

# NEW CLASS: PSYCHIC

In a dark parlor, a silent figure renders intruding thugs unconscious without moving a muscle. Charging skeletons explode one by one into a hail of inanimate bones as a courtly woman struts deeper into the ruined mausoleum. Two shadowed beggars lock eyes in an invisible battle every bit as perilous as dueling rapiers.

Psychics have been gifted with extraordinary mental powers that give them frightening control over the material world around them. These mental powers might resemble magic, but unlike the wizard's arcane energy or the cleric's divine domain, a psychic's abilities come from deep within.

## MIND OVER MATTER

Though some spend a lifetime studying and pursuing psionic talent, it is most often the path that chooses the traveler and not the reverse. A few enthusiasts have been known to develop psionic awareness through study, but the vast majority of psychics are gifted at birth, in near-death experiences, or through other circumstances outside their control.

Though it has been called a sixth sense, psychics prefer to describe their gift as an entire new set of senses. Hearing, seeing, smelling, tasting, and touching all interact with physical matter. Those with psionic abilities can sense mental matter—the projected energy from a thought, a desire, an intention, or a memory. As with physical senses, sensing mental energy often leads to manipulating it.

Psychic power is incredibly versatile. It can serve as an aid and last resort in battle, a lucrative career during downtime, or an ethos that consumes the attention and zealotry of the most fanatic disciples. How you use it depends on several factors, including how your talents shape your unique worldview.

## DEVOTED TO THE UNSEEN

Those most experienced with psychic practices know that they can open up a terrifying new perspective of reality. To them, material existence becomes one piece in a larger cosmic puzzle as their senses are flooded with outside emotions, memories, and cries for help. In meditation they learn to sort through the irrelevant, the useful, and the dangerous.

Some individuals, or paranormal organizations like the Sounding, reach out to those they discover with psionic gifts to offer formal training or mentorship. Psychics instructed this way might have an easier adjustment period, or become more familiar with the ins and outs of the invisible world, but it isn't a science. Nothing about psychics is entirely explainable.

## CREATING A PSYCHIC

As you create a psychic, think about when your psionic awareness began and how it influenced your life from that point. Were you born with the gift? Did it arise from a traumatic experience or contact with other psychics? Perhaps a brush with something alien and unnatural opened your mind to a new set of senses that mortals weren't meant to have, or a mysterious organization used a blasphemous procedure to alter your brain.

How did you learn to harness this new awareness? Were you found and trained by another psychic, or did you have to teach yourself to focus your unique abilities? What about your gift makes life difficult or different, and how has that affected your goals and motives? How do you cope with the chatter of extra senses?

## QUICK BUILD

You can make a psychic quickly by following these suggestions. First, make Intelligence your highest ability score, followed by Wisdom. Second, choose the medium background. Third, choose the *blade ward*, *friends*, and *minor illusion* cantrips, along with the 1st-level spells *command*, *sleep*, and *unseen servant*.

## CLASS FEATURES

As a psychic, you gain the following class features.

### HIT POINTS

**Hit Dice:** 1d6 per psychic level

**Hit Points at 1st Level:** 6 + your Constitution modifier

**Hit Points at Higher Levels:** 1d6 (or 4) + your Constitution modifier per psychic level after 1st

### PROFICIENCIES

**Armor:** None

**Weapons:** All simple weapons

**Tools:** Herbalism kit

**Saving Throws:** Wisdom, Charisma

**Skills:** Choose two from Arcana, Deception, History, Insight, Medicine, Persuasion, and Religion.

### EQUIPMENT

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

- (a) a shortbow and 20 arrows or (b) any simple weapon
- (a) a component pouch or (b) a psionic focus
- (a) an entertainer's pack or (b) a scholar's pack
- An herbalism kit and a dagger

# THE PSYCHIC

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	Devotion Points	Max Spell Level
1st	+2	Devotion Points, Spellcasting, Contact, Ego Whip, Thought Shield	3	2	6	1st
2nd	+2	Psychic Discipline	3	3	10	1st
3rd	+2	—	3	4	15	2nd
4th	+2	Ability Score Improvement	4	5	21	2nd
5th	+3	—	4	6	28	3rd
6th	+3	Mind Thrust, Psionic Barrier	4	7	36	3rd
7th	+3	—	4	8	44	4th
8th	+3	Ability Score Improvement	4	9	53	4th
9th	+4	—	4	10	62	5th
10th	+4	Psychic Discipline Feature	5	10	71	5th
11th	+4	—	5	11	83	6th
12th	+4	Ability Score Improvement	5	11	83	6th
13th	+5	—	5	12	93	7th
14th	+5	Intellect Fortress, Psionic Blast	5	12	93	7th
15th	+5	—	5	13	103	8th
16th	+5	Ability Score Improvement	5	13	103	8th
17th	+6	—	5	14	114	9th
18th	+6	Psychic Discipline Feature	5	14	114	9th
19th	+6	Ability Score Improvement	5	14	125	9th
20th	+6	Meditative Focus	5	14	135	9th

## DEVOTION POINTS

Starting at 1st level, you can access a reservoir of mental focus that fuels your psychic abilities. This focus is represented by devotion points. The number of devotion points you have is based on your psychic level, as shown in the Devotion Points column of the Psychic table.

If you spend 30 or more devotion points at one time, you gain a level of exhaustion.

## SPELLCASTING

You have unlocked the hidden prescience of your mind, enabling you to create spell effects with no more than a thought. Unlike other spellcasting classes, your spells are psionic in nature. Their effects come through discipline and inward reflection.

To cast a psychic spell, declare the spell you wish to cast, then expend a number of devotion points that correspond to the spell's level, as listed on the Devotion Point Cost table. You can't reduce your devotion point total to less than 0. You regain all spent devotion points when you finish a long rest. Cantrips have no spell level and therefore don't cost devotion points.

In addition to the listed devotion point cost, your spells can only target yourself and creatures with whom

you have psychic contact. This includes creatures that initiate psychic contact with you. See Contact on the next page for details.

## CANTRIPS

At 1st level, you know three cantrips of your choice from the psychic spell list. You learn additional cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Psychic table.

## DEVOTION POINT COST

Spell Level	Point Cost	Spell Level	Point Cost
1st	3	5th	17
2nd	5	6th	23
3rd	8	7th	30
4th	12	8th	38
		9th	40

## SPELLS OF 1ST-LEVEL AND HIGHER

At 1st level, you know three 1st-level spells from the psychic spell list. These are the spells your mind has mastered, and you can spend devotion points to cast them without material components.

The Spells Known column of the Psychic table shows when you learn more spells of your choice. You cannot learn spells of a higher level than your max spell level, as listed on the Psychic Table. For example, when you reach 5th level in this class, you can learn one new spell of 1st, 2nd, or 3rd level.

## SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your psychic spells and devotions, since your magical effects are psionic in nature. You use your Intelligence whenever a spell description refers to your spellcasting ability. You likewise use your Intelligence modifier when making an attack roll or setting the saving throw DC for your psychic spells and devotions.

**Spell save DC** = 8 + your proficiency bonus + your Intelligence modifier

**Spell attack modifier** = your proficiency bonus + your Intelligence modifier

## RITUAL CASTING

You can cast a psychic spell you know as a ritual if it has the ritual tag. If you use the material components listed in the spell's description, the ritual's devotion point cost is halved.

## SPELLCASTING FOCUS

You can use a psionic focus as a spellcasting focus for your psychic spells.

## CONTACT

At 1st level, you can initiate psychic contact with any creature within 100 feet of you. You don't need to see the creature, but you must be aware of its presence before you make contact. If the creature is willing or has an Intelligence score of 3 or less, this contact is automatically successful and doesn't require an action.

If the creature's Intelligence score is 4 or higher, and it chooses to resist your psychic contact, you must use a bonus action to force it to make a Wisdom saving throw. Until it fails this saving throw, your psychic contact with it is unsuccessful. On a successful saving throw, it becomes aware of your attempt to enter its mind.

Once contact is successful, it lasts until you choose to end it or until the contacted creature is no longer within 100 feet of you. While in contact, you and the creature can speak telepathically with each other. The contacted creature understands you even if you don't share a language, but it must know at least one language to respond.

If you choose, a creature you're in psychic contact with can speak to another contacted creature as well. When someone in psychic contact speaks telepathically, those you choose to hear become aware of your presence in their minds.

Creatures with the Thought Shield feature or the ability to cast psionic spells immediately sense your attempt to make psychic contact with them, although they don't necessarily know who is attempting it. Such creatures can spend a bonus action to contest Intelligence with you. If the creature wins the contest, all psychic contact between you ends.

## EGO WHIP

Beginning at 1st level, you can make surface swipes at an enemy's mind. As an action, make a ranged spell attack against a creature within 100 feet. The target uses its Intelligence score in place of its AC against this attack, and it gains no benefit from cover. You don't need to see the creature or have psychic contact with it, but you must be aware of its presence.

On a hit, the target takes 1d8 psychic damage and has disadvantage on its next saving throw to resist your psychic contact. This ability doesn't cost devotion points, but you must have at least 2 devotion points remaining in order to use it.

## THOUGHT SHIELD

At 1st level, your mind is able to resist unwanted intrusion. When you and a creature are in psychic contact that you didn't initiate, you can use a bonus action to contest Intelligence with it. If you win the contest, all psychic contact between you ends.

In addition, if a creature attempts to communicate with you telepathically, you can spend a number of devotion points equal to its Intelligence modifier to block any telepathic conversation for 1 minute.

## PSYCHIC DISCIPLINE

When you reach 2nd level, you choose a psychic discipline that reflects which path you focus your talents on: Clairsentient, Psychokinetic, Psychometabolist, Telepath, or Teleporter, all detailed at the end of the class description.

Your discipline choice grants you features at 2nd level, and again at 10th and 18th level.

## MIND THRUST

Beginning at 6th level, you can use an action to injure the mind of a creature you've made psychic contact with. When you use Ego Whip to attack a creature, you may spend a number of devotion points up to your psychic level before making the attack. You deal an extra 1d8 psychic damage for each devotion point you spend.

# PSYCHIC SPELL LIST

## Cantrips

Blade ward  
Friends  
Light  
Mending  
Message  
Minor illusion  
Prestidigitation  
Produce flame  
Resistance  
Vicious Mockery

## 1st Level

Animal friendship  
Bane  
Charm person  
Command  
Comprehend languages  
Detect magic  
Detect poison and disease  
Disguise self  
Dissonant whispers  
Expeditious retreat  
False life  
Healing word  
Identify  
Jump  
Longstrider  
Shield  
Silent image  
Sleep  
Speak with animals  
Unseen servant

## 2nd Level

Aid  
Alter self  
Augury  
Barkskin  
Beast sense  
Blur  
Calm emotions  
Darkvision  
Detect thoughts  
Enhance ability  
Enlarge/reduce  
Enthrall  
Heat metal  
Hold person  
Invisibility  
Lesser restoration  
Levitate  
Misty step

Phantasmal force  
Protection from poison  
See invisibility  
Shatter  
Suggestion  
Zone of truth

## 3rd Level

Blink  
Clairvoyance  
Counterspell  
Fear  
Feign death  
Fly  
Gaseous form  
Haste  
Mass healing word  
Nondetection  
Sending  
Slow  
Speak with plants  
Spirit guardians  
Tongues  
Vampiric touch  
Water breathing  
Water walk  
Wind wall

## 4th Level

Banishment  
Compulsion  
Confusion  
Dimension door  
Divination  
Dominate beast  
Fabricate  
Freedom of movement  
Greater invisibility  
Hallucinatory terrain  
Locate creature  
Otiluke's resilient sphere  
Phantasmal killer  
Polymorph  
Stoneskin

## 5th Level

Animate objects  
Antilife shell  
Awaken  
Contact other plane  
Dominate person  
Dream  
Geas

Greater restoration  
Hold monster  
Mislead  
Modify memory  
Planar binding  
Rary's telepathic bond  
Scrying  
Telekinesis  
Wall of force

## 6th Level

Arcane gate  
Blade barrier  
Circle of death  
Disintegrate  
Drawmij's instant summons  
Globe of invulnerability  
Magic jar  
Mass suggestion  
Planar ally  
Programmed illusion  
True seeing  
Wind walk  
Word of recall

## 7th Level

Etherealness  
Forcecage  
Mirage arcane  
Plane shift  
Project image  
Regenerate  
Reverse gravity  
Sequester  
Teleport

## 8th Level

Antimagic field  
Antipathy/sympathy  
Dominate monster  
Feeblemind  
Glibness  
Power word stun  
Mind blank  
Telepathy

## 9th Level

Astral projection  
Foresight  
Gate  
Mass heal  
Time stop  
True polymorph  
Weird

In addition, when you make psychic contact with other creatures, they don't benefit from the Thought Shield trait unless they also have the Psionic Barrier trait. You treat creatures that can cast psionic spells the same as those who don't for the purposes of making psychic contact.

Whenever you deal psychic damage to a creature, you can cause it to lose that many devotion points (or an equivalent number of psionic spells slots) instead.

## PSIONIC BARRIER

At 6th level, your psychic defenses are bolstered against intrusion. You add your proficiency bonus to saving throws against psionic spell effects (if you haven't added it already), and you have resistance to psychic damage.

## INTELLECT FORTRESS

Beginning at 14th level, you can draw an impenetrable curtain across the minds of nearby allies to stop others from tampering with them. You can use a bonus action to stop any telepathic communication to yourself or a creature you have psychic contact with.

In addition, when a creature forces someone within 15 feet of you to make a saving throw to avoid being charmed, dominated, or psychically contacted by a creature, you can make the saving throw for each of them using your Intelligence score + your proficiency bonus. If a creature forces you to make a saving throw against any of these effects, you can spend a number of devotion points equal to twice the creature's Intelligence score to succeed automatically.

## PSIONIC BLAST

Starting at 14th level, you can use a bonus action to initiate psychic contact with all creatures within 30 feet.

## MEDITATIVE FOCUS

Starting at 20th level, when you finish a short rest you regain a number of devotion points equal to your Intelligence score.

## PSYCHIC DISCIPLINES

A gifted psychic manifests a wide array of powers. Some overlap is expected, but the strongest and most versatile abilities are connected to the psychic's particular form of psionic talent. Known as disciplines, these powers manifest only once their possessor spends the time necessary to hone them.

## CLAIRSENTIENT

As masters of the unknown, most clairsentients refer to their psychic powers as if they were a separate entity imparting knowledge. They might ask a dead loved one to show them visions of the past or future, read hidden

secrets in tarot cards and tea leaves, or call upon "the spirits" to project their consciousness to far away places. Although they treat such knowledge as a gift, they know its source lies within their own prescient minds.

When clairsentient abilities manifest, it often compensates for a psychic's physical limitations. A blind woman might see only spiritual auras, or a young cripple could learn to project his consciousness beyond his mortal body. Whether able-bodied or not, clairsentients often value knowledge over physical prowess.

## REACHING MIND

When you choose this discipline at 2nd level, you can psychically contact and use Ego Whip on creatures within 150 feet. You learn one of the following spells: *detect magic*, *detect poison and disease*, or *identify*.

## CLAIRSENTIENT DEVOTIONS

At second level, when you choose this discipline you learn a clairsentient devotion of your choice from the options below. You must spend a number of devotion points to use it, depending on the level of effect you wish the devotion to have.

You learn an additional clairsentient devotion at 10th level, and another at 18th level.

## MENTAL PROJECTION

You gain the ability to project your sensory consciousness out of your body and through space.

**5 Devotion Points:** Choose sight, hearing, touch, taste, or smell. You can use your action to project this faculty up to 30 feet, allowing you to use it as if you were physically moving along the chosen route. Until the end of your next turn you can perceive anything with that one sense that would be perceptible if you were physically in its space.

The new location of your projected sense replaces that faculty's perception in your actual location. You can't, for example, see from your physical eyes while looking through sight projection. It can travel through walls or other barriers as you choose, but can't move more than 30 feet.

**20 Devotion Points:** You may choose one additional sense to project along the same path, and the distance they can travel increases to 1 mile. While you maintain concentration, the senses can remain projected for up to 10 minutes. During that time you can use an action to move them 30 feet.

**50 Devotion Points:** You can project all five senses to any location you've visited or seen on your current plane, or into the dreams of an unconscious creature you've made psychic contact with. If you choose, an image of your physical body appears where your senses travel, and you can speak through it.

## PRECOGNITION

Your awareness can extend to different points in time, either past or future.

**5 Devotion Points:** You can use this devotion to cancel the effects of being surprised, or as a reaction to gain advantage on a single die roll.

**20 Devotion Points:** At the end of your turn, you can use this devotion to go back to the instant your turn began and start again. Everything that occurred on your turn no longer happened, on the condition that you change your course of action. If you take an action that matches one you took before, events return to the way you “foresaw” them the first time, including the results of dice rolls and character responses. Your DM has the final say on whether your second try is sufficiently different from your first.

Alternatively, you can use this devotion as a bonus action to look no more than 10 seconds into the past, seeing and hearing what happened in your precise location at that time.

**50 Devotion Points:** You can use this devotion to project your consciousness into a different point in time, seeing and hearing what occurred in your precise location up to 10 years in the past or future.

You must concentrate in complete stillness, 1 minute for each day of time you wish to pass through. You are considered unconscious during this time, and can only perceive the passing of the timestream until you have concentrated for the required duration. If you are moved or take damage, your concentration ends and you immediately regain consciousness in the present.

Once you have completed the required time for concentration, you can see and hear events as they transpired in real time. During this time, you’re invisible and cannot interact with anything in the past. After an hour has passed, you regain consciousness in the present unless you spend another 50 devotion points to extend your time projection another hour.

*Note for DMs:* This devotion can make your job difficult. Be cautious about how you frame scenes in the future, especially when they involve PCs. Be sure to keep track of what is seen and heard, and enlist your players to give input on their character’s future actions. It’s up to you whether or not these events are able to be changed.

## PSYCHIC IMPRESSIONS

When you learn this devotion, you gain the ability to read the psionic energy imbued in objects and creatures.

**5 Devotion Points:** You can use this devotion as an action to detect a creature’s general emotions, either on their person or left on an object or location. You can sense broad feelings like agony, anger, confusion,

excitement, fear, gratitude, happiness, malice, sadness, or temptation. If sensed on a creature, you know who’s feeling the emotions you sense. If on an object or location, you can’t be sure.

**20 Devotion Points:** You also sense an aura of the creature’s type, alignment at the time the impressions were left, plane of origin, and its relative toughness (challenge rating or character level).

**50 Devotion Points:** In addition to the above effects, you can ask the DM for two pieces of information about a creature that left the impressions you’re reading. The information can be general or specific, relating to its past, future, motivations, or secrets. Your DM can ask you to choose a different question if he or she deems yours unsuitable. At any point before getting your first answer, you can retract the request and pay 20 devotion points instead of 50.

## PSYCHOKINETIC

The ability to manipulate physical matter without touching it may not be unique to psychokinetics, but they do it better than most. Rather than projecting their consciousness, they send out powerful bursts of semi-permeable force from their minds. It’s common for psychokinetics to be impulsive and emotionally volatile. Whether this makes them dangerous or valuable as allies, no one can dispute their raw power.

### FLOW OF FORCE

Beginning at 2nd level, when you use Ego Whip, you can choose to deal force damage instead of psychic. You learn one of the following spells: *jump*, *shield*, or *unseen servant*.

## PSYCHOKINETIC DEVOTIONS

When you choose this discipline at 2nd level, you learn a psychokinetic devotion of your choice from the options below. You must spend a number of devotion points to use it, depending on the level of effect you wish the devotion to have.

You learn an additional psychokinetic devotion at 10th level, and another at 18th level.

### ANIMATE

You can project a physical force from your mind dexterous enough to performed detailed tasks.

**5 Devotion Points:** You can use this devotion as an action to manipulate objects with your mind as if both your hands were touching them. The force you project to perform this manipulation has a reach of 15 feet, meaning that you can only touch objects within that range. For example, you could swing a shortsword, pick a lock, or use a healing kit to stabilize a fallen ally.

You can only perform one action with the objects before they drop from your telekinetic grasp. If you perform an action with this devotion that would normally require the use of your Dexterity, you can substitute your Intelligence score or modifier.

**20 Devotion Points:** The range of your telekinetic grasp increases to 50 feet, and you gain the equivalent of two more hands. You can maintain the projected force until the end of your next turn, and you can use a bonus action and a reaction with it in addition to the initial action you take. Before the effect ends, you can spend another 20 devotion points to extend its duration one turn and continue a prolonged task, such as puppeteering a suit of armor to walk convincingly, playing two instruments in the air at once, or searching a room with rapid precision.

**50 Devotion Points:** Your animating projection has a range of 200 feet (although it still requires you to see the objects you're manipulating), and the equivalent of six more hands (a total of 10). Your telekinetic grasp can perform three actions, three bonus actions, and three reactions each turn that you maintain it.

By spending two of these actions, you can move a creature your telekinetic force has grappled with enough precision to choose what physical action it takes on its turn.

Alternatively, you can use this devotion as an action to apply your telekinesis to up to two mundane objects (such as a suit of armor or a rug), turning them into animated versions of those objects. You can use this initial action and any subsequent actions to command the animated objects to act. The effect lasts for one turn unless you spend another 25 devotion points before it ends to extend its duration another turn.

## FORCE PROJECTION

If the Animate devotion manifests as intricate articulation, Force Projection turns your psychokinesis into brute strength.

**5 Devotion Points:** You can use this devotion as an action to apply blunt force to an object or creature within 15 feet of you. You can make a ranged spell attack roll against the target, dealing 1d10 force damage on a hit and knocking it prone. Targets take half that much damage on a miss and remain standing.

Alternatively, you can use the projected force to take an action (other than an attack) that would normally call for the use of your Strength, such as moving a heavy object, bashing through a barrier, or jumping over a chasm. When taking this action, you can use your Intelligence score or modifier instead of Strength.

**20 Devotion Points:** Your force projection becomes a 15-foot line, cone, cube, sphere, or cylinder, targeting all objects and creatures it touches. Choose its point

of origin, within 15 feet of you. Make a ranged attack roll against each target, dealing 6d6 force damage and knocking the target prone on a hit. It takes half that much damage on a miss, and the target remains standing.

If you use this devotion to substitute your Intelligence score or modifier for Strength, your Intelligence score becomes 20 for the purposes of that action. The range of your force projection is 30 feet.

**50 Devotion Points:** The line, cone, cube, sphere, or cylinder you create increases to 25 feet, with a point of origin within 100 feet of you. Damage on a hit increases to 12d6 force damage.

The range of your force projection becomes 125 feet, and you can use an action to shape it into a barrier like that described in the *wall of force* spell. It lasts until the end of your next turn. Before that time, if you spend another 25 devotion points, it extends the duration one turn.

If you use this devotion to substitute your Intelligence score or modifier for Strength, you double your modifier for the purposes of that action.

## MATTER MANIPULATION

When you learn this devotion, you gain the ability to sense and shape the composition of physical matter.

**5 Devotion Points:** You can use this devotion as an action to determine the chemical makeup of an object. You know in detail what materials it's made from, how long ago it was formed into its present state, and what special properties it has. Some common uses of this devotion are to detect poison, date artifacts, or identify magic items.

**20 Devotion Points:** You can use this devotion to concentrate for 1 hour, making changes to the form or chemical makeup of an inanimate, nonmagical object. For every hour of concentration, you create one of the following effects in an area of 3 square inches.

- Heat an object to 300 degrees Fahrenheit
- Cool an object to 0 degrees Fahrenheit
- Change an object's shape
- Change the material an object is made from
- Create a new object from matter in the air

If you're attempting to replicate a specific design or shape, you must make an Intelligence check to see how closely it matches your intended result. The result of your roll becomes the DC for creatures making a Wisdom (Perception) check to spot the fake. If your result is less than 10, the object doesn't function according to your intended design.

**50 Devotion Points:** The area you can affect increases to 20 square feet per hour of concentration. You can extend your concentration for another hour by spending an additional 25 devotion points.

## PSYCHOMETABOLIST

Psychometabolists are complete masters over their own bodies, controlling their shape and functions like a chameleon. Their powers often activate instinctively, allowing them to shift and augment their physical capabilities.

Not every psychometabolist is comfortable with the changes they can create within themselves. Some gravitate toward amplifying their natural bodies, feeling most comfortable in their own skin. Others are more risky, preferring to explore new and strange forms.

### METAHUMANOID

When you choose this discipline at 2nd level, you gain a +4 bonus to your initiative. You learn one of the following spells: *disguise self*, *false life*, or *longstrider*.

## PSYCHOMETABOLIST DEVOTIONS

When you choose this discipline at 2nd level, you learn a psychometabolic devotion of your choice from the options below. You must spend a number of devotion points to use it, depending on the level of effect you wish the devotion to have.

You learn an additional psychometabolist devotion at 10th level, and another at 18th level.

### ABSORPTION

When you learn this devotion, you become capable of absorbing energy and forces that would otherwise damage your body.

**5 Devotion Points:** When you take force, lightning, radiant, or thunder damage, you can use this devotion as a reaction to reduce the damage you take by an amount equal to your Intelligence modifier.

**20 Devotion Points:** You can also reduce acid, cold, fire, and poison damage with this devotion, and the damage is reduced by an amount equal to your Intelligence score.

**50 Devotion Points:** You can also reduce bludgeoning, necrotic, piercing, and slashing damage with this devotion, and the damage is reduced by 30 + your Intelligence score.

### METABOLIC BOOST

This devotion allows you to kick your body into overdrive, speeding up its function with a boost of adrenaline.

**5 Devotion Points:** You can use a bonus action on your turn to gain advantage on your next ability check or to take the Dash, Disengage, or Dodge action.

**20 Devotion Points:** In addition to the above effect, you can take a second action at the end of your turn.

**50 Devotion Points:** In addition to the above effect, you immediately gain a number of temporary hit points equal to your psychic level + your Intelligence score.

Alternatively, you can use this devotion at a cost of 50 devotion points to spend 1 hour of concentration permanently aging your body forward or backward a single year. You can concentrate for an additional hour, aging or rejuvenating another year, by spending 25 devotion points before the first hour ends.

### METAMORPHOSIS

This devotion twists the matter of your body to change its nature and shape.

**5 Devotion Points:** Choose your arm, leg, head, or other body part. You can use this devotion as an action to alter that part for 1 minute in one of the following ways.

- Change its size up to two categories (medium to tiny, small to large, etc.)
- Change its shape or appearance
- Change the material it's made of (treat it as an object such as a club, shield, or shovel)
- Make it a source of bright light for 10 feet
- Make it invisible

The body part remains the same in every way except for the effect you choose, which is isolated to the area you designate (no larger than a single appendage).

**20 Devotion Points:** You can choose two effects from the above list, and they can apply to two areas of your body or a single area roughly twice the size. For example, you could change your head and shoulders into those of a minotaur, or you could change both arms to be twice their length and made of rope.

**50 Devotion Points:** You can choose up to two effects from the above list and apply them to your entire body for up to an hour. You can extend this duration an hour by spending 25 devotion points before the first hour is up.

Alternatively, you can use this devotion as an action to transform into another creature or object you've seen for up to 1 hour, or until you drop to 0 hit points. All of your game statistics, except for your Intelligence and psychic traits, are replaced those of the chosen form. Any gear you're carrying does not transform with you.

You assume the hit points of your new form.

When you revert to your normal form, you return to the number of hit points you had before you metamorphosed. If you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.

While in this form, you're limited to your psychic class traits and the actions of that creature or object. You may not be able to speak or perform the somatic components of spells, depending on the nature of the form.

## TELEPATH

As a telepath, you're familiar with the tortuous alleys of the subconscious. You can navigate the metaphysical workings of the mind with the skill of a hunter.

Telepaths are often empathetic, seeing the broader motivations and context that inform others' actions. There are those, however, who see the world more cynically after perceiving the darker thoughts that lurk behind every smile.

### VOYAGER OF MINDS

When you choose the Telepath discipline at 2nd level, you have advantage on saving throws and contests to initiate or end psychic contact. You learn one of the following spells: *bane*, *command*, or *sleep*.

## TELEPATH DEVOTIONS

When you choose this discipline at 2nd level, you learn a telepathic devotion of your choice from the options below. You must spend a number of devotion points to use it, depending on the level of effect you wish the devotion to have.

You learn an additional telepath devotion at 10th level, and another at 18th level.

### HYPNOSIS

The Hypnosis devotion allows you to lull a person into a trance and assert control over their minds.

**5 Devotion Points:** Use this devotion as an action to draw creatures into a trance. One creature within 30 feet of you that you've made psychic contact with must succeed on a Wisdom saving throw or become incapacitated and charmed by you. The creature can choose to fail this save. At the end of each of its turns, it can repeat the saving throw. If it succeeds on this saving throw or takes damage, the conditions end.

While the creature is charmed, it only speaks the truth, and can access memories of every experience it has had, including those erased through supernatural means and recollections of past lives. When the hypnosis ends, the target regains hit points equal to your psychic level.

**20 Devotion Points:** In addition to the above effects, the charmed creature cannot repeat the saving throw until 1 minute has passed. If you concentrate for 1 minute while the target is charmed, you can remove one form of madness or one of the following conditions from it: blinded, deafened, frightened, poisoned, or unconscious. Alternatively, you can remove the stunned condition from it and replace it with one from the above list. When the target is no longer charmed, any condition inflicted on it by your hypnosis also ends.

**50 Devotion Points:** In addition to the above effects, the charmed creature cannot repeat the saving throw until 10 minutes have passed. While it is charmed, you

determine the actions the creature takes, but you cannot command it to hurt itself.

You can also concentrate for up to 10 minutes while the target is charmed to modify its memory of an event that it experienced in the last 6 days as if it were affected by a *modify memory* spell. For each additional minute you concentrate, the modified event can extend another 6 days into the past.

You can also concentrate the same way to permanently restore a modified memory or one from a past life. Once restored, this memory is crystal clear, and cannot be changed again.

### PSYCHIC JOURNEY

When you use this devotion, your consciousness can travel deep into a creature's mind and manipulate its innermost workings.

**5 Devotion Points:** You can use this devotion to concentrate on a creature you touch for 1 minute. While concentrating, you enter a mindscape representing the target's psyche. If it has an Intelligence score of 3 or lower, the creature is unaffected.

The mindscape is a dreamlike dimension that appears to be made of physical matter. Its nature reflects the target's personality and mental state. Some have natural land formations, while others might be made entirely of steel or glass. A more intelligent mind often involves winding paths or corridors with a large number of doors. Less intelligent minds are simply laid out.

While you journey through the mindscape, your body remains unconscious in the Material Realm. If at any time your body takes damage, you regain consciousness in the Material Realm. If you're in a creature's mindscape while it becomes the target of a *mind blank* spell, you must immediately contest Intelligence with the creature whose mind you're exploring. If you succeed, you regain consciousness in the Material Realm. On a failure, you drop to 0 hit points.

You can appraise the target's mental state by exploring the mindscape. As an action, contest your Intelligence with the creature's. If it's willing, you can add the target's Wisdom modifier as a bonus to your roll. On a failure, you open a new path in the mindscape and learn one fact or secret about the creature, chosen by your DM.

The DM may place hazards, monsters, or require you to complete an objective within the mindscape in order to get a particular piece of information. All damage you take in the mindscape becomes psychic damage.

**20 Devotion Points:** You gain truesight while exploring the target's mindscape, and you have advantage on Intelligence checks and saving throws while you remain there. In addition, when you win an Intelligence contest against the it, you can summon the target's

consciousness to your presence. This consciousness takes a form similar to the creature's physical appearance.

**50 Devotion Points:** You can use an action to contest Intelligence the same way in order to alter conditions in the mindscape as though you were in the plane of Limbo. These alterations create lasting effects on the target's personality, at your DM's discretion.

Examples of such effects might be an alignment shift, removing or inflicting a form of madness, or a change in traits, bonds, or flaws. Work with your DM to determine appropriate effects of your alteration to the mindscape.

### TELEPATHIC FIELD

This devotion creates a field of psychic energy that can change how psionic abilities work.

**5 Devotion Points:** You can use this devotion to automatically make psychic contact with a creature within 10 feet. The creature does not get a saving throw to resist. While in contact with this creature, it has disadvantage when contesting Intelligence with you.

**20 Devotion Points:** When you use this devotion to automatically make psychic contact with a creature, you can choose an additional number of targets equal to your Intelligence modifier. The targets of your psychic contact must be within 20 feet. When a creature within 20 feet of you makes an ability check or saving throw against a psychic effect or a psionic spell, you can choose to give it advantage or disadvantage.

**50 Devotion Points:** In addition to the above effects, when you automatically make psychic contact, you can do so with all creatures within 50 feet. Alternatively, you can use this devotion at a cost of 50 points to end all psychic contact involving a creature within 50 feet of you for 1 minute. During that time, psionic spells cast by or targeting creatures in that range automatically fail. If you spend an additional 25 devotion points before the minute ends, you extend the duration of this effect by 1 minute.

### TELEPORTER

The Teleporter discipline hones a psychic's ability to transport matter directly across two points of space without moving them. To these psychics, physical barriers present no real threat to mobility.

It's typical for those who excel in the art of teleportation to be impatient and precipitous, but this is by no means universal. Some resent the stereotype and insist that patience and inner peace is the only way to access the most potent teleportation.

### PSYCHOPORTIVE

When you choose this discipline at 2nd level, you gain advantage on Dexterity saving throws. When you reach 3rd level you gain one of the following spells: *blur*, *hold person*, or *misty step*.

## TELEPORTER DEVOTIONS

When you choose this discipline at 2nd level, you learn a teleporter devotion of your choice from the options below. You must spend a number of devotion points to use it, depending on the level of effect you wish the devotion to have.

You learn an additional teleporter devotion at 10th level, and another at 18th level.

### ANCHOR

When you use this devotion, you psionically hold an object or person in physical space, preventing it from moving or teleporting.

**5 Devotion Points:** When you would normally make an attack of opportunity, you can use your reaction to immediately reduce the target's speed to 0 until the end of its turn.

**20 Devotion Points:** When an effect would teleport you, push you, or knock you prone, you can use this devotion at a cost of 20 devotion points to remain in place. It requires no action.

**50 Devotion Points:** When an effect would cause a creature within 120 feet of you to teleport or disappear after being summoned, you can use this devotion as a reaction at a cost of 50 devotion points to negate that particular effect and subsequent occurrences for 1 minute.

### TELEPORTATION

This devotion allows you to transport objects and people from one point in space to another.

**5 Devotion Points:** You can use this devotion as a bonus action to teleport yourself up to 20 feet to an unoccupied space you can see.

**20 Devotion Points:** Before using this devotion for a cost of 20 devotion points, concentrate for up to 1 hour. The range of your teleportation increases by 1 mile for each minute you concentrated. Roll on the *teleport* spell's table to determine the success of your teleportation.

**50 Devotion Points:** You can teleport anywhere on your current plane that you're familiar with. As above, roll on the *teleport* spell's table to determine the success of your teleportation.

### TELEPORT OTHER

With the Teleport Other devotion, you can call or send other creatures with no more than a touch.

**5 Devotion Points:** You can use this devotion as an action to teleport a small or medium creature or object you touch short distances. If the target is an unwilling creature, or is held or carried by one, make a melee spell attack against it. On a success, it is teleported up to 20 feet to an unoccupied space you can see. Teleported objects must fit entirely in a 10-foot cube. If the target is willing,

or is held by a willing creature, success is automatic.

**20 Devotion Points:** Before using this devotion for a cost of 20 devotion points, concentrate for up to 1 hour. The range of your teleportation increases by 1 mile for each minute you concentrated. Roll on the *teleport* spell's table to determine the success of your teleportation.

**50 Devotion Points:** On a success, you can teleport the target anywhere on your current plane that you're familiar with. As above, roll on the *teleport* spell's table to determine the success of your teleportation.