

# PSYCHIC WARRIOR (MYSTIC VARIANT)

## PSIONICS

At 3rd level, you master the use of psionic disciplines. Psionics is a special form of magic use, distinct from spellcasting.

## PSIONIC DISCIPLINES

A psionic discipline is a rigid set of mental exercises that allows you to manifest psionic power. You master only a few disciplines at a time.

At 3rd level, you know two psionic disciplines of your choice. The Disciplines Known column of the Psychic Warrior Psionics table shows the total number of disciplines you know at each level; when that number goes up for you, choose a new discipline.

In addition, whenever you gain a level in this class, you can replace one discipline you know with a different one of your choice.

## PSI POINTS

You have an internal reservoir of energy that can be devoted to psionic disciplines you know. This energy is represented by psi points. Each psionic discipline describes effects you can create with it by spending a certain number of psi points.

The number of psi points you have is based on your level, as shown in the Psi Points column of the Psychic Warrior Psionics table. The number shown for your level is your psi point maximum. Your psi point total returns to its maximum when you finish a long rest. The number of psi points you have can't go below 0 or over your maximum.

## PSI LIMIT

Though you have access to a potent amount of psionic energy, it takes training and practice to channel that energy. There is a limit on the number of psi points you can spend to activate a psionic discipline. The limit is based on your level, as shown in the Psi Limit column of the Psychic Warrior Psionics table. For example, as a 9th-level psychic warrior, you can spend no more than 3 psi points on a discipline each time you use it, no matter how many psi points you have.

## PSIONIC SPELLCASTING

Each psionic discipline allows you to cast certain spells using psi points. To cast a spell in this manner, you must expend a number of psi points equal to 1 + the level of the spell. You use its casting time and other rules, but the spell doesn't require verbal, somatic, or material components that lack a gold cost. You can spend additional psi points to increase the level of a spell that you cast, provided that that spell has an enhanced effect at higher level. The spell's level increases by 1 for each additional psi point you spend.

The maximum number of psi points you can spend to cast a spell in this way (including its base psi point cost and any additional psi points you spend to increase its level) is determined by your psi limit.

## PSYCHIC WARRIOR PSIONICS

Fighter Level	Disciplines Known	Psi Points	Psi Limit
3rd	2	4	2
4th	2	6	2
5th	2	6	2
6th	2	6	2
7th	3	14	3
8th	3	14	3
9th	3	14	3
10th	3	17	3
11th	3	17	3
12th	3	17	3
13th	4	25	4
14th	4	25	4
15th	4	25	4
16th	4	29	4
17th	4	29	4
18th	4	29	4
19th	5	34	5
20th	5	34	5

## PSYCHIC FOCUS

You can focus psionic energy on one of your psionic disciplines to draw ongoing benefits from it. As a bonus action, you can choose one of your psionic disciplines and gain its psychic focus benefit, which is detailed in that discipline's description. The benefit lasts until you are incapacitated or until you use another bonus action to choose a different focus benefit.

You can have only one psychic focus benefit at a time, and using the psychic focus of one discipline doesn't limit your ability to use other disciplines.

## PSIONIC ABILITY

Intelligence is your psionic ability for your psionic disciplines. You use your Intelligence modifier when setting the saving throw DC for a psionic discipline or when making an attack roll with one.

**Discipline save DC** = your proficiency bonus + your Intelligence modifier

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

## PSIONIC REJUVENATION

Starting at 7th level, you learn to draw on both your mental and physical reserves. When you use your Second Wind feature, you also regain 1d4 psi points. When you reach 10th level in this class, the psi points regained increases to 1d6. At 15th level, you regain 1d8 psi points, and at 18th level, you regain 1d10 psi points.

## DISCIPLINE DESCRIPTIONS

A few sample psionic disciplines are presented here in alphabetical order.

### AUGMENT WEAPON

You have learned how to channel psionic energy into your attacks.

#### AUGMENT WEAPON DISCIPLINE SPELLS

Spell Level	Spells
1st	<i>wrathful smite</i>
2nd	<i>magic weapon</i>
3rd	-
4th	<i>staggering smite</i>

**Psychic Focus.** Whenever you focus on this discipline, choose one weapon you're holding or your unarmed strike. When you attack with it while focused on this discipline, it counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. Starting at 7th level, you may choose for it to deal psychic damage instead of its normal damage type.

**Agonizing Strikes (4 psi).** Your attacks can channel psychic agony. When you hit a creature with a weapon attack, you can also deal 2d10 psychic damage to that target and force it to make a Constitution saving throw. Unless the save succeeds, the target falls prone, and it suffers disadvantage on ability checks until the end of your next turn.

### CELERITY

You channel psionic power into your body, honing your reflexes and agility to an incredible degree.

#### CELERITY DISCIPLINE SPELLS

Spell Level	Spells
1st	<i>expeditious retreat</i>
2nd	-
3rd	<i>haste</i>
4th	<i>freedom of movement</i>

**Psychic Focus.** While focused on this discipline, your walking speed increases by 10 feet.

**Agile Defense (2 psi).** As a bonus action, you take the Dodge action.

### PROTECTION

You wield psionic energy to defend and protect.

#### PROTECTION DISCIPLINE SPELLS

Spell Level	Spells
1st	<i>shield of faith</i>
2nd	-
3rd	<i>protection from energy</i>
4th	-

**Psychic Focus.** While focused on this discipline, you can grant one creature within 5 feet of you a +1 bonus to AC.

**Augmented Defenses (1 psi).** When you or a creature you can see within 30 feet of you takes damage, you can use your reaction to roll a d10 and reduce the amount of damage taken by the number rolled. When you reach 10th level in this class, the die changes to a d12.

**Telekinetic Bulwark (3 psi).** As a bonus action, you can project a bastion of psionic power in a 10-foot radius around yourself. It lasts for 1 minute or until you're incapacitated. For the duration, you and your allies in that area gain the

benefits of half cover and have advantage on Strength saving throws.

### PSYCHIC ASSAULT

You wield your mind like a weapon, unleashing salvos of psionic energy.

#### CELERITY DISCIPLINE SPELLS

Spell Level	Spells
1st	<i>id insinuation</i>
2nd	<i>mind thrust</i>
3rd	<i>psionic blast</i>
4th	<i>ego whip</i>

**Psychic Focus.** While focused on this discipline, you can cast the *mind sliver* cantrip without components.

### RESTORATION

You wield psionic energy to cure wounds and restore health to yourself and others.

#### PSIONIC RESTORATION DISCIPLINE SPELLS

Spell Level	Spells
1st	<i>cure wounds</i>
2nd	<i>lesser restoration</i>
3rd	<i>aura of vitality, revivify</i>
4th	-

**Psychic Focus.** While focused on this discipline, you can cast the *spare the dying* cantrip as a bonus action and without components.

### TELEKINETIC FORCE

Your psionic power allows you to manipulate force and move objects and creatures.

#### TELEKINETIC FORCE DISCIPLINE SPELLS

Spell Level	Spells
1st	<i>shield</i>
2nd	<i>hold person</i>
3rd	-
4th	<i>Otiluke's resilient sphere</i>

**Psychic Focus.** While focused on this discipline, you can cast the *mage hand* cantrip without components, and you can make the spectral hand invisible.

**Strength of Mind (3 psi).** As a bonus action, you can telekinetically lash out at a creature you can see within 20 feet of you. The target must make a Strength saving throw. On a failed save, the target takes force damage equal to 2d6 plus your Intelligence modifier and is telekinetically moved 15 feet directly toward or away from you (your choice). On a successful save, it takes half as much damage and isn't moved.