

Mystic, Variant (5e Class)

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The Mystic [edit]

Leaping out from behind the rock he was using as cover with his eyes alight with raw psychic power, a human brings his blade high above his head, igniting it with psionic energies before extinguishing them with the flesh of his goblin opponent.

Her hand outstretched, potent psionic energies coil around the arm of a tiefling, flowing into the book as her eyes flare up bright purple and the knowledge of what has occurred in its presence rushes into her mind.

Charging forward, a dwarf crouchs his axe tightly in his hand, before it momentarily dissipates and reforms as Psychic energy, cleaving into a skeleton's torso just as a floating, spectral blade slashes cleanly through its neck.

Mystics are beings whose minds are open to a deeper understanding of reality and its workings, in the process developing vast psionic abilities. Often a rare sight in numerous worlds, these powers grant Mystics a unique array of abilities for them to use in their pursuit of advancement.

The Mystic [edit]

Psionics is a source of power that originates from within a creature's mind, allowing it to augment its physical abilities and affect the minds of others. Psionic abilities are called psionic disciplines, since each one consists of rigid mental exercises needed to place a creature in the correct mindset to wield psionic power. A discipline offers a number of abilities, but some of them require additional energy and expertise to create their effects. Psionic talents are akin to disciplines, but they require no psi energy and can be used at will. They are almost an innate part of the mystic. In addition, a creature skilled in the use of psionics can exert its psychic focus on a psionic discipline. This effect allows a creature to gain a constant benefit from the discipline.

Creating a Mystic [edit]

When creating a Mystic, you should consider the origin of your Psionic powers. Most often, Psionics indirectly originates from the Far Realm, a dimension outside the bounds of the known multiverse. The Far Realm has its own alien laws of physics and magic. When its influence extends to a world, the Far Realm invariably spawns horrific monsters and madness as it bends reality to its own rules. As the laws of reality twist and turn, individual minds can be awakened to the cosmic underpinnings that dictate the form and nature of reality - and it is these awakened minds that become Psionically empowered. Of course, your Psionic powers could from another source, say a relic, the experments of a mad wizard, or it may even be a trait passed down from your family.

Next, consider how common Psionics are in the world of your campaign. Most often, it is rather rare, but in some worlds it may even be more common than magic - though this is something you should discuss with your DM.

Next, ask yourself, how do you feel about your powers? Are they a gift, or a curse? Do you seek to master your powers or be rid of them? When deciding your Mystic Order, ask yourself if your Psionic powers something you want to use in the pursuit of mental or physical enhancement? Are there others like you who form these orders? Are they run by non-Mystics seeking to replicate your powers? Or do the Orders not exist at all and it is simply that the path you follow is one of your own creation?

Quick Build

You can make a *Mystic* quickly by following these suggestions. First, Intelligence should be your highest ability score, followed by Wisdom or Strength. Second, choose the Hermit background. Third, choose *Thought Spear* and *Mind Thrust* as your Psionic Talents, along with *Psonic Weapon*, *Iron Durability* and *Celerity* as your Psionic Disciplines.

Class Features

As a Mystic you gain the following class features.

Hit Points

Hit Dice: 1d8 per Mystic level

Hit Points at 1st Level: 1d8 + *Constitution* modifier

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

Proficiencies

Armor: Light armor, Medium armor

Weapons: Simple Weapons

Tools: None

Saving Throws: Intelligence, Wisdom

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

Equipment

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

- (a) Two Simple Weapons or (b) Two Martial Weapons (if Proficient)
- (a) Scale Mail or (b) Chain Mail
- (a) Explorer's pack or (b) Scholar's pack

Table: The Mystic

Level	Proficiency Bonus	Features	Talents Known	Disciplines Known	Psi Points	Psi Limit
1st	+2	<i>Psonics, Mystic Order</i>	1	1	6	2
2nd	+2	<i>Mystical Recovery</i>	1	1	12	2
3rd	+2	<i>Mystic Order Feature</i>	2	2	18	3
4th	+2	<i>Ability Score Improvement, Strength of Mind</i>	2	2	24	3
5th	+3	<i>Greater Disciplines</i>	2	3	30	5
6th	+3	<i>Mystic Order Feature</i>	2	3	36	5
7th	+3	<i>Mind's Edge</i>	2	4	42	6
8th	+3	<i>Ability Score Improvement, Mystic Order Feature</i>	2	4	48	6
9th	+4	—	2	5	54	7
10th	+4	<i>Consumptive Power</i>	3	5	60	7
11th	+4	<i>Elemental Entanglement</i>	3	5	66	7
12th	+4	<i>Ability Score Improvement</i>	3	6	72	7
13th	+5	—	3	6	78	7
14th	+5	<i>Mystic Order Feature</i>	3	6	84	7
15th	+5	—	3	7	90	7
16th	+5	<i>Ability Score Improvement</i>	4	7	96	7
17th	+6	—	4	7	102	7
18th	+6	<i>Elemental Entanglement Improvement</i>	4	8	108	7
19th	+6	<i>Ability Score Improvement</i>	4	8	114	7
20th	+6	<i>Psonic Rift</i>	4	8	120	7

Psonics [edit]

As a student of psionics, you can master and use psionic disciplines and talents.

Psonic Talents

A psionic talent is a minor psionic effect you have mastered, and is effectively the Psionic version of a cantrip. At 1st level, you know one psionic talent of your choice (see the talent options later in this class description). You learn additional talents of your choice at higher levels, as shown in the Talents Known column of the Mystic table.

Psonic Disciplines

A psionic discipline is a rigid set of mental exercises that allows a mystic to manifest psionic power. Such disciplines are divided into two categories: lesser disciplines and greater disciplines. A mystic masters only a few disciplines at a time. At 1st level, you know two lesser disciplines of your choice (see the discipline options later in this class description). You learn additional disciplines of your choice at higher levels, as shown in the Disciplines Known column of the Mystic table. You must be at least 5th level to learn a greater discipline. In addition, whenever you gain a level in this class, you can replace one discipline you know with a different one of your choice. You can replace a lesser discipline with a greater discipline, but only if you are at least 5th level.

Psi Points

You have an internal reservoir of energy that can be devoted to the psionic disciplines you know. This energy is represented by psi points. Each psionic discipline describes effects you can create with it by spending a certain number of psi points. A psionic talent requires no psi points. The number of psi points you have is based on your mystic level, as shown in the Psi Points column of the Mystic table. The number shown for your level is your psi point maximum. Your psi point total returns to its maximum after you finish a long rest. The number of psi points you have can't go below 0 or over your maximum.

Psi Limit

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

Psychic Focus

You can focus psychic energy on one of your psionic disciplines to draw ongoing benefits from it. As a bonus action, you can choose one of your psionic disciplines and gain its psychic focus benefit, which is detailed in that discipline's description. The benefit lasts until you are incapacitated or until you use another bonus action to choose a psychic focus benefit. You can have only one psychic focus benefit at a time.

Psonic Ability

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

Discipline save DC = 8 + Your proficiency bonus + Your Intelligence modifier

Discipline attack modifier = Your proficiency bonus + Your Intelligence modifier

Mystic Order [edit]

At 1st level, you choose a Mystic Order: the Order of the Avatar, the Order of the Awakened, the Order of the Immortal, the Order of the Nomad, the Order of the Soul Knife, or the Order of the Wu Jen, each of which is detailed at the end of the class description. Each order specializes in a specific approach to psionics. Your order gives you features when you choose it at 1st level and additional features at 3rd, 6th, and 14th level.

Mystical Recovery [edit]

Starting at 2nd level, you draw vigor from the psi energy you use to power psionic disciplines associated with your Mystic Order. Whenever you spend psi points on a psionic discipline of your order, you regain hit points equal to your Intelligence modifier if your current hit point total equals half your hit point maximum or less.

Ability Score Increase [edit]

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.

Strength of Mind [edit]

Even the simplest psionic techniques require a deep understanding of how psionic energy can augment mind and body. This understanding allows you to alter your defenses to better deal with threats. Starting at 4th level, you can replace your proficiency in Wisdom saving throws whenever you finish a short or long rest. To do so, choose Strength, Dexterity, Constitution, or Charisma. You gain proficiency in saves using that ability, instead of Wisdom. This change lasts until you finish your next short or long rest.

Greater Disciplines [edit]

At 5th level, your improved Psionic capabilities allows you to expand your abilities, and as such you gain access to more powerful disciplines, known as Greater Disciplines. Greater Disciplines equate to two Lesser Disciplines, taking up two discipline slot. When you gain a level in this class, you can replace two Lesser Disciplines, or one Greater Discipline, that you know with a Greater Discipline of your choice.

Mind's Edge [edit]

At 7th level, as your Psionic powers grow in strength, you learn how to remain focused even when being attacked or wounded. When concentrating on a Psionic Discipline, you may add your Intelligence modifier to the saving throw that dictates whether or not you can maintain concentration when being attacked.

Consumptive Power [edit]

At 10th level, you gain the ability to sacrifice your health in exchange for psychic power. As a bonus action, you regain up to 5 psi points. For each point you choose to regain this way, your current hit points and hit point maximum are both reduced by 5. This reduction can't be lessened in any way. The reduction to your hit point maximum lasts until you finish a long rest.

Elemental Entanglement [edit]

Upon reaching 11th level, your Psionic abilities have grown so strong that you can begin to intertwine the forces of nature with your own attacks. At the end of a long rest, you can select a damage type from either Fire, Cold, Thunder or Lightning. Every time you deal Psychic damage, you can expend a Psi Point (up to a limit of five) to deal an additional 1d6 damage of the type you selected. Once you reach level 18, your powers continue their expansion, and the damage dealt by the selected element increases to 2d6 per Psi point expended.

Psonic Rift [edit]

At level 20, Your mastery of Psionic powers allows you to directly tap in the source of your abilities, which stem from out into the far realm. Summoning this vast power, you can create a temporary rift of raw Psychic power in a 30ft radius, that evsicates the minds and bodies of those caught within it. The rift lasts for barely six seconds (a single turn), and enemies caught within it's bounds must make an Intelligence save. Failing the save causes them to drop to 0 hit points, whilst a successful save results in the creature taking 10d10 Psychic damage. This feature can only be used once before you are required to finish a long rest in order to use it again.

Order of the Awakened [edit]

Order of the Awakened Mystics dedicated to the Order of the Awakened seek to unlock the full potential of the mind. By transcending the physical, the Awakened hope to attain a perfect state of being—focused on pure intellect and mental energy. The Awakened are skilled at bending minds and unleashing devastating psychic attacks, and are able to lead the secrets of the world through their perception. Awakened mystics who take to adventuring excel at unraveling mysteries, solving puzzles, and defeating monsters by turning them into unwilling pawns

Mind Mastery [edit]

At 1st level, you gain the mind meld and thought spear psionic talents (these are in addition to the talents you gain in the Mystic table). If you already have either one, you can pick any other talent to replace it.

Awakened Expertise [edit]

Starting at 1st level, your focused mental training grants you extended knowledge. You gain proficiency in two skills of your choice. In addition, choose one skill you are proficient in. Your proficiency bonus is doubled for any ability check you make that uses that skill.

Psonic Investigation [edit]

At 3rd level, you can focus your mind to read the psionic imprint left on an object. If you hold an object and concentrate on it for 10 minutes (as if concentrating on a psionic discipline), you learn a few basic facts about it. You gain a mental image from the object's point of view, showing the last creature to hold the object, regardless of how long ago it was last handled. You also learn of any events that have occurred within 20 feet of the object within the past 24 hours. The events you perceive unfold from the object's perspective. You see and hear such events as if you were there, but can't use other senses. Additionally, you can embed an intangible psionic sensor within the object. For the next 24 hours, you can use an action to learn the object's location relative to you (its distance and direction) and to look at the object's surroundings from its point of view as if you were there. This perception lasts until the start of your next turn.

Psychic Surge [edit]

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

Potent Psionics [edit]

At 8th level, you can add your Intelligence modifier to the damage you deal with any psionic talent. At 14th level, you add double your Intelligence modifier to the damage roll.

Order of the Immortal [edit]

The Order of the Immortal strives to achieve physical perfection by augmenting the body's natural strength with psychic power. This order's goal is for its members to achieve immortality by overcoming the effects of aging through rigorous discipline and psionic perfection. To members of this order, psionic energy is a tool to augment, control, and perfect the physical body. Members of this order who take up the adventuring life are skilled warriors. Their psionic abilities allow them to shrug off injuries and hazards, while focusing their strength and speed in combat.

Martial Order [edit]

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

Psonic Resilience [edit]

At 3rd level, you learn to use psionic energy to speed up your natural healing. At the start of each of your turns, you gain temporary hit points equal to your Intelligence modifier, provided that you have at least 1 hit point. The total amount of temporary hit points you can have from this feature is equal to your Mystic level multiplied by 4.

Psonikinetic Blade [edit]

Beginning at 3rd level, you become capable of channelling your Psionic powers into a material form, and can cast *Spiritual Weapon* on a bonus action. You cast it using your Psionic ability, and on a hit the target takes force damage equal to 1d8 + your Intelligence modifier. Upon casting *Spiritual Weapon*, you can expend a Psi points to make it so that when you attack with *Spiritual Weapon*, you can increase it's damage by 1d8 per Psi point, up to a limit of 3d8 bonus force damage. You can cast *Spiritual Weapon* twice with this trait and regain the ability to do so once you finish a long rest, and it can't be dispelled through effects that would dispel magical effects as it is Psionic, not magical.

Surge of Health [edit]

Starting at 6th level, you can draw on your psychic focus to escape death's grasp. As a reaction when you take damage, you can have that damage against you. Your psychic focus immediately ends, and you can't use it again until you finish a short or long rest. You can't use this ability if you can't use your psychic focus

Cutting Resonance [edit]

At 8th level, you gain the ability to infuse your weapon attacks with psychic energy. Once on each of your turns when you hit a creature with a weapon, you can deal an extra 1d8 psychic damage to the target. When you reach 14th level, this extra damage increases to 2d8.

Psionic Disciplines [edit]

Adaptive Body (Greater Discipline, Immortal) [edit]

You can alter your body to withstand punishing environments.

Psychic Focus. While focused on this discipline, you don't need to eat, sleep, or breathe.

Energy Adaptation (5, C). As an action, you touch a creature and give it resistance to acid, cold, fire, lightning, or thunder damage for up to 1 hour.

Energy Immunity (7, C). As an action, you touch a creature and give it immunity to acid, cold, fire, lightning, or thunder damage for up to 1 hour.

Body of Wind (Greater Discipline, Immortal) [edit]

You and your possessions take on a gaseous quality, allowing you to move like a howling gale, squeeze through small spaces, and escape danger. You move with the lightest steps using this discipline.

Psychic Focus. While focused on this discipline, you take no falling damage and ignore difficult terrain.

Wind Step (1–7). As your move, you can fly up to 20 feet for each psi point you spend. You must land at the end of this movement, otherwise you fall, unless you have some means of staying aloft.

Wind Form (5, C). As an action, you gain a flying speed of 60 feet for 10 minutes.

Misty Form (7, C). As an action, your body becomes mist-like. In this form, you gain resistance to bludgeoning, piercing, and slashing damage. You can pass through openings that are no more than an inch wide. This benefit lasts for up to 1 hour.

Celerity (Lesser Discipline, Immortal) [edit]

You channel psionic power into your body, honing your reflexes and agility to an incredible degree. In your eyes, the world seems to slow down while you continue to move as normal.

Psychic Focus. While focused on this discipline, your speed increases by 5 feet, and you have advantage on initiative checks. If you are surprised, you can spend 1 psi point to no longer be surprised.

Seize the Initiative (1–5). When you roll initiative, you can use your reaction to give yourself or one creature you can see within 60 feet of you a +2 bonus to initiative for each psi point you spend.

Surge of Speed (2). As a bonus action, you increase your speed by 30 feet until the end of your turn. In addition, you don't provoke opportunity attacks this turn.

Surge of Action (5). As a bonus action, you can gain an additional action this turn. That action can be used only to take the Attack (one attack only), Dash, Disengage, Hide, or Use an Object action.

Conquering Mind (Lesser Discipline, Awakened) [edit]

By channelling psionic power, you gain the ability to control other creatures by substituting your will for their own.

Psychic Focus. While focused on this discipline, you gain proficiency in one of the following skills of your choice: Deception, Intimidation, Performance, or Persuasion. You can change the chosen skill each time you apply your focus to this discipline.

Exacting Query (2). As an action, you target a creature that you can see within 120 feet of you. The target must make an Intelligence saving throw (it succeeds automatically if it is immune to being charmed). On a failed save, the target truthfully answers one question you ask it as part of this action, provided that it understands the question. On a successful save, the target is unaffected, and you can't use this ability on it again until you finish a long rest.

Occluded Mind (2). As an action, you target a creature that you can see within 120 feet of you. The target must make an Intelligence saving throw (it succeeds automatically if it is immune to being charmed). On a failed save, the target believes one statement of your choice for the next 5 minutes, provided that it understands the statement. The statement can be up to ten words long, and must describe you or a creature or object the target can see. On a successful save, the target is unaffected, and you can't use this ability on it again until you finish a long rest.

Broken Will (5). As an action, you target a creature that you can see within 120 feet of you. The target must make an Intelligence saving throw. On a failed save, the target is charmed until the end of its next turn, during which you choose its movement and action. On a successful save, the target is unaffected, and you can't use this ability on that creature again until you finish a long rest.

Psychic Grip (7, C). As an action, you target a creature you can see. The target must make an Intelligence saving throw. On a failed save, you overload the creature with psychic energy. The target is paralyzed for 1 minute, but at the end of each of its turns it can make another Intelligence saving throw. On a success, this effect ends. On a failure, you can use your reaction to force the target to move up to half its speed, despite being paralyzed.

Intellect Fortress (Lesser Discipline, Awakened) [edit]

You forge an indomitable wall of psionic energy around your mind—one that allows you to launch reflexive counterattacks against your