

## Psion: Phantomwalker

*Psions who fall into the Phantomwalker nature find themselves walking between life and death, the material and etherial planes, and existence and inhalation. Their mind's natural inclination towards the occult has cultivated a myriad of ghost like abilities within them.*

### Ghostly Presence

At 3rd level, your connection to psychic connection to the etherial plane gives you a natural ghost like presence. You can take the Hide action as a bonus action and can attempt to hide even when you are only lightly obscured. If you take the Hide action as an action rather than a bonus action, you can attempt to hide when not obscured at all.

Additionally, once per turn, an attack made while against opponents you are hidden from or at least lightly obscured from can deal 1d6 additional cold damage. At 11th level, this increases to 1d12.

### Phantasmal Vision

At 3rd level, you can see as the ghosts do. As a bonus action, you gain the ability to see through solid objects to a range of 15 feet and gain darkvision to that range if you don't already have it. This special sight lasts until your concentration ends (as if you were concentrating on a spell).

### Aether Step

Upon reaching 7th level, you can walk as the ghosts do. You can move through other creatures and objects as if they were difficult terrain, as well as see and affect creatures and objects on the Ethereal Plane. If you end your turn inside an object, you are immediately shunted to the nearest unoccupied space and take force damage equal to twice the number of feet you moved.

You cannot use this ability on a turn in which you have taken the attack action or cast a spell, nor can you do either of those on a turn after using this ability.

### Possession Immunity

Also at 7th level, your mind, body, and soul's connections to the etherial plane and afterlife make you immune to effects that control and possess you. You are immune to effects that possess you or control you, such as ghost creatures' possession ability and many enchantment spells.

You are not, however, immune to effects that mentally hinder you without the caster controlling you, such as the spells Confusion, Hold Person, and many illusion spells.

### Possession

Once you reach 11th level, you are finally able to force your soul and body into that of another creature to posses other beings. As an action, you can attempt to posses a humanoid within 5 feet of you. That creature must succeed on a wisdom saving throw.

On a failed save, you disappear and that creature becomes incapacitated and loses control of its body. You now control the target but it doesn't lose its awareness, and you can't be targetted by any attack, spell, or other effect. The creature gains your Intelligence, Wisdom, and Charisma but otherwise retains its statistics while you possess it.

The possession ends when you end it as a bonus action or the body drops to 0 hit points. When the possession ends, you reappear in an unoccupied space within 5 feet of the body.

A target with legendary resistances, legendary actions, or lair actions is immune to this ability.

Once you use this ability, you cannot use it again until you complete a short or long rest. Alternatively, you can use this ability more times by taking necrotic damage equal to twice your level. This damage cannot be reduced in any way.

## **Wither Immunity**

At 14th level, your form now transcends age and natural processes of decay. You no longer age, and you gain immunity to necrotic and poison damage.