



THE PSION

HOMEBREW

Unleash your Latent Potential with this New Class
for the World's Greatest Roleplaying Game

THE PSION

As the elderly human watched his apprentice struggle to lift the pebble with his mind, he thought back to his youth, and the years of training it took to hone the strange power within his mind. After traveling the world he had realized that true enlightenment could only be found within, and he retreated to the cave he now called home. As his remaining years grew fewer, he had taken on an apprentice to pass on all he had learned in his contemplation.

Selected at birth due to her psionic potential, the young elf had been molded into the perfect assassin. She held her latest target firmly beneath her, and the baron let out a soft cry as a blade of pure psionic energy pierced his heart. The next morning, the baron's guards would find him dead, though the cause of his untimely demise would forever remain a mystery.

The young dwarf fled into the forest, consumed with the terror of what he'd done. For as long as he could remember, there was *something* inside him that he had struggled to keep bottled up. That morning, in a brief moment of weakness, his focus had slipped, and a torrent of wild psionic power erupted from within him. He had awoken in the rubble of his home to find his family buried in the ruins. Deep down, he had always known this power would break free. He would live his life as a hermit in the wild where he couldn't harm anyone else.

WONDROUS INNER POWER

Whether through years of practice, or a once in a generation innate talent, psions learn to manipulate the world with the wondrous power of their minds. Drawing upon the mystical power within, they can communicate without speaking, move objects, alter their physical bodies, and even manifest spells. Relying solely on mastery of their mind, psions can perform feats thought impossible, even by the most erudite wizards and devout clerics. For psions, it is a point of great pride that they can produce wonders without the help of external power.

Due to their potential, psions are often misunderstood and feared by the common folk. If they don't learn to control their power, their strange abilities can cause them to be shunned and hated by those around them. Most psions reveal their power only when necessary, and are hesitant to trust others.

MASTER & APPRENTICE

If they are lucky, potential psions are discovered by a master and taken away from their home to hone their psionic power in seclusion. No matter their philosophy on life, every psion holds it as their sacred duty to one day take on an apprentice with the psionic gift, and teach them to control their power, passing on everything they themselves have learned.

A psion's master and how they are trained has great affect on the nature of their abilities. For some, their gift is honed through years of practice and meditation. Others are trained to use their mystic abilities to morph their bodies into deadly weapons. And for the rare few who are never found by a master or attempt to stifle their power, they risk outbursts of wild psionic energy that can have devastating effects.

CREATING YOUR PSION

When creating your psion, consider how you first discovered your psionic potential. Was it in a moment of pure emotion? Or did you realize your power through peaceful meditation? Did you have a mystical experience that awoke something asleep inside of you? Whatever your experience, the first time a psion realizes the true potential of their mind will have a lasting impact on how they view and wield their power.

Also, consider your psionic master. Did another psion take you under their wing, teaching you to control your wondrous power as their apprentice? Or, did you learn to wield this mysterious inner power on your own? How do you feel about your psionic gift? Is it a point of great pride? Something that separates you from the commoners? Or, do you view your gift as a curse to be hidden and used in the most dire situations?

MULTICLASSING AND THE PSION

If your group uses multiclassing, here's what you need to know if you take a level in the psion class.

Ability Score Minimum. As a multiclass character, you must have at least an Intelligence score of 13 to take a level in the psion class, or to take a level in another class if you are already a psion.

Proficiencies. If psion isn't your initial class, you gain proficiency in light armor, simple weapons, and in one skill from the psion class skill list.

Spellcasting. If you have the Spellcasting feature from another class, you can use the psi points from your Psionics feature to cast spells you know from that class, and you can use spell slots from other classes to cast any of your psion Spells Known.



THE PSION

Level	PB	Features	Cantrips Known	Spells Known	Mental Limit	Disciplines Known
1st	+2	Psionics, Esoteric Order	2	2	1st	—
2nd	+2	Mental Disciplines	2	3	1st	2
3rd	+2	Esoteric Order Feature	2	4	2nd	3
4th	+2	Ability Score Improvement	3	5	2nd	3
5th	+3	—	3	6	3rd	4
6th	+3	Esoteric Order Feature	3	7	3rd	4
7th	+3	—	3	8	4th	5
8th	+3	Ability Score Improvement	3	9	4th	5
9th	+4	—	3	10	5th	6
10th	+4	Consumptive Power	4	10	5th	6
11th	+4	Mystic Animus (6th-level)	4	11	5th	7
12th	+4	Ability Score Improvement	4	11	5th	7
13th	+5	Mystic Animus (7th-level)	4	12	5th	8
14th	+5	Esoteric Order Feature	4	12	5th	8
15th	+5	Mystic Animus (8th-level)	4	13	5th	9
16th	+5	Ability Score Improvement	4	13	5th	9
17th	+6	Mystic Animus (9th-level)	4	14	5th	9
18th	+6	Esoteric Order Feature	4	14	5th	10
19th	+6	Ability Score Improvement	4	15	5th	10
20th	+6	Psionic Ascension	4	15	5th	10

CLASS FEATURES

HIT POINTS

Hit Dice: 1d6 per psion level

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

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

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons

Tools: None

Saving Throws: Intelligence, Wisdom

Skills: Choose two from Arcana, History, Insight, Investigation, Medicine, Nature, Perception, and Religion

EQUIPMENT

You start with the following equipment.

- leather armor and a quarterstaff
- (a) a light crossbow and 20 bolts or (b) a sling
- (a) two daggers or (b) any simple weapon
- (a) a scholar's pack or (b) an explorer's pack

QUICK BUILD

You can make a psion quickly by using these suggestions. First, make Intelligence your highest ability score, followed by Constitution. Second, choose the hermit background. Third, choose the *message* and *mind thrust* cantrips, along with the 1st-level spells *command* and *dissonant whispers*.

PSIONICS

You have awakened the wondrous psionic potential of your mind. Beginning at 1st level, this psionic power allows you to manifest spells. See the *Player's Handbook* for the rules of Spellcasting, and the psion spell list at the end of this class.

CANTRIPS

At 1st level, you know two psion cantrips of your choice. You learn an additional psion cantrip at 4th level and 10th level.

PSI POINTS

Your psionic power is represented by a pool of psi points. You have a number of psi points equal to your psion level + your Intelligence modifier. To manifest one of the psion spells you know, you must expend a number of psi points equal to the level of the spell (0 for cantrips), and you regain all of your expended psi points when you finish a short or long rest.

For example, as a 3rd level psion, you can manifest the spell *detect thoughts* at 2nd-level by spending 2 psi points.

MENTAL LIMIT

Your psion level limits the potency of spells you can manifest with your psionics. This limit is reflected in the Mental Limit column of the Psion Table. If a psion class feature is limited by your Mental Limit, you can't expend more psi points than it would cost to manifest a spell of your Mental Limit level.

For example, as a 5th level psion, you are limited to learning and manifesting psion spells of 3rd-level or lower.





SPELLS KNOWN OF 1ST-LEVEL AND HIGHER

At 1st level, you learn two 1st-level spells of your choice from the psion spell list at the end of this class. The Spells Known column of the psion table shows when you learn more psion spells of your choice. You can't learn a spell of a level higher than your Mental Limit. For instance, when you reach 3rd level, you learn one new psion spell of 1st or 2nd-level.

When you gain a psion level, you can replace one of your psion Spells Known with another psion spell of your choice.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your psion spells, since your magic comes from within your mind. You use your Intelligence when a spell refers to your spellcasting ability. You also use your Intelligence modifier when you set the saving throw DC or make an attack roll for a psion spell.

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

Spell attack modifier = your proficiency bonus
+ your Intelligence modifier

SPELLCASTING FOCUS

Your mind itself is a spellcasting focus. You must have at least one free hand to cast spells that require somatic or material components, and you must provide material components that are consumed by the spell or have a required gold cost.

When you manifest a spell with your psionics, you exhibit noticeable changes. Whether your eyes glow with the light of the otherworldly far realm, or your body partially phases into the astral plane, creatures are aware that you are using your psionics unless a feature says otherwise.

ESOTERIC ORDER

Psionic ability, though it always comes from within, manifests itself in different ways depending on training, or lack thereof. At 1st level, choose an Esoteric Order that best represents your psion: Order of the Empath, Order of the Enlightened, Order of the Immortal, Order of the Outsider, or Wilder.

Your Esoteric Order grants you features at 1st level, and again when you reach 3rd, 6th, 14th, and 18th level.

ORDER SPELLS

Each Esoteric Order has a list of Order Spells that you learn at the levels noted in your Order description. These spells count as psion spells for you, but don't count against your total number of Spells Known. Spells you learn from this feature can't be replaced when you gain a level in this class.

MENTAL DISCIPLINES

In the solace of your training, you have honed wonderful and strange psionic abilities. At 2nd level, you learn one Mental Discipline of your choice from the list at the end of this class. As you gain psion levels, you learn additional Disciplines, as shown in the Disciplines Known column of the Psion Table.

When you gain a psion level, you can choose one of the Disciplines you know and replace it with another Discipline of your choice for which you meet the prerequisites.

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 two ability scores by 1. As normal, you can't increase one of your ability scores above 20 using this feature.



CONSUMPTIVE POWER

In times of great need, you can draw on your own life force to manifest your psionic power. Beginning at 10th level, you can expend your hit points in place of psi points by expending two hit points for every psi point you would have spent. Both your current hit points and your maximum hit points are reduced by the number of hit points you expend. This reduction can't be lessened in any way, and this reduction to your hit point maximum lasts until the end of your next long rest.

MYSTIC ANIMUS

As you master the limitless potential of your mind, you learn to draw feats of wondrous psionic power from within your psyche. At 11th level, you learn to manifest one such psionic spell of great power, a Mystic Animus. Choose a psion spell of 6th-level or lower to be your 6th-level Mystic Animus.

You can cast this spell once without expending psi points, then you must finish a long rest before you can do so again.

Your Mystic Animus spell doesn't count against your total number of Spells Known. In order to select a psion spell of 5th-level or lower as your Mystic Animus, it must be able to be up-cast at the level of your Mystic Animus. You cannot manifest your Mystic Animus spell at a lower level with psi points unless it is also one of your psion Spells Known.

At higher levels, you unlock more Mystic Animus spells that you can manifest in this way: a 7th-level spell at 13th level, an 8th-level spell at 15th level, and a 9th-level spell at 17th level. You regain all uses when you finish a long rest.

When you gain a psion level, you can replace one of your Mystic Animus spells with another psion spell of your choice.

PSIONIC ASCENSION

Your physical body is nothing more than an earthly vessel for your ascended consciousness. Upon reaching 20th level in this class, you gain resistance to bludgeoning, piercing, and slashing damage, you no longer age, and you are immune to all disease, poison damage, and the poisoned condition.

If you die, immediately roll a d20. On a roll of 10 or higher, you disincorporate with 0 hit points in place of dying, and fall unconscious. Your physical body disappears, but anything you were wearing or carrying falls to the ground in the space in which you died. 1d4 days later, you appear at a place of your choice that you have been before, on the plane of existence where you died, having gained all the benefits of a long rest.

ESOTERIC ORDERS

Choose the Esoteric Order that best represents how your psion learned to manifest the mystical power of their mind: Order of the Empath, Order of the Enlightened, Order of the Immortal, Order of the Outsider, or Wilder.

ORDER OF THE EMPATH

One thing that sets mortal creatures above the beasts and monsters is their ability to experience emotions. A rare few mortals are so in tune with to their own emotional lives that they can draw out their psionic potential with intense feeling. Known as Empaths, these psions revel in intense emotions, ecstatic joy, intense sorrow, and overwhelming fear allow them to draw forth the wondrous psionic potential of their minds.



AURA SIGHT

Your psionic abilities allow you to view the emotional auras of other creatures. These auras appear as shimmering colors that surround a creature, and can be read to determine their current emotions. At 1st level, you gain proficiency in Insight. You also add your Intelligence modifier (minimum of +1) to Wisdom (Insight) checks and your passive Insight score.

As an action, you can attempt to decipher the emotional aura of a creature that you can see. If your passive Insight is higher than the creature's Charisma score, you learn if they are currently friendly, indifferent, or hostile towards you.

A creature that is hidden from psionics, divination magic, or having their mind read exudes a neutral emotional aura.

ORDER SPELLS

You learn the following spells at the psion levels noted in the table below. These spells count as psion spells for you, but they don't count against your total number of Spells Known.

Psion Level	Spell
1st	<i>charm person</i>
3rd	<i>calm emotions</i>
5th	<i>fear</i>
7th	<i>charm monster</i>
9th	<i>dominate person</i>





ORDER OF THE ENLIGHTENED

Enlightened psions meticulously hone their power through practice and dedication. Whether they studied under a great mystic, or unlocked their power on their own over the course of years, they exercise a much more precise degree of control over their gift when compared to others of similar potential. These mystics have a great respect for the wondrous power of their mind, and due to the years of training required to unlock their true potential, the Enlightened are known for their unrivaled dedication, patience, and tenacity.

ETHEREAL SIGHT

You have unlocked the ability to see with your mind's eye. At 1st level, you gain proficiency in Perception, and Perception becomes an Intelligence-based skill for you. If you are already proficient in Perception you gain proficiency in another skill of your choice from the psion class skill list.

Your mind's eye also grants you enhanced sight in a 10-foot radius. Within that radius you have blindsight and can see into the ethereal plane. As an action, you can expend psi points to increase the radius of your enhanced sight, and for each psi point you expend (up to your Mental Limit), the radius of your enhanced sight increases by 10 feet for 1 minute.

ORDER SPELLS

You learn the following spells at the psion levels noted in the table below. These spells count as psion spells for you, but they don't count against your total number of Spells Known.

Psion Level	Spell
1st	<i>catapult</i>
3rd	<i>levitate</i>
5th	<i>slow</i>
7th	<i>resilient sphere</i>
9th	<i>wall of force</i>

AURA MANIPULATION

You can psionically manipulate the emotional auras of other creatures. At 3rd level, you gain the following abilities:

Depress. When you manifest a psion spell that charms or frightens a creature, you can expend additional psi points to impose disadvantage on their initial saving throw. For each additional psi point you expend (up to your Mental Limit) a target of your choice has disadvantage on their initial roll.

Elate. As an action, you can touch a creature and expend psi points to inspire them. It gains 1d4 temporary hit points for each psi point you expend (up to your Mental Limit).

AURA OF STABILITY

Starting at 6th level, you exude calming emotions. When you or a friendly creature within 10 feet makes an Intelligence, Wisdom, or Charisma saving throw, they gain a bonus to their roll equal to your Intelligence modifier (minimum of +1).

At 18th level, the range of this aura increases to 30 feet.

EMOTIONAL CONTROL

You can cripple the minds of other creatures. Starting at 14th level, when you charm or frighten a creature, you can spend 1 additional psi point to enhance that effect for one target. For the duration, it is incapacitated and its movement speed is 0.

Also, you are immune to being charmed and frightened.

EMPATHIC DOMINATION

Your psionic power overwhelms those under your control. Fear becomes crippling terror, and enchantment becomes utter devotion. At 18th level, when you charm or frighten a creature the effect is enhanced in the following ways:

Charmed. A creature that is charmed by you will use any abilities within its power to defend you, regardless of any previous loyalties they may have had before this effect.

Frightened. A creature frightened by you is stunned for the duration of their fear as long as they can see you.

MENTAL PRECISION

Through intense dedication and practice, you learn to utilize your psionic power in subtle ways that are unnoticeable to the untrained eye. Beginning at 3rd level, when you manifest a psion spell you can expend 1 additional psi point to do so without providing any of the somatic or verbal components.

When you manifest a psion spell in this way you show no outward signs of your psionic power.

EMPOWERED PSIONICS

The precise control you exhibit over your inner psionic power enhances the potency of the effects you manifest. Starting at 6th level, when you manifest a psion spell or ability that deals bludgeoning, force, piercing, or psychic damage, you can add your Intelligence modifier (minimum of +1) to the damage.

TELEKINETIC FLIGHT

The psionic power of your mind has suffused every fiber of your physical form, allowing you to subvert the laws of the natural world. At 14th level, you gain a flying speed equal to your movement speed. While flying you can hover in place.

While you fly in this way, the air immediately around you shimmers with your psionic power, and rocks, dirt, and other small loose objects rise from the ground to float around you.



ENLIGHTENED FORM

Starting at 18th level, you can briefly unleash your mind and take on an ascended luminous form. As a bonus action, you can transform your physical body into pure psionic energy. While in this form, you gain the following benefits:

- You become translucent and emit otherworldly bright light, in a 5-foot radius, and dim light 5 feet beyond that.
- You gain resistance to all damage, magical and mundane.
- You can move through other creatures and objects as if they were difficult terrain. If you end your movement inside another object or creature, you are immediately shunted to the nearest unoccupied space, taking 1d10 force damage for every 5 feet you were forced to travel.

You can remain in this form for up to 1 minute. It ends early if you are incapacitated or you end it as a bonus action. Once you use this feature, you cannot use it again until you finish a long rest, unless you expend 5 psi points to do so.

ORDER OF THE IMMORTAL

Raised from birth to master both body and mind, Immortal psions are extremely difficult to kill. They use their psionic abilities to enhance their bodies and perform great feats of athleticism and martial skill. Immortals spend years honing their psionic combat abilities, making them ideal insurgents, assassins, and body guards, for those that can afford them.

IMMORTAL TRAINING

At 1st level, you gain proficiency with all martial weapons. Your hit point maximum also increases by 1, and increases by 1 again each time you gain a level in this class.

ESOTERIC PROFICIENCY

As an Immortal, you can augment your physical abilities with psionic power. At 1st level, you gain proficiency in one of the following skills: Acrobatics, Athletics, Perception, Sleight of Hand, or Stealth. At the end of each long rest, you can switch the proficiency from this ability to another from this list.

When you make an ability check that uses this proficiency, you can expend 1 psi point to use your Intelligence, in place of the normal ability score you would use for that check.

ORDER SPELLS

You learn the following spells at the psion levels noted in the table below. These spells count as psion spells for you, but they don't count against your total number of Spells Known.

Psion Level	Spell
2nd	<i>expeditious retreat</i>
3rd	<i>blur</i>
5th	<i>haste</i>
7th	<i>freedom of movement</i>
9th	<i>mislead</i>

EMPOWERED STRIKE

Beginning at 3rd level, you can empower your attacks with psionic energy. When you hit a creature with a melee attack, you can expend psi points to empower the attack. For each psi point you expend (up to your Mental Limit) your attack deals an additional 1d6 psychic damage.



EXTRA ATTACK

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action. Moreover, you can cast one of your psion cantrips in place of one of those attacks.

IMMORTAL WILL

You have mastered the technique from which Immortals draw their name. Beginning at 14th level, you can use your psionic power to survive blows that would normally kill you. When you end your turn with 0 hit points, you can expend 5 psi points to immediately regain hit points equal to your Intelligence modifier (minimum of 1) + your psion level.

PHASE WALK

Starting at 18th level, you can psionically phase through solid objects. When you take the Dash action, you can expend 1 psi point to enter an ethereal state that lasts until the end of your current turn. While in this state, you can move through solid objects and creatures as if they were difficult terrain. If you end your movement inside an object, you are shunted to the nearest unoccupied space, and take 1d10 force damage for every 5 feet you were forced to travel.

ORDER OF THE OUTSIDER

Your psionic power may not have been awoken of your own volition. Outsiders are psions whose minds have been twisted by incomprehensible alien powers. Some were touched by the strange light of the Far Realm. Others are the results of cruel experiments of aberration from other worlds and times. Whatever their origin, Outsiders can wield the overwhelming psionic power of aberrations, often at the cost of their sanity.





ABERRANT TRANSFORMATION

The unknowable power that within your mind threatens to overtake you when you are weak. Starting at 1st level, when you have 0 psi points remaining, you mutate into an Outsider.

The appearance of your Outsider depends on the source of your exposure to the aberrant energies of the multiverse. No matter its origin, Outsiders are all hideous to look upon, and even the bravest mortals are unsettled by their appearance. While in your Outsider form you gain the following features:

- You can no longer concentrate on spells or other features.
- You gain temporary hit points equal to twice your psion level which last for the duration of your transformation.
- Your hands mutate into writhing tentacles. You cannot wield weapons, but your tentacles count as simple melee weapons, with which you are proficient. You use your Intelligence modifier for attack and damage rolls with them, and on hit, they deal 1d6 psychic damage.
- If you hit a creature that is your size or smaller with a tentacle attack, you can choose to grapple the creature. The escape DC is equal to your psion spell save DC.

You remain in your Outsider form until you complete a short or long rest, or until you regain at least 1 psi point.

ORDER SPELLS

You learn the following spells at the psion levels noted in the table below. These spells count as psion spells for you, but they don't count against your total number of Spells Known.

Psion Level	Spell
1st	<i>arms of hadar</i>
3rd	<i>spider climb</i>
5th	<i>hunger of hadar</i>
7th	<i>shadow of moil</i>
9th	<i>enervation</i>

ALIEN ADAPTATION

Your exposure to aberrant energies continues to change your body in strange and unnatural ways. At 3rd level, you gain an adaptation of your choice from the list below. You gain its effects in both your normal and Outsider forms. You gain another adaptation when you reach 6th, 14th, and 18th level.

Amorphous Adaptation. Your body is pliable, though you maintain your shape and can use objects as normal. You can squeeze yourself through spaces as narrow as 1 inch wide.

Amphibious Adaptation. You grow gills and webbing between your digits. You can breath in air and water, and you gain a swimming speed equal to your movement speed.

Arachnid Adaptation. You grow serrated suckers or small hairs on your limbs. You gain a climbing speed equal to your walking speed. You can climb on difficult surfaces, including upside down on ceilings without requiring an ability check.

Armored Adaptation. Your body is covered in viscous mucus or chitinous plates. While you're not wearing armor or wielding a shield, you gain a +2 bonus to your Armor Class.

CONTROLLED MUTATION

Your psionic willpower has grown, and you can exert control over the otherworldly power that resides within your mind. Beginning at 6th level, you can transform into your Outsider form as an action. As long as you have psi points remaining, you can maintain concentration on spells and other features, and you can use an action to revert to your normal form.

DEVIANT STRIKES

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action in your Outsider form. You can cast a psion cantrip in place of one of those attacks.

PSIONIC RIFT

Starting at 14th level, you can use your aberrant power to phase through cracks in reality itself. Immediately after you manifest a psion spell of 1st-level or higher, can teleport to an unoccupied space within 30 feet that you can see.



GLIMPSE

BEYOND THE VEIL

Beginning at 18th level, you can reveal the otherworldly horrors that lie beyond this reality. As an action, you can force a creature you can see within 60 feet of you to make a Charisma saving throw. On a failed save, the target disappears through an otherworldly gateway into the aberrant void of darkness beyond the stars.

At the end of your next turn, the creature returns to the space it previously occupied, or the nearest unoccupied space. If the target is not an aberration, it takes 10d12 psychic damage as it reels from its horrific experience. On a success, a creature is immune to this effect for 24 hours.

Once you use this feature you must finish a long rest before you can do so again. If you have no uses remaining you can spend 5 psi points to use it again.

WILDER

By far the most volatile psions, Wilders are those who never truly learn to control the wondrous power of their mind. They often discover their psionic abilities unexpectedly as a result of a traumatic event, or violently manifest their mystic power after years of attempting to contain it. Wilders are as erratic as they are powerful, and rarely have psionic masters. By the time these uncontrolled abilities develop, it is often too late to gain control of the torrent of psionic power within them.

RAMPANT PSIONICS

Beginning at 1st level, the untamed psionic power within you can have unpredictable effects when unleashed. Immediately after you manifest a psion spell of 1st-level or higher, roll a d8. If your roll is equal to the number of psi points you spent to manifest that spell, roll a d100. The corresponding effect from the Psionic Surge table immediately takes effect.

INSCRUTABLE MIND

The unpredictable psionic storm that is your mind make you difficult for others to dominate. Starting at 1st level, when you make a saving throw to resist being charmed, frightened, or have your thoughts read, you have advantage on your roll.

Also, when you succeed on an Intelligence, Wisdom, or Charisma saving throw, you can force the attacker to make an Intelligence saving throw as a reaction. On a failed save, the creature takes psychic damage equal to your psion level.

ORDER SPELLS

You learn the following spells at the psion levels noted in the table below. These spells count as psion spells for you, but they don't count against your total number of Spells Known.

Psion Level	Spell
1st	<i>hideous laughter</i>
3rd	<i>crown of madness</i>
5th	<i>psionic blast</i>
7th	<i>confusion</i>
9th	<i>synaptic static</i>



PSIONIC BURST

Starting at 3rd level, when you manifest a psion spell, you can expend extra psi points (up to your Mental Limit) to unleash a burst of psionic energy around you. Creatures within 10 feet of you must succeed on an Intelligence saving throw or take 1d8 psychic damage per additional psi point you spent.

The radius of this feature increases as you gain levels in this class; at 14th level (15 feet) and at 18th level (30 feet).

MENTAL FORCE

The unbridled power of your mind empowers your spells. Starting at 6th level, when you manifest a psion spell that deals bludgeoning, force, piercing, or psychic damage, roll a d8 and add the result to one of the spell's damage rolls.

PRESENCE OVERWHELMING

The torrent of psionic pressure from your mind threatens to mentally overwhelm creatures near you. Beginning at 14th level, creatures within 15 feet of you have disadvantage on Intelligence, Wisdom, and Charisma saving throws to resist the effects of your psion spells and psion abilities. When you reach 18th level the radius of this feature becomes 30 feet.

When you damage a creature with a psion spell, they have disadvantage their saving throw to maintain concentration.

CONTROLLED CHAOS

At 14th level, you gain a limited measure of control over your unbridled power. When you trigger a Psionic Surge, you can roll twice on the table and choose which effect takes place.

LIMITLESS POTENTIAL

Your uncontrolled psionic potential is limitless. Beginning at 18th level, when you roll damage for a psion spell and roll the highest result possible on any of the damage dice, you roll that die again, and add its result to your damage roll.

If you roll the highest result possible again, you roll that die again, and continue until you roll less than the highest result.



PSIONIC SURGE TABLE

d100	Surge	d100	Surge
01-02	Roll on this table at the start of each of your turns for the next minute, ignoring this result on subsequent rolls.	51-52	You cast <i>grease</i> centered on yourself
03-04	You cast <i>magic missile</i> at 5th-level	53-54	For the next minute, you can teleport up to 20 feet as a bonus action.
05-06	You float 1d10 inches off the ground for the next hour	55-56	You can't speak for the next minute. Whenever you try, a piercing scream comes out of your mouth.
07-08	You teleport to a random unoccupied space within 60 feet	57-58	You cast <i>sleep</i> at the level of the spell that triggered this surge targeting yourself
09-10	You can speak only in Deep Speech for the next minute	59-60	You cast <i>confusion</i> targeting yourself. This spell does not require concentration.
11-12	You gain 1d20 temporary hit points	61-62	Up to three creatures you choose within 30 feet of you take 4d10 psychic damage.
13-14	You leave footprints that glow with an otherworldly light for the next hour	63-64	You are frightened by the nearest creature until the end of your next turn.
15-16	Roll twice and take the result of your choice	65-66	You resist to all damage for the next minute.
17-18	You cast <i>disguise self</i> , taking on the appearance of the nearest humanoid.	67-68	You cast <i>hypnotic pattern</i> centered on yourself. This spell does not require concentration.
19-20	You cast <i>levitate</i> on yourself. This spell does not require concentration.	69-70	For the next minute, you regain 5 psi points at the start of each of your turns.
21-22	Your skin becomes translucent for 1 minute	71-72	You can immediately take one extra action.
23-24	Your next spell deals an extra 1d10 damage	73-74	You cast <i>blur</i> targeting yourself
25-26	You are blinded for 1 minute	75-76	You cast <i>fly</i> on a random creature within 60 feet. They must concentrate on this effect.
27-28	You emit light in a 10-foot radius for 1 minute	77-78	You grow a third spectral arm, which lasts for one hour and is capable of anything your normal arms can do
29-30	You briefly see a fond childhood memory of a random creature within 60 feet	79-80	You regain all expended Hit Dice
31-32	You are proficient in all skills for 1 minute	81-82	You cast <i>invisibility</i> targeting yourself. This spell doesn't require your concentration
33-34	You switch places with the nearest creature	83-84	You cannot tell a lie for the next hour
35-36	You understand all language for the next hour	85-86	You understand no language for the next hour
37-38	You cast <i>blink</i> on a random creature within 60 feet that you can see	87-88	For the next hour, you sprout a third eye in the center of your forehead.
39-40	For the next minute, you can see into the Ethereal Plane out to a 30-foot radius	89-90	Anytime you deal damage for the next minute, you deal an additional 1d6 psychic damage
41-42	Your jump distance is tripled for one minute	91-92	You are deafened for the next minute
43-44	Your teeth and fingernails fall out and grow back at the end of your next long rest	93-94	You lose all distinctive features and appear as an average person of your race
45-46	Maximize the damage of the next spell you cast within the next minute.	95-96	Your movement speed is doubled for the next minute
47-48	You regain 2d10 hit points.	97-98	Your Strength score becomes 4 for one minute
49-50	You regain expended psi points equal to your Intelligence modifier	99-00	You regain all expended psi points



PSION SPELL LIST

Here's the list of spells you consult when you learn a new psion spell. The list is organized by spell level, not character level. The spells listed below are from the *Player's Handbook*, *Xanathar's Guide to Everything**, *Tasha's Cauldron of Everything***, and *Fizban's Treasury of Dragons****. Spells marked with the "Psion" tag are included at the end of this class description.

CANTRIPS (0 LEVEL)

blade ward
friends
guidance
light
mage hand
magic stone
message
mind sliver
mind thrust ^{Psion}
minor illusion
psionic strike ^{Psion}
spare the dying
sword burst
thaumaturgy
toll the dead
true strike

1ST LEVEL

alarm
catapult
cause fear
charm person
command
comprehend languages
detect magic
disguise self
dissonant whispers
expeditious retreat
faerie fire
hideous laughter
id insinuation ^{Psion}
identify
jump
longstrider
magic missile
shield
silent image
sleep
unseen servant

2ND LEVEL

arcane mischief ***
blindness/deafness
blur
calm emotions
crown of madness
detect thoughts
enlarge/reduce
hold person
invisibility
levitate
locate object
mind spike
mind whip
mirror image
misty step
phantasmal force
see invisibility
suggestion
tower of iron will ^{Psion}

3RD LEVEL

blink
catnap
clairvoyance
enemies abound
fear
feign death
fly
haste
hypnotic pattern
intellect fortress
life transference
major image
nondetection
psionic blast ^{Psion}
sending
slow
tongues
water walk

4TH LEVEL

arcane eye
charm monster
compulsion
confusion
dimension door
ego scourge ^{Psion}
freedom of movement
greater invisibility
hallucinatory terrain
locate creature
phantasmal killer
psychic lance ***
resilient sphere

5TH LEVEL

arcane hand
dominate person
dream
far step
geas
hold monster
legend lore
mislead
modify memory
psionic oppression ^{Psion}
scrying
seeming
skill empowerment
synaptic static
telekinesis
telepathic bond
wall of force

6TH LEVEL

arcane gate
arcane transformation
eyebite
globe of invulnerability
irresistible dance

magic jar
mass suggestion
mental prison
platinum shield ***
psychic crush ^{Psion}
scatter
true seeing

7TH LEVEL

dream of the blue veil
etherealness
forcecage
mirage arcane
plane shift
power word: pain
project image
reverse gravity
sequester
teleport

8TH LEVEL

antimagic field
antipathy/sympathy
dominate monster
feblemind
maddening darkness
mind blank
power word: stun
telepathy

9TH LEVEL

astral projection
foresight
imprisonment
invulnerability
power word: kill
psychic scream
time stop
weird



MENTAL DISCIPLINES

Below are the Disciplines available to a psion. If a Discipline has a prerequisite, like your psion level or another Discipline, you can learn it at the same time you meet the prerequisites.

If a Discipline allows you to learn a cantrip, it doesn't count against your total number of Cantrips Known. If you already know that cantrip you learn a psion cantrip of your choice.

CELERITY

Psions who master Celerity use the mystical power of their mind to move at blinding speeds, enhance their reflexes, and overcome any obstacles that may stand in their way.

CELERITY I

Your base movement speed increases by 10 feet, and you can take the Dash action as a bonus action on your turn.

CELERITY II

Prerequisite: 5th level psion, Celerity I

Your movement speed increases by an additional 5 feet, and when you Dash, opportunity against you are at disadvantage.

CELERITY III

Prerequisite: 11th level psion, Celerity I, II

Your movement speed increases by an additional 5 feet. Also, when you Dash, you ignore the effects of all difficult terrain, and you can move along vertical surfaces and across liquids without falling during your movement on that turn.

CELERITY IV

Prerequisite: 16th level psion, Celerity I, II, III

When you make a Dexterity saving throw to take only half damage from a spell or effect, you instead take no damage if you succeed on the save, and only half damage if you fail.

Also, when you make a Dexterity check or saving throw, you can use your Intelligence score, in place of Dexterity.

IRON DURABILITY

Psions who master Iron Durability use the mystical power of their minds to enhance their physical forms. While they may appear normal, they are as durable and resilient as iron.

IRON DURABILITY I

So long as you are not wearing armor or wielding a shield, your Armor Class is equal to 13 + your Intelligence modifier.

IRON DURABILITY II

Prerequisite: 5th level psion, Iron Durability I

As a bonus action, you can spend 1 psi point to grant yourself temporary hit points equal to your Intelligence modifier (minimum of 1 temporary hit point)

IRON DURABILITY III

Prerequisite: 11th level psion, Iron Durability I, II

When you take damage, you can use your reaction to expend 3 psi points and grant yourself resistance to the triggering damage type until the start of your next turn.

IRON DURABILITY IV

Prerequisite: 16th level psion, Iron Durability I, II, III

You gain proficiency in all saving throws.

METAMORPHOSIS

Psions who master Metamorphosis use the mystical power of their mind to manipulate the size and shape of their bodies.

Transformations from this Discipline last for 10 minutes, and you concentrate on them as if concentrating on a spell.

METAMORPHOSIS I

You learn the *psionic strike* cantrip, and when you manifest *psionic strike*, you can use your Intelligence modifier, in place of Strength or Dexterity, for the attack and damage rolls.

METAMORPHOSIS II

Prerequisite: 5th level psion, Metamorphosis I

As a bonus action you can expend 1 psi point to transform, becoming Large or Tiny, gaining the respective benefits:

Large. You gain temporary hit points equal to your psion level + your Intelligence modifier, your reach increases by 5 feet, and your melee attacks deal 1d4 extra damage on hit.

Tiny. You have advantage on Dexterity (Stealth) checks and you can fit through 6 inch gaps without having to squeeze.

METAMORPHOSIS III

Prerequisite: 11th level psion, Metamorphosis I, II

As a bonus action you can spend 3 psi points to transform as if you had cast *polymorph* on yourself. While transformed in this way you retain your mental ability scores and personality.

METAMORPHOSIS IV

Prerequisite: 16th level psion, Metamorphosis I, II, III

As a bonus action you can expend 5 psi points to transform, becoming Huge or Diminutive, gaining the following benefits:

Huge. You gain temporary hit points equal to twice your psion level + your Intelligence modifier, your reach increases by 10 feet, and your melee attacks deal 2d6 extra damage.

Diminutive. You gain a +10 bonus to Dexterity (Stealth) checks, attacks made against you have disadvantage, and you can fit through 1 inch gaps without squeezing. While you are Diminutive, you are too small to make weapon attacks.

PRECOGNITION

Psions who master Precognition use the mystical power of their minds to gain flashes of insight into the near future, and use these insights to better defend themselves from attacks.

PRECOGNITION I

You cannot be surprised unless you are unconscious, asleep, or incapacitated, and you gain a bonus to your initiative rolls equal to your Intelligence modifier (minimum of +1).

PRECOGNITION II

Prerequisite: 5th level psion, Precognition I

As a reaction when you are hit by an attack, you can roll a d4 and add the result to your Armor Class against the triggering attack, potentially turning a hit into a miss.

PRECOGNITION III

Prerequisite: 11th level psion, Precognition I, II

As a bonus action on your turn, you can spend 3 psi points to enter a heightened precognitive state for 1 minute. While in this heightened state, attacks targeting you cannot be made at advantage, and critical hits become normal hits. You must concentrate on this ability as if concentrating on a spell.



PRECOGNITION IV

Prerequisite: 16th level psion, Precognition I, II, III

When you roll initiative you can use your reaction to take a special turn before anyone else acts. On this turn you can either use one action, one bonus action, or move up to your full movement speed without provoking opportunity attacks.

Also, while you are in your heightened precognitive state, all attacks targeting you are made with disadvantage.

RESTORATION

A rare talent amongst psions, those who master Restoration use the mystical power of their mind to stimulate the healing process in both themselves and others through force of will.

RESTORATION I

You learn the *spare the dying* cantrip, and when you manifest *spare the dying*, you can target a creature up to 30 feet away.

RESTORATION II

Prerequisite: 5th level psion, Restoration I

You have a pool of healing power that can restore a number of hit points equal to five times your psion level. As an action, you can touch a creature and draw power from the pool to restore a number of hit points up to the maximum amount remaining in your pool. You can't heal undead or constructs. Your healing pool replenishes when you finish a long rest.

RESTORATION III

Prerequisite: 11th level psion, Restoration I, II

As an action, you can touch a creature and spend 2 psi points to end one of the following conditions effecting that creature: blinded, charmed, deafened, frightened, poisoned, or stunned.

RESTORATION IV

Prerequisite: 16th level psion, Restoration I, II, III

As an action, you can touch a creature that has died within the last minute and expend 3 psi points to immediately bring it back to life with 1 hit point. This ability has no effect on a creature that has died of old age or natural causes.

TELEKINESIS

Often considered the purest psionic Discipline, psions who master Telekinesis use the mystical power of their mind to manipulate objects and creatures with only their thoughts.

TELEKINESIS I

You learn the *mage hand* cantrip, and when you manifest it you don't need to provide the verbal or somatic components. Your *mage hand* is invisible, and it can lift number of pounds equal to 10 times your Intelligence modifier (minimum of 10).

TELEKINESIS II

Prerequisite: 5th level psion, Telekinesis I

You can manifest two instances of *mage hand* at one time, so long as they remain within 30 feet of each other. Manifesting two *mage hands* at once requires your concentration.

TELEKINESIS III

Prerequisite: 11th level psion, Telekinesis I, II

You learn the *telekinesis* spell, but it doesn't count against your total number of Spells Known. If you already know this spell you learn another psion spell of your choice. When you manifest it you don't need to provide the verbal components.

TELEKINESIS IV

Prerequisite: 16th level psion, Telekinesis I, II, III

You can cast *telekinesis* at will, without expending psi points.

TELEPATHY

Psions who master Telepathy use the mystical power of their minds to mentally communicate with other creatures. Some can even weaponize power to mentally attack their enemies.

TELEPATHY I

You can telepathically communicate with any creature you can see within 60 feet. You don't need to share a language, but the target must speak at least one language to respond. You can only communicate with one creature at a time.

TELEPATHY II

Prerequisite: 5th level psion, Telepathy I

The range of your telepathy becomes 120 feet. As an action you can form a telepathic network connecting yourself and a number of creatures equal to your Intelligence modifier for 1 hour. So long as these creatures are within the range of your telepathy they can mentally communicate with each other.

TELEPATHY III

Prerequisite: 11th level psion, Telepathy I, II

The range of your telepathy becomes 1 mile. To establish a telepathic connection with a creature that you can't see you must have previously connected telepathically with them.

You can also telepathically fulfill the verbal component of any psion spell you manifest. Targets telepathically hear the verbal components of the spell in your voice in their head.

TELEPATHY IV

Prerequisite: 16th level psion, Telepathy I, II, III

The range of your telepathy is the entirety of the plane you are on. Also, you can form a telepathic network connecting yourself and a number of creatures equal to your psion level.

If the total number of creatures in your telepathic network exceeds 1 + your Intelligence modifier, you must concentrate on the network as if you were concentrating on a spell.



PSION SPELLS

The following spells are available for a psion to choose from. The spells are presented in order of ascending spell level.

MIND THRUST

Evocation cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You batter a creature within range with a torrent of psionic power. Make a ranged spell attack against the target. On hit, the target takes 1d12 magical bludgeoning damage.

This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

PSIONIC STRIKE

Evocation cantrip

Casting Time: 1 attack

Range: self

Components: S, M (an empty hand)

Duration: Instantaneous

As part of an unarmed strike, you channel psionic power into an empty hand, transforming that hand into a psionic blade. On hit, the creature takes magical piercing damage equal to 1d6 + your Strength modifier, in place of the normal damage of your unarmed strike. Your hand immediately reverts to its normal appearance at the end of the attack.

The damage die of this spell increases when you reach 5th level (1d8), 11th level (1d10), and 17th level (1d12).

ID INSINUATION

1st-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You unleash conflicting desires within one creature you can see within range, impairing its ability to make decisions. The target must succeed on a Wisdom saving throw or be incapacitated. At the end of each of its turns, it takes 1d12 psychic damage, and it can then make another Wisdom saving throw. On a success, the spell ends on the target.

TOWER OF IRON WILL

2nd-level abjuration

Casting Time: 1 reaction, when you are forced to make an Intelligence, Wisdom, or Charisma saving throw.

Range: Self

Components: V

Duration: 1 round

You protect your mind with a mantra of mundane, repetitive thoughts in order to better resist mental assault. Until the beginning of your next turn, you have advantage on all Intelligence, Wisdom, and Charisma saving throws, and you gain resistance to psychic damage.

PSIONIC BLAST

3rd-level evocation

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V

Duration: Instantaneous

You unleash a shockwave of overwhelming mental power in a 30-foot cone. Each creature within the area of this spell must make a Constitution saving throw. On a failed save, a creature takes 5d8 magical bludgeoning damage and is pushed 20 feet directly away from you and falls prone. On a successful save, a creature takes half damage and remains in place.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the magical bludgeoning damage increases by 1d8 for each spell slot level above 3rd.

EGO SCOURGE

4th-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Concentration, up to 1 minute

You strike at the mind of a creature you can see within range, attacking their very sense of self. The target must succeed on an Intelligence saving throw or suffer disadvantage on attack rolls and ability checks, and it cannot cast spells. At the end of each of its turns, the target can repeat the saving throw. On a successful save, this effect ends on the target.

PSIONIC OPPRESSION

5th-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V

Duration: Concentration, up to 1 minute

You exert the full force of your will on a creature. The target must make a Constitution saving taking 5d8 force damage on a failure, and half as much on a success. At the end of each of its turns, it must repeat the saving throw. It takes 2d8 force damage on a failed save, and on a success the spell ends.

If this spell reduces a creature to 0 hit points they are crushed into a ball the size of your fist.

At Higher Levels. When you cast this spell using a spell slot of 6th-level or higher, the initial force damage increases by 1d8 for each spell slot level above 5th.

PSYCHIC CRUSH

6th-level enchantment

Casting Time: 1 action

Range: 60 feet

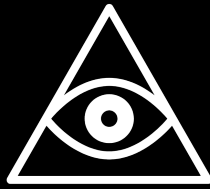
Components: V, S

Duration: 1 minute

You psionically overwhelm the mind of one creature you can see within range. The target must make an Intelligence saving throw. On a failed save, the target takes 12d6 psychic damage and is stunned for 1 minute. On a successful save, the target takes half as much damage and isn't stunned.

The stunned target can repeat the saving throw at the end of each of its turns, ending the effect on a success.





THE PSION

Unlock the wondrous and strange power that lays dormant within your mind. Choose from five Esoteric Orders depending on how your psionic power manifests itself into the world:

Order of the Empath
Order of the Enlightened
Order of the Immortal
Order of the Outsider
Wilder

Version 2.0.0 - Created by [/u/laserllama](#)

Artist Credits:

Covers - [Paul Canavin - Rhystic Study](#)
Page 1 - [Alayna Danner - Darkbore Pathway](#)
Page 3 - [Tommy Arnold - Syncopate](#)
Page 4 - [Jason Chan - Battle of Wits](#)
Page 5 - [Bram Sells - Teferi's Protege](#)
Page 6 - [Igor Kieryluk - Occultist](#)
Page 7 - [James Paick - Eye of Ugin](#)
Page 8 - [Chris Rallis - Mnemonic Deluge](#)
Page 10 - [Chase Stone - Dispel](#)

Additional *Laserllama* Homebrew content can be found for free on [GM Binder](#).

Like what you see? Support me on [Patreon!](#)

