

Thanks for reading the “Psimple Psionics” by DM Rob and DM Matt of [Dungeon Master of None](#). Check out our podcast for more suggestions and homebrews!



Table of Contents

The Psimple Psion	2
Hit Points	2
Starting Proficiencies	2
Table: The Psion (Power Points)	2
Psionics	3
Table: Power Point Cost	3
Table: The Psion (Power Slots)	5
Psionic Disciplines	7
Seer Bonus Powers	7
Shaper Bonus Powers	8
Kineticist Bonus Powers	10
Egotist Bonus Powers	10
Nomad Bonus Powers	12
Telepath Bonus Powers	13
Variant Psion: The Wilder	14
Table: The Wilder (Power Points)	14
PSIONIC POWER LIST	15
The Psimple Psychic Warrior	16
Table: The Psychic Warrior (Power Points)	17
Psionics	17
Table: Power Point Cost	18
PSYCHIC WARRIOR POWERS	20
The Psimple Psychic Agent, aka the Lurk	20
Table: The Psychic Agent (Power Points)	21
Psionics	21
Table: Power Point Cost	22
PSYCHIC AGENT POWERS	23
The Psimple Psionic Fist (Monk Tradition)	24
Table: Powers and Maximum Ki	25
Table: Powers and Ki Point Cost	25
PSIONIC FIST POWERS	25
PSIONICS	26
NEW PSIONIC POWERS	26
PSIONIC PSPECIES	36
NEW PSIONIC FEATS	37

The Psimple Psion

Hit Points

Hit Dice: 1d8 per psion level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per psion level after 1st

Starting Proficiencies

You are proficient with the following items, in addition to any proficiencies provided by your race or background.

Armor: Light armor

Weapons: simple weapons

Saves: Intelligence, Wisdom

Skills: Choose two from Arcana, Deception, History, Intimidation, Investigation, Insight, Medicine, Perception.

Starting Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a spear or (b) a mace or (c) a quarterstaff
- (a) leather armor or (b) studded leather armor
- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a scholar's pack or (b) an explorer's pack

Alternatively, you start with 5d4 x 10 gold to buy your own Equipment.

Table: The Psion (Power Points)

Level	Proficiency Bonus	Features	Talents Known	Powers Known	Power Points	Max Power Level (Pts.)	Max Power Points
1st	+2	Psionics, Psionic Focus	3	2	4	1st	2
2nd	+2	Psion Discipline, Telepathy	3	3	6	1st	2
3rd	+2	--	3	4	14	2nd	3
4th	+2	Ability Score Improvement	4	5	17	2nd	3
5th	+3	--	4	6	27	3rd	5
6th	+3	Psion Discipline feature	4	7	32	3rd	5
7th	+3	--	4	8	38	4th	6
8th	+3	Ability Score Improvement	4	9	44	4th	6
9th	+4	--	4	10	57	5th	7
10th	+4	Psion Discipline feature	5	11	64	5th	7
11th	+4	--	5	12	73	6th	9
12th	+4	Ability Score Improvement	5	12	73	6th	9
13th	+5	--	5	13	83	7th	10
14th	+5	Psion Discipline feature	5	13	83	7th	10
15th	+5	--	5	14	94	8th	11
16th	+5	Ability Score Improvement	5	14	94	8th	11
17th	+6	--	5	15	107	9th	11
18th	+6	--	5	15	114	9th	13
19th	+6	Ability Score Improvement	5	15	123	9th	13
20th	+6	Transcendence	5	15	133	9th	13

Psionics

As a student of psionics, you know and have mastered a limited number of powers from the psionic powers list. Your powers follow the same rules as spells except as noted below.

Talents

At 1st level, you know three Talents of your choice from the psion power list. You know additional psion Talents of your choice at higher levels, as shown in the Talents Prepared column of the Psion table. Talents do not cost any power points (or power slots) to manifest.

Power Points

The Psion Table shows how many power points you have to manifest your powers of 1st level and higher. To cast one of these psion powers, you must expend a number of power points (see Table: Power Point Cost) of the power's level or higher. You regain all expended power points when you finish a long rest. You can't manifest a power that costs more points than "Max Power Level."

For example, at 1st-level if you know the 1st-level power *magic missile* and have 4 power points available, you can cast *magic missile* as a 1st-level power by spending 2 power points. At 3rd-level if you know the 1st-level power *magic missile* and have 14 power points available, you can cast *magic missile* as a 1st-level power by spending 2 power points or as a 2nd-level power by spending 3 power points.

Use the variant rules from page 288 ("Variant: Spell Points) for this version of the Psion.

Table: Power Point Cost

Power Level	Point Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7
6th	9*
7th	10*
8th	11*
9th	13*

*Powers of 6th level and higher are particularly taxing to cast. You can use power points to create one power of each level of 6th or higher. You can't create another slot of same level until you finish a long rest.

Powers Known of 1st Level and Higher

You know two 1st-level powers of your choice from the psion power list.

The Powers Known column of the psion table shows when you learn more psion powers of your choice. Each of these powers must be of a level for which you have powers slots (or equal to your “Max Power Known” if using the power point option). For instance, when you reach 3rd level in this class, you can learn one new power of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the psion powers you know and replace it with another power from the psion power list, which also must be of a level for which you have power slots (or equal to your “Max Power Known” if using the power point option).

Manifesting Ability

Intelligence is your manifesting ability for your psion powers, since the power of your psionics relies on your ability to project your will into the world. You use your Intelligence whenever a power refers to your manifesting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a psion power you manifest and when making an attack roll with one.

Power save DC = 8 + your proficiency bonus + your Intelligence modifier

Power attack modifier = your proficiency bonus + your Intelligence modifier

Manifesting Components

You do not need to use verbal components in your powers, instead you replace any verbal components with thought components. You can't cast a power with a thought component if you are Frightened or Charmed. You do not need material components (unless they are expensive) or a spellcasting focus.

Psionic Spellcasting. When you cast a spell while in thought form, you can cast the spell psionically. If you do so, the spell doesn't require verbal, somatic, or material components that lack a gold cost.

Alternative System: Power Slots

The psion table (power slots) shows how many power slots you have to cast your powers of 1st level and higher. To cast one of these psion powers, you must expend a slot of the power's level or higher. You regain all expended power slots when you finish a long rest.

For example, if you know the 1st-level power *magic missile* and have a 1st-level and a 2nd-level power slot available, you can cast *magic missile* using either slot.

Table: The Psion (Power Slots)

Level	Proficiency Bonus	Features	Talents Known	Powers Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Psionics, Psionic Focus	3	2	2	--	--	--	--	--	--	--	--
2nd	+2	Psion Discipline, Telepathy	3	3	3	--	--	--	--	--	--	--	--
3rd	+2	--	3	4	4	2	--	--	--	--	--	--	--
4th	+2	Ability Score Improvement	4	5	4	3	--	--	--	--	--	--	--
5th	+3	--	4	6	4	3	2	--	--	--	--	--	--
6th	+3	Psion Discipline feature	4	7	4	3	3	--	--	--	--	--	--
7th	+3	--	4	8	4	3	3	1	--	--	--	--	--
8th	+3	Ability Score Improvement	4	9	4	3	3	2	--	--	--	--	--
9th	+4	--	4	10	4	3	3	3	1	--	--	--	--
10th	+4	Psion Discipline feature	5	11	4	3	3	3	2	--	--	--	--
11th	+4	--	5	12	4	3	3	3	2	1	--	--	--
12th	+4	Ability Score Improvement	5	12	4	3	3	3	2	1	--	--	--
13th	+5	--	5	13	4	3	3	3	2	1	1	--	--
14th	+5	Psion Discipline feature	5	13	4	3	3	3	2	1	1	--	--
15th	+5	--	5	14	4	3	3	3	2	1	1	1	--
16th	+5	Ability Score Improvement	5	14	4	3	3	3	2	1	1	1	--
17th	+6	--	5	15	4	3	3	3	2	1	1	1	1
18th	+6	TBD Feature	5	15	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	5	15	4	3	3	3	3	2	1	1	1
20th	+6	Psion Discipline feature	5	15	4	3	3	3	3	2	2	1	1

Note: This system presents an option to use the psion without using the variant power point rules and instead uses "Power Slots" similar to Spell Slots used by other classes.

Psionic Focus

After a short or a long rest, you center your mind and gain psychic focus. You can expend your psionic focus in a number of ways.

- When you make a Constitution saving throw to maintain concentration on a power when taking damage or because of an environmental effect, you can expend your psionic focus to gain advantage

- When you are charmed or frightened, as an action you can expend your psionic focus to end one effect that is causing you to be charmed or frightened.

[You can use your Psionic Focus to power other abilities depending on your Disciplines...]

Telepathy

At 2nd level, your mind awakens to the ability to communicate via telepathy. You can telepathically speak to any creature you can see within 120 feet of you in this manner. You don't need to share a language with the creature for it to understand your telepathic messages, but the creature must be able to understand at least one language or be telepathic itself.

Psionic Disciplines

When you reach 2nd level, you choose a psionic discipline, shaping how you specialize in your mental power. Each discipline is defined by a common theme. The six disciplines are clairsentience, metacreativity, psychokinesis, psychometabolism, psychoportation, and telepathy.

Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

Discipline Powers

Each discipline has a list of powers—its discipline powers that you gain at the psionic levels noted in the discipline description. Once you gain a discipline powers, you always know it, and it doesn't count against the number of powers that you know.

If you have a discipline powers that doesn't appear on the psionic power list, the power is nonetheless a psionic power for you.

Ability Score Increase

When you reach 4th level, and again at 8th, 12th, 16th and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Transcendence

At 20th level, your mind overcomes its physical limitations. You no longer age. The range of your telepathy power is unlimited (though creatures must still be on the same plane of existence). You are resistant to bludgeoning, piercing, and slashing damage. As a reaction, when you take damage or when you die, you can reform your body at full hit points and power points in 1d6 rounds anywhere on the same plane of existence.

Psionic Disciplines

Seer

A psion who chooses clairsentience is known as a seer. Seers can learn precognitive powers to aid their comrades in combat, as well as powers that permit them to gather information in many different ways. Seers know that time and space are one and the same and use this knowledge to glimpse and control the future. Through the chaos of the cosmos, they find and create certainty.

Seer Bonus Powers

Power Level	Power
2nd	Mind Link
2nd	Precognition
3rd	Locate Object
5th	Clairvoyance
7th	Arcane Eye
9th	Scrying

Fate Manipulation

Starting at 2nd level, when you choose this discipline, you can manipulate your own fate and the fates of others. When you finish a long rest, roll a d20 and record the number. You can expend your psionic focus to replace any attack roll, saving throw, or ability check made by you or a creature that you can see with the number you recorded. You must choose to do so before the roll, and you can replace a roll in this way only once per turn.

Each fate roll can be used only once. When you finish a long rest, you lose any unused fate rolls.

Object Reading

At 2nd level, you can focus your mind to read the psionic imprint left on an object. If you hold an object and concentrate on it for 10 minutes (as if concentrating on a psionic power), you learn a few basic facts about it. You gain a mental image from the object's point of view, showing the last creature to hold the object within the past 24 hours.

Clairsentient Mind

At 6th level, when you make a Wisdom ability check or a Wisdom saving throw, you can expend your psionic focus to gain advantage.

Touchsight

At 10th level, while you have your psionic focus you can sense the presence of creatures within 30 feet and can detect and pinpoint the origin of vibrations, provided that the you and the source of the vibrations are in contact with the same ground or substance. Additionally, the range on all your powers is doubled.

Clairtangent Power

Starting at 14th level, when manifest a power that lets see another location, such as, *clairvoyance*, *arcane eye*, or *scrying* or see through walls or other obstructions you can expend your psionic focus to manifest a power as if you yourself were in the location of your sensor.

Shaper

A psion specializing in metacreativity is known as a shaper. This discipline includes powers that draw ectoplasm or matter from the Astral Plane, creating semisolid and solid items such as armor, weapons, or animated constructs to do battle at the shaper's command.

Shaper Bonus Powers

Power Level	Power
2nd	Psionic Creation
2nd	Unseen Servant
3rd	Blur
5th	Phantom Steed
7th	Fabricate
9th	Astral Construct

Astral Constructs

Starting at 2nd level when you choose this discipline, your psionics allows you to harness your power in the form of ectoplasm armor, ectoplasm weapons, floating disks, and minor metaconstruction. All give off a dim light in a 5 foot radius and are obviously psionic. You may only have two Astral Constructs active at one time.

Ectoplasm Armor

As an action, you wreath yourself in glowing plates of semi-transparent armor. The armor can be worn over your clothing. Ectoplasm Armor lasts until you dismiss it as a bonus action or you fall unconscious. Your AC when encased in ectoplasm armor is: 14 + Dex modifier. Additionally, you gain temporary hit points at the beginning of your turn equal to your Intelligence modifier.

Ectoplasm Weapon

As a bonus action, you can shape your psionic energies into a weapon. The exact shape and statistics of the weapon are equivalent to any weapon that you are proficient with. You can dismiss your weapon or change its form to a different weapon with which you are proficient as a bonus action.

Floating Disk

As an action, you can create a [Floating Disk](#).

Minor Metaconstruction

Starting at 2nd level when you choose this discipline, you can expend your psionic focus to, as an action create simple, harmless objects weighing no 5 pounds. The objects gives off dim light in a 5 foot radius and is obviously psionic.

Metacreative Mind

At 6th level, when you make an Intelligence ability check or an Intelligence saving throw, you can expend your psionic focus to roll an additional d20. You choose which of the d20s is used.

Quintessence

At 10th level, you can expend your psionic focus to collapse a bit of time from the continuum, forming a 1-ounce dollop of thick, gooey material called quintessence. This substance shimmers like a silver mirror when viewed from some angles but is transparent from other viewpoints.

You can smooth a dollop of quintessence around any extremely small object. Objects sealed within quintessence are protected from the effects of time; in practical terms, they enter a state of stasis. Living flesh with only partial contact with quintessence is also partially pulled out of the time stream (you are immune to this effect). Quintessence can be manually scraped away from a protected object, freeing it to rejoin the time stream. When you do this, the quintessence evaporates back into the continuum.

Alternatively, you may absorb the dollop of quintessence as a bonus action. When you do, you gain an additional action on each of your turns for the next minute. That action can be used only to take the Attack (one weapon attack only), Cast a Spell (Manifest a Power), Dash, Disengage, Hide, or Use an Object action.

When you use this power to create another dollop of quintessence, the previous dollop disappears.

Implant Seed Crystal

At 14th level, you can expend your psionic focus to implant a creature that you can see within 20 feet with a psionic seed crystal. The crystal attempts to turn the creature that you can see within range into crystal. If the target's body is made of flesh, the creature must make a Constitution saving throw. On a failed save, it is restrained as its flesh begins to harden. On a successful save, the creature isn't affected.

A creature restrained by this power must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this power three times, the power ends. If it fails its saves three times, it is turned to stone and subjected to the petrified condition for the duration. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.

If the creature is physically broken while petrified, it suffers from similar deformities if it reverts to its original state.

If you maintain your concentration on this power for the entire possible duration, the creature is turned to crystal until the effect is removed.

A creature may voluntarily fail its saves to become crystal in which case you can set a condition for when the process is reversed, such as when 10 years have passed.

Kineticist

Psions who specialize in psychokinesis are known as kineticists. They are the masters of powers that manipulate and transform matter and energy. Kineticists can attack with devastating blasts of energy.

Kineticist Bonus Powers

Power Level	Power
2nd	Kinetic Push
2nd	Shield
3rd	Gust of Wind
5th	Energy Beam
7th	Resilient Sphere
9th	Telekinesis

Kinetically Empowered Talent

Starting at 2nd level when you choose this discipline, while you are psionically focused, you can add your Constitution modifier to one damage roll of any psionic talent you manifest.

Energy Attunement

Starting at 2nd level when you choose this discipline, When a creature's resistance reduces the damage dealt by a psionic discipline of yours, you can expend your psionic focus to cause that use of the power to ignore the creature's resistance.

Psychokinetic Mind

At 6th level, when you make a Constitution ability check or a Constitution saving throw, you can expend your psionic focus to roll an additional d20. You choose which of the d20s is used.

Recursive Shield

Starting at 10th level, while you have your psionic focus you have advantage on saving throws to resist being moved or knocked down. You also have resistance to force damage, and whenever a creature deals force damage to you, that creature takes the same amount of damage that you do.

Psychokinetic Burn

Starting at 14th level, you can burn your own lifeforce to increase the power of your simpler powers. When you manifest a psionic power of 1st through 5th level that deals damage, you may expend your psionic focus to you can deal maximum damage with that power.

When you use this feature, you take 2d12 psychic damage for each level of the power, immediately after you manifest it. Each time you use this feature again before finishing a Long

Rest, the psychic damage per power level increases by 1d12. This damage ignores resistance and immunity.

Egotist

A psion who specializes in psychometabolism is known as an egoist. This discipline consists of powers that alter the psion's psychobiology, or that of creatures near him. An egoist can both heal and transform himself into a fearsome fighter.

Egotist Bonus Powers

Power Level	Power
2nd	Absorb Weapon
2nd	Body Adjustment
3rd	Enlarge/Reduce
5th	Life Transference, Revivify
7th	Polymorph
9th	Greater Restoration

Psionic Resilience

Starting at 2nd level when you choose this discipline, your psionic energy grants you extraordinary fortitude. At the start of each of your turns when you are psionically focused, you gain temporary hit points equal to your Intelligence modifier (minimum of 0) if you have at least 1 hit point. Additionally, when you are not wearing armor your AC is equal to 10 + your Dexterity modifier + your Strength modifier.

Metabolic Alteration

Starting at 2nd level when you choose this discipline, when you finish a long rest you may switch the ability scores of any two of the following abilities: Strength, Dexterity, or Constitution. Additionally, when you use this power you gain the following abilities. When you use this power again, you lose this ability.

- **Poison Resistance.** You have resistance to poison damage.
- **Powerful Build.** You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.
- **Relentless Endurance.** When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Psychometabolic Mind

At 6th level, when you make a Strength ability check or a Strength saving throw, you can expend your psionic focus to roll an additional d20. You choose which of the d20s is used.

Psionic Absorption

At 10th level, you can draw on your psion power to escape death's grasp. As a reaction when you take damage, you can expend your psionic focus to halve that damage against you.

Fission/Fusion

At 14th level, you can expend your psionic focus to fuse with another creature or split yourself into two separate halves.

Fusion. You and another willing, corporeal, living creature of the same or smaller size fuse into one being. You control the actions of the fused being. However, you can give up this control to the other creature. Once you give up control, you cannot regain it unless the other creature relinquishes it.

The fused being has your current hit points plus the other creature's current hit points. The fused being knows all the powers you and the other creature know, has the sum of your and the other creature's power points, and knows or has prepared any spells you or the other creature possesses (if any). Likewise, all feats, racial abilities, and class features are pooled (if both creatures have the same ability, the fused being gains it only once). For each of the six ability scores, the fused being's score is the higher of yours and the other creature's, and the fused being also has the higher Hit Die—this effectively means the fused being uses the better saving throws, proficiency bonus, and skill proficiencies of either member, before becoming fused.

You decide what equipment is absorbed into the fused being and what equipment remains available for use. These fused items are restored once the power ends. The controlling being can end the fusion as an action and the fused being separates. Damage taken by the fused being is split evenly between you and the other creature ~~when the power ends~~. If a fused being is killed, it separates into its constituent creatures, both of which are also dead. You cannot use fission on a fused being.

Fission. You split yourself into two halves for one minute. Your two halves can take actions and otherwise be affected as normal creatures. Both halves appear the same as the whole original you, but each have your half your hit point maximum. Otherwise, the halves use all of your statistics.

Both halves obey your commands, moving and acting in accordance with your wishes and acting on your turn in combat.

Nomad

A psion who relies on psychoportation powers is known as a nomad. Nomads can wield powers that propel or displace objects in space or time.

Nomad Bonus Powers

Power Level	Power
2nd	<i>Far Step</i>
2nd	<i>Longstrider</i>
3rd	<i>Misty Step</i>
5th	<i>Slow</i>
7th	<i>Dimension Door</i>
9th	<i>Teleportation Circle</i>

Psychoportation Speed

Starting at 2nd level when you choose this discipline, While you are psionically focused, your speed increases by 10 feet and you can move along vertical surfaces as if you had a climb speed equal to your walking speed. You must end your turn on a flat surface or fall.

Psionic Recall

Starting at 2nd level when you choose this discipline, You gain the ability to use psionics to recall your steps. As a reaction when you are hit by an attack, you can expend your psionic focus to teleport to an unoccupied space that you occupied since the start of your last turn, and the attack misses you.

Psychoportive Mind

At 6th level, when you make a Dexterity ability check or a Dexterity saving throw, you can expend your psionic focus to roll an additional d20. You choose which of the d20s is used.

Tesseractactive Tunnelling

At 10th level, you can expend your psionic focus to quadruple the distance you teleport when you manifest a teleportation power. Additionally, when you are psionically focused hostile creatures within 30 feet of you must make an Intelligence saving throw to successfully manifest or cast a teleportation power, spell, or ability.

Time Hop

At 14th level, you can expend your psionic focus to attempt to send one creature that you can see within 60 feet forward in time and outside the time continuum. While outside the time stream, the target is incapacitated. The target must succeed on a Charisma saving throw or be sent forward in time one minute. Each round the target can attempt a new Charisma saving throw to return to the timestream. The target remains there until the ability ends, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.

Alternatively, if you use this power on yourself or a willing creature you may specify the exact duration of the time hop. You or the target remains outside the time stream and incapacitated until the specified duration ends, at which point you or the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.

Telepath

A psion who chooses the discipline of telepathy is known as a telepath. She is the master of powers that allow mental contact and control of other sentient creatures. A telepath can deceive or destroy the minds of his enemies with ease.

Telepath Bonus Powers

Power Level	Power
2nd	<i>Mindlink</i>
2nd	<i>Charm Person</i>
3rd	<i>Detect Thoughts</i>
5th	<i>Fear</i>
7th	<i>Compulsion</i>
9th	<i>Dominate Person</i>

Expanded Mind

You gain proficiency in two of the following skills: Animal Handling, Insight, Intimidation, Persuasion, Deception, or Performance.

Center of Attention

Starting at 2nd level when you choose this discipline, you can expend your psionic focus to exert an aura of power that grabs a creature's attention. Choose one creature you can see within 60 feet of you. It must make a Charisma saving throw. On a failed save, the creature is so thoroughly distracted by you that all other creatures are invisible to it until your concentration ends. This effect ends if the creature can no longer see or hear you or if it takes damage

Telepathic Mind

At 6th level, when you make a Charisma ability check or a Charisma saving throw, you can expend your psionic focus to roll an additional d20. You choose which of the d20s is used.

Modify Memory

At 10th level, when you charm another creature you may expend your psionic focus to alter the target's memory as described in the *modify memory* spell.

Mind Switch

At 14th level, You can use your action and expend your psionic focus to touch an incapacitated humanoid. You possess the creature's body and force the creature's mind into your body unless it succeeds on a Charisma saving throw. You can move your mind back into your own body whenever you desire or you are forced back into your own body after a number of days equal to

your Charisma modifier, which returns the subject's mind to its own body and ends the power. If the manifestation succeeds, your life force occupies the host body, and the host's life force takes over yours.

You can call on rudimentary or instinctive knowledge of the subject creature, but not upon its acquired or learned knowledge. The same is true for the subject in your body.

Variant Psion: The Wilder

Replace the psion's saves with:

Saves: Charisma, Wisdom

Replace the psion's manifesting ability with Charisma.

Add the [Font of Psionics](#) and the [Metamagic](#) abilities from the Sorcerer. Font of Psionics adds more power points directly, no need to track a separate total or convert.

Add the "Wild Magic" [Origin](#) feature from the Sorcerer.

Table: The Wilder (Power Points)

Level	Proficiency Bonus	Features	Talents Known	Powers Known	Power Pool	Power Points	Max Power Level (Pts.)	Max Power Points
1st	+2	Psionics, Psionic Focus, Origin	3	2	—	4	1st	2
2nd	+2	Font of Psionics, Telepathy	3	3	2	8	1st	2
3rd	+2	Metamagic	3	4	3	17	2nd	3
4th	+2	Ability Score Improvement	4	5	4	21	2nd	3
5th	+3	--	4	6	5	32	3rd	5
6th	+3	Origin feature	4	7	6	38	3rd	5
7th	+3	--	4	8	7	45	4th	6
8th	+3	Ability Score Improvement	4	9	8	52	4th	6
9th	+4	--	4	10	9	66	5th	7
10th	+4	Metamagic	5	11	10	74	5th	7
11th	+4	--	5	12	11	84	6th	9
12th	+4	Ability Score Improvement	5	12	12	85	6th	9
13th	+5	--	5	13	13	96	7th	10
14th	+5	Origin feature	5	13	14	97	7th	10
15th	+5	--	5	14	15	109	8th	11
16th	+5	Ability Score Improvement	5	14	16	110	8th	11
17th	+6	Metamagic	5	15	17	124	9th	11
18th	+6	Origin feature	5	15	18	132	9th	13
19th	+6	Ability Score Improvement	5	15	19	142	9th	13
20th	+6	Transcendence	5	15	20	153	9th	13

PSIONIC POWER LIST

Talents (0 Level)

Absorb Weapon (New)
Blade Ward
Concussive Blast (New)
Dancing Lights
Energy Beam (New)
Guidance
Hammer Touch
Mage Hand
Mindlink (New)
Mind Thrust (New)
Minor Illusion
Psionic Creation (New)
Resistance
True Strike

1st Level

Absorb Elements (XGTE)
Animal Friendship
Body Adjustment (New)
Catapult (XGTE)
Cause Fear (XGTE)
Chameleon (New)
Charm Person
Comprehend Languages
Command
Cure Wounds
Detect Magic
Disguise Self
Empty Mind (New)
Energy Blade(New)
Energy Ray (New)
Expeditious Retreat
False Life
Feather Fall
Floating Disk
Heroism
Identify
Invisibility
Jump
Longstrider
Mage Armor
Magic Missile
Precognition (New)
Sanctuary
Shadow Blade (XGTE)

Share Memory (New)
Shield
Silent Image
Sleep
Thought Shield (New)

2nd Level

Aid
Alter Self
Blindness/Deafness
Blur
Calm Emotions
Darkvision
Detect Thoughts
Energy Ammunition (New)
Energy Burst (New)
Energy Bolt (New)
Enhance Ability
Enlarge/Reduce
Enthrall
Hold Person
Inflict Pain (New)
Invisibility
Lesser Restoration
Levitate
Locate Object
Mind Spike (XGTE)
Mirror Image
Misty Step
Ray of Enfeeblement
See Invisibility
Shadow Blade (XGTE)
Shatter
Spider Climb
Suggestion

3rd Level

Blink
Clairvoyance
Dispel Magic
Energy Wall (New)
Fear
Fly
Gaseous Form
Haste
Hypnotic Pattern

Id Insinuation
Major Image
Life Transference (XGTE)
Nondetection
Protection from Energy
Sending
Slow
Tongues
Thunder Step (XGTE)
Vampiric Touch
Water Breathing
Water Walk
X-Ray Vision

4th Level

Arcane Eye
Compulsion
Confusion
Dimension Door
Energy Claw
Energy Weapon
Freedom of Movement
Greater Invisibility
Hallucinatory Terrain
Intellect Fortress (New)
Locate Creature
Phantasmal Killer
Polymorph
Resilient Sphere
Stoneskin

5th Level

Animate Objects
Arcane Hand
Awaken
Create Astral Construct (New)
Dominate Person
Dream
Energy Wave (New)
Far Step
Geas
Greater Restoration
Hold Monster
Legend Lore
Mislead

Modify Memory
Psionic Blast
Srying
Seeming
Skill Empowerment (XGTE)
Synaptic Static (XGTE)
Telekinesis
Telepathic Bond
Teleportation Circle
Wall of Force

6th Level

Disintegrate
Find the Path
Globe of Invulnerability
Guards and Wards
Irresistible Dance
Mass Suggestion

Mental Prison (XGTE)
Move Earth
Programmed Illusion
True Seeing

7th Level

Etherealness
Forcecage
Mirage Arcane
Plane Shift
Prismatic Spray
Project Image
Psychic Crush
Reverse Gravity
Simulacrum
Teleport

8th Level

Antipathy/Sympathy
Clone
Demiplane
Dominate Monster
Feeblemind
Maze
Mind Blank

9th Level

Astral Projection
Foresight
Gate
Prismatic Wall
Psychic Scream (XGTE)
Shapechange
Time Stop
Wish

The Psimple Psychic Warrior (Fighter Martial Archetype)

The “psimple” Psychic Warrior draws on the PHB Eldritch Knight to create variant Fighter archetype for players and DMs who want psionics in their campaign but don’t want to learn or rely on playtest materials.

The Psychic Warrior combines a mastery of warfare with raw psionic power. Psychic Warriors use techniques similar to Psions (or Mystics).

Table: The Psychic Warrior (Power Points)

Psychic Warrior Level	Talents Known	Powers Known	Power Points	Max Power Level (Max Points)
3rd	2	3	4	1st (2)
4th	2	4	6	1st (2)
5th	2	4	6	1st (2)
6th	2	4	6	1st (2)
7th	2	5	14	2nd (3)
8th	2	6	14	2nd (3)
9th	2	6	14	2nd (3)
10th	3	7	17	2nd (3)
11th	3	8	17	2nd (3)
12th	3	8	17	2nd (3)
13th	3	9	27	3rd (5)
14th	3	10	27	3rd (5)
15th	3	10	27	3rd (5)
16th	3	11	32	3rd (5)
17th	3	11	32	3rd (5)
18th	3	11	32	3rd (5)
19th	3	12	38	4th (6)
20th	3	13	38	4th (6)

Psionics

As a student of psionics, you know and have mastered a limited number of powers from the psychic warrior powers list at the end of the document. Your powers follow the same rules as spells except as noted below.

Talents

At 3rd level, you know two Talents of your choice from the psychic warrior spell list. You can prepare additional psychic warrior Talents of your choice at higher levels, as shown in the Talents Prepared column of the Psychic Warrior table.

Power Points

The psion table shows how many power points you have to manifest your powers of 1st level and higher. To cast one of these psion powers, you must a number of power points (see Table:

Power Point Cost) of the power's level or higher. You regain all expended power power when you finish a long rest. You can't manifest a power above your "Max Power Level."

For example, at 4rd-level if you know the 1st-level power *thunderwave* and have 4 power points available, you can cast *thunderwave* as a 1st-level power by spending 2 power points. At 7th-level if you know the 1st-level power *thunderwave* and have 14 power points available, you can cast *thunderwave* as a 1st-level power by spending 2 power points or as a 2nd-level power by spending 3 power points.

Table: Power Point Cost

Power Level	Point Cost
1st	2
2nd	3
3rd	5
4th	6

Use the variant rules from page 288 ("Variant: Spell Points) for this version of the Psychic Warrior.

Alternate Option: Power Slots

Use the table from PHB ("Eldritch Knight Spellcasting") to determine how many power slots you have to cast your powers of 1st level and higher. To cast one of these psychic warrior powers, you must expend a slot of the power's level or higher. You regain all expended power slots when you finish a long rest.

For example, if you know the 1st-level power thunderwave and have a 1st-level and a 2nd-level power slot available, you can cast thunderwave using either slot.

Powers Known of 1st Level and Higher

You know two 1st-level powers of your choice from the psychic warrior power list.

The Powers Known column of the psychic warrior table shows when you learn more psychic warrior powers of your choice. Each of these powers must be equal to your "Max Power Known" (or of a level for which you have powers slots if using the power slots option). For instance, when you reach 8th level in this class, you can learn one new power of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the psychic warrior powers you know and replace it with another power from the psion power list, which also must be of a level equal to your "Max Power Known" (or of a level for which you have powers slots if using the power slots option).

Psionic Manifesting Ability

Wisdom is your spellcasting ability for your psion powers, since the power of your psionics relies on your ability to control your own mind. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a psion spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Psionic Manifesting Components

You do not need to use verbal components in your powers, instead you replace any verbal components with thought components. You can't cast a spell with a thought component if you are Frightened or Charmed.

Psychic Weapon

At 3rd level choose a weapon from one of the following two options: Bonded Weapon or Soul Knife.

Bonded Weapon: You learn the *blade meld* talent. Over the course of 1 hour short rest, you can bond a weapon to you. Once bonded, you cannot be disarmed unless you are incapacitated and if the weapon is on the same plane of existence, you can summon it to your hand as a bonus action. You can bond up to two weapons at once.

Soulknife: You gain the ability to manifest a blade of psionic energy. As a bonus action, you create scintillating knives of energy that project from one or both of your fists. You can't hold anything in your hands while manifesting these blades. You can dismiss them as a bonus action. For you, a soulknife is a martial melee weapon with the light and finesse properties. It deals 1d8 psychic damage on a hit. As a bonus action, you can prepare to use the blades to parry; you gain a +2 bonus to AC until the start of your next turn or until you are incapacitated.

Mind Blade

Starting at 3rd level, you can spend power points (or a power slot) to augment your psychic weapon's attack rolls and damage. You gain a bonus to attack and damage rolls with your psychic weapon depending on the number of power points (or slots) spent, as shown on the table below. This bonus lasts for 10 minutes.

Psi Points	(Power Slot)	Attack and Damage Bonus
2	1st	+1
5	3rd	+2
7	5th	+3

You cannot use more power points than your max power level as normal.

Battle Psionics

At level 7, you can use your action to manifest a talent and make one weapon attack as a bonus action. Additionally, whenever you slay an enemy creature with an attack with your psychic weapon, you immediately regain 2 power points.

Psionic Charge

At level 10, you can teleport up to 30 feet to a space you can see when using your Action Surge. The teleport can take place before or after the Action Surge.

Psychic Strike

At level 15, you can make an attack that phases through most defenses. As an action, you make one attack with your psychic weapon. Treat the target's AC as 10 against this attack, regardless of the target's actual AC.

Improved Battle Psionics

At level 18, you can make one weapon attack as a bonus action whenever you use your action to manifest a power.

PSYCHIC WARRIOR POWERS

Talents (0 Level)

Absorb Weapon (New)
Blade Ward
Booming Blade (SCAG)
Green-Flame Blade (SCAG)
Hammer (New)
Light
Lightning Lure (SCAG)
Mage Hand
Mindlink (New)
Primal Savagery (XGTE)
Sword Burst (SCAG)
True Strike
Weapon Graft (New)

1st Level

Absorb Elements (XGTE)
Absorb Weapon (New)
Body Adjustment (New)
Detect Magic
Earth Tremor (XGTE)
Expeditious Retreat

False Life
Feather Fall
Jump
Longstrider
Mage Armor
Shield
Thunderwave
Zephyr Strike (XGTE)

2nd Level

Blur
Darkvision
Energy Blade (New)
Energy Claw (New)
Enhance Ability
Enlarge/Reduce
Lesser Restoration
Levitate
Magic Weapon
Mirror Image
Misty Step
See Invisibility

Shadow Blade (XGTE)
Spider Climb

3rd Level

Blink
Energy Ammunition (New)
Energy Claw (New)
Energy Weapon (New)
Fly
Gaseous Form
Life Transference (XGTE)
Protection from Energy
Thunder Step (XGTE)
Vampiric Touch
Water Breathing
Water Walk

4th Level

Dimension Door
Fire Shield
Freedom of Movement
Stoneskin

The Psimple Psychic Agent, aka the Lurk (Rogue Archetype)

The “psimple” Psychic Agent draws on the PHB Arcane Trickster to create variant Rogue archetype for players and DMs who want psionics in their campaign but don’t want to learn or rely on playtest materials.

Some rogues with psionic potential or training enhance their abilities with psionic power. The Psychic Agent is a master of powers of the mind. Psychic Agents use techniques similar to Psions (or Mystics). Some are agents of the Aboleths or beings from another plane, while others are adventurers.

Table: The Psychic Agent (Power Points)

Psychic agent Level	Talents Known	Powers Known	Power Points	Max Power Level (Max Points)
3rd	3	3	4	1st (2)
4th	3	4	6	1st (2)
5th	3	4	6	1st (2)
6th	3	4	6	1st (2)
7th	3	5	14	2nd (3)
8th	3	6	14	2nd (3)
9th	3	6	14	2nd (3)
10th	4	7	17	2nd (3)
11th	4	8	17	2nd (3)
12th	4	8	17	2nd (3)
13th	4	9	27	3rd (5)
14th	4	10	27	3rd (5)
15th	4	10	27	3rd (5)
16th	4	11	32	3rd (5)
17th	4	11	32	3rd (5)
18th	4	11	32	3rd (5)
19th	4	12	38	4th (6)
20th	4	13	38	4th (6)

Psionics

As a student of psionics, you know and have mastered a limited number of powers from the psychic agent powers list at the end of the document. Your powers follow the same rules as spells except as noted below.

Talents

At 3rd level, you know the *Blind Spot* talent and three other Talents of your choice from the psychic agent spell list. You can prepare additional psychic agent Talents of your choice at higher levels, as shown in the Talents Known column of the Psychic Agent table.

Power Points

The Psychic Agent table shows how many power points you have to manifest your powers of 1st level and higher. To cast one of these psionic powers, you must a number of power points (see Table: Power Point Cost) of the power's level or higher. You regain all expended power power when you finish a long rest. You can't manifest a power above your "Max Power Level."

For example, at 4rd-level if you know the 1st-level power *sleep* and have 4 power points available, you can cast *sleep* as a 1st-level power by spending 2 power points. At 7th-level if you know the 1st-level power *sleep* and have 14 power points available, you can cast *sleep* as a 1st-level power by spending 2 power points or as a 2nd-level power by spending 3 power points.

Table: Power Point Cost

Power Level	Point Cost
1st	2
2nd	3
3rd	5
4th	6

Use the variant rules from page 288 ("Variant: Spell Points) for this version of the Psychic Agent.

Alternate Option: Power Slots

Use the table from PHB ("Arcane Trickster Spellcasting") to determine how many power slots you have to cast your powers of 1st level and higher. To cast one of these psychic agent powers, you must expend a slot of the power's level or higher. You regain all expended power slots when you finish a long rest.

For example, if you know the 1st-level power sleep and have a 1st-level and a 2nd-level power slot available, you can cast sleep using either slot.

Powers Known of 1st Level and Higher

You know two 1st-level powers of your choice from the psychic agent power list.

The Powers Known column of the psychic agent table shows when you learn more psychic agent powers of your choice. Each of these powers must be equal to your "Max Power Known" (or of a level for which you have powers slots if using the power slots option). For instance, when you reach 8th level in this class, you can learn one new power of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the psychic agent powers you know and replace it with another power from the psion power list, which also must

be of a level equal to your “Max Power Known” (or of a level for which you have powers slots if using the power slots option).

Psionic Manifesting Ability

Charisma is your spellcasting ability for your psion powers, since the power of your psionics relies on your ability to influence the minds of others. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a psion spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

Psionic Manifesting Components

You do not need to use verbal components in your powers, instead you replace any verbal components with thought components. You can't cast a power with a thought component if you are Frightened or Charmed.

Psionic Investigation

Starting at 3rd level, you can focus your mind to read the psionic imprint left on an object. If you hold an object and concentrate on it for 10 minutes (as if concentrating on a psionic discipline), you learn a few basic facts about it. You gain a mental image from the object's point of view, showing the last creature to hold the object within the past 24 hours. You also learn of any events that have occurred within 20 feet of the object within the past hour. The events you perceive unfold from the object's perspective. You see and hear such events as if you were there, but can't use other senses.

Additionally, you can embed an intangible psionic sensor within the object. For the next 24 hours, you can use an action to learn the object's location relative to you (its distance and direction) and to look at the object's surroundings from its point of view as if you were there. This perception lasts until the start of your next turn.

Once you use this feature, you can't use it again until you finish a short or long rest.

Psionic Ambush

Starting at 9th level, if you are hidden from a creature when you manifest a power on it, the creature has disadvantage on any saving throw it makes against the power this turn.

Modify Memory

Starting at 13th level, targets that have been charmed or enchanted by you no longer remember that they were charmed when your power's duration ends.

Create Psychic Thrall

At 17th level, you gain the ability to infect a humanoid's mind with a psionic seed of your own psyche. You can use your action to touch an incapacitated humanoid. That creature is charmed by you until a *remove curse* spell is cast on it, the charm condition is removed from it, or you use this feature again. You can communicate telepathically with the charmed creature as long as the two of you are on the same plane of existence.

PSYCHIC AGENT POWERS

Talents (0 Level)

Absorb Weapon (New)
Blind Spot (New)
Dancing Lights
Friends
Light
Mage Hand
Message
Mind Link (New)
Minor Illusion
True Strike
Vicious Mockery

1st Level

Bane
Charm Person
Comprehend Languages
Command
Detect Magic
Disguise Self
Expeditious Retreat
False Life
Feather Fall

Jump

Silent Image

Sleep

2nd Level

Blur
Calm Emotions
Darkvision
Invisibility
Locate Object
Mirror Image
Misty Step
See Invisibility
Suggestion

3rd Level

Clairvoyance
Detect Thoughts
Hypnotic Pattern
Major Image
Nondetection
Sending
Tongues

4th Level

Arcane Eye
Compulsion
Confusion
Greater Invisibility
Hallucinatory Terrain
Locate Creature
Phantasmal Killer

The Psimple Psionic Fist (Monk Tradition)

The “psimple” Psychic Fist draws on the PHB Way of the Four Elements to create variant Monk tradition for players and DMs who want psionics in their campaign but don’t want to learn or rely too heavily on playtest materials.

Psionic Fist

You follow a monastic tradition that trains you in the power of your mind. When you focus your ki, you can manifest a number of psionic powers.

Psionics

When you choose this tradition at 3rd level, you learn psionic powers that harness your ki.

You know two psionic talents (which do not cost ki) and two other psionic powers of 1st level from the psionic fist power list. A power requires you to spend ki points each time you use it. You learn one additional psionic fist power of your choice at 6th, 11th, and 17th level. You learn one additional psionic fist talent of your choice at 11th level.

The powers that you learn must be of a level that you can manifest (see Powers and Maximum Ki). For instance, when you reach 6th level in this class, you can learn one new power of 1st or 2nd level, but cannot learn a 3rd level power as these powers require 5 ki to manifest.

Whenever you learn a new psionic fist power, you can also replace one psionic fist power that you already know with a different power.

The maximum number of ki points you can spend to manifest a power in this way (including its base ki point cost and any additional ki points you spend to increase its level) is determined by your monk level, as shown in the Powers and Maximum Ki table.

Table: Powers and Maximum Ki

Power Level	Max Ki
3rd-4th	2
5th-7th	3
8th-10th	4
11th-15th	5
16th-20th	6

Table: Powers and Ki Point Cost

Power Level	Ki Point Cost
1st	2
2nd	3
3rd	5
4th	6

Psionic Manifesting Ability

Wisdom is your spellcasting ability for your powers, since the power of your psionics relies on your ability to control your own mind. You use your Wisdom whenever a power refers to your manifesting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a psion spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Psionic Manifesting Components

You do not need to use verbal components in your spells, instead you replace any verbal components with thought components. You can't cast a spell with a thought component if you are Frightened or Charmed.

PSIONIC FIST POWERS

Talents (0 Level)

Absorb Weapon (New)
Blade Ward
Booming Blade (SCAG)
Green-Flame Blade (SCAG)
Hammer (New)
Light
Lightning Lure (SCAG)
Mage Hand
Mindlink (New)
Sword Burst (SCAG)
True Strike
Weapon Graft (New)

1st Level

Absorb Elements (XGTE)
Body Adjustment (New)
Detect Magic
Earth Tremor (XGTE)
Energy Spray (New)
False Life
Thunderwave
Zephyr Strike (XGTE)

2nd Level

Darkvision
Energy Ray
Levitate
Misty Step
See Invisibility
Spider Climb

3rd Level

Gaseous Form
Energy Bolt
Protection from Energy
Vampiric Touch
Water Walk

4th Level

Dimension Door
Energy Wall
Freedom of Movement
Stoneskin

PSIONICS

Using Psionics

Using psionics follows the same rules as ["Casting a Spell"](#) in the 5e SRD, except as noted below.

- "Manifesting" replaces the term "spellcasting."
- "Manifest" replaces the term "cast."
- "Power" replaces the term "spell."
- "Verbal" and "(V)" components are replaced by "thought" components.

Manifesting Components

A power's components are the physical and mental requirements you must meet in order to manifest it. Each power's description indicates whether it requires thought (T), somatic (S), or material (M) components. If you can't provide one or more of a power's components, you are unable to manifest the power.

Thought (T)

Most powers require the focus of psionic power. Thus, a character who has the [Charmed](#) or [Frightened](#) condition, can't manifest a power with a thought component. (For any psionic power that is equivalent to an existing spell, replace Verbal (V) components with a Thought (T) component.)

Somatic (S)

Manifesting gestures might include a forceful gesticulation or an intricate set of gestures. If a power requires a somatic component, the manifester must have free use of at least one hand to perform these gestures.

Material (M)

Manifesting, unlike spellcasting, ignores the requirement that some powers require particular objects, specified in parentheses in the component entry. But if a cost is indicated for a component, a character must have that specific component before he or she can manifest the power.

NEW PSIONIC POWERS

Absorb Weapon

Transmutation Talent

Casting Time: 1 action

Range: Self

Components: V, S

Duration: up to 8 hours

You can absorb one weapon of up to 15 lbs into your body and a small tattoo that resembles the item absorbed appears on the skin of your arm. The absorbed item is undetectable by normal means, although the effect does give off a magical (psionic) aura. The item can be discharged as a bonus action into your hand or into a space next to you. If the effect ends without being discharged, the item falls to your feet.

Body Adjustment

1st-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

As an action, you regain a number of hit points equal to 1d6 + your spellcasting ability modifier.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d6 for each slot level above 1st

Chameleon

1st-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Until the end of your turn

Your skin and equipment take on the color and texture of nearby objects, including floors and walls.

You may take the Hide action as a bonus action even if you do not have cover or are in an area that is obscured.

Create Astral Construct

5th-level conjuration

Casting Time: 1 minute

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 hour

You create an astral servant made out of pure ectoplasm. Roll initiative for the construct, which has its own turns. It obeys any mental commands that you issue to it (no action required by you). If you don't issue any commands to the construct, it defends itself from hostile creatures but otherwise takes no actions.

If your concentration is broken, the construct doesn't disappear. Instead, you lose control of the construct, it becomes hostile toward you and your companions, and it might attack. An uncontrolled construct can't be dismissed by you, and it disappears 1 hour after you summoned it.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the challenge rating increases by 1 for each slot level above 5th. Alternatively, when you cast this spell using a spell slot of 6th level or higher, you can add one or more of the following abilities to your construct for each slot level above 5th.

Fast. The construct has a speed of 90 feet.

Fly. The construct has a fly speed of 50 feet (hover).

Immutable Form. The construct is immune to any spell or effect that would alter its form.

Large. The construct's size is now Large and its Slam attack deals an additional d4 damage.

Magic Resistance. The construct has advantage on saving throws against spells and other magical effects.

Magic Weapons. The construct's weapon attacks are magical.

Psychic Resistance. The construct has resistance to psychic damage.

Siege Construct. The construct deals double damage to objects and structures.

Squeezing Form. The construct can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Astral Construct

Medium elemental, neutral

Armor Class 14

Hit Points 104 (16d8 + 32)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	10 (+0)	15 (+2)	11 (+0)

Skills Perception +8

Damage Resistances force; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 18

Languages understands Common but doesn't speak it

Challenge 6 (2,300 XP)

Actions

Multiattack. The construct makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Ego Whip

2nd-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V

Duration: 1 round

Your rapid mental lashings assault the ego of your enemy, debilitating its confidence. The target must succeed on a Charisma saving throw or become incapacitated until the end of its next turn. A creature with an Intelligence score of 4 or less isn't affected.

Energy Ammunition

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

You touch a quiver containing arrows or bolts. When a target is hit by a ranged weapon attack using a piece of ammunition drawn from the quiver, the target takes an extra 1d6 acid, cold, fire, lightning, or thunder damage (your choice). The spell's magic ends on a piece of ammunition when it hits or misses, and the spell ends when ten pieces of ammunition have been drawn from the quiver.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the number of pieces of ammunition you can affect with this spell increases by two for each slot level above 3rd.

Energy Beam

Evocation Talent

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

As an action, you target one creature you can see within 90 feet of you. Make a ranged spell (power) attack against the target. On a hit, the target takes 1d8 acid, cold, fire, lightning, or thunder damage (your choice). The talent's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Energy Blade

2nd-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You manifest a blade of energy in your free hand. The blade is similar in size and shape to a longsword, and it lasts for the duration. If you let go of the blade, it disappears, but you can manifest the blade again as a bonus action.

You can use your action to make a melee spell attack with the fiery blade. On a hit, the target takes 2d6 acid, cold, fire, lightning, or thunder damage (your choice).

At Higher Levels. When you cast this power using a power slot of 4th level or higher, the damage increases by 1d6 for every two slot levels above 2nd.

Energy Blast

3rd-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

A bright streak flashes from your pointing finger to a point you choose within range and then blossoms with a low roar into an explosion of energy. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A creature takes 6d6 acid, cold, fire, lightning, or thunder damage (your choice) on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this power using a power slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Energy Bolt

3rd-level evocation

Casting Time: 1 action

Range: 100 foot by 5 foot line

Components: V, S

Duration: Instantaneous

A line of energy 100 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 6d6 acid, cold, fire, lightning, or thunder damage (your choice) on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this power using a power slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Energy Claw

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

You touch a willing creature. Until the power ends, that creature's natural weapons and unarmed strikes becomes encased in a type of energy you choose. When a target is hit by an attack with this weapon, the target takes an extra 1d6 acid, cold, fire, lightning, or thunder damage (your choice). The power ends when the weapon or unarmed strike has been used to attack ten times.

At Higher Levels. When you cast this power using a spell slot of 4th level or higher, the number of times the weapon can be used to attack before the power ends increases by two for each slot level above 3rd.

Energy Push

2nd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You project a solid blast of energy of the chosen type at a target. The target must make a Constitution saving throw. A creature takes 3d6 acid, cold, fire, lightning, or thunder damage (your choice) on a failed save and is pushed 10 feet away from you, or half as much damage on a successful one.

At Higher Levels. When you cast this power using a power slot of 3rd level or higher, it deals an extra 1d6 damage and a creature that fails its save is pushed an additional 10 feet away from you for each slot above 2nd.

Energy Ray

2nd-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You create three rays and hurl them at targets within 120 feet of you. You can hurl them at one target or several. Make a ranged power attack for each ray. On a hit, the target takes 1d10 acid, cold, fire, lightning, or thunder damage (your choice).

At Higher Levels. When you cast this power using a power slot of 3rd level or higher, you create one additional ray for each slot level above 2nd.

Energy Spray

1st-level evocation

Casting Time: 1 action

Range: 15-foot cone

Components: V, S

Duration: Instantaneous

A thin sheet of energy shoots forth from your outstretched hands. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d4 acid, cold, fire, lightning, or thunder damage (your choice) on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this power using a power slot of 2nd level or higher, the damage increases by 1d4 for each slot level above 1st.

Energy Wall

4th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a wall of roiling energy on a solid surface within range. You can make the wall up to 60 feet long, 20 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall is opaque and lasts for the duration.

When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 5d6 acid, cold, fire, lightning, or thunder damage (your choice), or half as much damage on a successful save.

One side of the wall, selected by you when you cast this spell, deals 5d6 damage (of the type you selected) to each creature that ends its turn within 10 feet of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage.

At Higher Levels. When you cast this power using a power slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

Energy Wave

5th-level evocation

Casting Time: 1 action

Range: 60-foot cone

Components: V, S

Duration: Instantaneous

A blast of overwhelming energy erupts from your hands. Each creature in a 60-foot cone must make a Constitution saving throw. A creature takes 8d6 acid, cold, fire, lightning, or thunder damage (your choice) on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this power using a power slot of 6th-level or higher, the damage increases by 1d6 for each slot level above 5th.

Energy Weapon

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

You touch a melee weapon. Until the spell ends, that weapon becomes encased in a type of energy you choose. When a target is hit by an attack with this weapon, the target takes an extra 1d6 acid, cold, fire, lightning, or thunder damage (your choice). The power ends when the weapon has been used to attack ten times.

At Higher Levels. When you cast this power using a spell slot of 4th level or higher, the number of times the weapon can be used to attack before the power ends increases by two for each slot level above 3rd.

Empty Mind

1st-level abjuration

Casting Time: 1 reaction, when you make a Wisdom, Intelligence, or Charisma saving throw

Range: Self

Components: V

Duration: Instantaneous

You empty your mind of all transitory and distracting thoughts, improving your self-control. You can roll a d4 and add the number rolled to the saving throw until the start of your next turn.

At Higher Levels. When you cast this power using a spell slot of 2nd level or higher, the size die you add to your saving throw increases for each slot level above 1st, to a d6 at 2nd, to a d8 at 3rd, to a d10 at 4th, and to a d12 at 5th.

Skate

Transmutation Talent

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: 1 round

As a bonus action, you, another willing creature, or an unattended object can slide along solid ground as if on smooth ice. If you manifest skate on yourself or another creature, the subject of the power retains equilibrium by mental desire alone, allowing her to gracefully skate along the ground, turn, or stop suddenly as desired. The skater's base walking speed increases by 10 feet.

The subject can skate up or down any incline or decline she could normally walk upon without mishap, though skating up an incline reduces the subject's speed to normal, while skating down a decline increases her speed by an additional 1 feet.

If you manifest skate on an object, treat the object as having only one-quarter of its normal weight for the purpose of dragging or pushing it along the ground.

Hammer

Evocation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

This power charges your touch with the force of a sledgehammer. Kinetic energy springs from your hand to deliver a sonic boom to a creature you try to touch. Make a melee spell (power) attack against the target. On a hit, the target takes 1d8 thunder damage, and it can't take reactions until the start of its next turn.

The power's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Id Insinuation

3rd-level enchantment

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 minute

Swift tendrils of thought disrupt the unconscious mind of one creature, sapping its might, twisting its mind, spawning delusions and provoking uncontrolled action. The target creature must succeed on a Wisdom saving throw when you cast this spell or be affected by it.

An affected target can't take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn.

d10	Behavior
1	The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.
2-6	The creature doesn't move or take actions this turn.
7-8	The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.
9-10	The creature can act and move normally.

At the end of each of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that target.

Intellect Fortress

4th-level abjuration

Casting Time: 1 reaction when you or an ally take damage from a spell or power

Range: 20 foot radius center around you

Components: V

Duration: 1 round

You encase yourself and your allies in a shimmering fortress of telekinetic force. Allies inside the the area of the intellect fortress have resistance to damage from spells (and powers) until the start of your next turn.

Mind Thrust

Enchantment Talent

Casting Time: 1 action

Range: 120 feet

Components: V

Duration: Instantaneous

As an action, you target one creature you can see within 120 feet of you. The target must succeed on an Intelligence saving throw or take 1d8 psychic damage. The talent's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Mindlink

Enchantment Talent

Casting Time: 1 bonus action

Range: 120 feet

Components: V

Duration: Concentration, up to 1 minute

As a bonus action, you can communicate telepathically with one willing creature you can see within 120 feet of you. You forge a telepathic bond with one willing creature. You can communicate telepathically through the bond even if you do not share a common language. No special power or influence is established as a result of the bond. The target must have an Intelligence of at least 2, otherwise this talent fails and the action is wasted.

Precognition

1st-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Up to 1 hour

Precognition allows your mind to glimpse fragments of potential future events—what you see will probably happen if no one takes action to change it. In practice, manifesting this power grants you a “precognitive edge.” You can have only a single precognitive edge at one time. You must use your edge within a period of one hour, at which time your pre-knowledge fades and you lose your edge.

You can use your precognitive edge in a variety of ways. You can use your edge to roll a d4 and add the number rolled to either an attack roll, a damage roll, a saving throw, or an ability check.

Psionic Blast

5th-level enchantment

Casting Time: 1 action

Range: 30 foot cone

Components: V

Duration: Concentration, up to 1 minute

The air ripples with the force of your mental attack, which blasts the minds of all creatures in range. Creatures within the blast must succeed on a Constitution saving throw or be stunned until the end of your next turn.

Psychic Crush

7th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Your will abruptly and brutally crushes the mental essence of any one creature, debilitating its acumen. The target must make a Wisdom saving throw. It takes 7d8 + 30 psychic damage on a failed save, or half as much damage on a successful one.

Share Memory

1st-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You momentarily link your mind with a willing creature and share a single memory of no longer than 1 minute. You can show the target one of your memories, show the target one of its own memories, or view one of the target's memories.

Sense Link

1st-level enchantment

Casting Time: 1 bonus action

Range: 30 feet

Components: V

Duration: Concentration, up to 1 hour

As a bonus action, you forge a telepathic bond with one willing creature. As an action, you can see through the creature's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the creature has. During this time, you are deaf and blind with regard to your own senses. This power ceases to function if the creature moves to another plane of existence.

Concussive Blast

Evocation Talent

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

As an action, you target one creature or one a small unsecured object you can see within 60 feet of you. A creature must make a Constitution saving throw. On a failed save, a creature takes 1d6 force damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed. A small unsecured object targeted by your power is automatically pushed 10 feet away from you and takes 1d6 force damage.

The talent's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Thought Shield

1st-level abjuration

Casting Time: 1 reaction when you take psychic damage

Range: Self

Components: V

Duration: 1 round

You fortify your mind against intrusions, gaining resistance to psychic damage until the start of your next turn.

Tower of Iron Will

5th-level abjuration

Casting Time: 1 reaction when you or an ally make a saving throw against an effect that causes charmed, frightened, paralyzed, stunned or unconsciousness conditions

Range: 20 foot radius center around you

Components: V

Duration: 1 round

You generate a bastion of thought so strong that it offers protection to you and everyone around you, improving the self-control of all. Allies inside the the area of the tower of iron will have advantage on saving throws against any effects that cause charmed, frightened, paralyzed, stunned or unconsciousness conditions until the start of your next turn.

Weapon Graft

Transmutation Talent

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 minute (hour)?

As a bonus action, a one-handed melee weapon you hold becomes one with your hand. For the next minute, you can't let go of the weapon nor can it be forced from your grasp.

PSIONIC PSPECIES

Thri-Kreen Traits

Ability score increase. Your Dexterity score increases by 2 and your Wisdom score increases by 1.

Age. Thri-Kreen grow to adulthood quickly in the harsh environment of their homeland. A Thri-Kreen typically undergoes a rite of passage into adulthood after 10 years, and most live to be no more than 60 years old.

Size. Thri-Kreen range in size from just under six feet to just under seven feet tall and have slender builds. Your size is medium.

Alignment. Thri-Kreen refuse to be chained, generally avoiding even the ideas that limit other species. They lean strongly towards chaos and neutrality.

Speed. Your base walking speed is 35 feet.

Multi-armed: You have four arms. As a bonus action, once per round, you may interact with your environment up to two additional times, as long you are not holding anything in two of your hands. In addition, these hands may be used to hold items (such as extra weapons or ammunition), although they do not necessarily grant you additional actions to attack.

Jumper: You are always considered to have a running start when jumping.

Alien Mind: You can't be put to sleep with magic.

Naturally Psionic: At 1st level, you gain the *Far Step* talent, at 3rd level you gain 2 power points and know the *Chameleon* power, and at 5th level you can gain 3 power points and know the *Spider Climb* power. You must finish a long rest to regain these power points. Wisdom is your manifesting ability. *(If using the power slots rules: At 1st level, you gain the Far Step talent, at 3rd level you can manifest Chameleon once per long rest, and at 5th level you can manifest Spider Climb once per long rest. Wisdom is your manifesting ability.)*

Languages. You can speak, read, and write Kreen and Common. Kreen is a language that allows for quick communication of complex ideas, incorporating clicks and bioluminescent pulses to change the meanings of words.

Half-Giant Traits

Ability Score Increase. Your Strength score increases by 1, and your Constitution score increases by 2.

Age. Half-Giants have life spans comparable to humans. They enter adulthood in their late teens and usually live less than a century.

Alignment. Half-Giants society, with its emphasis on confrontation and conflict, has a strong chaotic bent.

Size. Half-Giants are between 7 and 8 feet tall and weigh between 250 and 400 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Fire Acclimated: You're acclimated to high temperatures and naturally adapted to hot climates as described in chapter 5 of the *Dungeon Master's Guide*. In short you will not accrue levels of exhaustion caused by hot climates.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Naturally Psionic: At 1st level, you gain the *Hammer Touch* talent. At 3rd level you gain 2 power points and choose one of the following powers: *Earth Tremor* or the *Thunderwave*. You know this power. At 5th level you can gain 3 power points and know the *Enlarge/Reduce* power. You must finish a long rest to regain these power points. Wisdom is your manifesting ability.

(If using the power slots rules: At 1st level, you gain the Hammer Touch talent, at 3rd level you can manifest Earth Tremor or the Thunderwave (select only one) once per long rest, and at 5th level you can manifest Enlarge/Reduce once per long rest. Wisdom is your manifesting ability.)

Languages. You can speak, read, and write Common and Giant.

Kalashtar Traits

Your kalashtar character has certain traits deriving from your Dal Quor ancestry.

Ability Score Increases. Your Charisma score increases by 2, and your Wisdom or your Intelligence score increases by 1.

Age. Kalashtar age at a rate similar to that of humans.

Alignment. The Quori soul causes kalashtar to tend towards Lawful and Good in nature.

Size. Kalashtar are medium size, and range in height and weight similar to humans.

Speed. Your base walking speed is 30 feet.

Commanding Presence. You gain proficiency in the Persuasion skill.

Dreamless. Kalashtar sleep but do not dream. The kalashtar is immune to any effect that requires the target to be dreaming or places the target into a dreaming state. Spells that conjure or manifest a creature's nightmares also have no effect on the kalashtar.

Dual Soul. You have advantage on all saving throws against effects that cause the charmed condition and possession.

Naturally Psionic: At 1st level, you gain the *Mindlink* talent. At 3rd level you gain 2 power points and know the *Share Memory* power. At 5th level you can gain 3 power points and know the *Detect Thoughts* power. You must finish a long rest to regain these power points. Charisma, Wisdom, or Intelligence (your choice) is your manifesting ability.

(If using the power slots rules: At 1st level, you gain the Mindlink talent, at 3rd level you can manifest Share Memory once per long rest, and at 5th level you can manifest Detect Thoughts once per long rest. Charisma, Wisdom, or Intelligence (your choice) is your manifesting ability.)

Languages. Kalashtar speak Quor and Common.

NEW PSIONIC FEATS

Wild Talent

Choose a class or subclass: psion, wilder, psychic warrior, psionic fist, or psychic agent.

You learn two talents of your choice from that class's power list. In addition, choose one 1st-level power from that same list. You learn that power and can manifest it at its lowest level.

You gain 2 power points. You must finish a long rest to regain these power points.

(If using the power slots option add the following instead: Once you cast it, you must finish a long rest before you can manifest it again.)

Your manifesting ability for these powers depends on the class you chose: Charisma for wilder or psychic agent; Wisdom for psionic fist or psychic warrior; or Intelligence for psion.



Thanks for reading the "Psimple Psionics" by DM Rob and DM Matt of [Dungeon Master of None.](#) Check out our podcast for more suggestions and homebrews!
