

# Psion Power List

## Talents (Cantrips)

### Accelerate

#### *Transmutation*

Casting Time: 1 bonus action

Range: Touch

Components: S

Duration: Instantaneous

The target and its belongings move slightly faster, for a short time. Until the start of your next turn, the target gains 5 Speed and its ranged projectile attacks add 10 to their base range.

### Blinding Flash

#### *Evocation*

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous

You manifest a dazzling flash of light in the target space. Creatures adjacent to the target space must succeed a Constitution saving throw, or suffer disadvantage on the next attack roll they make before the end of their next turn. Those with Sunlight Sensitivity have disadvantage on the save.

### Create Ammunition

#### *Conjuration*

Casting Time: 1 bonus action

Range: 15 feet

Components: S

Duration: 1 minute

You draw ectoplasm from the Ethereal Plane and shape it into a simple projectile. It takes the form of ten pieces of ammunition such as arrows, bolts, darts, or sling bullets. They appear in an open hand or quiver of a target within range. The ammunition is mundane, save for the fact that it can strike creatures in the Ethereal Plane, and ignores the Resistance and Immunity of Incorporeal creatures to piercing, bludgeoning, or slashing damage.

**At Higher Levels.** The ammunition becomes magical and its attack roll and damage increases when you reach 5th level (+1), 11th level (+2), and 17th level (+3).

## Crystal Shard

### *Conjuration*

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Instantaneous

Propels a razor-sharp fragment of crystal at a target. Make a power attack roll. If it hits, the target takes 1d6 piercing damage and the crystal remains lodged in the target. If the target is affected by any spell or power before the end of your next turn, the crystal shard explodes, dealing 1d6 force damage to the target.

**At Higher Levels.** This power's primary damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6). Each also increases its secondary damage by 1.

## Dissipating Touch

### *Conjuration*

Casting Time: 1 action

Range: Touch

Components: S

Duration: Instantaneous

With a touch, you disperse surface matter from the target by teleporting it randomly nearby. Make a melee power attack against the target. If it hits, the target takes 1d10 force damage. This attack has a critical damage multiplier of x3.

**At Higher Levels.** This power's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

## Death Perception

### *Divination*

Casting Time: 1 action

Range: Touch

Components: S

Duration: Instantaneous

By touching a corpse that has been dead for less than 24 hours, you learn the target's name and cause of death (ie. bludgeoning, poison, etc.).

## Doomsay

### *Divination*

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Instantaneous

You announce how the target will die in a possible future. The target must make a Charisma saving throw, or suffer 1d4 psychic damage and be Frightened of you until the end of the target's next turn.

**At Higher Levels.** This power's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

## Empathy

### *Enchantment*

Casting Time: 1 action

Range: 15 feet

Components: S

Duration: Concentration, up to 1 minute

Creating an empathic connection, you can vaguely sense a humanoid target's emotional state for the duration of the power - but not any deeper insight into its thoughts. The target may make a Charisma save to resist, and is aware of the power use if it succeeds. A target that is not truly human simply appears to be calm.

## Entangling Ectoplasm

### *Conjuration*

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Concentration, up to 2 rounds

Pulling ectoplasm from the Ethereal Plane, you wrap a target in the sticky substance. The target must succeed a Strength saving throw or be Grappled for the duration of the power. As an action on its turn, the target may pull free from the ectoplasm to end the power early, requiring no check. The target's Speed is reduced by 5 upon breaking free as an action, until the end of their turn.

## Float

### *Transmutation*

Casting Time: 1 action

Range: Self

Components: S

Duration: Concentration, up to 1 minute

By making yourself lighter, you buoy yourself in a liquid and prevent yourself from sinking for the duration.

## Graft

### *Transmutation*

Casting Time: 1 action

Range: Touch

Components: S

Duration: Instantaneous

Manipulating your own flesh and blood, you graft it upon the target's wounds, transferring up to 5 hit points from yourself to the target.

**At Higher Levels.** You may transfer up to 5 more hit points when you reach 5th level (10), 11th level (15), and 17th level (20).

## Hyperthought

### *Transmutation*

Casting Time: 1 reaction, which you can take after you make an Intelligence-based skill check

Range: Self

Components: S

Duration: Instantaneous

Forcefully sifting through your own memories on a subject, you add your Intelligence modifier again to the triggering skill check. The strain on your mind inflicts you with psychic damage equal to your Intelligence modifier. This psychic damage cannot be negated or resisted.

## Move

### *Evocation*

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous, or Concentration up to 1 minute, at your choice

A panel of psionic force pushes against the target. When this power is manifested and again on each of your turns for the duration, the target must make a Strength saving throw or be pushed 5 feet away from you, up to a maximum of 35 feet away.

## Psychic Dagger

### *Illusion*

Casting Time: 1 action

Range: 120 feet

Components: S

Duration: Instantaneous

You create and throw a sensory projection of a dagger that causes phantom pain where it strikes. Make a ranged spell attack roll against the target, dealing 1d10 psychic damage on a hit.

**At Higher Levels.** This power's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

## Prediction

### *Divination*

Casting Time: 1 reaction, when another creature's turn starts within range

Range: 60 feet

Duration: Instantaneous

Attempt to predict the action the target creature will take on its turn. If the target is another player's character, pass a note in secret to the GM. If your guess is correct, the target has Advantage or Disadvantage on their action, at your choice. If the action requires a saving throw, you may grant Advantage or Disadvantage to the saving throw, at your choice.

## Read Object

### *Divination*

Casting Time: 1 action

Range: Touch

Components: S

Duration: Instantaneous

By touching an object, you learn vague details about the most recent emotionally charged event it was involved in (ie. there was an argument, this pot was thrown, the vague location of the argument).

## Synesthesia

### *Transmutation*

Casting Time: 1 action

Range: Self

Components: S

Duration: Concentration, up to 1 minute

For the duration, you may alter your perception to process the input of one sense as another, or more keenly share input between your senses. You may choose one of the following:

- Gain a +1 bonus to Investigation and Perception checks for the duration.
- Become Blinded, but suffer no penalties from the Blinded condition.
- Become Deafened, but suffer no penalties from the Deafened condition.
- Lose your sense of smell or taste, gaining Advantage on saves against smell and taste.

**At Higher Levels.** This Investigation and Perception bonus increases by 1 when you reach 5th level (+2), 11th level (+3), and 17th level (+4).

# 1st Level

## Spell Access as Powers

Absorb Elements

Acid Stream

Arms of Hadar

Burning Hands

Catapult

Charm Person

Detect Magic

Earth Tremor

Expeditious Retreat

Feather Fall

Floating Disk

Frost Fingers

Grease

Ice Knife

Id Insinuation

Identify

Jump

Longstrider

Puppet

Sense Emotion

Shield

Silvery Barbs

Sleep

Sudden Awakening

Tasha's Hideous Laughter

Thunderwave

## Attraction

### *Enchantment*

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: 1 hour

You plant an obsession in the mind of the target. The target may make an Intelligence saving throw to resist, or be charmed for the duration. The obsession can be toward a particular person or an object. The target will take reasonable steps to meet, get close to, attend, or find the object of its implanted obsession. The target won't perform obviously suicidal actions. If you make the target feel an attraction to yourself, you can't command them indiscriminately, although the target will be more willing to listen to you.

If the object of the target's obsession is a creature and attempts to harm the target, the target may make a new saving throw to end the power early.

## Conceal Thoughts

### *Enchantment*

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 hour

You obfuscate your own thoughts. While this power is active, Insight checks made towards you have Disadvantage. If your mind is read, the reader must make an Intelligence saving throw. On a failure, you may replace the information they would receive with whatever you choose.

## Deceleration

### *Transmutation*

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Concentration, up to 1 minute

You create a distorted pocket within a target space. Creatures suffer a -1 penalty to AC and Dexterity saving throws while inside. A creature that starts its turn within the space has its Speed halved. Ranged weapons fired from or passing through the pocket have their range halved.

As a reaction, you can move the pocket up to 30 feet in any direction.

**At Higher Levels.** When you manifest this power at 2nd level or higher, for each power level above 1st you can create an additional pocket within range. When you use your reaction to move the pockets, you may move each pocket.

## Deja Vu

### *Enchantment*

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: 1 round

Creating a minor loop in the target's mind, you force it to make an Intelligence saving throw or repeat its previous action on its next turn, upon the same target. If the action is impossible, the target instead does nothing on their next turn.

**At Higher Levels.** When you manifest this power at 2nd level or higher, you can affect one additional creature for each level above 1st. The creatures must be within 30 feet of each other when you target them.

## Demoralize

### *Enchantment*

Casting Time: 1 action

Range: Self (15 foot cube)

Target: Self (15 foot cube)

Components: S

Duration: Concentration, up to 1 minute

By radiating psychic unease, you may force enemies within the area of effect to make an Intelligence saving throw or be Frightened of you until the power ends. A frightened enemy can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**At Higher Levels.** When you manifest this power at 2nd level or higher, it gains a Range of 30 per level above 1st.

## Energy Rays

### *Transmutation*

Casting Time: 1 bonus action

Range: Touch

Components: S

Duration: 1 minute

Gathering a reservoir of energy, you grant the target the ability to hurl energy rays as an attack for the duration of this power. When you manifest this power, you choose fire, cold, lightning, or thunder as the damage type for the energy rays. The rays use your ranged power attack roll, have a range of 100 feet, and deal 2d6 damage of their type.

**At Higher Levels.** When you manifest this power at 2nd level or higher, the damage of the rays increases by 1d6 per power level beyond 1st.

## False Death

### *Enchantment*

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: 1 minute

This power's target must succeed an Intelligence saving throw. If it succeeds, it takes 1d4 psychic damage. If it fails, the false sensation that it is dying is implanted in its brain. At the start of each of its turns, the target must make a false death saving throw. On achieving a total of three successes, the power ends. On a failure, the target takes 1d8 necrotic damage. On receiving a total of three failures, the target takes 3d8 necrotic damage and is incapacitated for one round, then the power ends. If the target receives any healing, the power ends.

**At Higher Levels.** When you manifest this power at 2nd level or higher, the necrotic damage on a failed death save increases by 1d8 per power level beyond 1st.

## Hammer

### *Evocation*

Casting Time: 1 action

Range: Touch

Components: S

Duration: Instantaneous

You strike a target with kinetic force, then create a loop that repeats the impact. Make a melee power attack to hit. On a hit, the target takes 2d8 force damage. At the start of its next turn, the target takes 2d8 force damage.

**At Higher Levels.** When manifesting this power at 2nd level or higher, the delayed damage repeats an additional time for each power level beyond 1st.

## Precognitive Attack

### *Divination*

Casting Time: 1 reaction, when you miss an attack

Range: Self

Duration: Instantaneous

The instant before you attack, you receive a vision of the target's reaction. You gain a +5 bonus to the triggering attack, ignore the AC bonus of the Shield spell, and roll twice against Mirror Image.

## Skate

*Transmutation*

Casting Time: 1 action

Range: Touch

Components: S

Duration: 1 minute

By altering friction and inertia upon the target creature or object, you allow it to slide along the ground as if on smooth ice. Against an unwilling creature, make a melee power attack roll to hit. It can be pushed easily, allowing heavy objects to be moved and inflicting Disadvantage on saving throws to avoid being forcefully moved. If on an incline, the target slides 20 feet down the incline at the start of each of their turns, and their Speed is halved when moving uphill.

**At Higher Levels.** When you manifest this power at 2nd level or higher, you can target one additional creature for each power level above 1st.

## Telepathic Projection

*Enchantment*

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Concentration, up to 1 minute

By projecting emotions onto the target telepathically, you force it to make a Charisma save or experience a powerful basic emotion of your choice, such as anger or regret. The emotion feels natural to the target. Even if the target succeeds, the feeling merely seems to be a passing intrusive thought.

**At Higher Levels.** When you manifest this power at 2nd level or higher, you may choose an additional target for each power level beyond 1st.

## 2nd Level

### Spell Access as Powers

Alter Self  
Arcane Lock  
Barkskin  
Cloud of Daggers  
Crown of Madness  
Darkvision  
Detect Thoughts  
Dragon's Breath  
Dust Devil  
Earthbind  
Enhance Ability  
Flame Blade  
Flaming Sphere  
Gust of Wind  
Heat Metal  
Hold Person  
Kinetic Jaunt  
Knock  
Levitate  
Mental Barrier  
Mind Spike  
Mind Thrust  
Mirror Image  
Phantasmal Force  
Scorching Ray  
See Invisibility  
Shatter  
Suggestion  
Thought Shield  
Warding Wind  
Warding Bond

## Biofeedback

### *Transmutation*

Casting Time: 1 action

Range: Self

Components: S

Duration: 1 hour

Subtly morphs the body around strikes, reducing all incoming bludgeoning, piercing and slashing damage by 2, to a minimum of 0. Other damage types are reduced by half of that amount, rounded up.

**At Higher Levels.** When you manifest this power at 3rd level or higher, you reduce incoming damage by an additional 1 per level beyond 2nd.

## Cloud Mind

### *Enchantment*

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Concentration, up to 1 minute

You make yourself completely undetectable to the subject by erasing all awareness of your presence from its mind. This power has the following effects, if the target fails an Intelligence saving throw.

First, you are invisible and inaudible to the creature. It cannot even detect your presence by means of blindsense, blindsight, scent, or tremorsense. It cannot pinpoint your location by any means.

Second, the subject remains unaware of your actions, provided you do not make any attacks or cause any obvious or directly threatening changes in the subject's environment. If you attack the subject creature, the effect ends.

If you take an action that creates a sustained and obvious change in the subject's environment—for example, attacking a creature aside from the subject or moving a large or attended object the subject can see—the subject immediately gains a new saving throw against the power.

## Concealing Amorpha

### *Conjuration*

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Concentration, up to 1 minute

The target space is enveloped in a membrane of ectoplasm that distorts vision into it from the outside. As a bonus action on your turn, you may move the membrane up to 30 feet. When a creature or object inside the membrane is attacked, roll a d20. On a result of 11 or higher, the attack missed due to the distortion.

## Concussion Blast

### *Evocation*

Casting Time: 1 action

Range: 100 feet

Components: V

Duration: Instantaneous

A target you select is pummeled with telekinetic force for 2d6 + your manifesting ability modifier points of force damage. Concussion blast always affects a subject within range that you can see, without a save or attack roll.

**At Higher Levels.** When you manifest this power at 3rd level or higher, you can target an additional target or increase the damage by 1d6 per level beyond 2nd.

## Detect Hostile Intent

### *Divination*

Casting Time: 1 action

Range: Self

Components: S

Duration: Concentration, up to 1 minute

You can detect when creatures within 30 feet have ill intent towards you or your allies. Mere annoyance or dislike can be differentiated from active malicious intent, and from intent to kill. While this power is active, you have a +2 bonus to Initiative checks and cannot be surprised.

## Explosive Push

### *Evocation*

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

In a sudden explosive blast, creatures in and adjacent to the target space take 3d6 fire damage, or half as much on a successful Dexterity save. You may choose to exclude the target space from the blast. Creatures that fail their saves are thrown 20 feet away from the target space. A creature within the target space is thrown 20 feet up instead, unless excluded from the blast.

**At Higher Levels.** When you manifest this power at 3rd level or higher, you can increase the damage by 1d6 per level beyond 2nd.

## Feat Leech

### *Divination*

Casting Time: 1 action

Range: 5 feet

Components: S

Duration: Concentration, up to 24 hours

By creating an imprint from the target's mind, you gain access to one Feat of your choice that the target has. If the target has no Feats you desire, you gain a temporary +2 bonus to their highest Ability Score. An unwilling target then loses access to that Feat, or receives a temporary -2 penalty to that Ability Score, for the duration. A target that is both aware of this power and unwilling may attempt a Charisma saving throw to resist.

## Inflict Pain

### *Illusion*

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S

Duration: 1 round

A target you select experiences sudden, wracking pain that contorts their body. The target must make a Constitution saving throw. The target suffers 3d6 psychic damage, or half as much on a successful save. If the target fails, it drops all objects it is holding and falls Prone, unable to stand for the duration.

**At Higher Levels.** When you manifest this power at 3rd level or higher, you can target an additional target or increase the duration by 1 round per level beyond 2nd. All targets must be within 30 feet of one another.

## Mental Disruption

### *Enchantment*

Casting Time: 1 bonus action

Range: Self (15-foot cube)

Target: Self (15-foot cube)

Components: V, S

Duration: Instantaneous

Radiating psychic static, you interfere with the mental concentration of enemies within the area of effect. Targets must pass a Wisdom saving throw, or lose Concentration and suffer Disadvantage on their next attack roll.

**At Higher Levels.** When you manifest this power at 3rd level or higher, you can cause targets to take 1d4 psychic damage per level beyond 2nd, adding the damage dealt to the save DC.

## Recall Agony

### *Evocation*

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

A temporal anomaly recreates past wounds on the target. The target must make a Constitution saving throw or suffer damage equal to all healing they have received in the past 24 hours, halved on a success. A target that has made death saving throws within the past 24 hours takes an additional 5 points of damage for each death saving throw, regardless of their save result.

**At Higher Levels.** When you manifest this power at 3rd level or higher, you can target an additional target per level beyond 2nd. All targets must be within 30 feet of one another.

## Sustenance

### *Transmutation*

Casting Time: 1 action

Range: Self

Components: S

Duration: 24 hours

Through meditation and photosynthesis, you do not need to eat, drink or sleep as long as you receive at least one hour of exposure to direct sunlight, or eight hours of exposure to firelight. Each time you take a short rest for the duration, you may roll 3d6 and regain that many hit points.

## Swarm of Crystals

*Conjuration*

Casting Time: 1 action

Range: Self (30-foot cone)

Components: S

Duration: Concentration, up to 1 minute

A fan of razor sharp crystals are created and thrown in a cone in front of you. The crystals inflict 3d8 points of piercing damage, or half as much on a successful Dexterity saving throw. Sharp crystals remain embedded in the targets, dealing 2d4 piercing damage for each 5 feet it moves. The embedded shards disappear when the power ends, or can be removed using a Medicine check against your save DC minus 2 as an action.

**At Higher Levels.** When you manifest this power at 3rd level or higher, you can increase the initial damage by 1d8 per level beyond 2nd.

## 3rd Level

### Spell Access as Powers

Blink

Catnap

Clairvoyance

Counterspell

Daylight

Dispel Magic

Enemies Abound

Fear

Fireball

Fly

Haste

Hypnotic Pattern

Incite Greed

Intellect Fortress

Lightning Bolt

Protection from Energy

Psionic Blast

Sending

Slow

Thunder Step

Tongues

Water Breathing

Water Walk

Wind Wall

## Body Adjustment

### *Transmutation*

Casting Time: Non-action on manifester's turn

Range: Self

Components: S

Duration: Instantaneous

You may manifest this power on your turn even while unable to act due to a condition. By taking manual control of your body, you may end any Paralysis, Petrification, Poisoned or Polymorphed effects that you are under. If the effect originated from a spell of 4th level or higher, make an ability check using your manifesting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends. You also remove 1d12 points of damage from yourself, shifting your body to close wounds and compensate for damage.

**At Higher Levels.** When you manifest this power at 4th level or higher, you can increase the damage removed by 1d12 and affect spells of 1 level higher without requiring a check, per level beyond 3rd.

## Danger Dodge

### *Divination*

Casting Time: 1 reaction, when triggering a trap, readied attack, readied spell/power, or AoO

Range: Self

Components: S

Duration: Instantaneous

Before the triggering effect takes place, you may move up to 30 feet. If you are still within the range or the area of the effect, the attack roll has Disadvantage, and your saves have Advantage. Any damage you would take from the triggering effect is halved.

**At Higher Levels.** When you manifest this power at 4th level or higher, you can affect another creature within 30 feet who would also be affected by the triggering effect, per level beyond 3rd.

## Dismiss Ectoplasm

### *Abjuration*

Casting Time: 1 action

Range: 120 feet

Components: S

Duration: Instantaneous

Ectoplasmic or conjured objects and effects within a 20-foot radius of the target space are destroyed. Incorporeal and conjured creatures in the area must make a Constitution saving throw against 5d10 force damage to take half damage.

**At Higher Levels.** When you manifest this power at 4th level or higher, you can increase the damage by 2d10 per level beyond 3rd.

## Energy Bolt

### *Transmutation*

Casting Time: 1 action

Range: Touch

Components: S

Duration: Concentration, up to 1 minute

Gathering a reservoir of energy, you grant the target the ability to hurl energy bolts as an action for the duration of this power. When you manifest this power, you choose fire, cold, lightning, or thunder as the damage type for the energy bolts. The bolts are launched in a 120 foot line, requiring a Dexterity save against your power save DC to halve the damage, and deal 3d6 damage of their type.

**At Higher Levels.** When you manifest this power at 4th level or higher, the damage of the rays increases by 1d6 per power level beyond 3rd.

## Energy Burst

### *Transmutation*

Casting Time: 1 action

Range: Touch

Components: S

Duration: Concentration, up to 1 minute

Gathering a reservoir of energy, you grant the target the ability to radiate energy as an action for the duration of this power. When you manifest this power, you choose fire, cold, lightning, or thunder as the damage type for the energy burst. The burst explodes in a 20-foot radius around the target, requiring a Dexterity save against your power save DC to halve the damage, and deals 3d6 damage of their type.

**At Higher Levels.** When you manifest this power at 4th level or higher, the damage of the burst increases by 1d6 per power level beyond 3rd.

## Energy Retort

### *Transmutation*

Casting Time: 1 action

Range: Self

Components: S

Duration: 1 minute

Choose a damage type from fire, cold, lightning and thunder. For the duration of this power, whenever a creature within 30 feet deals damage to you it takes 3d6 damage of the chosen type and the remaining duration of this power is reduced by 1 round.

**At Higher Levels.** When you manifest this power at 4th level or higher, the damage of the retort increases by 1d6 per power level beyond 3rd.

## Eradicate Invisibility

### *Evocation*

Casting Time: 1 action

Range: Self (40-foot cube)

Target: Self (40-foot cube)

Components: S

Duration: Instantaneous

Invisibility effects within the area of effect immediately end. Invisible creatures affected experience a sudden shock of psychic backlash, suffering 4d6 psychic damage.

**At Higher Levels.** When you manifest this power at 4th level or higher, the damage increases by 1d6 per power level beyond 3rd.

## High-Frequency Edge

### *Evocation*

Casting Time: 1 bonus action

Range: 5 feet

Components: S

Duration: Concentration, up to 1 minute

For the duration target piercing or slashing weapon within range critically hits on a roll of 18, 19 or 20. The weapon's damage becomes force damage.

**At Higher Levels.** When you manifest this power at 4th level or higher, the critical hit rate of the weapon increases by 1 per power level beyond 3rd.

## Mental Repulsion

### *Enchantment*

Casting Time: 1 action

Range: 5 feet

Components: S

Duration: Concentration, up to 1 minute

For the duration, any hostile creature attempting to move adjacent to or attack the target is affected by a powerful mental repulsion and must pass a Charisma saving throw. If they fail, they are unable to move adjacent to or attack the target this turn and take 1d6 psychic damage.

**At Higher Levels.** When you manifest this power at 4th level or higher, you can target an additional creature per power level beyond 3rd.

## Mind Trap

### *Enchantment*

Casting Time: 1 reaction, when affected by a targeted divination, illusion or enchantment effect

Range: Same plane

Components: V

Duration: Concentration, up to 1 hour

When you detect a creature attempting to invade your mind or direct a divination spell upon you, you psionically seize and grapple their mind. The creature must pass a Charisma save or be Stunned for the duration, and you know the direction to their current location. Whenever the creature takes damage, you must make a Concentration check as if you took damage to maintain the grip on their mind. Another creature can use its action to shake the target awake, permitting it another Charisma save to end the effect.

## Share Pain

### *Enchantment*

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: 1 minute

Through a telepathic connection, you offload the pain from your mind onto the target. The target must make an Intelligence save, or take 3d6 psychic damage. A successful save halves the damage. Whether the target saves or not, you gain temporary hit points equal to the damage dealt.

Whenever you would have to make a Concentration check due to damage for the duration, the target receives the pain instead and must make the check in your place. At the start of its turn, the target can make an Intelligence save to end the effect.

**At Higher Levels.** When you manifest this power at 4th level or higher, the damage increases by 1d6 per power level beyond 3rd.

## Time Hop

### *Evocation*

Casting Time: 1 action

Range: Touch

Components: S

Duration: 3 rounds

With a touch, you hurl your target briefly forward through time. Make a power attack roll if the target is unwilling. On a hit, the target ceases to exist for the duration, then reappears at the end of your turn when the duration ends. You may end the power at any time as a bonus action.

At the start of its turn, after at least one round has passed, the target may take 2d8 force damage to make a Wisdom save. If it succeeds, it forces itself back into time and the power ends.

**At Higher Levels.** When you manifest this power at 4th level or higher, the damage increases by 1d8 per power level beyond 3rd.

## Touchsight

### *Divination*

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: 1 hour

Speaking a word, you create a vibration in the area in a 20-foot radius around you through which you can feel objects and creatures. Within that range, you have blindsense. Within that range, you can effectively see anything that isn't behind total cover, even if you're Blinded or in darkness. Moreover, you can see an Invisible creature within that range, unless the creature successfully hides from you.

## 4th Level

### Spell Access as Powers

Banishment

Charm Monster

Confusion

Dimension Door

Divination

Dominate Beast

Ego Whip

Fire Shield

Freedom of Movement

Ice Storm

Polymorph

Raulothim's Psychic Lance

Sickening Radiance

Stoneskin

Storm Sphere

Synchronicity

Vitriolic Sphere

Wall of Fire

## Aura Sight

### *Divination*

Casting Time: 1 action

Range: Self

Components: M (A crystal ball)

Duration: Concentration, up to 1 minute

Focusing your psionic power into your eyes, you gain the ability to see the souls of creatures. Within a range of 60 feet, you can see auras around creatures as a reflection of their owner's personality and alignment. You have Advantage on Insight checks against any creature within range and can attempt them as a non-action once per round, as emotions and lies create obvious manifestations within the aura. You can also locate invisible creatures by their soul aura.

Any creature you have performed an Insight check on using this effect has Disadvantage on power saves against your enchantment and illusion powers until the start of your next turn.

## Death Urge

### *Enchantment*

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You implant a telepathic urge of self-destruction within the target's mind. It must pass an Intelligence saving throw, or spend its next turn seeking the quickest way to end its own life. If the target's position would compell it to attempt a truly suicidal action, such as throwing itself from a mountain cliff, it may make a second saving throw. If the second saving throw succeeds, it seeks a less severe form of self-harm.

## Detect Remote Viewing

### *Divination*

Casting Time: 1 action

Range: Same plane

Components: S

Duration: 24 hours

For the duration of this power, you can detect when a creature uses a divination effect to spy upon you. If a divination spell or effect has a viewing point, you can detect its manifestation with your normal senses. A deactivated viewing point leaves residue behind for 1 hour. As an action, you can touch the viewing point or residue of a divination effect to trace it. The caster must pass

an Intelligence saving throw, or you can peer through the divination and see their location instead.

## Empathic Feedback

*Enchantment*

Casting Time: 1 action

Range: Self

Components: S

Duration: 1 minute

For the duration of this power, if an adjacent creature damages you, you may use your reaction to assault its mind with a telepathic surge of remorse as if it had attacked a dear loved one. The attacker must make an Intelligence saving throw, or be Stunned for 1 round.

## Personality Parasite

*Enchantment*

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: 1 minute

The target's mind splits off a self-antagonistic second personality, unless it passes a Charisma saving throw. Every round, you have 3 points of antagonism to spend. Whenever the target would make a Concentration check, attack roll, ability check or a saving throw you can spend a point of antagonism to have the split personality interfere, inflicting them with Disadvantage. Spending multiple points on a roll inflicts multiple rolls of Disadvantage. Each time the pool of antagonism points reaches 0, the target may make a new saving throw to end this power.

**At Higher Levels.** When you manifest this power at 5th level or higher, you can target another creature per power level beyond 4th.

## Power Leech

*Necromancy*

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Concentration, up to 1 minute

You form a parasitic connection with the target, sapping their mental energy. When affected by this power and at the start of each of its turns, the target must make an Intelligence save or suffer one of the following effects, in order of priority should an effect be invalid:

- Lose 1 power point
- Lose one of its lowest level remaining spell slots
- Take 2d6 psychic damage

Whenever the creature fails its saving throw, you gain 1 temporary power point which vanishes at the end of your next turn.

## Psychic Reformation

*Transmutation*

Casting Time: 10 minutes

Range: Touch

Components: S

Duration: Instantaneous

You alter a willing target's mind and body, allowing you to reallocate any number of their Ability Score Improvements, Feats, and Proficiencies desired.

## Trace Teleport

*Divination*

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: 24 hours

For the duration of this power, you can detect when a creature uses a teleportation effect within range. If a creature teleports, it leaves behind residue for 1 hour which you can see. As an action, you can touch the residue of a teleportation to trace it. You can see through the other end of the teleportation as if a window were opened in the air, and can rotate the viewing window at will. If the teleportation occurred within the past minute, you also learn the direction and distance to the destination if it is on the same plane as you, or the plane to which it leads.

## Wall of Ectoplasm

### *Conjuration*

Casting Time: 1 action

Range: 120 feet

Components: S

Duration: Concentration, up to 10 minutes

A wall of oozing ectoplasm springs into existence at a point you choose within range. The wall is 6 inches thick and is composed of ten 10-foot-by-10-foot panels. Each panel must be contiguous with at least one other panel. Alternatively, you can create 10-foot-by-20-foot panels that are only 3 inches thick.

If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice). If a creature would be surrounded on all sides by the wall (or the wall and another solid surface), that creature can make a Dexterity saving throw. On a success, it can use its Reaction to move up to its speed so that it is no longer enclosed by the wall. On a failure, that creature is trapped inside of and Grappled by the wall.

The wall can have any shape you desire, and can occupy the spaces of creatures and objects, surrounding them in its mass. The wall doesn't need to be vertical or rest on any firm foundation, and can even float in midair. Thus, you can use this power to create floating platforms.

The wall is made of invulnerable ectoplasm, which cannot be damaged. The substance stops non-force spells, effects and projectiles passing through it, and can be walked upon. It can also be climbed easily by friendly creatures as if their walking speed were a climbing speed, the wall helping them along with friendly pseudopods. Hostile creatures that touch or end their turn next to the wall must make a Dexterity saving throw or be Grappled and dragged into the wall. Creatures can move into, through or out of the wall as if the movement was through difficult terrain.

Effects that would specifically harm an ooze or Incorporeal creature also destroy panels of the ectoplasm they contact.

## 5th Level

### Spell Access as Powers

Bigby's Hand  
Cone of Cold  
Contact Other Plane  
Control Winds  
Creation  
Dominate Person  
Dream  
Far Step  
Geas  
Hold Monster  
Immolation  
Modify Memory  
Passwall  
Scrying  
Synaptic Static  
Telekinesis  
Temporal Shunt  
Wall of Light

### Adapt Body

#### *Transmutation*

Casting Time: 1 action

Range: Touch

Components: S

Duration: 8 hours

For the duration of this power, the target's body is adapted to whatever non-magical environment it finds itself in. It is protected from extreme heat and cold, and can even walk across magma or swim in lakes of acid without harm. The target still needs to breathe (if it did before), but can go for twice as long without air before suffocating.

**At Higher Levels.** When you manifest this power at 6th level or higher, you can target another creature per power level beyond 5th.

## Catapsi

### *Abjuration*

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Concentration, up to 1 hour

A field of psionic interference extends around you. Within range, other creatures cannot manifest psionic abilities, and psionic effects entering the field cease to function. Spells and magical abilities are unaffected.

## Ectoplasmic Shambler

### *Conjuration*

Casting Time: 1 action

Range: 120 feet

Components: S

Duration: Concentration, up to 1 hour

You create a 20-foot-radius sphere of ectoplasmic fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured to hostile creatures. The ectoplasmic fog becomes clear to friendly creatures, and can be seen through. Any effect which would specifically harm an ooze or an Incorporeal creature destroys any 5-foot space of the fog it contacts.

Hostile creatures entering the fog, or starting or ending their turn in the fog must make a Strength saving throw or be Grappled. Hostile creatures within the fog cannot breathe or speak.

As a bonus action on your turn, you can command the fog to move using slow, ponderous flight up to 20 feet.

**At Higher Levels.** When you manifest this power at 6th level or higher, the radius of the fog increases by 20 feet for each power level above 5th.

## Leeching Barrier

*Necromancy*

Casting Time: 1 action

Range: Self

Components: S

Duration: Concentration, up to 1 minute

Whenever you succeed a saving throw against a spell, power or supernatural ability, you have Resistance to any damage you would take from it and the user must make an Intelligence save or suffer one of the following effects, in order of priority should an effect be invalid:

- Lose 1 power point
- Lose one of its lowest level remaining spell slots
- Take 2d6 psychic damage

Whenever a creature fails its saving throw against this power, you gain 1 temporary power point which vanishes at the end of your next turn.

## 6th Level

### Spell Access as Powers

Chain Lightning  
Disintegrate  
Mass Suggestion  
Globe of Invulnerability  
Mental Prison  
Psychic Crush  
Scatter  
Sunbeam  
True Seeing

### Aura Alteration

#### *Illusion*

Casting Time: 1 action  
Range: Touch  
Components: S  
Duration: 8 hours

If the target is under a compulsion, enchantment or illusion, you may end it immediately.

You can alter the target's aura for the duration, unless it passes a Charisma saving throw. When the target is examined using divination effects you may determine what its aura and alignment appears to be; what creature type it appears to be; and whether it appears to be telling the truth.

### Co-opt Concentration

#### *Enchantment*

Casting Time: 1 reaction, when you use an ability or spell that requires Concentration  
Range: 60 feet  
Components: S  
Duration: Special

This spell is not subject to the limit of a single spell per turn. You force the target to Concentrate on the triggering ability or spell for you, ending its current Concentration effect if it is maintaining one. An unwilling target may attempt a Charisma saving throw to resist. The effect lasts as long as the Concentration does.

As an action on its turn, the target can make a new saving throw to end this power. When this power ends prematurely, you may use a reaction to pick up the Concentration instead of letting it end, replacing anything you are currently Concentrating on.

## Fuse Flesh

### *Transmutation*

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Concentration, up to 1 minute

Two creatures within range, which must be adjacent to one another, are fused into conjoined bodies. Each creature loses the use of arms and legs on one side of its body. Each creature's Speeds are halved and they have Disadvantage on Dexterity saving throws. When one of the creatures takes damage, the other takes half of that damage.

**At Higher Levels.** When you manifest this power at 7th level or higher, you can target another creature per power level beyond 6th. Each creature must be adjacent to at least one other target, and a creature loses the use of arms and legs on each side of its body attached to another.

## Meteoric Flight

### *Evocation*

Casting Time: 1 action

Range: Self

Components: S

Duration: 8 hours

You launch into the air, traveling with a flying speed of 240 feet. If you stop moving or touch the ground, the power ends. If you end the power by impacting the ground, you are unharmed but creatures within a 30 foot radius must make a Dexterity saving throw or take 6d8 bludgeoning damage, be pushed 10 feet away from you and be knocked Prone, as you land with massive concussive force. A creature that makes its save takes half damage, and is not pushed away or knocked Prone.

**At Higher Levels.** When you manifest this power at 7th level or higher, the flying speed increases by 60 feet and the damage increases by 2d8 for each power level above 6th.

## Retrieve

### *Conjuration*

Casting Time: 1 action

Range: 120 feet

Components: V

Duration: Instantaneous

An object you can see is teleported to your hand, if it is small enough for you to grasp. If it is too large to grasp, it is teleported into the nearest open space to you instead. If a creature is holding the object and can see and hear you, it may attempt a Charisma save to resist.

## Suspend Life

### *Transmutation*

Casting Time: 1 action

Range: Self

Components: S

Duration: Instantaneous

You place yourself in suspended animation. While in this state, you are immobile and appear to be dead to all forms of detection. Beneficial spells and powers with a duration continue to affect you as if none of their duration was spent during the suspension. You remain aware of your surroundings and can use your reaction to end the suspended animation at any time.

In suspended animation, you experience the world moving around you at greater speeds should you wish to pass it by, a year in real time seeming as short as a day to you. Your body's needs for food and water are also suspended, hunger growing as if each passing year were only a day. If you are in a cold location, your need for food and water slows even further, allowing you to go as long as ten years without hunger or thirst.

When the suspended animation ends, if at least 4 hours have passed, you receive the benefits of a long rest.

## Temporal Acceleration

### *Transmutation*

Casting Time: 1 reaction

Range: Self

Components: V

Duration: Instantaneous

You may immediately take one action and one bonus action.

## 7th Level

### Spell Access as Powers

Crown of Stars  
Draconic Transformation  
Etherealness  
Fire Storm  
Forcecage  
Plane Shift  
Regenerate  
Reverse Gravity  
Teleport  
Whirlwind

### Decerebrate

#### *Conjuration*

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Concentration, up to 10 minutes

You teleport a portion of the target's brain stem to the ethereal plane, replacing it with ectoplasm, unless it passes a Constitution saving throw. For the duration, the target is biologically dead (but does not lose any hit points unless it is attacked while dead; treat it as Paralyzed for the purposes of attacks made against its body).

If you maintain Concentration for the full duration, you may end the power and make its effects permanent.

### Divert Teleport

#### *Conjuration*

Casting Time: 1 reaction, when a creature uses a teleportation ability in range

Range: 60 feet

Components: S

Duration: Instantaneous

You may choose the target destination instead of the creature's intended destination.

## Shuffle

*Conjuration*

Casting Time: 1 reaction

Range: 60 feet

Components: S

Duration: Instantaneous

Target two creatures or objects within range, or a creature or object and an empty space within range. The two switch places.

## 8th Level

### Spell Access as Powers

Demiplane

Dominate Monster

Earthquake

Feeblemind

Glibness

Mind Blank

### Shadow Body

*Transmutation*

Casting Time: 1 action

Range: Self

Components: S

Duration: Concentration, up to 10 minutes

You merge into your shadow. While within your shadow, you can move across any surface at your walking speed. You are Immune to damage except radiant and force damage, and you can interact with objects and creatures only through their shadows. A creature attempting to strike you physically must do so by manipulating its shadow to attack you, treating its weapon attacks as non-Proficient. Bludgeoning, piercing and slashing damage from attacks performed through shadows is dealt to you as force damage instead.

While you are inside your shadow, your attacks and abilities deal half damage, except those that deal necrotic or force damage.

## True Metabolism

*Transmutation*

Casting Time: 1 action

Range: Self

Components: S

Duration: 1 minute

Accelerating your body's natural healing to astounding levels, you regain 10 hit points immediately and at the start of each of your turns for the duration. At the end of the duration, you feel extremely hungry.

## 9th Level

### Spell Access as Powers

Astral Projection

Foresight

Psychic Scream

Time Stop

True Polymorph

Weird

Wish

### Affinity Field

*Transmutation*

Casting Time: 1 action

Range: Self

Components: S

Duration: 10 minutes

Connecting your aura with those of creatures within a 30 foot radius of you, you share beneficial spell and power effects with friendly creatures and detrimental spell and power effects with hostile creatures. A hostile creature makes a Charisma saving throw when it enters your Affinity Field for the first time. If it succeeds, it is immune to this use of the power.