Spell Sheet Options

CHARACTER NAME

1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL	6TH LEVEL	7TH LEVEL	8TH LEVEL	9TH LEVEL

SPELL SLOTS

MYSTIC PSIONICS

Intelligence		
SPELLCASTING ABILITY	ATTACK MODIFIER	SAVING THROW DC

TALENTS

PP	PSIONIC POWER	DESCRIPTION	SAVE	ORDER	TIME	RANGE	COMP	DURATION	B	PG.
○	Beacon	My body sheds bright light 20-ft rad and dim light 20-ft, in chosen color; dismiss as a bonus action	—	—	1 bns	Self	—	1 h (D)	U	27
○	Blade Meld	One-handed melee weapon I'm holding merges with hand; it can't be removed for the duration	—	—	1 bns	Self	—	1 min	U	27
○	Blind Spot	1 creature save or treats me as invisible until the end of my next turn	Wis	—	1 a	120 ft	—	Next turn end	U	27
○	Delusion	1 crea either hears a sound (whisper-scream), or sees up to 5-ft cube object that disappears on touch	—	—	1 a	60 ft	—	1 min	U	27
○	Energy Beam	1 crea save or 1d8 Acid, Cold, Fire, Lightning, or Thunder dmg; +1d8 at CL 5, 11, and 17	Dex	—	1 a	90 ft	—	Instantaneous	U	27
○	Light Step	My walking speed increases by 10 ft; standing up costs 0 movement, once	—	—	1 bns	Self	—	This turn end	U	27
○	Mind Meld	I communicate telepathically with 1 willing crea (int > 1) and gain access to 1 memory of theirs	—	—	1 bns	120 ft	—	This turn end	U	27
○	Mind Slam	1 crea save or 1d6 Force dmg, and knocked prone if Large or smaller; +1d6 at CL 5, 11, and 17	Con	—	1 a	60 ft	—	Instantaneous	U	28
○	Mind Thrust	1 crea save or 1d10 Psychic dmg; +1d10 at CL 5, 11, and 17	Int	—	1 a	120 ft	—	Instantaneous	U	28
○	Mystic Charm	1 humanoid save or charmed until end of my next turn	Cha	—	1 a	120 ft	—	Next turn end	U	28
○	Mystic Hand	Move 1 unattended object (up to 10 lbs) up to 30 ft, or manipulate an object	—	—	1 a	30 ft	—	This turn end	U	28
○	Psychic Hammer	1 crea save or 1d6 Force dmg and moved up to 10 ft in chosen direction; +1d6 at CL 5, 11, and 17	Str	—	1 a	120 ft	—	Instantaneous	U	28
○										
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DISCIPLINES

PP	PSIONIC POWER	DESCRIPTION	SAVE	ORDER	TIME	RANGE	COMP	DURATION	B	PG.
○	Adaptive Body	I don't need to eat, breathe, or sleep; I can long rest with 8 hours of light activity, without sleep	—	Immor	1 bns	Self	Psi-F.	While focused	U	10
2	Environmental Adapt.	1 creature ignores the effects of extreme heat or cold (but not Fire or Cold damage)	—	Immor	1 a	Touch	—	1 h	U	10
3	Adaptive Shield	If taking Acid, Cold, Fire, Lightning, or Thunder damage, gain resistance to it until end of next turn	—	Immor	1 rea	Self	—	Next turn end	U	10
5	Energy Adaptation	1 creature gains resistance to either Acid, Cold, Fire, Lightning, or Thunder damage	—	Immor	1 a	Touch	—	Conc, 1 h	U	10
7	Energy Immunity	1 creature gains immunity to either Acid, Cold, Fire, Lightning, or Thunder damage	—	Immor	1 a	Touch	—	Conc, 1 h	U	10
○	Aura Sight	I gain advantage on Wisdom (Insight) checks	—	Awake	1 bns	Self	Psi-F.	While focused	U	10
2	Asses Foe	Learn one creature's current HP total and all its immunities, resistances, and vulnerabilities	—	Awake	1 bns	Sight	—	Instantaneous	U	11
2	Read Moods	Learn an one-word summary of the emotional state of up to 6 crea	—	Awake	1 bns	Sight	—	Instantaneous	U	11
3	View Aura	Monitor 1 crea: current HP, if magic effects it, basic emotional state; adv. on Insight/Cha checks vs. it	—	Awake	1 a	Sight	—	Conc, 1 h	U	11
5	Perceive the Unseen	See all creatures, including hidden and invisible ones, regardless of lighting conditions	—	Awake	1 bns	Sight	—	Conc, 1 min	U	11
○	Bestial Form	I gain advantage on Wisdom (Animal Handling) checks	—	Immor	1 bns	Self	Psi-F.	While focused	U	11
1-7	Bestial Claws	Melee weapon attack with manifested claw, dealing 1d10/PP Slashing dmg	—	Immor	1 a	5 ft	—	Instantaneous	U	11
2-7	Bestial Transformation	Alter physique to gain one or more of following effects; sum PP cost for a single use; end with bns a	—	Immor	1 bns	Self	—	1 hr (D)	U	11
2	- Amphibious	I'm able to breathe air and water by gaining gills	—	Immor	—	Self	—	1 hr (D)	U	11
2	- Climbing	I gain climbing speed equal to my walking speed by growing tiny hooked claws	—	Immor	—	Self	—	1 hr (D)	U	11
5	- Flight	I gain flying speed equal to my walking speed by sprouting wings	—	Immor	—	Self	—	1 hr (D)	U	11
2	- Keen Senses	I gain advantage on Wisdom (Perception) checks through more sensitive eyes and ears	—	Immor	—	Self	—	1 hr (D)	U	11
3	- Perfect Senses	I see invisible creatures/objects within 10 ft, even when blinded, through smell	—	Immor	—	Self	—	1 hr (D)	U	11
2	- Swimming	I gain swimming speed equal to my walking speed by growing fins and webbed feet/hands	—	Immor	—	Self	—	1 hr (D)	U	11
2	- Tough Hide	I gain +2 bonus to AC through thicker skin	—	Immor	—	Self	—	1 hr (D)	U	11
○	Brute Force	I gain advantage on Strength (Athletics) checks	—	Immor	1 bns	Self	Psi-F.	While focused	U	11
1-7	Brute Strike	My next melee attack during this turn deals +1d6/PP damage, of the same type as the melee attack	—	Immor	1 bns	Self	—	This turn end	U	11
1-7	Knock Back	Use after melee atk hit; crea hit save or move 10 ft/PP away; if it then hits obj, 1d6/PP Bludg. dmg	Str	Immor	1 rea	Self	—	Instantaneous	U	11
1-7	Mighty Leap	As part of my movement, jump 20 ft/PP in any direction	—	Immor	Move	Self	—	Instantaneous	U	11
2	Feat of Strength	I gain +5 bonus to Strength checks until the end of next turn	—	Immor	1 bns	Self	—	Next turn end	U	11
○	Celerity	My walking speed increases by 10 ft	—	Immor	1 bns	Self	Psi-F.	While focused	U	12
1-7	Rapid Step	My walking, swim, and climb speeds increases by 10 ft/PP; doesn't grant new movement modes	—	Immor	1 bns	Self	—	This turn end	U	12
2	Agile Defense	I can take the Dodge action now, as part of using this power	—	Immor	1 bns	Self	—	Instantaneous	U	12
2	Blur of Motion	I'm invisible while moving during the current turn	—	Immor	1 a	Self	—	This turn end	U	12
2	Surge of Speed	I don't provoke opportunity attacks and gain a climbing speed equal to my walking speed	—	Immor	1 bns	Self	—	This turn end	U	12
5	Surge of Action	I can take either the Dash action or make one weapon attack now, as part of using this power	—	Immor	1 bns	Self	—	Instantaneous	U	12
○	Corrosive Metabolism	I gain resistance to Acid and Poison damage	—	Immor	1 bns	Self	Psi-F.	While focused	U	11
1-7	Corrosive Touch	1 crea 1d10/PP Acid damage; save halves	Dex	Immor	1 a	Touch	—	Instantaneous	U	12
1-7	Venom Strike	1 crea 1d6/PP Poison damage; save halves; if save failed, poisoned until end of my next turn	Con	Immor	1 a	30 ft	—	Instantaneous	U	12
2	Acid Spray	Use after I take Piercing or Slashing damage; all creatures in range take 2d6 Acid damage	—	Immor	1 rea	5 ft	—	Instantaneous	U	12
5-7	Breath o/t Black Dragon	60-ft long 5-ft wide line all creatures 6d6(+1d6/extra PP) Acid dmg; save halves	Con	Immor	1 a	60-ft line	—	Instantaneous	U	12
7	Breath o/t Green Dragon	All creatures 10d6 poison damage; save halves	Con	Immor	1 a	90-ft cone	—	Instantaneous	U	12

Made by Joost Wijnen (mpmb@flapkan.com); Design inspired by Wizards of the Coast character sheet

Spell Sheet Options

○	Crown of Despair	I gain advantage on Charisma (Intimidation) checks	—	Avatar	1 bns	5-ft rad	Psi-F.	While focused	U	12
1-7	Crowned in Sorrow	1 crea 1d8/PP Psychic dmg and can't take reactions; save halves damage and normal reactions	Cha	Avatar	1 a	60 ft	—	Next turn start	U	12
2	Call to Inaction	After 1 min conversation, 1 crea save or incapacitated; ends if it or its ally is attacked (charm effect)	Wis	Avatar	1 min	Self	—	Conc, 10 min	U	12
3-7	Visions of Despair	1 crea 3d6(+1d6/extra PP) Psychic dmg and speed reduced to 0; save halves and no speed reduction	Cha	Avatar	1 a	60 ft	—	1 rnd	U	12
5	Dolorous Mind	1 crea save or incapacitated and speed 0; save at end of each turn	Cha	Avatar	1 a	60 ft	—	Conc, 1 min	U	12
○	Crown of Disgust	5-ft rad around me is difficult terrain for creatures that aren't immune to being frightened	—	Avatar	1 bns	5-ft rad	Psi-F.	While focused	U	13
1-7	Eye of Horror	1 crea save or 1d6/PP Psychic damage and can't move closer; save halves and no movement restriction	Cha	Avatar	1 a	60 ft	—	Next turn end	U	13
3	Wall of Repulsion	Up to 9×0,3×3 m (l×w×h) invisible wall of energy; save to move through it, even for unwilling move	Wis	Avatar	1 a	60 ft	—	Conc, 10 min	U	13
5	Visions of Disgust	1 crea save or 5d6 Psychic dmg (half on save) & 1d6 Psychic dmg per crea within 5 ft at its turn end	Wis	Avatar	1 a	60 ft	—	Conc, 1 min	U	13
7	World of Horror	6 crea 8d6 Psychic dmg, frightened, & do only melee atks; save halves, no other effects; save each rnd	Cha	Avatar	1 a	60 ft	—	Conc, 1 min	U	13
○	Crown of Rage	Any crea within range has disadvantage on melee attack rolls against targets other than me	—	Avatar	1 bns	5-ft rad	Psi-F.	While focused	U	13
1-7	Primal Fury	1 crea save or 1d6/PP Psychic dmg, use rea to move its speed toward nearest enemy (charm effect)	Cha	Avatar	1 a	60 ft	—	Instantaneous	U	13
2	Fighting Words	After 1 min conversation, 1 crea save or attack one other, chosen crea for 5 rnds (charm effect)	Wis	Avatar	1 min	Self	—	Conc, 10 min	U	13
2	Mindless Courage	1 crea save or it can only move towards the nearest enemy it can see, or not move at all (charm effect)	Wis	Avatar	1 bns	60 ft	—	Next turn end	U	13
5	Punishing Fury	1 crea save or when it makes melee atk, all in 5 ft of it can make melee atk vs. it as rea (charm effect)	Wis	Avatar	1 bns	60 ft	—	Conc, 1 min	U	14
○	Diminution	I have advantage on Dexterity (Stealth) checks	—	Immor	1 bns	Self	Psi-F.	While focused	U	14
2	Miniature Form	Become Tiny, gain +5 to Dex (Stealth) and can fit through gaps of up to 6" without squeezing	—	Immor	1 bns	Self	—	Conc, 10 min	U	14
2	Toppling Shift	1 creature save or be knocked prone	Str	Immor	1 bns	5 ft	—	Instantaneous	U	14
5	Sudden Shift	Use when hit by an attack; it misses, and I move up to 5 ft without provoking opportunity attacks	—	Immor	1 rea	Self	—	Instantaneous	U	14
7	Microscopic Form	Become diminutive, gain +5 AC, +10 to Dex (Stealth), can fit through 1" gaps, but can't use wea atks	—	Immor	1 bns	Self	—	Conc, 10 min	U	14
○	Giant Growth	My reach increases by 5 ft	—	Immor	1 bns	Touch	Psi-F.	While focused	U	14
2	Ogre Form	10 temp. HP; for duration: become Large, +5 ft reach, melee attacks deal +1d4 Bludgeoning dmg	—	Immor	1 bns	Self	—	Conc, 1 min	U	14
7	Giant Form	30 temp. HP; for duration: become Huge, +10 ft reach, melee attacks deal +2d6 Bludgeoning dmg	—	Immor	1 bns	Self	—	Conc, 1 min	U	14
○	Intellect Fortress	I gain resistance to Psychic damage	—	Awake	1 bns	Self	Psi-F	While focused	U	14
2	Psychic Backlash	I impose dis. on an attack roll vs. me; if I'm hit anyway, the attacker takes 2d10 Psychic damage	—	Awake	1 rea	Sight	—	Instantaneous	U	14
1-7	Psychic Parry	Add +1/PP to the result of an Int, Wis, or Cha save; use after rolling, but before knowing if successful	—	Awake	1 rea	Self	—	Instantaneous	U	14
5	Psychic Redoubt	Any creatures in range gain resistance to Psychic damage and advantage on Int, Wis, and Cha saves	—	Awake	1 a	30 ft	—	Conc, 10 min	U	14
○	Iron Durability	I gain a +1 bonus to AC	—	Immor	1 bns	Self	Psi-F.	While focused	U	15
1-7	Iron Hide	I gain +1/PP AC; use when hit by attack; bonus works against triggering attack	—	Immor	1 rea	Self	—	Next turn end	U	15
2	Steel Hide	I gain resistance to Bludgeoning, Piercing, and Slashing damage	—	Immor	1 bns	Self	—	Next turn end	U	15
7	Iron Resistance	I gain resistance to bludgeoning, piercing, or slashing (my choice)	—	Immor	1 a	Self	—	Conc, 1 h	U	15
○	Mantle of Awe	I gain a bonus to Charisma checks, bonus equals half my Intelligence modifier (min 1)	—	Awake	1 bns	Self	Psi-F.	While focused	U	15
1-7	Charming Presence	2d8/PP HP of conscious, not in combat, not immune to charm crea charmed; use HP max, not current	—	Awake	1 a	30 ft	—	10 min	U	15
2	Center of Attention	1 crea save or all other creatures are invisible to it; ends if it leaves my sight/earshot or takes dmg	Cha	Awake	1 a	60 ft	—	Conc, 1 min	U	15
7	Invoke Awe	5 crea save or charmed, obey verbal commands; no self harm; will atk crea that atk me; save each rnd	Int	Awake	1 a	60 ft	—	Conc, 10 min	U	15
○	Mantle of Command	When ending a turn I didn't move in, use my rea to have 1 ally within 30 ft move half its speed	—	Avatar	1 bns	Self	Psi-F.	While focused	U	15
2	Coordinated Movement	Up to 5 allies I can see can use their reaction to move half their speed, following a path I choose	—	Avatar	1 bns	60 ft	—	Instantaneous	U	15
2	Commander's Sight	I mark 1 crea; until the start of my next turn, my allies have adv. on attacks vs. it	—	Avatar	1 a	60 ft	—	Conc, 1 rnd	U	15
3	Command to Strike	1 ally I can see can use their reaction to take the Attack action, with me choosing the targets	—	Avatar	1 a	60 ft	—	Instantaneous	U	15
5	Strategic Mind	1 ally can, on its turn, either add 1d4 to its attack rolls or take Dash or Disengage as a bonus action	—	Avatar	1 a	60 ft	—	Conc, 1 min	U	15
7	Overwhelming Attack	Up to 5 allies I see can use their reactions to take the Attack action, with me choosing the targets	—	Avatar	1 a	60 ft	—	Instantaneous	U	15
○	Mantle of Courage	My and allies within 10 ft that can see me have advantage on saves vs. being frightened	—	Avatar	1 bns	Self	Psi-F.	While focused	U	16
2	Incite Courage	Up to 6 creatures are no longer frightened	—	Avatar	1 bns	60 ft	—	Instantaneous	U	16
1-7	Aura of Victory	When an enemy I can see is reduced to 0 HP, me and allies within range gain 2/PP temporary HP	—	Avatar	1 bns	30 ft	—	Conc, 10 min	U	16
6	Pillar of Confidence	Me & up to 5 crea gain, on their turn, a special action to either make 1 wea atk, Dash, or Disengage	—	Avatar	1 a	60 ft	—	Next turn end	U	16
○	Mantle of Fear	I gain advantage on Charisma (Intimidation) checks	—	Avatar	1 bns	Self	Psi-F.	While focused	U	16
2	Incite Fear	1 crea save or be frightened of me; repeat save each turn when out of line of sight	Wis	Avatar	1 a	60 ft	—	Conc, 1 min	U	16
3	Unsettling Aura	All crea in range that can see me move only half speed when moving towards me (frightening effect)	—	Avatar	1 bns	60 ft	—	Conc, 1 h	U	16
5	Incite Panic	8 crea save each rnd or frightened and spend turn on random move or melee atk; 3 saves ends; see B	Wis	Avatar	1 a	90 ft	—	Conc, 1 min	U	16
○	Mantle of Fury	Me and allies within 10 ft at start of my turn gain +5 ft walking speed for that turn	—	Avatar	1 bns	Self	Psi-F.	While focused	U	16
2	Incite Fury	3 creatures can add 1d4 to the damage of melee weapon attacks during the duration	—	Avatar	1 bns	60 ft	—	Conc, 1 min	U	16
2	Mindless Charge	3 creatures can use their reactions to move their speed straight towards the nearest enemy	—	Avatar	1 bns	60 ft	—	Instantaneous	U	16
3	Aura of Bloodletting	Me and all creatures within range during the duration have advantage on melee attack rolls	—	Avatar	1 bns	60 ft	—	Conc, 1 min	U	16
5	Overwhelming Fury	1 creature save or it can use its actions only to make melee attacks; save at the end of each of its turns	Cha	Avatar	1 a	60 ft	—	Conc, 1 min	U	16
○	Mantle of Joy	I gain advantage on Charisma (Persuasion) checks	—	Avatar	1 bns	Self	Psi-F.	While focused	U	17
1-7	Soothing Presence	3 creatures gain 3/PP temporary hit points	—	Avatar	1 bns	60 ft	—	Instantaneous	U	17
2	Comforting Aura	3 creatures can add 1d4 on every saving throw during the duration	—	Avatar	1 bns	Sight	—	Conc, 1 min	U	17
3	Aura of Jubilation	All creatures within range that can see me have disadvantage on Perception and Investigation checks	—	Avatar	1 bns	60 ft	—	Conc, 1 min	U	17
5	Beacon of Recovery	Me + 5 allies can make an extra save against every effect that allows a save at the start/end of a turn	—	Avatar	1 bns	60 ft	—	Instantaneous	U	17
○	Mastery of Air	I take no falling damage and ignore difficult terrain when walking	—	Wu Jen	1 bns	Self	Psi-F.	While focused	U	17
1-7	Wind Step	Fly 20 ft/PP as part of my move this turn; if I end my turn in the air, my fall	—	Wu Jen	Move	Self	—	This turn end	U	17
1-7	Wind Stream	30-ft long 5-ft wide all crea 1d8/PP Bludgeoning dmg and knocked prone; save halves and not prone	Str	Wu Jen	1 a	30-ft line	—	Instantaneous	U	17
3	Cloak of Air	Atks vs. me have dis.; when missed by melee atk, use rea to have attacker repeat the attack on itself	—	Wu Jen	1 bns	Self	—	Conc, 10 min	U	17
5	Wind Form	I gain a flying speed of 60 ft	—	Wu Jen	1 bns	Self	—	Conc, 10 min	U	17
6	Misty Form	Gain resistance to Bludgeoning/Piercing/Slashing, can only take Dash actions, fit through 1" opening	—	Wu Jen	1 a	Self	—	Conc, 1 min	U	17
7	Animate Air	Summon an air elemental that obeys my verbal commands; See Monster Manual, page 124	—	Wu Jen	1 a	120 ft	—	Conc, 1 h	U	17
○	Mastery of Fire	I gain resistance to Fire damage and gain a +2 bonus on rolls for Fire damage	—	Wu Jen	1 bns	Self	Psi-F.	While focused	U	17
1-7	Combustion	1 crea save or 1d10/PP Fire dmg, on fire: 1d6 Fire dmg/rnd, it can 1 a to end; save half & not on fire	Con	Wu Jen	1 a	120 ft	—	Conc, 1 min	U	17
3	Rolling Flame	20-ft cube all 5 Fire damage and any that end their turn in it also 5 Fire damage	—	Wu Jen	1 a	5 ft	—	Conc, 1 min	U	17
5	Detonation	20-ft rad all creatures save or 7d6 Fire damage and knocked prone; save halves and not prone	Con	Wu Jen	1 a	120 ft	—	Instantaneous	U	18
5	Fire Storm	All creatures that end their turn within 5 ft of me take 3d6 Fire damage	—	Wu Jen	1 bns	Self	—	Conc, 1 min	U	18

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Spell Sheet Options

7	Animate Fire	Summon a fire elemental that obeys my verbal commands; See Monster Manual, page 124	—	Wu Jen	1 a	120 ft	—	Conc, 1 h	U	18
○	Mastery of Force	I gain advantage on Strength checks	—	Wu Jen	1 bns	Self	Psi-F.	While focused	U	18
1-7	Push	1 crea save or 1d8/PP Force dmg and pushed 5 ft/PP straight away; save halves and not pushed	Str	Wu Jen	1 a	60 ft	—	Instantaneous	U	18
2-7	Move	Move obj 60 ft, after which it falls; crea under obj DC 10 save or 1d6+1d6/PP Bludg. dmg; see book	Dex	Wu Jen	1 a	60 ft	—	Instantaneous	U	18
2	Inertial Armor	I gain AC 14 + Dex modifier and resistance to Force dmg if not wearing armor; ends if don armor	—	Wu Jen	1 a	Self	—	8 h	U	18
3	Telekinetic Barrier	40-ft long, 10-ft high, 1-inch thick transparent wall of energy; each 10-ft section has AC 10 & 10 HP	—	Wu Jen	1 a	60 ft	—	Conc, 10 min	U	18
3	Grasp	1 crea save or grappled; escape Athl./Acro. vs. my spell atk +1/PP; if grappled I can Crush/Move	Str	Wu Jen	1 a	60 ft	—	Conc, 1 min	U	18
1-7	- Crush (with Grasp)	1 creature grappled by Grasp takes 1d6/PP Bludgeoning damage	—	Wu Jen	1 a	60 ft	—	Instantaneous	U	18
1-7	- Move (with Grasp)	1 creature grappled by Grasp moved up to 5 ft/PP; can hold it aloft, but it falls when grapple ends	—	Wu Jen	1 a	60 ft	—	Instantaneous	U	18
○	Mastery of Ice	I gain resistance to Cold damage	—	Wu Jen	1 bns	Self	Psi-F.	While focused	U	19
1-7	Ice Spike	1 creature save or 1d8/PP Cold damage and speed halved; save halves and normal speed	Dex	Wu Jen	1 a	120 ft	—	Next turn end	U	19
2	Ice Sheet	Create 20-ft rad of difficult terrain; crea move more than 10 ft save or prone; on slope slide to bottom	Dex	Wu Jen	1 a	60 ft	—	10 min	U	19
3	Frozen Sanctuary	I gain 20 temporary hit points	—	Wu Jen	1 bns	Self	—	Instantaneous	U	19
5-7	Frozen Rain	20-ft rad all 6d6(+1d6/extra PP) Cold dmg & spd 0; save half & no spd 0; 1 a Athl. vs DC for no spd 0	Con	Wu Jen	1 a	120 ft	—	Conc, 1 min	U	19
6	Ice Barrier	60×1×15ft (l×w×h) wall; a 10-ft section has AC 12 & 30 HP; melee atks do same as Cold dmg back	—	Wu Jen	1 a	60-ft	—	Conc, 10 min	U	19
○	Mastery of Light & Dark	I can see through natural and magical darkness out to 30 ft	—	Wu Jen	1 bns	Self	Psi-F.	While focused	U	19
1-7	Darkness	10 ft/PP rad darkness from point; darkvision doesn't work; only magical light of SL 3 or higher works	—	Wu Jen	1 a	60 ft	—	Conc, 1 min	U	19
2	Light	1 crea/obj save or sheds bright light 20-ft rad and dim light 20-ft, and can't hide, atks vs. it have adv.	Dex	Wu Jen	1 a	Touch	—	Conc, 1 min	U	19
3	Shadow Beasts	Summon 2 shadows that obeys my verbal commands; See Monster Manual, page 269	—	Wu Jen	1 a	60 ft	—	Conc, 1 min	U	19
5-7	Radiant Beam	1 crea 6d6(+1d6/extra PP) Radiant dmg, blinded, save each turn to end blind; save halves & not blind	Dex	Wu Jen	1 a	60 ft	—	Conc, 1 min	U	19
○	Mastery of Water	I gain a swimming speed equal to my walking speed and I can breathe underwater	—	Wu Jen	1 bns	Self	Psi-F.	While focused	U	19
1-7	Dessicate	1 creature 1d10/PP Necrotic damage; save halves	Con	Wu Jen	1 a	60 ft	—	Instantaneous	U	20
2-7	Watery Grasp	20-ft sq all save or 2d6(+1d6/extra PP) Bludg. dmg, prone, pulled 10 ft to me; save half & not prone	Dex	Wu Jen	1 a	5 ft	—	Instantaneous	U	20
3-7	Water Whip	60×5-ft (l×w) all 3d6(+1d6/extra PP) Bludg. dmg & move to empty spot on line; save half & no move	Str	Wu Jen	1 a	60-ft line	—	Instantaneous	U	20
5	Water Breathing	Me and up to 10 willing creatures can breathe underwater for the duration	—	Wu Jen	1 a	60 ft	—	24 h	U	20
6	Water Sphere	1 crea save or half speed, dis. on atks, can see only 10 ft, atks vs. it also dis.; save at end of each turn	Dex	Wu Jen	1 a	60 ft	—	Conc, 1 min	U	20
7	Animate Water	Summon a water elemental that obeys my verbal commands; See Monster Manual, page 124	—	Wu Jen	1 a	120 ft	—	Conc, 1 h	U	20
○	Mastery of Weather	I gain resistance to Lightning and Thunder damage	—	Wu Jen	1 bns	Self	Psi-F.	While focused	U	20
1-7	Cloud Steps	U summon a 10 ft by 10 ft spiral staircase, that reaches 20 ft/PP upward	—	Wu Jen	1 a	Self	—	Conc, 10 min	U	20
1-7	Hungry Lightning	1 creature 1d8/PP Lightning damage; save halves; disadvantage on save if wearing heavy armor	Dex	Wu Jen	1 a	60 ft	—	Instantaneous	U	20
2	Wall of Clouds	I create a 60-ft long, 15-ft high, 1-ft thick wall of clouds that blocks vision; it must start in range	—	Wu Jen	1 a	60 ft	—	Conc, 10 min	U	20
2	Whirlwind	20-ft rad all crea save or 1d6 Bludg. dmg & moved to chosen empty space in rad; obj moved as well	Str	Wu Jen	1 a	60 ft	—	Instantaneous	U	20
5-7	Lightning Leap	60-ft long 5-ft wide all 6d6(+1d6/extra PP) Lightning dmg; save halves; I teleport to spot on line	Dex	Wu Jen	1 a	60-ft line	—	Instantaneous	U	20
6	Wall of Thunder	60×1×15 ft (l×w×h) wall; diff. terr.; crea start/move in save or 6d6 Thunder dmg, push 30 ft, prone	Str	Wu Jen	1 a	60 ft	—	Conc, 10 min	U	21
7	Thunder Clap	20-ft rad all save or 8d6 Thunder dmg and stunned until my next turn ends; save halves & no stun	Con	Wu Jen	1 a	60 ft	—	Next turn end	U	21
○	Mastery of Wood & Earth	I gain a +1 bonus to AC	—	Wu Jen	1 bns	Self	Psi-F.	While focused	U	21
1-7	Animate Weapon	1 crea attacked by my 1-handed melee wea; use discipline score for atk/dmg; +1d10/PP Force dmg	—	Wu Jen	1 a	30 ft	—	Instantaneous	U	21
2	Warp Weapon	1 crea save or 1 chosen nonmagical wea it is holding can't be used to attack until my next turn ends	Str	Wu Jen	1 a	60 ft	—	Next turn end	U	21
3	Warp Armor	1 crea wearing a nonmagical armor save or have AC 10 + its Dex modifier until my next turn ends	Con	Wu Jen	1 a	60 ft	—	Next turn end	U	21
3	Wall of Wood	Create 60-ft long, 15-ft high, 1-ft thick wall of solid wood; each 5-ft section has AC 12 and 100 HP	—	Wu Jen	1 a	60 ft	—	Conc, 1 h	U	21
6	Armored Form	I gain resistance to Bludgeoning, Piercing, and Slashing damage	—	Wu Jen	1 bns	Self	—	Conc, 1 min	U	21
7	Animate Earth	Summon an earth elemental that obeys my verbal commands; See Monster Manual, page 124	—	Wu Jen	1 a	120 ft	—	Conc, 1 h	U	21
○	Nomadic Arrow	My ranged weapon attacks ignore disadvantage, but can't get adv. if it was subject to dis.	—	Nomad	1 bns	Self	Psi-F.	While focused	U	21
1-7	Speed Dart	1 ranged weapon gains psionic power; next hit with it deals +1d10/PP Psychic damage	—	Nomad	1 bns	Self	—	This turn end	U	21
2	Seeking Missile	When I miss with a ranged attack, I can reroll the attack roll against the same target	—	Nomad	1 rea	Self	—	Instantaneous	U	21
5	Faithful Archer	1 ranged weapon gains sentience; free attack with it at the start of each turn; thrown weapons return	—	Nomad	1 bns	Self	—	Conc, 1 min	U	21
○	Nomadic Chameleon	I gain advantage on Dexterity (Stealth) checks	—	Nomad	1 bns	Self	Psi-F.	While focused	U	22
2	Chameleon	I can hide, regardless of requirements; at end of turn, remain hidden only if requirements are met	—	Nomad	1 a	Self	—	This turn end	U	22
3-7	Step from Sight	I (+1 crea/extra PP) become invisible; attacking/targeting/affecting other crea makes a crea visible	—	Nomad	1 bns	60 ft	—	Conc, 1 min	U	22
7	Enduring Invisibility	I turn invisible for the duration	—	Nomad	1 bns	Self	—	Conc, 1 min	U	22
○	Nomadic Mind	I gain proficiency with one skill, tool, or language	—	Nomad	1 bns	Self	Psi-F.	While focused	U	22
2-6	Wandering Mind	Gain prof. with 1 skill/2PP: Animal Hand., History, Medicine, Nature, Performance, Religion, Survival	—	Nomad	10 min	Self	—	1 h	U	22
2	Find Creature	Learn general location of a creature, within 1-3 miles; if it's on other plane, learn which plane instead	—	Nomad	1 h	Self	—	Instantaneous	U	22
3	Item Lore	1 magical item or magic-imbued crea/obj; learn properties, how to use, and spells affecting it	—	Nomad	1 h	5 ft	—	Instantaneous	U	22
5	Psychic Speech	I understand all spoken/written languages and all with a language can understand what I say	—	Nomad	1 a	Self	—	1 h	U	22
6	Wandering Eye	Create invisible, moving (unlimited range, 10m/rnd) 2,5cm magic eye /w darkvision I see through	—	Nomad	1 a	60 ft	—	Conc, 1 h	U	22
7	Phasing Eye	As Wandering Eye above, except the eye can move through objects but can't end its movement in one	—	Nomad	1 a	60 ft	—	Conc, 1 h	U	22
○	Nomadic Step	1/turn; after I teleport, increase speed by 10 ft until end of my turn	—	Nomad	1 bns	Self	Psi-F.	While focused	U	22
1-7	Step of a Dozen Paces	I teleport up to 20 ft/PP to where I can see, instead of moving this turn; only if not moved yet	—	Nomad	1 bns	Self	—	Instantaneous	U	22
1	Nomadic Anchor	Create 5-ft cu teleport anchor; any teleport from this discipline can go to it if within range	—	Nomad	1 a	120 ft	—	8 h	U	23
2	Defensive Step	When hit by an attack, I gain +4 AC, and then teleport 10 ft to a space I can see	—	Nomad	1 rea	Self	—	Instantaneous	U	23
2	There and Back Again	I teleport 20 ft and move half my speed; I may teleport back to starting spot at end of my turn	—	Nomad	1 bns	Self	—	End of Turn	U	23
3	Transposition	Willing creature and I teleport, swapping places, instead of moving this turn; only if not moved yet	—	Nomad	1 bns	60 ft	—	Instantaneous	U	23
5	Baleful Transposition	1 creature save or it and I teleport, swapping places	Wis	Nomad	1 a	120 ft	—	Instantaneous	U	23
6	Phantom Caravan	Me and up to 6 willing creatures teleport up to 1 mile to a spot I can see	—	Nomad	1 a	60 ft	—	Instantaneous	U	23
7	Nomad's Gate	Create a 5-ft cu in range, and another up to 1 mile away; anyone entering one, teleports to the other	—	Nomad	1 a	5 ft	—	Conc, 1 h	U	23
○	Precognition	I gain advangage on initiative rolls	—	Awake	1 bns	Self	Psi-F.	While focused	U	23
2	Precognitive Hunch	I add 1d4 to attack rolls, saving throws, and ability checks	—	Awake	1 bns	Self	—	Conc, 1 min	U	23
3	All-Around Sight	After an attack hits me, impose disadvantage on that attack roll	—	Awake	1 rea	Self	—	Instantaneous	U	23
5	Danger Sense	I gain +10 on the initiative roll, can't be surprised, and attacks against me can't gain advantage	—	Awake	1 a	Self	—	Conc, 8 h	U	23
7	Victory Before Battle	Use when rolling initiative; grant myself and up to 5 creatures +10 on the initiative roll	—	Awake	—	60-ft rad	—	Instantaneous	U	23

Made by Joost Wijnen (mpmb@flapkan.com); Design inspired by Wizards of the Coast character sheet

Spell Sheet Options

○	Psionic Restoration	While focused, I can touch a creature with 0 HP as a bonus action and stabilize it	—	Immor	1 bns	Self	Psi-F.	While focused	U	23
1-7	Mend Wounds	1 creature is healed for 1d8/PP HP	—	Immor	1 a	Touch	—	Instantaneous	U	23
3	Restore Health	1 creature is cured of either blindness, deafness, paralysis, poison, or 1 disease	—	Immor	1 a	Touch	—	Instantaneous	U	23
5	Restore Life	Resurrects 1 crea that has died in last minute to 1 HP, if not missing vital body parts or died of old age	—	Immor	1 a	Touch	—	Instantaneous	U	23
7	Restore Vigor	1 crea removes either 1 ability score reduction, 1 HP max reduction effect, or 1 level of exhaustion	—	Immor	1 a	Touch	—	Instantaneous	U	24
○	Psionic Weapon	1 weapon or unarmed strike does Psychic dmg and counts as magical; no Str or Dex to dmg until CL6	—	Immor	1 bns	Self	Psi-F.	While focused	U	24
1	Ethereal Weapon	1 crea save or auto hit by my next wea/unarmed atk; save halves atk dmg & negates any side-effects	—	Immor	1 bns	Self	—	Next turn end	U	24
1-7	Lethal Strike	My next weapon or unarmed attack that hits does +1d10/PP Psychic damage	—	Immor	1 bns	Self	—	Next turn end	U	24
5	Augmented Weapon	1 weapon becomes a magic weapon with a +3 bonus to its attack and damage rolls	—	Immor	1 bns	Touch	—	Conc, 10 min	U	24
○	Psychic Assault	I gain a +2 bonus to damage rolls with psionic talents that deal Psychic damage	—	Awake	1 bns	Self	Psi-F.	While focused	U	24
1-7	Psionic Blast	1 creature takes 1d8/PP Psychic damage	—	Awake	1 a	60 ft	—	Instantaneous	U	24
3	Ego Whip	1 crea save or 3d8 Psychic dmg, next turn just Dodge/Disengage/Hide action; save half & act normal	Int	Awake	1 a	60 ft	—	Instantaneous	U	24
5	Id Insinuation	1 crea save or 5d8 Psychic dmg, next turn only Dodge/Attack action; save halves & act normal	Int	Awake	1 a	60 ft	—	Instantaneous	U	24
6-7	Psychic Blast	All creatures 8d8(+2d8/extra PP) Psychic dmg; save halves	Int	Awake	1 a	60-ft cone	—	Instantaneous	U	24
7	Psychic Crush	20-ft cu all crea save or 8d8 Psychic dmg & stunned until my next turn ends; save halves & no stun	Int	Awake	1 a	120 ft	—	Instantaneous	U	24
○	Psychic Disruption	I have advantage on Charisma (Deception) checks	—	Awake	1 bns	Self	Psi-F.	While focused	U	24
1-7	Distracting Haze	1 crea save or 1d10/PP Psychic dmg, can't see more than 10 ft; save halves and see normal	Int	Awake	1 a	60 ft	—	Conc, 1 min	U	24
3	Daze	1 crea save or incapacitated until end of my next turn or it takes any damage	Int	Awake	1 a	60 ft	—	Next turn end	U	25
5-7	Mind Storm	20-ft rad all crea 6d8(+1d6/extra PP) Psychic dmg and dis. on saves; save halves and no dis. on saves	Wis	Awake	1 a	60 ft	—	Next turn end	U	25
○	Psychic Inquisition	I know when a creature telepathically communicating with me is lying	—	Awake	1 bns	Self	Psi-F.	While focused	U	25
1-7	Hammer of Inquisition	1 crea save or 1d10/PP Psychic dmg, dis. next Wis save before my next turn; save halves & no effects	Int	Awake	1 a	60 ft	—	Instantaneous	U	25
2	Forceful Query	1 crea save or they must truthfully answer a yes or no question (charm effect)	Int	Awake	1 a	30 ft	—	Instantaneous	U	25
5	Ransack Mind	1 crea 3 saves if in range for full duration; learn key memories from 12/24/48 h (1/2/3 failed saves)	Int	Awake	1 h	30 ft	—	12/24/48 h	U	25
6	Phantom Idea	1 crea 3 saves if in range for full duration; implant memory lasting 4/24/48 h (1/2/3 failed saves)	Int	Awake	1 h	30 ft	—	4/24/48 h	U	25
○	Psychic Phantoms	I gain advantage on Charisma (Deception) checks	—	Awake	1 bns	Self	Psi-F.	While focused	U	25
1-7	Distracting Figment	1 crea save or 1d10/PP Psychic dmg, can't use rea, melee atks vs. it have adv.; save halves & no effects	Int	Awake	1 a	60 ft	—	Next turn end	U	25
3-7	Phantom Foe	1 crea save or no rea and 1d8(+1d8/extra PP) Psychic dmg at start its turn; save at end of each turn	Int	Awake	1 a	60 ft	—	Conc, 1 min	U	25
5	Phantom Betrayal	1 crea save or targets its allies with attacks/damaging effects; save at end of each turn (charm effect)	Int	Awake	1 a	60 ft	—	Conc, 1 min	U	26
7	Phantom Riches	1 crea save or I move it and it can't act if not taking dmg since last turn; save at end of each turn	Int	Awake	1 a	60 ft	—	Conc, 1 min	U	26
○	Telepathic Contact	Use telepathy class feature with up to 6 crea; If no telepathy feature, gain telepathy 120 ft instead	—	Awake	1 bns	Self	Psi-F.	While focused	U	26
2	Exacting Query	1 crea save or answer 1 telepathically asked question; on save, target is immune until my long rest	Int	Awake	1 a	120 ft	—	Instantaneous	U	26
2	Occluded Mind	1 crea save or believes telepathic statement; on save, target immune until my long rest (charm effect)	Int	Awake	1 a	120 ft	—	5 min	U	26
5	Broken Will	1 crea save or I control it on its next turn; on save, target immune until my long rest (charm effect)	Int	Awake	1 a	120 ft	—	1 rnd	U	26
6	Psychic Grip	1 crea save or paralyzed; save at end of each turn, on failure I use rea to have it move half its speed	Int	Awake	1 a	60 ft	—	Conc, 1 min	U	26
7	Psychic Domination	1 crea save or I direct its actions and move on its turns; save at end of each turn (charm effect)	Int	Awake	1 a	60 ft	—	Conc, 1 min	U	26
○	Third Eye	I gain darkvision 60 ft; if already darkvision of 60 ft or more, increase range by 10 ft instead	—	Nomad	1 bns	Self	Psi-F.	While focused	U	26
2	Tremorsense	I gain tremorsense with a radius of 30 ft	—	Nomad	1 bns	Self	—	Conc, 1 min	U	26
2	Unwavering Eye	I gain advantage on Wisdom checks	—	Nomad	1 bns	Self	—	1 min	U	26
3	Piercing Sight	I see through objects that are up to 1 ft thick within 30 ft	—	Nomad	1 bns	Self	—	Conc, 1 min	U	27
5	Truesight	I gain truesight with a radius of 30 ft	—	Nomad	1 bns	Self	—	Conc, 1 min	U	27
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(R)	Ritual	**dif. ter.**	Difficult terrain	**(D)**	The spell can be dismissed by the caster as 1 action	**SOURCES ('B' COLUMN)**	
1 a	1 action	**dis.**	Disadvantage	**+1d6/SL**	+1d6 for each spell slot level above the spell's level	**AI**	Acquisitions Incorporated
1 bns / bns a	1 bonus action	**dmg**	Damage	**30-ft rad**	30-foot radius sphere centered on any point within range	**FD**	Fizban's Treasury of Dragons
1 rea	1 reaction	**h**	Hour(s)	**S:30-ft rad**	Self: 30-foot radius sphere centered on the caster	**P**	Player's Handbook
20 cu ft	20 cubic feet	**Kn**	Known	**5 crea**	Up to 5 creatures in the spell's area, 1 of which can be the caster	**RF**	Rime of the Frostmaiden
20 sq ft	20 square feet	**Me**	Memorized	**25gp cons.**	The material component, worth 25 gp, is consumed by the spell	**SC**	Strixhaven: A Curriculum of Chaos
adv.	Advantage	**min**	Minute(s)	**all**	All creatures within the spell's area	**SR**	System Reference Document
atk	Attack (roll)	**obj**	Object(s)	**any**	Any creatures of your choosing that are within the spell's area	**T**	Tasha's Cauldron of Everything
chk/check	Ablity check	**obsc.**	Obscured	**M*f***	Material component is costly, but is not consumed upon casting	**U**	Unearthed Arcana
CL	Character Level	**rnd**	Round(s)	**M*ƒ***	Material component is costly and is consumed upon casting	**W**	Explorer's Guide to Wildemount
Conc, 1 min	Concentration, up to 1 minute	**SL**	Spell slot level	**see book / B**	The short spell description here is very incomplete, so beware	**X**	Xanathar's Guide to Everything

GLOSSARY OF ABBREVIATIONS USED IN THIS SPELL SHEET

Made by Joost Wijnen (mpmb@flapkan.com); Design inspired by Wizards of the Coast character sheet