DC 15 Intelligence check. A creature that can manifest a power or use a psychic ability adds its proficiency bonus to the check.

ANTIMAGIC

Effects that suppress any magical effect suppress powers and other psychic effects. Effects that suppress explicitly spells have no effect on a psionic power, and vice versa.

CONCENTRATION

Under normal circumstances, it is impossible to maintain a power and concentrate on a spell at the same time. If you cast a spell that requires concentration, each power you are maintaining immediately ends. Likewise, in order to maintain a psionic power, you must cease concentrating on a spell.

You can, however, use a psicrystal to maintain a power for you, allowing you to use your concentration on a spell.

There are cases where a power may have a period where it is in effect, but not maintained through concentration, such as from the Order of Essence savant's Mind over Body feature. In this case, you can concentrate on a spell without ending the power early.

OPTIONAL RULE: PSYCHIC EFFECTS AREN'T MAGICAL

The GM may decide that psychic abilities, such as psionic powers, are a completely different kind of supernatural energy and not magical. In this case, psionic effects can't be dispelled, countered, or suppressed by effects that target magical effects. For instance, the *antimagic field* spell would do nothing to prevent a psionic power from being manifested within its area.

Spells cast as psionic effects are treated as powers and not spells for interactions. The GM may rule that spells transformed into psionic effects replace spell components with power detections rather than omitting them.

PROFICIENCIES

In this section you will find additional rules for skill and tool proficiencies.

INTELLIGENCE CHECKS

An Intelligence check comes into play when characters process information and develop a plan of action. Certain skills have additional functions.

Arcana. Your Intelligence (Arcana) check measures your ability to recall lore about psionics, psychic phenomena, and esoteric rituals.

History. Your Intelligence (History) check measures your ability to recall lore and apply principles about psychology.

Religion. Your Intelligence (Religion) check measures your ability to recall lore about hauntings and spirituality.

TOOL DESCRIPTIONS

Fortune telling tools is a new tool included in this supplement.

FORTUNE TELLING TOOLS

Often used by charlatans and entertainers, fortune telling tools are said to be able to divine the future. Whether true or not, these can prove an amusing diversion for all parties involved.

Components. Fortune telling tools include a dowsing rod, a small crystal ball, a pack of tarot cards, and various small bones, often from a bird.

Arcana, Religion. When you study a magical or psychic phenomenon pertaining to omens or destiny, you can use your fortune telling tools to make a reading to better understand it.

Performance. You can entertain other by reading omens and interpreting tarot cards or bones.

Survival. When attempting to locate a source of water, your ability to use a dowsing rod helps point you in the right direction.

Divine the Future. Once per day you can grant one creature a reading. Once within the next 24 hours, when the target makes an ability check or saving throw with disadvantage, it can chose to disregard that disadvantage.

FORTUNE TELLING TOOLS

Activity	DC
Interpret an omen	10
Gain insight into a client's personality	15
Gain the trust of a client by having it fill in the blanks during a reading	15

PSYCHIC CONDITIONS

Psionic powers and features can apply several new conditions. These conditions are detailed below.

PSIONIC FOCUSED

- A psionic focused creature is concentrating on a psionic power, spell with the psionic tag, or certain class features and feats, enabling it access to features that require the condition.
- The condition ends when the creature ceases the effect that grants it

PSYCHIC STRAINED

- A psychic strained creature takes 2d6 damage at the start of each of its turns from stress while it maintains a power.
- Whenever the creature manifests a new psionic power, it takes 1d6 + 1 per power point spent damage from stress, and must succeed on a Constitution saving throw against a DC equal to the damage taken or 10, whichever is higher, or the power fails and the power points are forfeit.
- The creature can't choose to maintain a new power, but can continue to maintain a power before becoming psychic strained.
- Damage dealt by stress doesn't require a creature to make a Constitution saving throw to maintain concentration except when manifesting a new power.
- The condition ends when the creature ends its turn without taking damage from stress.

STASIS

- A creature or object held in stasis is frozen in time and place and can't move or be moved or speak.
- The creature can't take actions or reactions that require any kind of movement.
- The creature automatically fails Strength and Dexterity saving throws.
- If the creature is in the air when affected by stasis, it remains suspended in place for the duration of the condition.
- The creature can still observe its surroundings, think and engage in purely mental actions, such as manifesting certain psionic powers.
- The creature can't be moved in any way short of teleportation, nor can it be transformed; such attempts automatically fail.
- Attacks made against the creature automatically fail unless they explicitly target the creature's mind or soul.
- The creature ceases aging, and it requires no sustenance or air.

UNSETTLED

- An unsettled creature has disadvantage on ability checks.
- The creature has disadvantage on saving throws against the frightened condition and illusory and phantom effects.

CONDITION CHANGES

The grappled condition receive an additional rule.

GRAPPLED

- The condition ends when a grappler is pushed by a psychokinetic effect.

CONDITION IMMUNITY

Certain existing creatures should have immunity to some of these new conditions.

Aberrations, constructs, and undead are generally immune to the unsettled condition, as would a creature that is immune to both horror and disgust.

If a creature is unaffected by the *time stop* spell, it is reasonable that it can't be affected by stasis. A creature that operates outside the bounds of time would likely have immunity to the stasis condition.

In general, nothing should have immunity to the psionic focused or psychic strained conditions.

PSYCHIC TRAITS

Psychic abilities can grant and creatures can possess the Aurasight trait described below.

AURASIGHT

You are able to see psychic energy as a soft, colored glow. You can see what emotion a creature is feeling and if a creature has the psionic focused condition.

You can perceive an aura in normal and magical darkness. You can perceive each spirit within your field of vision through its aura, negating the benefits of the invisible condition.

THE PSYCHIC AND SPIRITUAL HANDBOOK IS FREELY AVAILABLE ON DUNGEON MASTERS GUILD:

<https://www.dmsguild.com/product/437790/Psychic-and-Spiritual-Handbook>

It contains:

- The Dromite race with four subraces.
- The Elan subrace for humans.
- The Maenad race.
- The Spiritfolk race with three subraces
- Additional subclass options for the channeler, savant, and transcendent classes.
- One subclass each for the artificer, barbarian, bard, cleric, druid, fighter, monk, paladin, ranger, rogue, sorcerer, warlock, and wizard classes.
- Nine new feats.
- Three additional psionic powers.
- 27 new spells.
- Comprehensive rules for psychic impression, haunting, and poltergeist supernatural phenomena.
- Expanded rules for possession.
- Rules that allow PCs to conduct a séance.
- The Plane of Dreams and rules for running and creating adventures within it.
- Rules for psychic magic items.
- Over 50 new magic items.
- Over 50 new monsters and npcs.
- Instructions on how to update content from the official rulebooks to work seamlessly with the rules introduced in the *Psychic and Spiritual Handbook*.
- Guidelines for creating your own content using the book.
- Useful reference tables.
- Indexed and illustrated.