

# Psion: The Shapemover

*Psions of the shapemover nature build upon their existing telekinetic abilities with a particular focus on manipulating the terrain around them and others' position within that terrain. Be it in landscaping or on the battlefield, shapemover psions are masters of the ground around them.*

## Disrupt Terrain

At 3rd level, you have a variety of abilities allowing you to telekinetically modify your surroundings. You gain the Mold Earth and Shape Water cantrips. Your Psionics ability is the spellcasting ability. When you cast them this way, you do so without verbal, somatic, or material components and they are not considered spells for the purpose of resistance or immunity to spells, advantage on saving throws against spells, anti-magic fields, or similar effects.

Additionally, as a bonus action, you can send a psychic pulse across terrain. Choose a point on a surface you can see within 90 feet. Either difficult terrain spreads across connected surfaces within a 15 foot cube, or all nonmagical difficult terrain within that area becomes normal terrain.

## Extended Displacement

At 7th level, your telekinesis improves allowing you to displace creatures more effectively. Whenever you move another creature, other than when dragging a creature grappled by you, you can move that creature 5 additional feet in the same direction.  
At 11th level, this becomes 10 additional feet.

## Influence Fall

Also at 7th level, you can telekinetically amplify or dampen the falls of creature. When a creature you can see within 60 feet of you takes fall damage, you can use your reaction to halve that fall damage or increase it by 2d6.

## Mind Over Movement

By 11th level, you can psychically maneuver around treacherous ground with no difficulty. You are immune to the effects of difficult terrain and you can choose for your allies to be immune to any difficult terrain created by you.

## Greater Terrain Disruption

At 14th level, you can manipulate the environment to an even greater extent. You can cast the Control Water, Transmute Rock, and Wall of Stone (on top of a stone or mud surface only) spells. Your Psionics ability is the spellcasting ability. When you cast them this way, you do so without verbal, somatic, or material components and they are not considered spells for the purpose of resistance or immunity to spells, advantage on saving throws against spells, anti-magic fields, or similar effects.

Once you have cast any of these spells this way, you must complete a short or long rest before you can cast any of them this way again.

