

Psion: Psychic Powers

Agitate Intellect

When you take the Attack action on your turn, you can replace any of your attacks with a telepathic assault on a creature's brain.

A creature you can see within 90ft of you must succeed on an Intelligence saving throw. On a failed save, the creature takes 1d12 psychic damage and has disadvantage on the next ability check it makes before the start of your next turn. On a successful save, the creature takes half as much damage and suffers no additional effects. If you choose, this damage can be non-lethal.

At 10th level, this damage increases to 2d12.

Correct Path

You can psychically influence the paths of your projectiles. When you make a ranged attack with a thrown weapon, you gain a +2 bonus to the attack roll. Additionally, your short and long range for ranged and thrown weapons both increase by 10 feet.

Guide Attack

The first melee weapon attack that you make on a turn can use your Psionics ability modifier for the attack and damage rolls. If the attack was with a weapon, you can use a d8 for the damage die. If the attack was an unarmed strike, you can use a d6 for the damage die.

At 5th level, this effect can apply to all melee weapon attacks you make.

Know Surroundings

You gain the Blind Fighting Fighting Style.

Blind Fighting. You have blindsight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see an invisible creature within that range, unless the creature successfully hides from you.

Obscure Reality

You can cast the Silent Image spell at will.

Psychic Speech

You can telepathically speak to any creature you can see within 120 feet of you. The creature must share a language with you in order to understand you.

Recall Weapon

After you make a ranged attack with a thrown weapon, you can cause it to immediately fly back to your hand. When you hit a large or smaller creature with a ranged attack with a thrown weapon and cause that weapon to return to you, you can also pull that creature up to 10 feet towards you.

Additionally, you cannot unwillingly be disarmed of a weapon while you are not incapacitated.

Sense Intention

As a bonus action, choose a creature you can see within 30 feet of you. The next attack it makes against you before the start of your next turn is made at disadvantage.

Telekinetic Fling

When you take the Attack action on your turn, you can replace any of your attacks with an attack made with a telekinetically flung projectile.

Choose a loose tiny object not being held within 90 feet of you. It is treated as a ranged weapon for this attack (1d6 bludgeoning damage, range(60/180)) and the attack is made from your position, though you needn't have a free hand. You are proficient with this attack and targets benefit from cover from whichever position has greater cover (between you and the object). You use your Psionics ability modifier for the attack and damage rolls.

Depending on the object, the damage type may be different from bludgeoning (DM's discretion based on the object chosen). This attack is considered magical for the purpose of overcoming resistance and immunity of damage from nonmagical damage.

On a hit, the object lands in the space of the target. On a miss, the object can land anywhere in the line from the target to the maximum range of the attack of your choice.

Additionally, you gain the mage hand cantrip. When you cast it, it is invisible.

Throttle Space

When you take the Attack action on your turn, you can replace any of your attacks with a telekinetic thrashing.

Choose a target you can see within 90 feet must succeed on a Dexterity saving throw. On a failed save, the target takes 1d10 force damage and a large or smaller creature or loose object is either moved up to 10 feet horizontally in a direction of your choice or knocked prone (your choice). On a successful save, the creature takes half as much damage and suffers no additional effects.

If this ability is used on a creature under the effects of your Psychic Grasp feature, they are not broken out of it by this movement.

At 10th level, this damage increases to 2d10.

Barter with Beyond

Prerequisite: 3rd level

Your psionic powers naturally create a bond between you and the creatures of the far realm.

You learn one Eldritch Invocation option of your choice from the warlock class. Your spellcasting ability for the invocation is your Psionics ability. If the invocation has a prerequisite of any kind, you can choose that invocation only if you're a warlock who meets the prerequisite.

Bolster Attack

Prerequisite: 3rd level

When another creature you can see within 30ft of you hits with an attack, you can use your reaction to add 1d6 force damage to the attack's damage.

Psion's Stride

Prerequisite: 3rd level

All movement speeds you have are increased by 5ft. This feature cannot cause a Climbing, Flying, or Swimming speed to become faster than your walking speed or further increase the speed if it already was.

Psychic Leap

Prerequisite: 3rd level

Your long and high jump distances are doubled. Additionally, you gain resistance to fall damage and falling cannot cause you to fall prone.

Metaphysical Defense

Prerequisite: 3rd level

You can passively use your powers to make minor adjustments to the movements of yourself and your foes to remain safe in the face of danger.

While you are not wearing any armor, your armor class equals 10 + your Dexterity modifier + your Psionics modifier. A shield's benefits apply as normal.

Rend Flight

Prerequisite: 3rd level

You can tear flying creatures from the sky. You can cast the Earth Bind spell at will.

Slow Movement

Prerequisite: 3rd level

You psychically attack a creature attempting to move. As a reaction when a creature you can see within 60 feet tries to use its movement, you can force it to make a Constitution saving throw. On a failed save, its movement speed is halved until the end of the current turn.

Stable Mind

Prerequisite: 3rd level

You gain advantage on Constitution saving throws made to maintain concentration.

Improved Psychic Speech

Prerequisite: 6th level, Psychic Speech Psychic Power

You now no longer need to share a language with a creature to telepathically communicate with them, but they must be able to speak at least one language.

Additionally, you can telepathically communicate simple ideas with beasts and plants that speak no languages, but their knowledge is limited by their Intelligence and they have no special compulsion to do as you wish.

Split Pain

Prerequisite: 6th level

You are able to psychically transfer your pain back to the creature that caused it. As a reaction upon taking damage by an attack, spell, or other effect directly caused by another creature you can see within 30 feet of you, you can force that creature to make a Wisdom saving throw. On a failed save, that creature takes psychic damage equal to the damage it caused you.

Telekinetic Athleticism

Prerequisite: 6th level

You can psionically move your body to assist in your physical prowess. You have advantage on all Strength (Athletics) and Dexterity (Acrobatics) checks.

Additionally, before making a Strength or Dexterity saving throw, you can use your reaction to grant yourself advantage on that save.

Warp Step

Prerequisite: 6th level

You can telekinetically shunt yourself a short distance rather than moving normally. As a bonus action, you can instantly move yourself up to 15ft in a straight line. This movement does not provoke attacks of opportunity. You cannot take this bonus action if have already moved on that turn, are prone, or are restrained. After using this bonus action, your movement speed is reduced to 0 until the end of your turn.

Gravity Step

Prerequisite: 9th level

You have developed minor local gravity manipulation. You have a climbing speed equal to your walking speed and you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.

Instinctual Defense

Prerequisite: 9th level

You subconscious can protect your body, even when you are unconscious. When you are reduced to 0 HP, you can immediately activate instinctual defense.

You immediately become suspended in the air 20 feet above where you were and remain there for one minute. If a creature tries to attack you, it must succeed on a Wisdom save or the attack misses. When the effect ends, you harmlessly fall to the ground.

The effect ends early if you have more than 0 HP.

Link Agony

Prerequisite: 9th level

You can telepathically connect the pain receptors of you and a foe. As an action, you create a bond with another creature you can see within 90 feet of you. This bond lasts for 1 minute, until you are further than 90 feet from the creature, or until you lose concentration (as if you were concentrating on a spell). The creature knows it is under the effect and you and the creature know each other's locations for the duration.

Whenever one of you takes none-psychic damage, the other one takes psychic damage equal to that damage. This damage cannot be reduced in any way.

If you taking the initial damage causes you to lose concentration, the other creature is damaged before the effect ends.

Move Self

Prerequisite: 9th level

You can consistently telekinetically move yourself. You gain a fly speed of 10 feet and can hover.

Predict Weaknesses

Prerequisite: 9th level

Your attacks score a critical hit on a roll of 19 or 20.

Redirect Attack

Prerequisite: 9th level

You can take advantage of an enemies inaccuracy to use its own strength against it. When a creature you can see within 60 feet of you misses with a melee weapon attack, you can use your reaction to force that creature to make a Strength or Wisdom saving throw (your choice when you gain this feature) or immediately make that same attack against itself. It must still roll to hit with the attack normally.

Disrupt Missiles

Prerequisite: 12th level

You can mentally disrupt your foes accuracy and the paths of their projectiles. When you are hit by a ranged weapon attack, you can reduce the damage of the attack by 1d12 (minimum of 0 damage, no action required by you).

Invade Mind

Prerequisite: 12th level

You can cast the detect thoughts spell at will. When you cast the spell, creatures are unaware that you tried to probe deeper into their minds if they fail the saving throw.

Move Greater Objects

Prerequisite: 12th level, Telekinetic Fling Psychic Power

The strength of your telekinesis has increased significantly. When you cast mage hand, the range is increased by 30 feet and the hand can now carry objects more than 10 pounds, instead being able to carry any large or smaller objects.

Once per long rest when you cast mage hand, it can instead have a carry limit of huge or smaller objects.

Shield Self

Prerequisite: 12th level

You can use telekinesis to shield yourself with objects. You can begin floating a tiny object or tiny cluster of objects around yourself as an action (the objects must be within 5 feet of you or on you). While they float there, you gain a +2 bonus to AC. You can start or end this as a bonus action. Another creature within 5 feet of you can attempt to end this as an action by making a Strength (Athletics) check against your Psionic ability DC, or it will end if you fall unconscious. When it ends, the objects fall to the ground in your space.

You cannot benefit from this feature while gaining the benefits of a shield. If you use a shield as the object for this ability, you are considered to be wielding it with proficiency and without occupying your hand.

Know Weakness

Prerequisite: 15th level, Predict Weakness Psychic Power

Your attacks score a critical hit on a roll of 18-20. When you successfully target a creature with Psychic Grasp, you immediately learn any damage vulnerabilities that creature has.

Maintain Consciousness

Prerequisite: 15th level

You can psychically puppet your body, regardless of how injured it is. When you would fall unconscious as a result of being reduced to 0 HP, you can choose to become immune to the unconscious condition for 1 minute. During this time, you still make death saving throws and suffer failed death saving throws from damage as normal but can otherwise move and act normally. You still die as a result of failing death saving throws.

Predict Danger

Prerequisite: 15th level

You awaken a minor degree of foresight when it comes to danger. You have advantage on initiative rolls and cannot be surprised. Additionally, creatures do not gain advantage on attack rolls against you as a result of being invisible or hidden from you.

Destroy Senses

Prerequisite: 20th level

You overwhelm a creature's senses with psychic noise. As an action, you target a creature you can see within 60 feet with this ability. This lasts for 1 minute or until you lose concentration (as if you were concentrating on a spell).

When you initially activate this ability and on the start of each of that creature's turns, it must succeed on a Constitution saving throw or be blinded, deafened, and unable to use blindsight, tremorsense, or truesight until the start of its next turn.

Once you use this feature, you must complete a short or long rest before using it again.

Guard Body

Prerequisite: 20th level

Your mental strength can cover for the weaknesses of your flesh. You gain a bonus to Strength, Dexterity, and Constitution saving throws equal to your Psionic ability modifier.

Guard Mind

Prerequisite: 20th level

Your advancement as a psychic has considerably improved your defense against all mental attacks. You have advantage on all Intelligence, Wisdom, and Charisma Saving Throws.

Know Surroundings

Prerequisite: 20th level

You are in tune with the nature of the battlefield. You gain 90 feet of truesight. If you have blindsight, its range increases to 90 feet.

Hurl Projectile

Prerequisite: 20th level

With some effort, you can launch much larger projectiles with your telekinesis. Choose a huge or smaller target you can see within 120 feet. If the target is an object, it must be loose.

As an action, you can launch this target up to 100 feet in any direction. When it hits a surface, it stops and the target and surface both take 1d12 bludgeoning damage for every 10 feet it travelled in its flight path (the target does not take fall damage as a result of this ability but will fall prone regardless of fall distance). A brittle enough surface may shatter without impeding the flight path (DM's discretion)

If the target was a creature, it can make a Constitution saving throw. On a successful save, it only takes half damage. On a failed save, it is also stunned until the start of your next turn.

If it collides with any smaller creatures or objects along its path, they must succeed on dexterity saving throws. On a failed save, they also fall prone and takes the damage based on the distance of the flight up to that point. On a successful save, the creature takes half as much damage and suffers no additional effects.

If it collides with a creature of equal size, it stops and both must make the Constitution saving throw.

Once you use this feature, you must complete a long rest before using it again.

Invert Gravity

Prerequisite: 20th level

You can cast the Reserve Gravity without a spell slot. Once you cast it this way, you must finish a long rest before you do so again.