

text will change, It's just a draft until I can fix the balancing issues

Psionics

Psionicists are extraordinary individuals who develop powers through extensive training

Psionics powers

As opposed to commonly thought, psionics is not another kind of magic but in reality it is not. His abilities are more skills than magic and thus they do not work automatically. Every attempt at using one of his power requires a check

CREATING A PSIONIC

The psionic can contribute to the party in many different ways, but it is not a wizard nor a cleric. The Psionic has some abilities much like a monk has some abilities but instead of using muscles it uses it's highly trained brain.

All powers of the psionics are using the same pool of power.
Psionics normally venture less into the chaotic alignments.

QUICK BUILD

You can make a psionic quickly by following these suggestions.
First, Wisdom should be your highest ability score followed by Intelligence or Constitution.

CLASS FEATURES

As a psionic you gain the following class features.

HIT POINTS

Hit dice: 1d6 per psionic level

Hit points at 1st level: 6 + constitution modifier

Hit points at higher levels: 1d6 (or 4) + your constitution modifier per spell warrior level after 1st

PROFICIENCIES

Armor: light armor, Medium armor.

Weapons: Daggers, Slings, Quarterstaves. Short swords, long swords, short bow, long bow.

Tools: none

Saving throws: Wisdom, Intelligence

Skills: Choose two from: Arcane, Deception, Insight, Perception, History, Stealth.

EQUIPMENT

You start with the following equipment. In addition to the equipment granted by your background:

- (a) quarterstaff (b) any simple weapon
- (a) healing kit (b) engineering kit
- (a) dungeoneer's pack (b) explorer's pack
- A basic training book of the brain

Psionic

At 1st level, you come in grasp of your powers as a psionic, you gain a pool of points to spend on abilities. Psionics begin with 3 PSPs (Psionics points) and gains another 1 per level of the psionic. Each ability uses number of points for each attempt to use a psionic ability.

All psionics powers need to roll a concentration saving throw in case the psionic is frightened, abilities stop automatically if the psionic is rendered unconscious.

FOCUSING LENS

Once per long rest the psionic has the ability during a short rest to go into a deep meditation tapping into your subconscious to recover your PSP by 50% rounded up.

FOCUS ATTACKS (2 PSP) (Conc.)

At 1st level, you can use this ability as a bonus action to grant yourself advantage on hit rolls for the following 1 minute, all attacks made during this time have a bonus damage of your wisdom modifier.

FOCUS DEFENSE (1 PSP) (Conc.)

At 1st level, you can use this ability to grant yourself resistance to any 1 type of damage you choose between bludgeoning, slashing and piercing for 1 minute.

Mind flail (0 PSP)

At 2nd level, as an action, you gain the ability to attack a target within up to 15 feet of you using your mind causing 1d8 psychic damage. Target rolls a wisdom saving throw for half damage.

HYPNOSIS (2 PSP)(target Conc.)

At 3rd level, as an action the psionic manages to convince a willing creature to believe in a lie for 10 minutes or until concentration is broken for the target, by believing in the lie, the target character gets advantage to their deception ability checks on that subject.

SEARCH FOR A MEMORY (1 PSP)

at 4th level, as an action, the psionic can grant advantage to history and arcana checks until the psionic's next turn.

TELEPATHIC ATTACK (2 PSP) (Conc. To maintain)

At 5th level, you gain the ability as an action to create a mind link to attack a target within 120 feet of you using a psychic link.

As long as concentration is maintained the psionic can in the following rounds as a bonus action attack the target for 3d8 psychic damage.

Requires a concentration saving throw to maintain if hit.

The target can roll a wisdom saving throw to negate the mind link on every round the mind link is maintained.

The target is aware with whom they are mind linked.

Cannot be combined with telepathic defense.

TELEPATHIC DEFENSE (1 PSP) (Conc.)

At 5th level, you can as an action create a mind link with a creature and get advantage on all saving throws against that creature up to 1 minute.

The target is aware with whom they are mind linked.

The target can roll a wisdom saving throw to negate the mind link

Requires a concentration saving throw to maintain if hit.

SPATIAL AWARENESS (2 PSP) (Conc.)

At 6th level, as an action, the psionic can Locate a creature within 50 yards from the psionic, the target must be known to the psionic, The tracking will give the direction to the creature and distance and with concentration can last up to 1 minute. (the distance shall be the most direct straight line to the target)

STRONG MIND (0 PSP)

At 7th level, as a reaction the psionic can once per long rest choose to roll it's concentration saving throws with advantage.

MIND'S AGILITY (3 PSP)

at 8th level, as a reaction action, grant a wisdom modifier bonus to dexterity saving throws until the next turn of the psionic. (self only)

EXPANSIVE MIND (2 PSP)(Conc.)

At 9th level, as an action the psionic's can grant a resistance to psychic damage for 1 minute (roll a concentration saving throw if psychic damage is taken).

MENTAL FORTITUDE (2 PSP)

at 10th level, as a bonus action the psionic can remove fear from one target (removes the frightened state)

FOOD FOR THOUGHT (1 PSP)

at 11th level, as a bonus action, the psionic can transfer health from the psionic to target (to a max of psionics level + wisdom modifier) at a maximum range of 5 feet per wisdom modifier of the psionic.

MENTAL SHIELD (1 PSP)

At 12th level, as a reaction the psionic can use it's mind to give advantage to one target on a wisdom or intelligence saving throw (including self) . Target must be within sight of the psionic and it lasts until the psionic's next turn.

STRONGER MIND (0 PSP)

At 13th level, as a reaction the psionic can 3 times per long rest choose to roll it's concentration saving throws with advantage. (this replaces strong mind of 7th level)

EMBOLDEN SELF (3 PSP)

At 14th level, as a bonus action, the psionic can add the wisdom modifier to all ability checks until the psionic's next turn. Can only be used on self

ENHANCE MIND (2 PSP)

At 15th level, as a bonus action, allows the psionic to create a telepathic link with up to 3 targets for 10 minutes per the wisdom modifier of the psionic, can only be initiated with targets up to 30 feet of the psionic, but doesn't have a range limit once initiated.

CONCENTRATION FOCUS (2 PSP)(Target Conc.)

at 16th level, as a bonus action, Grant advantage on all constitution saving throws for the next 1 minute or until concentration fails.

PERFECT FOCUS (2 PSP)

At 18th level, the psionic can now have 2 concentration based abilities at once. One concentration saving throw for both the skills still apply.

THE WORLD IS MY OYSTER (3 PSP)(Conc.)

At 19th level, The psionic puts himself in a psychic protective bubble for 1 minute, he gains immunity to all non magical attacks or weapons below a +2 magical modifier.

MY MIND, MY RULES

At 20th level, The psionic can now use all action based abilities as bonus actions.