

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 (0 PSP)

At 1nd level, you gain the ability to spend 10 minutes in deep meditation tapping into your subconscious to recover your PSP by 50% rounded up. Can be used once per long rest.

Requires at least 1 PSP..

FOCUS ATTACKS (2 PSP)

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. Cannot stack

Cannot be activated at the same time as focus defense.

FOCUS DEFENSE (1 PSP)

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.

Cannot stack

Cannot be activated at the same time as focus attacks

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, you gain the ability to do one of the following effects on a willing target:

- Grant advantage to history and arcana checks for the next 1 minute.
- Grant advantage on all constitution checks and saves for the next 1 minute.
- Grant advantage on saving throws against non magical effects for the next 1 minute
- Give a character your wisdom modifier as a bonus to their deception rolls for the next 10 minutes

This power requires 1 minute of preparation.

Only one type of hypnosis can affect a creature and requires for the target's concentration for the duration. (The effect stops on a failed concentration saving throw)

TELEPATHIC ATTACK (2 PSP) (Conc.)

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.

Roll concentration saving throws in case the psionic is hit while connected through a mind link.

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.

Requires concentration to maintain

Roll concentration saving throws in case the psionic is hit while connected through a mind link.

Cannot be combined with telepathic attack.

STRONG MIND

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

EXPANSIVE MIND (2 PSP)

At 9th level, as an action the psionic's mind becomes so strong it is able to use it's mind to do one of the following:

- Locate a creature within 20 yards per level of the psionic 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) **(Conc.)**
- Give a +5 bonus to perception ability checks for the next 1 minute. (self only)
- Grant resistance to psychic damage for 1 minute (roll a concentration saving throw if psychic damage is taken). **(Conc.)**

Only one effect of expansive mind can be in effect.

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 saving throw (including self) . Target must be within sight of the psionic.

ENHANCE MIND (2 PSP)

At 15th level, as a bonus action, allows the psionic to do the following one of the following:

- Self -

- Wisdom modifier added to all ability checks until the psionic's next turn.
- Remove fear (removes the frightened state)
- Transfer health from the psionic to target.
- Telepathic link with up to 3 targets for 1 hour.

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 20th 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, requires concentration.

MY MIND, MY RULES

At 20th level, The psionic can now use all action based abilities as bonus actions or actions without extra cost.