

The Complete Psionics Handbook (5e)

Including:

Sorcerous Origin: Mysticism (Mystic, Psion or Psionicist or Psychic)

Revised Fighter Subclass: Eldritch Knight (Psychic Warrior)

Revised Rogue Subclass: Arcane Trickster (Soul Knife)

Revised Paladin Subclasses: Any (Psychic Warrior)

Revised Monk Subclasses: Any (Soul Knife)

Wild Talents, Psicrystals and Multiclassing

*A simple, straightforward and playable psionics framework
using the Player's Handbook and Dungeon Master's Guide*

Introduction: This is a simplified version of psionics for 5th Edition that most DMs will feel comfortable allowing into his or her campaign. The Mystic, Psychic Warrior and Soul Knife are now revised subclasses of the Sorcerer, the Fighter (Eldritch Knight or Paladin as the template) and the Rogue (Arcane Trickster or Monk as the template) from the *Player's Handbook*. All psionic classes use actual spells from the *Player's Handbook* and, at your DM's discretion, use the spellpoint variant in the *Dungeon Master's Guide*. Most of the psionic class features are taken from or modified slightly from these existing classes and subclasses in the *Player's Handbook*. There are also some options and optional feats that can add some of the flavor of psions/psionicists from previous editions.



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Sorcerous Origin: Mysticism (Psionics)

Your character discovered a power within themselves through rigorous contemplative practices and can cast spells using only the power of the mind. At 1st level, a Sorcerer's Spellcasting class feature becomes Innate Spellcasting (Psionics). Innate Spellcasting (Psionics) is identical to the class feature Spellcasting except material components are no longer required to cast spells (page 10 in the *Monster Manual*) and your spells known are always prepared.

Roleplaying Enhancements / Class Changes

The timing and acquisition of all of the Sorcerer's class features and proficiencies remains the same. All of the subclass features are taken from existing Sorcerer subclasses. The Divine Soul's class feature "Divine Magic" was modified to allow for an expanded spell list. Here are some suggested changes to class features and/or columns of the Sorcerer Table to express the uniquely psionic flavor of this subclass:

- a) The name of the class 'Sorcerer' changes to 'Mystic, Psionicist, Psion or Psychic';
- b) The name of cantrips changes to talents or devotions;
- c) The name of spells changes to powers or sciences;
- d) The name of spell slots changes to psi slots;
- e) The name of the class feature 'Font of Magic' changes to 'Psionic Font';
- f) The name of Sorcery Points changes to Metapsi points;
- g) The name of the class feature 'Metamagic' changes to 'Metapsionics';
- h) The names of the Metamagic options 'Subtle Spell' (etc) changes to 'Subtle Power or Science';
- i) The name of the class feature 'Bend Luck' changes to 'Psychic Distraction';
- j) The name of the class feature 'Storm's Fury' changes to 'Psychic Backlash';
- k) The name of class feature 'Dragonoid Presence' changes to 'Psionic Presence'; and
- l) The name of class feature 'Sorcerous Restoration' changes to 'Psionic Wellspring'.

In addition and with your DM's permission the following changes could also be made:

- a) Adopt the Spell point variant system on p.288 and 289 of the *Dungeon Master's Guide*;
 - a. The name of spell points changes to psi points, psionic strength points or power points;
 - b. The name of spell point cost changes to psi point cost;
 - c. The name of Max spell level changes to psi limit;
- b) Change the Sorcerer's spell casting ability from Charisma to Intelligence or Wisdom;
- c) Change the name of certain spells such as *Viscous Mockery* to *Mind Thrust*, *Bane* to *Ego Whip*, *Message* to *Mind Link* or *Confusion* to *Id Insinuation* and/or change the spells text to feel more psionic. This should take you 90-95% of the way to providing players the desired psionic powers/spells.
- d) If changing the name and text of a spell wasn't enough, consider modifying spells to feel more psionic such as changing a ranged melee attack (mostly level 1 and level 2 spells) to a spell DC saving throw vs Dexterity with no damage on a successful save or changing the target of a spell to 'Self only' such as the Mind Flayer's Plane Shift (Self Only). Switching a saving throw from one ability to another should be done with caution because the distribution of saving throws is uneven in the game: Dexterity and Wisdom saving throws (very common), Constitution saving throws (somewhat common), Charisma saving throws (uncommon to rare), Strength and Intelligence saving throws (rare to very rare). The following guidelines are suggested for appropriately changing between abilities for saving throws: switching Dexterity, Wisdom and Constitution for each other, switching Charisma and Constitution for each other, switching Charisma, Strength and Intelligence for each other. Changing damage types is also tricky because of the disproportionate allocation of resistances and immunities to various damage types across monsters. As a general rule the damage types could be placed in three categories (*most resisted*: fire and poison, *least resisted*: psychic, force, thunder, *moderately resisted*: every other damage type). The damage die should be reduced or increased by a factor of one or two depending on the damage type exchanged using this framework. For example if a character wanted to change *Firebolt* to *Psychicbolt* (Psychic damage) the damage die should be reduced to a d6 or to an *Acidbolt* should be reduced to a d8. Generally avoid swapping non-damage effects, increasing the number of

targets, increasing the range or reducing the casting time.

- e) Simply allow spells to be cast without verbal or somatic components (essentially a free metamagic option without a sorcery point cost) or allow this subclass to gain the metamagic option 'Subtle Spell' as a bonus metamagic option, and/or allow subtle spell to be used in conjunction with other metamagic options. *Caution: these changes may be overpowered;* and
- f) If the Spellpoint variant system is adopted Metapsi points and Psi points could be merged into a single pool of points for ease of tracking. *Caution: this may be overpowered* because the penalty to change a spell slot to sorcery points is removed and no longer requires a bonus action.
- g) Some iconic spells for certain psionic archetypes may be omitted such as *Mind Blank*, *Telepathy* and *Sending* for the Telepathy option within the Psionic Affinity class feature. Work with your DM to resolve these issues by modifying the sorcerer's class list slightly as suggested on page 287 of the *Dungeon Master's Guide* to allow for suitable spells or use some or all the optional spell list at the end of this document as a substitute for the Sorcerer's spell list;

The following table and class features should be acceptable to any player wanting to play a Mystic, Psionicist or Psion or any DM hesitant to allow psionics into his or her campaign:

Mystic

Level	Proficiency		Features	Talents	Powers	Psi Points	Psi Limit
	Bonus	Metapsi Points					
1 st	+2	0	Innate Spellcasting (Psionics), Sorcerous Origin (Mysticism), Psionic Affinity, Fate Maker	4	2	4	2
2 nd	+2	2	Psionic Font	4	3	6	2
3 rd	+2	3	Metapsionics	4	4	14	3
4 th	+2	4	Ability Score Improvement	5	5	17	3
5 th	+3	5	-	5	6	27	5
6 th	+3	6	Psychic Distraction	5	7	32	5
7 th	+3	7	-	5	8	38	6
8 th	+3	8	Ability Score Improvement	5	9	44	6
9 th	+4	9	-	5	10	57	7
10 th	+4	10	Metapsionics	6	11	64	7
11 th	+4	11	-	6	12	73	9
12 th	+4	12	Ability Score Improvement	6	12	73	9
13 th	+5	13	-	6	13	83	10
14 th	+5	14	Psychic Backlash	6	13	83	10
15 th	+5	15	-	6	14	94	11
16 th	+5	16	Ability Score Improvement	6	14	94	11
17 th	+6	17	Metapsionics	6	15	107	13
18 th	+6	18	Psionic Presence	6	15	114	13
19 th	+6	19	Ability Score Improvement	6	15	123	13
20 th	+6	20	Psionic Wellspring	6	15	133	13

Innate Spellcasting (Psionics)

At 1st level, your spells (powers) no longer require material components and your spells known are always prepared.

Psionic Affinity (based on the Divine Soul's "Divine Magic" class feature in XGE)

At 1st level you choose one of the following areas of focus to become your psionic affinity:

1) Clairsentience (Divination, *comprehend languages*), 2) Psychometabolism (Necromancy, *inflict wounds*), 3) Psychoportation (Conjuration, *misty step*), 4) Psychokinesis (Transmutation, *catapult*), or 5) Telepathy (Enchantment, *bane*).

When you choose a sorcerer spell or cantrip you may choose spells within the school of magic associated with your Psionic Affinity. In addition, you gain one spell associated with your Psionic Affinity and this spell does not count against your number of spells known. If you exchange the spell associated with your Psionic Affinity it must be replaced with a spell from the same school of magic.

Fate Maker

At 1st level, you gain the Divine Soul Sorcerer's "Favored of the Gods" class feature in *Xanathar's Guide to Everything*.

Psychic Distraction

At 6th level, you gain the Sorcerer's "Bend Luck" class feature on page 103 in the *Player's Handbook*.

Psychic Backlash

At 14th level, you gain the Sorcerer's "Storm's Fury" class feature on page 137 in the *Sword Coast's Adventurer's Guide* except lightning damage becomes psychic, necrotic or force damage (your choice when this feature is gained), the target saves vs Intelligence and is only pushed 5 feet away from you.

Psionic Presence

At 18th level, you gain the Sorcerer's "Draconic Presence" class feature on page 103 in the *Player's Handbook*.

Psionic Wellspring

At 20th level, you gain the Sorcerer's "Sorcerous Restoration" class feature on page 102 in the *Player's Handbook*.

Revised Fighter Subclass: Eldritch Knight (Psychic Warrior)

Your character discovered a power within themselves through rigorous contemplative practices in combination with their Fighter training and experience and can cast spells using only the power of the mind. At 3rd level, a Fighter can choose to become an Eldritch Knight and slightly modify and re-flavor certain aspects of this subclass to create a Psychic Warrior. An Eldritch Knight's Spellcasting class feature becomes Innate Spellcasting (Psionics). Innate Spellcasting (Psionics) is identical to the class feature Spellcasting except material components are no longer required to cast spells (page 10 in the *Monster Manual*) and your spells known are always prepared.

Roleplaying Enhancements / Class Changes

The function of all of the Fighter's class features remains the same. Here are some suggested changes to class features and/or columns of the Fighter/Eldritch Knight Table to express the uniquely psionic flavor of this subclass:

- a) The name of the subclass 'Eldritch Knight' changes to 'Psychic Warrior';
- b) The name of cantrips changes to talents or devotions;
- c) The name of spells changes to powers or sciences;
- d) The name of spell slots changes to psi slots;
- e) The name of the class feature 'War Magic' changes to 'Psionic Warfare';
- f) The name of the class feature 'Eldritch Strike' changes to 'Psionic Strike';
- g) The name of the class feature 'Arcane Charge' changes to 'Dimensional Slip'; and
- h) The name of the class feature 'Improved War Magic' changes to 'Improved Psionic Warfare'.

In addition and with your DM's permission the following changes could also be made:

- h) Adopt the Spell point variant system on p.288 and 289 of the *Dungeon Master's Guide*;
 - d. The name of spell points changes to psi points, psionic strength points or power points;
 - e. The name of spell point cost changes to psi point cost;
 - f. The name of Max spell level changes to psi limit;
- i) Change the name of certain spells such as *Viscous Mockery* to *Mind Thrust*, *Bane* to *Ego Whip*, *Message* to *Mind Link* or *Confusion* to *Id Insinuation* and/or change the spells text to feel more psionic. This should take you 90-95% of the way to providing players the desired psionic powers/spells.
- j) If changing the name and text of a spell wasn't enough, consider modifying spells to feel more psionic such as changing a ranged melee attack (mostly level 1 and level 2 spells) to a spell DC saving throw vs Dexterity with no damage on a successful save or changing the target of a spell to 'Self only' such as the Mind Flayer's Plane Shift (Self Only). Switching a saving throw from one ability to another should be done with caution because the distribution of saving throws is uneven in the game: Dexterity and Wisdom saving throws (very common), Constitution saving throws (somewhat common), Charisma saving throws (uncommon to rare), Strength and Intelligence saving throws (rare to very rare). The following guidelines are suggested for appropriately changing between abilities for saving throws: switching Dexterity, Wisdom and Constitution for each other, switching Charisma and Constitution for each other, switching Charisma, Strength and Intelligence for each other. Changing damage types is also tricky because of the disproportionate allocation of resistances and immunities to various damage types across monsters. As a general rule the damage types could be placed in three categories (*most resisted*: fire and poison, *least resisted*: psychic, force, thunder, *moderately resisted*: every other damage type). The damage die should be reduced or increased by a factor of one or two depending on the damage type exchanged using this framework. For example if a character wanted to change the damage type for *Green-Flame Blade* to *Psychic Blade* (Psychic damage) the damage die should be reduced to a d4 or to an *Acid Blade* should be reduced to a d6. Generally avoid swapping non-damage effects, increasing the number of targets, increasing the range or reducing the casting time.

The following table and class features should be acceptable to any player wanting to play a Psychic warrior Immortal, or psionic fighter or any DM hesitant to allow psionics into his or her campaign:

P-Warrior

Level	Proficiency		Talents Known	Powers Known	Psi	
	Bonus	Features			Points	Psi Limit
3 rd	+2	Innate Spellcasting (Psionics)	2	3	4	2
4 th	+2	Ability Score Improvement	2	4	6	2
5 th	+3	-	2	4	6	2
6 th	+3	-	2	4	6	2
7 th	+3	Psionic Warfare	2	5	14	3
8 th	+3	Ability Score Improvement	2	6	14	3
9 th	+4	-	2	6	14	3
10 th	+4	Psionic Strike	3	7	17	3
11 th	+4	-	3	8	17	5
12 th	+4	Ability Score Improvement	3	8	17	5
13 th	+5	-	3	9	27	5
14 th	+5	-	3	10	27	5
15 th	+5	Dimensional Slip	3	10	27	5
16 th	+5	Ability Score Improvement	3	11	32	5
17 th	+6	-	3	11	32	5
18 th	+6	Improved Psionic Warfare	3	11	32	5
19 th	+6	Ability Score Improvement	3	12	38	6
20 th	+6	-	3	13	38	6

Innate Spellcasting (Psionics)

At 3rd level, your spells (powers) no longer require material components and your spells known are always prepared.

Weapon Bond

Starting at 3rd level, you gain the Fighter's "Weapon Bond" class feature on page 75 in the *Player's Handbook*.

Psionic Warfare

Starting at 7th level, you gain the Fighter's "War magic" class feature on page 75 in the *Player's Handbook*.

Psionic Strike

Starting at 10th level, you gain the Fighter's "Eldritch Strike" class feature on page 75 in the *Player's Handbook*.

Dimensional Slip

Starting at 15th level, you gain the Fighter's "Arcane Charge" class feature on page 75 in the *Player's Handbook*.

Improved Psionic Warfare

Starting at 18th level, you gain the Fighter's "Improved War Magic" class feature on page 75 in the *Player's Handbook*.

Revised Rogue Subclass: Arcane Trickster (Soul Knife)

Your character discovered a power within themselves through rigorous contemplative practices in combination with their Rogue training and experience and can cast spells using only the power of the mind. At 3rd level, a Rogue can choose to become an Arcane Trickster and slightly modify and re-flavor certain aspects of this subclass to create a Soul Knife or psionic rogue. A Soul Knife's Spellcasting class feature becomes Innate Spellcasting (Psionics). Innate Spellcasting (Psionics) is identical to the class feature Spellcasting except material components are no longer requires to cast spells (page 10 in the *Monster Manual*) and your spells known are always prepared.

Roleplaying Enhancements / Class Changes

The function of all of the Rogue's class features remains the same, except a Soul Knife does not gain the class feature 'Mage Hand Legerdemain' to balance the benefit of the Innate Spellcasting (Psionics) class feature. Here are some suggested changes to class features and/or columns of the Rogue/Soul Knife Table to express the uniquely psionic flavor of this subclass:

- a) The name of the subclass 'Arcane Trickster' changes to 'Soul Knife';
- b) The name of cantrips changes to talents or devotions;
- c) The name of spells changes to powers or sciences;
- d) The name of spell slots changes to psi slots;
- e) The name of the class feature 'Magical Ambush' changes to 'Psionic Ambush';
- f) The name of the class feature 'Versatile Trickster' changes to 'Telekinetic Distraction'; and
- g) The name of the class feature 'Spell Thief' changes to 'Mind Thief'.

In addition and with your DM's permission the following changes could also be made:

- k) Adopt the Spell point variant system on p.288 and 289 of the *Dungeon Master's Guide*;
 - g. The name of spell points changes to psi points, psionic strength points or power points;
 - h. The name of spell point cost changes to psi point cost;
 - i. The name of Max spell level changes to psi limit;
- l) Change the name of certain spells such as *Viscous Mockery* to *Mind Thrust*, *Bane to Ego Whip*, *Message to Mind Link* or *Confusion to Id Insinuation* and/or change the spell's text to feel more psionic. This should take you 90-95% of the way to providing players the desired psionic powers/spells.
- m) If changing the name and text of a spell wasn't enough, consider modifying spells to feel more psionic such as changing a ranged melee attack (mostly level 1 and level 2 spells) to a spell DC saving throw vs Dexterity with no damage on a successful save or changing the target of a spell to 'Self only' such as the Mind Flayer's Plane Shift (Self Only). Switching a saving throw from one ability to another should be done with caution because the distribution of saving throws is uneven in the game: Dexterity and Wisdom saving throws (very common), Constitution saving throws (somewhat common), Charisma saving throws (uncommon to rare), Strength and Intelligence saving throws (rare to very rare). The following guidelines are suggested for appropriately changing between abilities for saving throws: switching Dexterity, Wisdom and Constitution for each other, switching Charisma and Constitution for each other, switching Charisma, Strength and Intelligence for each other. Changing damage types is also tricky because of the disproportionate allocation of resistances and immunities to various damage types across monsters. As a general rule the damage types could be placed in three categories (*most resisted*: fire and poison, *least resisted*: psychic, force, thunder, *moderately resisted*: every other damage type including weapon damage). The damage die should be reduced or increased by a factor of one or two depending on the damage type exchanged using this framework. For example if a character wanted to change the damage type for *Green-Flame Blade* to *Psychic Blade* (Psychic damage) the damage die should be reduced to a d4 or an *Acid Blade* should be reduced to a d6. Generally avoid swapping non-damage effects, increasing the number of targets, increasing the range or reducing the casting time.

The following table and class features should be acceptable to any player wanting to play a Soul Knife or Gish Rogue/Psion or any DM hesitant to allow psionics into his or her campaign:

Soul Knife

Level	Proficiency		Talents Known	Powers Known	Psi	
	Bonus	Features			Points	Psi Limit
3 rd	+2	Innate Spellcasting (Psionics), Soul Knives, Mage Hand Legerdemain	2	3	4	2
4 th	+2	Ability Score Improvement	2	4	6	2
5 th	+3	-	2	4	6	2
6 th	+3	-	2	4	6	2
7 th	+3	-	2	5	14	3
8 th	+3	Ability Score Improvement	2	6	14	3
9 th	+4	Psionic Ambush	2	6	14	3
10 th	+4	-	3	7	17	3
11 th	+4	-	3	8	17	5
12 th	+4	Ability Score Improvement	3	8	17	5
13 th	+5	Telekinetic Distraction	3	9	27	5
14 th	+5	-	3	10	27	5
15 th	+5	-	3	10	27	5
16 th	+5	Ability Score Improvement	3	11	32	5
17 th	+6	Mind Thief	3	11	32	5
18 th	+6	-	3	11	32	5
19 th	+6	Ability Score Improvement	3	12	38	6
20 th	+6	-	3	13	38	6

Innate Spellcasting (Psionics)

At 3rd level, your spells (powers) no longer require material components and your spells known are always prepared.

Mage Hand Legerdemain

Starting at 3rd level, you gain the Rogue's "Mage Hand Legerdemain" class feature on page 98 in the *Player's Handbook*.

Soul Knives (Optional)

At 3rd level, your weapon attacks cause psychic damage in addition to their other damage types and/or you gain psi blades which you can protract and retract with a bonus action. The damage of your psi blades is 1d8 plus regular modifiers and they count as magical weapons.

Psionic Ambush

Starting at 9th level, you gain the Rouge's "Magical Ambush" class feature on page 98 in the *Player's Handbook*.

Telekinetic Distraction

Starting at 13th level, you gain the *Mage Hand* cantrip on page 256 of the *Player's Handbook* if you don't already have it and the Rouge's "Versatile Trickster" class feature on page 98 in the *Player's Handbook*.

Mind Thief

Starting at 17th level, you gain the Rouge's "Spell Thief" class feature in the *Player's Handbook*.

Revised Monk Subclass: Any (Soul Knife)

Your character has discovered a power within themselves through rigorous contemplative practices in combination with their Monk training and experiences. You character can create effects using only the power of the mind. At 3rd level, a Monk can choose any Monk path and slightly modify and re-flavor certain aspects of this subclass to create a Soul Knife.

Roleplaying Enhancements / Class Changes

The function of all of the Monk's class features remains the same. Here are some suggested changes to class features and/or columns of the Monk Table to express the uniquely psionic flavor of this subclass:

- a) The name of the chosen Monk path changes to 'The Way of the Soul Knife';
- b) The name of cantrips changes to talents or devotions;
- c) The name of spells changes to powers or sciences;
- d) The name of ki changes to metapsi;
- e) The name of any class feature changes to provide more psionic flavor as you see fit;
- f) Please note that spells cast by Monk's of the Way of the Four Elements already do not require material components (p.80 *Player's Handbook*) consistent with the Innate Spellcasting (Psionics) class feature;
- g) Change the name of any elemental discipline to provide more psionic flavor as you see fit such as changing "Fist of Four Thunders" to "Telekinetic Shove";
- h) The name ki maximum changes to metapsi limit (for spellcasting only); and
- i) Note that the discipline 'Breath of Winter' and 'Wave of Rolling Earth' appear to allow the Monk to cast a 5th level spell for 6 ki points instead of 7 ki points. This cost for a 5th level spell is an exception for this class only and differs from the conversation table at the end of this document.

In addition and with your DM's permission the following changes could also be made:

- a) Change the spells within the elemental disciplines of Way of the Four Elements using the optional spell list at the end of this document to allow for suitable spells for the Soul Knife;
- b) See suggested changes from other subclasses

The following table and class features should be acceptable to any player wanting to play a Soul Knife or Psionic Monk or any DM hesitant to allow psionics into his or her campaign:

Soul Knife

Level	Proficiency Bonus	Metapsi Points	Features	Martial Arts	Unarmored Movement	Metapsi Limit (Spells Only)
1 st	+2	0	Martial Arts	1d4	-	0
2 nd	+2	2	Psi	1d4	10	0
3 rd	+2	3	Monk Tradition (Soul Knife)	1d4	10	0
4 th	+2	4	Ability Score Improvement	1d4	10	0
5 th	+3	5		1d6	15	3
6 th	+3	6	Psi-powered Strikes, Tradition Feature	1d6	15	3
7 th	+3	7		1d6	15	3
8 th	+3	8	Ability Score Improvement	1d6	15	3
9 th	+4	9	-	1d6	15	4
10 th	+4	10		1d8	20	4
11 th	+4	11	Tradition Feature	1d8	20	4
12 th	+4	12	Ability Score Improvement	1d8	20	4
13 th	+5	13		1d8	20	5
14 th	+5	14		1d8	25	5
15 th	+5	15		1d8	25	5
16 th	+5	16	Ability Score Improvement	1d8	25	5
17 th	+6	17	Tradition Feature	1d10	25	6
18 th	+6	18		1d10	30	6
19 th	+6	19	Ability Score Improvement	1d10	30	6
20 th	+6	20		1d10	30	6

Soul Knives

At 3rd level, your class feature “Martial Arts” is modified and your weapon/unarmed attacks cause psychic damage in addition to their other damage types. Further you may protract and retract Psi Blades from your fists as a bonus action and use these weapons in place of your unarmed strikes.

Other Class Features

You gain the class features as per the *Player's Handbook* at 3rd, 6th, 11th and 17th level.

Revised Paladin Subclass: Any (Psychic Warrior)

Your character discovered a power within themselves through rigorous contemplative practices in combination with their Paladin training and experience and can cast spells using only the power of the mind. At 2nd level, a Paladin can choose any Oath and slightly modify and re-flavor certain aspects of this subclass to create a Psychic Warrior. An Paladin's Spellcasting class feature becomes Innate Spellcasting (Psionics). Innate Spellcasting (Psionics) is identical to the class feature Spellcasting except material components are no longer requires to cast spells (page 10 in the *Monster Manual*) and your spells known are always prepared.

Roleplaying Enhancements / Class Changes

The function of all of the Paladin's class features, except Spellcasting, remains the same. The Paladin no longer has access to prepare any spell on the Paladin's Spell list. Instead the Paladin learns a limited number of spells at the same rate as the Ranger and the Paladin is able to exchange one spell for another when a new level is gained. Here are some suggested changes to class features and/or columns of the Paladin Table to express the uniquely psionic flavor of this subclass:

- a) The name of any oath changes to 'Oath of Discovery';
 - a. The name of any tenants changes to:
 - i. Dedication. Good shall triumph over evil.
 - j. Discipline. Daily discipline is destiny. Yesterday is gone and tomorrow never comes.
 - k. Patience. The example of my life will begin as a ripple and end as an earthquake even if I am not alive to witness it.
 - l. Truth. Knowledge is the ultimate weapon against evil;
- b) Alternatively, add or change the name of oaths and tenants as desired;
- c) The name of cantrips changes to talents or devotions;
- d) The name of spells changes to powers or sciences;
- e) The name of spell slots changes to psi slots;
- f) The name of the class feature 'Divine Sense' changes to 'Minor Clairsentience';
- g) The name of the class feature 'Lay of Hands' changes to 'Metabolic Restoration';
- h) The name of the class feature 'Channel Divinity' changes to 'Channel Psi';
- i) The name of the class feature 'Divine Smite' and 'Improved Divine Smite' to 'Psychic Smite' and "Improved Psychic Smite";
- j) The name of the class feature 'Divine Health' changes to 'Psionic Health'; and
- k) The name of the class feature 'Cleansing Touch' changes to 'Psionic Disruption'.
- l) The name of the class feature 'Holy Nimbus' changes to 'Psionic Nimbus';
- m) The name of the class feature 'Avenging Angel' changes to 'Psychic Might';
- n) The name of the class feature 'Elder Champion' changes to 'Psychic Champion';

In addition and with your DM's permission the following changes could also be made:

- a) Adopt the Spell point variant system on p.288 and 289 of the *Dungeon Master's Guide*;
 - a. The name of spell points changes to psi points, psionic strength points or power points;
 - b. The name of spell point cost changes to psi point cost;
 - c. The name of Max spell level changes to psi limit;
- b) Change the Paladin's spellcasting ability to Intelligence;
- c) Change the damage type of the class feature "Divine Smite" and "Improved Divine Smite" from

radiant to psychic and reduce the damage die to a d6.

- d) Increase the amount of spells known for the Paladin if the amount appears overly restrictive or limiting; *Caution: This may be overpowered.*
- e) See suggested changes from other subclasses.

The following table and class features should be acceptable to players wanting to play a Psychic Warrior or DMs hesitant to allow psionics into his or her campaign.

Paladin (Psychic Warrior)

Level	Proficiency Bonus	Features	Powers	Psi Points	Psi Limit
1 st	+2	-	0	0	0
2 nd	+2	Innate Spellcasting (Psionics)	2	4	2
3 rd	+2	Oath Feature	3	6	2
4 th	+2	Ability Score Improvement	3	6	2
5 th	+3	-	4	14	3
6 th	+3	-	4	14	3
7 th	+3	Oath Feature	5	17	3
8 th	+3	Ability Score Improvement	5	17	3
9 th	+4	-	6	27	5
10 th	+4	-	6	27	5
11 th	+4	-	7	32	5
12 th	+4	Ability Score Improvement	7	32	5
13 th	+5	-	8	38	6
14 th	+5	-	8	38	6
15 th	+5	Oath Feature	9	44	6
16 th	+5	Ability Score Improvement	9	44	6
17 th	+6	-	10	57	7
18 th	+6	-	10	57	7
19 th	+6	Ability Score Improvement	11	70	7
20 th	+6	Oath Feature	11	70	7

Innate Spellcasting (Psionics)

At 2nd level, your spells (powers) no longer require material components and your spells known are always prepared.

Other Features

You gain the class features as per the *Player's Handbook*.

Additional Psionic Options and Information

Wild Talents (feat)

You learn to cast two cantrips and one 1st level spell of your choice using only the power of the mind. When casting these spells you do not require material components. Your casting ability is always intelligence regardless of the cantrips and spell you choose. Otherwise this feat is identical to the Magic Initiate feat in the *Player's Handbook*.

Wild Talents (Optional Rule)

On character creation, roll a d100. If the total was greater than or equal to 95 you gain the Wild Talents feat.

Psicrystal (Optional feat)

You create a psicrystal using a gem which costs no less than 100 gp. Your psicrystal functions the same way as a familiar summoned by the *Find Familiar* spell on page 240 of the *Player's Handbook*. Your psicrystal has the same stats a raven from of the *Player's Handbook* except your psicrystal a tiny construct and can fly (hover) at a speed of 30. If your psicrystal is destroyed you can create a new one in a similar manner to what is described within the *Find Familiar* spell. *Caution: this feat may be overpowered.*

Telepathy (Optional Feat)

You gain the warlock class feature "Awakened Mind" on page 110 of the *Player's Handbook*.

Thought Shield (Optional Feat)

Prerequisite: 12th level. You gain the warlock class feature "Thought Shield" on page 110 of the *Player's Handbook*.

Mindsight (Optional Feat)

Prerequisite: 12th level. You gain mindsight and can see the mind of any creature within 30 feet. Mindsight functions identically to blind sight on page 183 of the *Player's Handbook*.

Psychic Contests (Optional Rule)

As a bonus action, any character or creature with the trait or class feature Innate Spellcasting (Psionics) may challenge a target with who has the same trait or class feature to a Psychic Contest. A psychic contest is an ability check contest as described on page 174 of the *Player's Handbook*. Specifically, this contest has five rounds with an opposed check of Intelligence (Arcana/Psionics) vs Intelligence (Arcana/Psionics) in each round. The first contestant to win three (3) rounds wins the contest. Ties are re-rolled until a winner emerges. The contest loser becomes incapacitated for 1 minute. Once a target accepts a challenge they must complete the contest. A character that declines the challenge takes 1d6 psychic damage and is otherwise unaffected. The character or creature must finish a long rest before challenging the same target an additional time. If the creature or character challenged does not have the Innate Spellcasting (Psionics) trait or class feature nothing happens and the bonus action is lost. No actions, bonus actions or reactions can be taking by the contestants during the contest and the contest lasts 1 round.

Psionics Skill (Optional Rule)

Psionics (Intelligence) is a new skill that replaces and/or functions identically to Arcana.

Multiclassing

A character requires an intelligence of 15 to multiclass as a Mystic. If the Fighter or Rogue is not the character's original class, the character must have an intelligence of 13 when they reach 3rd level to choose the Psychic Warrior or Soul Knife subclasses.

Multiclassing (Optional Rule)

A character must have the Wild Talents feat to multiclass in any psionic class or subclass.

Spell level, Spell Point and Sorcery Point Conversation Table

Spell Slot at Level ->	Spell Point/Psi <- Point ->	Sorcery/Metapsi Points ->	Spell/Psi Points
1	2	1	-
2	3	2	2
3	5	3	3
4	6	4	-
5	7	5	5
6	9	- / 6	6
7	10	- / 7	7
8	11	-	-
9	13	-	-

Optional Spell List (by Discipline)

Psychoportation

Arcane Gate
Astral Projection
Banishing Smite
Banishment
Blink
Conjure Animals
Conjure Celestial
Conjure Elemental
Conjure Fey
Conjure Minor Elemental
Conjure Woodland Beings
Dimension Door
Dream
Etherealness
Find Steed
Forbiddance
Gate
Misty Step
Plane Shift
Planar Ally
Planar Binding
Teleport
Teleportation Circle
Time Stop
Word of Recall

Psychokinesis

Bigby's Hand
Control Water
Control Weather
Creation
Dancing Lights
Destructive Wave
Disintegrate
Earthquake
Eldritch Blast
Fabricate
Feather fall
Flesh to Stone
Fly
Gust of Wind
Heat Metal
Hold Person
Hold Monster
Jump
Knock
Levitate

Light
Mage Hand
Mending
Minor Illusion (Sound Only)
Move Earth
Prestidigitation
Produce Flame
Telekinesis
Thunderous Smite
Thunderwave
Tsunami
Reverse Gravity
Stoneshape
Shatter
Shield
Slow
Wall of Fire
Wall of Force
Wall of Ice
Wall of Stone
Water Walk

Telepathy

Animal Friendship
Awaken
Beast Sense
Bane
Calm Emotions
Charm Person
Command
Compulsion
Confusion
Crown of Madness
Detect thoughts
Dissonant Whispers
Dominate Beast
Dominate Person
Dominate Monster
Enthrall
Feeblemind
Fear
Friends
Geas
Harm
Hold Monster
Hold Person
Hypnotic Pattern
Invisibility
Improved Invisibility
Phantasmal Force
Phantasmal Killer
Project Image
Mass Suggestion
Magic Jar

Message
Mind Blank
Minor Illusion
Modify Memory
Power word, Stun
Power word, Kill
Rary's Telepathic Bond
See Invisibility
Sending
Sleep
Silent Image
Speak with Animals
Suggestion
Telepathy
True Seeing
Vicious Mockery
Weird
Zone of Truth

Psychometabolism

Aura of Life
Aura of Purity
Aura of Vitality
Alter self
Barkskin
Blade Ward
Blight
Blindness/Deafness
Blur
Circle of Death
Chill Touch
Contagion
Cure wounds
Darkvision
Death Ward
Disguise Self
Enhance Ability
Enlarge/Reduce
Expeditious Retreat
False Life
Flesh to Stone
Feign Death
Gaseous form
Greater Restoration
Gentle Repose
Haste
Harm
Heal
Healing Word
Inflict Wounds
Jump
Lessor Restoration
Longstrider
Mass Cure Wounds

Mass Heal
Mass Healing Word
Meld into Stone
Polymorph Self
Power word, Heal
Raise Dead
Ray of Enfeeblement
Ray of Sickness
Resistance
Regenerate
Revivify
Shapechange
Spare the Dying
Stone Skin
Tree Stride
True Polymorph
Vampiric Touch
Water Breathing
Water Walk
Wind Walk

Clairsentience

Arcane Eye
Beast Sense
Clairvoyance
Comprehend Languages
Detect Good and Evil
Detect Poison and Disease
Detect Magic/Psionics
Divination
Dream
Find Traps
Forsight
Guidance
Identify
Legend Lore
Locate Animals or Plants
Locate Creature
Locate Object
Non Detection
See Invisibility
Scrying
Speak with Dead
Speak with Plants
Tongues
True Seeing
True Strike

