

## PSION SPELLCASTING MASTERY

### Class Function

**Combat Training:** Light Armor

**Spell List:** When you learn a new Spell, you can choose any Spell with the Psychic or Gravity Spell Tags, or from the following Schools of Magic: Divination, Enchantment, Illusion, or Protection.

**Cantrips and Spells Known:** The number of Cantrips and Spells you know increases as shown in the Cantrips Known column and the Spells Known column of the Psion Class Table.

**Mana Points:** Your maximum number of Mana Points increases as shown in the Mana Points column of the Psion Class Table.

**Stamina Points:** Your maximum number of Stamina Points increases as shown in the Stamina Points column of the Psion Class Table.

## PSION STAMINA

### Level 1 Feature

You regain **1 SP** when at least 1 creature fails a Mental Save you impose.

## PSIONIC MIND

### Level 1 Feature

Your training in the Psionic arts have granted you the following benefits:

- You learn the *Psi Bolt* Cantrip.
- You can spend SP on AP Enhancements.
- When you make a Physical Save, you can spend **1 SP** to make a Mental Save instead.

## PSIONIC MIND (CONT'D)

### Level 1 Feature

- You gain the following Spell Enhancements which you can use on any Spell you cast:  
**Daze:** **(1 AP)** Mental Save. **Failure:** The target becomes **Dazed** (DisADV on Mental Checks) on the next Mental Check it makes before the end of your next turn.  
**Disruption:** **(1 AP)** Mental Save. **Failure:** The target loses its Concentration.  
**Psionic:** **(1 MP)** The Spell doesn't require Verbal or Somatic Components.

## TELEKINESIS

### Level 1 Feature

You gain Telekinesis which grants you the ability to interact with things using only your mind. Your Telekinesis has a range of 5 Spaces. You can only interact with 1 object or creature using Telekinesis at a time, and the effect ends on a target when it's beyond your range.

You can perform any Action with your Telekinesis that you could normally perform using a hand, such as the Object, Shove, and Grapple Actions. When you perform an Action using your Telekinesis, your Size is considered Medium and you make a Spell Check instead of the normal Check for the Action.

## TELEKINESIS (CONT'D)

### Level 1 Feature

**Object:** You can use your Telekinesis to pick up and hold an unheld and unsecured object that weighs up to 100lbs (45kg). Once on each of your turns, you can freely move an object held by your Telekinesis to another Space within range.

**Shove:** You can Shove another creature in any direction of your choice. If you Shove a creature vertically, the distance is halved.

**Grapple:** When you perform a Grapple using Telekinesis, you can move normally while maintaining the Grapple, but the target doesn't move with you unless you choose to drag it (following the normal rules for dragging a **Grappled** creature).

## TELEKINESIS (CONT'D)

### Level 1 Feature

**Grapple Maneuvers:** You can perform any Grapple Maneuver of your choice using Telekinesis, even if you don't know it. When you do, they're subjected to the following changes:

- **Body Block Maneuver:** You, or the attacker, must be within 1 Space of the target.
- **Throw Maneuver:** You can use your Prime Modifier instead of Might to determine the distance thrown, and the creature is thrown from its Space instead of yours.

## TELEPATHY

### Level 1 Feature (flavor)

You can communicate telepathically with any creature you can see within 10 Spaces. If it understands at least 1 language, it can respond to you telepathically.



## MIND SENSE

### Level 2 Feature

You can spend **1 AP** and **1 MP** to open your mind and detect the presence of other creatures within 10 Spaces. For 1 minute, you know the location of any creature with an Intelligence of -3 or higher within range (even through Full Cover) and Psychic damage you deal to them increases by **1**. A creature you can detect in this way is considered seen by you. This effect ends early if you fall **Unconscious** or die.

#### Invade Mind

While you can detect a creature with Mind Sense, you can spend **1 AP** and **1 SP** to subject it to 1 of the options listed below for the duration or until they leave its range.

## MIND SENSE (CONT'D)

### Level 2 Feature

- **Read Emotions:** Make a Spell Check contested by the target's Charisma Save. **Success:** You know their emotional state and have ADV on Charisma Checks against them.
- **Read Thoughts:** Make a Spell Check contested by the target's Intelligence Save. **Success:** You know the surface level thoughts they're thinking of at the moment and the target has DisADV on Attacks made against you.

## FORESIGHT

### Level 3 Subclass Feature

You gain an Omen, which is a **10**. When a creature you can detect with Mind Sense makes a Check or Save, you can spend **1 AP** and **1 SP** as a Reaction to replace the number it rolled on its d20 with your Omen before anything is added to the roll. The number rolled on the d20 becomes your new Omen. When **Mind Sense** ends, your Omen resets to **10**.

## THIRD EYE

### Level 3 Subclass Feature (flavor)

You have ADV on Checks to identify and determine the meanings of omens and prophecies.

## PSIONIC COMBATANT

### Level 3 Subclass Feature

You've adapted your mental energies to assist your body in physical combat, augmenting your speed, endurance, and martial lethality. You gain the following benefits:

**Combat Training:** You gain Combat Training with all Weapons, Armor, and Shields. You learn all the Attack Maneuvers, and 1 Maneuver of your choice.

**Psychometabolism:** You can spend **1 SP** to gain **+5** Speed and Jump distance until the start of your next turn.

**Psionic Strikes:** You can use the **Daze** and **Disruption** Spell Enhancements from **Psionic Mind** on Martial Attacks.

## PSIONIC COMBATANT (CONT'D)

### Level 3 Subclass Feature

**Psionic Barrier:** When you use **Mind Sense**, you create a Psionic Barrier for the duration that grants you **2 Temp HP** immediately and again at the start of each of your turns.

## MIND OVER MATTER

### Level 3 Subclass Feature (flavor)

You can use your Charisma or Intelligence (your choice), instead of the normal Attribute, to determine your Jump Distance and the weight you can push, drag, lift, or carry.

## GREATER TELEKINESIS

### Level 3 Subclass Feature

*Requires: Telekinesis, Level 3*

Your **Telekinesis** becomes more powerful, granting you the following benefits:

- The range of your **Telekinesis** increases to 10 Spaces.
- Your Size is considered Large for the purposes of **Telekinesis**, and the amount of weight you can lift with it increases to 200lbs.
- You can now interact with up to 2 objects or creatures using **Telekinesis** at a time. Once on each of your turns, you can freely move each object held by your **Telekinesis** to any Space within range, choosing where each object moves.



## PSIONIC FORTRESS

### Level 3 Subclass Feature

*Requires: Mind Sense, Level 3*

For the duration of **Mind Sense**, you gain the following benefits:

- Your thoughts can't be read against your will.
- You gain Psychic Resistance (Half) and ADV on Intelligence Saves.
- When a creature you can detect makes a Mental Check or Save, you can spend **1 AP** to grant the target ADV on its Check or Save. You can wait until after the creature rolls the d20 before deciding to use this Feature.

