

# PSYCHER

Her eyes radiant with pale blue light and strange runes flickering beneath her skin, a human woman rises into the air, lifting five helpless orcs with her as she does so. Moments later they are thrown outwards, tumbling through the forest and slamming into trees, splinters of wood and bone sent flying. The woman lands gently on her feet, and though the light of her eyes begins to fade, a faint and otherworldly luminescence remains. Even in the dark, nothing escapes the power of her sight.

Erupting in pink and purple flames, the elf raises their elegant longsword now wreathed in fire and charges forward into the fray. Ignoring the arrows that bounce off her armour and deflecting more dangerous threats with her psychic shield, she closes in and takes a single breath to calm herself. This time the fire of her mind will be ready. This time there will be nowhere to run from her fury.

Chuckling, the gnome studies a group of goblins in the ravine below. He focuses for a moment, summoning translucent blades of spectral green in either hand, closes his eyes and steps off the ledge and out into nothing. He blinks as a Warp portal opens, teleporting him onto the shoulders of the first goblin, psychic blades already flashing with blood, before vanishing into a second portal only to reappear behind another goblin, and then another. Three goblins down, countless more to go. Grimacing, he summons his thrown blades back to him and reaches once more for power of the Warp.

Standing apart from arcane and divine magic, psychers maintain a watchful eye over the hidden dangers of the world. Whether it is by their inner or outer sight, their piercing vigilance and innate psychic power leaves its mark on both their body and mind. Such is the burden of being able to impose your will on the world and have it bend, to peer past the veil and be swept along by the currents of each possible future.

## RARE AND MISUNDERSTOOD

For some, psychic gifts can be attained by acute mental training, deep introspection and a keen outer perception. For others, it is an alien trait passed down from a long-forgotten ancestor native to the Far Realm. And for others, close proximity with a cosmic aberration or terrifying psychic horror - even for a moment - altered the very fabric of their being.

Thanks to their clarity of mind, profound insight and strength of will, psychers can channel their innate psychic power to alter reality and project their consciousness beyond



their body. Meanwhile their mind, while prone to emotional outbursts, is simultaneously equipped with the emotional intelligence to mask these extremes. This volatile temperament leads many psychers to practice extreme self-control, mastering their chosen skills obsessively and with fierce attention to detail. Their sudden transitions between joy and despair, their unnatural insight, and their charm and elegance can seem strange and foreign to others, often leading to alienation, isolation or even exile.

## SCHOLARS IN A NEVER-ENDING WAR

Though it is not uncommon to find a psycher hunched over ancient texts in a library poring

## THE PSYCHER

Level	Proficiency	Features	Power Tier	Psychic Powers	Psychic Charges
				Farseer/Wytch/Harlequin	Baseline
1st	+2	Psychic, Acute Skill, Psychic Powers	Tier I	3	2
2nd	+2	Piercing Sight	Tier I	4	3
3rd	+2	Psychic Specialisation	Tier I	7 / 5 / 5	4
4th	+2	Ability Score Improvement	Tier I	8 / 5 / 5	5
5th	+3	Psychic Specialisation Feature	Tier II	9 / 8 / 7	6
6th	+3	Acute Skill, Physical Prowess	Tier II	10 / 8 / 7	6
7th	+3	Evasion	Tier II	11 / 8 / 7	7
8th	+3	Ability Score Improvement	Tier II	12 / 9 / 9	7
9th	+4	Psychic Specialisation Feature	Tier III	13 / 9 / 9	8
10th	+4	Physical Prowess	Tier III	14 / 9 / 9	8
11th	+4	Flexible Mind	Tier III	15 / 10 / 11	9
12th	+4	Ability Score Improvement	Tier III	16 / 10 / 11	9
13th	+5	Psychic Specialisation Feature, Acute Skill	Tier IV	17 / 10 / 11	10
14th	+5	Skill Mastery, Physical Prowess	Tier IV	18 / 11 / 13	10
15th	+5	Psychic Mastery	Tier IV	19 / 11 / 13	11
16th	+5	Ability Score Improvement	Tier IV	20 / 11 / 13	11
17th	+6	Psychic Specialisation Feature	Tier V	21 / 12 / 15	12
18th	+6	Preternatural Senses	Tier V	22 / 12 / 15	12
19th	+6	Physical Prowess	Tier V	23 / 12 / 15	13
20th	+6	Psychic Specialisation Feature	Tier V	24 / 13 / 17	13

over tales of the ancient past, their obsessions are wide-ranging and sometimes physical in nature, seeking inward perfection through physical control. Some psychers participate in intensive balance training, leaping from tree to tree or rooftop to rooftop to master their bodies, while others spend their nights prowling through the shadows of town, learning to remain unseen while seeing all. They have an uncanny ability to be good at whatever they turn their hand to, but choose to devote themselves wholly to those skills they find most beautiful, be that anything from dance, ancient languages, or prowess with a blade. For the psycher, self-perfection is typically its own reward, and they seek neither recognition, wealth nor fame.

For this reason psychers are often drawn into political disputes and wars, with rulers and warlords hoping to exploit their skills and insight. Their prescient awareness and heightened psychic sensitivity not only makes them sought-after advisors and tacticians, but provides the psycher with an awareness of the cosmic struggle between the aberrant Chaos of the Far Realms and the order of material life across the Inner Planes. Whether it is aboleths, illithids or the slaadi, a psycher's power inevitably draws them into this never-ending war.

## CREATING A PSYCHER

As you create your psycher character, think about how their psychic abilities manifest and how this might have affected them over the course of their life.

### QUICK BUILD

You can make a psycher quickly by following these suggestions. First, Intelligence should be your highest ability score. Make Wisdom your next highest score if you want to take the Farseer specialisation, Strength if you want to take the Wytch specialisation, or Charisma if you want to take the Harlequin specialisation. Second, choose the hermit, outsider or sage background.

## CLASS FEATURES

As a psycher, you have the following class features.

### HIT POINTS

**Hit Dice:** 1d6 per psycher level.

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

**Hit Points at Higher Levels:** 1d6 (or 5) + your Constitution modifier per psycher level.

## PROFICIENCIES

**Armour:** leather armour.

**Weapons:** simple weapons and hand crossbows.

**Tools:** one set of artisans' tools and one instrument, or two sets of artisans' tools.

**Saving Throws:** Intelligence, Wisdom.

**Skills:** choose four from Acrobatics, Athletics, Deception, History, Insight, Investigation, Perception, Persuasion, Religion, Sleight of Hand, Stealth.

## EQUIPMENT

You start with the following equipment.

- (a) a simple melee weapon or (b) a shortbow and quiver of 20 arrows.
- (a) a simple melee weapon or (b) a hand crossbow and 20 bolts.
- Leather armour, two daggers and (a) a set of artisans' tools or (b) a musical instrument.
- A psychic crystal or a psychic mark.

## PSYCHIC

Whether you yourself were touched by a psychic power, or one of your ancestors honed their mental abilities beyond that of a regular mortal, your mind functions on a different level to most other creatures. Your psychic abilities allow you to impose your will on the world, and perceive the future as a diverging stream of possibilities.

Psychic powers are divided into five Tiers of increasing potency. You start off with access to psychic powers from Tier I and gain access to powers from subsequent Tiers at 5th, 9th, 13th and 17th level. They never have material components, as the power originates from your mind, though they do always have verbal and somatic components. They are also grouped into different types of power: *attack*, *control*, *illusion*, *impairment and support*, *restoration*, and *warp* powers. Attack powers deal damage to a specific target or area, control powers restrict a target's potential or take control entirely, illusion powers create or project images, impairment powers de-buff enemies while support powers buff allies, restoration powers restore hit points and warp powers use the Warp to teleport yourself or others across the battlefield.

You have a number of psychic charges equal to the value shown in the Psychic Charges column of the Psyker table, unless your sub-class provides a bonus to your number of psychic charges. To invoke a psychic power, you must expend a number of psychic charges equal to the Tier of the power, unless it is an *at will* power which you can invoke an unlimited number of times. You regain one plus half your expended psychic charges when you complete a

short rest, and regain all expended psychic charges when you complete a long rest.

## PSYCHIC DEFENCE

While you are not wearing armour, your AC is 10 plus your Intelligence modifier.

## PSYCHIC ABILITY

Intelligence is your ability score for your psychic powers. You use your Intelligence whenever a psychic power refers to your psychic power ability. In addition, you use your Intelligence modifier when setting the saving throw DC for any psychic power or psychic effect, or when making an attack roll with one.

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

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

## PSYCHIC FOCUS

You can use a psychic crystal or a psychic mark as your psychic focus to help channel your psychic powers. In the case of a psychic crystal, think about where you found this crystal and how it relates to the source of your psychic abilities. Or maybe someone gave it to you? And in the case of a psychic mark, perhaps it is a tattoo or a birth mark in the shape of a rune in Deep Speech, the language of the Far Realm.



## PSYCHIC POWERS

At 1st level, you know the *Psychic Blast* psychic power and two additional powers of your choice. You learn one additional psychic power of your choice at second level, and at every three levels after that.

## ACUTE SKILL

At 1st level, choose one of your skill proficiencies. Your proficiency bonus is doubled for ability checks with the chosen proficiency. At 6th level, and then again at 13th level, you can choose another skill proficiency to gain this benefit.

## PIERCING SIGHT

At 2nd level, you gain the ability to peer into a creature's mind. You can then use your access to their thoughts to probe deeper for hidden insight or to command the creature.

As an action, choose a creature that you can see within 60ft of you to make a Wisdom saving

throw. If they succeed, the effect fails. On a failed save you can read their surface thoughts (those foremost active thoughts in their mind, reflecting their current emotions and what they are actively thinking about) as long as they stay within 60ft of you. This effect lasts for 1 minute or until you choose to end it as an action, and requires concentration.



During that time, you can choose to probe more deeply into their mind as an Action. Make an Intelligence check versus a DC equal to their Intelligence or Wisdom score, whichever is higher. On a failure, you gain a point of exhaustion and lose concentration on the ability. On a success, you learn specific information from within their mind. As an action, you gently examine their subconscious and ask a question. The DM will then answer the question, though the more complex the question the vaguer the answer may be. For each new topic you enquire about you must repeat the Intelligence check, with the same effects as before.

Alternatively, you can use an Action to end the effect and implant a psychic suggestion into their mind. The target must make a Wisdom saving throw or be magically influenced by your suggestion, pursuing the suggested course of action to the best of its ability for the next minute on a failed save. Creatures which can't be charmed are immune to this effect. The suggestion must be worded such that it sounds reasonable, and it cannot put the creature into obvious harm.

## PSYCHIC SPECIALISATION

At 3rd level, you choose your psychic specialisation, the aspect of your mental or physical abilities that your psychic abilities most strongly enhances. You can choose from the Farseer, the Wytch, or the Harlequin. Your specialisation choice grants you features at 3rd level, and then again at 5th, 9th, 13th, 17th and 20th level.

## ABILITY SCORE IMPROVEMENT

When you reach 4th, 8th, 12th and 16th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

## EVASION

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects. When you are subjected to an effect that allows you to make a Dexterity saving throw to take half damage, you

instead take no damage on a success and only take half damage on a failure.

## PHYSICAL PROWESS

When you reach 6th, 10th, 14th and 19th level, you can increase one ability score by your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

In addition, you may choose one of the following bonuses: gain proficiency in one skill of your choice, or expertise in a skill with which you are already proficient; or your hit point maximum increases by an amount equal to your Psyker level, and every time you gain a level in this class thereafter your hit point maximum increases by an additional 1 hit point.

Alternatively, you may choose to forego the benefits of this Feature and choose a Feat.

## FLEXIBLE MIND

Starting at 11th level, you gain the ability to focus your psychic powers into different aspects of your mind and body. Every time you complete a short or long rest, you can choose to move your Wisdom saving throw proficiency to a different ability of your choice.

## SKILL MASTERY

By 14th level, you have refined your chosen skills to a level of artistic perfection that few can achieve. Whenever you make an ability check that you are proficient in, you can choose to treat any d20 roll of a 9 or lower as a 10.

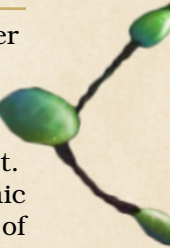
## PSYCHIC MASTERY

Starting at 15th level, you have mastered a Tier II psychic power. One Tier II psychic power of your choice always costs half the number of required charges for you to invoke, including when you spend additional charges to invoke it. For example, if you invoke an additional psychic charge to heighten the power, spending a total of three psychic charges instead of two, you would only need to expend one charge to invoke the heightened power using this ability.

In addition, if a psychic power you invoke fails entirely, you regain half the psychic charges expended to invoke the power rounded down.

## PRETERNATURAL SENSES

Beginning at 18th level, your psychic abilities augment your physical senses to such a degree that very little can be hidden from you. No attack roll has advantage against you as long as you are aware of the attacker, and not being able to see a target no longer imposes disadvantage





on your attack rolls against the target, as long as you are aware of its general location.

For example, if an enemy you are already aware of hides at the start of their turn during combat and then attacks you, they do not gain advantage against you despite being hidden since you are still aware of their presence.

## PSYCHIC SPECIALISATION

Psychers have many features in common, such as their impressive mental prowess, their fierce commitment to self-perfection, their precise and elegant reflexes, and their rare psychic aptitude. But each psycher is different, uniquely affected by their psychic abilities, with different aspects of their mind and body shaped by them. Your choice of specialisation reflects the way in which your psychic potential has manifested, producing and enhancing different features.

### FARSEER

As a Farseer, you have the strongest latent psychic ability of all psychers, being able to invoke the most powers and concentrate on many things simultaneously. Farseers are renowned for using their vast psychic power to perceive many possible futures simultaneously, an ability known as psychic prescience, to manipulate the flow of probability towards a desired outcome. Using this prescient ability, even the most basic psychic powers become extremely effective when employed by a Farseer, whether by supporting their allies or crippling their enemies.

### FARSIGHT

Starting at 3rd level, you gain darkvision out to 200ft and blindsight out to 10ft. As an action, you can expend a psychic charge to gain the ability to see invisible creatures and objects as though they were visible, as well as see into the Ethereal Plane. This effect lasts up to an hour, unless you choose to end it sooner.

### INNER VOICE

Also at 3rd level, your inner voice grants you telepathy within 120ft on creatures you can see, provided that the target is able to speak or understand at least one language. In addition, your thoughts cannot be read by magical means and other creatures can only communicate telepathically with you if you allow.

At 8th level, you gain the Enhanced Inner Voice Feature which additionally grants you advantage on Intelligence, Wisdom and Charisma saving throws against spells and magical effects.

### PSYCHIC PRESCIENCE

When you choose this specialisation at 3rd level, your total number of psychic charges increases by an amount equal to your Wisdom modifier, to a minimum of 1. This represents the mental clarity you have harnessed to control the more alien corners of your mind. If your Wisdom modifier increases at later levels, your total number of charges increases as well.

You learn the *Doom*, *Guide* and *Fortune* powers if you don't already know them and they are all improved as detailed below, choosing additional powers if you already know them. The range of your *Psychic Blast* power also doubles.

In addition, rather than learning a new psychic power at every third psycher level, you may choose one new power every time you gain a level in this class after this one. These powers must be of an appropriate psychic power Tier, as shown in the Psycher table.

### PRESCIENT DOOM

*Tier I impairment power*

**Casting Time:** 1 bonus action.

**Range:** 120 feet.

**Components:** V, S.

**Duration:** 1 minute, C.

Choose three creatures within range that you can see. They must make a Wisdom saving throw or have disadvantage on attack rolls and ability checks for the next minute. Each creature repeats the saving throw at the end of subsequent turns, ending the effect on a success.



In addition, you have advantage on attack rolls against creatures affected by this power. When you invoke this power using additional psychic charges, you can affect one additional creature per additional psychic charge expended. Requires concentration.

### PRESCIENT GUIDE

Tier I support power

**Casting Time:** 1 bonus action.

**Range:** 60 feet.

**Components:** V, S.

**Duration:** 1 minute, C.

Choose a creature within range that you can see. For the next minute, they have advantage on attack and damage rolls and ability checks as long as you can see them. In addition, ranged attack rolls made by them do not suffer disadvantage if the target is beyond the first ranged increment. Requires concentration.



### PRESCIENT FORTUNE

Tier I restoration power

**Casting Time:** 1 bonus action.

**Range:** 10 feet.

**Components:** V, S.

**Duration:** instantaneous.

Choose a number of creatures up to your Proficiency bonus within range that you can see. They each regain hit points equal to 1d8 plus your Intelligence modifier. You roll this dice once for the whole group.



### IMPROVED PRESCIENCE

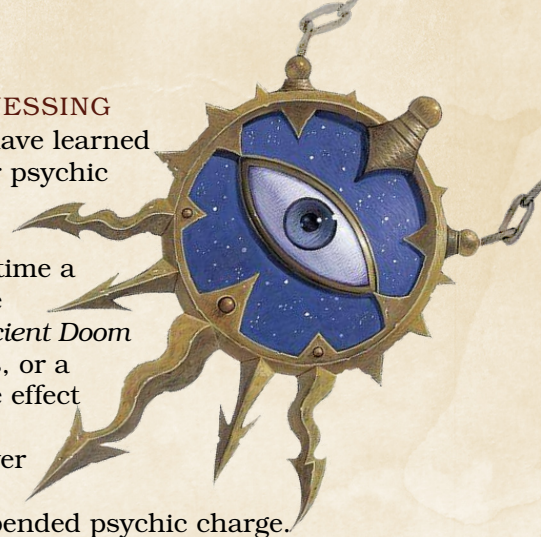
Starting at 5th level, you can concentrate on a number of psychic powers equal to the highest Tier of power available to you. For example, at 5th level you have access to Tier II psychic powers, so are able to concentrate on up to two psychic powers simultaneously.

If you take damage while you are concentrating using this Feature, you must make a Constitution saving throw for each individual power to maintain concentration on it, starting with the power you invoked most recently and working backwards to the power you have been concentrating on for the longest. The DC for the concentration check equals 9 + the number of powers you are concentrating on at the time or half the damage you take, whichever is higher.

This Feature only applies to psychic powers and effects from within the Psychic class. If you are concentrating on some other non-psychic effect such as a spell, then you are only able to concentrate on that single effect as normal.

### RUNES OF WITNESSING

By 9th level, you have learned how to imbue your psychic powers with your ever-watching prescience. Every time a creature under the effect of your *Prescient Doom* psychic power dies, or a creature under the effect of your *Prescient Guide* psychic power kills a creature, you regain one expended psychic charge.



In addition, your prescience grants you advantage on initiative rolls, and you may add your Intelligence modifier to the roll when making Perception checks. This is on top of any other bonuses you may have.

### AURA OF COMMAND

By 13th level, you have developed a psychic presence which projects your intentions onto those around you. When you make a Deception, Intimidation, or Persuasion check directed at a creature you can see, you may use your Wisdom modifier instead of your Charisma modifier.

### FORESHADOWING

When you reach 17th level, your sensitivity to conflict grants you a brief insight into the immediate future. You can take two turns during the first round of combat as long as you aren't surprised. You take your first turn at your normal initiative and your second turn at your initiative minus 10. You must complete a short rest before using this ability again.

### PATH OF THE SEER

At 20th level, you gain the ability to unlock the full potential of your prescient sight. As an action, you can delve into the farthest reaches of your mind and bring to bear all your latent psychic power.

For 1 minute, you have advantage on Constitution saving throws to maintain concentration on psychic powers, gain truesight out to a range of 60ft, are immune to psychic damage, and gain a flying speed of 60ft. In addition, your psychic prescience is so strong that you become able to pick and choose from the possible futures around you subconsciously. Allies within 30ft of you add your Intelligence modifier to saving throws and ability checks.

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

## WYTCH

As a Wytch, you are fearsome melee combat specialist who can draw on their psychic powers to aid and enhance their martial prowess as well as rain down psychic fire on their foes. Among those well studied in the deep lore of psychics and the Far Realm, Wytches are named after a feared aberrant being known only as the Wailing Wytch. In her namesake, you focus your psychic potential into your body as well as your mind, unleashing targeted havoc on those you deem less than worthy of existence.

### PSYCHIC COMBAT

At 3rd level when you choose this psychic specialisation, you gain proficiency with medium armour, shields and martial melee weapons.

Sacrificing your ability to channel psychic powers at range, you gain the ability to imbue your melee weapon attacks with incredible psychic power. You are no longer able to learn new powers with a range of more than 60ft unless they are illusion powers, but when you hit a creature with a melee weapon attack, you can choose to expend a psychic charge to deal

2d8 psychic damage to the target on top of the regular weapon damage. You can expend additional psychic charges to do an extra 1d8 psychic damage per charge expended.

In addition, you gain the *Psychic Shield* power if you do not already have it, or another allowed Tier I power of your choice if you do. When a creature you can see makes an attack roll against you while your psychic shield is active and misses, they immediately take psychic damage equal to your Intelligence modifier.

### WYTCH'S CONSTITUTION

Starting at 3rd level, your psychic defences begin strengthening your physical form. From now on, when rolling hit dice to increase your hit points when you gain a level in this class, you roll with advantage and your current hit point maximum increase by 5. In addition, you are resistant to poison damage and cannot be poisoned.

### FIGHTING STYLE

Also at 3rd level, you adopt a particular style of fighting as your speciality. Choose one of the following options. You can't choose the same Fighting Style option more than once, even if you get to choose again later. You can choose a second Fighting Style from this list at 13th level.

**Defence.** While you are wearing armour, you gain a +1 bonus to AC.

**Duelling.** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

**Great Weapon Fighting.** When you roll a 1 or a 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can re-roll the dice and must use the new roll, even if it a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

**Mobility.** While you are wearing light armour or no armour, your movement speed increases by 10ft and creatures you hit with melee attacks have disadvantage on opportunity attacks against you.

**Two-Weapon Fighting.** When you engage in two-weapon fighting, you can add your ability modifier to the damage of the off hand attack.

**Versatile Fighting.** While you are wielding a melee weapon with the versatile property, you gain a +2 bonus to attack rolls with that weapon.

### EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. You gain another attack at 15th level.



### ENHANCED PSYCHIC COMBAT

At 5th level, you can substitute one of the attacks granted by the Extra Attack feature with a psychic power which would normally require an action to invoke. You may use this feature a number of times equal to the highest Tier of power available to you per short rest. You also gain the Tier II powers *Disruptor*, *Immolate* and *Psychic Lash* if you do not already know them, or three powers of your choice of the appropriate Tier if you do.

### FOCUSED FLAMES

Beginning at 9th level, your psychic abilities and martial prowess begin to blur into one. When you do additional psychic damage as part of your weapon attacks as described in the Psychic Combat feature, for each psychic charge expended you also do 1d8 fire damage.

In addition, creatures which take damage from your *Psychic Shield* power also take fire damage equal to your Intelligence modifier.

### WYTCH'S FURY

At 13th level, you score critical hits with melee weapon attacks on a 19 and 20, and every time you score a critical hit with a melee weapon you regain one expended psychic charge.

In addition, every time you reduce a creature to zero hit points in melee combat, you regain one expended psychic charge.

### MIND FIRE

At 17th level, you can use a bonus action to expend one psychic charge to ignite a weapon you are holding into psychic flame. For the next minute, your attacks with this weapon deal an additional 1d8 fire damage. This damage ignores fire resistance and fire immunity unless the target is also resistant or immune to psychic damage, respectively. This applies to damage done by the Focused Flames feature as well.

You also regain one expended use of the Enhanced Psychic Combat feature every time you reduce a target to zero hit points using either of the Focused Flames or Mind Fire Features.



### BEWARE THE WYTCH

At 20th level, you can invoke your full psychic potential as an action and channel it through your body. Only a wytch has the physical strength to endure such psychic stress.

You regain all expended psychic charges and for 1 minute your body burns with psychic flame, shedding bright light out to 10ft and dim light out to 30ft. Whenever an enemy within 10ft hits you with a melee attack, they immediately take 1d8+5 points of fire damage. This damage ignores fire resistance and fire immunity unless the target is also resistant or immune to psychic damage, respectively. In addition, you gain temporary hit points equal to the fire damage done by your Focused Flames feature.

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



### HARLEQUIN

As a Harlequin, your psychic power extends beyond your mind, forming a direct link to the raw untapped psychic potential of the Warp, a demiplane of pure chaotic psychic potential within the Far Realm where objects exist in more than place at the same time. This connection allows you to invoke warp powers which channel this potential, enabling you to teleport from one place to another by summoning Warp portals.



## BONUS PROFICIENCY

At 3rd level, when you choose this psychic specialisation you gain proficiency with finesse weapons and light armour.

## WARP SENSITIVITY

At 3rd level, you gain the *Warp* psychic power. If you already know this power, then you gain another power of your choice. *Warp* is the most basic of the warp powers, powers that rely on the ability of the Harlequin to project themselves between and across the Planes by sheer force of personality, using the chaos of the Warp as a conduit. Few warp powers are available to psychers who are not Harlequins, due to the risk of accidentally getting lost in the Warp.

Each time you gain a new psychic power, you gain one additional psychic power of your choice from the warp power list. Like all psychic powers, it must be from a Tier of power that you have access to.

Psychic Power Tier	Warp Powers	Available after Level
Tier I	<i>Warp, Warp Throw</i>	1st
Tier II	<i>Chaos Jump, First Rune of the Warp, Warp Strike</i>	5th
Tier III	<i>Greater Warp Strike, Second Rune of the Warp, Third Rune of the Warp, Warpspear, Warp Storm</i>	9th
Tier IV	<i>Immaterium, Madness of the Warp, Rift Strike</i>	13th
Tier V	<i>Hurl, Eye of the Warp Storm</i>	17th

You also gain the ability to push your warp powers beyond the normal limitations of your body and mind. When you invoke a psychic power, you can choose to push the power, enhancing its effect. In doing so, you build up a dangerous psychic debt as specified in each of the push options below, making it even more risky when accessing the Warp.

Every time you push a power, or invoke a warp power which has the Harlequin specialisation as a prerequisite while your psychic debt is not zero, make a Charisma saving throw against the Warp save DC given below.

**Warp save DC** = 10 + size of your debt

If you fail, you take psychic damage equal to the size of the debt to a minimum of one, taking half damage on a success, and the debt increases by one. This damage must be taken by your hit points; it cannot be taken by temporary hit points. Your debt is cleared when you complete a long rest.

You can choose to push your powers using the options below. You can push a power using more than one option and can push multiple powers on your turn.

**Stretch.** You double the range of a warp power involving teleportation. Increase your psychic debt by one.

**Onslaught.** If you invoke a warp power which includes a weapon attack as part of the power, make two attacks instead of one. Increase your psychic debt by two.

**Strain.** If you invoke a psychic power that requires you to use your action, you can immediately use your bonus action to invoke a second warp power that would normally require an action. Increase your psychic debt by three.



**Intensify.** If you invoke a warp power that requires a creature to make a saving throw, they make the saving throw at disadvantage. Alternatively, if you invoke a warp power that requires you to make an attack roll, you make the attack with advantage. Increase your psychic debt by three.

**Push Beyond.** Invoke a psychic power even though you don't have sufficient psychic charges to do so. Increase your psychic debt by one plus the missing number of psychic charges.

## FIGHTING STYLE

Also at 3rd level, you adopt a particular style of fighting as your speciality. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

**Duelling.** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

**Finesse Weapon Mastery.** When you roll a 1 or a 2 on a damage die for an attack you make with a finesse weapon that you are wielding in melee, you can reroll the dice and must use the new roll, even if the new roll is a 1 or a 2.

**Mobility.** While you are wearing light armour or no armour, creatures you hit with melee attacks have disadvantage on opportunity attacks against you and your movement increases by 10ft.

**Superior Technique.** You learn one maneuver of your choice from among those available to the Battle Master archetype. If a maneuver you use requires your target to make a saving throw to resist the maneuver's effects, they do so against your Psychic save DC.

You gain one superiority die, which is a d6 (this die is added to any superiority dice you have from another source). This die is used to fuel your maneuvers. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest.

**Thrown Specialist.** When you hit with a thrown weapon, you gain a +1 bonus to the damage roll. In addition, you can use your bonus action to make an off-hand thrown weapon attack, adding your ability modifier to the damage.

**Warp Interceptor.** When a creature you can see hits a target, other than you, within 5ft of you with an attack, you can use your reaction to reduce the damage the target takes by 1d10 + your proficiency bonus (to a minimum of 0 damage).

## EXTRA ATTACK

Beginning at 5th level, you can attack twice instead of once whenever you take the attack action on your turn.

## PSYCHIC BLADE

Also at 5th level, you gain the ability to summon a spectral blade made of the raw chaos of the Warp as a physical manifestation of your psychic ability. As a bonus action, you can expend one psychic charge to create a melee weapon with which you are proficient. You use your Intelligence modifier in place of your Strength or Dexterity modifier in attack bonus for the weapon, dealing 2d8 plus your Intelligence modifier psychic damage on a hit.

Psychic blades have the finesse, light, and thrown properties with a range of 20/60ft, and score critical hits on the roll of a 19 or 20. If you throw the weapon, or it is more than 60ft away from you, it dissipates at the end of your turn, immediately reforming in your hand should you wish it to during the same turn; to re-summon a psychic blade on subsequent turns uses a bonus action. You can continuously re-summon a psychic blade in this way for up to an hour before it dissipates back into the Warp, and may have up to two psychic blades summoned at the same time.

When you first summon the blade, you can spend additional charges to increase the attack and damage modifier by +1 for each additional charge expended, expending a maximum number of charges when summoning a blade equal to the highest Tier of psychic power available to you. For example, a 9th level Harlequin has access to Tier III powers so can spend three charges when summoning a blade, giving them a +2 bonus to attack and damage rolls with it.



### HYPNOTIC APPEAL

By 9th level, your strength of character has been sharpened by the Warp. You gain proficiency in the Deception and Persuasion skills if you are not already proficient in them.

Should you make a successful Deception or Persuasion check, you can use your action to attempt to dazzle and confuse the target. They must make a Wisdom saving throw or be charmed by you until the end of your next turn. While they are charmed in this way, they are incapacitated and their speed is reduced to zero.

On subsequent turns, you can use your action to maintain this effect, extending its duration until the end of your next turn. The effect ends if you move more than 10ft away from the creature, it can neither see nor hear you, or if the creature takes damage.

Once the effect ends, or if the creature succeeds on its initial saving throw, you cannot use this feature on them again for 24 hours.

### ELEGANT REFLEXES

The speed and precision with which you move your body is practically unrivalled. Beginning at 13th level, you have two reactions in a round rather than one, and regain one expended psychic charge whenever you score a critical hit with a psychic blade.

In addition, when an attacker you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

### HARLEQUIN'S KISS

From 17th level, when you score a critical hit with a psychic blade, you roll the damage dice with advantage. You can use this feature a number of times equal to your Charisma modifier per long rest, to a minimum of one.

### DANCE WITH DEATH

At 20th level, you can use an action to allow the Warp to inhabit your body, becoming a channel for its directed chaos and altering your appearance. For example, your skin might become covered in a purple and yellow diamond pattern, your face might take on the appearance of a porcelain mask, or the air around you might flicker and blur with the power of the Warp.

For 1 minute, you gain the following benefits.

- Your psychic debt decreases by an amount equal to your Charisma modifier.
- Every time you invoke a warp power which causes you to teleport, you can make one psychic blade attack as part of the power, either before or after the power takes effect. This does not include powers where you make a weapon attack as part of the power.

- For powers which already include a weapon attack, you can make an additional psychic blade attack immediately after attacking by expending a psychic charge. You can do this each time you attack if the power allows you to attack more than once.

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

# PSYCHIC POWERS

If a psychic power has prerequisites, you must meet them in order to gain the power. You can learn the power at the same time that you meet its prerequisites.

## PSYCHIC POWERS LIST

---

### TIER I

Doom  
Facedancer  
Fleet of Foot  
Focus  
Forbearance  
Fortune  
Guide  
Levitation  
Luminescence  
Mantra of Clarity  
Mind of Meditation  
Mutable Form  
Psychic Blast  
Psychic Shield  
Psychic Shock  
Rune of Deception  
Rune of Fortune  
Warp  
Warp Throw

### TIER II

Break Arcana  
Compel  
Disruptor  
Distortion Field  
Ego Whip  
First Rune of the Warp  
First Rune of Warding  
Force Sphere  
Immolate  
Marked by a Psyker Mental Projection  
Mind Thrust  
Parapsychology  
Psychic Crush  
Psychic Lash  
Second Rune of Warding  
Summon Gyrinx  
Psychic Storm  
Warp Strike

### TIER III

Ad Insinuum  
Chaos Jump  
Cerebral Override  
Essence Drain  
Exile  
Fear  
Greater Warp Strike  
Levitation Field  
Purification Rites

Second Rune of the Warp  
Telekinesis  
Third Rune of the Warp  
Tower of Iron Will  
Wailing Doom  
Warpspear  
Warp Storm  
Unreal

### TIER IV

Arc of Plasma  
Immaterium  
Madness of the Warp  
Occult Knowledge  
Psychic Echo  
Rend  
Revitalisation  
Rift Strike  
Ruin  
Rune of the Third Eye  
Rune of War  
Third Rune of Warding

### TIER V

Defy Gravity  
Hurl  
Torpidity  
Pain  
Providence  
Prism  
Rune of Fate  
Storm of the Far Realm  
Eye of the Warp Storm  
Void

## TIER I

---

### DOOM

*Tier I impairment power.*

**Casting Time:** 1 action.

**Range:** 60 feet.

**Components:** V, S.

**Duration:** 1 minute, C.

Choose three creatures within range that you can see. They must make a Wisdom saving throw or subtract a d4 from any attack rolls and ability checks they make for the duration. Each creature repeats the saving throw at the end of subsequent turns, ending the effect on a success.

When you invoke this power using additional psychic charges, you can affect one additional creature per additional psychic charge expended. Requires concentration.

### FACEDANCER

*Tier I illusion power.*

**Casting Time:** 1 action.

**Range:** self.

**Components:** V, S.

**Duration:** 1 hour.

You change your appearance, causing your clothing, armour, weapons and other belongings on your person to look different until the spell ends or until you use your action to end the power. You can seem 1ft shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs.

The changes wrought by this power fail to hold up to physical inspect. For example, if you use this power to add a hat to your outfit, objects would pass through the hat and anyone who touches it would feel nothing or would feel your head and hair. If you use this power to feel thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in mid-air.

To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your psychic save DC.

You can dismiss the power early using a bonus action on your turn.

### FIRST RUNE OF THE WARP (AT WILL)

*Tier I warp power. Prerequisites: Harlequin specialisation.*

**Casting Time:** 1 bonus action.

**Range:** self.

**Components:** V, S.

**Duration:** instantaneous.

As a bonus action, you trace glowing spectral runes in the space around you which hang in place before fading after a couple of seconds. Reduce your psychic debt by one plus the number of charges expended when invoking this power. This power can be invoked at higher Tiers using additional charges in the normal way.

You do not need to make a saving throw versus your push save DC when you invoke this power, and invoking this power does not increase the size of your debt.

### FLEET OF FOOT

*Tier I support power.*

**Casting Time:** 1 action.

**Range:** touch.

**Components:** V, S.

**Duration:** 1 minute.

You touch a willing creature, granting them increased mobility. They can now use their bonus action to take the Dash action.

When you invoke this power using additional psychic charges, their movement speed increases by an extra 10ft per additional psychic charges you expend.

### FOCUS (AT WILL)

*Tier I support power.*

**Casting Time:** 1 action.

**Range:** touch.

**Components:** V, S.

**Duration:** 1 minute, C.

You touch one willing creature. Once before the power ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The power then ends.

### FORBEARANCE

*Tier I support power.*

**Casting Time:** 1 action.

**Range:** 30 feet.

**Components:** V, S.

**Duration:** 1 minute, C.

You ward a creature within range against attack. Until the power ends, any creature who targets the warded creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack. On a successful save, the creature can make the attack roll against the warded creature as normal and the power ends if they hit. This power doesn't protect the warded creature from area effects, such as explosions or gaseous effects.

When you invoke this power using additional psychic charges, the power ends after the target has been hit a number of times equal to the additional psychic charges you expend. For example, if you invoked this power at Tier III, the power would end after the target was hit for the third time. Requires concentration.

### FORTUNE

*Tier I restoration power.*

**Casting Time:** 1 action.

**Range:** 10 feet.

**Components:** V, S.

**Duration:** instantaneous.

A number of creatures of your choice up to your Proficiency bonus within range regain hit points equal to your Intelligence modifier.

## GUIDE

*Tier I support power.*

**Casting Time:** 1 action.

**Range:** 30 feet.

**Components:** V, S.

**Duration:** 1 minute, C.

Choose a creature within range that you can see. For the next minute, they can add 1d4 to attack rolls and ability checks as long as you can see them. In addition, ranged attack rolls made by them do not suffer disadvantage if the target is beyond the first ranged increment. Requires concentration.

## LEVITATION

*Tier I control power.*

**Casting Time:** 1 action.

**Range:** 60 feet.

**Components:** V, S.

**Duration:** 10 minutes, C.

Choose one creature or object of your choice that you can see within range, causing it to rise vertically up to 20ft and remain suspended there for the duration. This power can levitate a target that weighs up to 500 pounds. An unwilling creature which succeeds on a Constitution saving throw is unaffected.

The target can only move by pushing or pulling against fixed objects or surfaces which allows it to move as though climbing. You can change the target's altitude by up to 20ft in either direction using your action on your turn. If you are the target, you can move up or down as part of your move. The power ends if the target leaves the power's range, and the target begins to fall.

Alternatively, you can use your reaction when you or a creature within range that you can see starts to fall to invoke this power in a different way, expending a psychic charge as normal. The target's rate of descent slows to 60ft per round until the power ends. If the creature lands before the power ends, it takes no falling damage and can land on its feet. The power then ends for that creature.

When you invoke this power using additional psychic charges, the number of creatures it can affect increases by the number of additional psychic charges you expend. Requires concentration.

## LUMINESCENCE (AT WILL)

*Tier I illusion power.*

**Casting Time:** 1 action.

**Range:** 30 feet.

**Components:** V, S.

**Duration:** 1 hour, C.

You summon a sphere of light smaller than one foot in diameter at a point within range. Until the power ends, the sphere sheds bright light in a 20ft radius and dim light for an additional 20ft. The light can be colored as you like. The power ends if you invoke it again or use your action to dismiss it. On your turn, the sphere can move up to 30ft in any direction, though it dissipated if the sphere is ever more than 60ft away from you.

When you invoke this power using additional psychic charges, the radius of the bright and dim light both increase by 20ft per additional psychic charges you expend.

## MANTRA OF CLARITY (AT WILL)

*Tier I restoration power.*

**Casting Time:** 1 action.

**Range:** 5 feet.

**Components:** V, S.

**Duration:** instantaneous.

Choose one creature within range who can hear you. You mutter a psychic mantra used to aid in focusing the mind. The target can then make a DC 10 Wisdom check, ending one of the following effects on a success as long as it is not caused by poison or disease: blindness, charmed, fear, paralysis or stun. Alternatively, they can choose to remove one point of exhaustion.

When you invoke this power using additional psychic charges, you can remove one additional effect from the target per additional psychic charge expended.

## MIND OF MEDITATION

*Tier I support power.*

**Casting Time:** 10 minutes.

**Range:** self.

**Components:** V, S.

**Duration:** instantaneous.

You spend 10 minutes meditating and explore the twisting possibilities laid out before you. When you complete the meditation, you gain some insight into the results of a specific course of action that you plan to take within the next 30 minutes. The DM chooses from the following possible omens:

- **Gentle Song**, for probable good results
- **Piercing Scream**, for probable bad results
- **Wail**, for probable good and bad results
- **Silence**, for results that are unlikely to be either good or bad

Your meditation doesn't take into account any possible circumstances that might change the outcome, such as the casting of spells or the loss or gain of a companion.

If you invoke this power again before completing a long rest, there is a 25% chance that you will be unable to make reliable predictions about the future, and the conclusions you draw will be chosen randomly by the DM. The DM makes this roll in secret. For every subsequent invoking of this power, there is a cumulative 25% chance your predictions will be unreliable.

### MUTABLE FORM

*Tier I illusion power. Prerequisites: Facedancer power.*

**Casting Time:** 1 action.

**Range:** self.

**Components:** V, S.

**Duration:** 10 minutes.

You assume a different form. When you invoke this power, choose one of the following effects which last for the duration. While the power lasts, you can end one effect as an action to gain the benefits of a different one.

**Aquatic Adaptation.** You adapt your body to an aquatic environment, sprouting gills and webbing between your fingers. You can breathe underwater and gain a swimming speed equal to your walking speed.

**Change Appearance.** You transform your appearance. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, colouration, and distinguishing characteristics, if any. You can make yourself appear as a member of another race, though none of your statistics change. You also can't appear as a creature of a different size than you and your basic shape stays the same; if you're bipedal, you can't use this power to become quadrupedal for instance. At any time during the duration of the power, you can use your action to change your appearance in this way again.

**Elemental Resistance.** You transform the surface of your body to resist one of the elements, perhaps gaining a metallic sheen or a layer of frost across your skin. Choose one of the following damage type out of fire, cold and lightning. For the duration, you gain resistance to that damage type.

**Natural Weapons.** You grow claws, fangs, spines, horns or a different natural weapon of your choice. Your unarmed strikes deal 1d6 bludgeoning, piercing or slashing damage, as appropriate to the natural weapon you chose, and you are proficient with your unarmed strikes. Finally, a natural weapon counts as magical and you have a +1 bonus to the attack and damage rolls you make using it.

### PSYCHIC BLAST (AT WILL)

*Tier I attack power.*

**Casting Time:** 1 action.

**Range:** 100 feet.

**Components:** V, S.

**Duration:** instantaneous.

You release a blast of psychic energy towards a creature within range. Make a ranged psychic attack roll, doing 1d8. The damage increases by 1d8 when you reach 5th, 9th, 13th and 17th level in this class.

### PSYCHIC SHOCK (AT WILL)

*Tier I attack power.*

**Casting Time:** 1 action.

**Range:** touch.

**Components:** V, S.

**Duration:** instantaneous.

Make a melee psychic attack roll. On a hit, the target takes 1d10 lightning damage and has disadvantage on its next attack roll.

When you invoke this power using additional psychic charges, the damage increases by 1d10 per additional psychic charge expended.

### PSYCHIC SHIELD

*Tier I support power.*

**Casting Time:** 1 reaction.

**Range:** self.

**Components:** V, S.

**Duration:** 1 round.

Use your reaction to being targeted by an attack roll which you can see. You summon a shield of psychic energy which increases your AC by an amount equal to your intelligence modifier until the start of your next turn. This includes for the triggering attack, which may now miss you.

### RUNE OF DECEPTION (AT WILL)

*Tier I illusion power.*

**Casting Time:** 1 action.

**Range:** touch.

**Components:** V, S.

**Duration:** 1 minute, C.

You touch a creature, marking them with a psychic rune. Choose one of the following effects, which lasts for the duration as long as you are conscious.

**Charming.** You project a sense of trustworthiness into the mind of whoever the target is talking to as long as you can see them. The target can roll a d4 and add it to the total whenever they make a Persuasion or Deception roll relating to a conversation. If the creature they are conversing with is immune to charm

effects, the target does not benefit from this bonus.

**Familiarity.** You project hints of a false memory into the mind of someone the target is attempting to deceive so that they remember what they saw differently. The target can roll a d4 and add it to the total whenever they make a Deception or Performance check while trying to have a different appearance than their true form.

**Flickering Form.** The target's form shimmers in place, making it difficult to discern exactly where they are. Until until the first time they are hit each round for the duration, attack rolls made against the target must subtract a d4 from the total and use that as the result.

**Vanish.** As a bonus action at the end of each of their turns, the target can turn invisible until the start of their next turn, or until they attack, cast a spell, or do anything which causes harm. They can do this as long as this power is active.

Requires concentration.

### RUNE OF FORTUNE

*Tier I support power.*

**Casting Time:** 1 minute.

**Range:** touch.

**Components:** V, S.

**Duration:** 1 hour.

You touch a creature, marking them with a psychic rune. The target gains temporary hit points equal to 1d8 plus your Intelligence modifier for the duration, as long as you are conscious.

When you invoke this power using additional psychic charges, the temporary hit points increase by an amount equal to your Intelligence modifier per additional psychic charge expended.

### WARP

*Tier I warp power.*

**Casting Time:** 1 bonus action.

**Range:** 30ft.

**Components:** V, S.

**Duration:** instantaneous.

You bend the planes with the power of your mind and teleport to a point you can see within range.

### WARP THROW

*Tier I warp power. Prerequisites: Warp power.*

**Casting Time:** 1 action.

**Range:** 60ft.

**Components:** V, S.

**Duration:** instantaneous.

Choose a point with range. All creatures within a 10ft radius sphere must make a Strength

saving throw, taking 1d6 force damage as they are thrown 10ft away from you and knocked prone on a fail, or talking half damage and being thrown half the distance away from you on a success. If you are within the sphere, you are unaffected by the power.

If affected creatures come into contact with a hard surface, such as a tree or a wall, that prevents them from being thrown the full distance, they take an additional 1d6 bludgeoning damage and stop where they are.

When you invoke this power using additional psychic charges, the radius of the sphere and the thrown distance each increase by 10ft and the damage increases by 1d6 per additional psychic charge expended.

## TIER II

### BREAK ARCANA

*Tier II impairment power.*

**Casting Time:** 1 action.

**Range:** 60ft.

**Components:** V, S.

**Duration:** instantaneous.

You target a creature which is concentrating on a spell, psychic power, or other effect and attempt to break their concentration. They must make a saving throw using their relevant ability, taking 5d8 psychic damage on a fail and losing their concentration, or taking half damage on a success. For example, a wizard would make an Intelligence check since that is their spellcasting ability.

When you invoke this power using additional psychic charges, the damage increases by 1d8 per additional psychic charge expended.

### COMPEL

*Tier II control power.*

**Casting Time:** 1 action.

**Range:** 60ft.

**Components:** V, S.

**Duration:** 1 minute.

You imbue a one-word command with psychic power, issuing a command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow your command for the duration, repeating the saving throw at the end of subsequent turns, ending the power on a success. The power has no effect if the target is undead, a construct, or if the command is directly harmful to it. If the target is unable to follow your command, the power ends.

When you invoke this power using additional psychic charges, you can affect one additional creature per additional psychic charge expended.



The creatures must all be within 30ft of each other, and within the range of the power.

### DISRUPTOR

*Tier II attack power.*

**Casting Time:** 1 action.

**Range:** 60ft.

**Components:** V, S.

**Duration:** instantaneous.

You release a bolt of force from your finger which explodes once it reaches the desired point within range into a 20ft radius disk of crackling energy on the ground. All creatures in the effected area must make a Dexterity saving throw, taking 3d10 force damage on a failed save or half as much a on a successful one.

All creatures in the area are effected by one of the disruptive effects from the following table. Roll a d4 to determine which effect the power causes. You do not roll for each creature in the area individually.

d4	Effect
1	Take an additional 1d10 force damage.
2	Fall prone.
3	Move at half speed until the end of their next turn.
4	Cannot take reactions until the end of their next turn.

When you invoke this power using additional psychic charges, you roll the d4 an extra time per additional charge, rolling again until all rolls are different, and do an addition 1d10 force damage. Creatures in the area then suffer multiple effects until the end of their next turn. For example, expending three additional charges automatically causes all creatures to be effected by all the effects.

If you invoke this power as a Tier V power, then creatures within the area are effected by all of the disruption effects in the table and suffer one point of exhaustion

### DISTORTION FIELD

*Tier II illusion power.*

**Casting Time:** 1 action.

**Range:** touch.

**Components:** V, S.

**Duration:** 1 minute, C.

A creature you touch becomes invisible until the power ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The power ends for a target that attacks, casts a spell, or invokes a psychic power.

When you invoke this power using additional psychic charges, you can affect one additional creature per additional psychic charge expended.

Alternatively, you can invoke this power as a Tier IV power on yourself, in which case it only ends once the duration is complete or if you lose concentration on it. Requires concentration.

### EGO WHIP

*Tier II impairment power.*

**Casting Time:** 1 action.

**Range:** 30ft.

**Components:** V, S.

**Duration:** 1 minute, C.

You lash the mind of one creature you can see within range, filling it with despair. The target must succeed on an Intelligence saving throw or suffer disadvantage on attack rolls, ability checks, and saving throws, and be unable to cast spells. At the end of each of its turns, the target can make another Intelligence saving throw. On a success, the power ends.

### FIRST RUNE OF WARDING

*Tier II support power.*

**Casting Time:** 1 action.

**Range:** 10 feet.

**Components:** V, S.

**Duration:** 1 hour, C.

Choose a willing creature within range. Three invisible runes of psychic warding orbit their person, acting as a form of psychic protection. For the duration, their AC increases by an amount equal to your Intelligence modifier. Requires concentration.

### FORCE SPHERE

*Tier II control power.*

**Casting Time:** 1 action.

**Range:** 30 feet.

**Components:** V, S.

**Duration:** 1 minute, C.

A sphere of shimmering force encloses a creature or object of Large size or smaller within range. An unwilling creature must make a Dexterity saving throw. On a failed save, the creature is enclosed for the duration.

Nothing — not physical objects, energy, or other spell effects — can pass through the barrier, in or out, though a creature in the sphere can breathe there. The sphere is immune to all damage, and a creature or object inside can't be damaged by attacks or effects originating from outside, nor can a creature inside the sphere damage anything outside it.

The sphere is weightless and just large enough to contain the creature or object inside. An enclosed creature can use its action to push against the sphere's walls and roll the sphere at up to half the creature's speed. Similarly, the

globe can be picked up and moved by other creatures.

Unlike most other psychic powers, *Force Sphere* can be targeted by the *Dispel Magic* spell with DC equal to your psychic power DC. In addition, the *Disintegrate* spell targeting the globe destroys it without harming anything inside. Requires concentration.

### IMMOLATE

*Tier II attack power.*

**Casting Time:** 1 action.

**Range:** 60 feet.

**Components:** V, S.

**Duration:** Instantaneous.

Choose a point within range. All creatures in a 30ft square on the ground must make a Dexterity saving throw as the ground busts into flame, taking 6d8 fire damage on a fail or half as much on a success.

When you invoke this power using additional psychic charges, the damage increases by 1d8 per additional psychic charge expended.

### MARKED BY A PSYCHER

*Tier II impairment power.*

**Casting Time:** 1 action.

**Range:** touch.

**Components:** V, S.

**Duration:** 10 minutes, C.

You touch a creature, and that creature must succeed on a Wisdom saving throw or become psychically marked by you for the duration. When you invoke this power, choose its effect from the following options:

- Choose one ability score. While affected by this power, the target has disadvantage on ability checks and saving throws made with that ability score.
- While affected by this power, the target has disadvantage on attack rolls against you.
- While affected by this power, the target must make a Wisdom saving throw at the start of each of its turns. If it fails, it wastes its action that turn doing nothing.
- While the target is affected by this power, your attacks and powers deal an extra 1d8 psychic damage to the target.

A *Remove Curse* spell or *Mantra of Clarity* power ends the effect of this power. At the DM's discretion, you may choose an alternative effect, but it should be no more powerful than those described above. The DM has final say on such a power's effect.

When you invoke this power using additional psychic charges, the duration increases as the Tier of power increases and you no longer need

to concentrate to maintain the power after the first ten minutes. If you invoke this power as a Tier III power, the duration becomes 1 hour. If you invoke this power as a Tier IV power, the duration becomes 8 hours. If you invoke this power as a Tier V power, the duration becomes 24 hours. If you invoke this power using more than five psychic charges then the effect will last until it is in some way removed and no longer requires concentration.

### MENTAL PROJECTION

*Tier II illusion power.*

**Casting Time:** 1 action.

**Range:** 120 feet.

**Components:** V, S.

**Duration:** 10 minutes, C

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 20-foot cube. The image appears at a spot that you can see within range and lasts for the duration. It seems completely real, including sounds, smells, and temperature appropriate to the thing depicted. You can't create sufficient heat or cold to cause damage, a sound loud enough to deal thunder damage or deafen a creature, or a smell that might sicken a creature (like a troglodyte's stench).

As long as you are within range of the illusion, you can use your action to cause the image to move to any other spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking. Similarly, you can cause the illusion to make different sounds at different times, even making it carry on a conversation, for example.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your psychic power DC. If a creature discerns the illusion for what it is, the creature can see through the image, and its other sensory qualities become faint to the creature.

Unlike most other psychic powers, *Mental Projection* can be targeted by the *Dispel Magic* spell with DC equal to your psychic power DC. Requires concentration.

When you invoke this power as a Tier IV power or above, it lasts until it is in some way dispelled and no longer requires concentration.

## MIND THRUST

*Tier II attack power.*

**Casting Time:** 1 action.

**Range:** 90 feet.

**Components:** V, S.

**Duration:** 10 minutes, C.

You prepare your mind to lash out towards creatures within range. For the duration, you are able to sense the minds of all nearby creatures within range which have an Intelligence of 4 or greater and are not protected from divination effects.

When you invoke the power, choose one of the minds you can sense. The target must make an Intelligence saving throw, taking 3d10 psychic damage on a failed save, or half as much damage on a successful one. On each of your turns until the power ends, you can use your action to thrust your mind forwards towards a creature of your choice in this way again.

When you invoke this power using additional psychic charges, the damage increases by 1d10 per additional psychic charge expended.

## PARAPSYCHOLOGY

*Tier II support power.*

**Casting Time:** 1 action.

**Range:** 30ft.

**Components:** V, S.

**Duration:** 1 minute, C.

This power strengthens willpower and determination. Choose any number of creatures within range. For the duration, each target has advantage on Wisdom saving throws and death saving throws, and regains the maximum number of hit points possible from any healing.

## PSYCHIC CRUSH

*Tier II attack power.*

**Casting Time:** 1 action.

**Range:** 60 feet.

**Components:** V, S.

**Duration:** Instantaneous.

Choose a point you can see on the ground within range, churning the earth and stone with your mind so that it erupts in a 20-foot cube centered on that point. Each creature in the area must make a Dexterity saving throw. A creature takes 2d12 bludgeoning damage on a failed save, or half as much damage on a successful one as they are crushed by a combination of the erupting earth and your psychic power. Additionally, the ground in that area becomes difficult terrain until cleared. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

When you invoke this power using additional psychic charges, the damage increases by 1d12 per additional psychic charge expended.

## PSYCHIC LASH

*Tier II attack power.*

**Casting Time:** 1 action.

**Range:** 30 feet.

**Components:** V, S.

**Duration:** 1 minute, C.

Make a ranged psychic attack roll against a target in range. On a hit you send a sustained bolt of pure psychic energy crackling through the air between you and the target, causing them to take 1d8 psychic damage and 1d12 lightning damage. In addition, after you first do damage with this power, moving away from you counts as difficult terrain for the target as you are concentrating on the power.

On each of your turns for the duration, you can use your action to deal 1d8 psychic damage and 1d12 lightning damage to the target automatically. The power ends if the target is ever outside of the power's range, if it has total cover from you, or if you invoke another psychic power.

When you invoke this power using additional psychic charges, the damage increase by 1d8 psychic damage and 1d12 lightning damage for each additional psychic charge expended. Requires concentration.

## PSYCHIC STORM

*Tier II attack power.*

**Casting Time:** 1 action.

**Range:** 120 feet.

**Components:** V, S.

**Duration:** Instantaneous

Choose a point within range. A rumbling storm of swirling white-blue light and arcs of purple energy fill a 20ft radius sphere centered on that point. All creatures in the area must make a Wisdom saving throw. A target takes 8d6 psychic damage on a failed save, or half as much damage on a successful one.

When you invoke this power using additional psychic charges, the damage increase by 2d6 psychic for each additional psychic charge expended.

## SECOND RUNE OF WARDING

*Tier II support power. Prerequisites: First Rune of Warding power.*

**Casting Time:** 1 action.

**Range:** touch.

**Components:** V, S.

**Duration:** 1 hour, C.

You touch a willing creature, granting them resistance to bludgeoning, piercing, slashing and force damage for the duration. Requires concentration.

### SUMMON GYRINX

*Tier II support/attack power.*

**Casting Time:** 10 minutes.

**Range:** 10ft feet.

**Components:** V, S.

**Duration:** until destroyed/dismissed.

You summon a gyrex, a cat-like spirit native to the Far Realm with pointed ears and shining blue eyes. The connection between psychers and the gyrex is unclear, though many psychers dream of these elegant cats or have an affinity with their Prime Material cousins in general.

The gyrex appears at a point within range and is friendly to you, obeying your commands for the duration. As long as it is within 30ft of you, you gain a +1 bonus to your psychic power attack bonus and your psychic power save DC. If it is reduced to zero hit points, then its spirit return to the Far Realm until you summon it again.

The statistics for the gyrex are given below.

### WARP STRIKE

*Tier II warp power. Prerequisites: Harlequin specialisation.*

**Casting Time:** 1 action.

**Range:** 30 feet.

**Components:** V, S.

**Duration:** Instantaneous

You immediately teleport adjacent to a creature within range and make a melee attack roll with your weapon. You have advantage on the attack roll, and if the target has an ability which allows it to use its reaction in response to your attack, it is unable to do so.

On a hit, the target takes the regular damage from the weapon, plus an additional 4d8 psychic damage.

### TIER III

#### AD INSINUUM

*Tier III impairment power.*

**Casting Time:** 1 action.

**Range:** 60ft.

**Components:** V, S.

**Duration:** 1 minute, C.

You project confusing thoughts, feelings and visions to all creatures within a 10ft radius sphere centred on a point within range. Each creature in the area must make an Intelligence saving throw or become confused for as long as the power is active. Creatures affected by this

## GYRINX

*Small aberration, unaligned*

**Armor Class** 14

**Hit Points** 40 (9d6 + 9)

**Speed** 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	19 (+4)	12 (+1)	12 (+1)	16 (+3)	18 (+4)

**Skills** Perception +5, Stealth +6

**Senses** Darkvision 60 ft., Passive Perception 15

**Languages** common, deep speech

**Challenge** 1 (200 XP)

**Keen Smell.** The gyrex has advantage on Wisdom (Perception) checks that rely on smell.

**Empathetic Bond.** When a psycher spends a short rest meditating with their summoned gyrex, that psycher can choose two Tier I powers or one Tier II power which do not require concentration and imbue the gyrex with them. The gyrex can invoke these powers 1/day as part of their Innate Psychics without requiring verbal or somatic components. If the gyrex is dismissed or destroyed, it loses the ability to invoke these powers and the psycher must spend another hour meditating with the gyrex to restore them.

**Innate Psychics.** The gyrex's psychic ability ability is Charisma (psychic save DC 14, +6 to hit with psychic attacks). It can innately invoke the following psychic powers, requiring no verbal or somatic components:

At will: *Focus*

3/day each: *Mantra of Clarity, Psychic Shock, Warp*

1/day: *Rune of Fortune*

### ACTIONS

**Multiattack.** The gyrex makes one bite attack and one attack with its claws, or invokes a power.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.  
*Hit:* 6 (1d4 + 4) piercing damage plus 1d4 psychic damage.

**Claws.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.  
*Hit:* 9 (2d4 + 4) slashing damage.

**Fascination.** The gyrex focuses its shining blue gaze towards a humanoid it can see within 30ft which can also see the gyrex. The target must succeed on a DC 14 Wisdom saving throw or be charmed for 1 minute. While charmed by the gyrex, the target must use its movement to move towards the gyrex and try to pet it or pick it up, repeating the saving throw at the end of subsequent turns. If the saving throw is successful, the creature is immune to the gyrex's Fascination ability for the next 24 hours. The gyrex has advantage on attack rolls against any creature who is holding or petting it.

power suffer from delusions which provoke uncontrolled actions and poor reflexes: they cannot use reactions and must roll a d10 at the start of each of their turns to determine their behavior for that turn.

## d10 Behaviour

- 1 The creature uses all its movement to move in a random direction. To determine the direction, roll a d12 and assign a direction to each die face. The creature doesn't take an action this turn.
- 2-6 The creature doesn't move or take actions this turn.
- 7-8 The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.
- 9-10 The creature can act and move normally.

At the end of each of its turns, an affected target can make an Intelligence saving throw. If it succeeds, this effect ends for that target.

When you invoke this power using additional psychic charges, the radius of the sphere increases by 10ft per additional psychic charge expended.

## CHAOS JUMP

*Tier III warp power. Prerequisites: Harlequin specialisation.*

**Casting Time:** 1 bonus action.

**Range:** 60 feet.

**Components:** V, S.

**Duration:** Instantaneous.

You choose a creature in range and attempt to drag them through the Warp while you teleport to their location. The target must make a Strength saving throw or teleport to your location, while you simultaneously teleport to their location.

## CEREBRAL OVERRIDE

*Tier III control power.*

**Casting Time:** 1 action.

**Range:** 60 feet.

**Components:** V, S.

**Duration:** 1 minute, C.

You attempt to forge a psychic link deep within the mind of the target, allowing you to control their decisions without them even realising. The target must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or a creature friendly to you are fighting it, it has advantage on the saving throw. This power has no effect on constructs.

While the target is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can issue commands to the creature using this link (no action required) which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new Wisdom saving throw against the power, ending the power on a success.

When you invoke this power as a Tier III power, it can only effect humanoids. If you invoke it as a Tier V power, then it can effect all monstrous creatures as well, though constructs are still immune. In addition, when you invoke the power using additional psychic charges, the duration increase by 1 hour per additional psychic charge expended. Requires concentration.

## ESSENCE DRAIN

*Tier III attack/impairment power.*

**Casting Time:** 1 action.

**Range:** 120 feet.

**Components:** V, S.

**Duration:** 10 minute, C.

Pale light spreads out within a 30ft radius sphere centered on a point you choose within range. The light spreads around corners, and it lasts until the spell ends.

When a creature moves into the power's area for the first time on a turn or starts its turn there, that creature must succeed on a Constitution saving throw or take 6d8 psychic damage and suffer one level of exhaustion. If they have less than half their hit points when they make this saving throw, they make it with disadvantage. This light makes it impossible for the creature to benefit from being invisible while in the area. The light and any levels of exhaustion caused by this power go away when the power ends.

## EXILE

*Tier III warp power.*

**Casting Time:** 1 action.

**Range:** 60 feet.

**Components:** V, S.

**Duration:** 1 minute, C.

You attempt to exile one creature you can see within range to another plane of existence. The target must succeed on a Charisma saving throw or be exiled.

The target is exiled to a harmless demiplane. While there, the target is incapacitated. The target remains there until the power ends, at

which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. Requires concentration.

### FEARFUL PROJECTION

*Tier III control/attack power.*

**Casting Time:** 1 action.

**Range:** 60 feet.

**Components:** V, S.

**Duration:** 1 minute.

You project a phantasmal image of a creature's worst fears directly into their mind. Each creature in a 60-foot cone must make a Wisdom saving throw, taking 3d8 psychic damage on a failure and drop whatever it is holding and become frightened for the duration, or take half as much damage on a success and not be frightened.

While frightened by this spell, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw. On a successful save, the spell ends for that creature.

### GREATER WARP STRIKE

*Tier III warp power. Prerequisites: Harlequin specialisation and the Warp Strike power.*

**Casting Time:** 1 action.

**Range:** 30 feet.

**Components:** V, S.

**Duration:** instantaneous.

You immediately teleport adjacent to a creature within range and make a melee attack roll with your weapon. You have advantage on the attack roll, and if the target has an ability which allows it to use its reaction in response to your attack, it is unable to do so.

On a hit, the target takes the regular damage from the weapon, plus an additional 6d8 psychic damage. You can also choose from one of the following effects.

**Blinded.** You cause bright light from the Warp to flare around you when you appear. The target must make a Constitution saving throw or be blinded until the end of their next turn.

**Prone.** You appear in the space above the target and drop on to them when you attack. They must make a Strength saving throw or fall prone. If they fall prone, they have disadvantage on opportunity attacks against you until the end of their turn.

**Frightened.** As you come through the Warp, you bring some of the strange psychic energies with you. The target must make a Charisma

saving throw or be frightened of you until the end of their next turn. While frightened, it has disadvantage on attack rolls as long as it can see you and may not willingly move closer to you.

### LEVITATION FIELD

*Tier III impairment power. Prerequisites: Levitation power.*

**Casting Time:** 1 action.

**Range:** self.

**Components:** V, S.

**Duration:** 1 round, C.

Creatures of your choice within 20ft of you must make a Constitution saving throw. On a failed save, affected targets are paralyzed and lifted 20ft into the air. You also levitate at the same height and gain resistance to all damage except psychic damage until the end of your next turn.

At the end of your next turn, affected targets take 4d6 psychic damage and are thrown a distance equal to double the radius of the sphere away from you. They must make a Dexterity saving throw, taking 4d6 bludgeoning damage on a failed save and falling prone or taking half the damage on a success. You land comfortably on your feet and take no damage at all.

When you invoke this power using additional psychic charges, the radius of the sphere increases by 10ft and the psychic and bludgeoning damage both increase by 1d6 per additional psychic charge expended. Requires concentration.

### PURIFICATION RITES

*Tier III impairment power.*

**Casting Time:** 1 action.

**Range:** 60ft.

**Components:** V, S.

**Duration:** 1 minute, C.

You focus your attention towards a creature originating from beyond the Prime Material Plane. Choose an aberration, fey, fiend or celestial with range. Floating psychic runes appear around their head as you attempt to reveal their true nature.

The target must make an Intelligence saving throw. On a failure, any effect which hides their true form ends, such as the *Polymorph* spell or an ability which allows them to alter their appearance, and they are no longer resistant to any damage type for the duration. In addition, you know any damage types they are immune to. On a success, the power ends and you know any damage types they are resistant or immune to. Requires concentration.

## SECOND RUNE OF THE WARP

*Tier III warp power. Prerequisites: Harlequin specialisation and the First Rune of the Warp power.*

**Casting Time:** 1 hour.

**Range:** self.

**Components:** V, S.

**Duration:** permanent.

When you learn this rune, you may reduce your psychic debt by an amount equal to the maximum Tier of power available to you each time you complete a short rest. You do not need to make a saving throw versus your push save DC when you invoke this power.

## TELEKINESIS

*Tier III attack/control power.*

**Casting Time:** 1 action.

**Range:** 60 feet.

**Components:** V, S.

**Duration:** 10 minutes, C.

You gain the ability to move or manipulate creatures or objects by thought. When you invoke this power, and as your action each round for the duration, you can exert your will on one creature or object that you can see within range, causing any of the effects below. You can effect the same target round after round, or choose a new one at any time. If you switch targets, the prior target is no longer affected by the spell.

You can try to move a Huge or smaller creature. Make an ability check with your Psychic Ability contested by the creature's Strength check. If you win the contest, you move the creature up to 30 feet in any direction, including upward but not beyond the range of this spell. Until the end of your next turn, the creature is restrained in your telekinetic grip. A creature lifted upward is suspended in mid-air.

On subsequent rounds, you can use your action to attempt to maintain your telekinetic grip on the creature by repeating the contest.

Alternatively, you can try to move an object that weighs up to 1,000 pounds. If the object isn't being worn or carried, you automatically move it up to 30 feet in any direction, but not beyond the range of the power.

If the object is worn or carried by a creature, you must make an ability check with your Psychic Ability contested by that creature's Strength check. If you succeed, you pull the object away from that creature and can move it up to 30 feet in any direction but not beyond the range.

You can exert fine control on objects with your telekinetic grip, such as manipulating a simple

tool, opening a door or a container, stowing or retrieving an item from an open container, or pouring the contents from a vial. Requires concentration.

## THIRD RUNE OF THE WARP

*Tier III warp power. Prerequisites: Second Rune of the Warp power.*

**Casting Time:** 1 bonus action.

**Range:** self.

**Components:** V, S.

**Duration:** 1 minute.

Every time you use a warp power while this power is active, you gain temporary hit points equal to the Tier of the power. You gain these temporary hit points immediately after you invoke the power, including when you invoke this power. These temporary hit points cannot take damage associated with your psychic debt and are independent of other sources of temporary hit points, but otherwise behave like ordinary temporary hit points.

For example, you could have temporary hit points from the *Rune of Fortune* power and temporary hit points from the *Third Rune of the Warp* power at the same time. You choose which temporary hit points take damage first. If you then invoke a warp power while this power is active, you can choose replace your temporary hit points associated with the *Third Rune of the Warp* power with the new temporary hit points coming from invoking a warp power, leaving the temporary hit points from the *Rune of Fortune* unchanged.

You do not need to make a saving throw versus your push save DC when you invoke this power.

## TOWER OF IRON WILL

*Tier III support power. Prerequisites: Second Rune of Warding power.*

**Casting Time:** 1 action.

**Range:** self.

**Components:** V, S.

**Duration:** 10 minutes, C.

You create a faintly shimmering barrier of protective psychic power around yourself. For the duration, you and all friendly creatures within 20ft of you have advantage on Intelligence, Wisdom and Charisma saving throws.

In addition, when a creature within that area that you can see fails one of these saving throws, you can use your reaction to allow them to re-roll the save. They must then use the new role. Requires concentration.

## WAILING DOOM

*Tier III attack power.*

**Casting Time:** 1 action.

**Range:** self.

**Components:** V, S.

**Duration:** instantaneous.

You release a psychic scream that causes the air in front of you to begin to spontaneously freeze. Each creature in a 60ft cone must make a Constitution saving throw. A creature takes 4d8 cold damage and 4d8 psychic damage on a failed save or half as much on a successful one.

When you invoke this power using additional psychic charges, the damage increase by 1d8 psychic damage and 1d8 cold damage for each additional psychic charge expended.

## WARPSPEAR

*Tier III warp power. Prerequisites: Harlequin specialisation and the First Rune of the Warp power.*

**Casting Time:** 1 action.

**Range:** 120 feet.

**Components:** V, S.

**Duration:** instantaneous.

You hurl a spear of crackling warp energy towards a target within range which teleports in and out of existence along the way. Every creature of your choice in a 5ft wide line between you and the target, including the target, must make a Dexterity saving throw, taking 6d8 lighting damage on a failure or half as much on a success.

Then make a ranged psychic attack roll against the target. On a hit, the target takes 4d8 psychic damage and is knocked prone.

When you invoke this power using additional psychic charges, both the lightning damage and the psychic damage increase by 1d8 for each additional psychic charge expended.

## WARP STORM

*Tier III warp power. Prerequisites: Warp power.*

**Casting Time:** 1 action.

**Range:** 120 feet.

**Components:** V, S.

**Duration:** 1 minute, C.

You summon a storm of psychic vortices from the Warp itself. Each creature in a 30ft radius disk within range centred on a point you can see must make a Constitution saving throw, taking 4d8 psychic damage and 4d10 necrotic damage on a failure or half as much on a success. Their maximum hit points are reduced by an amount equal to the necrotic damage until they complete a long rest. The area of the storm also counts as difficult terrain while the power is active.

As long as this power is active, you can use your bonus action on subsequent turns to move the storm horizontally up to 20ft. Any creature which begins its turn in the storm, enters the storm for the first time that round, or ends its turn there must make a Constitution saving throw, taking 2d8 psychic damage and 2d10 necrotic damage on a failure of half as much on a success. Their maximum hit points are reduced by an amount equal to the necrotic damage until they complete a long rest.

When you invoke this power using additional psychic charges, the initial damage increases by 2d8 psychic damage and 2d10 necrotic damage while the subsequent damage increases by 1d8 psychic damage and 1d10 necrotic damage for each additional psychic charge expended. Requires concentration.

## UNREAL

*Tier III attack power.*

**Casting Time:** 1 action.

**Range:** 30 feet.

**Components:** V, S.

**Duration:** 1 hour, C.

You partition your mind into five separate pieces; one that you keep with you and four that you project outwards to separate points within range, creating four Small or Medium entities known as *unreals*. You choose the form and appearance of these unreals, though they lack sufficient detail to be mistaken for a specific person or creature and are always somewhat transparent.

Each unreal has 6d8 hit points. You roll these hit points once when you invoke the power, determining the hit points for all the unreals at once. Their statistics are provided below.

You can use a bonus action to mentally command the unreals you make with this power, issuing the same command to all of them. They have their turn at the end of the your turn and must be within 60ft of you to receive your command. If they go beyond 120ft from you they are immediately dismissed. Alternatively, you can issue a general command, such as to guard a chamber or passageway against your foes, which the unreals will follow until the task is complete. If you issue no commands, the unreals do nothing except defend themselves against hostile creatures.

If an Unreal is incapacitated, stunned or unconscious, it is destroyed and you must make a DC 13 Wisdom saving throw, taking 1d8 psychic damage on a failed save or half as much on a successful one. Dismissing an Unreal or reaching the end of the duration does not count as the unreals being destroyed.

When you invoke this power, you can choose



for the unreaals to be invisible and incorporeal, in which case they only have one hit point and can move through solid objects and creatures as though they were difficult terrain. (Clearly, they also lose immunity to the invisibility condition.) Such unreaals have the same senses as you, can be up to 1000ft away from you before they are automatically dismissed and you take no damage if they are destroyed. If they end their turn within a solid object, they take 1 point of force damage. If they are not destroyed by this damage, the unreal is forced back to the nearest unoccupied space it is aware of. If this space is more than 20ft away, the unreal is destroyed.

At the start of your turn you can choose to perceive through each unreal simultaneously for 1 round, though while doing so they lose immunity to the blinded and deafened conditions. You count as incapacitated during this time, are unaware of your physical surroundings and if an unreal is destroyed while you are perceiving through them, you must make a DC 13 Wisdom saving throw or be stunned for 1 round.

When you invoke this power using additional psychic charges, you create one additional unreal for each additional psychic charge expended. Requires concentration.

## TIER IV

### ARC OF PLASMA

*Tier IV attack power.*

**Casting Time:** 1 action.

**Range:** 30 feet.

**Components:** V, S.

**Duration:** instantaneous.

Using your psychic abilities, you tear the air apart between you and a target within range, producing a twisting arc of fire and lightning. Three arcs then leap from the target to up to three other targets, each of which must be within 30ft of the original target.

The first target must make a Dexterity saving throw, taking 6d10 fire damage and 6d10 lightning damage on a failed save or half as much on a successful one. Each of the three subsequent targets must also make Dexterity saving throws, taking 3d10 fire damage plus 3d10 lightning damage on a failed save, or half as much on a successful one.

When you invoke this power using additional psychic charges, one additional arc leaps from the first target to another target for each additional psychic charge expended.

### IMMATERIUM

*Tier IV warp power. Prerequisites: Harlequin specialisation and the Warp Storm power.*

## UNREAL

*Small or Medium aberration, shares the alignment of its creator*

**Armor Class** 14

**Hit Points** 27 (6d8)

**Speed** fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	18 (+4)	10 (+0)	16 (+3)	15 (+2)	15 (+2)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** blinded, charmed, deafened, exhausted, frightened, invisible, paralysed, petrified, poisoned, prone

**Senses** anything that you perceive

**Languages** none

**Challenge** 2 (450 XP)

**Magic Resistance.** The unreal has advantage on saving throws against spells and other magical effects.

**Mental Fortitude.** If damage reduces the unreal to 0 hit points, it must make an Intelligence saving throw with a DC of 5 + the damage taken, unless the damage is psychic or from a critical hit. On a success, the unreal is at 1 hit point instead.

**Of One Mind.** The unreal has advantage on attack rolls against a creature if it has at least one other unreal created by the same psycher within 5 feet of the creature.

**Shared Consciousness.** When making Intelligence, Wisdom or Charisma saving throws, the unreal adds your proficiency bonus to the save.

**Flare.** As its action, the unreal can release a flare of psychic energy. All creatures you choose within 10ft of the unreal must make a Constitution saving throw, taking 2d8 psychic damage, 2d8 radiant damage and being blinded until the end of its next turn on a failure, or taking half as much damage on a success. The unreal is dismissed in the process.

### ACTIONS

**Psychic Slam.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) psychic damage.

**Casting Time:** 1 action.

**Range:** self.

**Components:** V, S.

**Duration:** 10 minutes, C.

Until this power ends, you are surrounded by the swirling vortices of the Warp, granting you the following benefits. Requires concentration.

- Ranged weapon attacks made against you have disadvantage.
- Creatures that hit you with melee attacks within 10ft take 2d8 psychic damage.
- You gain a flying speed of 60ft. If you are flying when the power ends you fall, unless you can somehow prevent it.
- You can use your action to create a 20ft radius disk of storm like Warp energy centred on a

point within 60ft of you that you can see that dissipates at the end of your turn. Each creature in that area must make a Constitution saving throw, taking 2d8 psychic damage and 2d10 necrotic damage. Their maximum hit points are reduced by an amount equal to the necrotic damage. The area of the storm also counts as difficult terrain. You can create such a storm when you first invoke this power.

### MADNESS OF THE WARP

*Tier IV warp power. Prerequisites: Harlequin specialisation.*

**Casting Time:** 1 action.

**Range:** 30 feet.

**Components:** V, S.

**Duration:** 1 minute, C.

Choose one creature that you can see within range to make a Wisdom saving throw, temporarily being driven mad by visions of the Warp should they fail.

The target begins to wail and lash out wildly in place: shuffling, swinging their fists, shaking and covering their eyes for the duration. Creatures that can't be charmed are immune to this power.

An effected creature's movement becomes zero, they have disadvantage on Dexterity saving throws and make a single melee attack roll against a random creature within 5ft if they can. Otherwise, their turn is wasted and they cannot use their bonus action or reaction. While a creature is affected by this spell, other creatures have advantage on attack rolls against them. At the end of subsequent turns, the target makes a Wisdom saving throw to regain control of itself. On a successful save, the power ends.

### OCCULT KNOWLEDGE

*Tier IV support power.*

**Casting Time:** 1 minute.

**Range:** touch.

**Components:** V, S.

**Duration:** instantaneous.

You touch an object and use your psychic powers to reach through the planescape for hidden or secret information about the object. If the object is not legendary, then the power doesn't tell you anything, but if the object is legendary then you receive a series of visions revealing deep lore about its history. This might include where and when it was made, and who by, who has wielded it if it is a weapon, any magical effects or enchantments the object has, and anything else that the DM decides is relevant.

Once you have invoked this power on an object, anytime you invoke the power again and focus on the object when it isn't with you, you immediately receive a vision of the object. The surroundings of the object, including nearby people, appear slightly blurred, but it may be possible to discern where the object is and who has it. Regardless, you sense the direction of the object relative to you and know the approximate distance between you.

### PSYCHIC ECHO

*Tier IV illusion power.*

**Casting Time:** 1 action.

**Range:** 60 feet.

**Components:** V, S.

**Duration:** 1 hour.

You summon a psychic echo of yourself which appears in an unoccupied space that you can see within range. The echo disappears when you or it drop to 0 hit points, if it is dispelled, if the echo is more than 120ft away from you, or if the power ends. You can end the power early as a bonus action.

The echo has a number of hit points equal to half your maximum hit points rounded down and cannot recover lost hit points or gain temporary hit points. It has the same stats, saving throws and skill proficiencies as you but carries no items, though it still benefits from any items you are wearing which would affect its stats, saving throws and skill proficiencies when you invoke the power. The psychic echo is immune to magic or effects which would alter its shape and cannot be banished by magical means.

You have control of the echo and can use your bonus action to cause it to move. Otherwise, it has its turn immediately after yours. It cannot make weapon attacks or use reactions but can invoke psychic powers, sharing your psychic charges and psychic ability. It concentrates on its own powers and must make concentration checks in the ordinary way, and can concentrate on the same number of powers as you. You may only have one psychic echo at any given time, and the echo cannot invoke powers which would summon other creatures.

If you chose the Harlequin specialisation at 3rd level and your echo invokes a power requiring it to make saving throw to push the power, the echo take any damage associated with your psychic debt.

### REND

*Tier IV attack power.*

**Casting Time:** 1 action.

**Range:** 60 feet.

**Components:** V, S.

**Duration:** instantaneous.

You attempt to tear the fabric of reality apart with your mind, obliterating a target. The target can be a creature, an object, or a creation of magical force, such as the wall created by the *Wall of Force* spell.

This power automatically disintegrates a Large or smaller non-magical object or a creation of magical force. If the target is a Huge or larger object or Creation of force, this spell disintegrates a 10ft cube portion of it. Magic items are unaffected by this spell.

If the target is a creature, make a ranged psychic attack roll against a target within range, doing 20d6 force damage on a hit. If this damage reduces the target to zero hit points, it is disintegrated.

A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a *True Resurrection* or a *Wish* spell.

When you invoke this power using additional psychic charges, the damage increase by 5d6 force damage for each additional psychic charge expended.

### REVITALISATION

*Tier IV restoration power.*

**Casting Time:** 1 minute.

**Range:** self.

**Components:** V, S.

**Duration:** 8 hours.

You spend 1 minute in ritual meditation, exploring the psychic corners of your mind. You gain a pool of hit point equal to your Intelligence modifier times your Psyche level. As an action, you can touch a creature causing them to regain a desired number of hit points from this pool.

### RIFT STRIKE

*Tier IV warp power. Prerequisites: Harlequin specialisation and the Warp Strike power.*

**Casting Time:** 1 action.

**Range:** 90ft.

**Components:** V, S.

**Duration:** instantaneous.

You immediately teleport adjacent to a creature within range and make a single melee attack roll with your weapon against that creature. You have advantage on the attack roll, and if the target has an ability which allows it to use its reaction in response to your attack, it is unable to do so. On a hit, you deal the regular weapon damage plus 4d8 psychic damage.

Every time you hit a creature as part of this power, you can choose to immediately teleport again to another target within 30ft and make an attack roll against them. On a hit, you deal the regular weapon damage plus 1d8 less additional psychic damage than the previous attack. For example, if the previous attack did an additional 4d8 psychic damage, then the next attack will do an additional 3d8 psychic damage.

As long as you have not already attacked the target as part of this power, the attack roll against them has advantage and does not trigger reactions. When you make an attack roll where the additional psychic damage would only be 1d8, or if you miss the target, the power ends.

When you invoke this power using additional psychic charges, the initial psychic damage increases by 1d8 for each additional psychic charge expended.

### RUIN

*Tier IV attack/impairment power.*

**Casting Time:** 1 action.

**Range:** 120 feet.

**Components:** V, S.

**Duration:** instantaneous.

You choose a point within range and release an explosion of psychic energy within a 20ft radius sphere centred on that point. Each creature within the sphere must make a Wisdom saving throw, taking 6d8 psychic damage on a failed save, or half as much damage on a successful one.

After a failed save, a target takes time to recover from the surprise of the mental assault. For the next minute, they must roll a d8 and subtract the number rolled from all their attack rolls and ability checks, as well as any Constitution saving throws to maintain concentration. The target can make a Wisdom saving throw at the end of each of its subsequent turns, ending the effect on itself on a success.

### RUNE OF THE THIRD EYE

*Tier IV impairment power.*

**Casting Time:** 1 action.

**Range:** self.

**Components:** V, S.

**Duration:** 1 minute, C.

For the power's duration, a third glowing eye opens up on your forehead as a physical manifestation of your psychic power. One creature of your choice within 60ft of you that you can see must make a Wisdom saving throw or be affected by one of the following effects for the duration. On each of your turns until the

power ends, you can use your action to target another creature but can't target a creature again if it has already succeeded on its saving throw. Requires concentration.

**Be Afraid.** The target is frightened of you. On each of its turns, the frightened creature must take the Dash action and move away from you by the safest and shortest available route, unless there is nowhere to move. If the target moves to a place at least 60ft away from you where it can no longer see you, this effect ends.

**Dream.** The target falls unconscious. It wakes up if it takes any damage or if another creature uses its action to shake the sleeper awake.

**Weaken.** The target has disadvantage on attack rolls and ability checks. At the end of each of its turns, it can make another Wisdom saving throw. If it succeeds, this effect ends.

### RUNE OF WAR

*Tier IV support power.*

**Casting Time:** 1 bonus action.

**Range:** touch.

**Components:** V, S.

**Duration:** 1 hour, C.

You imbue a weapon you touch with your own psychic power. Until this power ends, weapon attacks made with the weapon deal an additional 2d8 psychic damage on a hit. Should the weapon miss, and as long as you can see it, you can use your reaction to allow the attack roll to be re-rolled, keeping the new role.

As a bonus action on your turn, you can choose to end the power, releasing a wave of psychic energy from the weapon. Each creature within 30ft of the weapon who is hostile towards you must make an Intelligence saving throw. On a failed save, a creature takes 4d8 psychic damage and is blinded for 1 minute. While blinded in this way, the creature cannot benefit from additional physical senses such as blindsight and tremorsense.

On a successful save, a creature takes half as much damage and isn't blinded. At the end of each of its turns, a blinded creature can make an Intelligence saving throw ending the effect on a success.

When you invoke this power using additional psychic charges, the damage increases by 2d8 for each additional psychic charge expended. Requires concentration.

### THIRD RUNE OF WARDING

*Tier IV support power. Prerequisites: Second Rune of Warding power.*

**Casting Time:** 1 action.

**Range:** touch.

**Components:** V, S.

**Duration:** 10 minutes, C.

You touch a willing creature, granting them advantage on all saving throws.

In addition, their hit point maximum and current hit points increase by an amount equal 2d8 plus your Intelligence modifier for the duration and they become immune to fear and charm effects. Requires concentration.

## TIER V

### DEFY GRAVITY

*Tier V control power.*

**Casting Time:** 1 action.

**Range:** 120 feet.

**Components:** V, S.

**Duration:** 1 minute, C.

This power reverses the direction of gravity in a 50ft radius 100ft tall cylinder centred around a point you choose within range. All creatures and objects that aren't anchored in place within the area fall upwards and reach the top of the cylinder when you invoke this power. A creature can make a Dexterity saving throw to grab onto a fixed object it can reach if there is one, thus avoiding the fall.

If some solid object (such as a ceiling) is encountered during the fall, falling creatures and objects strike just as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, for the duration.

When you invoke this power, you immediately come under the effect of the *Levitation* power if you are within its area. You do not need to expend psychic charges or concentrate on *Levitation*, as it counts as part of the *Defy Gravity* power. When the power ends, affected creatures and objects fall back down. Requires concentration.

### EYE OF THE WARP STORM

*Tier V warp power. Prerequisites: Harlequin specialisation and the Psychic Storm and Warp Storm powers.*

**Casting Time:** 1 action.

**Range:** 200ft.

**Components:** V, S.

**Duration:** 1 round.

You summon the very centre of a fierce storm from the Warp itself. A raging storm of black, white and pink Warp energy appears centred on a location you choose within range. The storm fills a 30ft radius sphere and counts as difficult terrain for the duration. The space within the storm is heavily obscured, and creatures within the storm are blind.

Each creature in the area must make a Charisma saving throw, taking 8d8 psychic damage and 8d8 necrotic damage on a failed save, or half as much damage on a successful one. In both cases, their hit point maximum is reduced by an amount equal to the necrotic damage taken.

Any creature which ends its turns in the storm or moves into its area before the start of your next turn must also make a Charisma saving throw or take the same damage.

Once you have invoked this power, you can use your action to expend one psychic charge on subsequent turns to maintain it, with the power ending if you do not expend a charge or if it has been active for 1 minute. If you extend the power in this way, it requires concentration.

## HURL

*Tier V warp power. Prerequisites: Harlequin specialisation and the Second Rune of the Warp power.*

**Casting Time:** 1 reaction.

**Range:** 5 feet.

**Components:** V, S.

**Duration:** 1 round.

When you hit a creature with a melee weapon attack within 5ft of you, you can use your reaction to instantly transport the target through the Warp itself. The target disappears and is sent hurtling through a psychic plane which even your mind can barely comprehend.

At the end of your next turn, the target returns to its original location. If no such location is available, they instead return to the nearest possible unoccupied space adjacent to their original location. Upon impact, the target takes 4d6 bludgeoning damage and is knocked prone.

The target must then make Wisdom saving throw as they reel from their mind-shattering experience, taking 10d10 psychic damage on a failure or half as much damage on a success.

## PAIN

*Tier V impairment power.*

**Casting Time:** 1 action.

**Range:** 60 feet.

**Components:** V, S.

**Duration:** instantaneous.

You assault the mind of one creature within range, bringing your full psychic presence to bear. If the target has 100 hit points or fewer it is subjected to crippling mental pain. Otherwise, the power has no effect.

While the target is affected by this pain, any speed it has cannot be more than 10ft. The

target also has disadvantage on attack rolls, ability checks and Strength, Dexterity, Wisdom, Intelligence and Charisma saving throws. Finally, if the target tries to cast a spell or use a psychic power, it must succeed on a Constitution saving throw or the casting fails and the spell/power is wasted.

A target suffering this pain can make a Intelligence saving throw at the end of each of its turns. On a successful save, the pain ends.

## PROVIDENCE

*Tier V support power.*

**Casting Time:** 1 action.

**Range:** self.

**Components:** V, S.

**Duration:** 1 round.

You allow the more alien side of your mind to take control of your body. This has the effect of producing a shimmering layer of psychic energy around your skin which protects you from harm.

You become immune to all damage except psychic damage until the end of your next turn. Once you have invoked this power, you can expend one psychic charge on subsequent turns to maintain it, with the power ending if you do not expend a charge or if it has been active for 1 minute.

While Providence is active, your melee weapon attacks are so psychically charged that there is a 20% chance that you regain a psychic charge on a hit.

## PRISM

*Tier V attack power.*

**Casting Time:** 1 action.

**Range:** touch.

**Components:** V, S.

**Duration:** triggered/destroyed.

When you invoke this power, you imbue an object or specific location with your own psychic intention, leaving it marked by a faint multicoloured shimmer, much like light through a crystal prism. This effect is nearly invisible, requiring an Intelligence (Investigation) check against your psychic save DC to find it.

If you choose an object, the power ends if the object is moved by more than 10ft, and if you choose an area then it cannot be larger than 10ft in any dimension. The power also ends if the object or area is destroyed. Unlike nearly all other psychic powers, *Prism* can be targeted by the *Dispel Magic* spell with DC equal to your psychic power DC.

You decide what triggers the power when you invoke it. If you imbue a surface, then typical triggers include touching or stepping on the

surface or uncovering the surface. If you imbue an object, then typical triggers include coming within 10ft of the object for the first time, interacting the object or seeing the visible sign of the prism.

You can further refine the trigger so that it only activates under certain conditions or according to a creature's physical characteristics such as height or weight, or their physical kind. For example, the trigger could only be valid for hags or shapechangers. You can also specify specific creatures which don't trigger the effect of the power, such as those who say a certain password whenever they come within 10ft of the power's location.

When you finish invoking the power, choose one of the options below as its effect. Once triggered, a 60ft radius sphere centred on the location of the power fills with rainbow coloured light for an instant before shrinking down to a 10ft radius of bright light, shedding dim light out to 60ft for 10 minutes.

Each creature within 60ft of the power's location is targeted by its effect, as is any creature that enters the sphere for the first time or subsequently ends its turn there during the 10 minutes after the power was triggered.

**Death.** Each creature must make a Constitution saving throw, taking 10d10 necrotic damage on a failed save, or half as much damage on a successful save.

**Discord.** Each creature must make a Wisdom saving throw or become incapable of meaningful communication for 1 minute. During this time, effected creatures have disadvantage on attack rolls and ability checks.

**Fear.** Each target must make a Wisdom saving throw or become frightened on for 1 minute. While frightened, the target drops whatever it is holding and must move at least 30ft away from the location of the power on each of its turns if it is able to.

**Hopelessness.** Each target must make a Charisma saving throw or be overwhelmed with despair for the next minute. During this time, it cannot attack or target any creature with harmful abilities, spells, or other magical effects.

**Insanity.** Each target must make an Intelligence saving throw. On a failed save, the target is driven insane for the next minute. Insane creatures cannot take actions, understand no languages, cannot read or write and speak only in gibberish. Their movement is random, moving their full movement speed in a random direction every turn.

**Pain.** Each creature must make a Constitution saving throw or become incapacitated by pain for 1 minute.

**Sleep.** Each target must make a Wisdom saving throw, falling asleep for 10 minutes on a failed save. A creature wakes up if it takes damage or if someone else uses an action to wake them up.

**Stun.** Each creature must make a Wisdom saving throw or become stunned for the next minute.

### RUNE OF FATE

*Tier V support power.*

**Casting Time:** 1 action.

**Range:** touch.

**Components:** V, S.

**Duration:** 1 hour, C.

You touch a willing creature and mark it with limited psychic ability, allowing it to see into the immediate future. For the duration, the target can't be surprised and has advantage on attack rolls, ability checks and saving throws. Additionally, other creatures have disadvantage on attack rolls against the target for the duration.

The power immediately ends if you invoke it again before its duration ends. Requires concentration.

### STORM OF THE FAR REALM

*Tier V attack power. Prerequisites: Psychic Storm power.*

**Casting Time:** 1 action.

**Range:** 150ft.

**Components:** V, S.

**Duration:** 1 round.

A storm of Warp energy appears in a location you choose within range. The area of the storm consists of up to ten 10ft cubes which you can arrange as you wish. Each cube must have at least one face adjacent to the face of another cube. Each creature in the area must make a Dexterity saving throw, taking 6d10 lightning damage and 6d10 cold damage on a failed save, or half as much damage on a successful one.

Any creature which ends its turns in the storm or moves into its area before the start of your next turn must also make a Dexterity saving throw or take the same damage.

### TORPIDITY

*Tier V impairment power.*

**Casting Time:** 1 action.

**Range:** 120 feet.

**Components:** V, S.

**Duration:** instantaneous.

You overwhelm the mind of a creature you can see within range, attempting to blot out its intellect and personality entirely. The target

takes psychic damage equal to your Intelligence score and must make an Intelligence saving throw.

On a failed save, the creature's Intelligence and Charisma scores become 1. The creature can't cast spells, use psychic powers, activate magic items, understand language, or communicate in any intelligible way. The creature can, however, identify its friends and follow them, or even attempt to protect them.

The effect can be ended early via the application of a greater restoration or heal spell. Otherwise, at the end of every 7 days the target can repeat the saving throw against the power. On a success, their Intelligence and Charisma scores return to normal. On a failure, they are effected by the spell for another 7 days. This continues until they succeed on the saving throw.

### VOID

*Tier V attack power.*

**Casting Time:** 1 action.

**Range:** 60ft.

**Components:** V, S.

**Duration:** instantaneous.

You focus an immense blast of dark psychic energy and direct it towards one creature you can see within range. The target must make a Constitution saving throw, taking 14d8 psychic damage and 14d10 necrotic damage on a failed saving throw or half as much damage on a successful saving throw. Their hit point maximum is also reduced by an amount equal to the necrotic damage.