

PSIONIC EXPLOITS



HOME BREW



PSIONIC EXPLOITS

Version 1.0

**A CONVERSION OF OVER 500
4TH EDITION PSIONIC POWERS
INTO 5TH EDITION ABILITIES**

Conversion work done by [DM Steel](#)
Special thanks to everyone who gave feedback
and inspired me to do this in the first place:

My Wife, Abby

The Angry GM

And everyone who has supported me on DM's Guild and Ko-Fi

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INTRODUCTION

This document is part of a larger series converting 4th edition powers into 5th edition abilities. This particular document presents exploits converted from Ardent, Battlemind, Monk, and Psion powers. Any exploit in this document is not intended to be only for specific classes. It is intended to add a little dash of Psionic flavor to any character.

That being said, there are abilities presented here that benefit certain classes more. Those exploits often refer to marking, a variant combat option in the **Dungeon Master's Guide**. There are also a number of exploits that have the *Ki Focus* keyword, which is a new kind of magic item that often augments a character's unarmed strikes, like those of the monk.

WHAT IS AN EXPLOIT?

Exploits are abilities converted from 4th edition Powers. The ones in this book are taken from the 4th edition ardent, battlemind, monk, and psion.

They are psionic, which means they are powered by the character's own trained mind and incredible willpower.

These exploits are divided by rank, with each rank about equal in power to a spell of the same level or a permanent magic item of equal rarity. See the "Exploit Rank and Rarity" table for comparison.

HOW TO USE EXPLOITS IN YOUR GAME

These exploits are intended to be used as either special abilities for NPCs to use to make them unique, or as rewards for players in place of magic items. They do not take up an attunement slot, but are also more limited in function than a magic item.

Each rank is intended to have a minimum character level to acquire, but that is ultimately up to the DM to decide.

HOW PLAYERS CAN ACQUIRE EXPLOITS

It is up to you to decide how they are introduced into your game, and which ones are available. Here are a few examples of how you could allow players to acquire them.

- You could have NPCs reward them as special training instead of treasure. Similar in the way boons are awarded.
- The players find a magical scroll that when studied is consumed as it bestows the knowledge of the exploit on the character.
- You could use the "Buying a Magic Item" downtime activity from **Xanathar's Guide to Everything** as a framework for spending downtime to train an exploit from a teacher. This is the method I use most often outside of awarding them as treasure.
- If using the training method or rewarding them instead of treasure, it is unlikely that an instructor knows all of the exploits. I would recommend picking 3-5 exploits that the instructor is willing to teach, and allowing the players to pick from that list. This method also prevents choice paralysis on the player's part.

EXPLOIT RANK AND RARITY COMPARISON

Rank	Spell Level	Magic Item Rarity	Level Range
1	1st	Common	1-4
2	2nd	Uncommon	5-8
3	3rd	Rare	9-12
4	4th	Very Rare	13-16
5	5th	Legendary	17+

READING AN EXPLOIT

NAME OF EXPLOIT

Class Rank • Keywords (How often the exploit recharges)

Exploit text. This section describes the activation requirements and mechanical benefits of the exploit.

"Flavor text. This section describes how the exploit appears in the world."

HOW OFTEN THE EXPLOIT RECHARGES

- **Turn.** The exploit recharges at the start of each of your turns.
- **Short.** The exploit recharges after a short or long rest.
- **Long.** The exploit recharges after a long rest.

"AS AN ACTION / BONUS ACTION / WHEN X HAPPENS,..."

Whenever an exploit starts with one of these, it means that the user is using *their* action, bonus action, or some other trigger to activate the exploit. If another creature must use it's an action to do something, it will always appear later. If an exploit doesn't require an action or bonus action to activate, it will list a different trigger, such as, "When you hit a creature...". If an exploit requires you to use your reaction, it will specify it after the trigger, for example: "When an enemy damages an ally you can see within 30 feet of you, you can use your reaction to..."

EXPLOITS AND WIZARD SCHOOLS

Some exploits have magic schools listed as keywords. When a Wizard is learning an exploit, I allow that school's **Savant** class feature to apply to learning these exploits. So if an exploit has the *Evocation* keyword, then an evocation wizard could learn that exploit in half the time for half the cost (when using the training method). It is up to you how much you want exploits to interact as spells. In my games, I make all exploits that aren't martial in nature to be susceptible to anti-magic and *counterspell*, so that they aren't always the better option. This also makes **Martial Exploits** feel different, since those are not magical at all.

NEW RULES & TERMS

RULES

BLEEDING

Bleeding is a new condition. A creature that is bleeding takes the listed amount of damage (usually a number of d6s) at the beginning of each of its turns. Bleeding can be stopped by a using an action to make a DC 15 Wisdom (Medicine) check or through the application of any effect that allows the creature to magically regain hit points or regenerate.

GMs can choose to have bleed damage stack with itself or not, depending on the type of campaign they wish to play.

Variant: A bleeding creature can make a DC 15 Constitution saving throw at the end of each of its turns, ending the bleeding on a success.

MARKED

This is the variant rule presented on page 271 of the *Dungeons Masters Guide*. When a creature marks a target, the mark lasts until the end of the attacker's next turn unless specified otherwise, and any opportunity attack it makes against the marked target has advantage. The opportunity attack doesn't expend the attacker's reaction, but the attacker can't make the attack if anything, such as the incapacitated condition or the shocking grasps spell, is preventing it from taking reactions. The attacker is limited to one opportunity attack per turn.

SAVING THROW DCs

Some exploits require your target to make a saving throw to resist its effects. For psionic exploits, the saving throw DC is calculated as follows:

Psionic Exploit Save DC = 8 + your proficiency bonus + your Intelligence, Wisdom, or Charisma modifier (your choice)

SUSCEPTIBILITY

Being susceptible to a damage type means the creature takes extra damage from that damage type. If a creature has a 1d6 susceptibility to fire, then any time they take fire damage, they take an additional 1d6 fire damage. Susceptibilities of the same type do not stack, so if a creature suffering 1d6 susceptibility to fire and 2d6 susceptibility to fire only takes an extra 2d6 when taking fire damage. However, if a creature has a 1d6 susceptibility to fire and a 1d6 susceptibility to acid, and takes damage from an effect that deals both fire and acid damage, the creature takes an extra 1d6 of both types.

KEYWORDS

ABJURATION

Abjuration exploits are protective in nature, though some of them have aggressive uses. They create magical barriers, negate harmful effects, harm trespassers, or banish creatures to other planes of existence. *Abjuration* exploits gain the benefits of a wizard's *Abjuration Savant* class feature.

ACID

Corrosive liquid or vapor.

ARCANE

Drawing on magical energy that permeates the cosmos, an *Arcane* exploit can be used for a variety of effects, from fireballs to flight to invisibility. Artificers, bards, sorcerers, warlocks, and wizards are examples of arcane magic users. Each class represents a different tradition of arcane study, and other traditions exist.

AUGMENTABLE

An exploit that has the *Augmentable* keyword has optional augmentations, which you can use at the cost of hit dice, psi points, *Psionic Energy Dice*, or spell slots. An augmentable exploit follows these rules, unless the exploit's description says otherwise;

- **Decide First:** You must first decide whether and how to augment an *Augmentable* exploit when you choose to use the exploit, before any dice specified in the exploit are rolled or apply any of the exploit's effects.
- **Cost:** An augmentation specifies its cost as a number. This number corresponds to the number of hit dice, psi points, *Psionic Energy Dice*, or level of spell slots. For example, "Augment 1" means you must spend a 1st level spell slot, 1 psionic energy die, or 1 hit die to use that augmentation. You must spend the required resources when you decide to use the augmentation.
- **One at a Time:** You can only use one of an exploit's augmentations at a time, so you can't, for example, spend a level 3 spell slot, 3 *Psionic Energy Dice*, or 3 hit dice to gain both the 1-point and the 2-point augmentation for a single exploit.
- **Replace Base Effects:** When you augment an exploit, any changes to the exploit is noted in the augmentation and use three different words to specify what is replaced. "And," specifies an effect that is in addition to everything else in the unaugmented exploit. "But," specifies a specific part of the exploit that is replaced, otherwise all other aspects of the unaugmented exploit apply. "Except," usually replaces everything after a certain part of the unaugmented exploit, such as a failed save, or when an attack hits.
- **Psi Points:** Characters that know one or more *Augmentable* exploits gain a small pool of psi points that recharge after finished a short or long rest. This pool is equal to your proficiency bonus, can be only be used to power *Augmentable* exploits.
- **Psionic Energy Dice:** This refers to the *Psionic Energy Dice* granted by the *Psionic Power* class features of the soul knife rogue and psi warrior fighter archetypes.

BESTIAL

Bestial exploits often transmogrify part of your body to gain some sort of teeth, claws, or armored hide. They can be used while using the *Wild Shape* class feature and while polymorphed by another effect. If they trigger off of a weapon, a creature's natural weapons will suffice. If a *Bestial* exploit has the *Focus* keyword and you are wild shaped or polymorphed, you are considered to be wielding that focus if the focus has been absorbed into your body as part of that transformation.

CHARM

A *Charm* exploit controls a creature's actions in some way. This control is often represented by the creature being forced to attack its ally or being subjected to the charmed condition. This keyword is mostly used to identify which exploits apply to creatures that are resistant or immune to charm effects. Creatures immune to being charmed can take damage from exploits with the *Charm* keyword, but suffer none of its other effects.

COLD

Ice crystals, arctic air, or frigid liquid.

CONJURATION

Exploits that have the *Conjuration* keyword produce a conjuration, which is a creation of magical energy that resembles a creature, an object, or some other phenomenon. *Conjuration* exploits gain the benefits of a wizard's *Conjuration Savant* class feature. Even if a conjuration looks like a creature or displays some degree of sentience, it is not considered a creature. Unless otherwise noted, a conjuration uses the following rules:

- **Occupies no Spaces:** The conjuration occupies no spaces. The conjuration does not need to be supported by a solid surface, so it can float in the air.
- **Unaffected by the Environment:** Terrain and environmental phenomena have no effect on the conjuration. For example, a conjuration that is an icy hand functions in an inferno without penalty.
- **Creator's Defenses and Saves:** Normally, a conjuration cannot be attacked or physically affected. If a conjuration can be attacked or physically affected, it uses the creator's saving throw modifiers and AC (without any temporary benefits). Conjurations have HP equal to their creator's level or CR times 5. Unless an effect specifically targets conjurations, only the effect's damage (not including ongoing damage) affects the conjuration. For instance, an effect that would cause a creature to take 20 cold damage and become restrained would instead deal only the cold damage to a conjuration.
- **Attacking with a Conjuration:** Normally, a conjuration cannot attack. If a conjuration can attack, its creator makes the attack, determining line of effect from the conjuration as if the creator were in the conjuration's space. If line of sight is relevant, determine it from the creator, not the conjuration.
- **Movable Conjurations:** If the exploit used to create a conjuration allows it to be moved, it's a movable conjuration. At the end of the creator's turn, a movable conjuration ends if the creator doesn't have line of effect to at least 1 of the conjuration's spaces or if the creator isn't within range (using the exploit's range) of at least 1 of the conjuration's spaces. A conjuration can't be moved through solid terrain.
- **Death Ends:** A conjuration ends immediately if its creator dies.

DIVINATION

Exploits with the *Divination* keyword reveal information, whether in the form of secrets long forgotten, glimpses of the future, the locations of hidden things, the truth behind illusions, or visions of distant people or places. *Divination* exploits gain the benefits of a wizard's *Divination Savant* class feature.

DIVINE

Exploits with the *Divine* keyword represent divine magic that comes from gods, who grant powers to their devotees, which clerics and paladins, for example, access through prayers and litanies. *Divine* exploits excels at healing, protection, and smiting the enemies of the gods.

ENCHANTMENT

Enchantment exploits alter creatures' emotions, thoughts, and actions, including beguiling onlookers, terrifying foes, and encouraging allies. *Enchantment* exploits gain the benefits of a wizard's *Enchantment Savant* class feature.

EVOCATION

Evocation exploits bring various magical effects into being, including explosions, rays of magical energy, and lingering environmental effects. This is the most widely practiced school of magic. *Evocation* exploits gain the benefits of a wizard's *Evocation Savant* class feature.

FEAR

A *Fear* exploit inspires fright. This fright is often represented by a creature being forced to move, taking a penalty to attack rolls, or granting advantage on attack rolls against itself. Creatures immune being frightened can take damage from exploits with the *Fear* keyword, but suffer none of its other effects.

FIRE

Explosive bursts, fiery rays, or simple ignition.

FOCUS

The *Focus* keyword normally refers to a spellcasting focus, items wielded by certain characters to channel their magical abilities. Your class description or a special feature tells you which focuses you can wield, if any. Any exploit that has the *Focus* keyword essentially has the material component requirement of a spellcasting focus. Exploits count as spells for the purpose of spellcasting foci that increase spell save DCs and spell attack rolls.

FORCE

Raw magical energy that can have a variety of physical effects.

HEALING

A *Healing* exploit restores hit points, usually either by restoring hit points immediately or by granting regeneration.

ILLUSION

An *Illusion* exploit deceives the mind or the senses. Illusions often obstruct vision or redirect attacks. If an *Illusion* exploit deals damage, the damage itself is not an illusion. *Illusion* exploits gain the benefits of a wizard's *Illusion Savant* class feature.

KI FOCUS

A character sometimes channels their psionic energy through an item called a ki focus, which is a wooden practice weapon, prayer beads, a manual of lore, a monk weapon (if they are a monk) or some other object a character studies or uses during training or meditation. Some ki foci are magical and some are not. In either case you must attune yourself to one to gain its benefits. When a *Ki Focus* exploit specifies an unarmed strike in its text, a monk can use a monk weapon they are proficient with in place of that unarmed strike. If you have both a magic ki focus and a magic weapon, you choose before you make an attack whether to draw on the magic of the ki focus or the weapon. Your choice determines which bonuses and effects apply to that attack. You can't, for example, use the +3 to attack and damage of your +3 prayer beads and the +2d6 fire damage on hit from your flametongue quarterstaff.

LIGHTNING

Electrical energy.

MARTIAL

Martial exploits are not magic in the traditional sense, although some *Martial* exploits stand well beyond the capabilities of ordinary mortals. Martial characters use their own strength and willpower to vanquish their enemies. Training and dedication replace arcane formulas and prayers to grant fighters and rogues, among others, their power.

NECROMANCY

Necromancy exploits generally deal with the forces of life and death. Necromancy is actually made up of two schools, necromancy being the more commonly known one, but also nethermancy. Nethermancy magic focuses more of the negative energy that permeates realms like the Shadowfell. *Necromancy* exploits gain the benefits of a wizard's *Necromancy Savant* class feature.

NECROTIC

Deathly energy that rots bodies or wounds the soul.

OFFENSIVE

You can only activate one exploit per turn with the *Offensive* keyword. This is intended to prevent too much burst damage from the *Extra Attack* class feature in one turn, and to prevent *Offensive* exploits that grant additional attacks from triggering off of one other.

Variant: *Offensive* could also be limited to once per round, depending on if you want to make characters choose between using an *Offensive* exploit to attack, or hold back and be able to activate an *Offensive* exploit during a reaction.

POISON

Toxins that harm or hinder

POLYMORPH

Polymorph exploits change a creature's physical form in some way. For instance, a *Polymorph* exploit might transform a creature into a mouse. Unless otherwise noted, a creature uses the following rules when it is affected by a *Polymorph* exploit;

- **One Polymorph at a Time:** If a creature is affected by more than one polymorph effect, only the most recent one has any effect. The other effects remain on the creature and their durations expire as normal, but those effects don't apply. However, when the most recent effect ends, the next most recent one that is still active applies to the creature.
Example: If a druid uses a *Polymorph* exploit on themselves and then a monster uses a polymorph effect on them, the polymorph effect of the druid's exploit is suppressed until the monster's polymorph effect ends on them.
- **Changing Size:** If a *Polymorph* exploit reduces a creature's space, the creature does not provoke opportunity attacks for leaving spaces as it shrinks. If a polymorph effect would make a creature too large to fit in the available space, the effect fails against the creature, but it is stunned for 1 minute. A creature stunned in this way can make a DC 15 Constitution saving throw at the end of each of its turns, ending the condition on a success.
Example: If Keira is crawling through a narrow tunnel and a polymorph effect tries to make her too large for the tunnel, the effect fails, but she is stunned for 1 minute or until she saves against the condition.
- **Death Ends:** Polymorph effects end immediately on a creature that dies.

PRIMAL

Primal exploits draw on the spirits of nature that pervade the world. Some *Primal* exploits are more overtly magical than others, but they all evoke these primal spirits. Some characters, like barbarians and druids, channel primal spirits through their bodies to transform themselves and make their physical attacks more formidable. Others evoke primal spirits to create external effects, including terrain effects, localized storms, bursts of fire, or temporary manifestations of the spirits.

PSIONIC

Characters who use the psionic power source harness the potential of their minds to create dramatic effects. Some *Psionic* exploits manipulate the minds of enemies or allies, while others create more tangible effects in the world. Psionic power is thought to be the world's response to the intrusion of the Far Realm, similar to a mortal body's reaction to disease. Monks are the primary example of psionics in the world, mind over body, though other traditions do exist, such as aberrant mind bloodline sorcerers and the soul knife rogues.

Characters with the *Psionic Sorcery* class feature can treat *Psionic* exploits as if they were being "cast" using sorcery points. Which means they can use these exploits without any somatic or verbal cues, and they can ignore the *Focus* keyword if it's present, though if they do, they don't gain the benefits of using a magical focus (like the bonus attack from a *Wand of the War Mage*).

PSYCHIC

Effects that assault the mind.

RADIANT

Searing white light or shimmering colors.

RAGING

A *Raging* exploit allows you to enter a rage specified in the exploit. A rage lasts until you activate a new *Raging* exploit, or any of the other conditions specified in the barbarian's *Rage* class feature. These exploits can be activated while in a barbarian rage and stack with the normal rage effects.

SHADOW

Few creatures embrace shadow energy without a compelling reason and a measure of desperation. To claim and wield the power of shadow, a character must pledge a shard of his or her soul to the Shadowfell, the dark realm of the dead. This soul fragment is replaced with a dark reflection of the character's true self, which becomes the source of the character's new power. There are no classes that embody *Shadow* exploits, though there are traditions out there that secretly embrace it, such as hexblade patron warlocks, grave domain clerics, and way of the shadow monks.

(SKILL OR TOOL)

When an exploit has a (*Skill or Tool*) keyword, you must be proficient in that skill or tool to activate the exploit. If it requires an ability check using a tool, you must have the tool on hand.

SPIRIT

When an exploit has the *Spirit* keyword, you must have a spirit companion present in the encounter, either with the *Call Spirit Companion* rank 1 exploit, or with a similar class feature, like the circle of the shepherd druid's *Spirit Bond* or a familiar.

STANCE

When an exploit has the *Stance* keyword, the stance lasts for 10 minutes, until you are knocked unconscious, or until you enter another stance. You can end a stance on your turn (no action required).

SUMMONING

Exploits that have the *Summoning* keyword bring creatures magically from elsewhere—often from other planes—to serve the summoner. Normally, a *Summoning* exploit includes all the information needed to summon and control a creature, as well as the creature's game statistics.

The following rules are a reference for summoning in general. As usual, if a particular exploit contains exceptions to these rules, the exception takes precedence.

- **Allied Creature:** A summoned creature is an ally to its summoner and the summoner's allies.
- **Size, Speed, and Position:** The exploit specifies the summoned creature's size and speed, and it determines where the creature appears.
- **Summoner's Defenses:** The summoned creature's AC and saving throws equal the summoner's, not including any temporary bonuses or penalties.
- **Hit Points:** The exploit specifies the summoned creature's maximum hit points. When the summoned creature drops to 0 hit points, it is destroyed, and the summoner loses a hit die. If the summoner has no hit dice left, the summoner instead rolls their largest hit die and adds their Constitution modifier, then takes damage equal to that total. This damage cannot be reduced or resisted in any way. The summoned creature lacks hit dice, but if an effect allows it to spend a hit die, the summoner can spend a hit die for it. The summoned creature, rather than the summoner, then gains the benefit of the hit die.
- **Commanding the Creature:** The summoned creature has no actions of its own; the summoner spends actions to command it mentally. The summoner can do so only if they have line of effect to the creature. When commanding the creature, the summoner shares its knowledge but not its senses. The *Summoning* exploit determines the special commands that the summoned creature can receive and gives an action type for each command. If a command is a bonus action, it can be given only once per round. On each of the summoner's turns, the summoner can direct the summoned creature to move up to its speed or stand up (no action required), if it is physically capable of doing so.
- **Attacks and Checks:** If a *Summoning* exploit allows the summoned creature to attack, the summoner makes an attack through the creature, as specified in the exploit description. If the summoned creature can make an ability check, the summoner makes the check. The attack or check uses the summoner's game statistics, unless the descriptions of the exploit or creature specify otherwise. Attacks and checks made through the creature do not include any temporary bonuses or penalties to the summoner's statistics.
- **Duration:** The summoned creature lasts until the summoner takes a bonus action to dismiss it or until the duration specified in the exploit has elapsed.

TELEPORTATION

A *Teleportation* exploit transports creatures or objects instantaneously from one location to another. Typically, a creature teleports by means of a magical power, such as the wizard spell dimension door.

Unless the description of an exploit or other effect says otherwise, use the following rules when a creature uses a *Teleportation* exploit on a target, which might be itself, another creature, or an object.

- **Instantaneous:** Teleportation takes no time. The target disappears and immediately appears in the destination that the teleporting creature chooses. The movement is unhindered by intervening creatures, objects, or terrain.
- **Destination Space:** The destination of the teleportation must be an unoccupied space that is at least the same size as the target. For instance, a Large creature cannot be teleported into a space that is only 5 feet wide. If arriving in the destination space would cause the target to fall or if that space is difficult or hazardous terrain, the target can immediately make a Wisdom saving throw against the user's exploit save DC. On a save, the teleportation is negated. Otherwise, the target arrives in the destination space. If a prone creature teleports, it arrives in the destination space still prone.
- **Line of Sight:** The user of the *Teleportation* exploit must have line of sight to the destination space.
- **No Line of Effect Required:** Neither the user of the *Teleportation* exploit nor the target needs line of effect to the destination space.
- **No Reactions Triggered:** When a target teleports, it doesn't provoke reactions, such as opportunity attacks, that are triggered by movement.
- **Grappled or Restrained:** Being grappled or restrained doesn't prevent a target from teleporting. If a target teleports away from a physical restraint, a monster's grasp, or some other immobilizing effect that is located in a specific area, the target is no longer grappled or restrained. Otherwise, the target teleports but is still grappled or restrained when it reaches the destination space.
- **Not Forced Movement:** Teleporting a creature, even an unwilling one, does not count as forced movement.

THUNDER

Shock waves and deafening sounds.

TRANSMUTATION

A *Transmutation* exploit magically transforms its target in some way, changing the target's form, composition, or both. Damage caused by such an exploit is usually the result of the trauma brought about by the transformation. *Transmutation* exploits sometimes cause such extensive changes that they are also *Polymorph* exploits, but the exploit might also keep a target's form intact. For instance, a *Transmutation* exploit that slows a creature by turning its feet to stone is not subjecting the creature to a polymorph effect. The creature's original form remains, though the material of its body has been altered. *Transmutation* exploits gain the benefits of a wizard's *Transmutation Savant* class feature.

UTILITY

Utility exploits are generally buffs for the user or their allies, and generally don't interact with enemies in any way. Sometimes these exploits have no combat application at all.

WEAPON

Weapon exploits apply any special properties of that weapon to the exploit. If the exploit requires a saving throw, and your weapon grants you a magical bonus on attack rolls with it, you can apply that attack bonus to the save DC, and any special on hit effects of your magic weapon apply on a failed save, such as dealing extra fire damage, or causing a bleeding wound.

TERMS

“ATTACKS AND ABILITIES”

This wording refers to pretty much any damaging effect originating from you. So, a damage dealing attack, ability, spell, or exploit would fall under this, but throwing someone off of a cliff would not count since it's gravity doing the damage.

CHARGING ATTACK

If an exploit refers to a charging attack and you don't have rules for that in your game. Consider using the following:

Charging Attack. As an action, a creature can move up to its speed and make a melee weapon attack with advantage, against a creature within reach. In addition, the charging creature grants advantage on attack rolls against itself, until the start of its next turn, as part of the charge.

MOVEMENT

When an exploit allows a creature to move, this is normally in addition to any other movement they would normally get. Unless specified otherwise, this bonus movement is only available as part of the exploit.

Example: If an exploit allows you to move 20 feet, you must use that movement then, you can't use 10 feet and save the other 10 feet for later in the turn.

If an exploit allows a creature to move without provoking opportunity attacks, the *Sentinel* feat interacts with this movement in the same way it interacts with the Disengage action.

SPENDING HIT DICE

When an exploit has you "spend a hit die" it will always specify what the benefit is. The benefit is often to regain hit points, but not always. If a creature is regaining hit points using a hit die, it is just like during a short rest. The creature rolls their hit die and adds their Constitution modifier for each die rolled. This means a creature does not regain hit points for spending hit dice unless the effect tells them to do so.

“WHEN YOU HIT A CREATURE WITH AN ATTACK”

When an exploit triggers from hitting with an attack, the target suffers the attack's normal effects unless otherwise specified, and then any additional effects listed in the exploit. Example: “When you hit a creature with a melee weapon attack, the target must succeed on a Strength saving throw or be knocked prone.” The creature you hit would suffer the normal effects of being hit by your weapon attack, and then must succeed on the Strength saving throw.

“WHEN YOU TAKE THE ATTACK ACTION ON YOUR TURN”

These exploits often forgo one of your attacks to allow another creature to do something, or they modify one of the attacks you are about to make. If it modifies one of your attacks, such as granting a “bonus to the attack roll of one of your attacks” or allowing you to “move before one of your attacks”, then the “On a hit,” text that follows always refers to the specific attack you added the bonus to, or moved before.

CONVERTING EXPLOITS INTO SPELLS

This section will be a rough outline on how to convert the exploits into normal spells. I'll give a sample spell block with descriptions of where to find the info you need for each field. I will then give examples of various kinds of exploits being converted. Hopefully, you will be able to deduce your own conversions from the examples.

SAMPLE

This is based on the Rank and keywords

Casting Time: This is usually the first thing in the mechanics block

Range: Often found within the first two sentences

Components: When it doubt use V, S, M (a spellcasting focus), but this can easily change based on how you envision the exploit interacts with the world. If it is just speaking, this might only require a verbal component.

Duration: If the effect is resolved right away it's "Instantaneous", by the end of the next round is "1 round" and anything longer should be "Concentration, up to X minute/s"

This can be a mix of flavor text and mechanics, but I find it's simple enough to just list the flavor followed by the mechanics.

HAND OF CAUTION

Psion Rank 1 • Evocation, Focus, Force, Offensive, Psionic (Long)

As an action, choose one creature within 60 feet. The target must make a Dexterity saving throw. The target takes 2d10 force damage on a failed save, or half as much damage on a success.

In addition, for 1 minute, you can use a bonus action to push the target 5 feet away from you when it is within 25 feet of you. The effect ends if you end your turn within 5 feet of the target.

“You forge a barrier of hand-shaped force. When your foe moves too close to you, the barrier repels it.”

HAND OF CAUTION

1st-level evocation

Casting Time: 1 action

Range: 60 feet

Components: S, M (a spellcasting focus)

Duration: Concentration, up to 1 minute

You forge a barrier of hand-shaped force. When your foe moves too close to you, the barrier repels it. Choose one creature within range. The target must make a Dexterity saving throw. The target takes 2d10 force damage on a failed save, or half as much damage on a success.

In addition, for up to 1 minute, you can use a bonus action on each of your turns to push the target 5 feet away from you when it is within 25 feet of you. The effect ends if you end your turn within 5 feet of the target.

BETRAYAL

Psion Rank 1 • Augmentable, Charm, Enchantment, Focus, Offensive, Psionic (Turn)

Unaugmented: As an action, choose one creature within 60 feet. The target must succeed on a Wisdom saving throw or you can move it up to 5 feet to a space adjacent to an enemy and the target must then make a melee weapon attack with advantage against that enemy (no action required).

Augment 1: As unaugmented, and on a hit, the target's attack deals an extra 1d10 damage.

Augment 2: As unaugmented, except on a failed save, you can move the target up to 10 feet to a space adjacent to an enemy. The target then makes a melee weapon attack against that enemy (no action required), with advantage on the attack roll and on a hit, the target's attack deals an extra 1d10 damage, and it can't take reactions 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.

“You weaken your foe's sense of self and force it to betray a comrade.”

BETRAYAL

1st-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: S, M (a spellcasting focus)

Duration: Instantaneous

You weaken your foe's sense of self and force it to betray a comrade. Choose one creature within range. The target must succeed on a Wisdom saving throw or be moved by you up to 5 feet to a space adjacent to an enemy and the target must then make a melee weapon attack with advantage against that enemy (no action required).

If you cast this spell with a 2nd level spell slot, the target's attack deals an extra 1d10 damage on a hit.

If you cast this spell using a 3rd level spell slot, the distance you can move the target on a failed save is up to 10 feet instead of 5 feet. The target gains advantage on its attack roll and deals an extra 1d10 damage on a hit, and the target cannot take reactions until the end of its next turn and on its next turn, it must choose whether it gets a move, an action, or a bonus action; it gets only on of the three.

ADRENALINE STRIKE

Ardent Rank 1 • Enchantment, Offensive, Psionic, Weapon
(Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and for 1 minute, whenever you or one of your allies hits the target, the character who made the attack can move up to 5 feet without provoking opportunity attacks (no action required).

"Your allies feel a rush of emotion with each blow they land."

ADRENALINE STRIKE

1st-level enchantment

Casting Time: 1 action

Range: Self (5-foot radius)

Components: S, M (a melee weapon worth at least 1 sp)

Duration: Concentration, up to 1 minute

Your allies feel a rush of emotion with each blow they land. As part of the spell's casting, make a melee attack with the material component against one creature within 5 feet of you. On a hit, the target suffers the weapon attack's normal effects plus an extra 1d10 damage, and for up to 1 minute, whenever you or one of your allies hits the target, the character who made the attack can move up to 5 feet without provoking opportunity attacks (no action required).

SPELL SCHOOLS

Many Exploits fall under more than one spell school, so I mostly just picked the one that seems to apply more. You are more than welcome to change the school keywords to something you feel is more appropriate, or even just give them multiple schools.

PSIONIC EXPLOITS

ARDENT

RANK 1 - OFFENSIVE

ADRENALINE STRIKE

Ardent Rank 1 • Enchantment, Offensive, Psionic, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and for 1 minute, whenever you or one of your allies hits the target, the character who made the attack can move up to 5 feet without provoking opportunity attacks (no action required).

"Your allies feel a rush of emotion with each blow they land."

BATTLE FLOW

Ardent Rank 1 • Necromancy, Offensive, Psionic, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and one ally you can see can move up to 10 feet without provoking opportunity attacks (no action required).

In addition, for 1 minute, whenever the target moves, you or one ally you can see can use a reaction to move up to 10 feet without provoking opportunity attacks. The target can make a Wisdom saving throw at the end of each of its turns, ending the exploit on a success.

"Your attack draws strength from a foe to fuel the movement of you and your allies."

BATTLEBORN ACUITY

Ardent Rank 1 • Enchantment, Offensive, Psionic, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and until the end of your next turn, your allies gain advantage on attack rolls and a +1d4 bonus to damage rolls while they are within 5 feet of you.

As long as the effect persists, you can use your bonus action on subsequent turns to maintain the effect, extending the duration until the end of your next turn.

"You shine like a beacon, lighting the way to victory."

CLOUD MIND

Ardent Rank 1 • Augmentable, Illusion, Offensive, Psionic, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, one ally within 5 feet of you or the target can move up to 5 feet without provoking opportunity attacks (no action required).

Augment 1: As unaugmented, except on a hit, one ally within 30 feet of you gains advantage on attack rolls against the target until the end of your next turn.

Augment 2: As unaugmented, except on a hit, your attack deals an extra 1d10 damage, and until the end of your next turn, any ally more than 5 feet away from the target is heavily obscured from it.

"Your attack clouds a foe's mind to let an ally slip past without fear of reprisal."

DEMORALIZING STRIKE

Ardent Rank 1 • Augmentable, Enchantment, Fear, Offensive, Psionic, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, the target must succeed on a Wisdom saving throw or grant advantage on attack rolls against itself until the end of your next turn.

Augment 1: As unaugmented, except on a hit, the target suffers disadvantage on Wisdom saving throws until the end of your next turn.

Augment 2: As an action, make a melee attack using a weapon against any number of creatures within your reach, with a separate attack roll for each target. On a hit, your attack deals an extra 1d6 damage, and until the end of your next turn, the target suffers disadvantage on saving throws and grants advantage on attack rolls against itself.

"The fury of your assault causes a surge of fear in your foe's heart."

DISTRACTING STRIKE

Ardent Rank 1 • Augmentable, Enchantment, Offensive, Psionic, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, choose yourself or one ally adjacent to the target. The chosen creature marks the target until the end of your next turn. While marked by this exploit, the target suffers disadvantage on attack rolls against creature other than the one who marked it.

Augment 1: As unaugmented, and in addition, and each ally within 5 feet of you can move up to 5 feet without provoking opportunity attacks (no action required).

Augment 2: As an action, make a melee attack using a weapon against any number of creatures within your reach, with a separate attack roll for each target. On a hit, your attack deals an extra 1d6 damage, and choose yourself or one ally adjacent to the target. The chosen creature marks the target until the end of your next turn. While marked by this exploit, the target suffers disadvantage on attack rolls against creature other than the one who marked it.

"With a savage strike, you wrench your enemy's attention from an ally."

ENERGIZING STRIKE

Ardent Rank 1 • Augmentable, Enchantment, Healing, Offensive, Psionic, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, one ally within 30 feet of you gains temporary hit points equal to 1d4 + half your level. These temporary hit points expire after 1 minute.

Augment 1: As unaugmented, except on a hit, you can choose one living creature within 30 feet of you that has 0 hit points. The chosen creature regains 1d4 + 2 hit points.

Augment 2: As unaugmented, except on a hit, your attack deals an extra 1d10 damage, and you or one ally within 30 feet of you can spend a hit die to regain hit points.

"The energy and emotion you put into your attack flows into your ally."

FOCUSING STRIKE

Ardent Rank 1 • Abjuration, Augmentable, Offensive, Psionic, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, you or one ally within 30 feet of you can make a saving throw against one effect that a save can end.

Augment 1: As unaugmented, and if the saving throw is against a charm or fear effect, it gains advantage.

Augment 2: As unaugmented, except on a hit, your attack deals an extra 1d10 damage, and you and each ally within 30 feet of you can make a saving throw against one effect that a save can end.

"You attack your foe with calm and clarity of mind, extending that clarity to give a nearby creature a chance to clear a lingering effect."

FORETASTE OF DEATH

Ardent Rank 1 • Illusion, Offensive, Psionic, Psychic, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and for 1 minute, the target has visions of death. While under this effect, the target cannot gain advantage on attack rolls, is incapacitated when not its turn, and grants advantage on attack rolls against itself. The target can make a Wisdom saving throw at the end of each of its turns, ending the effect and taking 2d4 psychic damage on a success.

"Your attack causes a foe to be overcome with a vision of its own death, hindering its effectiveness in combat."

GUARDED PRISON

Ardent Rank 1 • Augmentable, Illusion, Offensive, Psionic, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, the target must succeed on an Intelligence saving throw or during its next turn, it can't use its normal movement, though it can still take the Dash action and make Charging attacks.

Augment 1: As unaugmented, and if the target moves before the start of your next turn, each ally within 5 feet of you gains a +2 bonus to AC until the end of your next turn.

Augment 2: As unaugmented, except on a hit, your attack deals an extra 1d10 damage, and if the target willingly moves before the start of your next turn, one ally adjacent to you or the target can use their reaction to make a melee weapon attack against the target before it moves.

"You constrain the target's mind, making it imagine walls on all sides each time it tries to move."

IMPATIENT STRIKE

Ardent Rank 1 • Augmentable, Offensive, Psionic, Transmutation, Weapon (Turn)

Unaugmented: When you take the attack action on your turn, you can move up to 5 feet without provoking opportunity attacks before one of your melee attacks using a weapon. On a hit, one ally adjacent to the target gains a +1d4 bonus to damage rolls against it until the start of your next turn.

Augment 1: As unaugmented, and each prone ally within 5 feet of you can stand up (no action required).

Augment 2: As unaugmented, except on a hit, your attack deals an extra 1d10 damage, and until the end of your next turn, allies gain a +1d4 bonus to damage rolls while they are within 5 feet of you.

"You cannot contain yourself—you must close at once!"

IMPETUOUS RUIN

Ardent Rank 1 • Augmentable, Charm, Enchantment, Offensive, Psionic, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, the target cannot make opportunity attacks against any creature other than you until the end of your next turn.

Augment 1: As unaugmented, except on a hit, the target cannot make opportunity attacks until the end of your next turn.

Augment 2: As unaugmented, except on a hit, your attack deals an extra 1d10 damage, and the target 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.

"Your strike hobbles your enemy's impulsiveness, preventing it from reacting in the heat of combat."

IMPLANTED SUGGESTION

Ardent Rank 1 • Charm, Enchantment, Offensive, Psionic, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and the target must succeed on a Wisdom saving throw or be dazed for 1 minute. While dazed by this exploit, the target cannot take reactions, and on its turn, it must choose whether it gets a move, an action, or a bonus action; it gets only one of the three. The target can repeat the saving throw at the end of each of its turns, ending the daze on a success.

In addition, the target is affected by your suggestion for 1 minute. The target can make a Wisdom saving throw at the end of each of its turns, ending the suggestion on a success (this effect is separate from the daze). Until the suggestion ends, whenever the target uses an action, one ally within 5 feet of the target can make an opportunity attack against it after the target's action is resolved.

"You compel your enemy to open itself to attack."

INTENT LAID BARE

Ardent Rank 1 • Augmentable, Enchantment, Offensive, Psionic, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, the target cannot benefit from the Disengage action until the end of your next turn. In addition, you can communicate with the target via telepathy (30 ft.) until the end of your next turn.

Augment 1: As unaugmented, and the target suffers disadvantage on attack rolls against you until the end of your next turn.

Augment 2: As unaugmented, except on a hit, your attack deals an extra 1d10 damage, and the target cannot benefit from the Disengage action until the end of your next turn. In addition, until the end of your next turn, if the target moves, you or one ally within 30 feet of you can use a reaction to move up to 25 feet without provoking opportunity.

"You slip into your opponent's mind while the pain from your attack distracts it."

IRE STRIKE

Ardent Rank 1 • Augmentable, Enchantment, Offensive, Psionic (Turn)

Unaugmented: As an action, choose one creature within 5 feet of you. One ally adjacent to the target can make a melee weapon attack against it (no action required). If your ally's attack hits, the target suffers a 1d6 susceptibility to all damage until the end of your next turn.

Augment 1: As unaugmented, except the susceptibility is only against psychic damage and increases to 2d6.

Augment 2: As an action, choose one creature within 5 feet of you. One ally within 30 feet of you can move to a space adjacent to the target without provoking opportunity attacks, and then make a melee weapon attack against it. On a hit, your ally's attack deals an extra 1d10 damage, and the target suffers a 1d6 susceptibility to all damage until the end of your next turn.

"You feel angry rising inside you, and you empower a nearby ally to strike."

KARMIC BOND

Ardent Rank 1 • Augmentable, Divination, Offensive, Psionic, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, if the target deals damage before the start of your next turn, the target takes an extra 1d4 damage from the next attack that hits it before the end of your next turn.

Augment 1: As unaugmented, and until the start of your next turn, if the target succeeds on a saving throw, one ally within 30 feet of you can make a saving throw against one effect that a save can end (no action required).

Augment 2: As unaugmented, except on a hit, your attack deals an extra 1d10 damage, and if the target deals damage before the start of your next turn, it suffers a 1d6 susceptibility to all damage the end of your next turn.

"Your strike ensures the enemy reaps what it sows by forming a bond between it and the creature it attacks next."

LINGERING FURY

Ardent Rank 1 • Enchantment, Offensive, Psionic, Psychic, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 psychic damage, and you can push the target up to 5 feet.

In addition, the target is affected by a lingering fury for 1 minute. The target can make a Wisdom saving throw at the end of each of its turns, ending the fury on a success. While the target is affected by this lingering fury, allies gain advantage on attack rolls and a +1d4 bonus to damage rolls while adjacent to the target.

"You smash your enemy aside, leaving it shrouded in a lingering fury that grants power to your allies."

MENTAL TURMOIL

Ardent Rank 1 • Enchantment, Offensive, Psionic, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and the target suffers disadvantage on attack rolls for 1 minute. Until this effect ends, the target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

In addition, for 1 minute, whenever the target misses with a melee attack, you or one ally within 5 feet of you gains temporary hit points equal to 2d4 + half your level.

"You transform your opponent's frustration about its own mistakes into your allies' elation."

PART THE FOG

Ardent Rank 1 • Augmentable, Offensive, Psionic, Transmutation, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, one ally adjacent to you or the target gains advantage on its next attack roll against the target before the start of your next turn.

Augment 1: As unaugmented, and the target cannot benefit from being obscured or invisible until the start of your next turn.

Augment 2: As unaugmented, except on a hit, your attack deals an extra 1d10 damage, and the next ally within 30 feet of you to miss the target with an attack before the start of your next turn can reroll the attack with advantage.

"Your attack clears the way for an ally to unleash fury against your foe."

PRESCIENT STRIKE

Ardent Rank 1 • Augmentable, Divination, Offensive, Psionic, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, during its next turn, if the target attacks you or an ally within 5 feet of you, you can use your reaction to force the target to succeed on a Wisdom saving throw or deal only half as much damage with the triggering attack.

Augment 1: As unaugmented, except on a hit, during its next turn, if the target forces you or an ally to make a Charisma or Wisdom saving throw against an effect that deals half damage on a success, the target of the saving throw takes no damage on a success and only half as much damage on a failure.

Augment 2: As unaugmented, except on a hit, your attack deals an extra 1d10 damage, and the target deals only half as much damage as normal until the end of its next turn.

"You see the danger and let your weapon serve as warning to your comrade."

PSIONIC SHIELD

Ardent Rank 1 • Abjuration, Augmentable, Offensive, Psionic, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, one ally within 30 feet of you gains a bonus to AC until the end of your next turn. The bonus equals half your proficiency bonus.

Augment 1: As unaugmented, except on a hit, one ally within 30 feet of you gains advantage on Charisma and Wisdom saving throws until the end of your next turn.

Augment 2: As unaugmented, except on a hit, your attack deals an extra 1d10 damage, and until the end of your next turn, each ally within 30 feet of you gains advantage on saving throws and a bonus to AC equal to half your proficiency bonus.

"As you strike your foe, you motivate a nearby ally with a calm determination to defend themselves."

RECURSIVE EMOTIONS

Ardent Rank 1 • Enchantment, Healing, Offensive, Psionic, Psychic, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 psychic damage.

In addition, the target takes 1d4 psychic damage at the start of each of its turns for 1 minute. The target can make a Wisdom saving throw at the end of each of its turns, ending the effect on a success. Whenever the target makes a saving throw against this effect, one enemy you can see takes 1d4 psychic damage, and one ally you can see regains the same number of hit points.

"Your foe's attempt to shake off the emotional onslaught of your attack harms other enemies while it restores vigor to your allies."

UNNERVING SHOVE

Ardent Rank 1 • Augmentable, Enchantment, Fear, Offensive, Psionic, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, the target must succeed on a Strength saving throw or be pushed up to 10 feet.

Augment 1: As unaugmented, and if the target is unable to take reactions, you can push it up to 20 feet instead of 10 feet.

Augment 2: As unaugmented, except on a hit, your attack deals an extra 1d10 damage, you can push the target up to 15 feet, and until the end of your next turn, your allies gain advantage on melee attack rolls against it.

"You lash the enemy's mind and body with your attack."

UNSTEADYING REBUKE

Ardent Rank 1 • Augmentable, Enchantment, Offensive, Psionic, Weapon (Turn)

Unaugmented: When an enemy targets you with a melee attack, you can use your reaction to make a melee attack using a weapon against the triggering enemy before the triggering attack happens. On a hit, you can move the target up to 5 feet to a space adjacent to you.

In addition, you cannot take your normal action during your next turn.

Augment 1: As unaugmented, and one ally within 5 feet of you can move to any space within 5 feet of the target's new position without provoking opportunity attacks (no action required).

Augment 2: As unaugmented, except on a hit, your attack deals an extra 1d10 damage, you can move the target up to 10 feet. You can then move each enemy now adjacent to the target up to 5 feet.

In addition, you can take your normal action during your next turn.

"Your enemy's attack inspires a savage psionic rebuke, letting you shift the battlefield's perspective in your favor."

WAVE OF FATIGUE

Ardent Rank 1 • Augmentable, Necromancy, Offensive, Psionic, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, the target must succeed on a Constitution saving throw or its speed is halved until the end of your next turn.

Augment 1: As unaugmented, and the target suffers disadvantage on opportunity attacks and deals only half as much damage as normal with weapon attacks until the end of your next turn.

Augment 2: As an action, choose any number of creatures within 5 feet of you. Until the end of your next turn, each target suffers disadvantage on opportunity attacks and deals only half as much damage as normal with weapon attacks while adjacent to you, and any creature that starts its turn within 5 feet of you has its speed halved until the end of its turn.

"A wave of lethargy follows your strike, hampering your foe's ability to effectively counterattack."

WITHERED TECHNIQUE

Ardent Rank 1 • Augmentable, Enchantment, Offensive, Psionic, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, the target must succeed on an Intelligence saving throw or suffer disadvantage on attack rolls until the end of your next turn.

Augment 1: As unaugmented, and if the target makes an attack before the start of your next turn, you can use your reaction to move the target up to 10 feet.

Augment 2: As unaugmented, except on a hit, your attack deals an extra 1d10 damage, and the target must succeed on a Wisdom saving throw or deal only half as much damage as normal until the end of your next turn.

"Your attack scours your enemy's mind and instincts, hobbling its most potent attacks."

WORMHOLE PLUNGE

Ardent Rank 1 • Conjunction, Offensive, Psionic, Teleportation, Weapon, Zone (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage.

In addition, you teleport the target up to 15 feet, and then one ally within 5 feet of the target can make an opportunity attack against it (no action required).

The exploit creates a zone in the space that the target vacated. The zone lasts for up to 1 minute. Any creature that starts its turn within 15 feet of the zone is pulled 5 feet toward it or into it. Once per round, you can teleport a creature within the zone up to 15 feet (no action required).

"Your foe falls through a hole in space and appears some distance away from you."

RANK 1 - UTILITY

ARDENT ALACRITY

Ardent Rank 1 • Enchantment, Psionic, Utility (Short)

When you are reduced below half your hit point maximum, you can choose any number of creatures within 30 feet of you (no action required). Each target can choose to either move up to 5 feet without provoking opportunity attacks (no action required), or move up to half their speed (no action required).

"As you take a hit, your emotional energy inspires your allies."

ARDENT ERUPTION

Ardent Rank 1 • Enchantment, Psionic, Utility (Short)

When you are reduced below half your hit point maximum, you can choose any number of creatures within 30 feet of you (no action required). Each target gains a +1d4 bonus to damage rolls until the start of your next turn.

The damage bonus of this exploit increases when you reach 5th level (+1d6), 11th level (+1d8), and 17th level (+1d12).

"Your pain bleeds from you in a wave, touching your allies and lending new ferocity to their attacks."

ARDENT OUTRAGE

Ardent Rank 1 • Enchantment, Psionic, Utility (Short)

When you are reduced below half your hit point maximum, you can choose any number of creatures within 30 feet of you (no action required). Each target grants advantage on attack rolls against themselves until the start of your next turn.

"As you take a hit, your anger unbalances your foes."

ARDENT SURGE

Ardent Rank 1 • Healing, Psionic, Transmutation, Utility (Special)

As a bonus action, you can choose yourself or one ally you can see within 30 feet of you. The target can spend a hit die to regain hit points. If the target does so, it regains an extra 1d4 hit points. This exploit can gain one of the following effects if you know the corresponding psionic exploit:

- **Ardent Alacrity:** Attack rolls against the target have disadvantage until the end of your next turn.
- **Ardent Eruption:** The target's speed increases by 10 feet until the end of your next turn.
- **Ardent Outrage:** The target gains advantage on attack rolls until the end of your next turn.

You can use this exploit twice, but only once per round. You regain all uses of this exploit when you finish a short or long rest.

When you reach 11th level, the range of this exploit increases from 30 feet to 60 feet, and you can use this exploit three times, but only once per round.

"You send a surge of powerful emotion that revives a faltering ally."

BEND SPACE

Ardent Rank 1 • Conjunction, Psionic, Utility (Short)

As a bonus action, choose one ally you can see within 30 feet. Until the end of your next turn, the target's reach increases by 5 feet and the target gains advantage on ranged attack rolls.

"You close the distance between an ally and an enemy."

CLOSE WOUNDS

Ardent Rank 1 • Psionic, Transmutation, Utility (Short)

As a bonus action, choose one ally you can see within 30 feet of you below half their hit point maximum. The target gains 1d4 + 2 temporary hit points.

"Flesh knits, wounds stanch, and strength returns for a time."

DIMENSION SWAP

Ardent Rank 1 • Conjunction, Psionic, Teleportation, Utility (Short)

As a bonus action, you target yourself and one ally you can see within 30 feet of you. You teleport yourself and the target, swapping positions.

"You fold the space between yourself and an ally so that you can switch positions."

DULL PAIN

Ardent Rank 1 • Abjuration, Psionic, Utility (Short)

When an ally within 30 feet of you takes damage, you can use your reaction to reduce the triggering damage by 1d4 + 2. The triggering ally also gains advantage on saving throws until the end of their next turn.

"You respond to an enemy's attack by dampening your ally's ability to feel pain."

HEALING BOND

Ardent Rank 1 • Healing, Necromancy, Psionic, Utility (Long)

When an ally within 30 feet of you regains hit points, you can use your reaction to allow a different ally within 30 feet of you to regain the same number of hit points.

"You strengthen the bond between two allies, so that when one prospers, they both benefit."

MIND OVER MATTER

Ardent Rank 1 • Enchantment, Psionic, Utility (Long)

As a bonus action, choose yourself or one ally within 30 feet of you. The target gains 1d10 + 2 temporary hit points.

"You convince an ally that the wounds they suffer are not as bad as they seem."

PSIONIC CHARGE

Ardent Rank 1 • Psionic, Transmutation, Utility (Short)

As a bonus action, choose one ally within 50 feet. If the target makes a Charging attack before the end of its next turn, its speed increases by 10 feet for the charge, and it gains a +1d4 bonus to the damage roll of the attack.

"When your ally springs into motion, you channel psionic power to lend them additional strength and speed."

PSIONIC CONDUIT

Ardent Rank 1 • Psionic, Transmutation, Utility (Short)

As a bonus action, choose one ally within your reach. You transfer 1 or 2 psi points to the target.

"You lend psionic power to an ally in need."

SYMPATHETIC AGONY

Ardent Rank 1 • Necromancy, Psionic, Utility (Short)

When one ally within 30 feet of you takes damage, you can use your reaction to half the triggering damage. If the triggering ally suffers an additional effect associated with the triggering damage, you can choose to have the effect apply to you instead. Until the end of your next turn, you and the triggering ally gain a +2 bonus to AC while within 30 feet of one another.

"You open your mind to receive an ally's agony, and take some of that pain upon yourself."

WELLSPRING OF VIGOR

Ardent Rank 1 • Psionic, Transmutation, Utility (Long)

As a bonus action, choose yourself or one ally within your melee reach. For 1 minute, whenever the target starts their turn and is above half their hit point maximum, they gain 1d4 + 3 temporary hit points.

"By shutting down their ability to feel pain, you ensure that your ally can keep going when others."

RANK 2 - OFFENSIVE

ACCELERATED MANEUVERS

Ardent Rank 2 • Augmentable, Divination, Offensive, Weapon (Turn)

Unaugmented: When you take the attack action on your turn, one ally within 5 feet of you can move up to 5 feet without provoking opportunity attacks before one of your attacks using a melee weapon (no action required).

Augment 1: As unaugmented, except your ally can move up to 15 feet.

Augment 2: As unaugmented, except on a hit, your attack deals an extra 2d10 damage, and until the end of your next turn, each ally who starts their turn within 25 feet of you gains a 10-foot bonus to their speed and can move up to 10 feet without provoking opportunity attacks as a bonus action.

"You open your mind to your enemies' intentions, using that knowledge to maneuver your allies into position."

CLARIFYING IMPACT

Ardent Rank 2 • Augmentable, Divination, Offensive, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, until the end of your next turn, the target does not benefit from half cover or being lightly obscured against you or your allies.

Augment 1: As unaugmented, and you gain advantage on Wisdom (Perception) checks to find hidden creatures until the end of your next turn.

Augment 2: As unaugmented, except on a hit, your attack deals an extra 2d10 damage, and until the end of your next turn, you gain an aura with a 25-foot radius that lasts for 10 minutes or until you dismiss it as a bonus action. Until the exploit ends, the aura moves with you, centered on you. Enemies in the aura cannot benefit from half cover or being lightly obscured.

"Smashing your weapon into the enemy heightens your mind's ability to pick out concealed and hidden foes."

COURAGEOUS STRIKE

Ardent Rank 2 • Abjuration, Augmentable, Offensive, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, you and one ally within 5 feet of you gain a +1 bonus to AC against the target's attacks until the end of your next turn.

Augment 1: As unaugmented, except the bonus to AC increases to +3.

Augment 2: As an action, make a melee attack using a weapon against any number of creatures within your reach, with a separate attack roll for each target. On a hit, your attack deals an extra 2d6 damage, and you create a zone that fills a 5-foot radius around you until the end of your next turn. You and your allies gain a +3 bonus to AC while within the zone.

"You strike at your foe and fill your friend with courage, bolstering both of you against the foe's attack."

DECELERATING SLASH

Ardent Rank 2 • Evocation, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and the target's speed is halved for 1 minute. The target must make a Wisdom saving throw at the end of each of its turns, ending the exploit on a success. The first time the target fails this saving throw, it's speed is reduced to 0 for 1 minute. In addition, each time the target fails a saving throw against this exploit, one ally you can see can move up to 5 feet without provoking opportunity attacks (no action required).

"When your strike lands, light flashes from you to drain away your enemy's momentum."

EMPOWERED ARSENAL

Ardent Rank 2 • Evocation, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage.

In addition, the attack creates a zone in a 5-foot radius around you. The zone lasts until the end of your next turn, and when you move, the zone moves with you, remaining centered on you. While within the zone, your allies gain a +1d6 bonus to damage rolls, and their melee attacks are considered magical for the purpose of overcoming damage resistance.

As long as the zone persists, you can use your bonus action on subsequent turns to maintain the zone, extending the duration until the end of your next turn.

"Violet energy shimmers around you, lending psionic power to your allies' attacks."

ENLIGHTENING PULSE

Ardent Rank 2 • Abjuration, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage.

In addition, the attack creates a zone in a 10-foot radius around you that lasts until the end of your next turn. When an ally damages an enemy that is within the zone, one ally within the zone can make a saving throw with advantage against one effect that a save can end.

As long as the zone persists, you can use your bonus action on subsequent turns to maintain the zone, extending the duration until the end of your next turn.

"Clarity pulses out from your mind, creating an area that helps your allies free themselves from unfavorable circumstances."

FATAL ATTRACTION

Ardent Rank 2 • Augmentable, Enchantment, Offensive, Psychic, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, you mark the target until the end of your next turn. While marked by this exploit, the target suffers disadvantage on attack rolls against creatures other than you.

Augment 1: As unaugmented, and the next time the target deals damage any of your allies while marked by this exploit, the target takes 2d10 psychic damage.

Augment 2: As unaugmented, except on a hit, the target takes an extra 2d10 damage, and you mark the target until the end of your next turn. In addition, until the end of your next turn, you and your allies gain advantage on attack rolls against it.

"Your attack prevents an enemy from ignoring your presence on the battlefield."

FATE EXCHANGE

Ardent Rank 2 • Conjuration, Healing, Offensive, Teleportation, Weapon (Long)

As an action, choose one ally within 25 feet of you. You teleport yourself and the chosen ally, swapping positions. After the teleport, you can each make one melee weapon attack with advantage on the attack roll (no action required). For each of these attacks that hits, you or one ally you can see, can spend up to two hit dice to regain hit points and make a saving throw against one effect that a save can end. If both attacks miss, you regain the use of this exploit.

"You bend space to let yourself and an ally exchange positions."

FORWARD-THINKING CUT

Ardent Rank 2 • Augmentable, Enchantment, Offensive, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, each ally within 5 feet of you gains a +1 bonus to attack rolls until the start of your next turn. When you use this exploit as part of a Charging attack, you do not grant advantage on attack rolls against yourself as part of the charge.

Augment 1: As unaugmented, and you can move up to 5 feet without provoking opportunity attacks before using this exploit as part of a Charging attack.

Augment 2: As unaugmented, and choose one or two allies you can see. Each chosen ally can use their reaction to make a Charging attack against a creature other than your target. Your allies do not grant advantage on attack rolls against themselves as part of the charge, and on a hit, their attack deals an extra 2d6 damage.

"You fling yourself at your enemy, and your allies attack more mightily in response."

INVITATION TO DEFEAT

Ardent Rank 2 • Enchantment, Offensive, Weapon (Long)

As an action while you are wielding a melee weapon, choose any number of creatures you can see within 25 feet of you. Each target must succeed on a Wisdom saving throw or be pulled up to 25 feet to an unoccupied space adjacent to you and for 1 minute, the target is weakened. While weakened by this exploit, the target deals only half as much damage as normal with weapon attacks, and it can repeat the saving throw at the end of each of its turns ending the effect on itself on a success.

In addition, until the end of your next turn, enemies are weakened while within 5 feet of you, and the first time each turn that an enemy within 5 feet of you takes damage, that enemy takes an extra 1d6 psychic damage. While weakened by this exploit, a target deals only half as much damage as normal with weapon attacks.

As long as the effect persists, you can use your bonus action on subsequent turns to maintain the effect, extending the duration until the end of your next turn.

"You raise your weapon and force your enemies to approach you, inviting them to certain defeat."

METEORIC CHARGE

Ardent Rank 2 • Enchantment, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and until the end of your next turn, any ally who starts their turn within 25 feet of you does not grant advantage on attack rolls against themselves as part of a charge and gains a +1d6 bonus to the damage rolls of Charging attacks.

When you use this exploit as part of a Charging attack, you do not grant advantage on attack rolls against yourself as part of the charge.

"Your attack provides allies with an emotional surge, setting up a series of furious charges against your foes."

MINDLINK STRIKE

Ardent Rank 2 • Augmentable, Divination, Offensive, Weapon (Turn)

Unaugmented: When you take the attack action on your turn, you can forgo one of your attacks to choose one creature within 5 feet of you. One ally adjacent to you can make a melee weapon attack against the target as an opportunity attack. If your ally's attack hits, you and the ally can each move up to 5 feet without provoking opportunity attacks (no action required).

Augment 1: As unaugmented, and the ally gains a +1d6 bonus to the damage roll if they choose to mark the target.

Augment 2: As an action, make a melee attack using a weapon against any number of creatures within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 2d6 damage, and, one ally within 5 feet of the target can use their reaction to make an opportunity attack against it.

"Linking minds with an ally, you coordinate your efforts to confound your foe."

PERSISTENT VEIL

Ardent Rank 2 • Charm, Enchantment, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and the target is blinded for 1 minute. The target can make a Wisdom saving throw at the end of each of its turns, ending the blinded condition on a success.

After the target successfully saves from the blinding effect, for 1 minute all creatures are lightly obscured to the target and it suffers disadvantage on Wisdom (Perception) checks. The target can make a Wisdom saving throw at the end of each of its turns, ending the exploit on a success.

"Whether or not your attack hits, your psionic assault makes your foe think you blinded it."

REWARDING STRIKE

Ardent Rank 2 • Augmentable, Enchantment, Healing, Offensive, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, the next ally who hits the target before the start of your next turn regains 1d6 hit points. The ally can benefit from this effect only once per round.

Augment 1: As unaugmented, except on a hit, allies who force the target to make a Wisdom or Charisma saving throw before the start of your next turn can spend up to two hits dice to regain hit points. Each ally can benefit from this effect only once per round.

Augment 2: As unaugmented, except on a hit, your attack deals an extra 2d10 damage, and allies who hit the target before the end of your next turn can spend up to two hit dice to regain hit points. Each ally can benefit from this effect only once per round.

"There is joy in victory, and those who follow your lead experience exhilaration."

SPECTER OF DOUBT

Ardent Rank 2 • Enchantment, Fear, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 psychic damage, and for 1 minute, whenever the target makes an attack, it suffers 2d6 psychic damage. The target can make a Wisdom saving throw at the end of each of its turns, ending this effect on a success.

Each time the target fails a saving throw against this effect, you can choose a different creature within 15 feet of the target. The chosen creature must succeed on a Wisdom saving throw or become dazed for 1 minute. While dazed by this exploit, a creature cannot take reactions, and on its turn, it must choose whether it gets a move, an action, or a bonus action; it gets only one of the three. A creature dazed by this exploit can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

"Your attack plants a seed of doubt in your enemy's subconscious. As it grows, it infects other foes, robbing them of their will to fight."

STOLEN STRENGTH

Ardent Rank 2 • Augmentable, Necromancy, Offensive, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, until the end of your next turn, the target rolls twice when it makes a damage roll and must use the lower roll.

Augment 1: As unaugmented, except on a hit, the target deals only half as much damage as normal.

Augment 2: As unaugmented, except on a hit, your attack deals an extra 2d10 damage, and until the end of your next turn, the target deals only half as much damage as normal.

"Your attack leaves a foe reeling, sapping its strength as it tries to fight back."

TRAILBLAZING ASSAULT

Ardent Rank 2 • Augmentable, Healing, Offensive, Transmutation, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, one ally within 25 feet of you gains a +10-foot bonus to speed until the end of your next turn.

Augment 1: As unaugmented, and the ally regains 1d6 hit points if they hit with a Charging attack before the end of your next turn.

Augment 2: As unaugmented, except on a hit, your attack deals an extra 2d10 damage, and one ally you can see can use their reaction to make a Charging attack against the target. If the ally hits with this attack, they gain a +3 bonus to AC and advantage on saving throw until the start of your next turn and can spend up to two hit dice to regain hit points.

"Your attack opens up the battlefield, letting an ally surge forward to attack."

UNHINGING STRIKE

Ardent Rank 2 • Augmentable, Enchantment, Offensive, Psychic, Weapon (Turn)

Unaugmented: When you take the attack action on your turn, you can forgo one of your attacks to force one creature you can see within 5 feet of you to make a Wisdom saving throw. On a failed save, the target takes 1d6 psychic damage and, must use its reaction to make a melee weapon attack against a creature of your choice.

Augment 1: As unaugmented, except on a failed save, the target takes 1d6 psychic damage, and until the end of the target's next turn, it must make a melee weapon attack (no action required) against any of your enemies that willingly leaves a space within 5 feet of it.

Augment 2: When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d6 psychic damage, and the target must succeed on a Wisdom saving throw or use its reaction to make a melee weapon attack against one or two creature of your choice, with a separate attack roll for each target.

Creatures immune to being charmed can take damage from this exploit, but suffer none of its other effects.

"A jolt of psionic power clouds over your enemy's senses so that the foe sees its cohorts as its enemies."

RANK 2 - UTILITY

BATTLE LINK

Ardent Rank 2 • Psionic, Transmutation, Utility (Long)

As a bonus action, choose yourself and one ally or two allies you can see within 30 feet of you. For 1 minute, whenever the targets are within 30 feet of each other, attack rolls cannot gain advantage against either one unless the attacker has advantage on attack rolls against both of them.

"Your senses merge with your ally's until you see things from all perspectives."

BODY ADJUSTMENT

Ardent Rank 2 • Psionic, Transmutation, Utility (Short)

As a bonus action, choose yourself or one ally within your reach. The target gains 1d12 + 6 temporary hit points.

"At your touch, your ally trembles with newfound energy."

ESCALATING FURY

Ardent Rank 2 • Abjuration, Psionic, Utility (Short)

When you take damage from an attack, you can use your reaction to choose any number of creatures within 30 feet of you. Each target gains 2d6 + 3 temporary hit points.

"Your pain girds allies against the threats looming on all sides."

EVASIVE ATTACK

Ardent Rank 2 • Conjunction, Psionic, Teleportation, Utility (Short)

When a willing ally within 120 feet of you is hit by an opportunity attack, you can use your reaction to immediately teleport the triggering ally up to 15 feet before any damage or effects of the triggering attack are applied.

"When your friend steps into harm's way, you whisk them to safety."

MEND WOUNDS

Ardent Rank 2 • Healing, Psionic, Transmutation, Utility (Long)

As a bonus action, choose yourself or one ally within your reach. The target regains 2d10 + 6 hit points.

"You accelerate your friend's natural healing ability so that their wounds close with amazing speed."

OPPORTUNITY SEIZED

Ardent Rank 2 • Divination, Psionic, Utility (Short)

When you or one ally within 15 feet of you misses with an opportunity attack, the target can make another opportunity attack.

"When a foe slips past you or your ally, it opens up new opportunities to attack."

PAINFUL REVELATIONS

Ardent Rank 2 • Divination, Psionic, Utility (Long)

As a bonus action, you gain an aura with a 30-foot radius that lasts for 10 minutes or until you dismiss it as a bonus action. Until the exploit ends, the aura moves with you, centered on you. Whenever an enemy in the aura takes damage from an attack, you can take 1d6 psychic damage that can't be reduced in any way. If you do so, that enemy grants advantage on attack rolls against itself for 1 minute. While suffering an effect from this exploit, a target can make a Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success.

"You risk your sanity to share your enemy's pain, and in doing so gain powerful insights into how to bring this battle to a close."

RAPID CALCULATION

Ardent Rank 2 • Divination, Psionic, Utility (Long)

When you roll initiative, you can choose any number of creatures within 30 feet of you (no action required). You can move each target up to 15 feet, and grant each target a +2 bonus to AC until the end of the first round of the encounter.

"You quickly assess the threat before you and help your allies to properly prepare for the fight."

SHARED MOMENTUM

Ardent Rank 2 • Divination, Psionic, Utility (Short)

When an ally within 30 feet of you willingly moves, you can use your reaction to choose a different ally within 30 feet of you. The second ally can use their reaction to move up to 15 feet without provoking opportunity attacks.

"You link two allies with psionic energy, letting them match each other's movements in battle."

THOUGHT SHIELD

Ardent Rank 2 • Abjuration, Psionic, Utility (Short)

As a bonus action, you create a zone that fills a 5-foot radius around you. The zone lasts until the end of your next turn. While within the zone, you and your allies gain resistance to all damage and advantage on saving throws.

"You focus your mind and construct a psionic shield to shelter you and your allies from harm."

RANK 3 - OFFENSIVE

AGONY FIELD

Ardent Rank 3 • Aura, Concentration, Enchantment, Offensive, Psychic, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage, and for 1 minute, the target takes 1d8 psychic damage at the start of each of its turns. The target can make a Wisdom saving throw at the end of each of its turns, ending this effect on a success.

In addition, the attack creates a zone that fills a 5-foot radius around you. The zone lasts until the end of your next turn. When you move, the zone moves with you, remaining centered on you. Whenever you take damage from an attack, each enemy within the zone takes 1d8 psychic damage.

As long as the zone persists, you can use your bonus action on subsequent turns to maintain the zone, extending the duration until the end of your next turn.

"You strike your foe and let out a psychic shriek, which creates a pulsing field of pain."

CEREBRAL WORM

Ardent Rank 3 • Enchantment, Offensive, Psychic, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 psychic damage, and the target must make a Constitution saving throw. On a failed save, the target is affected by your cerebral worm for 1 minute. On a successful save, the target takes 2d8 psychic damage the next time it makes an attack roll before the end of your next turn.

While the target is affected by your cerebral worm, the first time the target makes an attack roll on each of its turns, it must either take 2d8 psychic damage or roll an additional d20 and use the lowest of all d20s rolled for the attack roll. The target can repeat the Wisdom saving throw at the end of each of its turns, ending the exploit on a success.

"Your attack lodges in your foe's mind like a parasite, hindering its ability to attack."

DULLED REFLEXES

Ardent Rank 3 • Offensive, Transmutation, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage, and the target must succeed on a Wisdom saving throw or have its speed reduced by 10 feet for 1 minute. While the target's speed is reduced by this exploit, it can repeat the saving throw at the end of each of its turns, ending the effect on a success. Until the speed reduction ends, it worsens by 10 feet whenever the target attacks. When the target's speed reaches 0 in this way, the penalty ends, but the target is restrained and stunned for 1 minute. While the target is restrained and stunned by this exploit, it can repeat the saving throw at the end of each of its turns, ending the effect on a success.

In addition, for 1 minute, any enemy that starts its turn within 5 feet of the target has its speed halved for 1 minute. An enemy suffering a speed reduction from this effect can make a Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success.

"Your foe moves slower and slower until it can't move, and its slowness infects its allies."

EMOTIONAL WELLSPRING

Ardent Rank 3 • Enchantment, Offensive, Psychic, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage, and the target takes 1d8 psychic damage at the start of each of its turns for 1 minute. The target can make a Wisdom saving throw at the end of each of its turns, ending the effect on a success. Until the effect ends, each ally who hits the target can choose to gain 1d8 temporary hit points or make a saving throw with advantage against one effect that a save can end.

"Your attack drains a foe of its resilience, and allows allies to claim that resilience for themselves."

FEAST OF DESPAIR

Ardent Rank 3 • Enchantment, Offensive, Psychic, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 psychic damage.

For 1 minute, attacks against the target have advantage and the target suffers disadvantage on saving throws. Moreover, whenever it misses an attack, you or an ally you can see regain 1 psi point or 1 psionic energy die.

"Your attack rattles your foe, and you and your allies draw energy from its despair."

FEAST OF PLENTY

Ardent Rank 3 • Abjuration, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage.

For 1 minute, whenever the target takes damage, you and each ally within 5 feet of you gain 2d8 + 8 temporary hit points.

"You wrap your foe in a psionic net that leaches power from it for your allies."

PASSAGE OF SWORDS

Ardent Rank 3 • Abjuration, Offensive, Weapon (Long)

As an action, while you're wielding a melee weapon, choose one creature you can see within 15 feet of you. The target must succeed on a Constitution saving throw or be dazed for 1 minute. While dazed by this exploit, the target cannot take reactions, and on its turn, it must choose whether it gets a move, an action, or a bonus action; it gets only one of the three. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

In addition, you can move the target horizontally up to 25 feet. Each ally adjacent to the target during this movement can make a melee weapon attack against it (no action required), with a +1d8 bonus to the damage roll on a hit. Each ally can attack the target only once during this movement.

"You fling your foe away. As it goes, your allies take advantage of its disorientation."

SPATIAL ANOMALY

Ardent Rank 3 • Conjuration, Offensive (Long)

As an action, choose one enemy you can see within 30 feet. You teleport the target up to 25 feet. One or two allies within 5 feet of the target at the end of this teleport can each make a melee weapon attack against the target (no action required). Each ally who hits the target also gains 1d8 + 4 temporary hit points.

"Your focused thought punches a hole in reality, drawing your enemy into position for your allies' attacks."

SPUR THE BATTLE

Ardent Rank 3 • Evocation, Offensive, Weapon (Long)

When you take the attack action on your turn, you can move up to 5 feet without provoking opportunity attacks before one of your melee attacks using a weapon. On a hit, your attack deals an extra 3d10 damage.

After the attack, each ally adjacent to you can move up to 5 feet without provoking opportunity attacks or move up to their speed up to their speed (no action required).

"As you attack, mystical light shrouds your nearby allies, speeding them into battle."

RANK 3 - UTILITY

FORCE OF WILL

Ardent Rank 3 • Abjuration, Psionic, Utility (Short)

When you succeed on a saving throw, you and each ally within 15 feet of you gain a +2 bonus to AC and advantage on saving throws until the end of your next turn (no action required).

"You throw off an affliction with such force that nearby allies are protected by your power."

FOSTERED TALENT

Ardent Rank 3 • Divination, Psionic, Utility (Short)

When an ally you can see succeeds on an ability check, you can target yourself and each ally within 60 feet of you other than the triggering ally (no action required). Each target gains advantage on the next ability check they make before the end of your next turn.

"You draw strength from an ally's accomplishment, then share that strength with other allies."

FROM THE BRINK

Ardent Rank 3 • Evocation, Healing, Psionic, Utility (Long)

As a bonus action, choose one ally within 60 feet. The target regains 4d10 + 16 hit points. If the target is at 0 hit points, they regain an additional 2d10 + 8 hit points. In addition, the target can stand up (no action required).

"Your friend hovers near death. You touch their mind, and your friend awakens with a start."

INCITE BRAVERY

Ardent Rank 3 • Enchantment, Psionic, Utility (Short)

As a bonus action, you can target yourself and each ally in 5 feet of you. Until the end of your next turn, each target gains advantage on attack rolls and on saving throws against being frightened.

"Your allies find new courage with your support."

PSYCHIC BOON

Ardent Rank 3 • Abjuration, Psionic, Utility (Short)

When an ally within 30 feet of you hits with a melee attack, you can grant the triggering ally 2d8 + 4 temporary hit points (no action required).

"When an ally's attack hits, you channel the rush of victory and return it as increased resilience."

REACTIVE RESISTANCE

Ardent Rank 3 • Divination, Psionic, Utility (Short)

When you or an ally within 60 feet of you takes damage, you can use your reaction to grant the triggering creature resistance to the triggering damage.

"You anticipate an attack and magically feed resilience to yourself or your friend."

TOWER OF IRON WILL

Ardent Rank 3 • Abjuration, Psionic, Utility (Long)

As a bonus action, you create a zone that fills a 15-foot radius around you until the end of your next turn. While within the zone, you and your allies gain resistance to psychic damage, advantage on saving throws, and a +2 bonus to AC. In addition, any ally who starts their turn within the zone can make a saving throw against one charm or incapacitation effect that a save can end.

As long as the zone persists, you can use your bonus action on subsequent turns to maintain the zone, extending the duration until the end of your next turn.

"You visualize a mighty tower, and in doing so you create a psionic bastion to protect your allies."

UNSHAKABLE BOND

Ardent Rank 3 • Divination, Psionic, Utility (Long)

When an enemy within 30 feet of you hits your ally with an attack, you can subject the triggering enemy to your unshakable bond for 1 minute or until it is reduced to 0 hit points (no action required). While the target is subject to your unshakable bond, you always know its exact location and your attacks against it ignore half and three-quarters cover, and it gains no benefit from being obscured.

"When your enemy lets down its guard after making a successful attack, you invade its mind and steal its thoughts."

VITAL SUMMONS

Ardent Rank 3 • Conjunction, Psionic, Teleportation, Utility (Short)

When an ally within 30 feet of you is reduced below half their hit point maximum or reduced to 0 hit points, you can use your reaction to target one ally other than the triggering ally. You teleport the target to a space adjacent to the triggering ally.

"When an ally is in trouble, you speed help to their side."

RANK 4 - OFFENSIVE

AGGRESSIVE ACCOMPANIMENT

Ardent Rank 4 • Conjunction, Offensive, Psychic, Teleportation, Weapon (Long)

When an ally within 60 feet of you makes a melee attack, before the attack, you can use your reaction to teleport to a space adjacent to the triggering ally. You can then make a melee attack using a weapon against one creature within 5 feet of you. On a hit, your attack deals an extra 4d10 damage, and the target must succeed on a Constitution saving throw or be dazed for 1 minute. On a miss, your attack deals half as much damage as normal. While dazed by this exploit, the target cannot take reactions, and on its turn, it must choose whether it gets a move, an action, or a bonus action; it gets only one of the three. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

In addition, the triggering ally gains advantage on their triggering attack roll, and on a hit, the triggering attack deals an extra 4d10 psychic damage.

"You flash across the battlefield to unleash a devastating attack in concert with an ally, then grant that ally increased fury against your common foe."

BLOODY RESURGENCE

Ardent Rank 4 • Evocation, Healing, Offensive, Psychic, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and one ally who can see you can spend up to four hit dice to regain hit points. If you are below half your hit point maximum and the ally spends at least one hit die, they regain an extra 1d10 hit points.

"When you lash out with your weapon, an ally feels its strength replenish."

CONFLICTED EMOTIONS

Ardent Rank 4 • Augmentable, Enchantment, Offensive, Psychic, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, the target takes 1d10 psychic damage if it ends its next turn adjacent to one of its allies.

Augment 1: As unaugmented, except the target takes the psychic damage if it ends its next turn within 5 feet of any creature.

Augment 4: As an action, make a melee attack using a weapon against any number of creatures within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 4d6 damage, and until the start of your next turn, any enemy that ends its turn within 5 feet of you takes 1d10 psychic damage, and grants advantage on attack rolls against themselves until the end of your next turn.

"Your attack leaves your enemy unable to tell friend from foe, wracking it with pain if it comes too close to another creature."

CONFUSING STRIKE

Ardent Rank 4 • Augmentable, Illusion, Offensive, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, the target must succeed on a Wisdom saving throw or suffer disadvantage on attack rolls until the end of your next turn.

Augment 1: As unaugmented, and also on a failed save, the target suffers disadvantage on saving throws until the end of your next turn.

Augment 4: As an action, make a melee attack using a weapon against any number of creatures within your reach, with a separate attack roll for each target. On a hit, your attack deals an extra 4d6 damage, and the target must make an Intelligence saving throw. On a failed save, the target can't take a reaction until the end of your 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.

In addition, the exploit creates a zone that fills a 10-foot radius around you. The zone lasts until the end of your next turn. Enemies suffer disadvantage on attack rolls while within the zone.

"You flood your opponent's thoughts with confusing images."

COORDINATED EFFORT

Ardent Rank 4 • Divination, Healing, Offensive (Long)

As a bonus action, you can target yourself and each ally you can see within 30 feet of you, to a maximum of five targets. You apply one of the following effects to each target. Each effect can be used only once:

- The target can fly up to 25 feet (no action required). The target must land at the end of this movement.
- The target can safely move up to its speed (no action required).
- The target can spend up to four hit dice to regain hit points (no action required).
- The target can make a melee weapon attack (no action required).
- The target can make a Charging attack (no action required).

"You link minds with your allies, granting all of you the chance to act in concert before your foes can react."

ESSENCE CONDUIT

Ardent Rank 4 • Augmentable, Enchantment, Healing, Offensive, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, one ally you can see gains 1d10 + 5 temporary hit points.

Augment 1: As unaugmented, and the ally can also spend up to four hit dice to regain hit points. The ally can't benefit from this augment again until it finishes a short or long rest.

Augment 4: As unaugmented, except on a hit, your attack deals an extra 4d10 psychic damage. Moreover, one ally within 30 feet of you can spend up to four hit dice to regain hit points. If the ally spends at least one hit die, they regain an additional 1d10 hit points.

"In pressing the attack, you steal a foe's resolve and bestow it on an ally."

EXTERMINATION URGE

Ardent Rank 4 • Charm, Enchantment, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and the target must make a Wisdom saving throw. On a failed save, the target is charmed for 1 minute. While charmed by this exploit, the target is also dominated and suffers a 2d6 susceptibility to all damage. On a successful save, the target is dazed for 1 minute. While dazed by this exploit, the target suffers a 1d6 susceptibility to all damage, cannot take reactions, and on its turn, it must choose whether it gets a move, an action, or a bonus action; it gets only one of the three.

While charmed or dazed by this exploit, the target can repeat the saving throw at the end of each of its turns, ending the exploit on a success.

"A savage strike against your opponent implants a terrible urge within it to seek out its end."

FIELD OF ALACRITY

Ardent Rank 4 • Augmentable, Enchantment, Offensive, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, until the start of your next turn, allies adjacent to the target can use a bonus action on their turn to move up to 5 feet without provoking opportunity attacks.

Augment 1: As unaugmented, and each ally within 30 feet of you can stand up (no action required).

Augment 4: As an action, make a melee attack using a weapon against any number of creatures within your reach, with a separate attack roll for each target. On a hit, your attack deals an extra 4d6 damage, and one ally within 30 feet of you can move up to their speed (no action required). Each ally can only be granted this movement once per turn.

"Your attack distracts the enemy, giving your allies an opening to maneuver."

HOPE'S AUDACITY

Ardent Rank 4 • Augmentable, Enchantment, Offensive, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, the target must make a Constitution saving throw. On a failed save, until the start of your next turn, allies within 30 feet of you can score a critical hit against the target on a roll of 19–20.

Augment 1: As unaugmented, except the target has disadvantage on the Constitution saving throw, and whenever an ally scores a critical hit against the target before the start of your next turn, you and each ally within 30 feet of you can move up to 5 feet without provoking opportunity attacks (no action required).

Augment 4: As unaugmented, except on a hit, your attack deals an extra 4d10 damage, and until the start of your next turn, allies within 30 feet of you can score a critical hit against the target on a roll of 19–20.

"Your optimism and confidence are an inspiration to those around you."

IMMINENT DEMISE

Ardent Rank 4 • Divination, Offensive, Psychic, Weapon, Zone (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 psychic damage. The exploit creates a zone that fills a 10-foot radius around you. The zone lasts until the end of your next turn. Enemies below half their hit point maximum that start their turn within the zone take 2d10 psychic damage.

As long as the zone persists, you can use your bonus action on subsequent turns to maintain the zone, extending the duration until the end of your next turn.

"Your enemies face certain doom, and you force them to see it and despair."

INVERT DEFEAT

Ardent Rank 4 • Augmentable, Evocation, Healing, Offensive, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, until the end of your next turn, the first time the reduces an ally below half their hit point maximum or reduces an ally to 0 hit points, that ally regains 1d10 hit points after the attack is resolved.

Augment 1: As unaugmented, except on a hit, one ally below half their hit point maximum within 5 feet of the target gains 2d10 + 10 temporary hit points.

Augment 4: As unaugmented, except on a hit, your attack deals an extra 4d10 damage. Until the start of your next turn, when an enemy you can see deals damage with an attack, one ally within 30 feet of you gains 1d10 + 5 temporary hit points.

"The psychic energy you steal from a triumphant foe bolsters your allies as their own strength fades."

MOUNTAINFALL STRIKE

Ardent Rank 4 • Illusion, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and the target must make an Intelligence saving throw. On a failed save, the target is restrained for 1 minute. Until the condition ends, any enemy that starts its turn within 5 feet of the target is restrained until the start of that enemy's next turn. On a successful save, the target's speed is halved for 1 minute. Until the speed reduction ends, any enemy that starts its turn within 5 feet of the target also has its speed halved until the start of that enemy's next turn.

While restrained or suffering a speed reduction from this exploit, the target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

"You smash your weapon into your enemy, imparting the feeling that it and all its companions have been buried alive."

REVELATORY STRIKE

Ardent Rank 4 • Augmentable, Divination, Offensive, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, one ally adjacent to you can either make a saving throw against one effect that a save can end, or gain a +1 bonus to AC until the end of your next turn.

Augment 1: As unaugmented, except on a hit, one ally adjacent to you can either make a saving throw with advantage against one charm or illusion effect that a save can end, or gain advantage on Wisdom and Charisma saving throws until the end of your next turn.

Augment 4: As unaugmented, except on a hit, your attack deals an extra 4d10 damage, and the exploit creates a zone that fills a 15-foot radius around you. The zone lasts until the end of your next turn. Any ally who starts their turn within the zone can either make a saving throw with advantage against one effect that a save can end or gain the benefits of the Dodge action until the end of their next turn (no action required).

"As you strike, you open your ally's mind, allowing them to see ways to overcome various ills."

STACK THE ODDS

Ardent Rank 4 • Augmentable, Enchantment, Offensive, Psychic, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, each ally adjacent to you gains advantage on the next attack roll they make before the start of your next turn.

Augment 1: As unaugmented, except on a hit, until the start of your next turn, allies deal an extra 1d10 psychic damage with melee attacks that hit while within 5 feet of you.

Augment 4: As unaugmented, except on a hit, your attack deals an extra 4d10 damage. Until the end of your next turn, allies gain advantage on attack rolls while within 5 feet of you and enemies suffer disadvantage on attack rolls while within 5 feet of you.

"Your quick strike grants your allies added strength."

TREACHERY'S SEED

Ardent Rank 4 • Charm, Enchantment, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage. For 1 minute, whenever the target hits with a melee attack, you can use a reaction to force the target to make an additional melee weapon attack against a target you choose.

"Your mind touches an enemy's, planting a seed of treachery that lets you control it through its own attacks."

UNCHECKED AGGRESSION

Ardent Rank 4 • Enchantment, Offensive, Weapon, Zone (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage. The exploit creates a zone that fills a 10-foot radius around you. The zone lasts until the end of your next turn. While within the zone, allies deal an extra 1d10 damage when they hit with an attack, and enemies grant advantage on attack rolls against themselves.

As long as the zone persists, you can use your bonus action on subsequent turns to maintain the zone, extending the duration until the end of your next turn.

"Your anger bleeds out from you, unnerving your enemies and strengthening your allies."

VICTORIOUS URGING

Ardent Rank 4 • Augmentable, Illusion, Offensive, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, one ally adjacent to you or the target gains advantage on attack roll until the end of your next turn.

Augment 1: As unaugmented, except on a hit, the target suffers disadvantage on Strength and Constitution saving throws until the end of your next turn.

Augment 4: As unaugmented, except on a hit, your attack deals an extra 4d10 damage, and you can push the target up to 5 feet. Until the end of your next turn, you and your allies gain advantage on attack rolls against the target and any enemies adjacent to it.

"You fill your foe with visions of impending doom and an ally with a dream of victory."

VIGOROUS OFFENSIVE

Ardent Rank 4 • Abjuration, Offensive, Weapon (Long)

As an action, make a melee attack using a weapon against any number of creatures within your reach, with a separate attack roll for each target. On a hit, your attack deals an extra 4d6 damage.

In addition, for each attack you make with this exploit, an ally within 30 feet of you gains 2d10 + 10 temporary hit points.

"As battle's thrill overtakes you and you swing your weapon all around, your allies share in the same emotions."

RANK 4 – UTILITY

BOUNTIFUL LIFE

Ardent Rank 4 • Abjuration, Psionic, Utility (Long)

As an action, you create a zone that fills a 60-foot radius around you that lasts until the end of your next turn. Whenever you regain hit points, each ally within the zone gains temporary hit points equal to half the hit points you regained.

As long as the zone persists, you can use your bonus action on subsequent turns to maintain the zone, extending the duration until the end of your next turn.

"As your fortune improves, so too do those of your allies."

COMMON CAUSE

Ardent Rank 4 • Abjuration, Psionic, Utility (Long)

When an ally within 60 feet of you spends a hit die to regain hit points, you can use your reaction to target any number of creatures within 30 feet of the triggering ally. Each target gains 2d10 + 10 temporary hit points.

"An ally's recovery lets you channel a temporary burst of resilience to other allies."

DETACH MIND

Ardent Rank 4 • Psionic, Transmutation, Utility (Long)

As a bonus action, you can choose yourself or one ally within 30 feet of you. Choose one effect on the target that a save can end. The target is not affected by that effect until the end of its next turn, but it cannot make a saving throw against that effect before or at the end of that turn. The target gains advantage on their next saving throw to end that effect.

"You reach into your subject's mind to provide a temporary respite from a debilitating condition."

DISBELIEVE DANGER

Ardent Rank 4 • Psionic, Transmutation, Utility (Short)

When an ally within 60 feet of you is hit by an attack, you can use your reaction to cause the triggering ally to become insubstantial until the end of their next turn, before damage is dealt. While insubstantial the target gains the following traits:

- Resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- Immunity to being grappled or restrained.
- The target can move through creatures and solid objects as if they were difficult terrain. If you end your turn in a solid object, you take 1d10 force damage.
- If the effect ends while the target is inside a solid object, they instead are shunted to the nearest unoccupied space, and they take 1d10 force damage for every 5 feet traveled.

"With a thought, you cause an ally under attack to take on a spectral form that protects against additional harm."

FORTUNATE RECOVERY

Ardent Rank 4 • Divination, Psionic, Utility (Short)

When you succeed on a saving throw, you can target each ally within 60 feet of you (no action required). The next saving throw each target makes before the end of your next turn gains advantage.

"You share your luck with your allies."

MENTAL REJUVENATION

Ardent Rank 4 • Evocation, Healing, Psionic, Utility (Long)

As an action, you can target yourself or one ally within 30 feet of you, or any number of creatures within 30 feet of you. If you target only one creature with this exploit, the target regains 8d10 + 40 hit points. If you target more than one creature, each target regains 4d6 + 20 hit points.

"Your psionic magic allows one ally to ignore many wounds or several allies to ignore a few."

RE-FORM MIND

Ardent Rank 4 • Divination, Psionic, Utility (Long)

When you finish a short rest, choose one willing creature within your reach. The target gains proficiency in a skill of your choice until you finish a long rest.

"You connect the target's thoughts to awaken new talents."

RESILIENT BOND

Ardent Rank 4 • Evocation, Healing, Psionic, Utility (Long)

As a bonus action, you can target yourself and one ally within 30 feet of you. For 1 minute, each target regains 1d10 hit points at the start of each of their turns if they have at least 1 hit point. If a target starts its turn more than 30 feet away from the other target, that target does not regain these hit points during that turn.

"The bond you forge with an ally ensures that you both make it to the battle's end."

UNCANNY AWARENESS

Ardent Rank 4 • Divination, Psionic, Utility (Long)

When you roll initiative, you can target yourself and each ally within 15 feet of you (no action required). Each target can immediately move up to half their speed (no action required).

"Sensing your enemies are about to strike, you urge your allies into position."

RANK 5 - OFFENSIVE

BLINDING CLARITY

Ardent Rank 5 • Augmentable, Enchantment, Offensive, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, the target cannot make opportunity attacks until the start of your next turn.

Augment 1: As unaugmented, and the target suffers disadvantage on attack rolls until the end of your next turn.

Augment 4: As unaugmented, except on a hit, your attack deals an extra 5d10 damage, and the target is blinded until the end of your next turn.

"Your attack overwhelms your foe, hindering its ability to take advantage of opportunities in combat."

CHAINS OF AFFINITY

Ardent Rank 5 • Divination, Offensive, Psychic, Weapon (Long)

As an action, make a melee attack using a weapon against any number of creatures within your reach, with a separate attack roll for each target. On a hit, your attack deals an extra 5d6 damage.

In addition, the exploit creates a zone that fills a 10-foot radius around you until the end of your next turn. When any ally takes damage from an attack while within the zone, each enemy within the zone takes 1d12 psychic damage.

As long as the zone persists, you can use your bonus action on subsequent turns to maintain the zone, extending the duration until the end of your next turn.

"You create a mental link with your foes so that when your allies take damage, your adversaries feel it."

CLARIFIED PAIN

Ardent Rank 5 • Enchantment, Offensive, Psychic, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 psychic damage, and is subject to your clarified pain for 1 minute. While suffering this effect, the target takes 2d12 psychic damage at the start of each of its turns. The target can make a Wisdom saving throw at the end of each of its turns, ending this effect on a success.

Whenever the target makes a saving throw against this exploit, one ally within 30 feet of you gains advantage on attack rolls until the end of their next turn.

"The pain your enemy feels from your assault lets you strengthen your allies' attacks."

CORRIDOR OF PAIN

Ardent Rank 5 • Conjuration, Offensive, Teleportation, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and the target must make a Wisdom saving throw. On a failed save, the target is restrained for 1 minute, and you can move the target up to 25 feet. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

In addition, for 1 minute, whenever the target takes damage from an attack, you can teleport the target up to 25 feet to a space adjacent to at least one of your allies.

"The power of your devastating strike resonates within a foe, letting you continually fling it into optimal position for your allies to attack."

DEFLECTING DISK

Ardent Rank 5 • Conjuration, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and you can push the target up to 10 feet.

In addition, you conjure a shimmering disk of force in a space within 30 feet of you. Allies in the disk's space or adjacent to it gain a +2 bonus to AC. Once on each of your turns, you can move the disk up to 15 feet (no action required). When an attack hits an ally within 5 feet of the disk, you can use a reaction to immediately grant the triggering ally an additional +10 bonus to AC against the triggering attack. The disk lasts for 1 minute, or until you use the reaction granted by the disk.

"Your attack manifests a shimmering field, which you can move to protect your allies."

DIAMOND DEFENSE ASSAULT

Ardent Rank 5 • Augmentable, Conjunction, Offensive, Psychic, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, your weapon deals psychic damage instead of its normal damage type, and one ally adjacent to the target can mark it until the end of your next turn.

Augment 1: As unaugmented, and during its next turn, the target cannot benefit from the Disengage action.

Augment 4: As an action, make a melee attack using a weapon against any number of creatures within 10 feet if you, with a separate attack roll for each target. You can make this attack even if a target is outside your melee attack reach. On a hit, your attack deals an extra 5d6 psychic damage, and you can move the target up to 5 feet.

In addition, the exploit creates a zone that fills a 10-foot radius around you until the end of your next turn. Allies within the zone gain a +4 bonus to AC against attacks from outside the zone, and enemies within the zone suffer disadvantage on attack rolls.

"The crystalline motes released by your attack shelter your allies and interfere with your enemies' strikes."

EMOTIONAL FLOOD

Ardent Rank 5 • Augmentable, Enchantment, Force, Offensive, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, your weapon deals force damage instead of its normal damage type, and you can push the target up to 5 feet. In addition, one ally within 5 feet of you gains 1d12 + 6 temporary hit points.

Augment 1: As unaugmented, except you can push the target up to 10 feet instead of 5, and each ally within 5 feet of you gain the temporary hit points instead of just one.

Augment 4: As an action, make a melee attack using a weapon against any number of creatures within your reach, with a separate attack roll for each target. On a hit, your attack deals an extra 5d6 force damage, and each ally within 5 feet of you gains 1d12 + 6 temporary hit points for each enemy you hit with this exploit.

"Your attack releases emotion that grants vigor to your allies."

ILLUMINATING STRIKE

Ardent Rank 5 • Augmentable, Evocation, Offensive, Radiant, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, your weapon deals radiant damage instead of its normal damage type, and one ally within 5 feet of you gains resistance to all damage until the start of your next turn.

Augment 1: As unaugmented, except the ally can be within 30 feet from you instead of 5.

Augment 4: As an action, make a melee attack using a weapon against any number of creatures within your reach, with a separate attack roll for each target. On a hit, your attack deals an extra 5d6 radiant damage. In addition, if you hit at least one target, one ally within 30 feet of you gains resistance to all damage until the start of your next turn.

"Light bathes your foe as you strike and then settles on a nearby ally for protection."

MIND REND

Ardent Rank 5 • Divination, Offensive, Psychic, Weapon (Long)

As an action, make a melee attack using a weapon against any number of creatures within 10 feet of you, with a separate attack roll for each target. You can make this attack even if a target is outside your melee attack reach. On a hit, your attack deals an extra 5d6 psychic damage, and its speed is halved for 1 minute. The target can make a Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success.

After the attacks are resolved, the exploit creates a zone that fills a 10-foot radius around you that lasts until the end of your next turn. Any enemy that ends its turn within the zone is dazed until the end of its next turn. While dazed by this exploit, the target cannot take reactions, and on its turn, it must choose whether it gets a move, an action, or a bonus action; it gets only one of the three.

As long as the zone persists, you can use your bonus action on subsequent turns to maintain the zone, extending the duration until the end of your next turn.

"Your attack generates a field of psionic energy that tears away your enemies' will to act."

PROBABILITY FLUX

Ardent Rank 5 • Augmentable, Divination, Offensive, Weapon (Turn)

When you hit a creature with a melee attack using a weapon, any critical hit the target scores before the end of your next turn is treated as a normal hit.

Augment 1: When you hit a creature with a melee attack using a weapon, until the end of your next turn, any enemy that scores a critical hit against an ally within 30 feet of you must reroll the attack roll.

Augment 4: When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and any critical hit scored against any ally within 30 feet of you before the end of your next turn is treated as a normal hit. In addition, when an enemy within 30 feet of you succeeds on a saving throw, each ally within 30 feet of you can make a saving throw with advantage against one effect that a save can end.

"Your strike alters the laws of chance, denying good fortune to the enemy."

REACTIVE JAUNT STRIKE

Ardent Rank 5 • Conjunction, Offensive, Stance, Teleportation, Weapon (Long)

As an action, make a melee attack using a weapon against any number of creatures within 10 feet of you, with a separate attack roll for each target. You can make this attack even if a target is outside your melee attack reach. On a hit, your attack deals an extra 5d6 psychic damage, and the target must make a Wisdom saving throw. On a failed save, the target's speed is halved for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

In addition, you enter the Reactive Jaunt stance. Until the stance ends, whenever an ally within 30 feet of you is reduced below half their hit point maximum by an attack or is reduced to 0 hit points, you can use a reaction to teleport to an unoccupied space adjacent to that ally and can make one melee weapon attack.

"When you strike your foe, your expanded awareness lets you leap to the side of an ally in danger."

SHARED VIGOR

Ardent Rank 5 • Evocation, Healing, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage.

In addition, the exploit creates a zone that fills a 10-foot radius around you for 10 minutes. When any ally within the zone regains hit points, all other allies within the zone regain 1d12 hit points.

"You create an expanse of glittering energy to reinvigorate your allies."

TEMPORAL ACCELERATION

Ardent Rank 5 • Offensive, Transmutation, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and the target must make a Wisdom saving throw. On a failed save, the target's speed is halved and it cannot benefit from the Disengage action for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

In addition, the exploit creates a zone that fills a 10-foot radius around you until the end of your next turn. The speed of enemy that starts its turn within the zone is halved until the end of its next turn. Any ally that starts their turn within the zone gains a +10 bonus to speed until the end of their next turn.

When you use this exploit as part of a Charging attack, you do not grant advantage on attack rolls against yourself as part of the charge.

As long as the zone persists, you can use your bonus action on subsequent turns to maintain the zone, extending the duration until the end of your next turn.

"You create an expanse of glittering energy to reinvigorate your allies."

TEMPORAL STRIKE

Ardent Rank 5 • Augmentable, Offensive, Transmutation, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, the exploit creates a zone that fills a 10-foot radius around you until the end of your next turn. While within the zone, you and your allies have resistance to the damage of opportunity attacks.

Augment 1: As unaugmented, and you and your allies have resistance to damage from effects that force Dexterity saving throws.

Augment 4: As unaugmented, except on a hit, your attack deals an extra 5d10 damage, and the target's speed is halved until the end of your next turn. In addition, the exploit creates a zone that lasts until the end of your next turn. While within the zone, you and your allies have resistance to all damage.

"Time bends around your foe to protect your allies."

TERRIFYING DELUGE

Ardent Rank 5 • Augmentable, Enchantment, Fear, Offensive, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, the next time an ally hits the target before the start of your next turn, you can move the target up to 5 feet (no action required).

Augment 1: As unaugmented, except you can move the target each time it is hit.

Augment 4: As an action, make a melee attack using a weapon against any number of creatures within 10 feet of you, with a separate attack roll for each target. You can make this attack even if a target is outside your melee attack reach. On a hit, your attack deals an extra 5d6 damage, and you can move the target up to 5 feet. Whenever any ally hits the target before the start of your next turn, you can move the target up to 5 feet (no action required).

"You spear your enemy's mind and body, so when the foe is next attacked, its mind blossoms in pain."

VIOLENT UPSURGE

Ardent Rank 5 • Augmentable, Offensive, Transmutation, Weapon (Turn)

When you hit a creature with a melee attack using a weapon, the target must succeed on a Constitution saving throw or suffer a 1d6 susceptibility to all damage until the start of your next turn.

Augment 1: When you hit a creature with a melee attack using a weapon, until the start of your next turn, whenever the target is hit by an attack, you gain a +1d8 bonus to the damage roll of the first attack you hit the target with during your next turn. This bonus is cumulative.

Augment 4: When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and the target suffers a 3d6 susceptibility to all damage until the end of your next turn. This susceptibility increases by 1d6 whenever an attack hits or misses the target.

"You smash your enemy with such force that it is left susceptible to follow-up attacks."

VITALITY TRANSFER

*Ardent Rank 5 • Healing, Necromancy, Offensive, Weapon
(Long)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and once within the next minute, when the target starts its turn below half its hit point maximum or is reduced to 0 hit points, each ally you can see regains 5d10 + 30 hit points.

"The pain your attack inflicts on your foe gives you strength to heal your comrades.

BATTLEMIND

RANK 1 - OFFENSIVE

ACCELERATING STRIKE

Battlemind Rank 1 • Offensive, Psionic, Transmutation, Weapon (Long)

When you take the attack action on your turn, you can move up to your speed before one of your melee attacks using a weapon and grant yourself advantage on that attack roll. This movement does not provoke opportunity attacks and you can move through enemies' spaces. On a hit, your attack deals an extra 1d10 damage, and your movement does not provoke opportunity attacks from the target for 1 minute.

In addition, for 1 minute, your walking speed increases by 10 feet, and whenever your movement doesn't provoke any opportunity attacks, you can move an additional 5 feet.

"When you surge toward a foe, the momentum of your attack carries you through the rest of combat."

ALLIES TO ENEMIES

Battlemind Rank 1 • Charm, Enchantment, Offensive, Psionic, Psychic, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 psychic damage, and the target must make a Wisdom saving throw. On a failed save, the target must use its reaction, if available, to make a melee weapon attack with advantage against a creature of your choice. On a successful save, the target makes the attack roll with disadvantage.

"Your attack rattles your foe with a vision of its allies betraying it. The foe lashes out at a companion before realizing its mistake."

ASPECT OF BITTER ICE

Battlemind Rank 1 • Cold, Offensive, Polymorph, Psionic, Transmutation, Weapon (Long)

As an action, make a melee attack using a weapon against any number of creatures within your reach, with a separate attack roll for each target. On a hit, your attack deals an extra 1d6 cold damage, you can push the target up to 5 feet, and it must make a Strength saving throw. On a failed save, the target's speed is reduced to 0 for 1 minute. On a success, the target's speed is halved for 1 minute. While a target is suffering a speed reduction from this exploit, it can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

In addition, you assume the aspect of Bitter Ice for 1 minute. While in this aspect, you gain resistance to cold damage, and when an enemy starts its turn adjacent to you its speed is halved until the end of its turn.

"Your weapon is rimed with ice as you strike. In the aftermath, you are imbued with a bitter cold that protects you and slows your opponents."

ASPECT OF ELEVATED HARMONY

Battlemind Rank 1 • Healing, Offensive, Polymorph, Psionic, Transmutation, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and you can spend a hit die to regain hit points.

In addition, you assume the aspect of Elevated Harmony for 10 minutes. While in this aspect, you gain 2d4 + 4 temporary hit points at the start of each of your turns, and once per turn when you hit a creature with an attack, that creature takes an extra 1d4 damage.

"Your eyes glow as you achieve harmony of mind, body, and spirit. In this state, you are able to heal yourself, and you understand where to strike your enemy best and how to lessen its blows."

BULL'S MIGHT

Battlemind Rank 1 • Augmentable, Offensive, Psionic, Transmutation, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, you can push the target up to 5 feet.

Augment 1: When you make a melee weapon attack using a weapon on your turn, you can increase your reach for that attack by 5 feet. On a hit, the target is also pushed up to 5 feet.

Augment 2: As an action, make a melee attack using a weapon against any number of creatures you can see in a 15-foot cone originating from you, with a separate attack roll for each target. You can make this attack even if a target is outside your melee attack reach. On a hit, your attack deals an extra 1d6 damage, and you can push the target up to 5 feet.

"You slam your foe back as if it were a puny goblin. By enhancing your strength further, you can reach enemies farther away or even swat multiple enemies."

CAST THE NET

Battlemind Rank 1 • Augmentable, Conjunction, Offensive, Psionic, Teleportation, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, the target must succeed on a Wisdom saving throw or be teleported to a space adjacent to you.

Augment 1: As unaugmented, except on a hit, the target must succeed on a Wisdom saving throw or be teleported to a space within 10 feet of you.

Augment 2: As unaugmented, except on a hit, your attack deals an extra 1d10 damage, and you can teleport the target to a space adjacent to you. Additionally, if the target moves more than 10 feet on its next turn, you can use your reaction to teleport it to a space adjacent to you at the end of its turn.

"Your attack bends the fabric of space, drawing your enemy to a more advantageous position."

CONCUSSIVE SPIKE

Battlemind Rank 1 • Augmentable, Evocation, Force, Offensive, Psionic, Weapon (Turn)

Unaugmented: As an action, choose one creature you can see in a 15-foot cone originating from you. Make a melee weapon attack using a weapon against the target, even if it is outside your melee attack reach. On a hit, your weapon deals force damage instead of its normal damage type. In addition, choose any number of creatures in the cone other than the target. Each chosen creature is pushed up to 5 feet.

Augment 1: As an action, choose one creature you can see within 15 feet of you. Make a melee weapon attack using a weapon against the target, even if it is outside your melee attack reach. On a hit, your attack deals an extra 1d10 force damage. In addition, choose one creature within 15 feet of you other than the target. The chosen creature is pushed up to 15 feet.

Augment 2: As an action, choose one creature you can see in a 15-foot cone originating from you. Make a melee weapon attack using a weapon against the target, even if it is outside your melee attack reach. On a hit, your attack deals an extra 1d10 force damage, and the target is knocked prone. In addition, choose any number of creatures in the cone other than the target. Each chosen creature is pushed up to 15 feet.

"Your weapon shimmers with force as you bring it crashing down, clobbering your foes and driving some of them back."

CONDUCTIVE DEFENSE

Battlemind Rank 1 • Augmentable, Evocation, Lightning, Offensive, Psionic, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, your weapon deals lightning damage instead of its normal damage type, and the target must succeed on a Dexterity saving throw or until the start of your next turn, the target takes 1d4 lightning damage whenever it hits with an attack.

Augment 1: As unaugmented, and also on a failed save, until the start of your next turn, the target takes 1d4 lightning damage whenever it enters a space within 5 feet of one of your allies.

Augment 2: As unaugmented, except on a hit, your attack deals an extra 1d10 lightning damage, and until the start of your next turn, the target takes 1d4 lightning damage whenever it hits with an attack.

"Your attack surrounds a foe with a shroud of crackling lightning, threatening retribution for strikes against your allies."

CORONA OF FLOATING FORCE

Battlemind Rank 1 • Evocation, Force, Offensive, Psionic, Stance, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 force damage, and you can push the target up to 10 feet.

In addition, you can assume the Floating Force stance. Until the stance ends, you ignore difficult terrain and take no damage from hindering terrain or hazardous terrain.

"As you swing, the air around you ripples with psionic force that knocks back your enemy and levitates you."

DEMON DANCE

Battlemind Rank 1 • Augmentable, Fear, Illusion, Offensive, Psionic, Psychic, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, your weapon deals psychic damage instead of its normal damage type, and the target suffers disadvantage on opportunity attack rolls until the end of your next turn.

Augment 1: As unaugmented, and the target's reach is reduced to no more than 5 feet for the purposes of making opportunity attacks until the end of your next turn.

Augment 2: As unaugmented, except on a hit, your attack deals an extra 1d10 psychic damage, and the target cannot make opportunity attacks until the end of your next turn.

"As you slash your enemy, you implant the image of howling demons into its mind, distracting the foe from making attacks."

ENERGIZING STRIKE

Battlemind Rank 1 • Augmentable, Evocation, Healing, Offensive, Psionic, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, one ally within 30 feet of you gains temporary hit points equal to 1d4 + one-half your level.

Augment 1: As unaugmented, except on a hit, one dying ally within 30 feet of you regains 1d4 + 2 hit points.

Augment 2: As unaugmented, except on a hit, your attack deals an extra 1d10 damage, and you or one ally within 30 feet of you can spend a hit die to regain hit points.

"The energy and emotion you put into your attack flows into your ally."

HARRIER'S DANCE

Battlemind Rank 1 • Augmentable, Conjuration, Offensive, Psionic, Teleportation, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, before the start of your next turn, if you take damage from an enemy that is not adjacent to you, you can use your reaction to teleport up to 10 feet.

Augment 1: As unaugmented, except on a hit, your attack deals an extra 1d10 damage, and before the start of your next turn, if you take damage from an enemy that is not adjacent to you, you can use your reaction to teleport up to 15 feet.

Augment 2: As unaugmented, except on a hit, your attack deals an extra 1d10 damage, and whenever you take damage before the start of your next turn, you can teleport up to 15 feet (no action required).

"Your successful attack empowers you, letting you slip the bonds of space in response to a foe's assault."

IRON FIST

Battlemind Rank 1 • Augmentable, Offensive, Psionic, Transmutation, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, until the end of your next turn, you reduce any damage you take by an amount equal to your proficiency bonus.

Augment 1: As unaugmented, except on a hit, until the end of your next turn, you gain resistance to fire damage.

Augment 2: As unaugmented, except on a hit, your attack deals an extra 1d10 damage, and you gain resistance to all damage until the end of your next turn.

"You change the density of your hand and arm to that of iron, allowing you to ward off your foe's attacks."

LIVING FORTRESS

Battlemind Rank 1 • Abjuration, Offensive, Psionic, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage.

In addition, for 10 minutes, you and allies within 5 feet of you have half cover. As a bonus action, you can end this effect to gain resistance to all damage until the start of your next turn.

"As lash out at your foe, a shroud of rock and scree rises from the ground to protect you."

LODESTONE LURE

Battlemind Rank 1 • Augmentable, Enchantment, Offensive, Psionic, Weapon (Turn)

Unaugmented: When you take the attack action on your turn, you can forgo one of your attacks and choose one creature within 10 feet of you. The target must succeed on a Wisdom saving throw or take 1d10 psychic damage and be pulled 5 feet closer to you. Also on a failed save, until the end of your next turn, the target can only move to spaces that are adjacent to you.

Augment 1: As unaugmented, except you can target a creature within 30 feet of you. The target must succeed on a Wisdom saving throw or take 1d10 psychic damage and be pulled 25 feet closer to you. Also on a failed save, until the end of your next turn, the target can only move to spaces that are adjacent to you.

Augment 2: As augment 1, except on a failed save, the target takes 2d10 psychic damage, and its pulled 25 feet closer to you and knocked prone. Also on a failed save, until the end of your next turn, the target can only move to spaces that are adjacent to you.

"As you raise your weapon, a foe lurches toward you against its will."

MIND LANCE

Battlemind Rank 1 • Evocation, Force, Offensive, Psionic, Psychic (Turn)

When an enemy marked by you within 5 feet of you deals damage to your ally with an effect that doesn't include you as a target, you can use your reaction to deal damage to the triggering enemy equal to the damage that the effect dealt to your ally. Half of this damage is force, the other half is psychic.

"You force your enemy to feel the pain that it inflicts on your friend."

MIND SNARE

Battlemind Rank 1 • Augmentable, Enchantment, Offensive, Psionic, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, one ally within 30 feet of you becomes invisible to the target until the target is within 5 feet of them or until the end of your next turn.

Augment 1: As unaugmented, but the invisibility isn't ended by the target being within 5 feet of the chosen ally.

Augment 2: As unaugmented, except on a hit, your attack deals an extra 1d10 damage, and until the end of your next turn, your allies are invisible to the target while they are more than 5 feet away from it.

"Your attack addles your foe, causing it to focus on you instead of on your friend. With a little more effort, you can force your enemy to focus solely on you."

MIST WEAPON

Battlemind Rank 1 • Augmentable, Offensive, Psionic, Transmutation, Weapon (Turn)

Unaugmented: When you take the attack action on your turn, you can forgo one of your attacks to choose one creature you can see within your melee weapon's reach. Make a melee attack with advantage against the target using your weapon. On a hit, your weapon counts as magical for the purposes of overcoming damage resistance.

Augment 1: As unaugmented, except on a hit, your attack deals an extra 1d10 damage, and your weapon counts as magical for the purposes of overcoming damage resistance.

Augment 2: As unaugmented, except on a hit, your attack deals an extra 1d10 damage, and your weapon counts as magical for the purposes of overcoming damage resistance and immunity. Also on a hit, the target must succeed on a Constitution saving throw or lose any damage resistances until the end of your next turn.

"Your weapon transforms into mist, allowing your strikes to slide through armor, flesh, and resistances. By adjusting the mist's consistency, you can momentarily strip away a creature's resistances altogether."

MOMENTUM SWING

Battlemind Rank 1 • Augmentable, Offensive, Psionic, Transmutation, Weapon (Turn)

Unaugmented: When you take the attack action on your turn, and you can move up to 10 feet without provoking opportunity attacks to a space adjacent to any enemy other than the target.

Augment 1: As unaugmented, except you can move up to your speed without provoking opportunity attacks to a space adjacent to any enemy other than the target.

Augment 2: As unaugmented, except on a hit, your attack deals an extra 1d10 damage, and you can make a Charging attack against a creature other than the target. Movement made as part of the charge does not provoke opportunity attacks.

"Your vicious attack lets you swing away from the target, ready to strike the next foe."

PERSISTENT HARRIER

Battlemind Rank 1 • Conjunction, Offensive, Psionic, Teleportation, Weapon (Short)

When an enemy hits or misses you with an attack for the first time during the encounter, you can use your reaction to make a melee attack using a weapon against the triggering enemy. You can make this attack even if the target is outside your melee attack reach. On a hit, your attack deals an extra 1d10 damage, and you can teleport to a space adjacent to the target.

"You slip the bonds of space to strike back at even a distant opponent."

PSIONIC ANCHOR

Battlemind Rank 1 • Conjunction, Offensive, Psionic, Teleportation, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and the target is subject to your psionic anchor for 1 minute. While subject to this effect, at the end of each of the target's turns you can force it to make a Wisdom saving throw (no action required). On a failed save, the target is teleported to an unoccupied space within 5 feet of you. On a successful save, the effect ends.

"You bind your foe with an anchor of psionic energy so that you can draw it back to your side with only a thought."

RENEWED FOCUS

Battlemind Rank 1 • Augmentable, Offensive, Psionic, Transmutation, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, you remove any marks on you or temporary reductions to your speed, and until the end of your next turn, you cannot be marked or have your speed reduced.

Augment 1: As unaugmented, except on a hit, you remove any marks or temporary reductions to speed from yourself and any of your allies within 30 feet of you, and until the end of your next turn, you and your allies cannot be marked or suffer speed reductions.

Augment 2: As unaugmented, except on a hit, your attack deals an extra 1d10 damage, and you are no longer grappled or restrained, and you remove any marks or speed reductions on yourself. In addition, you cannot be grappled, restrained, marked, or have your speed reduced until the end of your next turn.

"By the power of your mind, you shrug off effects that would keep you away from your foes."

SHADE STRIKE

Battlemind Rank 1 • Augmentable, Illusion, Offensive, Psionic, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, until you end your turn more than 5 feet away from the target, you are lightly obscured from the target. In addition, until this effect ends, you can try and Hide from the target while you are only lightly obscured from it.

Augment 2: As unaugmented, except on a hit, your attack deals an extra 1d10 damage, and until you end your turn more than 5 feet away from the target, you are heavily obscured from it.

"Wisps of shadow bind you to your foe, obscuring its attempts to strike back at you."

SPECTRAL LEGION

Battlemind Rank 1 • Augmentable, Illusion, Offensive, Psionic, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, the target must succeed on an Intelligence saving throw or until the end of your next turn, your allies gain advantage on attack rolls against the target while they're adjacent to it.

Augment 1: As unaugmented, and also on a failed save, the target suffers disadvantage on attack rolls until the end of your next turn.

Augment 2: As unaugmented, except on a hit, your attack deals an extra 1d10 damage, and until the end of your next turn, the target's speed is reduced to 0, and your allies gain advantage on attack rolls against the target while they're adjacent to it.

"You trick your enemy into perceiving a legion of foes pressing in upon it. By expending more power, you can make the phantoms seem more real, causing the enemy to freeze in indecision."

STEEL UNITY STRIKE

Battlemind Rank 1 • Offensive, Psionic, Stance, Transmutation, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and you assume the Steel Unity stance. Until the stance ends, your opportunity attacks against creatures you have marked deal an extra 1d10 damage on a hit.

"You become one with your weapon as you unleash a devastating attack against your foe, leaving yourself in position to strike again if your enemies flee."

STOLEN GRACE

Battlemind Rank 1 • Enchantment, Offensive, Psionic, Psychic, Stance, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 psychic damage, and the target must make a Wisdom saving throw. On a failed save, for 1 minute, the target takes 1d4 psychic damage if it moves more than half its speed during its turn. On a successful save, the target's speed is reduced by half until the end of your next turn. While suffering an effect from this exploit, the target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

In addition, you assume the Stolen Grace stance. Until the stance ends, you gain advantage on opportunity attack rolls, and opportunity attack rolls against you have disadvantage.

"Your foe's movement wracks it with psychic pain in the aftermath of your attack, even as your own mobility heightens."

TWISTED EYE

Battlemind Rank 1 • Augmentable, Illusion, Offensive, Psionic, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, the target suffers a penalty to attack rolls equal to the number of your allies adjacent to it.

Augment 1: As unaugmented, and when using this exploit as part of an opportunity attack, you gain advantage on the attack roll.

Augment 2: As unaugmented, except on a hit, your attack deals an extra 1d10 damage, and the target is blinded until the end of your next turn.

"You flood the mind of your foe with psionic energy, befuddling its vision and distorting its perception of nearby threats. By increasing the flood to a torrent, you can blind the foe completely."

VICIOUS COBRA STRIKE

Battlemind Rank 1 • Augmentable, Illusion, Offensive, Psionic, Psychic, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, your weapon deals psychic damage instead of its normal damage type, and you mark the target until the end of your next turn.

Augment 1: As unaugmented, and you also mark one enemy adjacent to the target until the end of your next turn.

Augment 2: As an action, make a melee attack using a weapon against any number of creatures you can see within your reach, with a separate attack roll for each target. On a hit, your attack deals an extra 1d6 psychic damage, and until the end of your next turn, the target is marked and suffers disadvantage on attack rolls.

"In your foe's mind, your weapon takes the form of a hissing serpent, its strike hindering that enemy's attacks against you."

VISIONS OF TERROR

Battlemind Rank 1 • Augmentable, Enchantment, Fear, Offensive, Psionic, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, you can push the target up to 10 feet.

Augment 1: As unaugmented, and until the end of your next turn, if you or any of your allies forcibly move the target, the distance of the forced movement increases by 5 feet.

Augment 2: As unaugmented, except on a hit, your attack deals an extra 1d10 damage, and you can push the target up to 10 feet. After the push, you can move each enemy adjacent to the target up to 5 feet.

"With a sweeping attack, you trick your foes' mind into seeing you as a monstrous figure whose blow sends the enemy stumbling back. You can expend more power to cause other foes to stagger back as well."

WHIRLING DEFENSE

Battlemind Rank 1 • Augmentable, Enchantment, Offensive, Psionic, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, you can mark the target until the end of your next turn.

Augment 1: As unaugmented, and whenever you use your *Mind Lance* exploit before the end of your next turn, the target of that exploit takes an extra 1d4 damage.

Augment 2: As an action, make a melee attack using a weapon against any number of creatures within your reach, with a separate attack roll for each target. On a hit, your attack deals an extra 1d6 damage, and you can mark the target until the end of your next turn.

While marked by this exploit, a target has disadvantage on attack rolls against creatures other than you.

"Seeking to defend your friends, you attack your foe to get it to focus on you. By channeling more power into your attack, you can distract more opponents."

WORLD-SLIPPING ADVANCE

Battlemind Rank 1 • Augmentable, Conjuration, Offensive, Psionic, Teleportation, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, you can move up to 5 feet without provoking opportunity attacks to a space adjacent to the target.

Augment 1: As unaugmented, except on a hit, you can teleport to any space adjacent to the target.

Augment 2: As unaugmented, except on a hit, your attack deals an extra 1d10 damage, and you can teleport to a space within 15 feet of the target.

"You slip unfettered across the battlefield to gain an advantageous position."

WRENCHING CLAW

Battlemind Rank 1 • Augmentable, Evocation, Force, Offensive, Psionic, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, your attack deals force damage instead of its normal damage type, and you can move the target up to 5 feet to a space adjacent to you.

Augment 1: As unaugmented, except you can move the target up to 10 feet to a space adjacent to you.

Augment 2: As unaugmented, except on a hit, your attack deals an extra 1d10 force damage, and you move the target up to 15 feet to a space adjacent to you..

"You manifest a claw of force around your weapon. Then, as you strike, the claw encloses your foe and drags it into position."

RANK 1 - UTILITY

BATTLE RESILIENCE

Battlemind Rank 1 • Psionic, Transmutation, Utility (Short)

When an attack hits or misses you for the first time during the encounter, you grant yourself resistance to all damage until the end of your next turn, including the triggering damage (no action required).

"You steel yourself for battle, girding yourself against your foe's initial assault."

BATTLEMIND'S DEMAND

Battlemind Rank 1 • Augmentable, Enchantment, Psionic, Utility (Turn)

Unaugmented: As a bonus action, choose one creature within 15 feet of you. You mark the target for 10 minutes or until you use this exploit again.

Augment 1: As unaugmented, except you can target two creatures within 15 feet of you.

"You draw your foe's concentration, taunting the foe to strike at you."

BLURRED STEP

Battlemind Rank 1 • Conjuration, Psionic, Utility (Turn)

When an adjacent enemy marked by you moves, you can move up to half your speed without provoking opportunity attacks (no action required).

"You bend reality with the power of your mind, flashing across the space between you and your enemy."

CONCUSSIVE RESPONSE

Battlemind Rank 1 • Force, Psionic, Transmutation, Utility (Short)

When you are below half your hit point maximum at the start of your turn, you can activate this exploit (no action required). Until the end of your next turn, you deal an extra 1d6 force damage whenever you hit with an attack.

The damage bonus of this exploit increases when you reach 5th level (+2d6), 11th level (+3d6), and 17th level (+4d6).

"With a thought, you transform your injuries into energy that bolsters your attacks."

DIMENSION SLIDE

Battlemind Rank 1 • Conjuration, Psionic, Teleportation, Utility (Short)

As a bonus action, you target yourself and one ally you can see within 25 feet. You can move one target up to 5 feet and teleport the other target up to 15 feet to an unoccupied space you can see.

"You bend the space around you to better position yourself and an ally on the battlefield."

EVADE EXPLOSION

Battlemind Rank 1 • Abjuration, Psionic, Utility (Short)

When you fail a Dexterity saving throw against a damaging effect, you can use your reaction to move up to 5 feet and gain resistance to the triggering damage.

"A prescient vision of destruction allows you to sidestep the worst effects of an attack."

FEATHER STEP

Battlemind Rank 1 • Psionic, Transmutation, Utility (Turn)

As a bonus action, you ignore difficult terrain and can both move across liquid and stand on it as if it were solid ground until the end of your turn. In addition, you can move up to 15 feet.

"With a focused thought, you lift your body slightly off the ground on a current of psionic energy, allowing you to move over water or broken ground with ease."

OAKEN RESILIENCE

Battlemind Rank 1 • Psionic, Transmutation, Utility (Long)

As a bonus action, you gain resistance to nonmagical bludgeoning, piercing, and slashing damage for 1 minute.

"As your mind envisions the strength of the oak, your body acquires that tree's ancient resilience."

PSIONIC VIGOR

Battlemind Rank 1 • Abjuration, Psionic, Utility (Short)

As a bonus action, you gain 2d4 + 4 temporary hit points.

"You focus your mind to shrug off injuries."

SPEED OF THOUGHT

Battlemind Rank 1 • Psionic, Transmutation, Utility (Short)

When you roll initiative, you can immediately move up to 25 feet (no action required).

You can use this exploit even if you're surprised.

"You move in the blink of an eye, reaching your foes before they can draw their weapons."

TELEPATHIC CHALLENGE

Battlemind Rank 1 • Enchantment, Psionic, Utility (Short)

As a bonus action, choose any number of creatures within 10 feet of you. You mark each target until the end of your next turn. While marked by this exploit, a target suffers disadvantage on attack rolls against creatures other than you.

"You loom large in your foes' minds, forcing the enemies to turn their attention toward you."

WILD FOCUS

Battlemind Rank 1 • Abjuration, Psionic, Utility (Short)

When an enemy within 60 feet of you starts its first turn during the encounter, you can pull the triggering enemy up to 10 feet and mark it until the end of your next turn (no action required).

"Using a surge of telekinetic power, you yank an enemy toward you, forcing it to fight."

WILD SAVAGERY

Battlemind Rank 1 • Psionic, Stance, Transmutation, Utility, Weapon (Long)

When an enemy marked by you deals damage to an ally, you can use your reaction to make a melee weapon attack or a Charging attack against the triggering enemy. On a hit, the target is knocked prone.

In addition, you enter the Wild Savagery stance. Until the stance ends, any creature you hit with an opportunity attack is also knocked prone.

"You summon the beast within, gaining the power to send unwary foes sprawling."

RANK 2 - OFFENSIVE

ASPECT OF LIVING STONE

Battlemind Rank 2 • Offensive, Polymorph, Psionic, Transmutation, Weapon (Long)

As an action, make a melee attack using a weapon against any number of creatures within your reach, with a separate attack roll for each target. On a hit, your attack deals an extra 2d6 damage, and the target must succeed on a Strength saving throw or be knocked prone.

In addition, you assume the aspect of Living Stone for 1 minute. While in this aspect you gain resistance to all damage, and once per turn, when you hit a creature with a melee weapon attack, your attack deals an extra 1d6 damage.

"You harden your flesh, becoming a living statue and delivering heavy blows that knock your foes to the ground."

ASPECT OF UNSPEAKABLE HORROR

Battlemind Rank 2 • Fear, Offensive, Polymorph, Psionic, Psychic, Transmutation, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 psychic damage.

In addition, you assume the aspect of the Unspeakable Horror for 1 minute. While in this aspect you gain advantage on Charisma (Intimidation) checks, and whenever you hit a creature with a melee weapon attack, that creature also suffers disadvantage on attack rolls until the end of your next turn.

"Your attack heralds your transformation into a nightmare creature whose appearance cripples your enemies with fear."

BECKONING STRIKE

Battlemind Rank 2 • Enchantment, Offensive, Psionic, Stance, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and you assume the Beckoning stance. Until the stance ends, when you hit a creature marked by you with an opportunity attack, at the end of the current turn, you can pull the triggering creature a number of feet equal to its walking speed closer to you.

"As you strike your enemy, you unleash a surge of psionic energy that warms the minds of the foes you challenge, compelling them to approach you."

BODY DOUBLE

Battlemind Rank 2 • Augmentable, Conjunction, Offensive, Psionic, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, you can also choose an unoccupied space adjacent to the target. You occupy that space in addition to your normal space until the start of your next turn. While you occupy multiple spaces through this exploit, you can use either space as the origin for your attacks and spells. Both spaces you occupy count for effects that depend on having an allied creature that isn't incapacitated within 5 feet of a target. You can be targeted in either space, but area effects that affect both spaces target you only once.

Augment 1: As unaugmented, and when the effect ends, you choose whether to occupy your original space or your double's space.

Augment 2: As unaugmented, except on a hit, your attack deals an extra 2d10 damage, and choose an unoccupied space you can see within 30 feet of you. You occupy that space in addition to your normal space until the start of your next turn. While you occupy multiple spaces through this exploit, you can use either space as the origin for your attacks and spells. Both spaces you occupy count for effects that depend on having an allied creature that isn't incapacitated within 5 feet of a target. You can be targeted in either space, but area effects that affect both spaces target you only once. When the effect ends, you choose whether to occupy your original space or your double's space.

"You bend space to temporarily stand in two places at once, becoming a double threat to your enemies."

EGO CRUSH

Battlemind Rank 2 • Augmentable, Evocation, Offensive, Psionic, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, the target cannot gain advantage on attack rolls until the end of your next turn.

Augment 1: As unaugmented, except on a hit, the target suffers disadvantage on attack rolls until the end of your next turn.

Augment 2: As an action, make a melee attack using a weapon against any number of creatures within your reach, with a separate attack roll for each target. On a hit, your attack deals an extra 2d6 damage, and the target cannot gain advantage on attack rolls until the end of your next turn.

"Your strike delivers a torrent psionic energy that addles your foe."

EMPATHIC FEEDBACK

Battlemind Rank 2 • Abjuration, Offensive, Psionic, Psychic, Weapon (Long)

When you take damage from an attack, you can use your reaction to choose any number of creatures within 15 feet of you. Each target must make a Wisdom saving throw. On a failed save, a target takes 4d6 psychic damage, and is pushed up to 15 feet. On a successful save, a target takes half as much damage, and is pushed up to 5 feet.

In addition, you gain temporary hit points equal to 2d6 + your level.

"Your counterattack sends foes reeling away from you while your vigor is temporarily replenished."

FATED CONFRONTATION

Battlemind Rank 2 • Conjunction, Offensive, Psionic, Teleportation, Weapon (Long)

As an action, choose one creature you can see within 30 feet. You teleport yourself and the chosen creature, swapping positions. After the teleport, make a melee attack using a weapon against one creature within your reach. On a hit, your attack deals an extra 3d10 damage, and you mark the target until the end of your next turn. On a miss, your attack deals half as much damage as normal and you mark the target until the end of your next turn.

After the attack is resolved, you teleport yourself and the original chosen creature, swapping positions again.

"You warp fate to take the place of another creature on the battlefield, deliver a brutal attack against an unsuspecting enemy, and then return to your original position."

FLOWING WEAPON

Battlemind Rank 2 • Augmentable, Offensive, Psionic, Transmutation, Weapon (Turn)

Unaugmented: When you make a melee weapon attack on your turn, you can increase your reach for that attack by 5 feet.

Augment 1: As unaugmented, but you can extend the reach of the attack by 15 feet instead of 5 feet.

Augment 2: As unaugmented, except you can extend the reach of the attack by 15 feet instead of 5 feet. On a hit, your attack deals an extra 2d10 damage, and you can pull the target up to 20 feet.

"As you swing your weapon, it ripples and flows to reach a distant foe."

FORCEFUL REVERSAL

Battlemind Rank 2 • Augmentable, Force, Offensive, Psionic, Transmutation, Weapon (Turn)

Unaugmented: When an enemy hits you with an attack, you can use your reaction to make a melee attack using a weapon against the triggering enemy. On a hit, your attack deals force damage instead of its normal damage type, and you can push the target up to 5 feet. In addition, you don't get your normal action on your next turn.

Augment 1: As unaugmented, except on a hit, your attack deals force damage instead of its normal damage type, and you can push the target up to 5 feet and then move up to 5 feet without provoking opportunity attacks to the space the target vacated. Also on a hit, you gain advantage on attack rolls against the target until the end of your next turn.

Augment 2: As unaugmented, except on a hit, your attack deals an extra 2d10 force damage, and you can push the target up to 15 feet and knock it prone. Also on a hit, the target cannot stand up until the start of your next turn.

"You draw the force from an enemy's attack and hurl it back at your attacker through your weapon."

GHOST IN THE STEEL

Battlemind Rank 2 • Augmentable, Enchantment, Offensive, Psionic, Psychic, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, the first time the target hits or misses any of your allies before the end of your next turn, it takes 1d6 psychic damage.

Augment 1: As unaugmented, except on a hit, the target must succeed on a Wisdom saving throw or hit itself with one of its melee weapon attacks (you choose which one).

Augment 2: As unaugmented, except on a hit, your attack deals an extra 2d10 psychic damage, and the target must succeed on a Wisdom saving throw or the next time it makes a melee attack before the end of your next turn, you choose which creature it attacks (not including itself).

"Your weapon attack is merely a distraction from your true assault as you use a spike of psionic energy to cause your foe to harm itself."

GIVE CHASE

Battlemind Rank 2 • Augmentable, Conjunction, Offensive, Psionic, Psychic, Teleportation, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, you mark the target until the end of your next turn. If the marked target triggers your **Blurred Step** exploit before the end of your next turn, you can move up to 5 extra feet with that exploit.

Augment 1: As unaugmented, except if the target triggers your **Blurred Step** exploit before the end of your next turn, you can move up to 15 extra feet with that exploit.

Augment 2: As unaugmented, except on a hit, your attack deals an extra 2d10 damage, and you mark the target until the end of your next turn. If the marked target triggers your **Blurred Step** exploit before the end of your next turn, you can teleport up to 25 feet with that exploit instead of moving.

"Your attack keeps an enemy's attention on you as you stay in motion around it."

INCONSTANT LOCATION

Battlemind Rank 2 • Conjunction, Offensive, Psionic, Stance, Teleportation, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and you assume the Inconsistent Location stance. Until the stance ends, you can teleport up to 10 feet (no action required). You can only use this effect as the first or last thing you do on your turn.

"Your attack opens up ripples in space, letting you slip from place to place to stay one step ahead of your foes."

LIGHTNING RUSH

Battlemind Rank 2 • Augmentable, Offensive, Psionic, Transmutation, Weapon (Turn)

Unaugmented: When an enemy within 30 feet of you targets an ally with an attack, you can use your reaction to move up to your speed to a space adjacent to the triggering enemy and make one melee attack using a weapon against that enemy. In addition, you don't get your normal action on your next turn.

Augment 1: As unaugmented, and the triggering enemy suffers disadvantage on the triggering attack roll.

Augment 2: As unaugmented, except on a hit, your attack deals an extra 2d10 damage, and you become the target of the triggering attack.

"Like a lightning strike, you rush across the battlefield and launch a counterattack to help a friend. If you choose, you can draw the enemy's attack to yourself."

NIGHTMARE VORTEX

Battlemind Rank 2 • Enchantment, Illusion, Offensive, Psionic, Weapon (Long)

As an action, make a melee attack using a weapon against any number of creatures you can see within your reach, with a separate attack roll for each target. On a hit, your attack deals an extra 2d6 damage, and you can move the target up to 5 feet.

In addition, for 1 minute, whenever an enemy starts its turn within 15 feet of you, you can move the triggering enemy up to 5 feet (no action required).

"You generate a vortex of nightmares around yourself that engulfs the minds of your enemies, forcing your foes to move away from imagined attacks."

PREDATOR TO PREY

Battlemind Rank 2 • Enchantment, Fear, Offensive, Psionic, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and the target becomes prey for 1 minute. While prey, the target's melee reach is reduced to no more than 5 feet and whenever the target is hit with an attack roll, you can move it up to 5 feet (no action required). The target can make a Wisdom saving throw at the end of each of its turns, ending this exploit on a success.

"You unleash a wave of psionic energy that crushes your foe's bravery, leaving the enemy overwhelmed with terror."

PSIONIC SPEED

Battlemind Rank 2 • Augmentable, Offensive, Psionic, Transmutation, Weapon (Turn)

Unaugmented: As an action, make a melee attack using a weapon against one, two, or three creatures within your reach, with a separate attack roll for each target. On a hit, you mark the target until the end of your next turn. While marked by this exploit, the target suffers disadvantage on attack rolls against creatures other than you.

Augment 1: As unaugmented, and after each of the first and second attacks, you can move up to 5 feet without provoking opportunity attacks.

Augment 2: As unaugmented, except on a hit, your attack deals an extra 2d6 damage, and you mark the target until the end of your next turn. While marked by this exploit, the target suffers disadvantage on attack rolls against creatures other than you.

"You move in a blur, making a series of quick attacks that force your opponents to regard you as a threat."

STONE SQUIRE

Battlemind Rank 2 • Augmentable, Offensive, Psionic, Transmutation, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, the target must succeed on a Strength saving throw or be knocked prone.

Augment 1: As unaugmented, and after the attack, you can move up to 10 feet without provoking an opportunity attack to a space adjacent to the target.

Augment 2: As unaugmented, except on a hit, your attack deals an extra 2d10 damage, and you knock the target prone.

"For an instant, you take on the weight of stone, allowing you to use your heavier mass to sweep your foe to the ground."

VIOLENT UBIQUITY

Battlemind Rank 2 • Augmentable, Conjuration, Offensive, Psionic, Teleportation, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, you teleport yourself and either the target or one ally adjacent to you, swapping positions.

Augment 1: As unaugmented, and you mark the target until the end of your next turn. You then teleport yourself and one ally within 15 feet of you, swapping positions.

Augment 2: As unaugmented, except on a hit, your attack deals an extra 2d10 damage, and you mark the target until the end of your next turn. You then teleport yourself and one ally within 25 feet of you, swapping positions.

"Your attack keeps the target off balance, as either it or one of your allies swaps positions in a violent wrenching of reality."

WILD SPEED

Battlemind Rank 2 • Force, Offensive, Psionic, Stance, Transmutation, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 force damage, and the target must succeed on a Wisdom saving throw or its speed is halved for 1 minute. The target can make a Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success.

After the attack is resolved, you can move up to half your speed without provoking opportunity attacks to a space adjacent to the target. You then assume the Wild Speed stance. Until the stance ends, at the beginning your turn, roll a d4. Until the end of your turn, your walking speed increases by a number of feet equal to 5 times the die roll. If the die roll was odd, then your movement doesn't provoke opportunity attacks until the end of your turn.

"Your strike warps temporal bonds, sapping your opponent's speed and infusing you with unpredictable bursts of movement."

RANK 2 - PSIONIC, UTILITY

ENERGY TRANSFORMATION

Battlemind Rank 2 • Psionic, Transmutation, Utility (Long)

When you take damage, you can use your reaction to take only half damage from the triggering effect. For 1 minute, you radiate bright light in a 25-foot radius and dim light for an additional 25 feet.

"The force of an opponent's attack is shunted through you as brilliant white light."

GHOST JAUNT

Battlemind Rank 2 • Illusion, Psionic, Utility (Short)

As a bonus action, choose one creature marked by you within 30 feet. You become invisible to the target, you can then move up to 25 feet without provoking opportunity attacks to a space adjacent to the target. This invisibility lasts until the end of your next turn or until you attack, cast a spell, or use a damaging ability.

"You vanish from an enemy's sight, slipping past other foes as you move into attack position."

MENTAL TRIUMPH

Battlemind Rank 2 • Abjuration, Psionic, Utility (Long)

As a bonus action, you empower yourself for 1 minute. While empowered, your speed cannot be reduced, and you cannot be grappled or restrained.

"By the power of your mind, you shrug off the most potent physical effects."

PSIONIC AMBUSH

Battlemind Rank 2 • Conjuration, Psionic, Teleportation, Utility (Short)

As a bonus action, choose one creature marked by you within 60 feet. You teleport to an unoccupied space adjacent to the target. You gain advantage on attack rolls against the target until the end of your next turn.

"You forge a mental link with your enemy and travel through a fold in space, appearing suddenly next to that enemy."

RELENTLESS HOSTILITY

Battlemind Rank 2 • Psionic, Transmutation, Utility (Turn)

When you reduce an enemy to 0 hit points during your turn, you can move up to 5 feet without provoking opportunity attacks (no action required).

"Even before your foe drops, you slip away in search of another victim."

SENSE MINDS

Battlemind Rank 2 • Divination, Psionic, Utility (Short)

As a bonus action, until the end of your next turn, you know the location of all living creatures within 60 feet of you. Until this effect ends, living creatures within 60 feet of you cannot gain advantage on attack rolls against you, and your attack rolls against them ignore half and three-quarters cover.

"You stretch your senses outward, using your mind's eye to look beyond the material world in search of living minds."

STAG'S LEAP

Battlemind Rank 2 • Psionic, Transmutation, Utility (Turn)

As a bonus action, until the end of your next turn, your long jump increases by 5 feet and your high jump increases by 2 feet. In addition, you are considered to have a running start, and you have advantage on Strength ability checks related to jumping.

"You spring into the air, fueling your leap with your psionic magic."

SURGING DURABILITY

Battlemind Rank 2 • Abjuration, Psionic, Stance, Utility (Long)

As a bonus action, you enter the Surging Durability stance. Until the stance ends, whenever you hit with an attack roll, you gain temporary hit points equal to twice your proficiency bonus.

"With each attack, you use the power of your mind to bolster your vitality."

WARNING PREMONITION

Battlemind Rank 2 • Divination, Psionic, Utility (Long)

When you become surprised, you can use this exploit to no longer be surprised (no action required). In addition, you can move up to half your speed without provoking opportunity attacks and until the end of your next turn, you mark one creature adjacent to you at the end of this movement.

"A premonition of danger flashes through your mind, letting you take the fight to a foe that thought it had the drop on you."

WINGED WEAPON

Battlemind Rank 2 • Psionic, Transmutation, Utility, Weapon (Short)

As a bonus action, choose one weapon that you are holding. The next melee attack you make using that weapon before the end of your next turn can target a creature up to 60 feet away. The weapon returns to your hand after you make that attack.

"You channel psionic energy into your weapon, adjusting the rules of nature so that the weapon will slide through the air as if on wings when you hurl it."

RANK 3 - OFFENSIVE

ASPECT OF DISEMBODIMENT

Battlemind Rank 3 • Offensive, Psionic, Transmutation, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage, and the target must succeed on a Constitution saving throw or suffer disadvantage on attack rolls and saving throws for 1 minute. The target can repeat the saving throw at the end of each of its turns ending the effect on a success. The effect also ends if the target ends its turn without having made an attack during that turn.

In addition, you assume the aspect of Disembodiment for 1 minute. While in this aspect, when you take the attack action on your turn, you can move up to half your speed without provoking opportunity attacks before or after one of your melee attacks using a weapon. You can move through enemies' spaces during this movement. On a hit, your attack deals an extra 1d8 damage.

"Your attack transforms both your enemy and yourself into a partially liquid form."

BALEFUL TELEPORT

Battlemind Rank 3 • Conjuration, Offensive, Psionic, Teleportation, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage, and the target must make a Constitution saving throw. On a failed save, you can teleport the target up to 25 feet to an unoccupied space, and the target is then dazed for 1 minute. On a successful save, the target is dazed until the end of your next turn. The target can repeat the saving throw at the end of each of its turns, ending the daze on a success. While dazed by this exploit, the target cannot take reactions, and on its turn, it must choose whether it gets a move, an action, or a bonus action; it gets only one of the three.

"A crippling strike shunts your foe across the battlefield, then leaves it dazed."

CASCADE OF RIPPLING FORCE

Battlemind Rank 3 • Enchantment, Force, Offensive, Psionic, Stance, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 force damage, and you assume the Rippling Force stance. Until the stance ends, you can use a bonus action to move up to 15 feet without provoking opportunity attacks. During this movement, you can move through the spaces of enemies marked by you. If you do so, the first time you enter an enemy's space during the movement, that enemy takes 1d8 force damage.

"Your weapon and body flare with telekinetic energy as you attack. Afterward, waves of force roll off your body."

INEXORABLE DEATH STRIKE

Battlemind Rank 3 • Enchantment, Offensive, Psionic, Psychic, Stance, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage, and for 1 minute, the target takes 1d8 psychic damage at the start of each of its turns. The target can make a Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success.

In addition, you assume the inexorable death stance. Until the stance ends, when you hit an adjacent enemy marked by you with an opportunity attack, the triggering enemy automatically fails the first saving throw it makes at the end of its next turn against one effect that a save can end.

"You project a vision of your enemy's death into the foe's mind."

INTELLECT HAMMER

Battlemind Rank 3 • Enchantment, Offensive, Psionic, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 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.

In addition, you regain two psi points or two psionic energy dice.

"You hammer your foe's intellect, draining power from it."

IRON TOMB

Battlemind Rank 3 • Offensive, Polymorph, Psionic, Transmutation, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage, and the target must make a Constitution saving throw. On a failed save, the target is turned into an iron statue for 1 minute. On a successful save, the target is turned into an iron statue until the end of your next turn. While turned into iron by this exploit, the target is stunned and immune to all damage except psychic damage, and it can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

"Psionic energy cascades from your weapon as you strike your foe, transforming the enemy into a statue of iron."

LION'S CHARGE

Battlemind Rank 3 • Offensive, Psionic, Transmutation, Weapon (Long)

As an action, you can move up to your speed and make a melee attack using a weapon against one or two creatures within your reach, with a separate attack roll for each target. On a hit, your attack deals an extra 4d6 damage. If either attack hits, you can make one additional attack using a melee weapon against a third creature, with advantage on the attack roll. On a hit, your attack deals an extra 4d6 damage.

"You make springing charge attacks against two foes, even as you set your sights on a third."

SHATTERED TIME

Battlemind Rank 3 • Offensive, Psionic, Transmutation, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage, and you create a zone in a 15-foot radius around you that lasts until the end of your next turn. While you are within the zone, when an enemy in the zone makes an attack roll against a creature other than you, that enemy provokes an opportunity attack from you. Before you make the opportunity attack, you can move without provoking opportunity attacks to any unoccupied space within the zone that is adjacent to the triggering enemy. On a hit, your opportunity attack deals an extra 1d8 damage, and you can mark the triggering enemy until the end of your next turn.

As long as the zone persists, you can use your bonus action on subsequent turns to maintain the zone, extending the duration until the end of your next turn.

"Your weapon attack disrupts the flow of time around you, allowing you to harry your foes' attempts to attack your allies."

STRENGTH OF THE ENEMY

Battlemind Rank 3 • Enchantment, Offensive, Psionic, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage, and the target must make a Constitution saving throw. On a failed save, the target is weakened for 1 minute. On a successful save, the target is weakened until the end of your next turn. The target can repeat the saving throw at the end of each of its turns, ending the exploit on a success.

While the target is weakened by this exploit, the target deals only half as much damage as normal with weapon attacks, and whenever you hit a creature with a melee attack, your attack deals an extra 2d6.

"When your attack weakens a foe, its fleeting strength drives your fury in battle."

WHELM

Battlemind Rank 3 • Enchantment, Offensive, Psionic, Psychic, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 psychic damage, and you can push the target up to 10 feet.

"You unleash a blast of crackling psionic energy as you strike, flinging your enemy back."

RANK 3 - PSIONIC, UTILITY

BATTLE ASPECT

Battlemind Rank 3 • Polymorph, Psionic, Teleportation, Transmutation, Utility (Long)

As a bonus action, you can teleport up to 15 feet and for 1 minute, you gain resistance to all damage. Until this effect ends, you can teleport up to 15 feet as a bonus action on each of your turns.

"You let the power of your mind run rampant, transforming yourself into a creature of pure psionic energy."

GUARDIAN'S SPEED

Battlemind Rank 3 • Psionic, Transmutation, Utility (Turn)

When an adjacent ally takes damage, you can use your reaction to move the triggering ally up to 5 feet and until the end of the current turn, additional attack rolls against the triggering ally have disadvantage.

"As your ally reels from an attack, you act with the speed of thought to shield your friend from further assault."

HAND OF THE TITAN

Battlemind Rank 3 • Evocation, Psionic, Utility (Short)

As a bonus action, until the end of your next turn, your weapon attacks deal an extra 1d8 cold, fire, lightning, or thunder damage (your choice) on a hit.

"Your arms bulge with strength, and your weapon ripples with elemental energy as your mind draws from a deep font of power."

HONE WEAPON

Battlemind Rank 3 • Psionic, Transmutation, Utility (Long)

As a bonus action, you touch one weapon within your reach. For 1 minute, critical hits with the target weapon deal an extra 2d8 damage, and when a creature rolls a 1 on a damage die for an attack made with the target weapon, the wielder can reroll the die and must use the new roll, even if the new roll is a 1.

"You channel psionic energy through your weapon, granting it a brutal advantage in battle."

IRON WARDING

Battlemind Rank 3 • Psionic, Transmutation, Utility (Long)

When you take damage from an attack, you can use your reaction to reduce the triggering damage to 0, but you are subject to all other effects of the attack, if any.

"For a moment, your flesh becomes as hard as iron, and your foe's attack bounces off you harmlessly."

SHADOW ALLY

Battlemind Rank 3 • Illusion, Psionic, Utility (Long)

As a bonus action, you conjure an illusory duplicate of yourself in an unoccupied space within 30 feet of you. The duplicate lasts for 1 minute. You gain a +4 bonus to AC and advantage on saving throws against any attack or effect that does not target both you and the duplicate. You can move the duplicate up to 30 feet during your turn (no action required).

The duplicate can be targeted as normal, using your AC and saving throws, although it lacks hit points. The duplicate disappears if any damage is dealt to it.

"Your form shimmers as you send a wave of psionic energy washing over your foes. In their minds, you fade away as your duplicate appears and threatens them."

SUBJECTIVE GRAVITY

Battlemind Rank 3 • Stance, Psionic, Transmutation, Utility (Long)

As a bonus action, you enter the Subjective Gravity stance. Until the stance ends, you can move across any horizontal or vertical surface without having to climb. You can walk on walls and ceilings as if they were floors. You fall if you end the stance while on a surface on which you could not normally stand.

"By altering reality, you ignore the effects of gravity as you move."

UBIQUITOUS VISION

Battlemind Rank 3 • Divination, Psionic, Utility (Long)

As a bonus action, for 1 minute, enemies cannot gain advantage on attack rolls against you, and you gain advantage on Wisdom (Perception) checks that rely on sight.

"Your entire body becomes an extension of your eyes."

UNCANNY SENSES

Battlemind Rank 3 • Divination, Psionic, Utility (Short)

As a bonus action, until the end of your next turn, you can see invisible creatures and objects, and you gain advantage on Wisdom (Insight) and (Perception) checks.

"Foes try in vain to hide from your heightened senses."

RANK 4 - OFFENSIVE

ASPECT OF ENLIGHTENING FLAME

Battlemind Rank 4 • Fire, Offensive, Polymorph, Psionic, Psychic, Transmutation, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 fire damage and an extra 2d10 psychic damage, and the target must succeed on a Wisdom saving throw or for 1 minute, the target takes 1d10 fire damage and 1d10 psychic damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending this effect on a success.

In addition, you assume the aspect of Enlightening Flame for 1 minute. While in this aspect, when you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 fire damage and 1d10 psychic damage.

"As you attack your foes, you become the embodiment of flame in their eyes. With each strike, you inflict blistering wounds, which burn your enemies from within."

ASPECT OF THE DESERT STORM

Battlemind Rank 4 • Conjunction, Offensive, Psionic, Teleportation, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d6 damage, and you can push the target up to 25 feet. In addition, you and the target can teleport, swapping positions.

After the teleport, make a melee attack using a weapon against any number of creatures you can see within your reach other than the original target, with a separate attack roll for each creature. On a hit, your attack deals an extra 4d6 damage, and that creature 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.

"Your enemy flies back from your attack, and before it lands, you exchange positions so you can lash out against other foes."

ASPECT OF THE RAGING TEMPEST

Battlemind Rank 4 • Lightning, Offensive, Polymorph, Psionic, Thunder, Transmutation, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 lightning damage, and for 1 minute, the target takes 1d10 lightning damage at the start of each of its turns. The target can make a Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

In addition, you assume the aspect of the Raging Tempest for 1 minute. While in this aspect, when you hit a creature with a melee attack using a weapon, you can move one enemy marked by you up to 5 feet. That enemy then takes 1d10 thunder damage.

"Lightning flares around the creature you strike, feeding back to grant you the power of the raging tempest."

BRUTAL BARRAGE

Battlemind Rank 4 • Augmentable, Offensive, Psionic, Transmutation, Weapon (Turn)

Unaugmented: As an action, make three melee attacks using a weapon against one creature within your reach. If you hit the target two or more times, it is also knocked prone.

Augment 1: As unaugmented, except you make four attacks instead of three. If you hit the target two or more times, it is also knocked prone.

Augment 4: As unaugmented, except you make four attacks instead of three, and on a hit, your attack deals an extra 1d10 damage.

"You lash out with your weapons, slamming your foe again and again until you drive it into the ground."

CRUSHING WAVE STRIKE

Battlemind Rank 4 • Enchantment, Force, Offensive, Psionic, Weapon (Long)

When you hit a creature with a melee attack using a weapon, choose any number of creatures in a 30-foot cone originating from you that includes the triggering creature as a target. Each target must make a Constitution saving throw. On a failed save, a target takes 4d6 force damage and is pushed up to 10 feet and knocked prone. On a successful save, the target takes half as much damage and is not pushed or knocked prone.

"Your weapon attack is followed up by a blast of psionic power that knocks creatures to the ground."

DIZZYING STRIKE

Battlemind Rank 4 • Augmentable, Enchantment, Offensive, Psionic, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, you can move the target up to 5 feet.

Augment 1: As unaugmented, except on a hit, until the end of your next turn, whenever the target attacks any of your allies, you can move the target up to 5 feet after its attack (no action required).

Augment 4: As unaugmented, except on a hit, your attack deals an extra 4d10 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.

"You strike your foe with a crackling psionic energy, creating an intense vertigo in the foe that throws it off balance."

INTELLECT SNAP

Battlemind Rank 4 • Augmentable, Enchantment, Offensive, Psionic, Psychic, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, your weapon deals psychic damage instead of its normal damage type, and the target must succeed on a Wisdom saving throw or be unable take a reaction until the end of its next turn. Moreover on a failed save, 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.

Augment 1: As unaugmented, and you can end one effect on you that a save can end.

Augment 4: As unaugmented, except on a hit, your attack deals an extra 4d10 psychic damage, and the target 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.

"Your weapon channels your psychic fury to distract and hinder your foe."

INTELLECT SUNDER

Battlemind Rank 4 • Enchantment, Fear, Offensive, Psionic, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and the target must make an Intelligence saving throw. On a failed save, the target's intellect is sundered for 1 minute. On a successful save, the target's intellect is sundered until the end of your next turn. While its intellect is sundered by this exploit, the target can only use melee weapon attacks and must include you as a target whenever it uses an action to make one or more attacks. The target can repeat the saving throw at the end of each of its turns, ending the exploit on a success.

"Your attack devastates your foe's mind, forcing the enemy to revert to its based instincts and cove its anger on you."

KINETIC FIST

Battlemind Rank 4 • Augmentable, Evocation, Force, Offensive, Psionic, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, one enemy marked by you other than the target takes 1d10 force damage.

Augment 1: As unaugmented, and until the end of your next turn, when an enemy adjacent to you damages you, that enemy takes 1d10 force damage, and you can push it up to 5 feet (no action required).

Augment 4: As unaugmented, except on a hit, your attack deals an extra 4d10 force damage, and one enemy marked by you other than the target takes 1d10 force damage. In addition, until the end of your next turn, when an enemy adjacent to you damages you, that enemy takes 2d10 force damage, and you can mark it until the end of that enemy's next turn (no action required).

"The energy from your attack causes swirling force to gather about you, which you can unleash on an attacker."

KINETIC SHIELD

Battlemind Rank 4 • Abjuration, Augmentable, Force, Offensive, Psionic, Weapon (Turn)

Unaugmented: When an enemy within your melee reach hits you or an ally with an attack, you can use your reaction to make an opportunity attack using a weapon against the triggering enemy before the triggering attack's damage is dealt. On a hit, your weapon deals force damage instead of its normal damage type, and each ally adjacent to you gains a +2 bonus to AC until the start of your next turn, including against the triggering attack, potentially causing it to miss. In addition, you don't get your normal Action on your next turn.

Augment 1: As unaugmented, but the bonus to AC is +4 instead of +2.

Augment 4: As unaugmented, except on a hit, your attack deals an extra 4d10 force damage, and each ally adjacent to you gains a +2 bonus to AC until the start of your next turn, including against the triggering attack, potentially causing it to miss.

"Your attack summons up a psionic shield that protects nearby allies."

LIVING SHARD

Battlemind Rank 4 • Conjuration, Offensive, Psionic, Radiant, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and the target must succeed on a Wisdom saving throw or be dazed for 1 minute. While dazed by this exploit, the target cannot take reactions, and on its turn, it must choose whether it gets a move, an action, or a bonus action; it gets only one of the three. The target can repeat the saving throw at the end of each of its turns, ending the exploit on a success.

In addition, the target suffers a 2d6 susceptibility to psychic damage for 1 minute. Until this susceptibility ends, the target can make a Constitution saving throw at the end of each of its turns, ending the effect on a success.

Until the exploit ends, the target takes 2d10 radiant damage whenever it deals psychic damage.

"Your strike embeds a crystalline fragment into your enemy's flesh, overwhelming it with psionic energy channeled from the Living Gate."

LURING STEEL

Battlemind Rank 4 • Abjuration, Augmentable, Offensive, Psionic, Psychic, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, you can also use your **Battlemind's Demand** exploit against the target (no action required).

In addition, until the end of your next turn, whenever an enemy hits any ally who is adjacent to you with a melee attack, that enemy takes 1d10 psychic damage.

Augment 1: As unaugmented, but the enemy takes the psychic damage whenever it hits or misses.

Augment 4: As unaugmented, except on a hit, your attack deals an extra 4d10 psychic damage, and you can choose any number of creatures within 10 feet of you. Each chosen creature is pulled up to 5 feet toward you, and you can use your **Battlemind's Demand** exploit against each of them (no action required).

"Your strike delivers a pulse of psionic energy into your enemy, compelling it to attack you or suffer. By increasing the pulse's strength, you can affect more enemies."

MIND BLADE

Battlemind Rank 4 • Enchantment, Offensive, Psionic, Psychic, Weapon (Long)

When you hit a creature with a melee attack using a weapon, the target must make a Wisdom saving throw. On a failed save, the target falls unconscious for 1 minute. The target wakes up early if it takes damage, or someone uses an action to shake or slap the target awake. On a successful save, the target is dazed for 1 minute. While suffering either effect, the target can repeat the saving throw at the end of each of its turns, ending the exploit and taking 2d10 + 5 psychic damage on a success. While dazed by this exploit, the target cannot take reactions, and on its turn, it must choose whether it gets a move, an action, or a bonus action; it gets only one of the three.

"You lash out with your weapon and channel a burst of pain into your enemy's mind, and your foe collapses as it feels the weapon strike a vital area."

OVERWHELMING LUNGE

Battlemind Rank 4 • Augmentable, Offensive, Psionic, Transmutation, Weapon (Turn)

Unaugmented: When you take the attack action on your turn, you can increase the reach of one of your melee attacks using a weapon by 5 feet.

Augment 1: As unaugmented, and your attack ignores half cover and three-quarters cover.

Augment 4: As unaugmented, except on a hit, your attack deals an extra 4d10 damage, and you can move each creature adjacent to the target up to 5 feet and then move the target up to 10 feet.

"You lunge forward to attack your enemy, your reach magically extended."

PARALYZING FEAR STRIKE

Battlemind Rank 4 • Enchantment, Fear, Offensive, Psionic, Stance, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and the target must succeed on a Wisdom saving throw or be restrained for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the condition on a success.

In addition, you enter the Paralyzing Fear stance. Until the stance ends, when you hit an adjacent enemy marked by you with an opportunity attack, your attack deals an extra 1d10 damage, and that target is restrained until the end of your next turn.

"You wave your weapon in an intricate pattern, channeling psionic energy into it as you strike. Your foe is paralyzed with fear as it perceives a hellish scene of torment engulfing it."

PARTING SHOT

Battlemind Rank 4 • Augmentable, Illusion, Offensive, Psionic, Weapon (Turn)

Unaugmented: When you take the attack action on your turn, you can forgo one of your attacks to move up to 10 feet without provoking opportunity attacks and make a melee attack using a weapon against one creature adjacent to you at any point during this movement.

Augment 1: As unaugmented, except you can make a melee attack using a weapon against one or two creatures during the movement, with a separate attack roll for each target.

Augment 4: When you take the attack action on your turn, you can forgo one of your attacks to move up to your speed and make a melee attack using a weapon against one creature adjacent to you at any point during this movement. This movement does not provoke opportunity attacks and you can move through enemies' spaces. On a hit, your attack deals an extra 4d10 damage, and you can mark the target until the end of your next turn.

"You move through your enemies like a shadow, striking hard with your weapon as you split away."

PRECOGNITIVE EYE

Battlemind Rank 4 • Divination, Offensive, Psionic, Stance, Weapon (Long)

When you take the attack action on your turn, you can grant yourself advantage on one of your melee attacks using a weapon. On a hit, your attack deals an extra 4d10 damage, and you mark the target for 1 minute. No other mark can supersede this one unless you permit it.

In addition, you enter the Precognitive Eye stance. Until the stance ends, whenever an enemy marked by you moves, you can move up to 5 feet without provoking opportunity attacks (no action required). In addition, you gain advantage on attack rolls against enemies marked by you.

"Your attack inspires an enemy to focus on you in combat, and lets you use flashes of the future to distance yourself from your foes."

SONIC BURST

Battlemind Rank 4 • Offensive, Psionic, Transmutation, Thunder, Weapon (Long)

As an action, you can move up to twice your speed without provoking opportunity attacks. Once, at any point during this movement, you can make a melee attack using a weapon against each creature within your reach, with a separate attack roll for each target. On a hit, your attack deals an extra 4d6 thunder damage, and the target must make a Constitution saving throw. On a failed save, a target is pushed up to 15 feet and for 1 minute, the target is deafened. On a successful save, the target is pushed up to 5 feet and not deafened. While deafened by this exploit, a creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

"You move with the speed of thunder, blasting your foes as you pass."

UNWAVERING CONCENTRATION

Battlemind Rank 4 • Abjuration, Augmentable, Offensive, Psionic, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, you gain a +2 bonus to AC or advantage on one type of saving throw of your choice until the start of your next turn.

Augment 1: As unaugmented, except on a hit, you gain a +2 bonus to AC and advantage on saving throws until the end of your next turn.

Augment 4: As an action, make a melee attack using a weapon against any number of creatures within your reach, with a separate attack roll for each target. On a hit, your attack deals an extra 4d6 damage, and you gain a +5 bonus to AC and advantage on saving throws until the end of your next turn.

"Your attack focuses your mind and body to shield you from counterattacks."

WEB OF BETRAYAL

Battlemind Rank 4 • Augmentable, Charm, Enchantment, Offensive, Psionic, Psychic, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, until the end of your next turn, the target takes 1d10 psychic damage when any enemy of yours makes an attack while adjacent to it.

Augment 1: As unaugmented, except on a hit, until the end of your next turn, any enemy suffers disadvantage on attack rolls while adjacent to the target.

Augment 4: As unaugmented, except on a hit, your attack deals an extra 4d10 damage. In addition, until the end of your next turn, whenever an enemy attacks any ally of yours who is adjacent to the target, that enemy must succeed on a Wisdom saving throw or use its reaction, if available, to repeat the attack against the original target of this exploit.

"You create a web of psionic energy around your foe that convinces it of its allies' betrayal. By strengthening the web, you can compel your foe's allies to meet those expectations."

RANK 4 - UTILITY

EXTEND THE MIND'S EYE

Battlemind Rank 4 • Divination, Psionic, Utility (Short)

When you make a Wisdom (Insight) or (Perception) check, you grant yourself a +5 bonus on the triggering check (no action required).

"You zero in your thoughts, snapping previously unseen details into focus within your mind's eye."

INERTIAL BARRIER

Battlemind Rank 4 • Abjuration, Psionic, Utility (Long)

When you or an ally adjacent to you is hit by an attack, you can use your reaction to create a zone that fills a 20-foot radius around you before damage is dealt. The zone lasts until the end of your next turn. You and your allies gain resistance to all damage while within the zone. Any enemy that starts or ends its turn within the zone is pushed 5 feet from the center of the zone. The zone is difficult terrain for enemies.

As long as the zone persists, you can use your bonus action on subsequent turns to maintain the zone, extending the duration until the end of your next turn.

"An attack against you triggers a psionic barrier that shields you and your allies from harm."

INSTANT MOVE

Battlemind Rank 4 • Psionic, Transmutation, Utility (Short)

At the start of your turn, or end of your turn, you can move up to your speed without provoking opportunity attacks (no action required).

"You blur across the battlefield to move into position for an attack, or to flee an enemy's retribution."

MIND OF ENDURANCE

Battlemind Rank 4 • Healing, Psionic, Transmutation, Utility (Long)

As a bonus action, you can spend up to four hit dice to regain hit points. In addition, for 1 minute, you regain 1d10 hit points at the start of each of your turns while you are below half your hit point maximum and have at least 1 hit point.

"You tap into your body's natural healing abilities and mend your wounds."

RESOLUTE RECOVERY

Battlemind Rank 4 • Psionic, Transmutation, Utility (Long)

As a bonus action, you gain temporary hit points equal to 2d10 + one-half your level and remove one effect on you that a save can end. You can then move up to 5 feet without provoking opportunity attacks.

"You shrug off a debilitating effect as you revitalize yourself in the midst of combat."

SAVAGE INTENT

Battlemind Rank 4 • Divination, Psionic, Utility (Short)

As a bonus action, you target each creature marked by you within 30 feet of you. Until the end of your next turn, when a target moves without teleporting, you can immediately move an equal number of feet without provoking opportunity attacks (no action required).

"You fix your enemies in your mind's eye, allowing you to swiftly react to their movement."

SHIELD OF THE IRON MIND

Battlemind Rank 4 • Abjuration, Psionic, Utility (Long)

As a bonus action, you gain an aura with a 30-foot radius that lasts for 10 minutes or until you dismiss it as a bonus action. Until the exploit ends, the aura moves with you, centered on you. You and your allies gain advantage on saving throws while within the aura.

"You create a shield of psionic power that fortifies your allies."

SUDDEN RUSH

Battlemind Rank 4 • Conjuration, Psionic, Teleportation, Utility (Short)

As a bonus action, you teleport to a space adjacent to a creature marked by you.

"With a burst of psionic energy, you appear next to an enemy you have called out."

TELEPORT TRIGGER

Battlemind Rank 4 • Conjuration, Psionic, Teleportation, Utility (Long)

As a bonus action, you conjure four shimmering teleport triggers in unoccupied spaces within 60 feet of you. Each teleport trigger lasts for 1 minute or until expended. When you or an ally enters a space containing a teleport trigger, that character can expend the trigger to teleport up to 30 feet (no action required).

"You warp space around you, creating a means of quick escape for you and your allies."

RANK 5 – OFFENSIVE

ASPECT OF SQUAMOUS HORROR

Battlemind Rank 5 • Fear, Offensive, Polymorph, Psionic, Psychic, Transmutation, Weapon (Long)

As an action, make a melee attack using a weapon against any number of creatures within your reach, with a separate attack roll for each target. On a hit, your attack deals an extra 5d6 damage, and the target must succeed on a Strength saving throw or be pushed up to 15 feet.

In addition, each target takes 1d12 psychic damage. You then assume the aspect of Squamous Horror for 1 minute. While in this aspect, when you hit a creature with a melee attack using a weapon, the target must succeed on a Wisdom saving throw or use its reaction, if available, to move up to its speed away from you by the safest route possible.

"Your attack pushes your enemies back, wracking them with fear as you take on the form of a hideous scaled beast."

ASPECT OF STOLEN IDENTITY

Battlemind Rank 5 • Charm, Offensive, Polymorph, Psionic, Transmutation, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage.

In addition, you assume the aspect of Stolen Identity for 1 minute. While in this aspect, when you hit a creature with a melee attack using a weapon, the target must succeed on a Wisdom saving throw or use its reaction, if available, to attack itself with one of its melee weapons of your choice. The target gains advantage on the attack roll against itself.

"You repeatedly transform yourself into simulacra of your enemies. Through these forms, you can cause your enemies to harm themselves."

BATTLE VORTEX

Battlemind Rank 5 • Augmentable, Conjuration, Offensive, Psionic, Psychic, Teleportation, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, until the end of your next turn, when any enemy starts its turn within 10 feet of you but ends its turn more than 10 feet away from you, that enemy takes 1d12 psychic damage.

Augment 1: As unaugmented, except on a hit, until the end of your next turn, while the target is within 10 feet of you, it suffers disadvantage on attack rolls against your allies who are more than 10 feet away from you.

Augment 4: As unaugmented, except on a hit, your attack deals an extra 5d10 psychic damage, and until the end of your next turn, when any enemy starts its turn within 10 feet of you but ends its turn more than 10 feet away from you, you can teleport that enemy up to 15 feet (no action required), and its speed is reduced to 0 until the end of its next turn.

"Your attack creates a vortex that sends waves of psychic energy crashing over your enemies. By increasing the vortex's energy, you can move or lock down your foes."

CLOUD OF DANCING BLADES

Battlemind Rank 5 • Augmentable, Conjunction, Offensive, Psionic, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, until the end of your next turn, your *Mind Lance* exploit deals an extra 1d12 damage.

Augment 1: As unaugmented, and you mark each enemy adjacent to you until the start of your next turn.

Augment 4: As an action, make a melee attack using a weapon against any number of creatures within 10 feet of you, with a separate attack roll for each target. You can make this attack even if a target is outside your melee attack reach. On a hit, your attack deals an extra 5d6 damage.

In addition, you create a zone filling a 15-foot radius around you that lasts until the start of your next turn. When an enemy willingly leaves the zone, you can use your reaction to immediately move up to 20 feet to an unoccupied space adjacent to the triggering enemy and make an opportunity attack against that enemy. On a hit, your attack deals an extra 5d6 damage, and the target's speed is reduced to 0 until the end of your next turn.

"A field of spectral blades fills the air around you, increasing your retribution against a foe that harms your allies."

DANCING STRIKE

Battlemind Rank 5 • Augmentable, Force, Offensive, Psionic, Psychic, Transmutation, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, until the start of your next turn, when you use your *Blurred Step* exploit, you can move up to 30 feet without provoking opportunity attacks instead of 5 feet.

Augment 1: As unaugmented, and you mark each enemy within 5 feet of you until the end of your next turn.

Augment 4: When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage. Until the start of your next turn, when you use your *Blurred Step* exploit, you can move up to 30 feet without provoking opportunity attacks instead of 5 feet, and the creature that triggers your *Blurred Step* takes 1d12 force damage and 1d12 psychic damage.

"In the aftermath of your attack, you deftly stay ahead of your foes' attempts to move around you."

DAZZLING ASSAULT

Battlemind Rank 5 • Augmentable, Offensive, Psionic, Transmutation, Weapon (Turn)

Unaugmented: When an adjacent enemy marked by you moves, you can use your reaction to make a melee attack using a weapon against the triggering enemy. On a hit, the target must succeed on a Constitution saving throw or you can move it up to 5 feet and until the end of your next turn, the target's speed is reduced to 0. In addition, you don't get your normal action on your next turn.

Augment 1: As unaugmented, and the target cannot teleport and is immune to forced movement while its speed is reduced by this exploit. In addition, you don't get your normal action on your next turn.

Augment 4: As unaugmented, except on a hit, your attack deals an extra 5d10 damage, and you can move the target up to 10 feet, and its speed is reduced to 0 until the end of your next turn.

"Your foe attempts to split away from you, but you attack in a blur of movement, sending your enemy in another direction and binding it with psionic energy."

DIMENSIONAL AMBUSH

Battlemind Rank 5 • Conjunction, Offensive, Psionic, Psychic, Teleportation, Weapon (Long)

When you take the attack action on your turn, you can increase the reach of one of your melee attacks using a weapon by 15 feet. On a hit, your attack deals an extra 1d12 psychic damage, and you can move the target up to 5 feet.

In addition, you can teleport to the space the target occupied before you moved it, then make one additional melee attack using a weapon against the target. On a hit, your attack deals an extra 5d10 psychic damage, and you mark each enemy adjacent to you until the end of your next turn.

After both attacks are resolved, you can teleport up to 25 feet.

"Your power bends the space around you, letting you strike a distant foe, then forcing that foe back as you appear at its side to strike again."

ENTANGLING WEAPON

Battlemind Rank 5 • Augmentable, Offensive, Psionic, Transmutation, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, you can also move the target up to 5 feet. You can then move up to 5 feet without provoking opportunity attacks to the space the target left.

Augment 1: As unaugmented, except on a hit, whenever the target moves before the end of your next turn, you can move the target up to 5 feet (no action required) at the end of that movement.

Augment 4: As unaugmented, except on a hit, your attack deals an extra 5d10 damage, and when you hit any enemy before the end of your next turn, you can move that enemy up to 10 feet.

"You imbue your attack with psionic energy, allowing you to strike precisely and forcing your opponent to move as you dictate."

FESTERING WOUND

Battlemind Rank 5 • Augmentable, Enchantment, Offensive, Psionic, Psychic, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, your next attack against the target before the end of your next turn deals an extra 1d12 psychic damage on a hit.

Augment 1: As unaugmented, except on a hit, the target loses its psychic resistance until the end of your next turn.

Augment 4: As unaugmented, except on a hit, your attack deals an extra 5d10 psychic damage, and your next attack against the target before the end of your next turn deals an extra 1d12 psychic damage on a hit.

"You strike and slash, opening wounds both physical and mental, which flare with pain as you press the attack."

FOCUS BIND

Battlemind Rank 5 • Enchantment, Offensive, Psionic, Psychic, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 psychic damage, and you mark the enemy for 1 minute. No other mark can supersede this mark unless you permit it.

In addition, until the mark imposed by this exploit ends, you are treated as if you are marked by the target, and whenever you or the target moves, the other can move the same distance without provoking opportunity attacks (no action required).

"You tempt an enemy's wrath as you focus your rage on it, setting up a confrontation that only one of you will survive."

GRAVITY WELL

Battlemind Rank 5 • Abjuration, Augmentable, Offensive, Psionic, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, and the target must succeed on a Wisdom saving throw or its speed is halved until the end of your next turn.

Augment 1: As unaugmented, except on a hit, the target cannot move or be pulled, pushed, or moved more than 10 feet from its current space until the end of your next turn.

Augment 4: As unaugmented, except on a hit, your attack deals an extra 5d10 damage, and the target cannot move or be pulled, pushed, or moved more than 10 feet from its current space until the end of your next turn.

"Your attack constrains a foe to its current location, hindering its ability to flee from you."

INDOMITABLE PRESENCE

Battlemind Rank 5 • Evocation, Force, Offensive, Psionic, Psychic, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and the target is burned by your wrath for 1 minute. While under this effect, whenever you hit the target with a melee weapon attack, your attack deals an extra 1d12 force damage and 1d12 psychic damage. The target can make a Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success.

In addition, until the end of your next turn, any enemy that hits you with an attack takes 1d12 force damage and 1d12 psychic damage, and you can push that enemy up to 5 feet (no action required). As long as this effect persists, you can use your bonus action on subsequent turns to maintain the effect, extending the duration until the end of your next turn.

"Your wrath burns so hot it warps the air around you, causing your attackers to recoil in pain."

MIND WRACK

Battlemind Rank 5 • Enchantment, Offensive, Psionic, Psychic, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 psychic damage.

In addition, the target takes 1d12 psychic damage at the start of each of its turns for 1 minute. The target can make a Wisdom saving throw at the end of each of its turns, ending the effect on a success. Whenever you hit the target with an attack before this effect ends, the damage it takes at the start of each of its turns increases by 1d12, this effect is cumulative.

"You drive a psionic spike of pain into your enemy's mind. Each time you land a blow thereafter, the spike reverberates, causing your foe increased agony."

OPEN THE WAY

Battlemind Rank 5 • Augmentable, Conjunction, Offensive, Psionic, Teleportation, Weapon (Turn)

Unaugmented: When you take the attack action on your turn, you can increase the reach of one of your melee attacks using a weapon by 10 feet. On a hit, you can teleport to a space adjacent to the target.

Augment 1: As unaugmented, except on a hit, you can teleport one ally adjacent to you to a space adjacent to the target.

Augment 4: As unaugmented, except before the attack you can also teleport up to 25 feet. On a hit, your attack deals an extra 5d10 damage, and you can teleport to an unoccupied space adjacent to the target.

"Space ripples around you, letting you attack a foe beyond your reach, then drawing you to that enemy's side."

RELENTLESS STRIKE

Battlemind Rank 5 • Abjuration, Necrotic, Offensive, Psionic, Stance, Weapon (Long)

As an action, make a melee attack using a weapon against any number of creatures within your reach, with a separate attack roll for each target. On a hit, your attack deals an extra 5d6 damage, and the target bleeds for 1d6 necrotic damage.

In addition, you enter the Perfect Storm stance. Until the stance ends, when you hit an adjacent enemy marked by you with an opportunity attack, your attack deals an extra 1d12 damage, and the target must succeed on a Constitution saving throw or be dazed until the end of your next turn. While dazed by this exploit, the target cannot take reactions, and on its turn, it must choose whether it gets a move, an action, or a bonus action; it gets only one of the three.

"You assume perfect positioning and strike with precision to leave a lasting wound. While in this stance, you can deliver a staggering blow to any enemy that tries to move away from you."

RUINOUS GRASP

Battlemind Rank 5 • Augmentable, Enchantment, Offensive, Psionic, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, one creature marked by you must succeed on a Wisdom saving throw or you can move it up to 15 feet.

Augment 1: As unaugmented, and after the attack is resolved, you can move up to 5 feet without provoking opportunity attacks and gain a +2 bonus to AC until the end of your next turn.

Augment 4: As unaugmented, except on a hit, your attack deals an extra 5d10 damage, and the target must succeed on a Strength saving throw or be pushed up to 30 feet. Also on a failed save, until the end of your next turn, the target's speed is reduced to 0 and you can move the target up to 5 feet (no action required) whenever you take damage.

"When your strike connects, you seize the mind of a nearby foe and gain limited control over the enemy's movement."

STEP OF THE PURSUER

Battlemind Rank 5 • Augmentable, Conjunction, Offensive, Psionic, Teleportation, Weapon (Turn)

Unaugmented: When you hit a creature with a melee attack using a weapon, if the target moves away from you on its next turn, you can move up to 15 feet without provoking opportunity attacks (no action required) to a space closer to the target after its move.

Augment 1: As unaugmented, except on a hit, you ignore effects that reduce your speed until the end of your next turn.

Augment 4: As unaugmented, except on a hit, your attack deals an extra 5d10 damage, if the target moves away from you on its next turn, you can teleport (no action required) to a space adjacent to the target after its move.

"Your attack hammers your foe, allowing you to bind it with a psionic link that keeps your enemy close."

TEMPORAL REGRESSION

Battlemind Rank 5 • Conjunction, Offensive, Psionic, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and you can make one additional melee attack using a weapon against the target.

In addition, at the start of your next turn, you are removed from play. At the start of your following turn, you reappear in an unoccupied space within 30 feet of the space you last occupied

"You slip back through time to escape the fight around you, choosing a more advantageous position when you reappear."

VENGEFUL MIND

Battlemind Rank 5 • Offensive, Psionic, Transmutation, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage.

In addition, for 1 minute, whenever the target attacks an ally of yours, you gain advantage on attack rolls against the target until the end of your next turn. If you already have advantage on attack rolls against the target when the target attacks an ally, you gain unfair advantage against the target until the end of your next turn. When you make an attack against the target with unfair advantage, you can reroll one of the d20s for your attack roll once.

"You shunt aside your wrath at seeing your friends attacked, focusing your rage to lend exacting precision to your attacks."

MONK

RANK 1 - OFFENSIVE

AWAKEN THE SLUMBERING HURT

Monk Rank 1 • Ki Focus, Offensive, Psionic (Short)

When you take the attack action on your turn, you can move up to your speed before or after one of your melee weapon attacks. This movement does not provoke opportunity attacks from creatures below half their hit point maximum.

In addition, the next time you hit a creature with an unarmed strike before the end of your turn, your attack deals an extra 1d10 damage. If the target was below half its hit point maximum when you made the attack, it takes an additional 1d4 damage from both this attack and the next attack that hits it before the end of your next turn.

"Your foes' wounds allow you to dodge at just the right angles to foil the enemies' attacks. When you attack, you focus on a single enemy's injuries and find the perfect place to strike."

BALANCE RESTORED

Monk Rank 1 • Ki Focus, Offensive, Psionic (Short)

When you take the attack action on your turn, you can move up to 5 feet without provoking opportunity attacks before or after one of your melee weapon attacks. After you use this movement, the next time an adjacent enemy hits you with an attack before the start of your next turn, you can knock that enemy prone after the attack is resolved.

In addition, the next time you hit a creature with an unarmed strike before the end of your turn, your attack deals an extra 1d10 damage, and the target is pushed up to 5 feet.

"Dropping into a wide stance helps you draw on the power of earth to deliver the greatest impact, while also ensuring that you can deal with any counterattacks that follow."

BLISTERING FLOURISH

Monk Rank 1 • Fire, Ki Focus, Offensive, Psionic (Turn)

When you take the attack action on your turn, you can move up to your speed before or after one of your melee weapon attacks. Enemies that hit you with opportunity attacks provoked by this movement take 1d4 + 2 fire damage.

In addition, the next time you hit a creature with an unarmed strike before the end of your turn, your attack deals an extra 1d4 fire damage, and until the end of your next turn, your melee weapon attacks deal an extra 1d4 fire damage on a hit (included in the initial hit).

The fire damage dealt by this exploit increases when you reach 5th level (1d6), 11th level (1d8), and 17th level (1d12).

"Executing movements in a complex pattern brings forth elemental fire to aid the next attack you make."

BONECRUSHER

Monk Rank 1 • Ki Focus, Offensive, Psionic (Short)

When you take the attack action on your turn, you can move up to 5 feet before or after one of your melee weapon attacks. Until the end of your next turn, you gain a +2 bonus to AC and advantage on Strength and Constitution saving throws.

In addition, the next time you hit a creature with an unarmed strike before the end of your turn, your attack deals an extra 1d10 damage, and the target must succeed on a Constitution saving throw or until the end of your next turn, attack rolls against the target have advantage and the target suffers disadvantage on saving throws.

"A sickening crunch sounds from your opponent when you land your strike. Its pain bolsters your confidence to keep fighting."

BURNING BRAND

Monk Rank 1 • Fire, Ki Focus, Offensive, Psionic (Short)

When you take the attack action on your turn, you can move up to your speed plus 10 feet before or after one of your melee weapon attacks. You are lightly obscured and gain a +1 bonus to AC during this movement.

In addition, the next time you hit a creature with an unarmed strike before the end of your turn, your attack deals an extra 1d6 fire damage, and the first time the target takes damage from an attack before the start of your next turn, the target and each of your enemies adjacent to it take 1d4 + 2 fire damage.

"Your strike leaves behind a fiery imprint that explodes the next time the target is struck. Wielding fire in this way wreaths you in concealing smoke."

CACOPHONOUS SHOUT

Monk Rank 1 • Ki Focus, Offensive, Psionic, Thunder (Long)

As an action, you target each creature in a 15-foot cube originating from you. Each target must make a Constitution saving throw. On a failed save, a target takes 2d6 thunder damage, and you can push the target to the nearest unoccupied space outside the cube. The target is then deafened for 1 minute. On a successful save, the target takes half as much damage, and you can push it up to 5 feet.

"You summon a wall of sound that slams into your foes like a battering ram."

CALL UP THE SAVAGE WIND

Monk Rank 1 • Elemental, Ki Focus, Offensive, Psionic (Short)

As an action, you can move up to your speed, ignoring difficult terrain, before or after you target each creature in a 15-foot cone originating from you. Each target must succeed on a Strength saving throw or take 3d6 damage of the same type as your unarmed strike. After the saving throws are resolved, you can move each target up to 5 feet.

"A stiff gust rises up to scatter your enemies and speed you over treacherous terrain."

CRANE'S WINGS

Monk Rank 1 • Ki Focus, Offensive, Psionic (Turn)

When you take the attack action on your turn, you can jump before or after one of your melee weapon attacks. The distance of your long jump increases by 5 feet and the distance of your high jump increases by 2 feet. You are considered to have a running start, and the distance of the jump isn't limited by your speed.

In addition, the next time you hit a creature with an unarmed strike before the end of your turn, you can push the target up to 5 feet.

"You leap across the battlefield and kick your foe, sending it staggering backward."

CRASHING WAVE

Monk Rank 1 • Ki Focus, Offensive, Psionic (Turn)

When you take the attack action on your turn, you can move up to 10 feet without provoking opportunity attacks before or after one of your melee weapon attacks. You can move through enemies' spaces during this movement.

In addition, the next time you hit a creature with an unarmed strike before the end of your turn, you can move the target up to 5 feet.

"Surging forward through your enemies' ranks, you deliver a resounding strike to send an enemy reeling."

CYCLONE SCOURGE

Monk Rank 1 • Ki Focus, Offensive, Psionic (Long)

As an action, choose one creature you can see in a 15-foot cube originating from you. You can fly up to your speed to a space adjacent to the target and make an unarmed strike against it. On a hit, your attack deals an extra 1d10 damage and for 1 minute, the target is restrained. On a failed save, the target takes half as much damage. While restrained by this exploit, the target can repeat the saving throw at the end of each of its turns ending the effect on a success.

In addition, the cube creates a zone that lasts until the end of your next turn. You can move the zone up to 15 feet as a bonus action. Once per turn, when a creature other than you enters the zone or ends its turn there, you can move that creature up to 10 feet (no action required).

As long as the zone persists, you can use your bonus action on subsequent turns to maintain the zone, extending the duration until the end of your next turn.

"You leap into the air, gathering up winds to help you smash your enemy and trap it in a swirling column of destruction."

DANCE OF SWORDS

Monk Rank 1 • Ki Focus, Offensive, Psionic (Short)

When you take the attack action on your turn, you can move up to your speed plus 10 feet before or after one of your melee weapon attacks. Enemies that miss opportunity attacks against you provoked by this movement grant advantage on attack rolls against themselves until the end of your next turn.

In addition, the next time you hit a creature with an unarmed strike before the end of your turn, your attack deals an extra 1d10 damage plus an additional 2 damage for each adjacent enemy when you hit.

"As your foe swarms around you, you leap among them and turn their numbers against them."

DANCING COBRA

Monk Rank 1 • Ki Focus, Offensive, Psionic (Turn)

When you take the attack action on your turn, you can move up to your speed plus 10 feet before or after one of your melee weapon attacks.

In addition, the next time you hit a creature with an unarmed strike before the end of your turn, it takes an extra 1d4 damage if it has made an opportunity attack against you during this turn.

The extra damage this exploit deals increases when you reach 5th level (1d6), 11th level (1d8), and 17th level (1d12).

"You dodge and weave like a cobra, confounding your enemy and turning its attacks back against it."

DRAGON'S TAIL

Monk Rank 1 • Ki Focus, Offensive, Psionic (Turn)

When you take the attack action on your turn, you can choose one ally or one prone enemy before or after one of your melee weapon attacks. You swap places with the chosen creature.

In addition, the next time you hit a creature with an unarmed strike before the end of your turn, the target is also knocked prone.

"Your hand lashes out like a dragon's tail, and with the lightest touch unleashes power that knocks your foe to the ground."

DRUNKEN MONKEY

Monk Rank 1 • Ki Focus, Offensive, Psionic (Short)

When you take the attack action on your turn, you can move up to your speed plus 10 feet before or after one of your melee weapon attacks. During this movement, you ignore difficult terrain and opportunity attacks against you have disadvantage.

In addition, the next time you hit a creature with an unarmed strike before the end of your turn, your attack deals an extra 1d10 damage, and you can move the target up to 5 feet. The target then must succeed on a Wisdom saving throw or use its reaction, if available, to make one melee weapon attack against one creature of your choice with advantage on the attack roll.

"You lurch seemingly out of control. Your enemies are bewildered as they try to hit your swaying form, and with a cunning jab, you cause one of your foes to attack tis companion."

EAGLE CLAW STRIKE

Monk Rank 1 • Ki Focus, Offensive, Psionic (Short)

When you take the attack action on your turn, you can fly up to your speed before or after one of your melee weapon attacks. If you don't land at the end of this movement, you fall.

In addition, the next time you hit a creature or unattended object with an unarmed strike before the end of your turn, your attack deals an extra 1d10 damage, and the target suffers a -2 penalty to AC until the end of your next turn. Against an attended object, this attack deals an extra 2d10 damage.

"Your leap is so graceful that you seem to hang in the air for a short period. When you land, you deliver a shattering strike."

ENDURING CHAMPION

Monk Rank 1 • Ki Focus, Offensive, Psionic (Short)

When you take the attack action on your turn, you can move up to your speed plus 10 feet before or after one of your melee weapon attacks. Each time you are attacked during this movement, your speed increases by 5 feet until the end of your next turn.

In addition, the next time you hit a creature with an unarmed strike before the end of your turn, your attack deals an extra 1d10 damage, and you can make a saving throw with advantage against one effect that a save can end. If you succeed, not only does the effect end, but your target must succeed on a Constitution saving throw or be subject to the effect you saved from.

"You focus your pain into a point at the end of your fist. As you strike, you deliver your ills to your enemy."

ETERNAL MOUNTAIN

Monk Rank 1 • Ki Focus, Offensive, Psionic (Short)

As an action, you gain resistance to all damage until the end of your next turn and you can move up to 10 feet without provoking opportunity attacks.

In addition, make an unarmed strike against any number of creatures within your reach, with a separate attack roll for each target. On a hit, your attack deals an extra 1d6 damage, and you knock the target prone.

"You focus your mind, calling on your iron discipline to walk, fight, and shrug off attacks with a mountain's enduring spirit."

FALLEN HAMMER IN REPOSE

Monk Rank 1 • Ki Focus, Offensive, Psionic (Short)

When you take the attack action on your turn, you can move up to 5 feet without provoking opportunity attacks or move up 15 feet before or after one of your melee weapon attacks.

In addition, the next time you hit a creature with an unarmed strike before the end of your turn, your attack deals an extra 1d10 damage, and the target must succeed on a Strength saving throw or be pushed up to 15 feet.

"You collide bodily with your foe, then rebound to safety. Though you appear out of control, you land balance and ready."

FALLEN NEEDLE

Monk Rank 1 • Ki Focus, Offensive, Psionic (Turn)

When you take the attack action on your turn, you can either move up to 5 feet without provoking opportunity attacks or move up to 15 feet before or after one of your melee weapon attacks.

In addition, the next time you hit a creature with an unarmed strike before the end of your turn, the target must succeed on a Dexterity saving throw or until the end of your next turn, the target has disadvantage on attack rolls against you.

"A single, sharp blow readies you to step away at a moment's notice."

FIVE STORMS

Monk Rank 1 • Ki Focus, Offensive, Psionic (Turn)

As an action, choose any number of creatures you can see within 5 feet of you. Each target must succeed on a Dexterity saving throw or take 1d10 damage of the same type as your unarmed strike.

In addition, once before the end of your turn, you can move up to 10 feet without provoking opportunity attacks.

The damage of this exploit increases when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

"You move like a whirlwind, spinning as you unleash an array of kicks and punches, which slam into your foes like a storm crashing onto the shore."

FROZEN MOMENT

Monk Rank 1 • Cold, Ki Focus, Offensive, Psionic (Short)

When you hit a creature on your turn with an unarmed strike, your attack deals an extra 1d10 cold damage, and the target must succeed on a Strength saving throw or be restrained until the end of your next turn.

In addition, your speed is reduced to 0 and you gain resistance to all damage until the start of your next turn.

"Your strike pins down your enemy, forcing it to face you."

GENTLE RAINFALL

Monk Rank 1 • Ki Focus, Offensive, Psionic (Short)

As an action, you can move up to 5 feet without provoking opportunity attacks or up to 15 feet before or after you make an unarmed strike against any number of creatures you can see within your reach, with a separate attack roll for each target. On a hit, your attack deals an extra 1d6 damage. After the attacks are resolved, you can move up to 5 feet for each creature you hit.

"You strike many foes, then evade strikes faster than they thought possible."

HARMONIOUS THUNDER

Monk Rank 1 • Ki Focus, Offensive, Psionic, Thunder (Long)

As an action, make an unarmed strike against one or two creatures within your reach, with a separate attack roll for each target. On a hit, your attack deals an extra 1d6 thunder damage.

In addition, the first time either of the targets takes damage during a turn, the other target takes 1d4 thunder damage. This effect lasts for 1 minute or until one of the targets is reduced to 0 hit points.

"You punch one foe, then spin and deliver a kick to another. Thunder rumbles in the distance, rolls closer, and explodes between your two foes."

INNER EYE OPENED

Monk Rank 1 • Ki Focus, Offensive, Psionic, Psychic (Short)

When you take the attack action on your turn, you can swap spaces with one adjacent creature before or after one of your melee weapon attacks. Until the start of your next turn, you are blinded and gain 30 feet of blindsight.

In addition, the next time you hit a creature with an unarmed strike before the end of your turn, your attack deals an extra 1d10 psychic damage.

"By blocking out the impermanence of the visual world, you shunt the psychic energy of your inner eye into a lethal attack."

LASHING RAIN

Monk Rank 1 • Ki Focus, Offensive, Psionic, Stance (Long)

When you hit a creature with an unarmed strike, your attack deals an extra 1d10 damage, and you can move the target up to 10 feet to a space adjacent to you.

In addition, you enter the Lashing Rain stance. Until the stance ends, once per turn, when an enemy you can see enters a space adjacent to you while you're not incapacitated, you can deal 1d4 bludgeoning damage to that enemy and can move it up to 10 feet to any unoccupied space within 5 feet of you (no action required). Your speed is halved while you are in this stance.

"Your savage strike draws an enemy close, leaving you in an aggressive stance that lets you punish any foe that approaches you."

LAUGHING WIND

Monk Rank 1 • Ki Focus, Offensive, Psionic (Short)

When you take the attack action on your turn, you gain a +2 bonus to AC against opportunity attacks until the start of your next turn and can move up to your speed before or after one of your melee weapon attacks.

In addition, the next time you hit a creature with an unarmed strike before the end of your turn, your attack deals an extra 1d10 damage and until the start of your next turn, you can move any enemy that ends its turn adjacent to you up to 10 feet (no action required).

"Your attack summons a laughing wind that drags your foes across the battlefield."

LIGHT THE FIRE

Monk Rank 1 • Fire, Ki Focus, Offensive, Psionic (Short)

When you take the attack action on your turn, you can move up to 10 feet without provoking opportunity attacks before or after one of your melee weapon attacks.

In addition, the next time you hit a creature with an unarmed strike before the end of your turn, your attack deals an extra 1d10 fire damage and you gain an aura with a 5-foot radius that lasts until the start of your next turn. Until the exploit ends, the aura moves with you, centered on you. Any enemy that starts its turn in the aura takes 1d4 + 2 fire damage.

"Bright flames dance across your body, scorching enemies you strike and swirling around you to immolate foes in your reach."

LION'S DEN

Monk Rank 1 • Ki Focus, Offensive, Psionic (Turn)

When you take the attack action on your turn, you can move up to 5 feet without provoking opportunity attacks before one of your melee weapon attacks. Once you do so, you gain a +1 bonus to AC until the start of your next turn.

In addition, the next time you hit a creature with an unarmed strike before the end of your turn, once per turn until the start of your next turn, you can deal 1d4 damage of the same type as your unarmed strike to any enemy that enters a space adjacent to you (no action required).

The damage of this exploit increases when you reach 5th level (1d6), 11th level (1d8), and 17th level (1d12).

"You jab, step to the side, then assume an offensive posture from which you can sting any foe that draws near."

MASTERFUL SPIRAL

Monk Rank 1 • Force, Ki Focus, Offensive, Psionic, Stance (Long)

As an action, make an unarmed strike against any number of creatures within 10 feet of you, with a separate attack roll for each target. You can make this attack even if a target is outside your melee attack reach. On a hit, your attack deals an extra 1d6 force damage.

In addition, you enter the Spiral stance. Until the stance ends, your reach with unarmed strikes increases by 5 feet.

"With a sudden burst of motion, you deliver crushing kicks and punches of psionic force to nearby enemies."

OPEN THE GATE OF BATTLE

Monk Rank 1 • Ki Focus, Offensive, Psionic (Short)

When you take the attack action on your turn, you can move up to your speed plus 10 feet before or after one of your melee weapon attacks. During this movement, you don't provoke opportunity attacks from the first enemy you move away from.

In addition, the next time you hit a creature with an unarmed strike before the end of your turn, your attack deals an extra 1d10 damage. If the target was at full hit points when you hit with this attack, your attack deals an extra 2d10 damage instead of 1d10.

"Your sudden movement catches your foe unprepared, and you launch into your attack."

REFLECTION IN WATER

Monk Rank 1 • Ki Focus, Offensive, Psionic, Stance (Long)

When you hit a creature with an unarmed strike, your attack deals an extra 1d10 damage.

In addition, you enter the Reflection in Water stance. Until the stance ends, you gain advantage on attack rolls against any enemy adjacent to at least one of your allies. Also, when an adjacent enemy misses you with an attack, you can immediately use your reaction to swap places with it without provoking opportunity attacks.

"Fixing your attention on a single opponent lets you mirror its movements with swift strikes and counterstrikes."

RESOUNDING STRIKE

Monk Rank 1 • Ki Focus, Offensive, Psionic, Thunder (Short)

When you take the attack action on your turn, you can move up to your speed plus 10 feet before or after one of your melee weapon attacks.

In addition, the next time you hit a creature with an unarmed strike before the end of your turn, your attack deals an extra 1d10 thunder damage, and the next time the target takes damage before the start of your next turn, it takes an extra 1d4 + 2 thunder damage.

"Your strike sets up subtle vibrations in a foe, so that a subsequent blow triggers a disruptive burst of thunder."

RISING STORM

Monk Rank 1 • Ki Focus, Offensive, Psionic, Thunder (Short)

When you take the attack action on your turn, you can fly up to your speed before or after one of your melee weapon attacks. If you don't land at the end of this movement, you fall.

In addition, the next time you hit a creature with an unarmed strike before the end of your turn, your attack deals an extra 1d6 thunder damage, and each enemy within 5 feet of the target must succeed on a Constitution saving throw or take 2d6 thunder damage.

"The air around you hums with power as you focus the energy within you into a roar of thunder."

RISING SUN

Monk Rank 1 • Fire, Ki Focus, Offensive, Psionic (Long)

As an action, choose any number of creatures you can see in a 15-foot cone originating from you. Each target must succeed on a Dexterity saving throw or take 2d6 fire damage and for 1 minute, the target catches fire. While on fire, the target must repeat the saving throw at the end of each of its turns. On a failed save, the target takes 1d6 fire damage and you can move it up to 5 feet. On a successful save, the fire ends. This magical fire cannot be extinguished by nonmagical means.

In addition, you gain an aura with a 5-foot radius that lasts for 10 minutes or until you dismiss it as a bonus action. Until the aura ends, it moves with you, centered on you. Any enemy that enters the aura or ends its turn there takes 1d4 fire damage. A creature can take this damage only once per turn.

"Your wrath ignites your thoughts and causes them to erupt into liquid flames that rush out and incinerate anything near you."

SCATTERING OF LEAVES

Monk Rank 1 • Ki Focus, Offensive, Psionic (Short)

When you take the attack action on your turn, you can jump before or after one of your melee weapon attacks. The distance of this long jump increases by 5 feet and the distance of this high jump increases by 2 feet. You are considered to have a running start, and the distance of this jump isn't limited by your speed.

In addition, the next time you hit a creature with an unarmed strike before the end of your turn, your attack deals an extra 1d10 damage, and you can push the target up to 5 feet. You can then move up to 5 feet without provoking opportunity attacks and make one additional unarmed strike against a different creature. On a hit, you can also move that creature up to 5 feet. You can then push each enemy adjacent to that creature up to 5 feet away from it.

"You drive two enemies back with quick strikes, then use the momentum of your attacks to scatter other foes."

SPINNING LEOPARD MANEUVER

Monk Rank 1 • Ki Focus, Offensive, Psionic (Long)

As an action, you can move up to your speed without provoking opportunity attacks and make a melee weapon attack against each enemy that you move adjacent to during this movement, with a separate attack roll for each target. You cannot target the same creature more than once. On a hit, your attack deals an extra 1d6 damage. On a miss, your attack deals half as much damage as normal.

"Maintaining perfect balance, you weave a deadly path through the fray, dealing kicks and punches to each foe you pass."

SPRINGING DRAKE ASSAULT

Monk Rank 1 • Ki Focus, Offensive, Psionic (Short)

When you take the attack action on your turn, you can jump without provoking opportunity attacks to any space within 5 feet of a creature adjacent to you before or after one of your melee weapon attacks.

In addition, the next time you hit a creature with an unarmed strike before the end of your turn, your attack deals an extra 1d10 damage, and you can move target up to 10 feet.

"You can leap over a foe with no fear of reprisal, then deliver an attack whose momentum drives an enemy wherever you want to go."

STEEL AVALANCHE

Monk Rank 1 • Ki Focus, Offensive, Psionic, Psychic (Long)

As an action, choose any number of creatures you can see in a 15-foot cube originating from you. Each target must make a Dexterity saving throw. On a failed save, a target takes 2d6 psychic damage and for 1 minute, it suffers disadvantage on attack rolls. On a successful save, the target takes half as much damage and until the end of your next turn, it suffers disadvantage on attack. While suffering disadvantage on attack rolls from this exploit, the target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

In addition, you can move up to 20 feet without provoking opportunity attacks to any space adjacent to the cube.

"You unleash a wave of psionic power that cuts through your foes like steel."

STEEL WIND

Monk Rank 1 • Ki Focus, Offensive, Psionic (Turn)

As an action, choose any number of creatures you can see within 10 feet of you. Each target must succeed on a Dexterity saving throw or take 1d10 damage of the same type as your unarmed strike.

In addition, once before the end of your turn, you can remove any marks on you and move up to your speed plus 10 feet.

The damage of this exploit increases when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

"You streak across the battlefield, then channel a multiple assault against foes that thought themselves out of your reach."

STINGING NETTLES

Monk Rank 1 • Ki Focus, Offensive, Psionic (Short)

When you take the attack action on your turn, you can swap places with one creature within your reach before or after one of your melee weapon attacks.

In addition, the next time you hit a creature with an unarmed strike before the end of your turn, your attack deals an extra 1d10 damage, and until the start of your next turn, you can deal 1d4 bludgeoning damage to any adjacent enemy that hits you with a melee attack (no action required).

If you were wielding a light blade or spear when you hit with the unarmed strike, the target also cannot make opportunity attacks until the end of your next turn.

"Your attack sets you into an optimal defensive position, allowing you to punish any foes with the temerity to strike at you."

STUNNING PALM

Monk Rank 1 • Ki Focus, Offensive, Psionic, Stance (Long)

As a bonus action, you enter the Stunning Palm stance. Until the stance ends, you cannot be stunned or prevented from taking reactions.

Once before the stance ends, when you hit a creature with an unarmed strike, your attack deals an extra 1d10 damage, and the target must succeed on a Constitution saving throw or be stunned for 1 minute. The stance then ends. While stunned by this exploit, the target can repeat the saving throw at the end of each of their turns, ending the effect on a success.

"Your psionic energy keeps you focused in combat, and can be released in a stunning blow that knocks a foe senseless."

SWIFT RIVER FLOODS

Monk Rank 1 • Ki Focus, Offensive, Psionic (Short)

When you take the attack action on your turn, you move up to 10 feet without provoking opportunity attacks before or after one of your melee weapon attacks.

In addition, the next time you hit a creature with an unarmed strike before the end of your turn, your attack deals an extra 1d10 damage, and the target's speed is halved until the end of your next turn.

If you were wielding a mace or staff when you hit with the unarmed strike, the target takes an extra 1d4 damage.

"Your crashing attack throws your foe off balance to hinder its movement, letting you slip away like fast-flowing water."

TWIN THUNDERS

Monk Rank 1 • Ki Focus, Offensive, Psionic, Thunder (Short)

When you take the attack action on your turn, you can move up to your speed plus 10 feet before or after one of your melee weapon attacks. This movement doesn't provoke opportunity attacks from one creature of your choice.

In addition, the next time you hit a creature with an unarmed strike before the end of your turn, your attack deals an extra 1d6 thunder damage, and a single enemy adjacent to the target must succeed on a Constitution saving throw or take 2d6 thunder damage.

"You move in a blur, tumbling around a foe, and deliver a sweeping kick with such ferocity that thunderous energy blasts both that foe and its cohort."

UNDENIABLE INCITEMENT

Monk Rank 1 • Ki Focus, Offensive, Psionic (Short)

When you take the attack action on your turn, you can move up to your speed before or after one of your melee weapon attacks. You do not provoke opportunity attacks when moving away from enemies adjacent to you at the start of this movement.

In addition, you can increase the reach of one of your unarmed strikes made before the end of your turn by 5 feet. On a hit, your attack deals an extra 1d10 damage, and the target must succeed on a Wisdom saving throw or be pulled up to 5 feet. If the target ends that pull adjacent to you, it takes an additional 2d4 damage of the same type as your unarmed strike, is knocked prone, and until the end of your next turn, you gain a +2 bonus to AC.

"Your psionic summons pulls an enemy to you, then the immovable force of your presence sends it hard to the ground."

WHIRLING MANTIS STEP

Monk Rank 1 • Ki Focus, Offensive, Psionic (Long)

As an action, move up to your speed without provoking opportunity attacks. Whenever you enter a space adjacent to an enemy during this movement, you can move that enemy up to 5 feet. You can move each creature only once during this movement.

Then, make an unarmed strike against one, two, or three creatures within your reach, with a separate attack roll for each target. On a hit, your attack deals an extra 2d6 damage and for 1 minute, the target's speed is halved. On a miss, your attack deals half as much damage as normal, and the target's speed is halved until the end of your next turn. While the target's speed is reduced by this exploit, it can make a Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

"With swift steps and overwhelming leverage, you shove aside your foes and cripple them with vicious kicks."

WIND THROUGH THE WILLOWS

Monk Rank 1 • Ki Focus, Offensive, Psionic (Short)

As an action, you can move yourself and one creature within your reach up to 5 feet without provoking opportunity attacks. Then, you target each creature in a 15-foot cone originating from you. Each target must succeed on a Dexterity saving throw or take 2d6 damage of the same type as your unarmed strike and until the end of their next turn, the target's speed is halved and they cannot dash.

After the saving throws are resolved, you can move up to 15 feet without provoking opportunity attacks to an unoccupied space within the cone or adjacent to it.

"You move like a furious wind through the line of your enemies, hobbling them."

RANK 1 - UTILITY

CAREFUL STRIDE

Monk Rank 1 • Psionic, Transmutation, Utility (Short)

As a bonus action, until the end of your turn, you can ignore difficult terrain and can both move across liquid and stand on it as if it were solid ground. In addition, you can move up to your speed.

"You walk with such precision and control that broken ground and even bodies of water cannot impede you."

CAT AND MOUSE

Monk Rank 1 • Psionic, Transmutation, Utility (Short)

When you hit a creature with a melee attack, you can move up to 15 feet without provoking opportunity attacks to a space adjacent to that enemy. Until the start of your next turn or until you take damage from an attack, you are heavily obscured against the target.

"You step into your enemy's blind spot after a successful attack and leave it casting about to find you."

CENTERED FLURRY OF BLOWS

Monk Rank 1 • Psionic, Transmutation, Utility (Turn)

When you hit a creature with a your **Flurry of Blows** class feature, choose one creature within 5 feet of you. You can move the chosen creature up to 5 feet to a space adjacent to you, or up to 5 feet in any direction if the chosen creature wasn't targeted by the triggering attack.

The number of creatures you can choose with this exploit increases when you reach 5th level (up to two), 11th level (up to three), and 17th level (any number).

"Your fists become a blur as you follow up your initial attack with another, shifting your foes' positions to your advantage."

DEFLECT ARROW

Monk Rank 1 • Psionic, Transmutation, Utility (Short)

When you are hit by a ranged weapon attack, you can use your reaction to gain three-quarters cover against all ranged weapon attacks until the start of your next turn, including the triggering attack, potentially causing it to miss. Until this exploit ends, you can move up to 5 feet without provoking opportunity attacks each time a ranged weapon attack misses you (no action required).

"Your foe manages to strike you from afar, so you focus your energy and spin away from further attacks."

DESERT FLURRY OF BLOWS

Monk Rank 1 • Evocation, Fire, Psionic, Utility (Turn)

When you hit a creature with a your **Flurry of Blows** class feature, choose one creature within 5 feet of you. The chosen creature takes 1d4 + 2 fire damage. If the chosen creature wasn't the target of the triggering attack, it also suffers disadvantage on attack rolls against you until the end of your next turn.

You can then move up to 5 feet without provoking opportunity attacks.

The number of creatures you can choose with this exploit and the fire damage it deals increases when you reach 5th level (up to two and 1d6), 11th level (up to three and 1d8), and 17th level (any number and 1d12).

"A successful attack ignites your mind's power, causing lambent flames to dance across your body and sear your enemies."

EYE IN THE SKY

Monk Rank 1 • Divination, Psionic, Stance, Utility (Long)

When an enemy enters a space within 5 feet of you, you can use your reaction to immediately move up to 5 feet without provoking opportunity attacks to a space adjacent to the triggering enemy. You also gain a +2 bonus AC and advantage on saving throws against the triggering enemy's attacks, spells, and abilities until the end of this turn.

In addition, you enter the Eye in the Sky stance. Until the stance ends, you gain advantage on Wisdom (Perception) checks.

"You attune your mind to the dangers at hand, and when an enemy closes, you step away from its assault."

FALL OF WIND

Monk Rank 1 • Psionic, Transmutation, Utility (Turn)

When you fall, you can reduce the damage you take from falling by an amount equal to 5 + one-half your level (no action required).

"You have meditated on the nature of the air around you and can control it to cushion your fall"

FIGHTING FURY

Monk Rank 1 • Psionic, Stance, Transmutation, Utility (Long)

As a bonus action, you enter the Fighting Fury stance. Until the stance ends, your unarmed strikes deal extra damage on a hit equal to your proficiency bonus.

"Your discipline and control let you channel your anger into each blow."

GRASP THE WIND

Monk Rank 1 • Psionic, Transmutation, Utility (Short)

When you are pushed, pull, or forcefully moved, instead of being affected by the forced movement, you can use your reaction to move the same distance the effect would have moved you without provoking opportunity attacks.

"Before your enemy can force you back, you whirl around, using the power of its attack to propel you where you want to go."

HARMONIOUS DISCIPLINE

Monk Rank 1 • Psionic, Transmutation, Utility (Short)

As a bonus action, you gain 1d4 + 4 temporary hit points. When you have no temporary hit points remaining, the next time you hit with a melee attack before the end of your next turn, your attack deals an extra 1d10 damage.

"A specific sequence of disciplined breathing enhances both your defense and your offense."

IRON SOUL FLURRY OF BLOWS

Monk Rank 1 • Abjuration, Psionic, Transmutation, Utility (Turn)

When you hit a creature with a your **Flurry of Blows** class feature, choose one creature within 5 feet of you. The chosen creature cannot benefit from the Disengage action until the start of your next turn. If the chosen creature wasn't the target of the triggering attack, it also can't make opportunity attacks until the end of your turn.

The number of creatures you can choose with this exploit increases when you reach 5th level (up to two and 1d6), 11th level (up to three and 1d8), and 17th level (any number and 1d12).

"You follow up an initial assault with a quick strike that disorients your enemy, curtailing its combat options."

REED IN THE WIND

Monk Rank 1 • Psionic, Transmutation, Utility (Short)

When an enemy targets you with an attack, you can use your reaction to gain 1d4 + 4 temporary hit points, and you gain advantage on attack rolls against the triggering enemy until the end of your next turn.

"You spin away from the attack, only to snap back with a quick threat of your own."

STONE FIST FLURRY OF BLOWS

Monk Rank 1 • Psionic, Transmutation, Transmutation, Utility (Turn)

When you hit a creature with a your **Flurry of Blows** class feature, choose one creature within 5 feet of you. The chosen creature takes 1d4 + 2 damage of the same type as your unarmed strike. If the chosen creature wasn't the target of the triggering attack, the damage increases to 1d4 + 4, instead of 1d4 + 2.

The number of creatures you can choose with this exploit and the damage increases when you reach 5th level (up to two and 1d6), 11th level (up to three and 1d8), and 17th level (any number and 1d12).

The additional damage dealt to a creature who was not the target of the triggering attack increases when you reach 5th level (1d6 + 6), 11th level (1d8 + 8), and 17th level (1d12 + 10).

"You lash out at another enemy after your first attack, a casual reminder of your great strength."

SUPREME FLURRY

Monk Rank 1 • Psionic, Transmutation, Utility (Long)

When you use your **Flurry of Blows** class feature and resolve its effects, you can safely move up to half your speed and use your **Flurry of Blows** class feature again (no ki points or action required).

"Your speed is a blur. Where does one strike end and another begin? It doesn't matter as long as the blow lands."

SWIFT FLIGHT

Monk Rank 1 • Psionic, Transmutation, Utility (Short)

As a bonus action, you fly a number of feet equal to your walking speed plus 10 feet. If you don't land at the end of this movement, you fall.

"Channeling psionic energy through palms pointed at the ground, your simple leap becomes a smooth glide across the battlefield."

RANK 2 – OFFENSIVE

ARC OF THE FLASHING STORM

Monk Rank 2 • Ki Focus, Lightning, Offensive, Psionic, Teleportation (Short)

When you take the attack action on your turn, you can teleport up to your speed before or after one of your melee weapon attacks.

In addition, the next time you hit a creature with an unarmed strike before the end of your turn, your attack deals an extra 2d10 lightning damage, and the target must succeed on a Dexterity saving throw or be pushed up to 10 feet and until the end of your next turn, the target suffers disadvantage on attack rolls.

"You can flash across the battlefield, lightning wrapping around you as you slam your foe back and disrupt its counterattacks."

BRILLIANT COUNTERSTRIKE

Monk Rank 2 • Ki Focus, Offensive, Psionic (Short)

When you take the attack action on your turn, you can choose either to escape from a grapple automatically or to end one mark on yourself before or after one of your melee weapon attacks. Once you make your choice, you can then move up to 10 feet without provoking opportunity attacks.

In addition, the next time you hit a creature with an unarmed strike before the end of your turn, your attack deals an extra 2d6 damage, and whenever an enemy within your unarmed reach targets you with an attack you before the start of your next turn, you can deal 1d6 damage of the same type as your unarmed strike to that target (no action required).

"You ready yourself for the blows of your enemies and prepare a sudden counterattack."

CALM BEFORE THE STORM

Monk Rank 2 • Ki Focus, Offensive, Psionic, Stance (Long)

When you hit a creature with an unarmed strike on your turn, your attack deals an extra 2d10 damage, and you enter the Calm Before the Storm stance. Until the stance ends, when an enemy within your unarmed reach makes an attack, it provokes an opportunity attack from you. If your opportunity attack hits, the target is also knocked prone. If your opportunity attack misses, the target gains advantage on attack rolls against you until the start of your next turn.

"You fell calm settle over you, and you see your situation with new eyes. Reading your enemies' thoughts helps you strike before their own attacks can land."

DEADLY COBRA STRIKE

Monk Rank 2 • Ki Focus, Offensive, Psionic, Poison (Long)

When you hit a creature with an unarmed strike, your attack deals an extra 2d10 poison damage, and the target must succeed on a Constitution saving throw or be poisoned for 1 minute. While poisoned by this exploit, the target takes 1d6 poison damage at the start of each of its turns. The target must repeat the save at the end of each of its turns, ending the effect on a success.

"You weave from side to side and lash your hand forth like a striking cobra, leaving behind psionically poisoned wounds."

DEAFENING HOWL

Monk Rank 2 • Ki Focus, Offensive, Psionic, Thunder (Short)

When you take the attack action on your turn, you can fly up to your speed before or after one of your melee weapon attacks. If you don't land on a solid surface at the end of this movement, you fall.

In addition, the next time you hit a creature with an unarmed strike before the end of your turn, your attack deals an extra 2d10 thunder damage, and each creature adjacent to you becomes deafened until the end of your next turn.

"You vault into the air, soaring over your enemies to land in their midst and roar in defiance."

DISRUPTING FIST

Monk Rank 2 • Ki Focus, Offensive, Psionic, Stance (Long)

As a bonus action, you enter the Disrupting Fist stance. Until the stance ends, you gain a +1d6 bonus to damage rolls with unarmed strikes.

In addition, when you hit a creature with an unarmed strike while this stance is active, you can trigger a dazing strike and end the stance. If you do so, your attack deals an extra 2d10 damage, and the target must make a Constitution saving throw. On a failed save, the target is dazed for 1 minute. On a successful save, the target is dazed until the end of your next turn. While dazed by this exploit, the target cannot take reactions, and on its turn, it must choose whether it gets a move, an action, or a bonus action; it gets only one of the three. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

"You channel psionic energy to empower your attacks, and you can discharge this energy through a blow that disorients your foe."

FEEDING THE DOVES

Monk Rank 2 • Ki Focus, Offensive, Psionic (Short)

As an action, you can move up to your speed plus 10 feet, ignoring difficult terrain. At the end of this movement, make an unarmed strike against any number of creatures within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 2d6 damage.

After your attacks are resolved, choose any number of creatures you can see within 10 feet of you. Each chosen creature must succeed on a Dexterity saving throw or be pushed up to 10 feet.

"You can race into combat unhindered before using a series of quick strikes to punish and scatter your foes like a flock of birds."

FIERY SERPENT

Monk Rank 2 • Fire, Ki Focus, Offensive, Psionic (Short)

When you take the attack action on your turn, you can move up to half your speed without provoking opportunity attacks before or after one of your attacks. After this movement, you gain a +1d6 bonus damage rolls with attacks that deal fire damage until the end of your next turn.

In addition, you can forgo one of your attacks to choose one creature you can see within 30 feet of you. Make a melee spell attack against the target. On a hit, the target takes 3d10 fire damage. On a miss, a different enemy you can see within 30 feet of you takes 1d10 fire damage.

"A snaking flame extends from your hand and snaps through the air to strike a distant opponent. The flames you call forth linger, adding their power to your next fire attack."

FIST OF ONE HUNDRED STRIKES

Monk Rank 2 • Ki Focus, Offensive, Psionic (Short)

When you take the attack action on your turn, you can move up to 10 feet without provoking opportunity attacks before or after one of your melee weapon attacks.

In addition, the next time you hit a creature with an unarmed strike before the end of your turn, your attack deals an extra 2d10 damage, and you can move up to 5 feet without provoking opportunity attacks. You can then make one additional unarmed strike against a different creature. On a hit, you can also move up to 5 feet without provoking opportunity attacks.

"You move so quickly that you become a blur, as if a hundred copies of yourself suddenly sprang among your foes."

FREEZE THE LIFE BLOOD

Monk Rank 2 • Cold, Ki Focus, Offensive, Psionic (Long)

When you hit a creature with an unarmed strike, your attack deals an extra 2d10 cold damage, and the target must make a Constitution saving throw. On a failed save, the target is restrained for 1 minute. On a successful save, the target's speed is halved for 1 minute. While the target is suffering an ongoing effect from this exploit, any enemy that ends its turn adjacent to the target takes 1d6 cold damage. Additionally, the target can repeat the saving throw at the end of each of its turns, ending the exploit on a success.

"Ice rimes your hands and feet, so that your next attack binds the foe in a freezing embrace."

GIANT'S GRASP

Monk Rank 2 • Ki Focus, Offensive, Psionic (Short)

When you take the attack action on your turn, you can move up to your speed before or after one of your melee weapon attacks. If you are grappling a creature during this movement, the creature moves with you. This movement doesn't provoke opportunity attacks from creatures you have grappled.

In addition, the next time you hit a creature with an unarmed strike before the end of your turn while you have a free hand, your attack deals an extra 2d10 damage, and the target must succeed on a Dexterity saving throw or be grappled by you. While grappled by this exploit, the target suffers disadvantage on ability checks to escape.

"You snap your hand out to grab your foe, as you tighten your grip, the enemy howls in pain."

GRASPING TIDE

Monk Rank 2 • Ki Focus, Offensive, Psionic (Short)

When you take the attack action on your turn, you can move up to 10 feet without provoking opportunity attacks before or after one of your melee weapon attacks. During the movement, if you leave a space within 5 feet of an enemy that you have hit on this turn, you can move that enemy up to 5 feet to the space you vacated.

In addition, the next time you hit a creature with an unarmed strike before the end of your turn, your attack deals an extra 2d10 damage, and the target must make a Dexterity saving throw. On a failed save, the target can't take a reaction until the end of your 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.

"You fall upon your foe like a tidal wave, delivering a series of punches and kicks that catch it within your grasp and drag it along with you."

MOUNTAINFALL STOMP

Monk Rank 2 • Ki Focus, Offensive, Psionic (Short)

When you take the attack action on your turn, you can move up to 5 feet without provoking opportunity attacks before or after one of your melee weapon attacks. After this movement, each space adjacent to you becomes difficult terrain until the start of your next turn.

In addition, the next time you hit a creature with an unarmed strike before the end of your turn, your attack deals an extra 2d10 damage, and the target must succeed on a Strength saving throw or be knocked prone. If the target is knocked prone by this exploit and stands up before the end of your next turn, it provokes an opportunity attack from you.

"The earth buckles around you as you drive into your enemy, a vicious kick sending it to the ground and keeping it there."

ONE HUNDRED LEAVES

Monk Rank 2 • Ki Focus, Offensive, Psionic (Long)

As an action, make an unarmed strike against any number of creatures in a 15-foot cone originating from you, with a separate attack roll for each target. You can make this attack even if a target is outside your melee attack reach. On a hit, your attack deals an extra 2d6 damage, and you can push the target up to 10 feet. On a miss, your attack deals half as much damage as normal, and you can push the target up to 5 feet.

In addition, until the end of your next turn, you can make one unarmed strike as a bonus action. If you already have a feature that allows you to make an unarmed strike as a bonus action, you can instead make one additional unarmed strike in addition to those normally granted by the feature.

"You launch a flurry of attacks, striking with such speed and might that creatures scatter before you like leaves in a hurricane."

OVERWHELMING MOUNTAIN STRIKE

Monk Rank 2 • Ki Focus, Offensive, Psionic (Long)

When you hit a creature with an unarmed strike, your attack deals an extra 2d10 damage, and the target must make a Constitution saving throw. On a failed save, the target is dazed for 1 minute. While dazed by this exploit, the target's speed is halved, it cannot take reactions, and on its turn, it must choose whether it gets a move, an action, or a bonus action; it gets only one of the three. The target can repeat the saving throw at the end of each of its turns, ending the daze on a success. When the target succeeds on any saving throw against this exploit, the target's speed is halved until the end of its next turn.

"Your strike against a pressure point robs your enemy of its ability to maneuver effectively. Until it recovers, you keep it pinned down."

RESONATING FIST

Monk Rank 2 • Ki Focus, Offensive, Psionic (Long)

When you hit a creature with an unarmed strike, your attack deals an extra 2d10 damage, and the target must succeed on a Constitution saving throw or suffer a 1d6 susceptibility to all damage for 1 minute. The target can repeat the saving throw at the end of each of its turns ending the effect on a success. Whenever you hit the target with an attack, it suffers disadvantage on its next saving throw against this exploit's effect.

"Your strike reverberates through the enemy, so that each time it faces a new attack, it recalls the pain you wrought."

SALAMANDER CHARGE

Monk Rank 2 • Fire, Ki Focus, Offensive, Psionic (Long)

As an action, you can move up to your speed. Each space you leave becomes a zone of fire that lasts until the end of your next turn. Any creature that enters the zone or starts its turn there takes 1d6 fire damage. A creature can only take this damage once per turn. At the end of your movement, make an unarmed strike against one creature within your reach. On a hit, your attack deals an extra 3d10 fire damage.

"Your motions gather elemental fire, and you leave a fiery trail behind you as you close in to destroy your opponent."

STEEL WARRIOR TECHNIQUE

Monk Rank 2 • Ki Focus, Offensive, Psionic (Long)

When you hit a creature with an unarmed strike, your attack deals an extra 2d10 damage, and the target must succeed on a Dexterity saving throw or be marked by you for 1 minute. Until this exploit's mark ends on the target, it takes 1d6 magical bludgeoning damage whenever it hits you with an attack.

"You focus your mind, drawing on psionic energy to make your skin as hard as steel. When your fist strikes, it hits with the force of a giant's axe."

STRIKE THE AVALANCHE

Monk Rank 2 • Ki Focus, Offensive, Psionic (Short)

When you take the attack action on your turn, you can move up to your speed plus 10 feet before or after one of your melee weapon attacks. During the movement, you don't provoke opportunity attacks from prone enemies.

In addition, the next time you hit a creature with an unarmed strike before the end of your turn, your attack deals an extra 2d10 damage, and the target must succeed on a Strength saving throw or you can move it up to 15 feet. After you move the target, each creature adjacent to it must succeed on a Strength saving throw or be knocked prone.

"As your blow falls, you send your enemy flying across the battlefield to slam into your enemies like an avalanche."

SUPREME AVALANCHE COMBINATION

Monk Rank 2 • Ki Focus, Offensive, Psionic (Long)

When you hit a creature with an unarmed strike, your attack deals an extra 2d10 damage, and for 1 minute, you gain a +1d6 bonus to damage rolls against the target, and you can move it up to 5 feet whenever you hit it with an attack. If that attack already includes forced movement, you can instead increase the distance of that forced movement by 5 feet.

"A cascade of punches creates deep wounds that your future attacks can exploit."

THUNDERBOLT SURGE

Monk Rank 2 • Ki Focus, Offensive, Psionic, Thunder (Long)

As an action, choose one creature you can see within 30 feet of you. The target must make a Dexterity saving throw. On a failed save, the target takes 3d10 thunder damage, and each creature adjacent to it is knocked prone. On a successful save, the target takes half as much damage and other creatures are not knocked prone.

"You hurl a ball of rolling thunder into the thick of combat, blasting one foe and knocking nearby creatures to the ground."

TITAN'S STEP

Monk Rank 2 • Ki Focus, Offensive, Psionic (Short)

When you take the attack action on your turn, you can jump before or after one of your melee weapon attacks. The distance of your long jump increases by 5 feet and the distance of your high jump increases by 2 feet. You are considered to have a running start. Where you land, each space adjacent to you becomes difficult terrain until the end of your next turn.

In addition, the next time you hit a creature with an unarmed strike before the end of your turn, your attack deals an extra 2d10 damage, and the target must succeed on a Dexterity saving throw or be pushed up to 15 feet.

"You drop into a deep fighting stance. Each step you take carves chunks from the ground below you, and each kick you deliver crushes bone and metal."

TWO FALLING FEATHERS

Monk Rank 2 • Ki Focus, Offensive, Psionic (Short)

When you take the attack action on your turn, you can move up to 15 feet or move up to 5 feet without provoking opportunity attacks before or after one of your melee weapon attacks.

In addition, the next time you hit a creature with an unarmed strike before the end of your turn, your attack deals an extra 2d10 damage, and you can move the target to a different space within 5 feet of you.

"Your strikes bemuse your opponent, allowing you to move it with the lightest touch."

UNITY OF STEEL

Monk Rank 2 • Ki Focus, Offensive, Psionic (Short)

When you take the attack action on your turn, you can swap places with one adjacent ally before or after one of your melee weapon attacks.

In addition, the next time you hit a creature with an unarmed strike before the end of your turn, your attack deals an extra 2d10 damage plus an additional 3 damage for each of your allies adjacent to the target.

"Allies who press in against a foe grant you some of their strength, increasing the effectiveness of your own attack."

WATER GIVES WAY

Monk Rank 2 • Ki Focus, Offensive, Psionic (Long)

When an adjacent enemy hits you with a melee attack, you can use your reaction to force the triggering enemy to make a Constitution saving throw with disadvantage before damage is dealt. On a failed save, the target takes 3d10 damage of the same type as your unarmed strike, and you can move it up to 10 feet and knock it prone. On a successful save, this exploit is not expended, but you cannot attempt to use it again until you finish a short rest.

"Like a stone passing harmlessly through water, so do your enemies' attacks pass by you."

RANK 2 – UTILITY

ABUNDANT STEP

Monk Rank 2 • Conjunction, Psionic, Teleportation, Utility (Short)

When an adjacent creature misses you with an attack, you can use your reaction to teleport to any space within 5 feet of the triggering creature. You gain advantage on your next attack roll against the triggering creature made before the end of your next turn.

"Tapping into the momentum of an enemy's errant strike, you slip through space to appear where your foe least expects."

AIRBORNE FORM

Monk Rank 2 • Psionic, Stance, Transmutation, Utility (Long)

As a bonus action, you enter the Airborne Form stance. Until the stance ends, your speed increases by 10 feet, you are insubstantial while moving. While insubstantial, you gain the following effects:

- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You can't be grappled or restrained.
- You can move through creatures and solid objects as if they were difficult terrain. If you end your turn in a solid object, you take 1d10 force damage.
- If the effect ends while you are inside a solid object, you instead are shunted to the nearest unoccupied space, and you take 1d10 force damage for every 5 feet traveled.

"You meditate on the wind, assuming a measure of its free-flowing formlessness."

BREAK THE DAM

Monk Rank 2 • Psionic, Transmutation, Utility (Short)

When an enemy hits you with an attack, you can use your reaction to move up to half your speed without provoking opportunity attacks.

"You use the pain of an enemy's blow to draw more deeply from your psionic reservoir and quit your position for a safer one."

CENTERED DEFENSE

Monk Rank 2 • Psionic, Stance, Transmutation, Utility (Long)

As a bonus action, you enter the Centered Defense stance. Until the stance ends, you gain a +2 bonus to AC and advantage on Dexterity and saving throws.

"You breathe deeply. With your center strong, you calmly avoid enemy attacks."

ECHOING THUNDER

Monk Rank 2 • Psionic, Transmutation, Utility (Short)

When you use your **Flurry of Blows** class feature, each enemy within 10 feet of you that was not damaged by your **Flurry of Blows** is pushed up to 5 feet (no action required).

"As your blurring fists wreak havoc around you, the thunderous echo of your flurries slams into other foes."

FRESH START

Monk Rank 2 • Healing, Psionic, Transmutation, Utility (Long)

As a bonus action, you can spend up to two hit dice to regain hit points, and then move up to 10 feet without provoking opportunity attacks.

"All in a whisper of time, you call upon your mental reserves to invigorate you while willing yourself to dart to a better location."

IRON HEART ENDURANCE

Monk Rank 2 • Abjuration, Psionic, Utility (Short)

As a bonus action, if you are below half your hit point maximum, you gain 2d6 + 6 temporary hit points.

"The pain of your injuries lets you clear your mind of all distractions, fortifying your fighting spirit."

LEAP OF THE HEAVENS

Monk Rank 2 • Psionic, Transmutation, Utility (Short)

When you jump as part of your movement, you can activate this exploit (no action required). You are considered to have a running start, and you gain a +10 bonus to any Strength (Athletic) checks related to the jump.

"You leap into the air, reaching incredible heights."

PURIFYING MEDITATION

Monk Rank 2 • Abjuration, Psionic, Utility (Short)

As a bonus action, make a saving throw with advantage against one effect that a save can end.

You can use this bonus action even if you are incapacitated.

"You focus your mind inward, finding the source of what ails you and driving it away."

QUICKSILVER MOTION

Monk Rank 2 • Psionic, Transmutation, Utility (Short)

When you start your turn or end your turn, you can move up to your speed.

"You surge through combat in the blink of an eye."

ROLL THE BOULDER

Monk Rank 2 • Psionic, Stance, Transmutation, Utility (Long)

As a bonus action, you enter the Roll the Boulder stance. Until the stance ends, you increase the distance of your effects that cause forced movement by up to 10 feet, and you gain advantage on Strength checks and Strength saving throws.

"To your enemies, you seem to swell in size and stature, your body made more formidable by your mind's strength."

RANK 3 – OFFENSIVE

CRANE DANCE

Monk Rank 3 • Ki Focus, Offensive, Psionic (Long)

As an action, make an unarmed strike against one, two, three, or four creatures within your reach, with a separate attack roll for each target. You can move up to 10 feet without provoking opportunity attacks after each attack. On a hit, your attack deals an extra 3d6 damage, and you knock the target prone. On a miss, your attack deals half as much damage as normal and the target is not knocked prone.

"You step carefully to reach your foes, measuring their posture and fighting stance to deliver just the right amount of power to send them toppling over."

FINISHING MOVE

Monk Rank 3 • Fear, Ki Focus, Offensive, Psionic (Long)

When you hit a creature with an unarmed strike, your attack deals an extra 3d10 damage, and the target must succeed on a Constitution saving throw or suffer disadvantage on attack rolls for 1 minute. If the target has 15 hit points or fewer after this attack is resolved, you reduce it to 0 hit points. While suffering disadvantage from this exploit, the target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

If this attack reduced the target to 0 hit points, each enemy within 30 feet of you must succeed on a Wisdom saving throw or be frightened of you for 1 minute. Each target frightened by this exploit can repeat the saving throw at the end of each of its turns, ending the condition on itself on a success.

"Your crippling attack can drop a badly injured foe with a devastating finishing move. If the foe falls, other enemies lose their resolve."

FLYING TIGER ASSAULT

Monk Rank 3 • Ki Focus, Offensive, Psionic (Long)

When you take the attack action on your turn, you can fly up to your speed before or after one of your melee weapon attacks. If you don't land at the end of this movement, you fall.

In addition, the next time you hit a creature with an unarmed strike before the end of your turn, your attack deals an extra 3d10 damage, and the target must make a Dexterity saving throw. The target is pushed up to 25 feet on a failed save, or up to 10 feet on a success.

After the attack action is resolved, you can move up to 5 feet without provoking opportunity attacks.

"Your flying kick batters your enemy, driving it back as the recoil of your strike lets you dance away."

IMMOLATING FIST

Monk Rank 3 • Fire, Ki Focus, Offensive, Psionic, Stance (Long)

When you hit a creature with an unarmed strike on your turn, your attack deals an extra 3d10 fire damage, and each enemy adjacent to the target takes 1d8 fire damage.

In addition, you enter the Immolating Fist stance. Until the stance ends, you gain resistance to fire damage, and whenever you hit an enemy with an unarmed strike, your attack deals an extra 1d8 fire damage.

"You fell calm settle over you, and you see your situation with new eyes. Reading your enemies' thoughts helps you strike before their own attacks can land."

LIGHTNING LEAP

Monk Rank 3 • Ki Focus, Lightning, Offensive, Psionic, Thunder (Long)

As an action, make an unarmed strike against any number of creatures within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 3d6 lightning damage, or half as much damage as normal on a miss.

After the attacks are resolved, you can jump up to 25 feet without provoking opportunity attacks. At the end of this movement, each creature adjacent to you must make a Constitution saving throw. A target takes 6d6 thunder damage on a failed save, or half as much damage on a success.

"The lightning that scorches your enemies also speeds you away, and thunder offers a cacophonous accompaniment."

RELENTLESS HOUND TECHNIQUE

Monk Rank 3 • Ki Focus, Offensive, Psionic (Long)

When you hit a creature with an unarmed strike on your turn, your attack deals an extra 3d10 damage, and until the start of your next turn, whenever the target makes an attack, you can make a melee weapon attack against it (no action required). On a hit, your attack deals an extra 1d8 damage.

In addition, until the end of your next turn, whenever the target willingly leaves a space adjacent to you, you can move to a space within 5 feet of it at the end of that movement (no action required).

"You make a quick attack against your foe, marking it with a psionic tag. Where it goes, you can follow."

STONE JUGGERNAUT

Monk Rank 3 • Ki Focus, Offensive, Polymorph, Psionic (Long)

As a bonus action, you assume the form of the Stone Juggernaut for 1 minute. While in this form, you gain a +2 bonus to AC, and can attempt to escape grapples or restraints at the start of each of your turns (no action required). The form also enables you to ignore difficult terrain and when you hit a target with an unarmed strike, your attack deals an extra 1d8 damage, and if the target is a creature, it is knocked prone.

"Attuning your mind to elemental earth triggers your transformation into a stone juggernaut. Your every strike causes the earth to fracture and enemies it fall."

STRENGTH TO WEAKNESS

Monk Rank 3 • Ki Focus, Offensive, Psionic (Long)

When you take the attack action on your turn, you can forgo one of your attacks and choose one creature within your unarmed reach. The target must make a Dexterity or Constitution saving throw (your choice). On a failed save, the target bleeds for 4d6 necrotic damage. On a successful save, the target bleeds for 2d6 necrotic damage.

"You psionically perceive what your eyes cannot see: your foe's inner weakness. You lightly touch that foe. A moment later, the agony of your attack falls upon it."

TSUNAMI THROW

Monk Rank 3 • Ki Focus, Offensive, Psionic (Long)

When an adjacent enemy hits you with an attack, you can use your reaction to make one unarmed strike against the triggering enemy. On a hit, your attack deals an extra 3d6 damage, and you can push the triggering enemy up to 25 feet and knock it prone. If you do so, each creature adjacent to the triggering enemy must succeed on a Constitution saving throw or take 6d6 bludgeoning damage and be knocked prone.

"You catch one opponent and hurl it away from you with a wave of mental force, sending it crashing into your other enemies."

TWILIGHT TOUCH

Monk Rank 3 • Ki Focus, Offensive, Psionic, Psychic (Long)

As an action, choose up to three creatures within your unarmed reach. Each target must make a Dexterity saving throw. On a failed save, a target takes 6d6 psychic damage and is blinded until the end of your next turn. On a success, the target takes half as much damage and is not blinded.

"You tap your fingers against your enemies' heads, disrupting the flow of energy through them and clouding their vision."

UNCOMMON CLARITY

Monk Rank 3 • Ki Focus, Offensive, Psionic (Long)

When you take the attack action on your turn, you can forgo one of your attacks and make an unarmed strike with advantage against one creature within your reach. You can score a critical hit with this attack on a roll of 19–20. On a hit, your attack deals an extra 3d10 damage. On a miss, you can use your reaction to repeat the attack with Disadvantage. Do not repeat the attack again if it misses a second time.

"You attune yourself to your foe's thoughts, granting you increased accuracy with your attack."

RANK 3 – UTILITY

ADAMANT SOUL

Monk Rank 3 • Psionic, Transmutation, Utility (Short)

When you take damage, you can use your reaction to gain resistance to that damage type until the end of your next turn, including the triggering damage.

"You coordinate body, mind, and soul to protect you from the energy of your foes' attacks."

ADAMANTINE BONES

Monk Rank 3 • Psionic, Transmutation, Utility (Short)

As a bonus action, you gain resistance to all damage until the end of your next turn.

"Your ki energy strengthens you from the inside out, reducing the effectiveness of your enemies' attacks."

CONFIRMATION OF SPIRIT

Monk Rank 3 • Healing, Psionic, Transmutation, Utility (Short)

When you hit an enemy with a melee attack, you regain 1d8 + 8 hit points.

"The aftermath of a successful attack confirms your discipline and focus, granting you the strength to fight on."

ELEMENTAL RESILIENCE

Monk Rank 3 • Elemental, Psionic, Transmutation, Utility (Long)

When you take acid, cold, fire, lightning, or thunder damage, you can use your reaction to gain immunity to the triggering damage. Additionally, you gain resistance to the triggering damage type for 10 minutes.

"Your reactions are faster than the energy being brought to bear against you. You instantly adjust your body to minimize the effect of all such attacks that target you."

FLAME'S BLESSING

Monk Rank 3 • Evocation, Psionic, Stance, Utility (Long)

As a bonus action, you enter the Flame's Blessing stance. Until the stance ends, your speed increases by 10 feet and you gain advantage on attacks that deal fire damage.

"The pale flames dancing across your body do not harm you, but instead turn you into a faster and more accurate attacker."

INTERNAL POWER

Monk Rank 3 • Healing, Psionic, Transmutation, Utility (Long)

As a bonus action, you can spend up to three hit dice to regain hit points. If you spend at least one hit die, you regain an extra 2d8 hit points.

"You draw on the psionic power that flows within you to knit your wounds."

IRON DRAGON DEFENSE

Monk Rank 3 • Psionic, Transmutation, Utility (Short)

When you take damage, you can use your reaction to reduce the triggering damage by 2d8 + 4. You still suffer any other effects of the attack as normal.

"You quiet your mind and shrug off the pain inflicted upon you."

IRON HEART RESILIENCE

Monk Rank 3 • Abjuration, Psionic, Stance, Utility (Long)

As a bonus action, you enter the Iron Heart Resilience stance. Until the stance ends, you gain advantage on saving throws.

"You visualize the essence of determination, anchoring yourself against the worst of what your enemies impose upon you."

MIRRORED PURSUIT

Monk Rank 3 • Psionic, Transmutation, Utility (Long)

When you hit a creature with a melee attack, you also mark the target until it is reduced to 0 hit points, 10 minutes have passed, or you willingly move away from the target during your turn.

Until the mark ends, whenever the target ends its turn in a space not adjacent to you, you can use your reaction to move up to your speed without provoking opportunity attacks to a space adjacent to the target. In addition, you don't get your normal movement on your next turn, though you can still benefit from the Dash action.

"You match your enemy's movements as if you were a reflective in a still pool."

SPIDER TECHNIQUE

Monk Rank 3 • Psionic, Transmutation, Utility (Turn)

As a bonus action, you gain a climb speed equal to your walking speed until the end of your turn. You can use this speed to move across horizontal surfaces, like ceilings, but you fall if you end your turn on a such a surface without secure hand holds.

"The power of your mind turns walls and ceilings into floors for you."

SPRING UP

Monk Rank 3 • Psionic, Transmutation, Utility (Short)

When you are prone at the start of your turn, you can stand up (no action or movement required).

"You leap to your feet."

STONE WARRIOR TRAINING

Monk Rank 3 • Psionic, Utility (Long)

When you finish a short or long rest, choose one ally who can see or hear you. Until the start of the target's next short or long rest, whenever you hit an enemy with an attack, the target's next attack against that enemy deals an extra 1d8 damage.

"In a peaceful moment, you give your ally a brief lesson in the ways of your style so that they can draw upon your strength by imitating your actions."

RANK 4 — OFFENSIVE

AS THE ARROW FLIES

Monk Rank 4 • Ki Focus, Offensive, Psionic (Short)

When you take the attack action on your turn, you can fly up to your speed before or after one of your melee weapon attacks. If you don't land at the end of this movement, you fall.

In addition, the next time you hit a creature with an unarmed strike before the end of your turn, your attack deals an extra 4d10 damage, and the target must succeed on a Dexterity saving throw or have its speed be reduced to 0 until the end of your next turn.

"You can fly like an arrow over other combatants, ready to deliver an attack that pins an enemy where it stands."

BOOMING SHOUT

Monk Rank 4 • Ki Focus, Offensive, Psionic, Thunder (Long)

When you hit a creature with an unarmed strike, your attack deals an extra 4d10 damage, and the target must make a Constitution saving throw. On a failed save, for 1 minute, the target is deafened and at the start of each of its turns, it takes 2d10 thunder damage. On a successful save, the target is pushed up to 5 feet and at the start of its next turn, it takes 1d10 thunder damage. While suffering an effect from this exploit, the target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

"Amplified by psionic power, your voice booms across the battlefield, scattering and disorienting creatures before you."

BREAK THE STONE

Monk Rank 4 • Ki Focus, Offensive, Psionic (Short)

When you take the attack action on your turn, you can move up to 10 feet without provoking opportunity attacks before or after one of your melee weapon attacks. After this movement, you gain resistance to all damage and you cannot be subjected to forced movement unless you choose to be, until the start of your next turn.

In addition, the next time you hit a creature with an unarmed strike before the end of your turn, your attack deals an extra 4d10 damage, and the target must succeed on a Strength saving throw or be slowed until the end of your next turn. While slowed by this exploit, the target's speed is halved and it suffers a 2d6 susceptibility to all damage.

"The ground trembles as you step forward to smash your foe. So great is the concussion that your opponent finds itself disoriented and susceptible."

BREATH OF THE STORM LORD

Monk Rank 4 • Ki Focus, Offensive, Psionic, Thunder (Long)

As an action, choose any number of creatures you can see in a 15-foot cube originating from you. Each target must make a Dexterity saving throw. On a failed save, a target takes 7d6 thunder damage and for 1 minute its speed is halved. On a successful save, the target takes half as much damage and its speed is not reduced.

In addition, you can move up to 20 feet without provoking opportunity attacks to a space adjacent to the cube. The cube then creates a zone that lasts until the end of your next turn. The zone is difficult terrain for creatures other than you, and any creature other than you that ends its turn in the zone is knocked prone. Once on each of your turns, you can move the zone up to 15 feet.

As long as the zone persists, you can use your bonus action on subsequent turns to maintain the zone, extending the duration until the end of your next turn.

"You execute a series of kicks and thrusts that calls forth a column of storm clouds to hamper and brutalize your foe."

DANCE OF THE STINGING HORNET

Monk Rank 4 • Ki Focus, Offensive, Psionic (Short)

When you take the attack action on your turn, whenever you jump this turn, the distance of your long jump increases by 5 feet and the distance of your high jump increases by 2 feet, and you are considered to have a running start.

In addition, the next time you hit a creature with an unarmed strike before the end of your turn, your attack deals an extra 4d10 damage, and the target must succeed on a Strength saving throw or grappled by you. Until the grapple ends, the target grants you half cover against attacks made by other creatures, and if it's larger than you, you can end your movement in its space. If you do so, the target's speed isn't reduced to 0 by this grapple, and you remain in its space when it moves (you don't provoke opportunity attacks as you move with it). Until you leave the target's space, its movement doesn't provoke opportunity attacks from you.

"You leap into the air and land on your foe's back. From there, you rain blows on it."

DANCER ON THE SEA OF BATTLE

Monk Rank 4 • Ki Focus, Offensive, Psionic (Long)

As an action, you can safely move up to your speed and can make a melee weapon attack against each enemy you move adjacent to during this movement, with a separate attack roll for each target. Each creature can only be attacked once during this movement. On a hit, your attack deals an extra 4d6 damage, and the target must succeed on a Strength saving throw or be knocked prone. On a miss, your attack deals half as much damage as normal.

"You weave between enemy lines, dashing among your foes and leaving fallen warriors in your wake."

DRAGON'S FLAME

Monk Rank 4 • Fire, Ki Focus, Offensive, Psionic, Psychic (Long)

As an action, choose any number of creatures you can see in a 30-foot cone originating from you. Each target must make a Wisdom saving throw. On a failed save, a target takes 3d6 fire damage and 3d6 psychic damage, and its soul is set aflame for 1 minute. On a successful save, the target takes half as much damage. While a target's soul is aflame from this exploit, it takes 1d10 fire damage and 1d10 psychic damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Each time the target fails a saving throw against this ongoing effect, it is pushed or pulled up to 10 feet (your choice). These magical flames cannot be extinguished by nonmagical means.

In addition, you gain an aura with a 5-foot radius that lasts for 1 minute or until you dismiss it as a bonus action. Until the exploit ends, the aura moves with you, centered on you. Any enemy that enters the aura or ends its turn there takes 1d10 fire damage and 1d10 psychic damage. An enemy can take this damage only once per turn.

"You surge through your enemies' ranks with a flurry of blazing attacks and as your strikes fall, fire radiates out from you."

FALCON'S RENT

Monk Rank 4 • Ki Focus, Offensive, Psionic (Long)

As an action, make an unarmed strike against any number of creatures within your reach, with a separate attack roll for each target. On a hit, your attack deals an extra 4d6 damage, and the target must make a Dexterity saving throw. On a failed save, the target bleeds for 2d6 necrotic damage and until this bleeding ends, attack rolls against the target have advantage. On a successful save, the target bleeds for 1d6 necrotic damage.

As part of the same action, you can fly up to your speed. If you don't land at the end of this movement, you fall.

"You lash out with a psionic strike at foes around you, leaving those enemies reeling and unable to properly defend themselves."

FURIOUS BULL

Monk Rank 4 • Ki Focus, Offensive, Psionic (Short)

As an action, you can move up to your speed plus 10 feet. During this movement, you can move through enemies' spaces.

After the movement, you can make an unarmed strike against any number of creatures within 10 feet of you, with a separate attack roll for each target. You can make this attack even if a target is outside your melee attack reach. On a hit, your attack deals an extra 4d6 damage, and you can move the target up to 5 feet and until the end of your next turn, the target can't take a reaction. 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.

"You move like an enraged bull, drawing your psionic power to shove aside your foes and deliver vicious punches that leave them senseless."

MITHRIL TORNADO

Monk Rank 4 • Ki Focus, Offensive, Psionic (Long)

As an action, you gain a +2 bonus to AC and advantage on saving throws until the end of your next turn and can make an unarmed strike against any number of creatures within your reach, with a separate attack roll for each target. On a hit, your attack deals an extra 4d6 damage, and the target must succeed on a Dexterity saving throw or be dazed for 1 minute.

You can then move up to your speed. Any enemy that misses you with an opportunity attack provoked by this movement takes 1d10 damage of the same type as your unarmed strike. When you end this movement, you can make an unarmed strike against any number of creatures within your reach, with a separate attack roll for each target. On a hit, your attack deals an extra 4d6 damage, and the target must succeed on a Dexterity saving throw or be dazed for 1 minute.

While dazed by this exploit, the creature cannot take reactions, and on its turn, it must choose whether it gets a move, an action, or a bonus action; it gets only one of the three. Moreover, it can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

"Twinned attacks send you hurtling across the battlefield, your enemies reeling from a whirlwind of blows."

OVERPOWERING STRIKE

Monk Rank 4 • Ki Focus, Offensive, Psionic (Short)

When you take the attack action on your turn, you can move up to 15 feet without provoking opportunity attacks before or after one of your melee weapon attacks.

In addition, the next time you hit a creature with an unarmed strike before the end of your turn, your attack deals an extra 4d10 damage, and the target must succeed on a Wisdom saving throw or suffer disadvantage on attack rolls until the start of your next turn.

"You focus psionic energy into a single strike so powerful that your foe has trouble striking back."

QUICKENING ASSAULT

Monk Rank 4 • Ki Focus, Offensive, Psionic (Long)

When you hit a creature with an unarmed strike, your attack deals an extra 6d10 damage.

In addition, your next attack against the target before the end of your next turn deals an extra 1d10 damage on a hit, or half as much damage as normal on a miss.

"With a careful aim and precise movement, you use one devastating attack to set up another."

RESOUNDING FIST

Monk Rank 4 • Force, Ki Focus, Offensive, Psionic (Short)

When you take the attack action on your turn, you can move up to 10 feet without provoking opportunity attacks before or after one of your melee weapon attacks. After this movement, you gain resistance to all damage until the start of your next turn.

In addition, the next time you hit a creature with an unarmed strike before the end of your turn, your attack deals an extra 4d10 force damage, and the target must succeed on a Constitution saving throw or until the end of your next turn, your allies' attacks against the target deal an extra 2d10 damage on a hit. Against an object, your unarmed strike deals an extra 8d10 damage on a hit instead of 4d10.

"Resounding energy from your powerful strike disrupts your foe and grants your allies an opening."

RING THE GOLDEN BELL

Monk Rank 4 • Force, Ki Focus, Offensive, Psionic (Long)

As an action, you can jump up to 50 feet without provoking opportunity attacks.

After the jump, you can make an unarmed strike against any number of creatures within your reach, with a separate attack roll for each target. On a hit, your attack deals an extra 4d6 damage, and the target must succeed on a Dexterity saving throw or be dazed for 1 minute. On a miss, your attack deals half as much damage as normal, and the target is dazed until the end of your next turn. While dazed by this exploit, the target cannot take reactions, and on its turn, it must choose whether it gets a move, an action, or a bonus action; it gets only one of the three.

"You leap up and punch at the air, causing a shimmering bolt of force to arc across the battlefield. You follow the bolt, landing at its point of impact."

SKIRLING GRASP

Monk Rank 4 • Ki Focus, Offensive, Psionic (Short)

As an action, you can move up to your speed plus 10 feet, ignoring difficult terrain, before or after you make an unarmed strike against any number of creatures in a 15-foot cone originating from you, with a separate attack roll for each target. You can make this attack even if a target is outside your melee attack reach. On a hit, your attack deals an extra 4d6 damage, and the target must succeed on a Strength saving throw or its speed is reduced to 0 until the end of your next turn.

"A mighty wind howls around you, punishing your foes and giving you incredible mobility."

STEP BETWEEN THE WORLDS

Monk Rank 4 • Ki Focus, Offensive, Psionic, Teleportation (Short)

When you take the attack action on your turn, you can teleport up to 35 feet before or after one of your melee weapon attacks.

In addition, the next time you hit a creature with an unarmed strike before the end of your turn, your attack deals an extra 4d10 damage, and the target must make a Wisdom saving throw. On a failed save, you can teleport the target up to 25 feet.

"You slip underneath the fabric of the world, emerging to fall upon your enemy with a kick, sending it through the passage you emerged from."

STILL WATERS STRIKE

Monk Rank 4 • Ki Focus, Offensive, Psionic, Psychic (Long)

When you hit a creature with an unarmed strike, your attack deals an extra 4d10 psychic damage, and you can push the target up to 10 feet.

In addition, attack rolls against you have advantage until the start of your next turn. Until this effect ends, when an adjacent enemy hits you with a melee attack, you can make one unarmed strike with advantage against the triggering enemy (no action required). On a hit, your attack deals an extra 1d10 damage, and you knock the triggering enemy prone.

"The physical and mental pain of your strike knocks a foe back, then places you into a waiting posture that invites enemies to attack you at their peril."

STOKING THE FLAMES

Monk Rank 4 • Fire, Ki Focus, Offensive, Psionic (Short)

As an action, you can move up to 15 feet without provoking opportunity attacks before or after you target each creature within 5 feet of you. Each target must succeed on a Dexterity saving throw or take 7d6 fire damage. After the saving throws are resolved, you gain an aura with a 5-foot radius that lasts until the end of your next turn. Until the exploit ends, the aura moves with you, centered on you. Any creature that enters the aura or ends its turn there takes 2d10 fire damage. A creature can take this damage only once per turn.

"Calling on a great quantity of elemental fire to aid your attacks causes you to emanate hungry flames that scorch anything in their path."

STORM'S WAKE

Monk Rank 4 • Ki Focus, Offensive, Psionic (Short)

When you take the attack action on your turn, you can move up to your speed plus 10 feet before or after one of your melee weapon attacks. During this movement, attack rolls against you have disadvantage and your saving throws gain advantage.

In addition, the next time you hit a creature with an unarmed strike before the end of your turn, your attack deals an extra 4d10 damage, and the target and each enemy adjacent to you must make a Dexterity saving throw. On a failed save, you can push the target up to 25 feet.

"You read the flow of combat to better anticipate attacks as you move, then buttress your own strike with a ki shout that jolts your enemies back."

SUNDERED MOUNTAIN

Monk Rank 4 • Ki Focus, Necrotic, Offensive, Psionic (Long)

When you hit a creature with an unarmed strike, your attack deals an extra 4d10 damage, and the target is subjected to sundering for 1 minute. While sundered by this exploit, the target takes 1d10 necrotic damage for every 5 feet of movement it willingly uses. If the target uses more than half its speed willingly, it falls prone at the end of that movement. When the target ends its turn more than 5 feet away from you, it can make a Constitution saving throw, ending the exploit on a success.

"A cracking noise sounds when you strike your foe, and the creature's staggering, pain-wracked steps are evidence of the extent of its injuries."

THUNDERING WATERFALL

Monk Rank 4 • Ki Focus, Offensive, Psionic (Short)

When you take the attack action on your turn, you can move up to your speed before or after one of your melee weapon attacks. Each time any enemy misses you with an opportunity attack provoked by this movement, you can a cumulative +1 bonus to AC and saving throws until the start of your next turn.

In addition, the next time you hit a creature with an unarmed strike before the end of your turn, your attack deals an extra 4d10 damage, and the target must succeed on a Dexterity saving throw or be pushed up to 15 feet. After the saving throw is resolved, you can move up to 15 feet without provoking opportunity attacks and choose any number of creatures within 5 feet of you. Each chosen creature must make a Constitution saving throw. On a failed save, a chosen creature takes 1d10 magical bludgeoning damage, and it can't take a reaction until the start of your 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.

"You undertake a devastating rush through the thick of combat that makes you harder to hit."

TORRENT OF FALLING KNIVES

Monk Rank 4 • Fire, Ki Focus, Offensive, Psionic (Short)

As an action, you can move up to your speed without provoking opportunity attacks, then make an unarmed strike against one, two, or three enemies adjacent to you during your movement, with a separate attack roll for each target. On a hit, your attack deals an extra 4d6 damage.

As part of the same action, you can move up to 5 feet without provoking opportunity attacks or move up to 15 feet.

"Your fingertips pierce steel and flesh effortlessly but come away clean, as you dance among your foes."

WAY OF THE AUTUMN WIND

Monk Rank 4 • Cold, Ki Focus, Offensive, Psionic, Stance (Long)

As an action, make an unarmed strike against any number of creatures within 10 feet of you, with a separate attack roll for each target. You can make this attack even if a target is outside your melee attack reach. On a hit, your attack deals an extra 4d6 damage, and the target must make a Constitution saving throw. The target is weakened for 1 minute on a failed save, or until the end of your next turn on a success. While weakened, the target deals only half as much damage as normal with weapon attacks. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

In addition, you enter the Autumn Wind stance. Until the stance ends, you can move up to 10 feet without provoking opportunity attacks as a reaction whenever you are hit by an attack.

"You spring into the air and preform a roundhouse kick, creating a bitter draft. You dance on the wind as it washes over your foes, draining their strength."

RANK 4 – UTILITY

ALTERED AWARENESS

Monk Rank 4 • Illusion, Psionic, Utility (Short)

When you hit a creature with a melee attack, you become invisible to the target until the end of your next turn.

"Your successful attack lets you touch a foe's mind, then fade from its sight."

CATCH THE WIND

Monk Rank 4 • Psionic, Transmutation, Utility (Long)

When an enemy within 60 feet of you deals damage to you, you can use your reaction to take only half damage from the triggering effect. After the damage is resolved, you can fly up to 60 feet to a space adjacent to the triggering enemy.

"Spinning away from an enemy's missile sends you on a giant leap through the air that brings you close to your attacker."

DISCIPLINED MIND

Monk Rank 4 • Abjuration, Psionic, Utility (Short)

When you fail a Wisdom saving throw, you can use your reaction to reroll the save with advantage.

"Your disciplined mind repels an attack."

MASTER OF WINDS STANCE

Monk Rank 4 • Psionic, Stance, Transmutation, Utility (Long)

As a bonus action, you enter the Master of Winds stance. Until the stance ends, after you are subject to forced movement, you can move without provoking opportunity attacks the same number of feet you were forcibly moved (no action required).

"Wind whips around you, taking you where you need to go, not where anyone else would send you."

MEDITATIVE SOLACE

Monk Rank 4 • Abjuration, Psionic, Stance, Utility (Long)

As a bonus action, you enter the Meditative Solace stance. Until the stance ends, you can use a bonus action to make a saving throw against one effect that a save can end.

"By focusing your mind, you banish your ills."

ONE HUNDRED STEPS

Monk Rank 4 • *Conjuration, Psionic, Stance, Teleportation, Utility (Long)*

As a bonus action, you enter the One Hundred Steps stance. Until the stance ends, you are lightly obscured, and when an enemy hits or misses you with an attack, you can use your reaction to teleport up to 10 feet.

"You attune your mind to concentrate on keeping yourself safe, and you can effortlessly flit away from any attack mounted against you."

PEARL OF BLACK DOUBT

Monk Rank 4 • *Psionic, Stance, Transmutation, Utility (Long)*

When an enemy misses you with an attack, you can use your reaction to enter the Pearl of Black Doubt stance. Until the stance ends, you gain a +2 bonus to AC and advantage on saving throws against the triggering enemy's attacks, spells, and abilities. In addition, whenever the triggering enemy misses you with an attack, you gain advantage on attack rolls against the triggering enemy until the end of your next turn.

"As the enemy's attack goes wide, you plant doubt's bitter seed in its mind to hamper its fight against you."

ROOTS OF THE MOUNTAIN

Monk Rank 4 • *Psionic, Transmutation, Utility (Short)*

When an enemy within 5 feet of you hits you with an attack, you can use your reaction to gain a +4 bonus to AC and advantage on saving throws until the start of your next turn, including the triggering attack. If this causes the triggering attack to miss, you can push the triggering enemy up to 10 feet.

"Rooting yourself in place helps you deflect an enemy's attack and knock the foe out of your way."

STANCE OF THE STILL SWORD

Monk Rank 4 • *Enchantment, Psionic, Stance, Utility (Long)*

As a bonus action, you enter the Still Sword stance. Until the stance ends, attack rolls against you have disadvantage.

"You cast aside thoughts of battle, and your foes are compelled to do the same."

SUNDERED CHAINS

Monk Rank 4 • *Psionic, Transmutation, Utility (Short)*

When you start your turn grappled, restrained, or suffering a reduction to your speed, you can activate this exploit to end the triggering condition effect (no action required).

"With the power of your mind, you free your body from constraint."

UNFAILING RESOLVE

Monk Rank 4 • *Psionic, Stance, Transmutation, Utility (Long)*

When you are reduced to 0 hit points, you enter the Unfailing Resolve stance. Until the stance ends, while you are dying but not dead, your speed is halved and you deal only half as much damage as normal instead of being unconscious, though you make death saving throws as normal.

"Your focus and discipline lets you stay on your feet even though you are death's door."

RANK 5 – OFFENSIVE

A FEATHER'S WEIGHT

Monk Rank 5 • *Ki Focus, Offensive, Psionic (Short)*

When you take the attack action on your turn, you can move up to your speed plus 10 feet before or after one of your melee weapon attacks. You can make one additional unarmed strike at any point during this movement. On a hit, your attack deals an extra 5d10 damage, and the target must make a Strength saving throw. On a failed save, you can move the target up to 10 feet, 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. Also, on a failed save, the next time the target takes damage before the start of your next turn, it takes an additional 1d12 damage.

"A powerful strike leaves your enemy off balance, so that any attack will send it to the ground."

ANGELIC LEGION TECHNIQUE

Monk Rank 5 • *Ki Focus, Offensive, Psionic (Long)*

When you hit a creature with an unarmed strike, your attack deals an extra 5d10 damage, and the target must make a Dexterity saving throw. The target is marked by you for 1 minute on a failed save, or until the end of your next turn on a success. While marked by this exploit, the target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

In addition, until this exploit's mark ends, you can force the marked target to target you with its melee and ranged attacks as long as you are within those attacks' ranges. Each time the target attacks you, you gain advantage on attack rolls against it until the end of your next turn.

"You launch yourself at your enemy, forcing it to duel with an overwhelming array of kicks and punches. By compelling the enemy to attack, you lure it into your trap."

BITTER STASIS

Monk Rank 5 • *Cold, Ki Focus, Offensive, Psionic (Short)*

When you take the attack action on your turn, you can use a bonus action to set your feet before or after one of your melee weapon attacks. If you do so, until the end of your next turn, your speed is reduced to 0 and you gain resistance to all damage.

In addition, the next time you hit a creature with an unarmed strike before the end of your turn, your attack deals an extra 5d10 cold damage, and the target must succeed on a Strength saving throw or be restrained until the end of your next turn.

"The elemental cold released through your attack traps you and an enemy on ice. The cold is more than your enemy can bear, but it offers you protection from outside interference."

CRUSHING REPRISAL

Monk Rank 5 • Ki Focus, Offensive, Psionic (Long)

When an enemy misses you with a melee attack, you can use your reaction to move up to 10 feet without provoking opportunity attacks and make an unarmed strike against the triggering enemy. On a hit, your attack deals an extra 5d10 damage, and the target must succeed on a Constitution saving throw or be stunned for 1 minute. On a miss, you deal half as much damage and the target is not stunned. While stunned by this exploit, the target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

"Your enemy's failed attack lets you slip in quickly to deliver a crushing counterstrike."

DEATH'S CHILLED EMBRACE

Monk Rank 5 • Ki Focus, Necrotic, Offensive, Psionic (Short)

When you take the attack action on your turn, you can move up to your speed plus 10 feet before or after one of your melee weapon attacks. You can make one additional unarmed strike at any point during this movement. On a hit, your attack deals an extra 5d10 necrotic damage, and the target must succeed on a Strength saving throw or until the end of your next turn, its speed is reduced to 0. Until this speed reduction ends, the target takes 2d12 necrotic damage for every 5 feet of forced movement it is subjected to.

"Your touch roots your foe in place, so when it is forced to move, its flesh cracks like breaking ice."

DUEL IN THE HEAVENS

Monk Rank 5 • Ki Focus, Offensive, Psionic (Long)

When you hit a creature with an unarmed strike, your attack deals an extra 5d10 damage, and you can move the target up to 25 feet. If you do so, you can move up to 25 feet without provoking opportunity attacks to a space adjacent to the target. The target must then make a Strength saving throw. On a failed save, the target takes 2d12 damage of the same type as your unarmed strike, is knocked prone, 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 success, the target takes half as much damage, and is knocked prone.

Once the exploit is resolved, you can fly up to your speed without provoking opportunity attacks. If you do not end this movement on a solid surface, you fall.

"Your draw on your inner reserves to unleash a deadly kick. Your foe soars through the air, and in a flash, you leap after it. For a brief moment, the two of you float in midair until you unleash a second attack that sends it crashing to the ground."

DUEL OF FATES

Monk Rank 5 • Ki Focus, Offensive, Psionic Psychic (Long)

When you hit a creature within 15 feet of you with an unarmed strike, your attack deals an extra 5d10 damage and for 1 minute, you gain advantage on attack rolls against the target. The target can make a Wisdom saving throw at the end of each of its turns, ending the effect on a success.

In addition, you create a zone that fills a 15-foot radius centered on you that lasts until the target is reduced to 0 hit points or until you leave the zone. Nothing can teleport into or out of the zone. The target treats the edges of the zone as blocking terrain, and any creature other than the target that enters the zone or starts its turn there takes 2d12 psychic damage. A creature can take this damage only once per turn.

"You zero in on an enemy and commit yourself to its defeat by creating a field to keep it close and hedge out interference."

FALL OF THE ANVIL'S MASTER

Monk Rank 5 • Ki Focus, Offensive, Psionic (Short)

When you take the attack action on your turn, you can move up to move up to 5 feet without provoking opportunity attacks or up to 15 feet before or after one of your melee weapon attacks.

In addition, the next time you hit a creature with an unarmed strike before the end of your turn, your attack deals an extra 5d10 damage, and the target must succeed on a Strength saving throw or be pushed up to 15 feet and knocked prone.

"You strike an enemy with all four limbs, and each blow lands with the weight of an anvil. Once done, you land lightly."

FEIGNED OPENING

Monk Rank 5 • Ki Focus, Offensive, Psionic (Short)

When you take the attack action on your turn, you can move up to your speed plus 10 feet before or after one of your melee weapon attacks. You do not provoke opportunity attacks when moving away from enemies who are adjacent to you at the start of this movement.

In addition, you can forgo one of your attacks granted by the attack action to choose one creature you can see within 15 feet. The target must succeed on a Wisdom saving throw or be pulled up to 10 feet. If you pull the target to a space within 5 feet of you, it takes 8d10 damage of the same type as your unarmed strike and until the end of your next turn, attack rolls against the target have advantage.

"You give your enemy a false opening to lure it close, then lash out with brutal force that leaves it reeling."

FIRE-SNAKE DANCE

Monk Rank 5 • Fire, Ki Focus, Offensive, Psionic (Long)

As an action, you can move up to your speed plus 20 feet without provoking opportunity attacks and make an unarmed strike against each enemy you are adjacent to during this movement, with a separate attack roll for each target. You can only attack a creature once with each use of this exploit. On a hit, your attack deals an extra 5d6 fire damage, and until the end of your next turn, the target's speed is reduced to 0. On a miss, your attack deals half as much damage as normal, and until the end of your next turn, the target's speed is halved.

"The fires erupting from your body burn so brightly that none dare stop you. As you move across the battlefield, you deliver strikes that constrict your enemies with coils of flame."

FIST OF THE WHIRLING TEMPEST

Monk Rank 5 • Ki Focus, Lightning, Offensive, Psionic, Thunder (Short)

When you take the attack action on your turn, you can move up to your speed without provoking opportunity attacks before or after one of your melee weapon attacks.

In addition, you can forgo one of your attacks to choose one creature within 30 feet. The target must make a Dexterity saving throw. On a failed save, the target takes 8d10 lightning 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.

Also, you gain an aura with a 5-foot radius that lasts until the start of your next turn. Until the aura ends, the it moves with you, centered on you. Any creature that enters the aura or ends its turn there takes 1d12 thunder damage. A creature can take this damage only once per turn.

"You reach out with your thoughts to the sky and call down a thunderbolt to destroy your enemies. Echoing thunder follows you as you maneuver into position."

GLARE OF THE INNER EYE

Monk Rank 5 • Ki Focus, Offensive, Psionic, Psychic (Short)

When you take the attack action on your turn, you can choose one creature adjacent to you before or after one of your melee weapon attacks. If you do so, you can move up to 5 feet without provoking opportunity attacks and swap places with the chosen creature, or swap places with the chosen creature and then move up to 5 feet without provoking opportunity attacks.

In addition, you can forgo one of your attacks granted by the attack action to choose one creature you can see within 30 feet. You become blinded and gain 60 feet of blindsight until the start of your next turn. Then the target must succeed on a Wisdom saving throw or take 8d10 psychic damage.

"Your senses expand beyond sight as the power of your inner eye lets you project a mental assault against a distant foe."

HARE'S PANICKED RETREAT

Monk Rank 5 • Fear, Ki Focus, Offensive, Psionic (Long)

When you hit a creature with an unarmed strike, your attack deals an extra 5d10 damage, and the target must make a Strength saving throw. On a failed save, the target's speed is halved for 1 minute. On a successful save, you can push the target up to its speed. While the target's speed is reduced by this exploit, whenever it starts its turn, you can push it up to 10 feet (no action required). Each enemy within 5 feet of the target at the end of the push is knocked prone.

"The power of your forceful strike fills your foe with dread, causing it to knock down other enemies as you control its feeble attempts to escape from you."

INEVITABLE FIST

Monk Rank 5 • Ki Focus, Offensive, Psionic, Stance (Long)

When you hit a creature with an unarmed strike, your attack deals an extra 5d10 damage.

In addition, you enter the Inevitable Fist stance. Until the stance ends, when you miss a creature with an unarmed strike granted by a bonus action, your attack still deals half as much damage as normal.

"You strike at your foe. No matter how it tries to dodge your attack, it cannot escape."

LEAPING DRAGON STRIKE

Monk Rank 5 • Ki Focus, Offensive, Psionic (Short)

When you take the attack action on your turn, you can choose an adjacent creature before or after one of your melee weapon attacks. If you do so, you can jump without provoking opportunity attacks to any space adjacent to it.

In addition, the next time you hit a creature with an unarmed strike before the end of your turn, your attack deals an extra 5d10 damage, and you can use the jump from this exploit an additional time, then the target must succeed on a Dexterity saving throw or be pushed up to 10 feet.

"You leap into the air to jump over your enemy. When you land, you follow up with a vicious strike that drives the foe back."

LIVING TORCH

Monk Rank 5 • Fire, Ki Focus, Offensive, Psionic (Short)

When you take the attack action on your turn, you can move up to your speed plus 15 feet before or after one of your melee weapon attacks. During this movement, you are heavily obscured.

In addition, the next time you hit a creature with an unarmed strike before the end of your turn, your attack deals an extra 5d10 fire damage. Also, until the end of your next turn, whenever the target takes damage from an attack, each of your enemies adjacent to it take 2d12 fire damage. An enemy can take this damage only once per turn.

"Black smoke roils around you, obscuring you from sight. When you strike a foe, heat shimmers appear and explode with renewed flames each time your target sustains further injury."

LOUD FIST STRIKE

Monk Rank 5 • Ki Focus, Offensive, Psionic, Thunder (Long)

When you take the attack action on your turn, you can move up to your speed without provoking opportunity attacks before one of your melee attacks using an unarmed strike. On a hit, your attack deals an extra 5d6 damage, and you can push the target up to 25 feet. On a miss, your attack deals half as much damage, and you can push the target up to 25 feet.

After the attack, choose any number of creatures you can see within 10 feet of the target. Each chosen creature must make a Constitution saving throw. On a failed save, the chosen creature takes 8d6 thunder damage and is pushed up to 15 feet from the target. On a success, the chosen creature takes half as much damage and is not pushed.

"Your fast attack sends a foe careening into other enemies, which are blasted back by an explosive clap of thunder."

NEUTRALIZING STRIKE

Monk Rank 5 • Ki Focus, Offensive, Psionic (Long)

When you hit a creature with an unarmed strike, your attack deals an extra 5d10 damage, and the target must make a Constitution saving throw. On a failed save, the target is stunned until the end of your next turn. On a success, the target deals only half as much damage as normal with weapon attacks until the end of your next turn.

"The disruptive force of your mentally enhanced strike renders your target virtually helpless and ready to be finished off."

RISING DRAGON FIRE

Monk Rank 5 • Fire, Ki Focus, Offensive, Psionic (Long)

As an action, you target each creature within 10 feet of you. Each target must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a success.

In addition, the you create a zone that fills a 10-foot radius centered on you and lasts until the end of your next turn. When you hit any creature that is within the zone, your attack deals an extra 2d12 fire damage.

As long as the zone persists, you can use your bonus action on subsequent turns to maintain the zone, extending the duration until the end of your next turn.

"You exhale an inferno to burn your enemies."

STEPS PF GRASPING FIRE

Monk Rank 5 • Fire, Ki Focus, Offensive, Psionic (Short)

As an action, you target each creature in a 15-foot cone originating from you. Each target must succeed on a Dexterity saving throw or take 8d6 fire damage.

As part of the same action, you can move up to your speed. During this movement, any enemy that hits you takes 2d12 fire damage, and each space you leave is filled with fire until the end of your next turn. Any creature that enters a fire space or starts its turn there takes 2d12 fire damage.

"You become sheathed in flames and leave a trail of fire behind you with each step."

THREE WINDS KICK

Monk Rank 5 • Ki Focus, Offensive, Psionic, Teleportation (Short)

As an action, you can choose one enemy within 30 feet of you before or after one of your melee weapon attacks. If you do so, you can teleport to a space adjacent to that enemy.

As part of the same action, make an unarmed strike against one, two, or three creatures within your reach, with a separate attack roll for each target. On a hit, your attack deals an extra 8d6 damage. Each time you hit you can move up to 10 feet without provoking opportunity attacks before making the next attack.

"You move like a hurricane, dashing amid your enemies as you deliver a flurry of kicks."

TWIN FOUNTAIN STRIKE

Monk Rank 5 • Ki Focus, Offensive, Psionic (Long)

As an action, you can move up to your speed plus 10 feet without provoking opportunity attacks and make an unarmed strike against one or two creatures within your reach at any point during this movement, with a separate attack roll for each target. On a hit, your attack deals an extra 5d6 damage, and the target bleeds for 4d6 necrotic damage. Until this bleeding ends, the target's space and each space within 5 feet of it are lightly obscured. Any enemy not immune to being frightened suffers disadvantage on attack rolls while it can see a space lightly obscured by this exploit.

"As you tumble past your enemies, your attack draws forth a blood-red mist that shrouds them and fills other foes with fear."

WHIRLWIND KICK

Monk Rank 5 • Ki Focus, Offensive, Psionic (Short)

As an action, you can fly up to your speed without provoking opportunity attacks.

As part of the same action, choose any number of creatures within 15 feet of you. Each target must succeed on a Strength saving throw or be pulled up to 10 feet closer to you. After the saving throws are resolved, make an unarmed strike against any number of creatures within your reach, with a separate attack roll for each target. On a hit, your attack deals an extra 8d6 damage.

"You spin at incredible speeds, creating a vortex of wind that draws your foes near. As they sprawl around you, you leap into the air and make your escape."

PSION

RANK 1 - OFFENSIVE

BETRAYAL

Psion Rank 1 • Augmentable, Charm, Enchantment, Focus, Offensive, Psionic (Turn)

Unaugmented: As an action, choose one creature within 60 feet. The target must succeed on a Wisdom saving throw or you can move it up to 5 feet to a space adjacent to an enemy and then must make a melee weapon attack with advantage against that enemy (no action required).

Augment 1: As unaugmented, and on a hit, the target's attack deals an extra 1d10 damage.

Augment 2: As unaugmented, except on a failed save, you can move the target up to 10 feet to a space adjacent to an enemy. The target then makes a melee weapon attack against that enemy (no action required), with advantage on the attack roll and on a hit, the target's attack deals an extra 1d10 damage, and it can't take reactions 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.

"You weaken your foe's sense of self and force it to betray a comrade."

BURSTING FLUX

Psion Rank 1 • Augmentable, Evocation, Fire, Focus, Offensive, Psionic (Turn)

Unaugmented: As an action, choose one creature within 60 feet. The target must succeed on a Dexterity saving throw or take 1d6 fire damage.

In addition, choose a 5-foot cube within the target's space. The cube becomes a zone that lasts until the end of your next turn. Any creature that enters the zone, starts its turn there, or starts its turn adjacent to the zone takes 1d6 fire damage. A creature can take this damage only once per turn.

Augment 1: As unaugmented, and the zone is heavily obscured

Augment 2: As an action, you target each creature in a 10-foot radius sphere centered on a point within 60 feet of you. Each target must succeed on a Dexterity saving throw or take 2d6 fire damage.

In addition, the sphere creates a zone that lasts until the end of your next turn. The zone is heavily obscured, and any creature that enters the zone or starts its turn there takes 2d6 fire damage.

"You telekinetically grasp empty space and shape it into a whirlwind of burning, grasping filaments that sears nearby enemies."

CRUSHING TURMOIL

Psion Rank 1 • Augmentable, Enchantment, Focus, Offensive, Psionic, Psychic (Turn)

Unaugmented: As an action, choose one creature within 60 feet. The target must succeed on a Wisdom saving throw or take 1d10 psychic damage and suffers disadvantage on the next saving throw it makes before the end of your next turn.

Augment 1: As unaugmented, and also on a failed save, the target suffers disadvantage on attack rolls until the end of your next turn.

Augment 2: As unaugmented, except on a failed save, the target takes 2d10 psychic damage, and until the end of your next turn, the target suffers disadvantage on attack rolls and saving throws.

"Your attack crushes your enemy's confidence and resolve, hindering its ability to shrug off debilitating effects."

DIMENSIONAL SCRAMBLE

Psion Rank 1 • Augmentable, Conjuration, Focus, Force, Offensive, Psionic, Teleportation (Turn)

Unaugmented: As an action, you target each creature in a 10-foot radius sphere centered on a point within 60 feet of you. Each target must succeed on a Constitution saving throw or take 1d6 force damage and you can teleport the target to a space adjacent to the sphere.

Augment 1: As unaugmented, but you can choose which creatures are targeted in the sphere instead of all of them.

Augment 2: As an action, choose any number of creatures in a 10-foot radius sphere centered on a point within 60 feet of you. Each target must succeed on a Constitution saving throw or take 2d6 force damage and you can teleport the target to another unoccupied space within the sphere or adjacent to it.

"Your attack causes space to jumble and fragment, scattering creatures into different positions."

DISHEARTEN

Psion Rank 1 • Augmentable, Enchantment, Focus, Offensive, Psionic, Psychic (Turn)

Unaugmented: As an action, you target each creature in a 10-foot radius sphere centered on a point within 60 feet of you. Each target must succeed on a Wisdom saving throw or take 1d6 psychic damage and until the end of your next turn, the target suffers disadvantage on attack rolls.

Augment 1: As unaugmented, and also on a failed save, the target cannot make opportunity attacks until the end of your next turn.

Augment 2: As an action, you target each creature in a 10-foot radius sphere centered on a point within 60 feet of you. Each target must succeed on a Wisdom saving throw or take 2d6 psychic damage and until the end of your next turn, the target suffers disadvantage on attack rolls.

"You insert thoughts of defeat into your foes' minds, sapping their will to fight."

FORCE HAMMER

Psion Rank 1 • Augmentable, Evocation, Focus, Force, Offensive, Psionic (Turn)

Unaugmented: As an action, you target each creature in a 10-foot radius centered on a point within 60 feet of you. Each target must succeed on a Constitution saving throw or take 1d6 force damage and until the end of your next turn, the target's speed is halved.

Augment 1: As unaugmented, and also on a failed save, the target can't benefit from the Disengage action until the end of your next turn.

Augment 2: As unaugmented, except on a failed save, a target takes 2d6 force damage, and is knocked prone.

"You fashion a hammer of force to smash your enemies and either slow them or knock them to the ground."

FORCE PUNCH

Psion Rank 1 • Augmentable, Evocation, Focus, Force, Offensive, Psionic (Turn)

Unaugmented: As an action, make a melee spell attack against one creature within 5 feet of you. On a hit, the target takes 1d8 force damage, and you can push it and each enemy adjacent to you up to 5 feet.

Augment 1: As unaugmented, but you can push the target up to 10 feet on a hit.

Augment 2: As an action, make a melee spell attack against one creature within 5 feet of you. On a hit, the target takes 2d10 force damage and is knocked prone, and you can push it and each enemy adjacent to you up to 5 feet.

"You punch your foe telekinetically, pushing it and its allies away from you."

FORCE SHARD

Psion Rank 1 • Augmentable, Conjunction, Focus, Force, Offensive, Psionic (Turn)

Unaugmented: As an action, you conjure a force shard in an unoccupied space within 30 feet of you. The shard lasts until the end of your next turn or until expended. Any enemy that enters the shard's space or ends its turn there takes 1d4 force damage. An enemy can take this damage only once per turn. In addition, you can use a bonus action to force one creature within 30 feet of you to succeed on a Dexterity saving throw or take 1d10 force damage. After this saving throw, the force shard is expended.

Augment 1: As unaugmented, and you can move the force shard up to 25 feet at the end of your turn (no action required).

Augment 2: As unaugmented, but the target takes 2d10 force damage on a failed save instead of 1d10.

"A shard of pure force appears in the air at your mental command, creating a hazard for your foes."

FUSE FORM

Psion Rank 1 • Augmentable, Evocation, Focus, Offensive, Psionic (Turn)

Unaugmented: As an action, choose one creature within 60 feet. The target must succeed on a Constitution saving throw or take 1d10 magical bludgeoning damage and if the target moves more than 10 feet on its next turn, it takes an additional 1d4 magical bludgeoning damage.

Augment 1: As unaugmented, and also on a failed save, enemies suffer disadvantage on attack rolls while adjacent to the target until the end of your next turn.

Augment 2: As an action choose one creature within 60 feet. The target must succeed on a Constitution saving throw or take 2d6 magical bludgeoning damage and if the target moves more than 10 feet on its next turn, it takes an additional 1d4 magical bludgeoning damage.

Also on a failed save, choose any number of creatures within 5 feet of the target. Each chosen creature must succeed on a Dexterity saving throw or take 2d6 magical bludgeoning damage and until the end of your next turn, the chosen creature cannot move to a space that is not adjacent to the original target, and the original target cannot move to a space that is not adjacent to one or more of the chosen creatures.

"The energy of your mind scours your foe to hinder its movement, and it can bind multiple enemies together with unbreakable psychic bonds."

HAND OF CAUTION

Psion Rank 1 • Evocation, Focus, Force, Offensive, Psionic (Long)

As an action, choose one creature within 60 feet. The target must make a Dexterity saving throw. The target takes 2d10 force damage on a failed save, or half as much damage on a success.

In addition, for 1 minute, you can use a bonus action to push the target 5 feet away from you when it is within 25 feet of you. The effect ends if you end your turn within 5 feet of the target.

"You forge a barrier of hand-shaped force. When your foe moves too close to you, the barrier repels it."

Id INSINUATION

Psion Rank 1 • Augmentable, Enchantment, Focus, Offensive, Psionic, Psychic (Turn)

Unaugmented: As an action, you target each creature in a 10-foot radius centered on a point within 60 feet of you. Each target must succeed on a Wisdom saving throw or take 1d6 psychic damage and until the end of your next turn, the target suffers disadvantage on Strength and Constitution saving throws.

Augment 1: As unaugmented, and also on a failed save, the target suffers disadvantage on attack rolls until the end of your next turn.

Augment 2: As unaugmented, except on a failed save, a target takes 2d6 psychic damage, and if the target fails a Strength or Constitution saving throw against an effect that deals damage before the end of your next turn, that effect deals an extra 1d4 damage.

"You send tendrils of thought burrowing into your foes' minds, compromising their resilience. By increasing the size of the tendrils, you can make your foes more susceptible to harm."

KINETIC TRAP

Psion Rank 1 • Augmentable, Evocation, Focus, Force, Offensive, Psionic (Turn)

Unaugmented: As an action, choose a creature within 60 feet. The target must succeed on a Dexterity saving throw or take 1d10 force damage and on its next turn, if the target moves more than half its speed, it falls prone.

Augment 1: As unaugmented, except on a failed save, the target takes 1d10 force damage, and if it moves without first using the Disengage action, it falls prone.

Augment 2: As unaugmented, except you can target one, two, or three creatures within 60 feet of you. Each target must succeed on a Dexterity saving throw or take 2d6 force damage and on its next turn, if the target moves more than half its speed, it falls prone.

"Your attack constrains your enemy, bowling it over unless it stands its ground."

KINETIC TRAWL

Psion Rank 1 • Augmentable, Evocation, Focus, Force, Offensive, Psionic (Turn)

Unaugmented: As an action, choose one creature within 60 feet of you. The target must succeed on a Dexterity saving throw or take 1d8 force damage and you can pull the target up to 5 feet.

Augment 1: As unaugmented, except on a failed save, the target takes 1d10 force damage and you can pull the target up to 10 feet.

Augment 2: As unaugmented, except on a failed save, the target takes 2d10 force damage and you can pull the target up to 10 feet.

"You catch your foe in a net of constricting force and draw the foe toward you."

LIVING MISSILE

Psion Rank 1 • Abjuration, Focus, Offensive, Psionic (Long)

As an action, choose one creature within 60 feet. The target must make a Strength saving throw. On a failed save, the target's speed is reduced to 0 for 1 minute. On a successful save, the target's speed is halved for 1 minute. While suffering a speed reduction from this exploit, the target becomes a living missile and can repeat the saving throw at the end of each of its turns, ending the exploit on a success.

Until the exploit ends, you can use a bonus action on each of your turns to move the living missile up to 60 feet. You can move the living missile through one creature's space during this movement. If you do, that creature must make a Dexterity saving throw. On a failed save, the creature takes 2d6 bludgeoning damage and the living missile takes half as much, and both creatures are knocked prone. On a successful save, the creature takes half as much damage and is not knocked prone, and the living missile takes no damage, but is knocked prone.

"You bind an enemy with a thought, then hurl it into another foe."

MEMORY HOLE

Psion Rank 1 • Augmentable, Enchantment, Focus, Offensive, Psionic, Psychic (Turn)

Unaugmented: As an action, choose one creature within 60 feet of you. The target must succeed on a Wisdom saving throw or take 1d10 psychic damage and until the start of your next turn, you become invisible to the target.

Augment 1: As unaugmented, but the invisibility lasts until the end of your next turn.

Augment 2: As an action, you target each creature in a 10-foot radius sphere centered on a point within 60 feet of you. Each target must succeed on a Wisdom saving throw or take 2d6 psychic damage, and until the start of your next turn, you become invisible to the target.

"You sift through your foe's mind for the mental representation of yourself within it and brutally rip it out."

MENTAL TRAUMA

Psion Rank 1 • Enchantment, Focus, Offensive, Psionic, Psychic (Long)

As an action, choose one creature within 120 feet. The target must make a Wisdom saving throw. The target takes 2d10 damage on a failed save, or half as much damage on a success.

In addition, the target suffers a 1d6 susceptibility to psychic damage for 1 minute. The target can make a Wisdom saving throw at the end of each of its turns, ending the exploit on a success.

"You assault your enemy with a psychic bolt, impairing its ability to withstand further assaults on its mind."

MIND LOCK

Psion Rank 1 • Augmentable, Enchantment, Focus, Offensive, Psionic, Psychic (Turn)

Unaugmented: As an action, choose one creature within 60 feet of you. The target must succeed on a Wisdom saving throw or take 1d8 psychic damage and until the end of your next turn, the target's speed is halved.

Augment 1: As unaugmented, and also on a failed save, the target cannot benefit from the Disengage action until the end of your next turn.

Augment 2: As an action, you target each creature in a 10-foot radius centered on a point within 60 feet of you. Each target must succeed on a Wisdom saving throw or take 2d6 psychic damage, and until the end of your next turn, the target's speed is halved.

"Your attack locks down an enemy's ability to focus, hindering its movement."

MIND THRUST

Psion Rank 1 • Augmentable, Enchantment, Focus, Offensive, Psionic, Psychic (Turn)

Unaugmented: As an action, choose one creature within 60 feet of you. The target must succeed on a Wisdom saving throw or take 1d12 psychic damage.

Augment 1: As unaugmented, and also on a failed save, the target suffers disadvantage on Wisdom saving throws until the end of your next turn.

Augment 2: As unaugmented, except on a failed save, the target takes 2d10 psychic damage, and until the end of your next turn, the target suffers disadvantage on all saving throws.

"You unleash a psychic assault on your foe's mental pathways. You can increase the assault's intensity to weaken your foe's defenses."

PSYCHIC ANOMALY

Psion Rank 1 • Augmentable, Conjunction, Focus, Offensive, Psionic, Psychic (Turn)

As an action, you conjure a Medium psychic anomaly in an unoccupied space within 60 feet. The anomaly lasts until the end of your next turn. When an enemy starts its turn in a space adjacent to the anomaly, you can use your reaction to do the following based on how much you augmented this exploit:

Unaugmented: The triggering enemy must succeed on a Wisdom saving throw or take 1d6 psychic damage and you can move the target up to 15 feet to a space adjacent to the anomaly.

Augment 1: As unaugmented, and the anomaly counts as ally to you and your allies, who is not incapacitated, for the purposes of effects that rely on such things.

Augment 2: The triggering enemy must succeed on a Wisdom saving throw or take 2d6 psychic damage and until the end of your next turn the target 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.

"You conjure a shimmering anomaly of pure psionic energy, which disrupts the minds of nearby foes."

PSYCHIC DISSOLUTION

Psion Rank 1 • Evocation, Focus, Force, Offensive, Psionic (Long)

As an action, choose one creature within 60 feet. The target must make a Constitution saving throw. The target takes 2d10 psychic damage on a failed save, or half as much damage on a success. The target is then affected by your psychic dissolution for 1 minute.

While affected by your psychic dissolution, the target make a Wisdom saving throw at the end of each of its turns. On a failed save, the target takes 1d4 force damage and each space adjacent to the target becomes lightly obscured until the end of your next turn. On a successful save, the exploit ends.

"A psychic wind scours your foe, shredding it to a dark haze."

RAVENING THOUGHT

Psion Rank 1 • Enchantment, Focus, Offensive, Psionic, Psychic (Long)

As an action, choose one creature within 60 feet. The target must make a Wisdom saving throw. The target takes 2d6 psychic damage on a failed save, or half as much damage on a success. The target is then affected by your ravening thought for 1 minute.

In addition, choose any number of creatures adjacent to the target. Each chosen creature must succeed on a Wisdom saving throw or take 2d6 psychic damage and for 1 minute, be affected by your ravening thought.

While affected by your ravening thought, a creature takes 1d4 psychic damage at the start of each of its turns. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

"You craft an insidious idea barbed with contradictions and horrors and project it into the mind of your foe. The thought then tries to invade other foes' minds."

SUMMON THOUGHT SERVANT

Psion Rank 1 • Augmentable, Focus, Offensive, Psionic, Psychic, Summoning (Long)

Unaugmented: As a bonus action, you create a Small thought servant in an unoccupied space within 60 feet that lasts for 1 hour. The servant is a construct with a walking speed of 40 feet, and hit points equal to 5 + (5 times your level). You can give the servant the following special command.

Action or Opportunity Attack. *Melee Spell Attack:* your spell attack modifier to hit, reach 5 ft., one creature. *Hit:* (1d10 + your spellcasting ability modifier) psychic damage.

The damage of the Action or Opportunity Attack increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Augment 1: As unaugmented, and you can give the thought servant the following additional command.

Reaction. When an ally adjacent to the thought servant starts its turn with 0 hit points, you can use your reaction to make a DC 15 Wisdom (Medicine) check on the triggering ally. On a success, the target can spend one hit die to regain hit points. If it does not, the target is instead stabilized.

The number of hit dice the ally can spend increases when you reach 5th level (two), 11th level (three), and 17th level (four).

"The power of your mind summons a thought servant that can fight with you or come to an ally's aid."

TELEKINETIC ANCHOR

Psion Rank 1 • Evocation, Focus, Force, Offensive, Psionic (Long)

As an action, you target each creature in a 10-foot radius centered on a point within 60 feet of you. Each target must make a Constitution saving throw. A target takes 2d6 force damage on a failed save, or half as much damage on a success.

In addition, each target takes 2d6 force damage the first time it moves on its next turn.

"You drive an unseen spike of force into space itself, anchoring creatures in place and causing them harm if they struggle."

TELEPATHIC PROJECTION

Psion Rank 1 • Charm, Enchantment, Focus, Offensive, Psionic, Psychic (Long)

As an action, choose one creature within 60 feet. The target must make a Wisdom saving throw. On a failed save, the target takes 2d10 psychic damage, and it is subject to your telepathic projection for 1 minute. On a successful save, the target takes half as much damage, and must make a melee weapon attack against a random creature within its reach. If this attack targets one of your allies the attack is made with disadvantage.

While subjected to your telepathic projection, when you start your turn, you can force the target to make a melee weapon attack against one creature of your choice within its reach (no action required by you or the target). The target can make a Wisdom saving throw at the end of each of its turns, ending the exploit on a success.

"You force your own will into an enemy's mind, manipulating the foe like a puppet under your control."

RANK 1 - UTILITY

BORROW TRAINING

Psion Rank 1 • Divination, Psionic, Utility (Short)

As a bonus action, choose one ally within 60 feet and one skill or tool in which the target is proficient in and you are not. Until the end of your next turn, you are considered proficient in the skill or tool.

"You reach into an ally's mind to borrow the knowledge you need."

BUOYANCY OF THOUGHT

Psion Rank 1 • Evocation, Psionic, Utility (Short)

When you fall or an effect knocks you prone, you can use your reaction to reduce any falling damage by a number of points equal to 5 times your level, and you are not knocked prone by the triggering effect or the triggering fall.

"Your mind catches you whenever you might fall."

DIMENSIONAL STOWAWAY

Psion Rank 1 • Conjuration, Psionic, Teleportation, Utility (Short)

When you teleport or a creature teleports you, you can choose one ally you can see within 5 feet of you before the teleport (no action required). You teleport the chosen ally to a space adjacent to your destination.

"You establish a psychic connection to an ally, bringing it with you when you teleport."

DISTRACT

Psion Rank 1 • Enchantment, Psionic, Utility (Short)

As a bonus action, choose one creature within 60 feet. The target grants advantage on the next attack roll against itself before the end of your next turn.

The number of creatures you can target with this exploit increases when you reach 5th level (two creatures), 11th level (three creatures), and 17th level (four creatures).

"Your mental barrage momentarily confuses an enemy."

FAR HAND

Psion Rank 1 • Psionic, Transmutation, Utility (Short)

As a bonus action, choose one unattended object within 30 feet that weighs 20 pounds or less. You either move the target to a space within 30 feet of you or manipulate it. When you move the target with this exploit, you can cause the target to remain aloft until the end of your next turn. If you are holding the target when you use this exploit, you can put it into a container that's on your person and simultaneously move a second object that you're carrying to your hand. The second object then becomes the target if it weighs 20 pounds or less.

Until the exploit ends, you can use your bonus action on subsequent turns to maintain the effect, extending the duration until the end of your next turn.

"You lift an object into the air with the power of your mind."

FORCEFUL PUSH

Psion Rank 1 • Abjuration, Psionic, Utility (Short)

Choose one creature you can see within 60 feet (no action required). You can move the target up to 5 feet, but not into difficult terrain.

The distance you can move the target increases when you reach 5th level (10 feet), 11th level (15 feet), and 17th level (20 feet).

"You lift an object into the air with the power of your mind."

INTELLECT FORTRESS

Psion Rank 1 • Evocation, Psionic, Utility (Short)

When you are targeted by an attack or effect that forces a saving throw, you can use your reaction to cause the attacker to make the triggering attack with disadvantage or you can make the triggering saving throw with advantage.

"A shimmering fortress of mind-generated force springs into being, deflecting certain attacks."

MIND SHROUD

Psion Rank 1 • Illusion, Psionic, Utility (Short)

As a bonus action, your speed is halved and you are heavily obscured until the end of your next turn.

"You slow your movement to shroud yourself in a shimmering haze, clouding all creatures' minds against your presence."

MINOR CREATION

Psion Rank 1 • Conjunction, Psionic, Utility (Short)

As an action, you conjure a nonliving, nonmagical object that appears within 30 feet of you, either in an unoccupied space, in your hand, or in an ally's hand. The object lasts for 10 minutes or until you dismiss it (no action required). The object you conjure is a single weapon or an item listed under "Adventuring Gear," page 148 of the **Player's Handbook**. At the Dungeon Master's discretion, you can create some other nonmagical object no larger than one that a Medium creature can carry.

"You create something from nothing."

SEND THOUGHTS

Psion Rank 1 • Enchantment, Psionic, Utility (Short)

Choose one creature within 120 feet of you that shares a language with you (no action required). You send a mental message of 25 words or fewer to the target. The target can respond in kind (no action required).

"You communicate telepathically with a creature."

SHAPED CONSCIOUSNESS

Psion Rank 1 • Conjunction, Psionic, Utility (Short)

As a bonus action, you conjure a Medium fragment of your consciousness in an unoccupied space within 30 feet of you. The fragment lasts for 10 minutes or until you dismiss it as a bonus action. The fragment occupies its space, and you and your allies can move through it without it counting as difficult terrain. Once on each of your turns, you can move the fragment up to your walking speed. You can see, hear, and use spells and magical abilities that don't rely on your physical self as if you were in your fragment's space.

Your fragment can be attacked and uses your AC and saving throws. If it takes any damage, it disappears. It is immune to damage dealt by you.

"You shape a fragment of your consciousness, bringing it into existence to extend your scope on the battlefield."

SKILL EMPOWERMENT

Psion Rank 1 • Psionic, Transmutation, Utility (Long)

As a bonus action, choose one ally within 60 feet of you and a skill or tool. The target gains advantage on ability checks using the chosen skill or tool for 10 minutes.

"You send currents of energy into your ally's mind and body, empowering your comrade to achieve exceptional deeds."

TELEKINETIC LIFT

Psion Rank 1 • Psionic, Transmutation, Utility (Long)

As an action, choose one ally, incapacitated enemy, or object that weighs 400 pounds or less and isn't carried by another creature that you can see within 60 feet of you. You can move the target up to 15 feet in any direction. The target remains aloft and its speed is reduced to 0 until the end of your next turn. You can end this effect (no action required), and it ends if you end your turn out more than 60 feet away from the target. If the target is a creature, it can end this effect as a bonus action.

You can use your bonus action on subsequent turns, to maintain the effect. The target remains aloft and its speed is reduced to 0 until the end of your next turn, and you can move the target up to 15 feet in any direction. Alternatively, you can drop the target and use the effect on a new target. You can keep this exploit maintained for a maximum of 1 hour.

"You lift a creature or an object into the air with the power of your mind and can hold it there or move it as you wish."

TRANSPORT SELF

Psion Rank 1 • Conjunction, Psionic, Teleportation, Utility (Short)

As a bonus action, you can teleport up to your speed plus 15 feet.

"With a thought, you transport yourself to a position that better suits your desires."

RANK 2 - OFFENSIVE

CRANIAL DISTURBANCE

Psion Rank 2 • Augmentable, Evocation, Focus, Force, Offensive, Psionic (Turn)

Unaugmented: As an action, choose one creature within 60 feet. The target must succeed on a Constitution saving throw or take 2d10 force damage and be knocked prone.

Augment 1: As unaugmented, and also on a failed save, each creature adjacent to the target takes 1d6 force damage.

Augment 2: As an action, choose one creature within 60 feet. The target must make a Constitution saving throw. On a failed save, the target takes 3d10 force damage, each creature within 5 feet of the target takes 2d6 force damage, and until the end of its next turn, the target is dazed. While dazed by this exploit, the target cannot take reactions, and on its turn, it must choose whether it gets a move, an action, or a bonus action; it gets only one of the three.

"You generate a spike of expanding force within your enemy, disorienting that foe and knocking it off balance. You can expand the spike to have it explode, affecting more foes."

CRISIS OF IDENTITY

Psion Rank 2 • Charm, Evocation, Enchantment, Focus, Offensive, Psionic, Psychic (Long)

As an action, choose one creature within 60 feet. The target must make a Wisdom saving throw. On a failed save, the target takes 3d10 psychic damage, and the target must make a melee weapon attack with advantage against a creature of your choice (no action required), and on a hit, the target's attack deals an extra 1d6 damage. On a successful save, the target takes half as much damage and does not make an attack.

"You pull on the invisible threads of your foe's self-knowledge, scrambling the creature's mind."

DREAD SPIRAL

Psion Rank 2 • Augmentable, Focus, Force, Offensive, Psionic (Turn)

Unaugmented: As an action, choose one creature within 60 feet. The target must make a Constitution saving throw or take 2d10 force damage and you can move the target up to 5 feet.

Augment 1: As unaugmented, but you can pull the target up to 15 feet, instead of moving it 5 feet.

Augment 2: As an action, choose one creature within 60 feet. The target must make a Constitution saving throw or take 2d10 force damage and you can move the target up to 15 feet.

"You focus your thoughts on your foe, binding it with unbreakable force that lets you move it as you wish. By exerting more willpower, you can move your enemy farther."

ECTOPLASMIC SERVANT

Psion Rank 2 • Augmentable, Conjunction, Focus, Offensive, Psionic (Turn)

Unaugmented: As an action, you conjure an ectoplasmic servant in an unoccupied space within range. The servant lasts until the end of your next turn or until expended. Any enemy that enters the servant's space or ends its turn there takes 1d6 acid damage (an enemy can take this damage only once per turn).

In addition, you can use your bonus action to expend the servant. Choose any number of creatures within 5 feet of the ectoplasmic servant. Each target must succeed on a Dexterity saving throw or take 2d6 acid damage.

Augment 1: As unaugmented, and the speed of any enemy that starts its turn in or adjacent to the servant's space, is halved until the end of your next turn.

Augment 2: As unaugmented, but when you use your bonus action to expend the servant, you can choose any number of creatures within 5 feet of the ectoplasmic servant. Each target must succeed on a Dexterity saving throw or take 4d6 acid damage and until the end of your next turn, the target's speed is halved.

"A conjured shower of glistening slime takes humanoid shape at your command, spraying your foes with caustic acid"

EGO WHIP

Psion Rank 2 • Augmentable, Enchantment, Fear, Focus, Offensive, Psionic, Psychic (Turn)

Unaugmented: As an action, choose one creature within 60 feet. The target must succeed on a Wisdom saving throw or take 2d10 psychic damage and until the end of your next turn, the target suffers disadvantage on attack rolls.

Augment 1: As unaugmented, and also on a failed save, the target suffers disadvantage on saving throws until the end of your next turn.

Augment 2: As unaugmented, but on a failed save, the target takes 3d10 psychic damage, and until the end of your next turn, the target suffers disadvantage on attack rolls and saving throws, and attack rolls against it have advantage.

"Your psychic attack hits like the crack of a whip, flooding your foe with feelings of crushing worthlessness."

FORCE GRASP

Psion Rank 2 • Augmentable, Evocation, Focus, Force, Offensive, Psionic (Turn)

Unaugmented: As an action, choose one creature within 60 feet. The target must succeed on a Strength saving throw or take 2d10 force damage and until the end of your next turn, the target's speed is halved.

Augment 1: As an action, choose one or two creatures within 10 feet of each other within 60 feet of you. Each target must succeed on a Strength saving throw or take 2d6 force damage and until the end of your next turn, the target's speed is halved.

Augment 2: As unaugmented, but on a failed save, the target takes 3d10 force damage, and its speed is reduced to 0 until the end of your next turn.

"You grasp your foe with a hand of shimmering force, slowing it. You can hold the foe in place if you infuse the hand with enough power."

FORCE SPHERES

Psion Rank 2 • Evocation, Focus, Force, Offensive, Psionic (Long)

As an action, you set four force spheres spinning around you in your space for 10 minutes or until you expend them. While you have at least one force sphere, you gain a +2 bonus to AC and advantage on saving throws. You can use your bonus action to expend one sphere to target one creature within 120 feet of you. Make a ranged spell attack against the target. On a hit, the target takes force damage equal to 1d10 + your spellcasting ability modifier, and the target is knocked prone.

"Your power focuses into protective spheres of shimmering force that can be hurled at your enemies with a thought."

HYPNOTIC PULSE

Psion Rank 2 • Charm, Enchantment, Focus, Offensive, Psionic (Long)

As an action, choose any number of creatures in a 10-foot radius sphere centered on a point within 60 feet of you. Each target must make a Wisdom saving throw. On a failed save, a target takes 4d6 psychic damage, and it is dazed for 1 minute. On a successful save, the target takes no damage, and is dazed until the end of your next turn. While dazed by this exploit, the target cannot take reactions, and on its turn, it must choose whether it gets a move, an action, or a bonus action; it gets only one of the three. At the end of each of its turns, the target can repeat the saving throw, ending the effect on itself on a success.

"You emanate a hypnotic ripple of psychic influence among your foes."

INFLECTED MINDSCAPE

Psion Rank 2 • Enchantment, Focus, Offensive, Psionic, Psychic (Long)

As an action, choose any number of creatures in a 10-foot radius centered on a point on the ground within 60 feet of you. Each target must make a Dexterity saving throw. On a failed save, a target takes 4d6 psychic damage, and its speed is reduced to 0 for 1 minute. On a successful save, the target takes half as much damage, and its speed is halved for 1 minute. While suffering a speed reduction from this exploit, the target can repeat the saving throw at the end of each of their turns, ending the effect on themselves on a success.

In addition, the radius creates a zone that lasts until the end of your next turn. The speed of any enemy that ends its turn within the zone is halved until the end of your next turn.

As long as the zone persists, you can use your bonus action on subsequent turns to maintain the zone, extending the duration until the end of your next turn.

"As you reach into your enemies' minds, the ground beneath their feet becomes a clutching mire of madness."

INSIDIOUS DOUBT

Psion Rank 2 • Augmentable, Enchantment, Focus, Offensive, Psionic, Psychic (Turn)

Unaugmented: As an action, choose one creature within 60 feet. The target must succeed on a Wisdom saving throw or take 2d10 psychic damage and until the end of your next turn, the target takes 1d6 psychic damage the first time it uses a reaction.

Augment 1: As unaugmented, and the target also takes 1d6 psychic damage the first time it moves during its turn.

"You fan doubt's fire in your enemy's mind until indecision blocks every action it would take."

KINETIC BUFFER

Psion Rank 2 • Augmentable, Evocation, Focus, Force, Offensive, Psionic (Turn)

Unaugmented: As an action, you target each creature within 5 feet of you. Each target must make a Strength saving throw or take 2d6 force damage and be pushed up to 5 feet.

In addition, you gain a +2 bonus to AC until the start of your next turn.

Augment 1: As unaugmented, but you can choose which creatures are targeted in the sphere instead of all of them.

In addition, you gain a +2 bonus to AC until the start of your next turn.

Augment 2: As an action, choose any number of creatures within 10 feet of you. Each target must make a Strength saving throw or take 4d6 force damage and be pushed up to 15 feet.

In addition, you gain a +2 bonus to AC and advantage on saving throws until the end of your next turn.

"A burst of force protects you even as it slams into your enemies and knocks them back."

MATTER DISSIPATION

Psion Rank 2 • Augmentable, Focus, Force, Offensive, Psionic, Transmutation (Turn)

Unaugmented: As an action, you target each creature in a 10-foot radius sphere centered on a point within 60 feet of you. Each target must succeed on a Constitution saving throw or take 2d6 force damage.

In addition, the sphere creates a zone that lasts until the end of your next turn. Any creature that ends its turn within the zone takes 1d6 force damage.

Augment 1: As unaugmented, but only enemies take damage by ending their turn within the zone.

Augment 2: As an action, you target each creature in a 10-foot radius sphere centered on a point within 60 feet of you. Each target must succeed on a Constitution saving throw or take 4d6 force damage.

In addition, the sphere creates a zone that lasts until the end of your next turn. Any creature that ends its turn within the zone takes 2d6 force damage.

"Your attack leaves an area of ghostly translucence that tears at creatures lingering within it."

MIND BREAK

Psion Rank 2 • Augmentable, Enchantment, Focus, Offensive, Psionic, Psychic (Turn)

Unaugmented: As an action, choose one creature within 60 feet. The target must succeed on a Wisdom saving throw or take 2d10 psychic damage and until the end of your next turn, the target suffers a 1d6 susceptibility to psychic damage.

Augment 1: As unaugmented, except the susceptibility increases to 2d6, and also on a failed save, the target loses resistance to psychic damage.

Augment 2: As unaugmented, except on a failed save, the target takes 3d10 psychic damage, and suffers a 3d6 susceptibility to psychic damage until the end of your next turn.

"You lance your foe's mind with mental trauma, which makes it vulnerable to psychic damage. If you choose, you can strip away its psychic resistances."

SHREDDING RIBBONS

Psion Rank 2 • Evocation, Focus, Force, Offensive, Psionic (Long)

As an action, you target each creature in a 10-foot radius sphere centered on a point within 60 feet of you. Each target must make a Dexterity saving throw. A target takes 4d6 force damage on a failed save, or half as much damage on a success.

In addition, the sphere creates a zone that lasts until the end of your next turn. Any creature that enters the zone or starts its turn there takes 1d6 force damage. A creature can take this damage only once per turn.

As long as the zone persists, you can use your bonus action on subsequent turns to maintain the zone, extending the duration until the end of your next turn.

"A mass of whirling, shredding, translucent ribbons of force erupts into existence at your behest. The razor-sharp tendrils repeatedly slice into your foes."

SUMMON EBONY STINGER

Psion Rank 2 • Augmentable, Conjuration, Focus, Offensive, Poison, Psionic, Summoning (Long)

Unaugmented: As a bonus action, you summon a Medium ebony stinger in an unoccupied space within 60 feet that lasts for 1 hour. The servant is a monstrosity with a walking speed and climb speed of 35 feet, and hit points equal to 10 + (5 times your level). The stinger has a +4 bonus to AC and advantage on Dexterity saving throws. You can give the stinger the following special commands.

Action. Melee Spell Attack: your spell attack modifier to hit, reach 5 ft., one creature. *Hit:* (2d10 + your spellcasting ability modifier) bludgeoning damage, and the target is grappled by the ebony stinger (escape DC = your spellcasting save DC).

The damage of the Action increases by 1d10 when you reach 11th level (3d10), and 17th level (4d10).

Opportunity Attack. When a creature you can see within 5 feet of the ebony stinger provokes an opportunity attack from it, you can use your reaction to force the triggering creature to succeed on a Constitution saving throw or be poisoned for 1 minute. While poisoned by the stinger, the target takes 2d6 poison damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

The damage of the poisoned effect increases by 1d6 when you reach 11th level (3d6), and 17th level (4d6).

Augment 1: As unaugmented, and any creature grappled by the ebony stinger has disadvantage on ability checks to escape the grapple.

"Wisps of black shadow coalesce to form a, monstrous scorpion under your control."

TELEKINETIC MAUL

Psion Rank 2 • Evocation, Focus, Force, Offensive, Psionic (Long)

As an action, choose one creature within 60 feet. Make a melee spell attack against the target. On a hit, the target takes force damage equal to 2d10 + your spellcasting ability modifier, and you can push the target up to 15 feet. If you push the target into difficult terrain, it falls prone. On a miss, the target takes half as much damage, you can push it up to 5 feet, and it does not fall prone if pushed into difficult terrain.

"You form a maul of telekinetic force and slam it into your foe, knocking that enemy backward."

THUNDEROUS EXILE

Psion Rank 2 • Conjuration, Focus, Offensive, Psionic, Teleportation (Long)

As an action, you target each creature within 15 feet of you. Each target must make a Constitution saving throw. A target takes 4d6 thunder damage on a failed save, or half as much on a success.

In addition, you can teleport up to 25 feet.

"A blast of thunder rocks your enemies, allowing you to escape in its booming wake."

RANK 2 - UTILITY

EXPLOSIVE FORCE

Psion Rank 2 • Psionic, Transmutation, Utility (Short)

When you deal force damage to a creature within 60 feet of you, each creature adjacent to the triggering creature grants advantage on attack rolls against themselves until the end of your next turn.

"Your force damage releases a pulse of energy that leaves nearby creatures open to follow-up attacks."

INTELLECT PRISM

Psion Rank 2 • Conjuration, Psionic, Utility (Long)

As a bonus action, you conjure an intellect prism in an unoccupied space within 30 feet. The prism lasts for 10 minutes or until you dismiss it as a bonus action. You can cast spells and use **Psionic** exploits and effects as if you were in the prism's space. Once on each of your turns, you can move the prism up to 15 feet. While the prism is within 5 feet of you, you gain advantage on Wisdom (Perception) checks.

The prism can be targeted by attacks, spells, and effects. It uses your AC and saving throws, but gains a +4 bonus to both. It has hit points equal to 5 times your level. If the prism is reduced to 0 hit points, it is destroyed and you cannot take a reaction until the end of your next turn. Moreover, on your next turn after it's destroyed, you must choose whether you get a move, an action, or a bonus action; you get only one of the three.

"Motes of light swirl to form a crystalline prism in the air, sharpening your senses and extending your presence on the battlefield."

MENTAL VOID

Psion Rank 2 • Abjuration, Psionic, Utility (Short)

When an enemy forces you to make a Wisdom saving throw, you can use your reaction to gain advantage on the triggering save and all Wisdom saving throws until the end of your next turn. If you succeed on the triggering save, the target grants advantage on attack rolls against itself until the end of your next turn.

"When an enemy strikes at your mind, the attack only boosts your resilience."

MIND SHADOW

Psion Rank 2 • Illusion, Psionic, Utility (Long)

As a bonus action, for 10 minutes, you become invisible to your enemies if you are not their nearest enemy. This invisibility ends early if you make an attack or target a hostile creature with a spell or effect.

"Your enemies' ability to pay attention to you fades. You recede to the edge of their vision as nothing but a blurred shadow."

SHARED RECOVERY

Psion Rank 2 • Psionic, Transmutation, Utility (Short)

When an ally within 30 feet of you regains hit points or succeeds on a saving throw, you also gain 2d6 + 6 temporary hit points.

"You tap into the mind of an ally, letting his or her recovery grant a temporary boost to your own vitality."

STEADFAST STANCHION

Psion Rank 2 • Abjuration, Psionic, Utility (Long)

As an action, you become immune to forced movement until the end of your next turn. In addition, your allies are immune to forced movement while within 30 feet of you. If you move, the effect ends.

As long as the effect persists, you can use your bonus action on subsequent turns to maintain the effect, extending the duration until the end of your next turn.

"You clamp invisible wedges of force onto space itself, tethering yourself and your allies against forced movement."

TELEKINETIC SCREEN

Psion Rank 2 • Evocation, Psionic, Utility (Short)

When an enemy scores a critical hit against you, you can use your reaction to reduce the damage of the triggering attack by 2d6 + 6.

"You mentally project a thin layer of force around yourself to ward off a deadly attack."

RANK 3 - OFFENSIVE

CLEAR THE SLATE

Psion Rank 3 • Evocation, Focus, Force, Offensive, Psionic (Long)

As an action, you target each creature in a 15-foot radius sphere centered on a point within 60 feet of you. Each target must make a Strength saving throw. On a failed save, a target takes 6d6 force damage, and you can move the target up to 30 feet. On a successful save, a target takes half as much damage, and you can move it up to 5 feet.

"You create huge gauntlets of mental force that snatch creatures and move them into positions that you desire."

ECHOING BOOM

Psion Rank 3 • Evocation, Focus, Offensive, Psionic, Thunder (Long)

As an action, you target each creature in a 10-foot radius sphere centered on a point within 60 feet of you. Each target must make a Constitution saving throw. A target takes 6d6 thunder damage on a failed save, or half as much damage on a success.

In addition, until the end of your next turn, when an enemy within 60 feet of you that you can see is hit by an attack, you can use your reaction to deal an additional 1d8 thunder damage to the triggering enemy, and move it up to 5 feet.

As long as the effect persists, you can use your bonus action on subsequent turns to maintain the effect, extending the duration until the end of your next turn.

"You unleash a burst of devastating thunder whose booming echo lets you scatter foes across the battlefield."

INFLECT PAIN

Psion Rank 3 • Enchantment, Focus, Offensive, Psionic, Psychic (Long)

As an action, choose any number of creatures in a 15-foot radius sphere centered on a point within 60 feet of you. Each target must make a Wisdom saving throw. On a failed save, a target takes 6d6 psychic damage, and for 1 minute, the target's speed is halved and it takes 1d8 psychic damage at the start of each of its turns. On a successful save, the target takes half as much damage and until the end of its next turn, the target's speed is halved and it doesn't suffer ongoing damage at the start of each of its turns. While suffering a effect from this exploit, the target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

"Your thoughts work their way into a foe's mind like razor-sharp needles, crippling it with excruciating pain."

MALICIOUS LIGHTNING

Psion Rank 3 • Conjuration, Focus, Lightning, Offensive, Psionic (Long)

As an action, choose any number of creatures in a 10-foot radius sphere centered on a point within 60 feet of you. Each target must make a Dexterity saving throw. A target takes 6d6 lightning damage on a failed save, or half as much damage on a success.

In addition, you conjure four lightning motes in unoccupied spaces with the sphere. Each mote lasts for 1 minute or until expended. Any creature that starts its turn in or adjacent to a mote takes 1d8 lightning damage. Starting on your turn next turn, you can use your bonus action to expend one mote and target each creature within 5 feet of the expended mote. Each target must succeed on a Dexterity saving throw or take 2d8 lightning damage and be pushed 5 feet. A creature who fails the save while in the mote's space is knocked prone instead of being pushed 5 feet.

"A burst of lightning lingers as four sizzling motes, each of which erupts at your command."

MIND BLAST

Psion Rank 3 • Enchantment, Focus, Offensive, Psionic (Long)

As an action, choose a creature within 30 feet. The target must make a Wisdom saving throw. On a failed save, the target is stunned for 1 minute. On a successful save, the target cannot take reactions, and on its turn, it must choose whether it gets a move, an action, or a bonus action; it gets only one of the three. While stunned by this exploit, the target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

"You blast your foes with a torrent of psychic energy, which sends shock waves through the air like heat waves off desert sand."

MIND CANNON

Psion Rank 3 • Evocation, Focus, Offensive, Psionic, Thunder (Long)

As an action, choose a creature you can see within 60 feet. The target must succeed on a Constitution saving throw or take 5d10 thunder damage, be pushed up to 5 feet, and for 1 minute, the target is deafened. While deafened by this exploit, the target can repeat the saving throw at the end of each of its turns, ending the condition on a success.

In addition, each creature within 5 feet of the initial target becomes a secondary target. Each secondary target must make a Constitution saving throw. A secondary target takes 6d6 thunder damage on a failed save, or half as much damage on a success.

"You rend your foe with a thunderous explosion of force, which sends a shock wave into nearby creatures."

SENSORY ONSLAUGHT

Psion Rank 3 • Enchantment, Focus, Offensive, Psionic, Psychic (Long)

As an action, choose a creature you can see within 60 feet. The target must make a Wisdom saving throw. On a failed save, a target takes 5d10 psychic damage, and for 1 minute, the target takes 1d8 psychic damage at the start of each of its turns. On a successful save, the target takes half as much damage, and does not take psychic damage at the start of each of its turns. While suffering the ongoing psychic damage from this exploit, the target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

In addition, until the end of your next turn, the target suffers disadvantage on attack rolls and saving throws, and attack rolls against it have advantage.

"You overload your foe's senses with a blaring, flashing, odorous mental onslaught that only it can perceive."

SUMMON PSIONIC KILLER

Psion Rank 3 • Augmentable, Focus, Illusion, Offensive, Psionic, Psychic, Summoning (Long)

Unaugmented: As a bonus action, you summon a Medium psionic killer in an unoccupied space within 60 feet. Choose one enemy adjacent to the killer to become its prey. The killer is a construct with a walking speed of 40 feet and hit points equal to 15 + (5 times your level). The killer has a +4 bonus to AC and advantage on Dexterity saving throws against opportunity attacks. The killer can move through solid objects and other creature's spaces but not end its movement there, and it has resistance to all damage from creatures other than its prey. When its prey is reduced to 0 hit points or after 10 minutes have passed, the killer disappears. You can give the killer the following special commands.

Action. Melee Spell Attack: your spell attack modifier to hit, reach 5 ft., one creature that is the killer's prey. *Hit:* (3d10 + your spellcasting ability modifier) psychic damage, and the target suffers disadvantage on attack rolls for 1 minute. The target can make a Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success.

The damage of the Action increases by 1d10 when you reach 11th level (4d10), and 17th level (5d10).

Opportunity Attack. Melee Spell Attack: your spell attack modifier to hit, reach 5 ft., one creature. *Hit:* (3d10 + your spellcasting ability modifier) psychic damage, and psionic killer pushes the target up to 5 feet. If the target is the killer's prey, it takes an extra 2d10 damage and is not pushed.

The damage of the Opportunity Attack increases by 1d10 when you reach 11th level (4d10), and 17th level (5d10).

Augment 1: As unaugmented, but you choose two enemies adjacent to the psionic killer as its prey instead of just one. When both creatures chosen as the killer's prey drop to 0 hit points, the killer disappears.

"Your foe's worst fears are manifested as a nightmarish monster that it cannot shake off."

RANK 3 - UTILITY

DIMENSIONAL SHORTCUT

Psion Rank 3 • Conjunction, Psionic, Teleportation, Utility (Long)

As a bonus action, you can choose yourself and any number of allies within 15 feet of you, then choose a space within 120 feet of you. Each target can teleport to a space within 15 feet of the chosen space (no action required).

"Your psionic power connects two points in space, allowing you and your allies to slip from one location to the other."

ENERGY MITIGATION

Psion Rank 3 • Abjuration, Psionic, Utility (Short)

When you take damage, you can use your reaction to only take half damage from the triggering effect.

"You summon all your mental strength to diminish the effect of a foe's attack."

FORCE BARRICADE

Psion Rank 3 • Conjunction, Force, Psionic, Utility (Long)

As an action, you conjure a 5-foot thick, 25-foot long transparent wall of psionic force within 60 feet of you. The wall can be up to 15 feet high, and lasts until the end of your next turn. The wall counts as blocking terrain. No creature can enter a wall space, and insubstantial or phasing creatures cannot move through it.

The wall can be attacked, and attacks against it hit automatically. wall has 50 hit points, and an attack on any space deals damage to the entire wall. If the wall drops to 0 hit points, the effect ends and each creature within 10 feet of the wall takes 6d6 force damage and is knocked prone.

As long as the wall persists, you can use your bonus action on subsequent turns to maintain the wall, extending the duration until the end of your next turn.

"A shimmering wall of force blocks attacks and movement."

FORCE BUBBLE

Psion Rank 3 • Evocation, Psionic, Utility (Short)

As an action, you can choose yourself and any number of allies within 5 feet of you, then choose cold, fire, force, lightning, radiant, or thunder. Until the end of your next turn, each target gains resistance to the chosen damage type, but only when the damage is from an effect that originates more than 5 feet away from the target.

"You create invisible spheres of force around yourself and your nearby allies. The spheres mute or even stop dangerous energy that rages beyond them."

INTELLECT LEECH

Psion Rank 3 • Enchantment, Psionic, Utility (Long)

As a bonus action, choose one creature within 120 feet. For 1 minute, whenever the target takes psychic damage while within 60 feet of you, you gain 2d8 + 8 temporary hit points.

"You force a short-range telepathic connection on your foe. Every time your enemy's mind is damaged, you draw invigorating energy from it."

MIND OVER FLESH

Psion Rank 3 • Psionic, Transmutation, Utility (Short)

When an effect prevents you from taking reactions, charms, or stuns you, you can use your reaction to roll a d20. If the die roll is 10 or higher, the triggering effect doesn't affect you.

"You draw on your reservoir of psionic power to bolster yourself against a debilitating effect."

SKY HOOK

Psion Rank 3 • Psionic, Transmutation, Utility (Long)

As a bonus action, for 10 minutes, you gain a fly (hover) speed equal to your walking speed.

"You direct your telekinetic focus on yourself and raise yourself into the air."

TRACE TELEPORT

Psion Rank 3 • Conjuration, Psionic, Teleportation, Utility (Short)

When a creature within 60 feet of you teleports, you can use your reaction to teleport the same number of feet as the triggering creature.

"You teleport by stealing the residual traces of another creature's power."

RANK 4 - OFFENSIVE

BRILLIANT THOUGHT

Psion Rank 4 • Augmentable, Evocation, Focus, Offensive, Psionic, Radiant (Turn)

Unaugmented: As an action, choose one creature you can see within 60 feet. The target must succeed on a Constitution saving throw or take 3d10 radiant damage and until the end of your next turn, creatures more than 10 feet away from the target are heavily obscured against it.

Augment 1: As unaugmented, and also on a failed save, until the end of your next turn, all creatures are heavily obscured against any enemy adjacent to the target.

Augment 4: As an action, you target each creature in a 10-foot radius sphere centered on a point within 60 feet of you. Each target must succeed on a Constitution saving throw with disadvantage or take 7d6 radiant damage, and until the end of your next turn, the target is blinded.

"The power of your mind flares brilliant white, blasting an enemy and clouding its vision."

CONCUSSION BURST

Psion Rank 4 • Augmentable, Evocation, Focus, Force, Offensive, Psionic (Turn)

Unaugmented: As an action, you target each creature in a 10-foot radius sphere centered on a point within 60 feet of you. Each target must succeed on a Dexterity saving throw or take 1d10 force damage and be knocked prone.

Augment 1: As unaugmented, and also on a failed save, until the start of your next turn, if the target fails a Strength or Constitution saving throw, it is also knocked prone.

Augment 4: As unaugmented, except on a failed save, a target takes 7d6 force damage, and it is knocked prone.

"The air ripples as you knock your foes down with a wave of pummeling force."

CRUSHING BLUDGEON

Psion Rank 4 • Evocation, Focus, Force, Offensive, Psionic (Long)

As an action, choose one creature you can see within 60 feet. Make a ranged spell attack against the target. On a hit, the target takes 6d10 force damage, and the target's speed is halved for 1 minute. On a miss, the target takes half as much damage, and its speed is halved until the end of your next turn. While suffering a speed reduction from this exploit, the target can make a Constitution saving throw at the end of each of its turns, ending the effect on a success.

"You manifest a massive fist of unstoppable force and bludgeon your foe with it, slowing that enemy's movements."

DOMINATE

Psion Rank 4 • Charm, Enchantment, Focus, Offensive, Psionic, Psychic (Long)

As an action, choose one creature you can see within 60 feet. The target must make a Wisdom saving throw. On a failed save, the target is charmed for 1 minute. On a successful save, the target is not charmed, but it takes an ongoing 2d10 psychic damage at the start of each of its turns.

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

Additionally, the target can make a Wisdom saving throw at the end of each of its turns ending the charm on a success and taking an ongoing 2d10 psychic damage at the start of each of its turns for 1 minute.

While taking ongoing psychic damage from this exploit, the target can make a Wisdom saving throw at the end of each of its turns, ending the exploit on a success.

"A silvery ray of psychic compulsion lances into your foe's innermost thoughts, dazing it long enough for you to assume control of its actions."

DUAL HALLUCINATION

Psion Rank 4 • Augmentable, Enchantment, Focus, Offensive, Psionic, Psychic (Turn)

Unaugmented: As an action, choose one or two creatures within 120 feet of you. Each target must succeed on a Wisdom saving throw or take 3d6 psychic damage and the next attack roll against the target before the end of your next turn has advantage.

Augment 1: As unaugmented, and also on a failed save, the target suffers disadvantage on Dexterity and Intelligence saving throws until the end of your next turn.

Augment 4: As unaugmented, except on a failed save, a target takes 7d6 psychic damage, and it can't take a reaction until the end of your 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.

"You pull disquieting images from your foes' minds and combine the images into horrific hallucinations, which you use to disorient those foes."

FORCED SERENITY

Psion Rank 4 • Charm, Enchantment, Focus, Offensive, Psionic, Psychic (Long)

As an action, choose any number of creatures in a 15-foot radius sphere centered on a point within 60 feet of you. Each target must make a Wisdom saving throw. On a failed save, a target takes 7d6 psychic damage, and for 1 minute, the target takes 2d10 psychic damage whenever it hits with an attack or uses a spell or ability on a creature other than itself. On a successful save, the target takes half as much damage, and for 1 minute, the target takes 1d10 psychic damage whenever it hits with an attack or uses a spell or ability on a creature other than itself. While suffering an effect from this exploit, the target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

"Your attack imbues your foe with lingering psychic energy, crippling it with pain at any sign of aggression."

IMPRISON

Psion Rank 4 • Evocation, Focus, Force, Offensive, Psionic (Long)

As an action, you target each creature in a 10-foot radius sphere centered on a point within 60 feet of you. Each target must make a Dexterity saving throw. On a failed save, a target takes 7d6 force damage, you can move it up to 35 feet, and for 1 minute, the target is restrained. On a successful save, the target takes half as much damage, you can move it up to 5 feet, and it is not restrained. While restrained by this exploit, the target can make a Strength saving throw at the end of each of its turns, ending the effect on itself on a success.

"You release an explosion of force that sends your foes spinning away. You then reshape that force into shackles to bind your enemies in place."

INEXPLICABLE ATTRACTION

Psion Rank 4 • Augmentable, Enchantment, Focus, Offensive, Psionic, Psychic (Turn)

Unaugmented: As an action, choose one creature within 60 feet. The target must succeed on a Wisdom saving throw or take 3d6 psychic damage and you can move the target up to 15 feet to a space within 5 feet of any creature.

Augment 1: As unaugmented, but on a failed save the target takes 3d6 psychic damage, and you can move the target and one creature adjacent to it up to 15 feet to a space within 5 feet of any creature.

Augment 4: As an action, choose one or two creatures within 60 feet of you. Each target must succeed on a Wisdom saving throw or take 7d6 psychic damage and you can slide the target up to 25 feet. If the target doesn't end this movement within 5 feet of a creature, it takes an additional 1d10 psychic damage.

"Against its will, an enemy is drawn close to another creature in the aftermath of your attack."

KINETIC WAVE

Psion Rank 4 • Augmentable, Evocation, Focus, Force, Offensive, Psionic (Turn)

Unaugmented: As an action, you target each creature in a 15-foot cube originating from you. Each target must succeed on a Strength saving throw or take 3d6 force damage and you can push the target up to 20 feet.

Augment 1: As unaugmented, and the cube creates a zone of difficult terrain that lasts until the start of your next turn.

Augment 4: As an action, you target each creature in a 30-foot cube originating from you. Each target must succeed on a Strength saving throw or take 7d6 force damage, and you can push the target up to 20 feet.

In addition, the cube creates a zone of difficult terrain that lasts until the start of your next turn. Any creature that ends its turn within the zone takes 1d10 force damage.

"A wave of psionic force pulses out to drive nearby creatures away from you."

LIVING BARRAGE

Psion Rank 4 • Evocation, Focus, Force, Offensive, Psionic (Long)

As an action, you target each creature in a 10-foot radius sphere centered on a point within 60 feet of you. Each target must make a Strength saving throw. On a failed save, a target takes 7d6 force damage, and it's restrained for 1 minute. On a successful save, the target takes half as much damage, and its speed is halved for 1 minute. While suffering an effect from this exploit, the target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

In addition, while at least one initial target is suffering an effect from this exploit, you can use your bonus action on subsequent turns to choose one or two of the initial targets still suffering an effect from this exploit as a secondary target. You can move each secondary target up to 25 feet and choose one tertiary adjacent to the target at any point during this movement. Each tertiary target must succeed on a Dexterity saving throw or take 3d6 bludgeoning damage and be knocked prone. Also on a failed save, the secondary target takes 1d10 bludgeoning damage and is knocked prone.

"You ensnare your enemies with a thought, then hurl them about like living weapons."

MIND WIPE

Psion Rank 4 • Augmentable, Enchantment, Focus, Offensive, Psionic, Psychic (Turn)

Unaugmented: As an action, you target each creature in a 10-foot radius centered on a point within 60 feet of you. Each target must succeed on a Wisdom saving throw or take 3d6 psychic damage and until the end of your next turn, the target suffers disadvantage on attack rolls.

Augment 1: As unaugmented, and also on a failed save, until the end of your next turn, creatures have advantage on saving throws against the target's spells and effects.

Augment 4: As an action, you target each creature in a 10-foot radius centered on a point within 60 feet of you. Each target must succeed on a Wisdom saving throw or take 7d6 psychic damage and until the end of your next turn, the target suffers disadvantage on attack rolls and creature have advantage on saving throws against the target's spells and effects.

"You fray your foe's offensive abilities with a psychic lance of disruption."

PSYCHOFEEDBACK

Psion Rank 4 • Focus, Offensive, Psionic, Psychic, Transmutation (Long)

As an action, choose one or two creature within 60 feet of you. Each target must make a Constitution saving throw. On a failed save, a target takes 7d6 psychic damage, and it's dazed for 1 minute. On a successful save, the target takes half as much damage and is not dazed. The target can repeat the saving throw at the end of each of its turns, ending the dazed effect on a success.

While dazed by this exploit, the target cannot take reactions, and on its turn, it must choose whether it gets a move, an action, or a bonus action; it gets only one of the three. Until this effect ends, whenever the target deals damage to another creature, you gain 1d10 + 5 temporary hit points.

"You sever one of your foe's mental pathways, causing searing pain. You can exploit that mental wound whenever the foe harms your friends, renewing your own vitality."

SUMMON THOUGHT WARRIOR

Psion Rank 4 • Augmentable, Conjuration, Focus, Offensive, Psionic, Psychic, Summoning (Long)

Unaugmented: As a bonus action, you summon a Medium thought warrior in an unoccupied space within 60 feet. The warrior is a construct with a walking speed of 35 feet and hit points equal to 20 + (5 times your level). The warrior has a +4 bonus to AC and advantage on Dexterity saving throws. The warrior lasts for 1 hour. You can give the warrior the following special commands.

Action. Before the attack, the warrior can move up to 5 feet without provoking opportunity attacks. **Melee Spell Attack:** your spell attack modifier + 2 to hit, reach 5 ft., one creature. **Hit:** (4d10 + your spellcasting ability modifier) psychic damage, the target's speed is halved until the end of your next turn, and the warrior marks the target until the end of your next turn.

The damage of the Action increases by 1d10 when you reach 17th level (5d10).

Opportunity Attack. **Melee Spell Attack:** your spell attack modifier + 2 to hit, reach 5 ft., one creature. **Hit:** (4d10 + your spellcasting ability modifier) psychic damage. The damage of the Opportunity Attack increases by 1d10 when you reach 17th level (5d10).

In addition, creatures provoke opportunity attacks from the thought warrior when they leave a space within 5 feet of it, even if they take the Disengage action.

Augment 1: As unaugmented, and the warrior gains advantage on opportunity attacks.

"An idealized warrior formed of thought energy fights alongside you."

TELEPATHIC WAIL

Psion Rank 4 • Augmentable, Enchantment, Focus, Offensive, Psionic, Psychic (Turn)

Unaugmented: As an action, you target each creature within 10 feet of you. Each target must succeed on a Wisdom saving throw or take 3d6 psychic damage and until the end of your next turn, the target is deafened.

Augment 1: As unaugmented, and also on a failed save, the target loses resistance and immunity to psychic damage until the end of your next turn.

Augment 4: As an action, you target each creature within 10 feet of you. Each target must succeed on a Wisdom saving throw or take 7d6 psychic damage and until the end of your next turn, the target is deafened and dazed. While dazed by this exploit, the target cannot take reactions, and on its turn, it must choose whether it gets a move, an action, or a bonus action; it gets only one of the three. If the target deals any psychic damage before the end of your next turn, it becomes stunned until the end of your next turn instead of dazed.

"You project a keening psychic scream into the minds around you and rob nearby creatures of hearing."

THOUGHT OF UNMAKING

Psion Rank 4 • Offensive, Psionic, Psychic, Transmutation (Long)

As an action, choose one creature within 60 feet of you. The target must make a Wisdom saving throw or for 1 minute, it takes an ongoing 5d10 psychic damage at the start of each of its turns. If the target is below half hit points or reduced to below half hit points while taking this damage, the damage increases from 5d10 to 7d10 psychic damage. On a successful save, the target takes 3d10 psychic damage at the start of each of its turns for 1 minute.

While suffering ongoing damage from this exploit, the target can repeat the Wisdom saving throw at the end of each of its turns. On a success, the ongoing damage ends, 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.

"You reach deep into an enemy's mind and past to undo its existence."

THUNDER TETHER

Psion Rank 4 • Augmentable, Evocation, Focus, Offensive, Psionic, Thunder (Turn)

Unaugmented: As an action, you target each creature in a 15-foot radius sphere centered on a point within 60 feet of you. Each target must succeed on a Dexterity saving throw or take 3d6 thunder damage and the first time the target using any movement on its next turn, it takes an additional 1d10 thunder damage.

Augment 1: As unaugmented, and in addition, the sphere creates a zone that lasts until the end of your next turn. The target can't leave the zone during its turn.

Augment 4: As an action, you target each creature in a 15-foot radius sphere centered on a point within 60 feet of you. Each target must succeed on a Dexterity saving throw or take 3d6 thunder damage and if the target moves on its next turn, it and each creature adjacent to it at the start of that move take 1d10 thunder damage.

"You focus your will and wrench space around your foes, tethering them in place. Any of them that try to move pay a thunderous price."

VOID SHARD

Psion Rank 4 • Augmentable, Conjuration, Focus, Force, Offensive, Psionic (Turn)

Unaugmented: As an action, you conjure a void shard in an unoccupied space within 60 feet. The speed of any creature that starts its turn within 5 feet of the shard is halved until the end of its turn. At the start of your next turn, the shard disappears, and each creature within 15 feet of where the shard was must succeed on a Constitution saving throw or take 3d6 force damage and be knocked prone.

Augment 1: As unaugmented, except when the shard appears, each creature within 15 feet of the shard must succeed on a Dexterity saving throw or take 3d6 force damage and be knocked prone.

In addition, at the start of your next turn, the shard disappears, and each creature within 15 feet of where the shard was must succeed on a Constitution saving throw or take 3d6 force damage and be knocked prone.

Augment 4: As unaugmented, except when the shard disappears, each target within 15 feet of where the shard was must succeed on a Constitution saving throw or take 7d6 force damage, and until the end of its next turn, the target's speed is halved and it can't take a reaction. Moreover on a failed save, 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.

"A shard of nothingness holds fast any creature that slips too close."

RANK 4 - UTILITY

DREAM TRAVELER

Psion Rank 4 • Polymorph, Psionic, Transmutation, Utility (Long)

As a bonus action, you assume the form of the dream traveler for 10 minutes or until you resume your normal form as a bonus action. While you are in this form, you gain the following:

- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You can't be grappled or restrained.
- You can move through creatures and solid objects as if they were difficult terrain. If you end your turn in a solid object, you take 1d10 force damage.
- If the effect ends while you are inside a solid object, you instead are shunted to the nearest unoccupied space, and you take 1d10 force damage for every 5 feet traveled.
- You gain a +5 bonus on Dexterity (Stealth) checks.
- You deal half as much damage as normal with weapon attacks.

"By taking on the form of a creature of dreams, you bypass the barriers of the material world."

KINETIC GRASP

Psion Rank 4 • Abjuration, Psionic, Utility (Short)

When a creature within 60 feet of you is subjected to forced movement or knocked prone, you can immediately use your reaction to prevent the forced movement and prevent the target from being knocked prone.

"You quickly create a psychic connection to another creature that allows it to hold fast where it stands."

MENTAL SHROUD

Psion Rank 4 • Illusion, Psionic, Utility, Zone (Long)

As an action, you create a zone that fills a 15-foot radius sphere centered on you. The zone moves with you and lasts until the end of your next turn. While within the zone you and your allies are invisible to enemies within the zone.

As long as the zone persists, you can use your bonus action on subsequent turns to maintain the zone, extending the duration until the end of your next turn.

"Swirling psychic energy surrounds you and your allies, wiping your presence from your enemies' minds."

PRECOGNITIVE STEP

Psion Rank 4 • Divination, Psionic, Utility (Long)

As a bonus action, roll a d20. Once within the next 10 minutes, you can use that roll's result in place of one of your d20 rolls or one of your enemy's d20 rolls (no action required).

"You can see the shades of things to come a heartbeat before they occur, granting you a sliver of time in which to alter events."

PSYCHIC CHIRURGERY

Psion Rank 4 • Psionic, Transmutation, Utility (Short)

When you or an ally within your reach is subjected to an effect that a save can end, you can use your reaction to prevent the triggering creature from being subjected to the effect until the end of their next turn and they can't start making additional saving throws against the effect until after that turn.

"You send a charge of psionic energy into yourself or an ally, delaying an adverse effects."

SLIP FREE

Psion Rank 4 • Evocation, Psionic, Utility (Long)

As a bonus action, choose any number of allied creatures in a 15-foot radius sphere centered on a point within 60 feet of you. You can move each target up to 30 feet. In addition, any effect reducing the movement speed of a target ends, along with any grappled or restrained conditions.

"You generate a field of slippery force that aids your allies who are entangled in difficult situations."

SUBJECTIVE REALITY

Psion Rank 4 • Psionic, Transmutation, Utility (Short)

As a bonus action, you ignore the effects of blocking terrain, difficult terrain, hazardous terrain, obscured terrain, and cover until the end of your next turn.

"You reshape the reality around you as you move freely through it."

TELEKINETIC BOOST

Psion Rank 4 • Psionic, Transmutation, Utility, Zone (Long)

As a bonus action, you create a zone in an unoccupied space within 30 feet. The zone lasts until the end of your next turn. When any ally enters the zone, you can move that ally up to 25 feet (no action required).

As long as the zone persists, you can use your bonus action on subsequent turns to maintain the zone, extending the duration until the end of your next turn. As part of the same bonus action, you can move the zone to a different unoccupied space within 30 feet of you.

"You focus your mental energy on creating a conduit for your allies' movement."

RANK 5 - OFFENSIVE

CEREBRAL PHANTASM

Psion Rank 5 • Enchantment, Focus, Offensive, Psionic, Psychic (Long)

As an action, choose one creature within 60 feet. The target must succeed on a Wisdom saving throw or take 8d10 psychic damage.

In addition, the target is affected by your cerebral phantasm for 1 minute. While the target is affected by the phantasm and it takes damage from an ally's attack while within 60 feet of you, you can use your reaction to force the target to make a Wisdom saving throw. On a failed save, the target takes 3d12 psychic damage, each enemy adjacent to it takes 1d12 psychic damage, and you can then move the target up to 30 feet.

While affected by the phantasm, the target can make a Wisdom saving throw at the end of each of its turns, ending the exploit on a success.

"A horrid apparition fills your enemy's mind, letting you follow up on your allies' attacks against that foe with a psychic barrage."

CERULEAN CAGE

Psion Rank 5 • Augmentable, Evocation, Focus, Force, Offensive, Psionic (Turn)

Unaugmented: As an action, choose one creature within 60 feet. The target must succeed on a Dexterity saving throw or take 4d10 force damage and if the target leaves its space before the end of your next turn, it takes 1d12 force damage.

Augment 1: As an action, choose one or two creatures adjacent to one of your allies within 60 feet of you. Each target must succeed on a Dexterity saving throw or take 4d6 force damage and if the target leaves its space before the end of your next turn, it takes 1d12 force damage.

Augment 4: As an action, you target each creature in a 10-foot radius sphere centered on a point within 60 feet of you. Each target must succeed on a Dexterity saving throw or take 8d6 force damage.

In addition, the sphere creates a zone that lasts until the end of your next turn. Any creature that leaves the zone takes 1d12 force damage.

"Ghostly shards of glowing blue surround your foe, threatening it if it attempts to move."

CRISIS OF BREATH

Psion Rank 5 • Focus, Necrotic, Offensive, Psionic, Transmutation (Long)

As an action, choose one creature within 120 feet. The target must make a Constitution saving throw with disadvantage. On a failed save, the target takes 8d10 necrotic damage, and for 1 minute, the target takes 2d12 necrotic damage at the start of each of its turns. On a successful save, the target takes no damage and this exploit is not expended.

While suffering ongoing damage from this exploit, the target can make a Constitution saving throw at the end of each of its turns, ending the effect on a success. The fist saving throw the target makes against this ongoing damage is made with disadvantage.

As long as the target is taking the ongoing damage from this exploit, you can use your bonus action on subsequent turns to cause the target to suffer disadvantage on its next saving throw against the ongoing damage.

"You telekinetically plug your foe's airways, causing the creature to suffocate, and interfering with its other vital functions."

CRYSTALLINE BONDS

Psion Rank 5 • Augmentable, Evocation, Focus, Force, Offensive, Psionic (Turn)

Unaugmented: As an action, you target each creature in a 15-foot cone originating from you. Each target must succeed on a Strength saving throw or be restrained until the end of your next turn.

Augment 1: As unaugmented, and also on a failed save, a target takes 1d12 force damage.

Augment 4: As unaugmented, except on a failed save, a target takes 8d6 force damage, and is restrained until the end of your next turn.

"You construct a lattice of binding crystalline force. By increasing the lattice's strength, you can induce pain in the foes inside the lattice."

FLOWING TERRAIN

Psion Rank 5 • Focus, Offensive, Psionic, Transmutation (Long)

As an action, choose any number of creatures within 30 feet of you. Each target must make a Dexterity saving throw. On a failed save, a target takes 8d6 bludgeoning damage, is knocked prone, and for 1 minute, The target is restrained. On a successful save, the target takes half as much damage, isn't knocked prone or restrained, and you can push the target to the nearest unoccupied space outside the radius. While restrained by this exploit, the target can make a Strength saving throw at the end of each of its turns, ending the effect on itself on a success.

"The surface beneath your feet flows at your command, crashing into your foes like a lethal wave."

FORCE CUBE

Psion Rank 5 • Conjuration, Focus, Force, Offensive, Psionic (Long)

As an action, choose one creature you can see within 60 feet of you. The target must succeed on a Dexterity saving throw or take 8d10 force damage.

In addition, you conjure a cube of force that surrounds and restrains the primary target in its space until the end of your next turn. The primary target and any other creature in its space cannot leave that space by any means, including teleportation or planar travel. The cube also extends into the Ethereal Plane, blocking ethereal travel. Other creatures cannot enter the primary target's space. The cube is a solid barrier that prevents any matter from passing through it and blocking any spells cast into or out from the area. This exploit can't be dispelled by dispel magic.

The cube can be attacked, and attacks against it hit automatically. The cube has 100 hit points. If the cube drops to 0 hit points, it explodes and is destroyed, dealing 3d12 force damage to any creature inside or adjacent to the cube.

Until the exploit ends, while the cube is within 60 feet of you, you can use your action to move the cube and all creatures trapped in the cube up to 25 feet. Any creature in the cube takes 1d12 force damage and is knocked prone. The cube takes 2d12 force damage. Then, each creature adjacent to the cube at the end of the movement must succeed on a Dexterity saving throw or take 3d12 force damage and be knocked prone.

"You trap your foe within six impenetrable walls, then hurl this force cube across the battlefield as a weapon."

FORCED OPPORTUNITY

Psion Rank 5 • Augmentable, Enchantment, Focus, Offensive, Psionic (Turn)

Unaugmented: As an action, choose one creature within 60 feet. The target must succeed on a Wisdom saving throw or one ally adjacent to the target can make an opportunity attack against it (no action required), with advantage on the attack roll. On a hit, your ally's opportunity attack deals an extra 1d12 damage.

Augment 1: As unaugmented, except on a hit, your allies opportunity attack deals an extra 3d12 damage on a hit.

Augment 4: As unaugmented, except on a failed save, each ally adjacent to the target can make an opportunity attack against it (no action required), with advantage on the attack roll. On a hit, your ally's opportunity attack deals an extra 1d12 damage.

"You jolt your foe's psyche, disrupting its concentration and allowing an ally to strike the foe during the lapse. By channeling more psionic energy, you can create an opening for several allies to exploit."

MANIFESTED HORROR

Psion Rank 5 • Augmentable, Enchantment, Fear, Focus, Offensive, Psionic, Psychic (Turn)

Unaugmented: As an action, choose one creature within 60 feet. The target must succeed on a Wisdom saving throw or take 4d10 psychic damage and if the target ends its turn within 15 feet of you, it takes 1d12 psychic damage.

Augment 1: As unaugmented, except on a failed save, the target takes 4d10 psychic damage, and choose one ally. If the target ends its next turn within 15 feet of you or the chosen ally, it takes 1d12 psychic damage.

Augment 4: As an action, choose any number of creatures in a 10-foot radius centered on a point within 60 feet of you. Each target must succeed on a Wisdom saving throw or take 8d6 psychic damage and if the target ends its next turn within 15 feet of you, it takes 2d12 psychic damage and you can move the target up to 15 feet (no action required).

"Your enemy looks on you and sees its own worst nightmare, compelling it to flee or be crippled by fear."

PSYCHIC BRAND

Psion Rank 5 • Augmentable, Divination, Focus, Offensive, Psionic, Psychic (Turn)

Unaugmented: As an action, choose one creature within 120 feet. The target must succeed on a Wisdom saving throw or take 4d10 psychic damage and until the end of your next turn, the target cannot become obscured.

Augment 1: As unaugmented, and also on a failed save, attack rolls have advantage against the target until the end of your next turn.

Augment 4: As unaugmented, except on a failed save, the target takes 8d10 psychic damage, and until the end of your next turn, the target cannot become obscured and it suffers a 3d6 susceptibility to all damage.

"You manifest a glowing symbol over your enemy's head. The symbol moves with your foe, helping reveal its location. At your choosing, the symbol can intensify your foe's pain."

PSYCHIC CRUSH

Psion Rank 5 • Focus, Offensive, Psionic, Psychic, Transmutation (Long)

As an action, choose any number of creatures in a 10-foot radius sphere centered on a point within 60 feet of you. Each target must make a Wisdom saving throw. On a failed save, a target takes 8d6 psychic damage, and if the target is below half hit points after taking this damage, it is dazed for 1 minute. On a successful save, the target takes half as much damage, and if the target is below half hit points after taking this damage, it is dazed until the end of your next turn.

While dazed by this exploit, the target takes 1d12 psychic damage at the start of each of its turns, it cannot take reactions, and on its turn, it must choose whether it gets a move, an action, or a bonus action; it gets only one of the three. The target can make a Wisdom saving throw at the end of each of its turns, ending the exploit on a success.

"You crush some of your enemies' mental processes. The enemies' bodies spasm with the pain that lingers."

PSYCHIC LEECH

Psion Rank 5 • Charm, Enchantment, Focus, Offensive, Psionic, Psychic (Long)

As an action, choose one creature within 60 feet of you. The target must make a Wisdom saving throw. On a failed save, the target takes 8d10 psychic damage, and it must make an opportunity attack against a creature of your choice (no action required). If that attack hits, you gain temporary hit points equal to the damage it deals. On a successful save, the target takes no damage, and it must make a weapon attack against a creature of your choice (no action required). If that attack hits, you gain 1d12 temporary hit points.

In addition, you regain 1 Psi Point.

"You plunge a thread of command into your foe's mind, forcing the foe to turn on its ally. You draw psionic power from your foe, and you gain vitality if the foe hits its companion."

SHIELD CRACK

Psion Rank 5 • Augmentable, Evocation, Focus, Lightning, Offensive, Psionic (Turn)

Unaugmented: As an action, you target each creature in a 10-foot radius sphere centered on a point within 60 feet of you. Each target must succeed on a Dexterity saving throw or take 4d6 lightning damage and until the end of your next turn, attack rolls against the target have advantage.

Augment 1: As unaugmented, but you can choose which creatures are targeted in the sphere instead of all of them.

Augment 4: As unaugmented, except on a failed save, a target takes 8d6 lightning damage, and until the end of your next turn, attack rolls against the target have advantage and the target has disadvantage on Dexterity and Intelligence saving throws.

"Lightning erupts from your brow in all directions, battering the defenses of all in its path. By refining the shape of the arc, you can have it strike only those you choose."

SHRED REALITY

Psion Rank 5 • Conjuration, Focus, Force, Offensive, Psionic, Teleportation (Long)

As an action, you target each creature in a 20-foot radius sphere centered on a point within 60 feet of you. Each target must succeed on a Dexterity saving throw or take 8d6 force damage, and you can teleport the target up to 15 feet.

In addition, choose one creature who failed the initial saving throw to be the secondary target. The secondary target must make a Wisdom saving throw. On a failed save, the target is removed from play. At the end of your next turn, the target reappears in an unoccupied space of your choice within 25 feet of you, and is dazed until end of its next turn. On a successful save, the target is dazed until the end of your next turn.

While dazed by this exploit, the target cannot take reactions, and on its turn, it must choose whether it gets a move, an action, or a bonus action; it gets only one of the three.

"With an explosion of telekinetic force, you rip a temporary hole in reality that pulls at friend and foe alike. One of them is briefly sucked into that void."

SUMMON MIND WEIRDS

Psion Rank 5 • Augmentable, Conjunction, Focus, Offensive, Psionic, Psychic, Summoning, Teleportation (Long)

Unaugmented: As a bonus action, you summon three Medium mind weirds in unoccupied space within 60 feet of you. Choose one enemy adjacent to each weird to become the weird's prey for 10 minutes. Each weird must have a different creature as its prey. A weird is a construct with a walking speed of 40 feet and hit points equal to 25 + (5 times your level). A weird can move through solid objects and other creature's spaces but not end its movement there, and it has resistance to all damage from creatures other than its prey. When its prey is reduced to 0 hit points or after 10 minutes have passed, the weird disappears. Until all the weirds summoned by this exploit are reduced to 0 hit points, you do not lose the hit die lost when a creature you summon drops to 0 hit points. When you use an action or a bonus action to issue a command to a weird, all summoned weirds can take that action. You can give the weird the following special commands.

Action. Before the attack, the warrior can move up to 5 feet without provoking opportunity attacks. **Melee Spell Attack:** your spell attack modifier to hit, reach 5 ft., one creature that is the weird's prey. **Hit:** (5d10 + your spellcasting ability modifier) psychic damage, and the target suffers disadvantage on attack rolls for 1 minute. The target can make a Wisdom saving throw at the end of each of its turns, ending the disadvantage on a success.

Opportunity Attack. Melee Spell Attack: your spell attack modifier to hit, reach 5 ft., one creature. **Hit:** (5d10 + your spellcasting ability modifier) psychic damage, and the weird pushes the target up to 5 feet. If the target is the weird's prey, it takes 2d10 extra damage and is not pushed.

Augment 1: As unaugmented, and once on each of your turns, you can teleport any two weirds, swapping their positions, as a bonus action. In addition, you can teleport yourself and one weird as a bonus action, swapping positions.

"You call forth shadowy creatures that attack your foes with their own worst fears."

TELEKINETIC HAZE

Psion Rank 5 • Augmentable, Evocation, Focus, Offensive, Psionic, Psychic (Turn)

Unaugmented: As an action, choose any number of creatures within 5 feet of you. Each target must succeed on a Dexterity saving throw or take 4d6 psychic damage.

In addition, you are heavily obscured until the start of your next turn.

Augment 1: As unaugmented, and also on a failed save, you can move the target up to 5 feet.

Augment 4: As unaugmented, except on a failed save, a target takes 8d6 psychic damage, and you are invisible until the end of your next turn.

"A haze of psionic energy shrouds you from your enemies' sight."

THOUGHT GUARDIAN

Psion Rank 5 • Augmentable, Conjunction, Focus, Offensive, Psionic, Psychic (Turn)

Unaugmented: As an action, you target each creature in a 10-foot radius sphere centered on a point within 60 feet of you. Each target must succeed on a Wisdom saving throw or take 4d6 psychic damage and until the end of your next turn, the target suffers disadvantage on attack rolls.

Augment 1: As unaugmented, and also on a failed save, whenever the target attacks you or forces you to make a saving throw before the end of your next turn, it takes 1d12 psychic damage.

Augment 4: As unaugmented, and in addition, you conjure a thought guardian in an unoccupied space within the sphere. The guardian lasts until the end of your next turn. While the guardian persists, when any creature within 15 feet of the guardian attacks you, forces you to make a saving throw, or willingly moves away from the guardian, you can use your reaction to force the triggering creature to succeed on a Wisdom saving throw or take 2d12 psychic damage and until the end of your next turn, the target is dazed. While dazed by this exploit, the target cannot take reactions, and on its turn, it must choose whether it gets a move, an action, or a bonus action; it gets only one of the three.

"You scour your enemies' thoughts to hinder their tactics, and can conjure a guardian in their midst to threaten them."

NEW ITEMS

KI FOCUSES

A ki focus is an implement that certain characters use as a focus for their inner magical energy, known as ki. A ki focus might take the form of a training manual, a scroll of ancient secrets, a blunt training weapon, or a cherished memento.

- **Attunement:** Before you can use a ki focus, you must attune yourself to it. To attune yourself to a ki focus, you must have the item on your person during a short or an extended rest and must have proficiency with ki focuses. Some characters study their ki focus to attune themselves to it. Others meditate with it or wield it as they practice fighting techniques. The ki focus that you are attuned to occupies your ki focus item slot. Whenever you take a short or long rest, you can attune yourself to a ki focus in your possession, but you can be attuned to only one ki focus at a time. Also, only one creature at a time can be attuned to a particular ki focus. Once you attune yourself to a ki focus, no one else can be attuned to it until you are no longer attuned to it or you are dead.
- **Using a Ki Focus:** Once you have attuned yourself to a ki focus, you must either wear it or hold it in order to use it as an implement.
- **Ki Focuses and Weapon Attacks:** If you use a magic ki focus that grants a bonus to attack rolls and damage rolls, you can add that bonus to the attack rolls and the damage rolls of weapon attacks you make using a weapon with which you have proficiency. If you have both a magic ki focus and a magic weapon, you choose before you use an attack power whether to draw on the magic of the ki focus or that of the weapon. Your choice determines which bonuses, critical hit effects, and magic item properties, if any, you can apply to your attack. You can't, for example, use the attack and damage bonus of your ki focus and the on hit effect of your magic weapon on the same attack.

ABDUCTION CHAINS

Ki focus, rare (+1), very rare (+2), or legendary (+3) (requires attunement by a monk)

This ki focus is a pair of adamantine chains that loop within each other. By untangling the loop, you focus your ki upon paths of space and time. You have a bonus to attack and damage rolls made with this ki focus. The bonus is determined by the ki focus' rarity. In addition, whenever you hit a creature with a melee weapon attack using this ki focus, you can move the target up to 5 feet (no action required).

Bend Space and Time (1/day) When you hit a creature with a melee weapon attack using this ki focus, you can teleport up to 25 feet, and you also teleport the target up to 25 feet to an unoccupied space within 5 feet of you (no action required).

BLAZING ARC STONE

Ki focus, common (requires attunement by a monk)

When you grasp this white rock and focus on its power by enduring the charring heat within it, you mold your ki into a thing of fire. Whenever you hit a creature with a melee weapon attack using this ki focus, your attack deals fire damage instead of any other damage type.

BLOODTHIRSTY STONE STAR

Ki focus, uncommon (+1d6), rare (+2d6), and very rare (+3d6) (requires attunement by a monk)

This stone in the shape of a five-pointed star has been sharpened down to a razor's edge at each point. Lines upon lines of shadow magic teachings have been painted upon the stone surface in a dark brown ink that looks like dried blood. When you hit a creature that is below half its hit point maximum with a melee weapon attack using this ki focus, your attack deals additional necrotic damage determined by the ki focus' rarity.

BLURRED STRIKE MECHANICAL FLY

Ki focus, very rare (requires attunement by a monk)

You can master the secret of speed by catching this small mechanical fly in your hands. When you hit a creature with a melee weapon attack by your **flurry of blows** class feature using this ki focus, you can make one additional unarmed strike as part of your flurry of blows.

Like the Wind (1/day) When you move at least half your speed during your turn, you can activate this ability to gain a +4 bonus to AC until the end of your next turn (no action required).

BODY OF FIRE OIL FLASK

Ki focus, uncommon (1d10), rare (2d10), or very rare (3d10) (requires attunement by a monk)

This oil fuels a fire within you that might smolder or might blaze forth, but will never be extinguished. All bludgeoning, piercing, and slashing damage dealt by attacks using this ki focus is fire damage instead.

Body of Fire (1/day) As a bonus action, you ignite the oils with the power of your ki and gain the following effects for 10 minutes or until you extinguish the flames as an action:

- You gain resistance to fire damage.
- You gain a vulnerability to cold damage.
- If a creature is grappling you or you have a creature grappled at the start of your turn, it takes fire damage determined by the rarity of the ki focus.

CASCADING STRIKES IDOL

Ki focus, rare (requires attunement by a monk)

Your wide strike triggers your stout stone idol to release its power, helping you land a blow that would otherwise go astray. Whenever you make attack roll with advantage using an unarmed strike, you can reroll one of the dice once.

Unerring Strike (1/day) When you miss an attack roll using this ki focus, you can reroll the attack, but must use the new result.

COBRA STRIKE STATUE

Ki focus, uncommon (1d6), rare (1d10), or very rare (2d10) (requires attunement by a monk)

This clay serpent drips with a strange venom. By pressing your finger into its fangs, you unlock the serpent's mysteries. When you hit a creature with a melee weapon attack using this key focus,

Venomous Strike (1/day) When you hit a creature with a melee weapon attack using this ki focus, the target must succeed on a Constitution saving throw against your Ki save DC or become poisoned for 1 minute. While poisoned by this ability, the target also takes poison damage at the start of each of its turns. The poison damage is determined by the rarity, but also adds your Strength or Wisdom modifier (your choice). The target can repeat the saving throw at the end of each of its turns, ending the condition on a success.

COLD FURY MEDALLION

Ki focus, rare (requires attunement by a monk)

The angrier you get, the colder this blue steel medallion becomes. All bludgeoning, piercing, and slashing damage dealt by attacks using this ki focus is cold damage instead.

Cold Fury (1/day) When you hit a creature with a melee weapon attack using this ki focus, the target must succeed on a Strength saving throw against your Ki save DC or become restrained until it takes damage, until it uses an Action to end this effect, or until 1 minute passes. If it is damaged before the end of your next turn, it takes an extra 3d10 cold damage.

CRIMSON WICK

Ki focus, rare (requires attunement by a monk)

This braided wick burns brightly when placed within an oil lamp and ignited, yet is unconsumed by the flame. It inspires you to use your own inner resources to best effect.

Crimson Sacrifice (1/short rest) As a bonus action, you spend 1 hit die, and until the end of your next turn, each time you deal damage with a melee weapon attack using this ki focus, roll your spent hit die and add the result to the damage.

DEVASTATING TABLET

Ki focus, very rare (requires attunement by a monk)

This small triangular slab appears to be made of some deep green stone, mottled with flecks of black and covered in runed etchings. The slab fits in one hand but seems far heavier than it should. When you deal damage with a weapon attack using this ki focus, any weapon damage die that shows a 1 or a 2 instead deals 3 damage.

ELUSIVE ACTION PRACTICE SWORD

Ki focus, rare (requires attunement by a monk)

As you practice with this blunt short sword, you mystically learn new defensive techniques. While you are attuned to this ki focus and it is on your person, the attack rolls of opportunity attacks made against you have disadvantage.

Elusive Flurry (1/day) When an enemy hits you with an opportunity attack, you can use your reaction to activate your **Flurry of Blows** class feature immediately, without spending ki.

FORKED LIGHTNING FLASK

Ki focus, rare (requires attunement by a monk)

Crackling lightning illuminates you as it bounces around in this crystal flask before forking toward your enemy. Whenever you hit a creature with a melee weapon attack using this ki focus, your attack deals lightning damage instead of any other damage type.

Lightning Fork (1/day) When you hit a creature with an attack that deals lightning damage using this ki focus, you can choose one enemy within 30 feet of the target of the triggering attack. You teleport to an unoccupied space adjacent to that enemy and make a melee weapon attack against it. The attack deals lightning damage instead of any other damage type.

GHOST STRIKE ORB

Ki focus, uncommon (requires attunement by a monk)

This white orb seems little more than a worthless bauble, but when you focus on it, you see paths where the dead walk. Whenever you use this ki focus to make an attack roll with advantage against a creature with the **Incorporeal Movement** trait, the creature loses that trait and any damage resistances until the end of your next turn.

IRON BODY WEIGHTS

Ki focus, very rare (requires attunement by a monk)

This set of weights consists of rune-scribed chunks of lead laced together with leather straps. When tied to your feet and hands, you can perform the exercises needed to master the iron body technique. If you hit a creature with an attack using this ki focus, you gain resistance to all damage dealt by that target until the end of your next turn.

MAGIC KI FOCUS

Ki focus, uncommon (+1), rare (+2), or very rare (+3) (requires attunement by a monk)

A minor ki focus, enchanted to help channel mystical power. You have a bonus to attack and damage rolls made with this ki focus. The bonus is determined by the ki focus' rarity.

MIGHTY STRIKE TABLET

Ki focus, rare (requires attunement by a monk)

This leather bag contains a metal plate inscribed with runes. You focus your ki and strike at the plate, shattering it to pieces that turn to smoke. The plate then reappears in the bag. When you deal damage with an unarmed strike using this ki focus as part of your **Flurry of Blows** class feature, your attack deals extra damage equal to your martial arts die.

Mighty Strike (1/day) When you hit a creature with a melee attack using this ki focus, until the end of your next turn, you ignore the target's damage immunities and resistances.

RAIN OF HAMMERS BOX

Ki focus, rare (requires attunement by a monk)

This small, wooden box holds a pair of leaden hammers and a tiny drum. By beating the hammers against the drum, you sharpen your ki, accustoming your arms to deliver a steady stream of powerful attacks. Whenever you reduce an enemy to 0 hit points, one enemy adjacent to you takes damage equal to your martial arts die + your Strength or Dexterity modifier (your choice).

Rain of Hammers (1/day) As a bonus action, you can make one additional melee weapon attack using this ki focus against one enemy that you already hit with an attack this turn.

SOUL SIPHON TABLET

Ki focus, rare (requires attunement by a monk)

This small onyx tablet is no larger than your hand, its surface engraved with lines of text. It describes how to heed the signs that presage the death of your prey. You gain a +1 bonus to death saving throws.

Soul Siphon (1/day) When you kill an adjacent creature with a CR of at least 1/8 using this ki focus, you regain up to two spent hit dice.

STEADFAST STONE

Ki focus, very rare (requires attunement by a monk)

This plain, round stone reveals the secrets of strength and tenacity, allowing you to mimic its impervious nature. Attacks made with this ki focus ignore damage resistance.

THUNDERFIST ROD

Ki focus, rare (requires attunement by a monk)

Roiling thunder booms with each strike you make, the metal of this focus vibrating as you assail your enemies with a cacophonous din. Whenever you hit a creature with a melee weapon attack using this ki focus, your attack deals thunder damage instead of any other damage type.

Thunderfist Strike (1/day) When you make a melee attack using this ki focus, each enemy adjacent to the target must make a Constitution saving throw against your Ki save DC. On a failed save, a creature takes thunder damage equal to your highest ability score and for 1 minute, it is deafened. On a successful save, a creature takes half as much damage and is not deafened.

POWER CONVERSION HOMEBREW

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