

## Psionic Powers 5e v0.01 (preplaytesting)

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clairsentience 6

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Displays: A - auditory, P - physical, M - mental, O - olfactory, V - visual; each manifester may describe their displays as they see fit

### *Psionicist Power List*

Energy Ball

Speed of Thought

Psychic Daze

Detect Psionics

Astral Construct

Mind Blast

Psychic Barrier

Wave Beam

Shape Weapon

Telekinetic Force

Deny Gravity

Plane Phase

Force Shield

Agitate Matter

Phased Form

Defy Detection

Death Urge

Synaptic Slayer

Pierce the Veils

Telepathic Link

Control Creature

Alter Form

Create Clone

Read Thoughts

Fade from Mind

Futuresight

Hypercognition

Fate Link

Time Hop

Ironflesh

## Shatter Power

### *Ardent Power List*

Refresh  
Speed of Thought  
Psychic Daze  
Mind Blast  
Physique Surge  
Telekinetic Force  
Phased Form  
Defy Detection  
Synaptic Slayer  
Pierce the Veils  
Telepathic Link  
Control Creature  
Read Thoughts  
Futuresight  
Hypercognition  
Fate Link  
Time Hop  
Shatter Power

### *Psychic Warrior Power List*

Claws of the Beast  
Hammer  
Energy Ball  
Wave Beam  
Shape Weapon  
Physique Surge  
Telekinetic Force  
Force Shield  
Alter Form  
Fate Link  
Ironflesh

### ***Energy Ball***

psychokinetics

**Manifesting Time:** 1 action

**Range:** 60 feet

**Display:** A, V

**Duration:** instantaneous

You send a ball of energy streaking towards your target. Choose one creature within range and make a ranged power attack against the target. The target takes 1d6 plus your manifesting ability force damage.

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

*Augmentations:* You may spend focus dice on the following effects.

- One die: change this power's damage dice to d8s.
- One die: the power's range increases to 90 feet.
- One die: instead of making a ranged power attack, each creature in a 15-foot cone originating from you must make a Dexterity saving throw against your power save DC. Creatures in the cone take full damage on a failed saving throw or half as much on a successful one.
- Two dice: instead of making a ranged power attack, choose a point within range. Each creature within a 20-foot sphere of that point must make a Dexterity saving throw against your power save DC. A creature takes full damage on a failed save, or half as much damage on a successful one.
- Two dice: change this power's damage dice to d10s.
- Three dice: the power's range increases to 180 feet.
- Three dice: change this power's damage dice to d12s.
- Four dice: at the start of the target's next turn, it takes damage from this power as though you hadn't augmented it.

### **Hammer**

biomorphics

**Manifesting Time:** 1 bonus action

**Range:** touch

**Display:** A, P

**Duration:** concentration, up to 1 minute

With a thought, you strengthen bone and flesh, allowing the target to strike with the force of a sledge. For the duration, the target's unarmed strikes deal 1d8 plus the target's Strength or Dexterity modifier (their choice) bludgeoning damage.

The unarmed strike damage increases by 2 when you reach 5th level (1d8+2), 11th level (1d8+4), and 17th level (1d8+6).

*Augmentations:* You may spend focus dice on the following effects.

- One die: the target's unarmed strikes are magic.
- One die: whenever the target deals damage to a creature, that creature must make a Strength saving throw against your power save DC. If it fails, it is pushed back 10 feet.
- One die: the power no longer requires concentration to maintain. Change its duration to 10 minutes. You may dismiss the power at any time (no action required from you).
- Two dice: rather than touching the target, you may choose up to three creatures within 30 feet of you to gain the benefits of this power.
- Two dice: the power no longer requires concentration to maintain. Change its duration to 1 hour. You may dismiss the power at any time (no action required from you).

- Three dice: the power no longer requires concentration to maintain. It remains functional until it is dismissed or dispelled, or until you take a long rest. You may dismiss the power at any time (no action required from you).
- Three dice: the target's unarmed strikes deal force damage instead of bludgeoning damage. Their attacks also deal an additional 1d8 damage.
- Four dice: the damage dealt by this power ignores all resistances and immunities.

### **Speed of Thought**

psychoporation

**Manifesting Time:** 1 action

**Range:** touch

**Display:** A, M, V

**Duration:** 1 round

When you manifest this power, you alter a creature's personal time stream slightly. Choose one of the following options. Both effects last for the power's duration. An unwilling creature may make a Charisma saving throw against your power save DC to resist the effect.

- *Accelerate*: The target may use the Dash and Use an Object actions as bonus actions.
- *Decelerate*: The target cannot make reactions.

**Augmentations:** You may spend focus dice on the following effects.

- One die: change the power's duration to concentration (up to 1 minute). An unwilling creature affected by this power can make a Charisma saving throw at the start of each of its turns to end its effects.
- One die: change the power's range to 30 feet.
- one ???
- Two dice: when you use the accelerate option for this power, the target's speed is doubled and it has advantage on Dexterity saving throws. When you use the decelerate option for this power, the target's speed is halved and it takes a -2 penalty to AC and on Dexterity saving throws.
- two age or grow younger one year
- Three dice: change the power's duration to concentration (up to 1 hour). An unwilling creature affected by this power can make a Charisma saving throw at the start of each of its turns to end its effects.
- Three dice: change the power's range to 30 feet. The power affects each creature in a 30-foot burst from that point. All unwilling creatures in the burst must make a Charisma saving throw against your manifester DC to resist the effect.
- Four dice: when you use the accelerate option for this power, the target gains an additional action it can use on its turn. Once this power ends, the target cannot take any actions on its next turn. When you use the decelerate option for this power, the target can use either an action or a bonus action on its turn, but not both.

### **Psychic Daze**

telepathy

**Manifesting Time:**

**Range:**

**Display:**

**Duration:**

works like daze spell; dice ramp up HD affected etc.

### **Detect Psionics**

clairsentience

**Manifesting Time:**

**Range:**

**Display:**

**Duration:**

works like detect magic for psionics... duh? this power is just lame, though

### **Astral Construct**

metacreativity

**Manifesting Time:**

**Range:**

**Display:**

**Duration:**

creates a basic creature (CR 1/2; get on that ya loser DM); focus improves it (use menus like 3.X did?)

### **Mind Blast**

telepathy

**Manifesting Time:** 1 action

**Range:** 30-foot cone

**Display:** A, M

**Duration:** instantaneous

You manifest this power and send crushing waves of psionic energy surging forward. Creatures in the power's area must make an Intelligence saving throw against your power save DC. Those that fail their save take  $2d8 +$  your manifesting ability modifier psychic damage and are stunned for 1 round.

*Augmentations:* You may spend focus dice on the following effects.

- One die: increase the damage dealt by  $2d8$ . Targets failing their saving throw are now stunned for 1 minute. They may repeat their saving throw at the start of each of their turns to end the stunned condition.
- One die: the cone's area becomes 60-feet
- Two dice: incapacitates?
- Three dice: knocked back 15 ft

### **Psychic Barrier**

psychokinetics

**Manifesting Time:** 1 action

**Range:** 5-foot wall 5 feet tall

**Display:** V, P

**Duration:** concentration, up to 1 minute

create a wall of psychic energy dealing 1d6 to adjacent augmentations:

one - force energy instead

one - improve damage

two - bigger wall

three - ???

### **Wave Beam**

psychokinetics

**Manifesting Time:** 1 round

**Range:** 30-foot line 5-feet wide

**Display:** V, A

**Duration:** instantaneous

deals 2d10 force damage white blue light

augmentations:

one - another 2d10 damage but takes another round

one - longer line

one - ???

two - pushes target to end of line

two - ???

three - fires an additional beam

three - really long line?

four - disintegrates targets reduced to 0

### **Refresh**

biomorphics

**Manifesting Time:** 1 action

**Range:** touch

**Display:** P, O

**Duration:** instantaneous

stabilizes a target; augments can cure disease/poison, heal damage, fix exhaustion

telekinetic force

psychokinetics

**Manifesting Time:** 1 bonus action

**Range:** 30-feet

**Display:** V

**Duration:** concentration, up to 1 minute

creates a hand that lifts up to 5 pounds or can manipulate as bonus action

augmentations:

one - doubles weight capacity  
one - doubles range  
one - no concentration  
two -  
three -

physique surge  
biomorphics

**Manifesting Time:**

**Range:**

**Display:**

**Duration:**

bonuses to athletics and acrobatics; dice do neat things on related notes (advant S/D checks, etc.)

deny gravity  
psychokinetics

**Manifesting Time:**

**Range:**

**Display:**

**Duration:**

feather fall and hover one inch base effect; dice cause levitation, flight, etc., give an attack form at two dice

plane phase  
psychoportation

**Manifesting Time:**

**Range:**

**Display:**

**Duration:**

short distance teleportation; dice increase distance, and later add in options for planar travel

shape weapon  
metacreativity

**Manifesting Time:**

**Range:**

**Display:**

**Duration:**

base form makes a weapon “magical” +1d4 damage; dice give +s or add damage properties, give threat ranges, etc.

claws of the beast  
biomorphics

**Manifesting Time:**

**Range:**

**Display:**

**Duration:**

gain two claw attacks; dice can give threat range, increase damage, etc.

force shield

psychokinetics

**Manifesting Time:** reaction

**Range:** self

**Display:**

**Duration:**

+1 to AC; dice increase bonus (+4 max), give duration, and/or allow targeting others

agitate matter

metacreativity

**Manifesting Time:**

**Range:**

**Display:**

**Duration:**

heats/cools metal with different effects for each (disarm and ??? perhaps?); dice allow other matter types to change, make it deal damage as well, etc.

phased form

psychoportation

**Manifesting Time:**

**Range:** self

**Display:**

**Duration:**

makes an attack have disadvantage; dice give duration, allow other targets, grant bonus to AC?, etc. maybe even grant actual phasing...

defy detection

clairsentience

**Manifesting Time:**

**Range:**

**Display:**

**Duration:**

leave no trail; dice give stealth bonus, give disadvantage to trackers, grant nondetection, etc.

telepathic link

telepathy

**Manifesting Time:**

**Range:**

**Display:**

**Duration:**

short range telepathy but must be willing; dice make longer range, allow further links, allows metaconcert effect, etc.

death urge

telepathy

**Manifesting Time:**

**Range:**

**Display:**

**Duration:**

target makes cha save with advantage or attacks self and crits; dice make this harder to resist (lose advantage at 1 die, with disadvantage at 3 dice), deal more damage, etc.

synaptic slayer

telepathy

**Manifesting Time:**

**Range:**

**Display:**

**Duration:**

fear; dice cause fear, up duration, and make damage happen (phantasmal killer)

pierce the veils

clairsentience

**Manifesting Time:**

**Range:**

**Display:**

**Duration:**

bonus on perception and investigation with sight; dice can give to ally, gain darkvision, truevision, etc.

control creature

telepathy

**Manifesting Time:**

**Range:**

**Display:**

**Duration:**

command; dice improve to suggestion and dominate

alter form

biomorphics

**Manifesting Time:**

**Range:**

**Display:**

**Duration:**

alter self; dice do enlarge/reduce, polymorph, etc. but self only (one die effect to target)

create clone

metacreativity

**Manifesting Time:**

**Range:**

**Display:**

**Duration:**

mirror image without dice, but gets to be like fission with more dice

read thoughts

telepathy

**Manifesting Time:**

**Range:**

**Display:**

**Duration:**

bonus on interaction; dice make it act like detect thoughts and later can alter memories, etc.

fade from mind

telepathy

**Manifesting Time:**

**Range:**

**Display:**

**Duration:**

stealthy; invisibility, etc.

futuresight

clairsentience

BLURG

can grant self bonus on next d20 rolled

use dice to force another to view multiple futures causing sickened, get bigger bonuses, etc.

hypercognition

clairsentience

BLURG

bonuses on knowledge checks

use dice for bigger bonuses, eventually can just state facts about things, etc.

fate link

clairsentience

You harness your psychic power to tie one's fate with another.  
two creatures within 30 feet make save; fail means they both take damage/feel pain  
use dice to make one gain disadvantage on all checks if fail CON save when other dies, gain same conditions, etc.

time hop  
psychoportation  
BLURG  
force target forward in time one round  
use dice to get more targets, more rounds (charisma save to end), or send self backwards 1 round

ironflesh  
biomorphics  
Waves of psionic energy flow across your body, hardening it into the strongest of steel  
+1 AC  
use dice for bigger bonuses, more targets, etc.

shatter power  
psychoportation  
BLURG  
dispels single power of 1st level or lower on touch  
use dice for higher level spells, more targets, target an area, etc.