

# Psion: Mindchanger

*Psions of the Mindchanger nature often have already existing ailments within their minds exemplified but the growth of their psychic abilities. There emotional states are unstable, and their powers change with their mood.*

## Split Psyche

At 3rd level, the powers dormant within your mind have begun violently awakening, forcing your mind into multiple paths of expression of them.

After each long rest, roll a d6 to determine your current expression. You retain this expression until you release it, as described in the expression. When you do, roll on the table again. If you get the same result as your previous expression, you must roll again. You must also roll on this table whenever you wake up from being unconscious.

Expressions		
d6	Passive benefit	Release
Dissociation	You gain resistance to bludgeoning, piercing, and slashing damage.  Additionally, your AC is decreased by 2.	If you do not move on a turn and are not incapacitated, you can release at the end of that turn (no action required by you). Doing so deals psychic damage equal to half your Psion level to all creatures within 15 feet of you.
Hopelessness	You can cause any creatures who start their turn within 10 feet of you to take 1d8 cold damage.  Additionally, every time you take damage, you take 1d4 additional damage.  At 11th level, this increases to 2d8 and 2d4.	As an action, choose a creature you can see within 90 feet of you. That creature must make a wisdom saving throw. On a failed save, that creature takes 2d6 cold damage and becomes encrusted in ice until it uses its action to make an athletics check against your Psionics DC to remove it. On a successful save, the creature takes half as much damage and suffers no additional effects.  This damage increases to 3d6 at 7th level, and again to 4d6 at 11th level.
Hysteria	Your movement speed increases by 10 feet, and you gain a +1 bonus to your AC.  Whenever you make a Charisma check or saving throw, roll a d10. If the result is odd, add it to the result. If it is even, subtract it from the roll.  Additionally, you automatically fail all saving throws against being charmed or frightened.	As a bonus action, which you can always take while charmed or frightened regardless of what other limitations that charmed or frightened effect may have on you, you can let out a maniacal laugh. This laugh immediately ends one of the following effects on you: Blinded, charmed, deafened, frightened, or poisoned. Alternatively, instead of removing a condition, choose a creature within 30 feet of you that can hear you. That

		creature must succeed on a Wisdom saving throw or be frightened of you until the end of its next turn.
Obsession	<p>When you enter this expression, choose a creature other than yourself that you can see. If no such creatures exist, roll on the Expressions table again</p> <p>You have advantage on attack rolls against this creature and this creature has disadvantage on saving throws against you. You also have advantage on all ability checks while within 5 feet of this creature.</p> <p>Additionally, all other creatures have advantage on attack rolls against you and you have disadvantage on saving throws and ability checks while more than 30 feet away from this creature. than 30 feet from this creature.</p>	<p>When the creature you are obsessed with takes damage, you can use your reaction to either add 2d6 psychic damage to that</p> <p>If your obsession is reduced to 0 Hit Points, you release with no benefits (no action required)</p>
Paranoia	<p>You gain advantage on Dexterity and Wisdom saving throws, as well as wisdom checks and initiative rolls.</p> <p>Additionally, you have disadvantage on Intelligence and Charisma checks and saving throws.</p>	As a reaction upon taking more than 5 damage, you can immediately take the attack action. You can benefit from the extra attack feature, even if it isn't your turn.
Vexation	<p>You add 1d4 fire damage to all of your damage rolls.</p> <p>Additionally, you have disadvantage on Intelligence and Wisdom checks and saving throws.</p> <p>At 7th level, this increases to 2d4 and then again to 2d4 at 11th level.</p>	As a bonus action, you can take the attack action. Regardless of the number of attacks you normally make, you can only make one attack in this bonus action.

## Additional Psychic Powers

At 7th level, your split minds develop more additional unique psychic powers. Choose an extra psychic power to gain for each of the expressions. You can only access the psychic power you chose when in the appropriate expression. You must choose a different psychic power for each expression. Whenever you gain a level in this class, you can change your choices for this feature.

## **Substitute Soul**

At 11th level, you can temporarily kill one of your psyches to save your body. Whenever you would be reduced to 0 hit points, you can instead be reduced to 1 hit point. In doing so, you must roll on the expressions table and which ever expression you are currently on is disabled until you finish your next long rest. While disabled this way, you must reroll if you roll into it on the expressions table. If you are reduced to 0 hit points while 5 of your expressions are disabled, you die.

## **Summon Mind**

At 14th level, you are able to call on the expression you need when need be. At the start of your turn, you can choose which expression you are. You can do this a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

You cannot switch to an expression that is currently disabled by your substitute soul feature.