

Psion: The Psycho Reaper

The Psycho Reaper nature allows psions to overwhelm the minds of their opponents with dread and feed on their psyches. This nature often breeds violent and sadistic psions with no respect for the lives of their victims, and who relish in the psychological ruin they cause.

Suggestion of Terror

Starting at 3rd level, you can amplify a foes anguish to plant seeds of doubt within their mind. Once per turn when you deal damage to an enemy, you can force that enemy to make a Wisdom Saving throw or be frightened of you until the start of your next turn.

Mind Reaper

At 7th level, you can absorb your opponents' minds into yourself. When a creature that is frightened of you dies, or when you kill a creature capable of being frightened of you with an instance of damage including psychic damage, you regain a number of hit points equal to your psionics ability modifier + your psion level. This creature must be of at least mild threat (DM's discretion).

Psionic Dread

At 7th level, your mind has evolved to broadcast exceptionally strong signals of terror into the minds of your foes. Creatures that normally have advantage on saving throws against being frightened now no longer gain advantage on those saves for effects caused by you.

Additionally, you always know the locations of creatures currently frightened of you and they can't benefit from being invisible to you or obscured from you, though they still benefit from cover normally otherwise.

Manifest Agony

At 11th level, your telepathic attacks are so potent that they begin to manifest on your foes physical bodies. Whenever you deal psychic damage to a creature, you can deal 1d4 additional psychic damage.

Additionally, all other psychic damage in that instance of damage can be converted into any other damage type of your choosing.

Create Fear

At 14th level, you gain the ability to instil terror into the minds and bodies of beings once alien to it. Creatures that have immunity to the frightened condition are now no longer immune to it for you.

Such creatures with legendary actions, lair actions, or legendary resistances now have advantage against frightened effects from you, ignoring your Psionic Dread feature.

Shatter Intellect

At 14th level, you gain the ability to temporarily destroy the minds of creatures under your influence. As an action, choose a creature frightened of you. That creature must make an intelligence saving throw.

On a failed save, that creature's Intelligence and Charisma scores become 1. The creature can't cast spells, activate magic items, understand language, or communicate in any intelligible way. The creature can, however, identify its friends, follow them, and even protect them.

The creature can repeat the saving throw against this ability every time it finishes a long rest, ending the effect on a successful save. This effect can also be ended by Greater Restoration, Heal, or Wish. If the creature fails the saving throw 3 times in a row, including the initial use, the effect becomes permanent without Wish.

Once you successfully use this feature, you cannot use it again until you complete a long rest.