



MYSTIC CLASS REVIVIFIED

**An unofficial resurrection and reconstruction
of the iconic psionic class option.**



Introduction

In an April 2020 *Unearthed Arcana*, Wizards of the Coast formally announced the company was no longer pursuing the development of the Mystic as a full class option and instead were going to develop psychic-themed characters instead as subclasses. I felt that what was presented in those *Unearthed Arcana* showed more than enough proof that a full Mystic Class could be created, but Wizards of the Coast opted out, choosing to prioritize design time and resources towards other projects.

This is a revival of the Mystic (akin to the many Artificer and Ranger revisions on the DMsGuild) that, while a significant proportion of it is original work, has much of its design scavenged from the abandoned Mystic class and repurposes features from Psionic subclasses from the following *Unearthed Arcana* articles:

- Crawford, Jeremy and Mearls, Mike, “*Unearthed Arcana: the Mystic Class*”, 2017.
- Crawford, Jeremy; Dillon, Dan; Petrisor, Ben; Rehman, Taymoor; and Schneider, F. Wesley, “*Unearthed Arcana: Psionic Options Revisited*”, 2020.

What is this Mystic?

PROOF OF CONCEPT

I made this as something of a design challenge to see if there was just some issue with the Mystic as a class concept based on the features already put forth by Wizards of the Coast and a fresh eye on the concept. This is a working Character Option, fully playable from 1st to 20th levels with four unique subclasses based on classic psionic characters and abilities from fiction and mythology.

RESPECTFUL OF CLASS IDENTITY

This Mystic keeps much of the mechanic identity created by the 2020 *Unearthed Arcana* designed as a foundation for its core features. It also parses several of the 2017 Mystic Class’s features but the similarities end there. The subclasses presented here intend to hit more conventional psychic tropes and avoid the class identity-encroaching issues of the 2017 Mystic subclasses that I felt mostly came down to a branding identity of the subclasses themselves.

REDUCING THE BOOKKEEPING

The 2017 Mystic was criticized for its complexity. Fifth Edition design convention usually keeps point-tracking for classes under quantities of 20 and the Psi Points and Psi Limits made the class a bit daunting to say the least. This mystic shouldn’t be any more difficult to play than the Fifth Edition Paladin or Warlock.

SUPERNATURAL, NOT MAGICAL

It was pivotal to me that the Mystic avoided conventional 5e spellcasting but could mimic spell-like effects through psionics. The way this has been approached in the past has usually been through the removal of the need for components to cast the spell and the effects are not magical by nature. This is a significant shake-up in the countermeasures for these spells because it means a psionic caster can cast spells while paralyzed, silenced, grappled, and restrained!

Many feel (myself included) that this is too strong to use as a blanket mechanic for psionics in *DUNGEONS & DRAGONS*. I believe it is this intrinsic tie between psychic power and magic may have needed to be the bond to break to make this really work. However, restricting what spells can be psionic talents really reigns this in, as it has shown with Warlock Invocations, but it allows the Mystic to still contribute the effects without totally stepping on spellcasters.

ALWAYS FREE

As this is something of a “Frankenstein” project and revision of pre-existing character option concepts, this version of the Mystic Class will always be available for “Pay What You Want” on the DMsGuild. If you enjoy the unique subclasses, check out my other products available there!



The Mystic Revivified

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Mystic

Followers of a strange and mysterious form of power, mystics shun the world to turn their eyes inward, mastering the full potential of their minds and exploring their psyches before turning to face the world. Mystics are incredibly rare, and most prefer to keep the nature of their abilities secret. Using their inner, psychic strength, they can read minds, fade into invisibility, transform their bodies into living iron, and seize control of the physical world and bend it to their will.

CREATING A MYSTIC

When creating a mystic, consider your character's background. How did you become a mystic? What was the cause of your psionic awakening? Are you self-taught, or did you have a master? If you had a master, what is that relationship like? Also consider your bond to the outer planes that may have fostered the very nature of psionic powers.

Consider also why you would be journeying in this world and seeking companions. Are you looking for the source of your power? Do you simply want to find an explanation for its origin? Perhaps you took this on as a study or simply found yourself beholden with extrasensory abilities. For any path you take be mindful of the nature of your powers, for they may prove to be what saves or destroys the realms.

QUICK BUILD

You can make a mystic quickly by following these suggestions. First, make the ability used for your Psionic Talent (as determined by your Mystic Order) your highest ability score, followed by Dexterity or Constitution. Second, choose the hermit background.

Class Features

As a mystic, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per mystic level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your constitution modifier per mystic level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons

Tools: None

Saving Throws: Intelligence, Wisdom

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

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a quarterstaff or (b) a dagger
- (a) a shortsword or (b) any simple weapon
- (a) a dungeoneer's pack, (b) a priest's pack, or (c) a scholar's pack
- Leather armor

THE MYSTIC				
Level	Prof. Bonus	Features	Psionic Die Size	Talents Known
1	+2	Psionics, Mystic Order	d6	3
2	+2	Telepathy, Mental Stability	d6	3
3	+2	Mystic Order feature	d6	3
4	+2	Ability Score Improvement	d6	4
5	+3	Transvection	d8	4
6	+3	Mystic Order feature	d8	5
7	+3	-	d8	5
8	+3	Ability Score Improvement	d8	6
9	+4	Transvection Enhancement	d10	6
10	+4	Centered	d10	7
11	+4	-	d10	7
12	+4	Ability Score Improvement	d10	8
13	+5	-	d12	8
14	+5	Mystic Order feature	d12	9
15	+5	-	d12	10
16	+5	Ability Score Improvement	d12	11
17	+6	Telekinetic Master	d12	12
18	+6	-	d12	13
19	+6	Ability Score Improvement	d12	14
20	+6	Transcendence	d12	15

Psionics

1st-level Mystic feature

You harbor a wellspring of psionic power within yourself, an energy that ebbs and flows as you channel it in various ways. This power is represented by your Psionic Talent die, the starting size of which is a d6. You use this die to fuel your Psionic Talents, listed at the end of this class.

If you roll the highest number on your Psionic Talent die, it decreases by one die size after the roll unless stated otherwise in the talent's description. This represents an overload of your psychic energy, a powerful burst that leaves you feeling mentally drained. For example, if the die is a d6 and you roll a 6, it becomes a d4. If it's a d4 and you roll a 4, it becomes unusable until you finish a long rest.

When you reach certain levels in this class, the starting size of your Psionic Talent die increases: at 5th level (d8), 9th level (d10), and 13th level (d12).

RESETTING YOUR PSIONIC TALENT DIE

Your Psionic Talent die resets to its starting size when you finish a long rest. You must spend at least 30 minutes of the rest meditating to reset your Psionic Talent die.

Alternatively, you may use your action to begin centering yourself. You reduce your movement speed to 0 for the turn and you cannot use this action if you have moved this turn. When you do so you are concentrating, and you lock yourself into the tangents of your mind, shutting out the distractions of your surroundings. If you maintain this concentration until the start of your next turn, you reset your Psionic Talent die to its starting size.

Once you have reset your Psionic Talent die in this way, you cannot do so again until you finish a long rest.

CONCENTRATION

If a talent or other effect in this class states that it requires concentration or that you are concentrating on it, it acts in the same way as if you were concentrating on a spell.

PSIONIC TALENTS KNOWN

You know three Psionic Talents of your choice from the Psionic Talent list at the end of this class. You gain an additional Talent of your choice when you reach certain levels in this class, shown in the Talents Known column of the Mystic table. If your Mystic Order gives you a Psionic Talent, it does not count against your number of Talents Known.

If a talent has prerequisites, you must meet them to learn it. You can learn that talent at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class.

SPELLS AS PSIONIC TALENTS

If a psionic talent gives you access to a spell, it is still used with the Cast a Spell action, but it has the following changes:

- It can be cast without verbal and somatic components.
- It is nonmagical for the purposes of spells such as *dispel magic*.

PSIONIC ABILITY

Your psionic ability for your psionic talents is determined by your Mystic Order. You use your modifier when setting the saving throw DC for a psionic talent or when making an attack roll with one.

Mystic Order

1st-level Mystic feature

You choose a Mystic Order: the Order of the Channeler, the Order of the Far Traveler, the Order of the Oracle, or the Order of Wanton Fury, each of which is detailed at the end of the class description. Each order specializes in a specific approach to psionics.

At 1st level, your Mystic Order only determines your Psionic Ability for your Psionic Talents, but your choice grants you features at 3rd, 6th, and 14th level.

Telepathy

2nd-level Mystic feature

You can telepathically speak to any creature you can see within 120 feet of you. You don't need to share a language with the creature for it to understand your telepathic messages, but the creature must be able to understand at least one language or be telepathic itself. If the creature is willing, it can allow you to read its mind and communicate back to you.

Mental Stability

2nd-level Mystic feature

Your psionic energy grants you extraordinary fortitude. At the start of each of your turns, if you have your Psionic Talent die, you gain temporary hit points equal to your psionic ability modifier if you have at least 1 hit point.

Ability Score Improvement

4th-level Mystic feature

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or 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.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

Transvection

5th-level Mystic feature

While your Psionic Talent die is available, you can choose to remain hovering up to 1 foot above the ground. While hovering, you can move at the same speed as your walking speed. If you are encumbered, you cannot remain hovering.

When you reach 9th level in this class, you can use your bonus action to give yourself a fly speed equal to five times the highest value of your Psionic Talent die. You lose this fly speed when you finish a short or long rest, if your Psionic Talent die becomes unavailable, or if you are incapacitated.

Centered

10th-level Mystic feature

You have learned to better control the wild, unpredictable power of your psionics. You have advantage on concentration checks made to maintain concentration on your psionic talents.

Additionally, when you roll the highest value on your Psionic Talent die, you can choose to reroll it. Once you do, you cannot do so again until you finish a short or long rest.

Telekinetic Master

17th-level Mystic feature

Your ability to move creatures and objects with your mind is matched by few. If your Psionic Talent die is available, you can cast the *telekinesis* spell as a psionic talent. When you cast this spell, your Psionic Talent die decreases by one die size.

Transcendence

20th-level Mystic feature

You have tapped into the very fabrics that weave reality and become one with all. You gain the following benefits:

- You are immune to psychic damage, as well as any effect that would sense your emotions or read your thoughts, divination spells, and the charmed and frightened conditions.
- You have advantage on death saving throws.
- You have truesight out to a distance of 120 feet.
- You are immune to disease, poison damage, and the poisoned condition.
- You no longer age.

Mystic Orders

Secretive Mystic Orders spend ages studying and training in the origins and potentials of psionics. Each of these orders focuses on the practice of a specialized psionic application.

Order of the Channeler

Mystics of the Order of the Channeler commune with the spirits that have recently shuffled off this mortal coil and transitioned to the Beyond. Their supernatural powers are in part due to the unique bond of their physical self to their essence in the Astral Sea.

We all share a tether to our astral self. This tether tends to be described as a silver cord that eternally binds one to their astral self, an essence we are united with upon our deaths. For channelers, this cord is remarkably short and causes them to perceive from both sentience.

In the Forgotten Realms, a channeler's astral self may be unusually close to the Fugue Plane, making their astral self a beacon of hope swimming the grey sea. The spirits of the recently deceased, the False, and the Faithless will tend to, possibly unwelcomely, latch on to a channeler, yearning for any chance that they aren't eternally damned to their grim afterlife.

CHANNELER MYSTIC ORDER FEATURES

Mystic Level	Features
1st	Psionic Ability Modifier
3rd	Order Talents, Extrasensory Investigation
6th	Not Today
14th	Immortal Will

PSIONIC ABILITY MODIFIER

1st-level Channeler Mystic Order feature

Channelers gain their psionic prowess through a deep intuitive understanding and spiritual bond to the essence of consciousness, proven to last beyond death by the whispers of those swimming the Astral Sea. Wisdom is your ability used for determining your psionic save DC and psionic attack bonus.

Psionic save DC = 8 + your proficiency bonus + your Wisdom modifier
Psionic attack modifier = your proficiency bonus + your Wisdom modifier

ORDER TALENTS

3rd-level Oracle Mystic Order feature

You gain the following two Psionic Talent options:

DEATHSPEAKER

You are able to use the *spare the dying* cantrip as a Psionic Talent. If you have your Psionic Talent die, you can use it at range up to a distance equal to 5 times the highest value on the die.

Once you use this talent at range, you can't use it again in this way until you finish a long rest, or unless you decrease the size of your Psionic Talent die to do so.

SPIRIT CONSORT

You may use your action to conjure a phantom spirit from the beyond, decreasing your Psionic Talent die by one size when you do.

The spirit appears in an unoccupied space of your choice you can see within 30 feet of you. The phantom spirit is friendly to you and your companions and obeys your commands. See this creature's game statistics in the phantom spirit stat block. You determine the spirit's appearance. A soul with a fascination in your close tether to the realm of the afterlife is likely to make for such a spirit, or one that has recently deceased with a score to settle against your enemies.

In combat, the phantom spirit shares your initiative count, but it takes its turn immediately after yours. The only action it can take on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take one of the actions in its stat block or to take the Dash, Disengage, Help, or Hide action.

You can only have one phantom spirit summoned at any time. When you reach 11th level, you may have two summoned at any time. The phantom spirit manifests for 1 hour, until it is reduced to 0 hit points, or you do not have access to your Psionic Talent die.

EXTRASENSORY INVESTIGATION

3rd-level Channeler Mystic Order feature

You can focus your mind to read the psionic imprint left on an object. If you hold an object and concentrate on it for 10 minutes (as if concentrating on a spell), you learn a few basic facts about it. You gain a mental image from the object's point of view, showing the last creature to hold the object (before you) within the past 24 hours.

You also learn of any events that have occurred within 20 feet of the object within the past hour. The events you perceive unfold from the object's perspective. You see and hear such events as if you were there but can't use other senses.

Additionally, you can embed an intangible psionic sensor within the object. For the next 24 hours, you can use an action to learn the object's location relative to you (its distance and direction) and to look at the object's surroundings from its point of view as if you were there. This perception lasts until the start of your next turn.

Once you use this feature, you can't use it again until you finish a long rest, or unless you decrease the size of your Psionic Talent die to do so.

Phantom Spirit

Medium undead, any alignment

Armor Class 12

Hit Points equal to the phantom spirit's Constitution modifier + your Wisdom modifier + five times your level in this class

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	12 (+1)	10 (+0)	12 (+1)	15 (+2)

Saving Throws DEX +4, CON +3, WIS +3

Skills Arcana +2

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages understands all languages it knew in life but can't speak

Bound Soul. The following numbers increase by 1 when your proficiency bonus increases by 1: the spirit's skill and saving throw bonuses, the bonuses to hit and damage of its Withering Touch, and the DC of its Horrifying Visage.

Incorporeal Form. The specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Withering Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* (1d6 + 2) necrotic damage.

Horrifying Visage. Each non-undead creature within 60 feet of the spirit that can see it must succeed on a DC 12 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the spirit's Horrifying Visage for the next 24 hours.

SOUL SANCTUM

6th-level Channeler Mystic Order feature

While your Psionic Talent die is available, you have advantage on saving throws against spells from the school of necromancy and resistance to the damage dealt by those spells.

Further, if a spell, such as *raise dead*, has the sole effect of restoring you to life (but not undeath), the caster doesn't need material components to cast the spell on you.

IMMORTAL WILL

14th-level Channeler Mystic Order feature

You can draw on your reserves of psionic power to survive beyond death. At the end of your turn while at 0 hit points, you can decrease the size of your Psionic Talent die to immediately regain a number of hit points equal to your mystic level + your Constitution modifier.

Order of the Oracle

Oracles are seers of destiny, prophets that even gods have sought the advice of. Sometimes called soothsayers, weavers, and diviners, the truths bestowed unto Oracles are malleable, and Oracles proudly mold them to defy destiny. For what could be a more audacious display of one's own brilliance than to deny the gods their plans?

ORACLE MYSTIC ORDER FEATURES	
Mystic Level	Features
1st	Psionic Ability Modifier
3rd	Order Talents, Breadth of Knowledge
6th	Prescience
14th	Definer of Destinies

PSIONIC ABILITY MODIFIER

1st-level Oracle Mystic Order feature

Oracles seek to influence the past, present, and future through an understanding of the metaphysical. Their foresight has less to do with prediction and more so in the influenced execution of self-fulfilling prophecy. Intelligence is your ability used for determining your psionic save DC and psionic attack bonus.

Psionic save DC = 8 + your proficiency bonus + your Wisdom modifier

Psionic attack modifier = your proficiency bonus + your Wisdom modifier

ORDER TALENTS

3rd-level Oracle Mystic Order feature

You gain the following two Psionic Talent options:

FORETELLER

You can use the *guidance* cantrip as a Psionic Talent. You can choose to use your Psionic Talent die in place of the d4 listed in the spell, decreasing your Psionic Talent die size on the highest roll as per usual. (What happens at 10th level?)

SECOND SIGHT

You can roll your Psionic Talent die and either increase or decrease an attack roll or saving throw by an amount equal to the roll of the Psionic Talent die. This changes the unmodified d20 roll, potentially causing a critical hit or miss.

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

BREADTH OF KNOWLEDGE

3rd-level Oracle Mystic Order feature

When you finish a long rest, select two from either skills or tools that you are proficient with. You add double your proficiency bonus to checks made with the skill or tool.

Alternatively, you may select a language instead of one or both of these. When you do, you learn to read, speak, and write the language. Whatever your choices are, this benefit lasts until you finish a long rest, or if your Psionic Talent die is unavailable.

PRESCIENCE

6th-level Oracle Mystic Order feature

You constantly see the possibilities that can, will, and won't happen in the immediate future. While your Psionic Talent die is available, you gain the following benefits:

- You can choose to add your Psionic Talent die to any Dexterity saving throws you make. If when you do, you succeed on the saving throw by 5 or more, you take no damage from the effect.
- You can add your Wisdom modifier to your initiative rolls.
- You cannot be surprised while you are conscious.

DEFINER OF DESTINIES

14th-level Oracle Mystic Order feature

When you or a willing creature makes an ability check, attack roll, or saving throw, you may decrease your Psionic Talent die by one size to allow that creature to reroll. It must use the new result. Whether or not it

chooses to use the reroll, write down the original result. You can use the original result to change any ability check, attack roll, or saving throw to the number of the result. You may only have one of these results at any time.

Order of the Far Traveler

Far Travelers seek to explore the realms beyond physical reality into abstract dimensions of consciousness. To roam the paths of the material and mental wilds, far travelers develop a Thought Form, a luminous figure of psychic energy that tends to take the shape of the mystic's spiritual essence.

Far Travelers feel that coming to comprehend psionic power was the first step on this eternal journey, and they take thrill in the knowledge that there are infinite steps to take.

FAR TRAVELER MYSTIC ORDER FEATURES	
Mystic Level	Features
1st	Psionic Ability Modifier
3rd	Order Talents, Journey of a Thousand Steps
6th	Thought Form
14th	Avatar of Speed

PSIONIC ABILITY MODIFIER

1st-Level Far Traveler Mystic Order feature

Far Travelers seek to experience the universe in and around the all, traversing its every synapse and undergoing the endless pilgrimage of being. Intelligence is your ability used for determining your psionic save DC and psionic attack bonus.

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

Psionic attack modifier = your proficiency bonus + your Intelligence modifier

ORDER TALENTS

3rd-Level Far Traveler Mystic Order feature

You gain the following two Psionic Talent options:

TELEPORTATION

If your Psionic Talent die is available, you can use your action teleport yourself to an unoccupied space you can see, up to a number of feet away equal to 5 times the highest number on your Psionic Talent die.

Once you use this talent, you can't use it again until you finish a long rest, or unless you decrease the size of your Psionic Talent die to do so.

EFFORTLESS JOURNEY

You may use your action to give a creature you can see within 30 feet of you the ability to Dash as a bonus action until the end of its next turn.

Once you use this talent, you can't use it again until you finish a long rest, or unless you decrease the size of your Psionic Talent die to do so.

JOURNEY OF A THOUSAND STEPS

3rd-level Far Traveler Mystic Order feature

You gain a +5 bonus to your Passive Perception score and you can perfectly recall any path you have travelled.

Additionally, whenever a hostile creature moves within 5 feet of you, you can use your reaction to move up to half your movement speed.

THOUGHT FORM

6th-level Far Traveler Mystic Order feature

If your Psionic Talent die is available, you can use a bonus action to transform your body into pure psionic energy. The transformation lasts for 10 minutes, until you use a bonus action to assume your normal form, or until you are incapacitated or die.

While in thought form, you are a luminous figure of psionic energy. Your form can appear as anything you wish as long as it is the same size as you. Any other equipment you are wearing or carrying transforms with you and melds into your thought form. In thought form, you also gain the following benefits:

- You shed dim light in a 5-foot-radius.
- You gain resistance to psychic damage and to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You can move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object. If you return to your normal form while inside an object, you are shunted to the nearest unoccupied space, and you take 1d10 force damage for every 5 feet traveled.

When you transform using this feature, your Psionic Talent die decreases by one size.

AVATAR OF SPEED

14th-Level Far Traveler Mystic Order feature

You project an aura of speed. While you aren't incapacitated, any ally that starts its turn within 30 feet of you can take the Dash action as a bonus action.

Additionally, while in your thought form, you may use your action and decrease the size of your Psionic Talent

die by one to force a target within 30 feet of you to make a Wisdom saving throw. On a failure, any movement the target is making stops, whether the movement was forced or not, and the target's speed becomes 0 until the end of your next turn. For example, this can stop the target in midair while it is falling or stop a boulder launched from a catapult. When the effect ends, the target may resume its normal movement before this effect took place. On a success, the target's speed is halved until the end of your next turn.

Order of Wanton Fury

These mystics were never exactly close to the precepts of a firmly established order, choosing instead to give in to their anger. Individuals gifted with psionic power that have that power awaken while desiring vengeance easily slip toward this order. Will you learn to control and direct your rage, or instead embrace hatred until it takes you wholly in the all-consuming fires of revenge?

WANTON FURY MYSTIC ORDER FEATURES	
Mystic Level	Features
1st	Psionic Ability Modifier
3rd	Order Talents, True Horror
6th	Blaze of the Black Heart
14th	Malice Manifest

PSIONIC ABILITY MODIFIER

1st-Level Wanton Fury Mystic Order feature

As this psionic ability is typically caused by a mental snap of innate emotional power, Charisma is your ability used for determining your psionic save DC and psionic attack bonus.

Psionic save DC = 8 + your proficiency bonus + your Charisma modifier

Psionic attack modifier = your proficiency bonus + your Charisma modifier

ORDER TALENTS

3rd-Level Wanton Fury Mystic Order feature

You gain the following two Psionic Talent options:

DISQUIETING MINDS

If your Psionic Talent die is available, you can force a creature that you can see within 30 feet of you to make a Wisdom saving throw against your psionic save DC. On a failed save, a creature becomes frightened of you for 1 minute.

While frightened of you in this way, the creature is also confused (see Conditions at the end of this supplement)

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and the confused condition only ends when the frightened condition ends. The frightened creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success. After you use this talent, your Psionic Talent die decreases by one die size.

FURY MANIFEST

You may cast the *produce flame* cantrip as a Psionic Talent.

TRUE HORROR

3rd-Level Wanton Fury Mystic Order feature

You have peered into the darkness within and embraced it, steeling your resolve against those that would try to terrorize you. You have advantage on saving throws against being frightened.

BLAZE OF THE BLACK HEART

6th-Level Wanton Fury Mystic Order feature

The heat of rage, the suffering anguish, and the pain of loss have coursed through every synapse of your physical being. When you finish a long rest, or as a bonus action where you decrease your Psionic Talent die by one size, you can give yourself resistance to a damage type from either fire, necrotic, or psychic. When you choose a new damage type, you lose the resistance to the previous one given to you by this feature.

MALICE MANIFEST

14th-Level Wanton Fury Mystic Order feature

As a bonus action, you can decrease your Psionic Talent die by three sizes to manifest your unwavering spite. For 1 minute, you gain the following benefits:

- You are immune to being frightened and your choice of either fire or necrotic damage. You make the choice when you begin this effect.
- When you deal either fire or psychic damage to a creature within 60 feet of you, it is subjected to your Disquieting Minds Talent and your Psionic Talent die does not decrease when this happens.
- If a creature hits you with a melee attack, it must succeed on a Wisdom save or take fire, psychic, or necrotic damage (your choice) equal to your Charisma modifier.
- You cannot concentrate on a Psionic Talent while in this form.

Once you use this feature, you cannot do so again until you finish a long rest, or until you experience the loss of something dear against your will (DM's discretion) in which case, you can use it without decreasing your Psionic Talent die for that use.

Psionic Talent Options

The Psionic Talents are listed in alphabetical order.

ACCELERATION

Prerequisite: 5th level

While your Psionic Talent die is a d8 or higher, you can use the *haste* spell as a Psionic Talent. When you use this talent, your Psionic Talent die decreases by one size. If your Psionic Talent die becomes smaller than a d8 when you use this talent, you cannot use this talent again until you finish a long rest.

ADDLE

While your Psionic Talent die is available, you can use your action to target a creature within 60 feet of you and force it to make a Wisdom saving throw. On a failure, the target takes psychic damage equal to a roll of your Psionic Talent die + your psionic ability modifier and becomes confused until the start of your next turn (see Confused condition at the end of this class).

AGONIZING STRIKE

Prerequisite: 5th level

When you hit a creature with a weapon attack, you can also deal 2d10 psychic damage to that target and force it to make a Constitution saving throw. On a failure, the target falls prone and it suffers disadvantage on ability checks until the end of your next turn.

Once you use this feature, your Psionic Talent die decreases by one size.

ALL-SEEING EYE

Prerequisite: 9th level

While your Psionic Talent die is a d10 or higher, you can use the *arcane eye* spell as a Psionic Talent. When you use this talent, your Psionic Talent die decreases by one die size.

CASTIGATION

While your Psionic Talent die is available, you can use your reaction to deal psychic damage to a creature within 30 feet of you after that creature attempts to hit you with an attack. The damage is equal to a roll of your Psionic Talent die + your psionic ability modifier. This area expands at 11th (60 feet) and 17th level (120 feet).

CLAIRVOYANCE

Prerequisite: 5th level

While your Psionic Talent die is a d8 or higher, you can use the *clairvoyance* spell as a Psionic Talent. When you use this talent, your Psionic Talent die decreases by one die size. If your Psionic Talent die becomes smaller than a d8 when you use this talent, you cannot use this talent again until you finish a long rest.

When you reach 17th level in the Mystic class, you can use this Psionic Talent without decreasing the size of your Psionic Talent die.

COMPEL

Prerequisite: 5th level

While your Psionic Talent die is a d8 or higher, you can use the *zone of truth* spell as a Psionic Talent. When you use this Talent, your Psionic Talent die decreases by one size. If your Psionic Talent die becomes smaller than a d8 when you use this talent, you cannot use this Talent again until you finish a long rest.

COMPREHENSION

Prerequisite: 5th level

While your Psionic Talent die is a d8 or higher, you can use the *tongues* spell as a Psionic Talent. When you use this Talent, your Psionic Talent die decreases by one size. If your Psionic Talent die becomes smaller than a d8 when you use this talent, you cannot use this talent again until you finish a long rest.

When you reach 17th level in the Mystic class, you can use this talent without decreasing the size of your Psionic Talent die.

DECELERATION

Prerequisite: 5th level

While your Psionic Talent die is a d8 or higher, you can use the *slow* spell as a Psionic Talent. When you use this Talent, your Psionic Talent die decreases by one size. If your Psionic Talent die becomes smaller than a d8 when you use this Talent, you cannot use this Talent again until you finish a long rest.

EMPATH

Prerequisite: 13th level

While your Psionic Talent die is a d12, you can use the *antipathy/sympathy* spell as a Psionic Talent. When you use this talent, your Psionic Talent die decreases by one size, and you cannot use this talent again until you finish a long rest.

EXTRA ATTACK

Prerequisite: 5th level

You can attack twice, instead of once, whenever you take the Attack action on your turn.

EMPOWERED LEAP

While your Psionic Talent die is available, you can extend the distance of your high or long jumps up to a number of feet equal to five times the highest roll of your Psionic Talent die.

HEALING TOUCH

Your psionic powers can speed up the natural recovery in others with supernatural energy. While your Psionic Talent die is available, you can use a bonus action to touch a creature that has 0 hit points and stabilize it.

Additionally, as an action, you can touch one creature and restore a number of hit points equal to (a roll of your Psionic Talent die + your psionic ability modifier). You can roll additional die for this talent at 5th level (2), 11th level (3), and 17th level (4).

When you restore hit points with this feature, your Psionic Talent die decreases by one size.

SOMNIUM

While your Psionic Talent die is available, you can use the *sleep* spell as a Psionic Talent. When you use this talent, your Psionic Talent die decreases by one die size.

With Larger Die. If you use this while your Psionic Talent die is a d8 or larger, you roll an additional 4d8 for each size larger than d6.

INTELLECT FORTRESS

Prerequisite: 9th level

While your Psionic Talent die is a d10 or larger, you can use your action to give you or a willing creature you can see within 30 feet resistance to psychic damage, as well as advantage on Intelligence, Wisdom, and Charisma saving throws.

With Larger Die. If you use this while your Psionic Talent die is a d12, you can target one additional creature. When you use this talent, your Psionic Talent die decreases by one die size.

FORCE FIELD

When you or another creature you can see within 30 feet of you takes damage, you can use your reaction to roll your Psionic Talent die and reduce the damage taken by the number rolled plus your Intelligence modifier

(minimum reduction of 1), as you create a momentary shield of telekinetic force.

MASS HYSTERIA

Prerequisite: 9th level

While your Psionic Talent die is a d10 or higher, you can use the *confusion* spell as a Psionic Talent. When you use this talent, your Psionic Talent die decreases by one size. If your Psionic Talent die becomes smaller than a d10 when you use this talent, you cannot use this talent again until you finish a long rest.

MIND SLIVER

As an action, you can drive a disorienting spike of psychic energy into the mind of one creature within 60 feet of you that you can see. The target must make an Intelligence saving throw. Unless the saving throw is successful, the target takes 1d6 psychic damage and the first time it makes a saving throw before the end of your next turn, it must roll a d4 and subtract the number rolled from the save.

You deal an additional 1d6 with this talent when you reach certain levels: 5th level (2d6), 11th level (3d6), and 17th level (4d6).

MIND TAP

Prerequisite: 9th level

You may use your action to attempt to befuddle a creature, temporarily locking out a portion of its memory. When you do, you decrease your Psionic Talent die by one size and force the creature to make a Wisdom saving throw. On a failure, the creature forgets a named action that you have seen it take (such as the Slam or Bite actions) or specific spell of 5th-level or lower that you have seen it cast. The creature does not have the ability to take the named action or specific spell while you concentrate this ability (as if concentrating on a spell). On a success, nothing happens.

You must use your action to maintain this talent, decreasing your Psionic Talent die by one size each time you choose to do so. You cannot cause it to forget the Attack, Cast a Spell, Dash, Disengage, Dodge, or Hide actions or a Spellcasting or Legendary Reaction feature in this way. You can choose to end this effect at any time, requiring no action. The creature can make the saving throw again at the end of each of your turns, ending the effect on itself on a success.

With Larger Die. If you use this while your Psionic Talent die is a d10 or larger, it can cause the creature to forget a spell of either 7th-level or lower if the die is a d10, or 9th-level or lower if the die is a d12. The effect cannot be

maintained if your Psionic Talent die size is smaller than the size required to start this effect.

MIND THRUST

Prerequisite: 5th level

While your Psionic Talent die is a d8 or larger, you can use your action to thrust a lance of psychic disruption into the mind of one creature you can see within 90 feet of you. The target must make an Intelligence saving throw. On a failed save, the target takes 3d6 psychic damage, and it can't take a reaction until the end of its next turn. Moreover, on its next turn, it must choose whether it gets a move, an action, or a bonus action; it gets only one of the three. On a successful save, the target takes half as much damage and suffers none of the spell's other effects. When you use this talent, your Psionic Talent die decreases by one die size.

With Larger Die. If you use this while your Psionic Talent die is a d10 or larger, you can target one additional creature for each dice size above a d8. The creatures must be within 30 feet of each other when you target them.

MIND TRICK

You can cast the *friends* cantrip as a Psionic Talent. When the talent ends, the target doesn't become hostile to you.

PUPPETEER

Prerequisite: 9th level

While your Psionic Talent die is a d10 or larger, you can use the *compulsion* spell as a Psionic Talent. When you use this talent, your Psionic Talent die decreases by one size. If your Psionic Talent die decreases to a d8 when you use this talent, you cannot use this talent again until you finish a long rest.

REND MIND

Prerequisite: 17th level, Soul Knife Psionic Talent

When you have advantage on an attack roll made with your psychic weapons and you hit, you can force that target to make a Wisdom saving throw. On a failure, the target is stunned until the end of your next turn.

Once you use this talent, you can't do so again until you finish a long rest, unless you decrease your Psionic Talent die by one die size to use this talent again.

SOUL KNIFE

You can manifest your psionic power as shimmering weapons of psychic energy. When you are about to make a melee or ranged weapon attack against a creature, you can manifest a psychic weapon from your free hand and make

the attack with that blade. This magic weapon is a simple melee weapon with the finesse and thrown properties. It has a normal range of 60 feet and no long range, and on a hit, it deals psychic damage equal to a roll of your Psychic Talent die (minimum of 1d6) plus your psionic ability modifier. The weapon vanishes immediately after it hits or misses its target, and it leaves no mark on its target if it deals damage.

After you attack with the weapon, you can make a melee or ranged weapon attack with a second psychic weapon as a bonus action on the same turn, provided your other hand is free to create it. The damage die of this bonus attack is 1d4.

PSIONIC WAVE

Prerequisite: 9th level

When your Psionic Talent die size is a d10 or larger, you can use your action to unleash a wave of psychic energy in a 30-foot cone. Each creature within the affected area must succeed on an Intelligence saving throw or take 6d8 psychic damage and be stunned until the end of their next turn. When you use this talent, your Psionic Talent die decreases by one die size.

RECALL

Prerequisite: 13th level

While your Psionic Talent die size is a d12, you can use the *word of recall* spell as a Psionic Talent. Once you use this talent, you cannot do so again until you finish a long rest.

REFLECT

As a reaction to a creature making an attack against a target within 30 feet of you or as a part of your same Attack action, you can roll your Psionic Talent die and choose whether to add to or subtract from the number rolled for the attack roll.

If the attack is a ranged weapon attack or ranged spell attack that you cause to miss, you may choose to decrease your Psionic Talent die by one size (decreasing it one size further if the first roll was the highest number on that roll) to redirect the attack to a target of your choice, using your psionic attack modifier for the roll.

TELEKINESIS

You learn the *mage hand* cantrip as a Psionic Talent. It does not count against your number of Talents Known and you can make the spectral hand invisible. As a bonus action, you can try to telekinetically shove one creature you can see within 30 feet of you. When you do so, roll your Psionic Talent die, and the target must succeed on a Strength saving throw or be moved toward you or away

from you a number of feet equal to 5 times the number you rolled. A creature can willingly fail this save.

TELEKINETIC BULWARK

Prerequisite: 11th level, Telekinesis Psionic Talent

While your Psionic Talent die is available, you can use your action to project a bastion of psionic power in a 10-foot radius around yourself, requiring your concentration. It lasts for 1 minute or until you lose concentration. For the duration, you and your allies in that area gain the benefits of half cover. Once you use this talent, your Psionic Talent die decreases by one die size.

TELEKINETIC MOVEMENT

Prerequisite: Telekinesis Psionic Talent

If your Psionic Talent die is available, you can move an object or a creature with your mind. As an action, you target one loose object that is Large or smaller or one willing creature, other than yourself. If you can see the target and it is within 30 feet of you, you can move it up to 30 feet to an unoccupied space you can see.

Alternatively, if it is a Tiny object, you can move it to or from your hand. Either way, you can move the target horizontally, vertically, or both. When you take this action, your Psionic Talent die decreases by one die size.

TELEKINETIC STRIKE

Prerequisite: Telekinesis Psionic Talent

You can propel your attacks with telekinetic force. Once on each of your turns, immediately after you deal damage to a target within 30 feet of you with a weapon attack, you can roll your Psionic Talent die and also deal force damage to the target equal to the number rolled.

THIRD EYE

By tapping into your third eye, you gain extrasensory awareness of the all that is around you. You can decrease your Psionic Talent die by one size to give yourself advantage on Wisdom (Perception) and Intelligence (Investigation) checks and darkvision out to a distance of 60 feet for 1 minute.

When you use this talent at 7th level, you see normally in lightly obscured areas, such as dim light, patchy fog, or moderate foliage.

At 11th level, using this talent allows you to see in darkness, both magical and nonmagical, to a distance of 120 feet.

At 15th level, using this talent allows you to see any invisible creature within 120 feet of you.

THOUGHT SEIZE

If your Psionic Talent die is at least a d6, you can cast the *detect thoughts* spell as a Psionic Talent. When you do, your Psionic Talent die decreases by one die size.

When you reach 15th level, you can use this talent without decreasing the size of your Psionic Talent die.

Mystic & Multiclassing

Mystics follow all the normal rules for multiclassing. The following tables function as additions to those listed on page 163 and 164 of the *Player's Handbook*.

MYSTIC MULTICLASSING		
Class	Prerequisites	Proficiencies Gained
Mystic	13 in either Intelligence, Wisdom, or Charisma	Light armor

Feats

Wild Talent

Prerequisite: Psionics feature

You have learned or developed a new technique to use with your Psionic Talent feature, which gives you the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- You learn a Psionic Talent of your choice from the Psionic Talents list of the Mystic Class. You must meet its prerequisites and it does not count against your number of Psionic Talents Known.

Conditions

This supplement proposes one addition to a core Condition rule, the Confused condition.

Confused

- A confused creature can't take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn, shown on the table below.
- At the end of each of its turns, the creature can make a Wisdom saving throw against the DC of the effect that caused the condition. If it succeeds, this effect ends for that target.

d10	Behavior
1	The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 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 on its turn.
9 - 0	The creature can act and move normally.

REASONS FOR CONFUSED CONDITION

The only access to a confused condition being through magical means felt off to me. This adds a lot of design room for these effects within classes and weapons without tying it into a magical spell.

MONSTERS

Worries come up about introducing new conditions to the game, specifically around having to change old stat blocks and just generally making a mess of things. Confused actually doesn't have this problem for the following reasons:

- As per the spell and any other precedent for *confusion* as an effect, no creature is immune to being confused and no object can be confused.
- This removes the need for the clunky "treated as if targeted by the *confusion* spell (save DC 12)" text that appears in stat blocks that use the effects of the spell, saving space in future stat blocks.

SPELLCASTING

Confusion (*Player's Handbook pp. 224 - 225*). The mechanical function of this spell is the exact same if written as follows:

CONFUSION

4th-level Enchantment

Casting Time: 1 action

Range: 90 ft.

Components: V, S, M (three nut shells)

Duration: 1 minute (Concentration)

This spell assaults and twists creatures' minds, spawning delusions and provoking uncontrolled action. Each creature in a 10-foot-radius sphere centered on a point you choose within range must succeed on a Wisdom saving throw when you cast this spell or be confused for the duration.

Calm Emotions (*Player's Handbook p. 220*). This spell also ends the confused condition.

Lesser Restoration (*p. 255*). This spell also ends the confused condition.

Changelogs

Version 1.1

GENERAL

Fixed a few typos.

BASE CLASS

PSIONICS

Clarified the rest rules for resetting the die.

TRANSVECTION

Added the following text:

“You lose this fly speed when you finish a short or long rest, if your Psionic Talent die becomes unavailable, or if you are incapacitated.”

SUBCLASSES

ORDER OF THE CHANNELER

Soul Sanctum. This is a new feature meant to help give the Channeler more survivability. Instead of advantage on spells with certain effects, this is against spells from the school of necromancy and resistance to damage dealt by them. It also takes the removal of material components from the Zealot Barbarian, which felt fitting for this class's flavor.

ORDER OF THE ORACLE

So... the text that got published in v1.0 was, for some reason, from an old version of the file (thanks Microsoft Office Autosave...). **Definer of Destinies** is a significant effect and I may possibly reduce the number of times it can be used even further.

Prescience. Put this feature where I originally had it before whatever happened with the document.

Definer of Destinies. Moved to 14th level. This may see future nerfs to its usage. If you feel like it's out of control, tie it to a short or long rest but remove the reduction of your Psionic Talent die.

ORDER OF WANTON FURY

Manifest Malice. This needed some fine-toothed comb edits as the cost seemed too high for its effects. Removed the requirement of Concentration as well as psychic damage immunity.

Version 1.2

After updating it just this morning, I found myself unsatisfied with how things were sitting thematically. Now, with the Psionic Talent die reeled in a bit, the Mystic really feels itself growing into its power instead of being a sudden wellspring of it. While the central class feature got a major change, the class received several changes to make up for the sudden dip.

PSIONICS

Balance Change - Nerf/Tweak

The Psionic Talent die's starting size is now tied to a long rest with mechanics for regenerating it twice per long rest included.

CONTEMPLATION

Removed - Repurposed

This is now a mechanic for resetting the Psionic Talent die size as part of the Psionics feature.

TRANSVECTION

Adjustments - Level Distribution

The hover mechanic of this is now the 5th-level feature of the class, with it becoming a fly speed at 9th-level. Hover is a fantastic counter to certain traps, falling damage, and creatures with tremorsense. I'll be keeping my eye on it for feedback.

CENTERED

Balance Change - Buff

Centered just giving advantage on concentration checks is great, but 10th level felt like the moment I wanted to make players feel like they had gained more control over their powers without just giving more uses of Psionic Talent dice. You can now “push” your mental fortitude if you REALLY want that extra point, or reroll the highest value, saving your reserves of Psionic power for other things. Centered now feels like the moment when the Mystic really finds their class identity.

MYSTIC ORDERS

ORDER OF THE FAR TRAVELER

Journey of a Thousand Steps. Added this to their 3rd-level features. Totally missed getting Far Traveler their non-talent feature on v1.2 after replacing it in v1.0.