# Psionics

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Psionic powers can be gained by characters through exposure to magical or radioactive energy in various ways. For example, a character could be exposed to a powerful magical artifact or radioactive material, causing a mutation that unlocks latent mental abilities. Alternatively, the character could undergo a ritualistic process that enhances their connection to the magical or radioactive energy around them, resulting in psionic powers.

In some cases, psionic powers may be inherited genetically, passed down from one generation to another. The character may also be taught by a powerful psionic master, unlocking their latent abilities through rigorous training and practice. Whatever the method, gaining psionic powers is a life-altering experience that grants the character incredible mental abilities, but also exposes them to danger and the attention of those who seek to exploit or control their powers.

### Are you psionic?

Want to see if your character has special mind powers? Follow these easy steps!

1. Roll a 20-sided die (a d20).
2. Add your character’s Wisdom number to the number you rolled.
3. Is the total 18 or more? Congrats! Your character has mind powers!

4. Now, roll a 4-sided die (a d4) to find out how many powers you have.
5. If your character gets a power randomly, they might have to wait to use it. They need the right amount of a thing called *Potential* energy first.

### Using Psionic Powers

1. Deduct the cost of the chosen power from your Potential energy pool
2. Roll against the Difficulty check for that power. The Difficulty check for the roll is equal to the cost of the power plus 10. For example, if the power costs 2 potential energy, the Difficulty check would be 12 (10 + 2).

- **If the roll is successful,** the power is activated and its effects are applied as described in its description.
- **If the roll fails,** the power is not activated and the character loses the potential energy used to attempt the power.

> Characters may attempt to use a power as many times as they wish, as long as they have the potential energy to pay for the cost of the power. However, each attempt requires deducting the cost and a separate roll with the appropriate Difficulty check.

### Determining Character Potential Energy

Character's *Potential* energy is a combination of Ability Focus, Constitution and Wisdom – showing that the mind and body are impacted by the time adventuring. This energy represents the character's reserves of psionic power, and it is used to activate psionic abilities. As a character gains experience, their *Potential* increases, allowing them to use more powerful abilities.

For example, Cooper the Barbarian is 7th level with an Ability Focus of +4, a Constitution of +3 and Wisdom of -1. He has *Potential* of 6.

## Recovering Potential

To recover a character's *Potential*, a character must take a long rest. This means that a character who has used a significant amount of their energy will need to rest for an extended period to recover fully. Characters who have used up all their *Potential* will not be able to use psionic abilities until they have rested and recovered. It is important to manage this resource carefully to avoid being caught off guard without the ability to use psionic powers.

## Psionic Power List

1. Astral Projection – Project your consciousness beyond your physical form.
2. Clairvoyance – See what's happening far away, as if you were there.
3. Danger Sense – Feel an impending danger before it happens.
4. Ego Whip – Attack someone's mind, making them doubt their own abilities.
5. Empathy – Sense the emotions of others and understand how they feel.
6. Energy Projection – Blast enemies with powerful energy attacks.
7. Id Insinuation – Plant harmful thoughts and emotions into someone's mind.
8. Intellect Fortress – Protect yourself from mental attacks.
9. Know Direction – Know which way to go, even in unknown territory.
10. Mental Barriers – Create a shield around your mind to block out unwanted thoughts.
11. Mind Blank – Protect your mind from all forms of mental intrusion.
12. Mind Control – Bend someone's will to your own and make them do your bidding.
13. Mind Thrust – Assault someone's mind with a psychic attack.
14. Precognition – See the future and predict what will happen.
15. Psionic Blast – Emit a powerful psychic wave to harm enemies.
16. Psychic Crush – Overwhelm someone's mind with a crushing attack.
17. Psychic Residue – Leave a trace of your psychic energy behind.
18. Psychokinesis – Move objects with your mind.
19. Pyrokinesis – Start and control fires with the power of your mind.
20. Read Object – Learn the history of an object by touching it.
21. Telekinesis – Move objects with the power of your mind.
22. Telepathy – Communicate mentally and read the thoughts of others.
23. Thought Shield – Block out unwanted mental interference.
24. Tower of Iron Will – Gain incredible mental fortitude and resist mind-altering effects.
25. True Seeing – Perceive the world around you as it truly is, seeing past illusions and falsehoods.

## Psionic Power Descriptions

**Astral Projection**
Cost: 6 Potential
The ability to project one's consciousness outside of the physical body, allowing the user to explore the world without physical limitations.
Mechanical Bonus: The user can move freely, passing through physical barriers and obstacles, but is unable to interact with the physical world while in astral form.

**Clairvoyance**
Cost: 2 Potential
The ability to see things that are happening in another location, allowing the user to gain insight into far-off places or events.
Mechanical Bonus: The user can see and hear what is happening in a location

up to 100ft away without physically being there.

**Danger Sense**
Cost: 2 Potential
The ability to sense danger before it occurs, allowing the user to react quickly to incoming threats.
Mechanical Bonus: The user gains advantage on initiative rolls and saving throws against traps or surprise attacks.

**Ego Whip**
Cost: 4 Potential
The ability to assault another person’s mind, causing mental anguish and pain.
Mechanical Bonus: The user deals 1d10 psychic damage to a target within 30ft, and the target must make a Wisdom saving throw or be incapacitated for 1 round.

**Empathy**
Cost: 2 Potential
The ability to sense and feel the emotions of others, allowing the user to understand the feelings of those around them.
Mechanical Bonus: The user can sense the general emotional state of a person within 10ft, gaining insight into their motivations and intentions.

**Energy Projection**
Cost: 4 Potential
The ability to project beams or blasts of energy from the body, dealing damage to targets within range.
Mechanical Bonus: The user can project a blast of energy up to 30ft, dealing 1d6 damage to a target, with an additional +3 damage per 3 Potential spent.

**Id Insinuation**
Cost: 6 Potential
The ability to manipulate a target’s deepest desires and fears, causing them to act in the user’s favor.
Mechanical Bonus: The user can convince a target within 30ft to perform one specific action that aligns with their desires, with a Wisdom saving throw to resist.

**Intellect Fortress**
Cost: 6 Potential
The ability to shield the mind from outside influence and attack, granting immunity to mental manipulation.
Mechanical Bonus: The user is immune to all mind-affecting spells and abilities for 1 minute per Potential spent.

**Know Direction**
Cost: 1 Potential
The ability to always know the cardinal directions, no matter where the user is.
Mechanical Bonus: The user always knows which way is north, allowing them to navigate more easily.

**Mental Barriers**
Cost: 4 Potential
The ability to erect mental barriers that protect against psychic attacks and manipulation.
Mechanical Bonus: The user gains resistance to psychic damage and advantage on saving throws against mind-affecting spells and abilities for 1 minute per Potential spent.

**Mind Blank**
Cost: 8 Potential
Description: Mind Blank is the ability to shield one's mind from mental detection or influence. This power grants the user protection from psychic attacks and allows them to resist mental probing or domination.

Mechanical Bonuses:

Advantage on saving throws against psychic effects and spells that read emotions or thoughts.
Immunity to being charmed or frightened by creatures using telepathy or other psychic abilities.
Cannot be detected by spells or abilities that sense thoughts or emotions.

**Mind Control**
Cost: 5 Potential
Description: The user is able to influence the thoughts and actions of others.
Mechanical Bonuses:
Allows the user to give simple commands to a target, such as "come here" or "drop your weapon," with a successful Wisdom check.
The user gains advantage on social interactions with a target they have successfully controlled in the past.

**Mind Thrust**
Cost: 3 Potential
Description: The user is able to psychically assault a target's mind, dealing damage to their psyche.
Mechanical Bonuses:
Deals 1d8 psychic damage to the target, with an additional 1d8 for every 3 levels of experience the user has.
Target must make a Wisdom saving throw to avoid being stunned for one turn.

**Precognition**
Cost: 8 Potential
Description: The user is able to see glimpses of events before they happen, granting them insight and forewarning.
Mechanical Bonuses:
The user gains advantage on initiative rolls for the duration of the ability.
Once per day, the user can see a glimpse of an upcoming event, such as an enemy ambush or a trap. This vision lasts for 1 minute per level of experience the user has.

**Psionic Blast**

Cost: 4 Potential
Description: The user is able to unleash a burst of psychic energy, damaging all nearby creatures.
Mechanical Bonuses:
Deals 1d6 psychic damage to all creatures within a 10-foot radius of the user, with an additional 1d6 for every 2 levels of experience the user has.
Creatures must make a Wisdom saving throw to avoid being stunned for one turn.

**Psychic Crush**
Cost: 9 Potential
Description: The user is able to completely overwhelm a target's mind, causing their brain to shut down.
Mechanical Bonuses:
Deals 3d8 psychic damage to the target, with an additional 1d8 for every 2 levels of experience the user has.
Target must make a Wisdom saving throw or be knocked unconscious for 1d4 turns.

**Psychic Residue**
Cost: 2 Potential
Description: The user is able to sense the residual psychic energy left behind by other psionic users.
Mechanical Bonuses:
The user can sense the presence of other psionic users within a 30-foot radius.
The user gains advantage on Wisdom checks to detect traps or hidden objects that were placed by other psionic users.

**Psychokinesis**
Cost: 6 Potential
Description: The user is able to manipulate physical objects with their mind.
Mechanical Bonuses:
The user can move objects weighing up to 5 lbs per level of experience they have.
The user can use their telekinetic abilities to disarm traps or set off traps from a safe distance.

**Pyrokinesis**
Cost: 5 Potential
Description: The user is able to start or control fires with their mind.
Mechanical Bonuses:
The user can start a fire within a 10-foot radius with a successful Wisdom check.
The user can control the spread and intensity of a fire they started for the duration of the ability.

**Read Object**
Cost: 1 Potential
Description: The user is able to psychically sense information about an object by touching it.
Mechanical Bonuses:

The user gains insight into the history and significance of the object they are touching.
The user gains advantage on Intelligence checks to identify the properties and uses of the object.

**Telekinesis**
Cost: 3 Potential
The ability to move and manipulate objects with the power of the mind.
Mechanical bonuses: The player can move objects up to a certain weight limit, push or pull levers, open doors, and even use telekinesis to launch objects as a ranged attack.

**Telepathy**
Cost: 2 Potential
The ability to read the thoughts of others and communicate mentally.
Mechanical bonuses: The player can read the surface thoughts of a target, communicate mentally with allies without being overheard, and even implant simple suggestions or commands into the minds of others.

**Thought Shield**
Cost: 3 Potential
The ability to protect oneself from telepathic intrusion and manipulation.
Mechanical bonuses: The player gains resistance or immunity to certain types of mental attacks and can prevent others from reading their thoughts or influencing their actions.

**Tower of Iron Will**
Cost: 4 Potential
The ability to resist mental attacks and maintain focus under extreme duress.
Mechanical bonuses: The player gains advantage or bonuses to saving throws against mental effects, can resist being charmed, and can maintain concentration on spells or abilities even when under attack.

**True Seeing**
Cost: 5 Potential
The ability to see through illusions and other forms of deception to perceive the true nature of things.
Mechanical bonuses: The player can see through illusions, detect hidden or invisible objects or creatures, and gain insight or clues about hidden passages or secrets.

## Random Psionic Table

Roll 1d100 and consult this table:

| Roll Result | Psionic Power |
|---|---|
| 1-4 | Astral Projection |
| 5-8 | Clairvoyance |
| 9-12 | Danger Sense |
| 13-16 | Ego Whip |
| 17-20 | Empathy |

| Roll Result | Psionic Power |
|---|---|
| 21-24 | Energy Projection |
| 25-28 | Id Insinuation |
| 29-32 | Intellect Fortress |
| 33-36 | Know Direction |
| 37-40 | Mental Barriers |
| 41-44 | Mind Blank |
| 45-48 | Mind Control |
| 49-52 | Mind Thrust |
| 53-56 | Precognition |
| 57-60 | Psionic Blast |
| 61-64 | Psychic Crush |
| 65-68 | Psychic Residue |
| 69-72 | Psychokinesis |
| 73-76 | Pyrokinesis |
| 77-80 | Read Object |
| 81-84 | Telekinesis |
| 85-88 | Telepathy |
| 89-92 | Thought Shield |
| 93-96 | Tower of Iron Will |
| 97-100 | True Seeing |