

## The Alienist

You were not born with your psychic powers. Whether these powers were an extraordinary gift, random exposure to the energy of an outer plane, or the result of a nefarious pact, an intelligence alien to your own awakened your latent psychic potential.

**Granted Spells** 1st: [grim tendrils](#); 2nd: [darkness](#); 3rd: [slow](#); 4th: [talking corpse](#); 5th: [banishment](#); 6th: [phantasmal calamity](#); 7th: [eclipse burst](#); 8th: [devour life](#); 9th: [voracious gestalt](#)

**Standard Psi Cantrips** *eldritch blast* and [wash your luck](#)

**Unique Psi Cantrips** surface: *eldritch invocation*; deeper: *psychic backlash*; deepest: *haunting armor*

### Eldritch Blast

Your *eldritch blast* has a range of 60 feet, and deals d6s instead of d4s. Your *eldritch blast* also gains the following amp.

**Amp** The damage of *eldritch blast* increases to d8s instead of d6s. On a critical hit, it pushes the target back 10 feet.

**Amp Heightened (+1)** The damage increases by 1d8 instead of 1d6.

### Wash Your Luck

You can target another creature you can see within 30 feet. Your *wash your luck* also gains the following amp.

**Amp** *Wash your luck's* casting time is reduced from 2 actions, to 1.

**Eldritch Invocation** Cantrip 1  
Uncommon, Cantrip, Evocation

**Cast:** (1 Action) Somatic, Verbal  
**Duration:** until the end of your turn

You infuse your *eldritch blast* with elemental energy. Until the end of your turn, it deals

your choice of acid, cold, electricity, or fire damage. It gains the corresponding elemental trait, instead of the force trait when augmented in this way.

**Amp.** The duration increases to 1 minute.

**Psychic Backlash** Cantrip 3  
Uncommon, Cantrip, Evocation, Mental, Psychic

**Cast** (reaction) Somatic, Verbal **Trigger:** you take damage from an attack

**Range** 10 feet; **Targets** 1 creature

**Defense** basic Reflex

You exert your will, lashing out at your attacker. They take 2d4 mental damage on a basic Reflex save.

**Heightened (+2)** The damage increases by 1d4.

**Amp** The damage is 2d8, instead of 2d4.

**Amp Heightened (+2)** Increases the damage by 1d8 instead of 1d4.

**Haunting Armor** Cantrip 5  
Uncommon, Cantrip, Psychic, Spirit

**Cast** (reaction) Somatic, Verbal **Trigger:** a creature dies

**Range** 30 feet

You draw the spirit of the newly departed around yourself, gaining 10 temporary hit points. While you have these temporary hit points, if you take damage from a melee attack, your attacker takes 10 spirit damage.

**Heightened (+1)** The temporary hit points and damage both increase by 2.

**Amp** The temporary hit points and damage both increase to 20. A creature that

takes the spirit damage must make a Will save or be Frightened 1.

**Amp Heightened (+1)** The temporary hit points and damage both increase by 4.

Eldritch Blast

Attack, Cantrip, Evocation, Force, Occult

Traditions: Occult

**Cast:** (2 Actions) Somatic, Verbal

**Range:** 30 feet; **Target:** 1 creature

You hurl a crackling beam of baleful energy at your target. Make a ranged spell attack roll against your target's AC; if the target is Frightened they are Off-Guard to this attack. On a success, the target takes 2d4 force damage. On a critical success, the target takes double damage.

**Heightened (+1)** The damage increases by 1d4.