

# Increased Psionic Reach

3th-level *Psychic Ranger* feature

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Psionic Ranger Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know. At each level, you get a choice between 2 spells (and 2 cantrips at 3rd). When you level up, you may change a spell previously selected to the other available spell.

## Psionic Ranger Spells

Ranger Level	Spell
3rd	<i>minor illusion, mind sliver, silent image, dissonant whispers</i>
5th	<i>mind spike, phantasmal force</i>
9th	<i>enemies abound, major image</i>
13th	<i>phantasmal killer, confusion</i>
17th	<i>synaptic static, dream</i>

## Psionic Power

### *3th-level Psychic Ranger feature*

You harbor a wellspring of psionic energy within yourself. This energy is represented by your Psionic Energy dice, which are each a d6. You have a number of these dice equal to twice your proficiency bonus, and they fuel various psionic powers you have, which are detailed below.

Some of your powers expend the Psionic Energy die they use, as specified in a power's description, and you can't use a power if it requires you to use a die when your dice are all expended. You regain all your expended Psionic Energy dice when you finish a long rest. In addition, as a bonus action, you can regain one expended Psionic Energy die, but you can't do so again until you finish a short or long rest.

When you reach certain levels in this class, the size of your Psionic Energy dice increases: at 5th level (d8), 11th level (d10), and 17th level (d12). The powers below use your Psionic Energy dice.

**Psionic Senses.** When you or another creature you can see within 30 feet of you rolls for a Survival, Medicine, Animal Handling, or Nature check, you can use your reaction to roll a psionic die and add the number rolled to the check. You expend the die only if the roll succeeds.

**Psionic Rebound.** When you miss with an attack, you can use your psionic powers to redirect the miss to maybe a hit. Roll the psionic die and add it to the attack roll. You only expend the die if the roll succeeds.

**Telepathic Connections.** Because of your time in the wilderness along with your newfound psychic abilities, you can connect telepathically with nature. As an action, you can roll a psionic die and multiply the number rolled by 10. This is how many minutes you can telepathically communicate with plants and animals as if using the spells *speak with animals* or *speak with plants* (the 30 foot radius stays centered on you). You can do this only once per long rest.

## Psychic Offenses

### *3th-level Psychic Ranger feature*

You can manifest your psionic power as shimmering weapons of psychic energy. Whenever you take the **Attack** action, you can manifest a psychic weapon from your free hand to attack with. This magic weapon can either be in the form of a blade or bow. It is considered a simple melee or ranged weapon with either the **finesse** and **light** properties or **two-handed** respectively. The ranged variant has a normal range of 80 feet and no long range. On a hit, these weapons deal psychic damage equal to 1d6 plus the ability modifier you used for the attack roll. The weapon vanishes immediately after it hits or misses its target, and it leaves no mark on its target if it deals damage. The damage increases by 1d6 at level 11 (2d6).

## Enhanced Offenses

*7th-level Psychic Ranger feature*

You have mastered new ways to use your psychic abilities, detailed below.

**Mind Rupture.** When attacking an enemy with your psychic weaponry, you can use your powers to reach into their mind and weaken their defenses. Roll a psionic die and decrease that enemy's AC by half the number rolled (rounded up) until your next turn. This can only be done once each combat encounter.

**Telekinetic Lunge.** When attacking with your psionic weapons, you can focus your psychic power and extend your reach. Double the range of whichever form of psychic weapon you are using. You can activate this ability up to half your proficiency bonus (rounded up) until needing a long rest. You may expend a psionic die to use this ability again.

## Shielded Mind

*11th-level Psychic Ranger feature*

At 11th level, you can muster up enough mental fortitude to block intrusions. You gain resistance to psychic damage. You can also protect yourself or others from affects that grant the **charmed** or **frightened** conditions. As a reaction, you can give yourself or a creature you can see within 30 feet being targeted by a spell or ability and give them advantage on the saving throw to resist the affect. You can perform this feature a number of times a day equal to half your proficiency bonus (rounded up).

## Psionic Explosion

*15th-level Psychic Ranger feature*

At level 15, your psychic abilities come to an apex. You can choose to forgo your action and bonus action to cause a massive psychic explosion. Choose a spot within 60 feet of you, that you can see, to make as the center of the psychic blast. All creatures in a 30 foot sphere are hit with a jarring mental blast. Each creature needs to roll an intelligence save against your spell DC or be **stunned** for 3 turns. Constructs aren't affected by this ability.

Because of the massive amount of focus and energy that is required to exert this psychic power, you will also be under the stunned condition for the duration. You may expend up to 4 psionic die and cause psychic damage to all that were stunned by this ability equal to the number rolled. You must complete a long rest before you use this ability again.