

Psion: Enchanter

Psions of the Enchanter nature have an inclination towards controlling the minds of others through invasive telepathy. Psions who wield this power are often hated and considered inherently evil for violating the sanctity of the mind and free will.

Alter Intentions

Starting at 3rd level, you can subtly alter a creature's thoughts to appear more favourable to them. When you take the Attack action on your turn, you can replace any of your attacks with an attempt to charm a foe.

A creature you can see within 90 feet of you must make a Wisdom saving throw. On a failed save, the creature is charmed by you until the end of your next turn and also will not target your allies with any attacks or other harmful effects. This effect ends early if you or your companions do anything harmful to it. The creature is unaware that you tried to charm it.

Once a creature charmed by you loses the charmed condition from you, it learns your location, that you charmed it, and becomes immune to this feature until the end of its next long rest.

Superior Enchantment

At 7th level, your power and technique can overcome the usual mental resistances of your foes. Creatures that normally have advantage on saving throws against being charmed now no longer gain advantage on those saves for effects caused by you.

Quick Command

At 7th level, you can momentarily overwhelm a creature's normal alignment and loyalties when you invade their mind. When a creature becomes charmed by you or a creature already charmed by you is successfully targeted by your alter intentions feature, you can cause that creature to immediately make one attack against a target of your choice using its reaction.

Control Person

At 11th level, the level of control you have over humanoid is much greater. You can cast the dominate person spell without using a spell slot using your Psionics ability as the spellcasting ability. When you cast it this way, you do so without verbal, somatic, or material components and it is not considered a spell for the purpose of resistance or immunity to spells, advantage on saving throws against spells, anti-magic fields, or similar effects.

Once you cast it this way, you can't do so again until you finish a short or long rest.

Apex Enchantment

By 14th level, you gain a greater understanding of free will and psychology that allows you to puppet creatures with minds once indecipherable to you. Creatures that have immunity to the charmed condition that aren't swarms, constructs, plants, or undead are now no longer immune to it.

for you. This does not apply to creatures with legendary actions, lair actions, or legendary resistances.

Replace Mind

At 14th level, you can momentarily implant a new mind into the body of a recently deceased creature. If a creature you can see dies within 90 feet of you, you can use your reaction to animate it, causing it to stand up immediately with 1 hit point and temporary hit points equal to your psion level. This creature obeys your mental commands (no action required by you) and at the end of each of its turns, it must roll a d4. On a 4, it dies and cannot be animated this way again.

Alternatively, instead of using your reaction, you can use your action at the start of your next turn after they died.