Psionic Powers 5e v0.01 (preplaytesting)

psychokinetics 6
biomorphics 6
psychoportation 6
metacreativity 6
clairsentience 6
telepathy 8

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
psychoportation
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 ½; 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.