

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 way, 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 spell warrior 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, Dexterity

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 2nd 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 above level 2 of the psionic.

Each ability use takes a number of points if successful.

FOCUSING LENS (0 PSP)

At 2nd level, you gain the ability to spend 10 minutes in deep meditation tapping into your subconscious to raise your PSP by 50% rounded up. These extra points last for 1 hour. Can be used once per long rest.

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.

FOCUS ATTACKS (1 PSP)

At 2nd 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 be activated at the same time as focus defense.

FOCUS DEFENSE (1 PSP)

At 2nd level, you can use this ability to grant yourself resistance to any 2 types of damage you choose for 1 minute.

HYPNOSIS (1 PSP)

At 4th 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 hour.
- Grant advantage on all constitution checks and saves for the next 1 hour.
- Grant advantage on saving throws against non magical effects for the next 10 minutes
- Grant resistance to psychic damage for 10 minutes
- Give a character your wisdom modifier as a bonus to their deception rolls for the next 1 hour

This power requires 1 minute of preparation.

Multiple hypnosis can be used on the same target as long as it's willing.

TELEPATHIC ATTACK (1 PSP)

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)

At 5th level, you can as an action create a mind link with a creature and get advantage on all hit rolls and saving throws against that creature and gain resistance to psychic attacks from that creature.

Cannot be combined with telepathic attack.

STRONG MIND

At 7th level, the psionic can once per each modifier in constitution choose to roll it's concentration saving throws with advantage. Recovering it at full rest.

EXPANSIVE MIND (2 PSP)

At 9th level, 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 500 yards from the psionic, the target must be known to the psionic, the tracking will last for 5 minute and will give the direction of the creature.
- Give a +10 bonus to perception ability checks for the next 10 minutes. (self only)
- Grant immunity to psychic damage for 1 minute (does not counter illusions)

MENTAL SHIELD (1 PSP)

At 12th level, the psionic can use it's mind to use it's mind to telekinetically block attacks done on himself or on another creature chosen by him when using this ability, lasts until the psionic next round. Each attack against this shield requires the psionic to roll a constitution saving throw to keep it going. While the shield holds all attacks against the target have disadvantage and the shielded creature gains resistance to all attacks except psychic.

The shielded creature also gains advantage on saving throws.

ENHANCE MIND (2 PSP)

At 15th level, allows the psionic to do the following one of the following:

- Self -

- Wisdom modifier added to all ability checks and saving throws for 1 minute.
- Resistance to all types of damage for 1 minute
- 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 use any of his powers that are defined as action as a reaction

THE WORLD IS MY OYSTER (3 PSP)

At 20th level, The psionic puts himself in a psychic protective bubble for 1 minute, he gains immunity to all non magical attacks

MY MIND, MY RULES

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