

# The Psion

*Psions are a rare kind of warrior known to fight using their minds. Their psychic abilities are unpredictable and psions are often secretive, or ignorant, of how these abilities work, leading to little being known about them. Some achieve their powers through intense study and overcome the minds of their foes and nature of the world with their own intellect, others find the power within themselves and use their natural charm and willpower to bend reality to their will.*

*You must have a Charisma or Intelligence score of 13 or higher in order to multiclass in or out of this class*

The Psion			
Level	Proficiency Bonus	Features	Powers Awakened
1st	+2	Psionic Ability, Psychic Powers	3
2nd	+2	Psychic Grasp	
3rd	+2	Psionic Nature	4
4th	+2	Ability Score Improvement	
5th	+3	Extra Attack, Psionic Evolution	
6th	+3		5
7th	+3	Psionic Nature feature	
8th	+3	Ability Score Improvement	
9th	+4		6
10th	+4	Dual Frequency	
11th	+4	Psionic Nature feature	
12th	+4	Ability Score Improvement	7
13th	+5	Overcome Psionic	
14th	+5	Psionic Nature feature	
15th	+5		8
16th	+5	Ability Score Improvement	
17th	+6	Greater Psionic Evolution	
18th	+6		9
19th	+6	Ability Score Improvement	
20th	+6	Expel Essence	10

## Class Features

As a psion, you gain the following class features.

### Hit Points

**Hit Dice:** 1d8 per psion level

**Hit Points at 1st Level:** 8 + your Constitution modifier

**Hit Points at Higher Levels:** 1d8 (or 5) + your constitution modifier per psion level after 1st

## Proficiencies

**Armor:** Light armor

**Weapons:** Simple weapons, improvised weapons

**Tools:** None

**Saving Throws:** Dexterity, Charisma

**Skills:** Choose two from Acrobatics, Arcana, Athletics, Deception, Insight, Nature, Religion, and Stealth

## Equipment

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

- Two simple weapons
- Leather armor
- (a) a dungeoneer's pack or (b) an explorer's pack

## Psionic Ability

At 1st level, you have unlocked your psionic abilities. Some of your features reference your Psionics ability or require creatures to make saving throws. Choose your Psionics ability (Intelligence or Charisma).

**Psionic save DC** = 8 + your proficiency bonus + your Psionics ability modifier.

## Psychic Powers

All psions manifest their powers differently. You have Psychic Powers, quirks and abilities powered by your psionics.

At 1st level, you gain three psychic powers of your choice. When you gain certain psion levels, you gain additional powers of your choice, as shown in the Powers Unlocked column of the psion table. A level prerequisite refers to your level in this class, as does the level an ability improves.

Additionally, when you gain a level in this class, you can choose one of the powers you know and replace it with another power that you could learn at that level. You cannot have 2 Psychic powers with a level prerequisite of 20.

Some psychic powers allow you to cast spells. These spells use your Psionics ability modifier and are cast without verbal, somatic, or material components. They are also not considered spells for the purpose of resistance or immunity to spells, advantage on saving throws against spells, anti-magic fields, or similar effects.

## Psychic Grasp

At 2nd level, you have gained the basic ability to hold onto a creature to immobilize it with your mind. As an action, you can target a large or smaller creature you can see within 60 feet with your psychic grasp. That creature must make a Strength or Wisdom saving throw (choose when you gain this feature).

On a failed save, that creature's movement speed is reduced to 0 and they cannot fall for 1 minute, until they are moved by some other means, you are further than 60ft from them, or until you lose concentration (as if you were concentrating on a spell). On each of your subsequent turns, you must use an action or bonus action to maintain this or the effect ends at the end of that turn. A creature can use its action to attempt to escape by repeating the saving throw, ending the effect on itself on a success.

While this effect is active, you can also do one of the following things to all affected creatures as an action:

- Knock the creature prone
- Deal 1d8 psychic (if you chose Wisdom saves) or force (if you chose Strength saves) damage to the creature. If you choose, this damage can be non-lethal. This increases to 2d8 at 7th level.
- Move the creature 10ft horizontally in a direction of your choice. This can be 15ft horizontally or 10ft vertically at 11th level. All affected creatures move in the same direction.

At 7th level, you can target a number of creatures equal to your Psionics ability modifier (minimum of 2 creatures) with this ability. As an action while it is active, you can target another creature. If you still have the maximum number of creatures affected when you do this, the effect ends for a different creature of your choice.

Alternatively at 7th level, you can target one huge or smaller creature.

## Psionic Nature

When you reach 3rd level, you develop a more specialised psychic nature. Your nature grants you features at 3rd level and again at 7th, 11th, and 14th level.

## Ability Score Improvement

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.

## Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

## **Psionic Evolution**

Once you have reached 5th level, you have come into your own as a psionic. You gain resistance to psychic damage, and you have advantage on saving throws against being charmed or frightened.

## **Dual Frequency**

At 10th level, you know how to attack a foe's mind and body at the same time. When you hit a creature with a weapon attack, the attack deals an additional d6 psychic damage.

## **Overcome Psion**

At 13th level, your own psionic power is able to overwhelm the psionic power of your foes. Creatures who normally resist psychic damage are no longer resistant to psychic damage from attacks and effects caused by you. Creatures that aren't constructs, plants, or undead that are immune to psychic damage now only resist it for you.

## **Greater Psionic Evolution**

Once you have reached 17th level, you are nearing the pinnacle of psychic power and your mental defences are ready from attacks against other psychics. You are now immune to psychic damage, as well as the charmed and frightened conditions.

## **Expel Essence**

At 20th level, you can summon power from within yourself to create a powerful explosion of psionic energy around you. As an action, you can expend your remaining hit die to create a damage roll for an explosion. All creatures of your choice within 30ft of you must make a Saving throw.

If you choose for this to be a Wisdom save, the creatures will take psychic damage and be incapacitated until the start of your next turn, taking half as much damage and suffering no additional consequences on a successful save.

If you choose for this to be a Strength save, the creatures will take force damage and be restrained until the start of your next turn, taking half as much damage and suffering no additional consequences on a successful save.

Class	Proficiencies gained
Psion	Light armor, simple weapons, improvised weapons