

Psionics (Psychic)

The power you hold connects you to all things, material and immaterial. You have the ability to dance across the minds of those around you, to shatter the psyche, and to reshape your surroundings without ever lifting a finger.

Psionic Reach

Starting at 1st level, the touch of your mind extends to the world around you, enabling you to interact with it psychically. You can reach out with your mind within a number of feet of you equal to 30 times your Augmentation modifier (minimum 1); this range is known as your psionic reach. Your psionic reach determines the range of all your psionic abilities.

You can interact psychically within this reach as though you had a free hand, enabling you to interact with the world or hold items and use equipment without directly holding them. This is known as your psionic grasp—anything that you would normally be able to do with your hands, you can do with your mind instead. The only exception is that you cannot provide the Somatic components of any spells you may be able to cast, unless you are using your grasp to hold a spellcasting focus of the appropriate type. You may only hold or interact with one item at any time with your psionic grasp; the maximum weight you can carry or lift is equal to 15 times your Augmentation modifier (minimum 1), and you can only move or hold an item if it fits within a 5x5-foot cube. For any ability checks, saving throws, or DC's based on your psionic grasp, use your Augmentation modifier in place of whichever ability score modifier would typically be used. While your grasp is holding onto an object, it can only move it up to your movement speed on your turn; if it is dragging an unwilling creature, it may only move up to half your movement speed.

Lastly, you can project your thoughts into the minds of others. You can speak telepathically to any creature within your psionic reach, provided they know at least one language. An unwilling creature can block you from their mind at will. You cannot hear the thoughts of other creatures unless you have another ability or feature that says otherwise.

Invasive Mind

Beginning at 6th level, your mind's strength has expanded, granting you the ability to probe the minds of others. You can now choose to hear the surface-level thoughts of a creature within your psionic reach, although you may only listen to one creature at a time in this way. An unwilling creature can block you from hearing their thoughts at will.

You can attempt to force your way deeper into a creature's thoughts, even through a block, as an Action. The targeted creature must make an Intelligence saving throw; on a fail, you can delve deeper into their mind. The creature can repeat the saving throw every 30 seconds (5 rounds). If the creature succeeds, you are thrown out from their mind and cannot attempt to dive deeper into their mind for 24 hours; this includes trying to get past a mental block. Since this action forces its way into the creature's mind, it is not a subtle effect; once they succeed on the saving throw, they realize that someone has been digging through their mind. If you become incapacitated while you are in their mind, the invasion ends, and the creature realizes what you were doing. You can also willingly leave the target's mind at any point; the target automatically succeeds on its next saving throw to uncover your mental invasion.

(Tip: For an idea of what kinds of thoughts digging deeper may uncover, the Detect Thoughts spell functions similarly—though not identically.)

The strength of your mind enables you to force illusions into the mind of others. As a Bonus Action after digging deeper into the mind of another, you can bring forth an image of their deepest fear, known as a Terror. They perceive the Terror as though it were real, becoming frightened. While frightened, at the end of each of their turns, they take 3d8 psychic damage and can immediately repeat the saving throw against your mental invasion. Succeeding on the saving throw both ends the frightened condition and counts as a success for the purpose of throwing you out of their mind. If you leave the target's mind early, the Terror disappears as well, ending the frightened condition.

Ravenous Psionics

Starting at 10th level, your mind's strength has grown exponentially, empowering all your abilities.

You gain a second psionic grasp, allowing you to target up to two creatures or objects and counting as two free hands instead of one. Additionally, the weight each grasp can carry expands to 15 times the ability score your Augmentation modifier is based on, and the maximum size increases—the object or creature must fit within a cube whose sides are a number of feet equal to 5 times your Augmentation modifier (minimum 1).

You can also project an illusion into the minds of creatures within your psionic reach; you no longer need to pull from others' deepest fears to create an image. As an Action, you can create an illusory image, along with sound; this illusion must be located within your psionic reach and is only visible and audible to creatures within your psionic reach. The illusion can be no larger than a cube whose sides are a number of feet equal to 5 times your Augmentation modifier (minimum 1). If the illusion would be capable of dealing damage, it deals 3d8 psychic damage, and a creature can only take this damage once per round. While you have an illusion active, you can use a Bonus Action to control or alter it. You may only have one illusion at a time. A creature can make a Wisdom (Perception) check against your Augmentation DC on their turn; on a success, they see through the illusion, and they become immune to any damage it may cause. They automatically see through any illusions you create with this feature for the next minute.

Additionally at 10th level, when you deal damage to a creature within your psionic reach, you can deal an additional 1d8 psychic damage, as your strikes rend the mind from the body

Master of Illusions

Starting at 15th level, you have obtained the pinnacle of psionics. When you create an illusion with your Ravenous Psionics feature, you can use a psionic grasp to bolster an illusion, mimicking its effects and taking on all the properties and statistics of the illusion; this can potentially change the damage type of effects from psychic to another type, although any physical damage is considered magical for the purposes of overcoming resistances and immunities to nonmagical bludgeoning, piercing, and slashing damage. This also gives your illusions the ability to deal damage to and interact with the physical world. Seeing through an illusion supported by a grasp does not prevent the illusion from dealing damage or interacting with that creature. The grasp supporting this illusion cannot be used for anything else while it is doing so.

Additionally, you can maintain a second illusion at the same time. You can create both with the same Action and can control both with the same Bonus Action. A creature can only take damage from one of your illusions per round.

Psyche Unleashed

As a Bonus Action, you can unleash your psionics at their full potential. You gain the following effects:

Psionic Backlash. At the start of each of your turns, and when you use a Bonus Action to unleash your psyche, you take psychic damage equal to the number of creatures (maximum 40)—other than you—that are within your psionic reach. You may factor resistance or immunity to psychic damage to this number before taking the damage. You gain the ability to hear the surface thoughts of all creatures within your psionic reach, even those not factored into the damage taken, and you can focus and pick out specific creatures' thoughts if you know what or whose thoughts you're searching for.

Psionic Blast. Once per turn, when you take the Attack action, you can replace one of the attacks with a psionic blast. You can channel the psionic backlash you've felt into a 15-foot cone; creatures of your choice must succeed on an Intelligence saving throw or take psychic damage equal to a roll of a number of d8's equal to the psychic damage you took at the start of the turn (minimum 2, maximum 8). (*Reminder: by this level, you have resistance to psychic damage from your Defensive Component. The number of damage dice is determined AFTER factoring in your resistance.*) A creature who succeeds on the saving throw still takes half damage. Enemies immune to psychic damage are not immune to this damage, but they have resistance to it instead; if they succeed on the saving throw, they take no damage. Creatures with resistance to psychic damage do not have resistance to this blast.

Psionic Terrain. While your psionics are unleashed, there is no limit to the number of illusions you can maintain within your psionic reach. When you use an Action to create illusions or a Bonus Action to control or modify them, you can do so to any number of your illusions. You can also support any illusions you create without needing to bolster them with a grasp.

Psionic Compulsion. Once, while your psyche is unleashed, you can use an Action to recreate the effects of either *Dominate Monster* or *Mass Suggestion*, using your Augmentation DC in place of a spellcasting DC. When you do so, you are not casting these spells—you do not have spell components needed for these effects and are not subject to effects that interfere with magic. When you recreate *Dominate Monster*, you must maintain concentration on it, and the effects end once your psyche ceases to be unleashed. You may target any creature you are aware of that is within your psionic reach. When you use *Mass Suggestion*, you must still speak the suggested course of action out loud, though every target hears your words echo in their mind in a language they understand. You are also able to target any number of creatures in your psionic reach with this effect, instead of the normal limit of twelve. Once you have recreated the effects of one of these spells, you cannot use this feature to recreate either of them again until you unleash your psyche again.

Your psyche remains unleashed for one minute or until you become incapacitated, unless you choose to end it early (no action required). Once you have unleashed your psyche, you cannot do so again until you have finished a long rest.

