

**NAME:** \_\_\_\_\_  
**CLASS:** Psion (Kineticist)  
**BACKGROUND:** Awakend High Born  
**RACE:** Val (val'Abebi)  
**NATIONALITY:** Republic of Altheria (Semar)  
**CHURCH:** Mother Church of Coryan  
**DEITY:** Althares  
**LEVEL:** 1st

**ABILITY SCORES**

	SCORE	BONUS	SAVING THROWS
<b>STRENGTH:</b>	9	-1	-1 <input type="checkbox"/>
<b>DEXTERITY:</b>	14	+2	+2 <input type="checkbox"/>
<b>CONSTITUTION:</b>	10	+0	+2 <input checked="" type="checkbox"/>
<b>INTELLIGENCE:</b>	14	+2	+2 <input type="checkbox"/>
<b>WISDOM:</b>	14	+2	+2 <input type="checkbox"/>
<b>CHARISMA:</b>	15	+2	+4 <input checked="" type="checkbox"/>
<b>BLOODRANK</b>	1		

  

	SPEED
<b>PROFICIENCY BONUS</b>	+2
<b>SPEED:</b>	30'
<b>PASSIVE PERCEPTION</b>	14
<b>SPECIAL:</b>	0

SKILLS	
SKILL (PRIMARY ABILITY)	TOTAL BONUS
Acrobatics (Dex)	+2
Animal Handling (Wis)	+2
Arcana (Int)*	+3
Athletics (Str)	-1
Deception (Cha) ☞	+4
History (Int) ☞*	+5
Insight (Wis)	+2
Intimidation (Cha)	+2
Investigation (Int)☞	+4
Medicine (Wis)	+2
Nature (Int)*	+3
Perception (Wis) ☞	+4
Performance (Cha)	+2
Persuasion (Cha)	+2
Psionics (Int) ☞*	+5
Religion (Int)*	+3
Sleight of Hand (Dex)	+2
Stealth (Dex)	+2
Survival (Wis)	+2
☞ Trained skill *1/2 blood rank added	
OTHER PROFICIENCIES	
Lyre	

LANGUAGES
Low Coryani
High Coryani
Altharin
Cancerese
Low Khitani

LITERATE?

**PERSONALITY TRAITS**

*I naturally assume that I am in charge. I am the most capable person I know.*

**IDEALS**

*Mastery: I constantly seek to improve myself and connections to my bloodline.*

**BONDS**

*I have a duty to protect those who do not have my gifts.*

**FLAWS**

*I spill secrets at the drop of a hat. I just can't understand the idea of withholding information.*



**DEFENSES & HEALTH**

ARMOR CLASS	TEMP HP	CURRENT HP
14		
<b>HIT POINTS</b>		
8		
<b>HIT DICE</b>		
1D8		
	<b>DEATH SAVES</b>	
	MADE <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> FAILED <input type="checkbox"/> <input type="checkbox"/>	

ATTACK	TO HIT	DAMAGE	SPECIAL/RANGE
<b>SCIMITAR</b>	+4	1D6+2(P)	
Finesse, light			
<b>FLINTLOCK PISTOL</b>	+4	1D8+3(P)	20/80
Ammunition (10 shots), Ammunition, light, loading,special			

PSIONIC POWERS (AT WILL)	SPELL EXPRESSIONS
Burst	Magic Missile
Intellect Fortress	
Luminescent Crystals	
Mental Scream	
Telekinetic Bolt	
	<b>OTHER EXPRESSIONS</b>
	* See Psionic Powers
	* See Enhanced Kinetics (pg 3)

\* New spells: see back of sheet

**FOCI**

# of foci	Manifesting Level
1	1st level

**ATTACK AND SAVES:**

Spell Attack	Spell Save
+4	12



## EQUIPMENT:

### Explorer's Pack

Includes a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it. a set of common clothes, a document showing your status as a freeman, a set of common clothes, and a belt pouch containing 10 gp.

Scimitar, Adorned Flintlock Pistol (10 shots), Studded Leather Armor

## WEAPONS: NEW WEAPON QUALITIES

**Flintlocks:** Altheria may be a center of knowledge and learning, but it is the power of blastpowder that has kept the Republic of Altheria safe for many years. The Altherians' advanced understanding of blastpowder and its explosive potential has aided them in the design of their flintlock weapons.

Altherian flintlocks are designed to take advantage of specific amounts of blastpowder for every shot, leading to the creation of blastpowder rounds – small paper or cloth packets of blastpowder pre-measured to gain the most efficient and accurate shot. Therefore, these fine weapons are usually easier, safer, and faster to reload and fire.

Altherians, as well as clerics and holy champions of Althares, may purchase flintlocks at the listed price and may carry them regardless of rank.

You do not suffer penalties for firing a flintlock while prone. Unless you have a flintlock maintenance kit and are proficient with it, whenever you roll a 1 on a ranged attack roll with a flintlock the weapon malfunctions and jams. A jammed flintlock cannot be fired. Repairing a jammed flintlock requires proficient use of a flintlock maintenance kit and takes 10 minutes.

Additionally, in Arcanis flintlocks are reinforced and balanced for use as improvised melee weapons. Flintlock pistols may be used as clubs, while flintlock rifles may be used as greatclubs. If you are proficient with a club or greatclub, you can add your proficiency bonus to attack rolls with your flintlock when you use it as an improvised weapon.

**Special:** You suffer also no penalties for firing a flintlock while prone.

## PSION ABILITIES/RULES

### AWAKENED

All Awakened creatures possess the ability to fracture their consciousness, allowing them to maintain and focus on multiple patterns of power simultaneously.

### MENTAL FOCI

Mental foci (the plural for focus) are pathways which allow you to maintain a number of lesser abilities, and can be expended to manifest powerful spell-like effects. At 1st level, you have one mental focus, allowing you to remain focused on a single focused ability. You gain additional mental foci as you advance in level, as listed on Table: Psion. You regain all expended mental foci after completing a short or long rest.

There are two ways to utilize your mental focus: to maintain Focused Abilities, and to expend those foci to power Expressions.

**Focused Ability:** These are effects that remain active for as long as you have a mental focus dedicated to it. Initiating a focused ability produces a M (mental) power display. Any time you are reduced to 0 hit points all of your actively focused abilities instantly end, but the foci that maintained them are not expended. Once you regain consciousness, as an action, you can reapply your unused mental foci to your previously focused abilities.

**Expression:** You can expend a mental focus to create a potent effect. Manifesting an expression instantly ends the focused ability which the mental focus was maintaining. Unless otherwise noted, expending an active mental focus requires an action. Expression effects that are spell-like operate at a spell level equal to your manifesting level, as shown on Table: Psion.

### PSIONIC POWERS

Psionic powers are rudimentary psionic effects, similar to cantrips. You know a number of psionic powers as shown on Table: Psion, and continue to gain more psionic powers through your psionic tradition, your choice of psionic disciplines, and as you advance in level. Any time you gain a psionic power, you may also choose to swap a psionic power you already know and replace it with another from the psionic power list.

You manifest a psionic power's base effects without using a mental focus. Beyond that, each psionic power that offers one or more Expressions which require the expenditure of a mental focus, providing additional effects as your manifesting level increases.

## CLASS FEATURES

### REFOCUS

Starting at 2nd level, as an action, you can redirect a mental focus from one focused ability to another, ending one effect and starting the other. Refocusing does not expend that mental focus.

### COMPLEX MIND

Beginning at 3rd level, your mind becomes so fractured that it is almost impossible for non-Awakened to read it. You gain advantage on all saving throws to resist the charmed condition, as well as attempts by non-psionic creatures to read your mind (such as through the detect thoughts spell). If the effect doesn't normally allow a saving throw, you can still attempt a special DC 20 saving throw using your manifesting ability score, with advantage, to resist the effect.

## PERSISTENT POWERS

### TELEKINETIC MIGHT

Your mind can strike with the strength of a bull.

**Persistent: starting at 2nd level.** Any time you manifest a psionic effect or ability that deals force damage, add your Manifesting ability modifier to the damage dealt.

## FOCUSED ABILITIES

### INERTIAL BARRIER

**Focused Ability:** While maintaining focus on this ability you may manifest mage armor on yourself at will. Additionally, while maintaining focus on this ability, any time you deal force damage with a psionic ability or effect you gain 5 temporary hit points, which remain for 1 hour.

### ENHANCED KINETICS

**Focused Ability:** The strength of your basic telekinesis becomes equal to your manifesting ability score. Additionally, as an action you may choose to use basic telekinesis to shove a Large or smaller creature within 30 feet, requiring your target to make a successful Strength saving throw to resist being shoved.

## EXPRESSIONS

### ENHANCED KINETICS

**Expression:** When you or a creature within 60 feet of you falls, you may manifest basic telekinesis as a reaction. Choose up to five falling creatures within range. Any chosen creature's falling speed is reduced to 60 feet per round until they reach the ground, where they suffer no falling damage and land on their feet.

## PSIONIC POWERS

### Basic Telekinesis

*Telekinetic power (utility)*

**Manifesting Time:** 1 action

**Range:** 30 feet

**Power Displays:** V, S

**Duration:** Concentration, 1 minute

You focus on a single object within range and move it with an act of will. Once this power is manifested you may use an action to manipulate an unattended object (that is an object not currently in the possession of a creature or being held or touched by a creature). Some examples are opening an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move objects 30 feet per turn. You cannot use this power to attack, activate magic items, or carry more than 10 pounds.

*At 5th level psion,* while maintaining concentration on this ability, you can use a reaction to assist another character, granting them advantage on any Strength (Athletics) check.

*At 11th level psion,* while maintaining concentration on this ability, you can use a reaction to interpose an object between you and your attacker, granting you half cover (+2 to AC and Dexterity saving throws).

**Expression:** For the power's duration you may move objects with this power as if it had a Strength of 18 + half your psion level (rounded down).

**2nd level expression:** You may manifest a spell-like effect that mimics the spell levitation.

**3rd level expression:** You may manifest a spell-like effect that mimics the spell fly.

### Burst

*Psychoportation power (utility)*

**Manifesting Time:** 1 bonus action

**Range:** Self

**Power Displays:** V, S

**Duration:** 1 turn

Your mind manifests short flashes of psychoportation, boosting your speed. Until the end of your next turn, your speed is increased by 10 feet. The effect of this power improves with experience: At 5th level psion, when you manifest this ability, your speed increases by 20 feet.

**Expression:** You may manifest a spell-like effect that mimics the spell expeditious retreat. 3rd level expression: You may manifest a spell-like effect that mimics the spell haste.

### Intellect Fortress

*Telepathy power (defense)*

**Manifesting Time:** 1 reaction, taken when you are dealt force or psychic damage.

**Range:** Self

**Power Displays:** V, M

**Duration:** 1 Turn

You create a fortification of mental might, protecting you from physical and mental attack. Manifesting this power grants you resistance to both force and psychic damage until the end of your next turn.

**Expression:** You affect yourself and a number of willing creatures equal to half your psion level within 30 feet, granting them resistance to force and psychic damage until the end of your next turn. *3rd level expression:* When manifesting this power only upon yourself, you may use this expression to increase the duration of this power 1 minute.

### Luminescent Crystals

*Metacreation power (utility)*

**Manifesting Time:** 1 action

**Range:** 120 feet

**Power Displays:** V, S

**Duration:** Concentration, up to 1 minute

You create up to four floating fist-sized crystals within range, making them appear as torches, lanterns, or glowing orbs that hover in the air for the duration. Whichever form you choose, each crystal sheds dim light in a 10-foot radius.

As a bonus action on your turn, you can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this power, and a light winks out if it exceeds the power's range.

**Expression:** You may remove the power's concentration requirement while increasing the duration of this power to a number of hours equal to your expression level + 1.

### Mental Scream

*Telepathy power (attack)*

**Manifesting Time:** 1 action

**Range:** 120 feet

**Power Displays:** V, S, M

**Duration:** Instantaneous

Choose a creature you can see within range and make a ranged manifestation attack. If the attack is successful, your target takes 1d8 psychic damage. This power's damage increases when you reach higher levels: At 5th level psion, the psychic damage increases to 2d8.

**Expression:** You may change the power's range to Self (60-foot cone). All creatures within this area must make a successful Wisdom saving throw or suffer 3d6 psychic damage, with half damage taken by those who make their saving throw. Damage from this expression increases by 1d6 psychic damage for each manifesting level above 1st, up to a maximum of 6d6 damage at the psion's highest manifesting level.

### Telekinetic Bolt

*Telekinetic power (attack)*

**Manifesting Time:** 1 action

**Range:** 120 feet

**Power Displays:** V, S

**Duration:** Instantaneous

Make a ranged manifesting attack against a creature you can see within range. On a successful hit, your target takes 1d10 force damage. This power's damage increases when you reach higher levels: At 5th level psion, the force damage increases to 2d10.

**Expression:** As a bonus action, when you successfully hit an opponent with this power, you may choose to expend a psionic focus to increase the power's effect. You may force your target to make a Strength saving throw or be shoved back 10 feet where they fall prone. Additionally, you increase the power's damage by 2d6 force damage, which increases by an additional 1d6 force for each manifesting level above 1st, up to a maximum of 6d6 additional damage at the psion's highest manifesting level.

### VAL RACIAL TRAITS:

**Ability Score Increases:** Your Charisma score increases by 1.

**Size:** Val possess the same range of height as common humans, ranging between 5' to well over 6' tall. Your size is Medium.

**Speed:** You base walking speed is 30 feet.

### VAL'ABEBI BLOODLINE POWERS

*Enhanced Memory (Rank 1):* The blessed of Althares possesses the ability to commit knowledge to memory and recall it with perfect clarity

- Add half your Blood Rank +1 to all Intelligence based skill checks made to recall information.
- You gain the ability to memorize a long string of numbers, a long passage of verse, or some other particularly difficult piece of information with perfect recollection. With one minute of study, you can memorize a single page of text (up to 800 words), numbers, diagrams, or sigils. This does not allow you to memorize magical writing or similarly exotic material, but you can memorize diagrams or symbols even if you don't recognize their meaning. You may retain a number of pages equal to your Intelligence score multiplied by your Blood Rank. You always retain this information, and can reproduce it exactly. You can choose to forget a page's worth of information and replace it with another page of information any time you use this ability.