

PLAYTEST CONTENT

Hello! This is Playtest Content! As such, it might change in time, this is **not a final release**.
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This product is a work of fiction.

Psionic Transformation

A System of Rules:

Overview:

These rules are meant to give you guidance if you and your table decide to bring psionic transformation of a PC or NPC to your game. Because of the nature of these rules, we strongly suggest checking with your players and GM before using these rules at the table. Not everybody feels comfortable with roleplaying scenarios involving parasites or the loss of a player character's humanity, as well as scenarios of mind control. To ensure that a good time is had by all at the table, ask what their level of comfort is with these themes.

The rules have been written to be enticing -- but they bring great risk. Each time the player uses their psionic abilities (unless otherwise stated), they have to roll a saving throw. The DC for said saving throw starts extremely low, but with every use it increases. As the DC increases, new, more powerful psionic abilities are also added to the player's roster. We hope that these simple rules, as well as these powerful abilities, might tempt the player to risk their very character on the roll of a saving throw.

The Start of the Transformation:

The process begins when a psionic parasite is implanted into the body of the host. Normally, this transformation occurs over the course of a week, but these rules do not have a time limit set in place. Instead, the transformation is complete when the host creature is overtaken by the parasite.

There could be many reasons why the transformation takes longer and works differently from the one in other sources. Maybe a juvenile parasite was implanted, and it isn't strong enough to overtake its host until the host empowers it by using its psionic abilities. Maybe the host was infected by a different type of parasite, one that works in symbiosis with its host and is therefore much stronger. Maybe this is just how psionic transformation works in your own world.

You as a GM are free to use any of these reasons, or one of your own, to explain why the transformation works as it's written in these rules.

Transformation Rules

Once the host is implanted with the parasite, the host must finish a long rest before accessing their psionic abilities. This is the time it takes for the parasite to take hold in the host's system. Every time the host uses any of their psionic abilities, they must make a saving throw immediately after. On a success, the host is not overtaken by the parasite and the completion of the transformation is delayed. On a failure, the parasite takes over its host and the transformation is complete.

The host chooses whether it makes a Charisma, Constitution, Intelligence, or Wisdom saving throw. This indicates whether they resist the parasite with a strong sense of self, with the strength of their own body, by having their own brain fight against the psionic influence, or through sheer force of will.

Alternative Rule: The host chooses the saving throw it makes among all possible saving throws, to represent the host fighting with all their might against the control of the parasite. Being able to choose the saving throw evens the playing field so that specific character builds don't have a higher chance at staving off transformation than others, even if it would lead to saving throws that would make less sense than others in fiction, such as a Strength saving throw.

The DC for the first saving throw is very low: **2**. However, with every use of psionics, the parasite's hold on the host's mind is stronger. The DC increases by two after each successful saving throw.

Because the parasite grows stronger, the host's psionic abilities also grow, allowing them to use even more powerful psionic abilities with repeated uses of their psionics. This is deliberately tempting for the host: the host becomes more and more powerful and has access to more abilities the more they use their psionics, but their chance to fail is more and more likely with each psionic use.

If the DC reaches 20, their next use of psionics will be their last. The DC does not increase to 22; rather, the transformation completes and the host is finally overtaken.

Psionic Abilities

After each successful use of their psionic abilities, the DC they must save against increases by 2 and the host gains a new ability. The host can use any ability at any time.

If the psionic ability requires the target to make a saving throw, the saving throw is equal to 8 + whichever ability modifier you use to resist the transformation + your proficiency bonus.

If the psionic ability requires you to make a spell attack, the spell attack modifier is equal to whichever ability modifier you use to resist the transformation + your proficiency bonus.

DC 2 - Psionic Projection:

You can use a modified, psionic version of the *minor illusion* cantrip. You can create both a sound and an image at the same time, it does not require any somatic or material components for you to cast, the image can be as large as a 10 foot cube, and the image can move within that 10 foot cube. For example, if you choose to create the image of a rabbit, you can make it so that the rabbit moves in circles within that 10 foot cube.

DC 4 - Telekinesis:

You can use a modified, psionic version of the *mage hand* cantrip. The hand is invisible, its range is 60 feet, and does not require verbal or somatic components for you to cast. You don't have to roll a saving throw to resist the transformation after using this psionic ability.

DC 6 - Psionic Blast:

You can use a modified, psionic version of the *eldritch blast* cantrip. The beam of energy is completely invisible, and instead of dealing force damage, it deals psychic damage. You can create more than one beam when the DC you have to make after using a psionic ability increases: two beams when the DC reaches 10, two beams when the DC reaches 14, three beams when the DC reaches 18, and 4 beams when the DC reaches 20.

DC 8 - Telepathy:

You are able to communicate telepathically at will with one creature within 60 feet from you that knows any language. You don't have to roll a saving throw to resist the transformation after using this psionic ability.

DC 10 - Psionic Wave:

As an action, you generate a powerful wave of psionic energy. All creatures of your choice within a 30-foot radius of you must make an Intelligence saving throw. A target takes 5d8 psychic damage on a failed save, or half as much damage on a successful one. On a failure, the creature is stunned for one minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

DC 12 - Mind Shriek:

As an action, you use your telepathic abilities to disturb the thoughts of spellcasters. All creatures within a 60 foot radius of you that are concentrating on a spell must make an Intelligence saving throw. A target takes 8d8 psychic damage on a failed save, or half as much damage on a successful one. Regardless of the outcome of the saving throw, all creatures within the radius lose concentration on all spells.

DC 14 - Manipulate Senses:

You can use a modified, psionic version of the following spells: *greater invisibility*, *hypnotic pattern*, and *major image*. Casting the psionic version of these spells requires no components and does not consume any spell slots.

DC 16 - Mindsight:

You have truesight in a range of 60 feet at all times. You don't have to roll a saving throw to resist the transformation after using your truesight.

DC 18 - Psionic Puppetry:

You can extend the will of your mind over the minds of other creatures. As an action, you invade the mind of a creature you can see within 60 feet of you. The creature must make an Intelligence saving throw. On a failure, the target is under your control for one hour. It will answer any question honestly and carry out any tasks you give to it to the best of its ability. If you or your allies damage the target, the psionic control is severed.

DC 20 - Psionic Ravaging:

As an action, you unleash a final torrent of raw, concentrated psionic energy against your enemies. Each creature of your choosing in a 60-foot-radius sphere centered on you must make an Intelligence saving throw. If the creature does not have resistance against psychic damage, or the ability to use psionics, they do so at disadvantage. A target takes 12d8 psychic damage on a failed save, or half as much damage on a successful one. Regardless of the outcome of the saving throw, all creatures are under the effects of the *confusion* spell for 1d4 turns. Creatures do not make a saving throw at the end of their turns to end the effect of *confusion* early.