The Psion

Many Isles

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Level	Proficiency Bonus	Features	Mental Structures	Cantrips Known	1st	2nd	3rd	4th	5th
1st	+2	Discipline, Psionics	-	3	2	-	-	-	-
2nd	+2	Mental Structures	1	3	2	-	-	-	-
3rd	+2	Discipline feature	1	3	3	-	-	-	-
4th	+2	Ability Score Improvement	1	3	3	-	-	-	-
5th	+3	Absolute Control, Limited Telepathy	1	4	4	2	-	-	-
6th	+3	Psionic Meditation	1	4	4	2	-	-	-
7th	+3	Limited Telepathy Improvement	2	4	4	3	-	-	-
8th	+3	Ability Score Improvement, Discipline feature	2	4	4	3	-	-	-
9th	+4	-	2	4	4	3	2	-	-
10th	+4	Shielded Mind	2	4	4	3	2	-	-
11th	+4	Improved Psionic Meditation	3	5	4	3	3	-	-
12th	+4	Ability Score Improvement	3	5	4	3	3	-	-
13th	+5	-	3	5	4	3	3	1	-
14th	+5	Unbound Step	4	5	4	3	3	1	-
15th	+5	Discipline feature	4	5	4	3	3	2	-
16th	+5	Ability Score Improvement	4	5	4	3	3	2	-
17th	+6	-	4	5	4	3	3	3	1
18th	+6	Improved Absolute Control	5	5	4	3	3	3	1
19th	+6	Ability Score Improvement	5	5	4	3	3	3	2
20th	+6	Perfect Psionics	5	5	4	3	3	3	2

Psion

A dwarf walks across the desert, rocks brushing themselves away before being stepped on. A gnome closes her eyes, and joins minds with a distant ally miles away. An elf, outcast by his society, studies over ancient tomes, trying to learn the origin of his strange source of magic.

Psions are an anomaly of anomalies. Even in a world of magic, psionic abilities are seen as odd and scary. Psions harness these innate powers, bending the world around them to their literal wills.

Manipulators of Reality

Psions do not study the arcane, nor do they pray to gods. The sheer strength of their minds bends and manipulates the world around them. When allied with, a psion makes for an indispensable resource. When fought against, a psion appears like a horror from a distant world.

Unseen Truths

All psions see reality in a different light than others. Their minds are attuned to the fabric of reality, which helps them weave it to their desires. What is thought to be unknowable and impossible for a normal man is casually done by a psion, as they walk a road made of different material than all others.

Creating a Psion

When making a psion, think of where they got their psionic powers, and how these powers shaped them. Were they experimented on? Did these psionics originate through reaching into hidden realms? After they were gained, were these abilities seen as a gift, or a curse? Did they keep them secret, or in the open?

Quick Build

You can make a Psion quickly by following these suggestions. First, Intelligence should be your highest ability score, followed by Constitution or Wisdom. Second, choose the hermit background.

Class Features

As a Psion, you gain the following class features.

Proficiencies

Armor: None
Weapons: Daggers, darts, slings, quarterstaffs, light crossbows
Tools: None
Saving Throws: Constitution, Intelligence
Skills: Choose two from Deception, History, Insight, Investigation, Perception, Persuasion, and Survival

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) a quarterstaff.
- (a) a scholar's pack, or (b) an explorer's pack.
- Two daggers.

Alternatively, you can forgo this starting equipment, as well as the items offered by your background, and instead start with 4d4 x 10 gp to buy your equipment.

Discipline

Different Psions focus their energy into different fields. Upon entering into this class, you choose a focus: Mastery of Mind, Mastery of Self, or Mastery of Time, all detailed at the end of this class. Your discipline grants you features at 1st, 3rd, 8th, and 15th level.

Psionics are still Magic

Psionics allow a user to cast spells in a unique way. However, the spells they cast are still magic, much like how Clerics and Wizards both cast magic, but in different ways. Psions manipulate the Weave through pure mental power.

Psionic spells and effects are, thus, still effected by spells such as *dispel magic*, or *antimagic field*. In addition, psionic spells can still be countered by the spell *counterspell*, but only if the psionic caster shows some sign of them casting the spell, such as using material components for a psion spell like *revivify*.

In addition, a psionic slot is still a spell slot, though a spell slot that is used in a slightly different way.

Psionics

Your psionic powers allow you to manipulate the weave of reality, in a way that resembles but isn't quite arcane spellcasting. See chapter 3 of the Starter Guide for the general rules on casting spells.

Cantrips

At 1st level, you know three cantrips of your choice from the psion spell list, which you can generate on the Many Isles website. You learn additional psion cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Psion table.

Assigning Psionic Slots and Casting Psionics

The Psion table shows how many spell slots you have to cast your psion spells of 1st level and higher. To cast psion spells, you must expend a unique type of spell slot, called a psionic slot, with a psion spell previously assigned to it. You regain all expended psionic slots when you finish a long rest.

Whenever you finish a long rest, you assign a psion spell to each of your psionic slots. The level of the assigned psion spell must be equal to or lower than the psionic slot it is being assigned to. That psionic slot can only be used to cast the assigned spell at the assigned level. You cast the psion spell at the level of the psionic slot expended.

Psionic Components

When you can cast a psion cantrip or a psion spell using a psionic slot, you can cast the spell without the use of any components.

However, if a spell's material components are consumed during the casting of the spell or have a gold cost associated with them, you must still provide material components for that spell.

Psionics Ability

Intelligence is your spellcasting ability for your psion spells. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a psion spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Mental Structures

Starting at 2nd Level, you learn a special technique to focus your psionic powers. You know one mental structure. The list of mental structures is detailed at the end of this class.

At level 3, and again at levels 5, 9, 13, and 17, you learn an additional mental structure. Whenever you gain a psion level, you can change one known mental structure for another mental structure you're able to learn.

Mental structures have two uses, focus and break. Both of these uses only work while you are conscious.

Focus. While you know a mental structures, you receive a passive bonus. Focusing does not require concentration as if concentrating on a spell.

Break. You can break your control of a mental structure you are focusing on. When you break your focus, you stop gaining the passive focus ability of this mental structure. You then gain an immediate benefit instantly after. How to break your control will be listed in the description, sometimes requiring an action, bonus action, reaction, or no action at all.

As an example, if you knew two mental structures, *Calmed Intellect* and *Psionic Guard*, you would gain a passive benefit from focusing on both. If you break your focus on *Psionic Guard*, you would now only gain the focus benefit of *Calmed Intellect*.

Whenever you finish a long rest, you again gain focus on any known mental structures which you have broken your focus on.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th, 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.

Alternatively, you can gain a feat, as described in the Handbook of Feats.

Absolute Control

At 5th level, your control over your own psionics has become a remarkable thing to witness. You can concentrate on two psion spells at once, as long the spell level of both spells combined is less than or equal to the highest level psion spell you can cast, and as long as both were cast using your psionics feature.

When concentrating on two psion spells, you have disadvantage on Constitution saving throws to continue concentrating. If you fail a concentration saving throw, you choose which spell ends. If you fail a concentration saving throw by 5 or more, both spells end.

From level 18 on, you no longer have disadvantage on Constitution saving throws due to concentrating on two psion spells.

Limited Telepathy

Beginning at 5th Level, you can communicate telepathically with creatures up to a range of 60 feet that you can see. The creature can understand you only if it speaks at least one language. The creature can receive your telepathic communications, but cannot communicate telepathically back to you unless it has telepathic abilities of its own.

Starting at level 7, creatures with or without telepathic abilities of their own can communicate back to you, as long as they speak at least one language.

Psionic Meditation

At 6th level, you can reassign spell slots. As a bonus action, you can reassign a total number of spell slots to other spells with a cumulated level equal to or less than your Intelligence modifier. You need to take a short rest to use this ability again.

From level 11 on, you can now reassign a cumulative level of assigned slots equal to twice your Intelligence modifier (minimum of 1 level of spells).

Shielded Mind

Starting at 10th level, you are permanently under the effect of a *Contain Thoughts* spell. As an action, you can turn this effect off, or back on.

Unbound Step

At level 14, your psionics allow you to get rid of mundane travel. As long as you are not incapacitated or unconscious, you gain a flying (levitate) speed equal to your walking speed.

Perfect Psionics

At 20th Level, choose one 6th-level spell of your choice that doesn't have a component that is consumed or valuable. You cannot change this choice. You can cast this spell without using any components or spell slots. You must take a long rest before being able to use this ability again.

Additionally, you can now concentrate on two psion spells at once as if you had access to 6th-level psionic slots.

Psion Disciplines

A psion needs a focus to hone their mind on. Psychic abilities unfocused and left to wander are dangerous to the wielder of the power as well as others. Psions learn to focus their thoughts and abilities into certain sets of ideas, or disciplines.

Mastery of Minds

Psions that focus their minds on the concept of thought itself can begin to explore new realms of knowledge, impossible for others to even begin to comprehend.

Mastery of Minds Features

Psion Level	Feature
1st	Heightened Mind, Ceremonial Psionics
3rd	Scan For Minds
8th	Sharp Thoughts, Improved Scan For Minds
15th	Mind Link

Heightened Mind

Your mind has been opened up the possibilities of reality. Upon finishing a long rest, you can gain one of the following benefits:

- You gain proficiency in any two sets of tools.
- You learn any two languages you have heard spoken from a creature you could see.
- You gain proficiency in any one tool, and you learn any one language with the same prerequisites as above.

These benefits lasts until you choose to use this feature again at the end of a long rest.

Ceremonial Psionics

Whenever you finish a long rest, choose a number of psion spells up to your Intelligence modifier (minimum of 1) with the ceremony tag which you could assign to psionic slots. Until you finish a long rest, you can cast those psion spells as ceremonies.

Scan For Minds

Starting at 3rd level, you can sense the presence of thought around you. As an action, you can detect if there are any creatures around you. If there are any creatures with an Intelligence score above 3 within 120 feet of you, you learn that there is intelligent thought nearby, but nothing else.

When scanning for creatures, you can choose to omit specific creatures which you are aware of from the search.

At Level 8, you know the number of creatures detected by this feature.

Hard Thoughts

At level 8, your mind has become harder to break. You gain proficiency in Heroism saving throws.

Mind Link

At 15th Level, as an action, you can link minds with a willing creature you touch. The creature must speak at least one language. As long as both you and this creature are on the same plane of existence, you can communicate telepathically with it, and it can communicate telepathically with you.

This lasts until you use this action to link minds with a different willing creature.

Mastery of Self

Psions that focus their minds onto forging their own bodies using their powers can become entities far beyond what most mortals are capable of.

Mastery of Self Features

Psion Level	Feature
1st	Unarmored Defense, Psionic Form
3rd	Inner Focus
8th	Mental Shield
15th	Psychic Being, Improved Mental Shield

Unarmored Defense

Your innate psionic abilities allow you to deflect oncoming attacks. You may use your Intelligence instead of your Dexterity modifier when calculating dAC.

Psionic Form

Your hit point maximum increases by 1 for each psion level.

Inner Focus

At 3rd Level, your use of psionics has begun to calm your very being. Whenever you cast a psion spell of 1st level or higher, you regain 1 hit point.

Mental Shield

At level 8, your subconscious has learned to defend you at all times. At the start of each of your turns, you gain 2 temporary hit points.

Starting at 15th Level, you gain to 4 temporary hit points instead of 2.

Psychic Being

At 15th Level, your body and mind have melded into one. You no longer age outside of magical means, unless you wish to.

In addition, as a bonus action, you can change your body into a semi-psionic form, granting yourself immunity to all damage until the start of your next turn. You must take a long rest to use this ability again.

Mastery of Time

Psions that focus their minds on the flow of time learn to see events in reality differently than others, and can use this clear understanding to achieve seemingly impossible things.

Mastery of Time Features

Psion Level	Feature
1st	Time Dilation
3rd	Erase Time
8th	Temporal Shift, Improved Time Dilation
15th	Chrono Mastery

Time Dilation

You've gained the ability to slightly speed up time around yourself. Your walking speed increases by 5 feet.

In addition, when a creature other than yourself starts its turn within 5 feet of you, you can use your reaction to increase that creature's walking speed by 5 feet until the end of its next turn. If the creature has a flying or swimming speed, it can instead choose to increase one of those for the turn.

At 8th level, your walking speed again increases by 5 feet, and the movement increase you can give to another creature from this feature is now 10 feet, instead of 5.

Erase Time

Starting at 3rd level, you've gained the ability to erase a moment of time which is about to happen. You gain the following benefits.

- Before a creature you can see makes an attack roll, you can use your reaction to impose disadvantage on the attack, having erased a second of time from the attacker's timeline.
- Before making an attack roll, you can use a bonus action to grant yourself advantage on the attack, having erased a second of time from the target's timeline.

Once you have used either benefit, you cannot use this feature again until you take a short or long rest.

Temporal Shift

At 8th Level, you have learned to slightly alter the flow of time around you, letting you more easily respond to your surroundings. You can take an additional reaction before the start of your turn. Both reactions cannot be to the same trigger.

Once you have taken two reactions before the start of your turn, you cannot do so again until you finish a short or long rest.

Chrono Mastery

At 15th Level, due to your intense studies into the nature of time itself, you've gained the ability to alter it around you. Upon the end of your turn, you can instantly take another turn.

At the end of the additional turn, you gain one level of exhaustion, and take 3d6 psychic damage, the mental strain of bending time catching up with you.

Spells or abilities which trigger at the end of a turn, like certain creature's Legendary Actions or spells such as *phantasmal killer*, do not take occur at the end of your first turn if you take an additional turn, though they can take place at the end of your additional turn as usual.

Once you have used this feature, you cannot use it again until you finish a long rest.

Mental Structures

While focusing on your psionic powers, you gain new abilities, referred to as Mental Structures. These structures are described below.

If a mental structure has prerequisites, you must meet them to learn it. You can learn the structure at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class.

Anatomical Sight

You understand healing better through psionics.

Focus. You can reroll any 1 or 2 on healing dice you roll from a psion spell. You must use the second roll, even if the result is lower.

Break. Before casting a psion spell cast from a psionic slot which heals, you can choose to have the spell heal its maximum potential healing.

Calmed Intellect

Prerequisite: Mastery of Time Discipline.

You can aid allies even in dire moments.

Focus. Before a companion within 30 feet of you which you can see makes an Intelligence, Wisdom, or Heroism saving throw, you can use your reaction to give the creature advantage on that saving throw.

Break. Before a companion within 120 feet of you which you can see makes a saving throw, you can use your reaction to give the creature advantage on that saving throw.

Charming Visage

Prerequisite: Level 13.

You can influence the mind of others.

Focus. You can cast *Suggestion* at will, without expending a psionic slot. You concentrate on this spell as if it had been cast with a psionic slot of 2nd-level.

Break. As an action, you can cast *Suggestion* without expending a psionic slot. The target has disadvantage on its saving throw against the spell. You concentrate on this spell as if it had been cast with a psionic slot of 2nd-level.

Clear Mind

Prerequisite: Level 5, Mastery of Mind Discipline.

Your mind has become mightier.

Focus. Your gain a +1 bonus to psion spell attack rolls cast from your Psionics feature.

Break. Before casting a psion spell attack cast from your Psionics feature, you can choose to make that spell attack with a +5 bonus to hit.

Clear Thoughts

Prerequisite: Level 5, Mastery of Mind Discipline.

Your mind has become harder for others to resist.

Focus. Your spell save DC for psion spells cast from your Psionics feature increases by 1.

Break. Before casting a psion spell cast from your Psionics feature, you can choose to have your spell save DC for that spell increase by 5.

Cosmic Understanding

You comprehend concepts that seem impossible to rationalize.

Focus. When learning this structure, choose a skill. You have proficiency in the chosen skill.

Break. Before making an ability check with the chosen skill, you can attempt the check, adding double your proficiency bonus to the result of the roll.

Heightened Fundamentals

Prerequisite: Level 3.

You have focused on strengthening your basic spells.

Focus. Your psion cantrips deal extra damage equal to your Intelligence modifier.

Break. When you hit with a psion spell attack, you can cause maximum damage.

Mental Protection

Prerequisite: Mastery of Self Discipline.

Your mind has begun to resist attacks against it.

Focus. You gain resistance to psychic damage.

Break. When you take psychic damage, you can choose to be immune to that psychic damage taken.

Mind of Steel

Your mind is completely in tune with itself.

Focus. You have proficiency in Heroism saving throws.

Break. Before making a saving throw you are not proficient in, you can attempt the saving throw as if you were proficient in it.

Find Thrall

You can bind a creature's will to yourself.

Focus. You can cast *Unseen Servant* at will, without expending a psionic slot.

Break. You cast *Unseen Thinker* without expending a spell slot.

Fluid Psionics

Prerequisite: Level 3.

You can imagine new possibilities quickly.

Focus. By spending 10 minutes in deep thought, you can reassign one psionic slot, as long as the psionic slot's level is less than or equal to your Intelligence modifier.

Break. As a bonus action you can reassign one psionic slot, as long as the psionic slot level is less than or equal to your Intelligence modifier.

Overheal

You can create psionic shields over creatures.

Focus. When you heal a single creature with a psion spell, if the restores brings it to its maximum hit points, half of the remaining healing can be given to it as temporary hit points.

Break. When you cast a psion spell that restores hit points to a single creature, any excess healing is granted as temporary hit points.

Perfect Clarity

Prerequisite: Level 17.

You can see the truth of reality.

Focus. You have truesight out to a range of 60 feet.

Break. As a bonus action, you can grant truesight out to a range of 60 feet to yourself and all creatures of your choice within 60 feet of you. This truesight lasts until the end of your next turn.

Psionic Disruption

Prerequisite: Level 5, Mastery of Time Discipline.

You can interfere with another's body through your thoughts.

Focus. As a reaction whenever creature that you can see within 30 feet of you makes a Wisdom, Intelligence or Heroism saving throw, you can force it to make the throw with disadvantage.

Break. As a reaction whenever a creature that you can see within 120 feet of you makes a saving throw, you can force it to make the throw with disadvantage.

Psionic Guard

Prerequisite: Level 3, Mastery of Self Discipline.

Your mind protects your body from harm.

Focus. Whenever you take damage, you can reduce the damage taken by 1.

Break. When you take damage, you can reduce the damage taken by half.

Telekinetic Might

Prerequisite: Level 5

You can move creatures with your own force of will.

Focus. You can attempt to grapple or avoid grapples using an Intelligence check, instead of a Strength (Athletics) or Dexterity (Acrobatics) check.

Break. After hitting a creature with a psion spell attack, you can attempt to grapple it, making an Intelligence check instead of the usual skill check.

Appendix

Multiclassing as Psion

If you use the optional multiclassing rules, these are the requirements for multiclassing as psion.

Ability Score Minimum. As a multiclass character, you must have an Intelligence score of 13 or more to take a level in this class.

Spell Slots and Psionic Slots. If you have spell slots from another class, you do not mix those spell slots and the psionic slots. You must use two separate spell sheets.

Note that if you cast a psion spell using a non-psionic spell slot, you must have components.

Feat

As a psion, you may take this additional feat.

Limited Psionics

Prerequisite: Intelligence 13 or higher

Increase your Intelligence score by 1, to a maximum of 22.

In addition, choose three 1st-level psion spell of your choice. These three spells become ingrained into your psyche.

Whenever you finish a long rest, select one of those spells. You can cast that spell at its lowest level, without expending a psionic slot, and without the need of components. You must take a long rest before using this ability again.

The Many Isles thank you!

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Original Design of this class by TheTitan99

Made with the Homebrewery