

The Psionicist v0.01 (preplaytesting) (inspired by an idea that the great Mouseferatu [Ari Marmell] shared)

Class Features

Hit Points

- Hit Die: 1d6 per psionicist level
- Hit Points at 1st Level: 6 + your Constitution modifier
- Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per psionicist level after 1st

Proficiencies

- Armor: none
- Weapons: daggers, darts, slings, quarterstaves, and light crossbows
- Tools: none
- Saving Throws: Intelligence; your Psychic Discipline feature grants you a second saving throw proficiency
- Skills: Choose two from Arcana, Deception, History, Insight, Investigation, Perception, and Persuasion

Equipment

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

- (a) a light crossbow with 20 bolts or (b) any simple weapon
- (a) a dungeoneer's pack or (b) an explorer's pack
- two daggers

Level	Proficiency Bonus	Features	Focus Dice	Powers Known	Psionic Combat Modes
1	+2	Manifesting, Psionic Focus (d4s), Psychic Discipline	2	2	-
2	+2		3	3	-
3	+2	Body Fuel, Psionic Combat	3	4	2
4	+2	Ability Score Improvement	4	5	2
5	+3	Improved Psionic Focus (d6s)	4	6	2
6	+3	Psychic Discipline feature	4	7	2
7	+3		5	8	3
8	+3	Ability Score Improvement	5	9	3
9	+4	Improved Psionic Focus (d8s)	5	10	3
10	+4		6	11	4
11	+4	???	6	12	4
12	+4	Ability Score Improvement	6	12	4
13	+5	Improved Psionic Focus (d10s)	7	13	4
14	+5	Psychic Discipline feature	7	13	4
15	+5		7	14	5
16	+5	Ability Score Improvement	8	14	5

17	+6	Improved Psionic Focus (d12s)	8	15	5
18	+6	Psychic Discipline feature	8	15	5
19	+6	Ability Score Improvement	9	15	6
20	+6	Mind Unleashed	9	15	6

Psychic Discipline: At 1st level, you choose a psychic discipline, shaping your psionic growth through one of six spheres: biomorphics, clairsentience, metacreativity, psychokinesis, psychoportation, or telepathy. Your choice grants you features at 1st level and again at 6th, 14th, and 18th level.

Sphere Saving Throw: Each discipline grants you proficiency with a specific saving throw.

Manifesting: You have tapped into the potential of your mind, granting you strange and wondrous new powers.

Powers Known: You know two powers of your choice from the psionist power list. The Powers Known column of the Psionist table shows when you learn more psionist powers of your choice. You may manifest the powers you know any number of times per day. Additionally, when you gain a level in this class, you can choose one of the psionist powers you know and replace it with another power from the psionist power list.

Manifesting Ability: Intelligence is your manifesting ability for your psionist powers, since your powers come directly from your mind. 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 psionist 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

Psionic Focus: You have one focus die, which is a d4. A focus die is expended when you use it. You regain all of your expended focus dice when you finish a short or long rest. You gain another focus die at 2nd, 11th level, and 17th level, for a total of four focus dice. As long as you have at least one focus die in your pool, you have psionic focus.

You may expend any number of focus dice when you manifest a power to select augmentations for that power. An augmentation states how many focus dice must be spent to use it.

Additionally, you may spend a single focus die when manifesting a power to do one of the following:

- Roll the focus die and add ½ of the result to your power attack roll.
- Roll the focus die and increase the power save DC by ½ of the value rolled.

Body Fuel: Beginning at 3rd level, if you have no remaining focus dice available to you, you may use a bonus action to spend any number of hit dice and gain an equal number of focus dice, up to your maximum number of focus dice.

Psionic Combat: Once you've reached 3rd level, your mind has been elevated, enabling you to perceive a "psychic dimension" where those with psionic abilities war in secret. When you gain this feature, select two psionic combat modes. The Psionic Combat Modes column of the Psionist table shows when you

learn more psionic combat modes of your choice. (see the [Psionic Character Options](#) document for a list of psionic combat modes and how psionic combat works)

Ability Score Improvement: 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.

Improved Psionic Focus: At 5th level, your focus dice turn into d6s. They turn into d8s at 9th level, d10s at 13th level, and d12s at 17th level.

Level 11 feature

Mind Unleashed: At 20th level, your Intelligence score increases by 4, to a maximum of 24. Additionally, when you would make an initiative check at the start of combat and have no focus dice, you gain one focus die.

Psychic Disciplines (1st gives nice thing for manifesting discipline powers, everything else is thematic without any set patterns)

Sphere of Biomorphics

To those versed in biomorphics, flesh is as simple to craft as clay. Also called “egoists,” these individuals forge weapons from their bodies to cleave through their foes.

Sphere Saving Throw: You gain proficiency with Strength saving throws.

Egoist's Prerogative: When you manifest a biomorphics power, you may choose a one die augmentation to apply to that power without spending focus dice. You must have psionic focus to use this feature and may do so three times, regaining spent uses after a long or short rest.

Reactive Armor: When threatened, your body responds to force in kind. Starting at 1st level, if you would take damage from a physical attack, you may use your reaction to spend a focus die and reduce the damage you would take by the amount rolled on the focus die.

Reforge Form: Upon gaining 6th level, you learn the secret of shaping your body to be something more. At the end of a short or long rest, you may choose either Strength, Dexterity, or Constitution. Until the next time that you take a short or long rest, that ability score is increased by 1.

Starting at 12th level, you may increase one of those ability scores by 2, or two of those ability scores by 1 each.

Vitalic Reknitting: Beginning at 14th level, the biomorphic energy that you channel suffuses your form and allows you to heal from grave wounds. During any turn in which you manifest a biomorphics power, you gain hit points equal to 6 + your Strength modifier.

Omnimorph: When you reach 18th level, you have become a master of biomorphic power. You may use an action on your turn to affect yourself with a *shapechange* spell. You do not need to have material components for the spell when you use this feature. Unlike a normal use of the *shapechange* spell, this

effect cannot be dispelled by *dispel magic* and cannot be countered by *counterspell*. However, the effect can be ended by *shatter power*.

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

Sphere of Clairsentience

Called "seers," those psionicists that focus on clairsentience are able to project their minds across vast distances and peer beyond the veil of reality.

Sphere Saving Throw: You gain proficiency with Wisdom saving throws.

Seer's Prerogative: When you manifest a clairsentience power, you may choose a one die augmentation to apply to that power without spending focus dice. You must have psionic focus to use this feature and may do so three times, regaining spent uses after a long or short rest.

Elevated Senses: Due to the nature of your awakened talents, you have become more sensitive to sensory input. Beginning at 1st level, you may spend a focus die to give yourself one of the following benefits for 1 minute:

- Your proficiency bonus is doubled on all Intelligence (investigation) and Wisdom (perception) checks.
- You gain darkvision to 60 feet. You cannot discern color with this sense.
- You gain blindsight to 30 feet.

Precognitive Edge: At 6th level, you have honed your precognition to a fine point. You become proficient with initiative checks.

Starting at 12th level, you cannot be surprised in combat.

Futuresight: At 14th level, when you manifest a clairsentience power, you gain advantage on all saving throws and your armor class increases by 2 until the start of your next turn.

Null Presence: Starting at 18th level, you become immune to spells and other effects that would read your mind, discern your current location, or expose your true identity. You may still be affected by such effects if you choose to, such as letting an ally manifest *telepathic link* on you.

Sphere of Metacreativity

The practitioners of the metacreativity discipline are known colloquially as "shapers." They use their unique talents to pull ectoplasm into reality and create whatever their mind desires.

Sphere Saving Throw: Choose an ability score other than Intelligence. You gain proficiency in saving throws made with that ability.

Shaper's Prerogative: When you manifest a metacreativity power, you may choose a one die augmentation to apply to that power without spending focus dice. You must have psionic focus to use this feature and may do so three times, regaining spent uses after a long or short rest.

Twin Creation: Starting at 1st level, you gain a unique way to augment the *astral construct* power. By spending one focus die, you may create a second psicrystal when you manifest that power.

Spontaneous Retrofit: Starting at 6th level, you can apply a minor alteration to an item. To use this feature, you must use a bonus action and be touching the item you intend to change. This feature can be used to achieve any of the following effects:

- You can change a weapon's damage type from one to another. For example, you may add barbs to a sword, changing its damage type from slashing to piercing.
- You can reinforce or weaken armor. You may add or subtract 1 from the armor's base Armor Class.
- You may cause an item with mechanical parts to either cease or resume functioning. This may include removing rust from gears, altering the shape of a hinge to jam it, or any other related effect.
- You can damage or repair unattended objects. Your touch either deals 2d10 damage to an object or repairs it for the same amount. Unlike other uses of this feature, these effects are permanent.
- You may change the area within 5 feet of you from normal terrain to difficult terrain and vice versa.

The changes you make with this feature last for 1 hour or until you take a short or long rest.

Resilient Summons: Starting at 14th level, any creature that you summon or create with a psionic power has 10 temporary hit points and resistance to bludgeoning, piercing, and slashing damage from nonmagical sources.

Reality Revision: At 18th level, you can alter the very fabric of reality within a short distance of yourself. Once per week, you may use your Spontaneous Retrofit feature on every object or piece of terrain within 30 feet of you. You may generate any number of effects from Spontaneous Retrofit at the same time and the results are permanent when used this way.

Additionally, you may now generate the following effects using your Spontaneous Retrofit feature:

- You can shatter psionic powers or dispel magical effects. Your touch ends one ongoing power or spell effect of 6th level or lower.
- You can turn flesh to stone and vice versa. This effect targets a creature that you touch. That creature must make a Constitution saving throw against your power save DC. If it fails, it is immobilized and must make a second Constitution saving throw at the start of its next turn. A creature that fails its second saving throw against this effect is turned to stone and petrified. If the creature succeeds at either of these saving throws, it is unaffected and cannot be targeted by this effect until the next dawn.

Alternatively, you may target a creature that has already been petrified and return it to its natural state.

Sphere of Psychokinesis

Those psionicists that learn powers from the psychokinesis discipline are called “kineticists.” These madmen manifest powers using pure force to move and damage others.

Sphere Saving Throw: You gain proficiency with Constitution saving throws.

Kineticist’s Prerogative: When you manifest a psychokinesis power, you may choose a one die augmentation to apply to that power without spending focus dice. You must have psionic focus to use this feature and may do so three times, regaining spent uses after a long or short rest.

1st level

Elemental Psicraft: You have an innate ability to manipulate the flow of energy. Starting at 6th level, whenever you manifest a psionic power that deals force or psychic damage, you may choose acid, cold, fire, or lightning. That power instead deals that type of damage.

Improved Elemental Psicraft: Starting at 14th level, you gain additional benefits when you manifest powers of a given element. Whenever you manifest a psionic power that deals a type of damage listed below, that power generates a second effect, as given in the Improved Elemental Psicraft table.

Improved Elemental Psicraft

Element	Additional Effect
<i>Acid</i>	A creature dealt damage by this power has its armor class reduced by 2 until the start of its next turn. At the start of its next turn, the target takes 1d6 acid damage.
<i>Cold</i>	If the target takes damage from the power, it must make a Strength saving throw against your power DC. If it fails, its movement speeds are each reduced by 20 feet until the start of its next turn.
<i>Fire</i>	A creature affected by the power takes an additional 2d6 fire damage.
<i>Lightning</i>	The power has advantage on power attack rolls made against targets wearing metal armor or mostly made of metal. Creatures wearing metal armor or mostly made of metal have disadvantage on saving throws made against the power.

Psionica Maximae: When you reach 18th level, the force of your mind is such that your powers are exceptionally lethal. Any psychokinesis power that you manifest and deals damage ignores damage resistances and immunities possessed by its targets. If a creature is immune to that damage type, it is treated as having resistance to that damage type instead.

Sphere of Psychoportation

“Nomads” are psionic students of the psychoportation discipline. Their powers allow them to move themselves and others over distances or even across planar boundaries.

Sphere Saving Throw: You gain proficiency with Dexterity saving throws.

Nomad's Prerogative: When you manifest a psychoportation power, you may choose a one die augmentation to apply to that power without spending focus dice. You must have psionic focus to use this feature and may do so three times, regaining spent uses after a long or short rest.

Accelerated Movement: You not only think faster than most creatures, you also move faster. Starting at 1st level, you may spend a focus die to use the Dash or Disengage action as a bonus action.

At 5th level, you gain a bonus of 10 feet to all movement options you possess.

Dimensional Leap: Starting at 6th level, you gain the ability to teleport at will. You may use 5 feet of movement to teleport 5 feet and may move up to your maximum walking speed in this way. You may only teleport to a point that you can see in this way.

14th level

Extradimensional Genesis: When you have reached 18th level, you are able to pull a version of yourself from an alternate reality to your current plane at the time of your death.

If you would die, you may use your reaction to create an exact copy of yourself which becomes your new character. However, as this copy comes from an alternate reality, you must choose two of the following options:

- The copy's abilities aren't the same as yours. Switch two of its ability scores.
- The copy is not physically similar to you. You may change your gender, or you may add or subtract 1d10 years from your current age.
- The copy lived a different life than you did. You may either change its background or exchange one of its levels in one class for a level in another class.
- The copy manifests differently than you do. Select up to three psionist powers that you know and exchange them with different powers from the psionist power list.
- The copy's race is not your own. Change your race to another one. Due to the extra-dimensional nature of this clone, it does not necessarily need to be one common to your campaign setting, but must still be approved by your DM.

Once you use this feature, your previous body disintegrates from reality and cannot be revived in any fashion due to the paradoxes involved. You may use this feature once per week.

Sphere of Telepathy

Called "telepaths," the adherents of the telepathy discipline are skilled at changing the minds of others - one way or another.

Sphere Saving Throw: You gain proficiency with Charisma saving throws.

Telepath's Prerogative: When you manifest a telepathy power, you may choose a one die augmentation to apply to that power without spending focus dice. You must have psionic focus to use this feature and may do so three times, regaining spent uses after a long or short rest.

Awakened Mind: Beginning at 1st level, you gain the ability to read the minds of others. You can communicate telepathically with any creature you can see within 30 feet of you. You don't need to share

a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language.

Empathic Bond: When you reach 6th level, you have learned new ways to communicate with your telepathic powers. You may now make Charisma skill checks with your awakened mind feature. Additionally, by spending a focus die and concentrating on a creature that you have charmed, you can read its surface thoughts and feelings as a bonus action.

Thrallherd: Starting at 14th level, your mind generates a subtle field that calls others to serve you. If you would improve a humanoid's attitude towards you by making a successful Charisma (persuasion) check, you may spend a focus die to charm your target until you take a long rest. You may have a number of creatures charmed in this way equal to your Charisma modifier (minimum 1). If you try to charm an additional creature beyond this number, the effect ends on the creature that has been charmed by this feature for the greatest amount of time.

Psychic Puppetry: Upon gaining 18th level, your ability to bend the wills of others has become unparalleled. As a bonus action, you may have a creature charmed by your thrallherd feature perform an action that it could normally undertake.

Multiclass Psionicists

To multiclass as a psionicist, a character must have an Intelligence score of 13.

Multiclass Proficiencies: When you gain your first level of psionicist through multiclassing, you gain no additional proficiencies.

Focus Dice: To determine the total number of focus dice you have access to, add the number of focus dice you have from each source together. For example, if you have the Wild Talent feat and gain two levels of psionicist, you would have 3 focus dice.