

Ninja's Psionic Rules For 5E

That Don't Involve the Mystic

Seriously, who thought THAT was a good idea

I'd like to meet the idiot and give him a piece of my mind

That was almost funny, I wonder if anyone is ever going to zoom down to read this

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The Basics of Psionics

Or How I Learned to Stop Caring and Surrender My Mind to the Infinite

Psionics is a bit of a divisive topic in gaming circles. Some love it, some hate it. Some call it Fantasy, others call it Science Fiction. And depending on what game, setting, and specific edition or book you're using, it might all be true.

Regardless, Psionics is a flavor of magic/not-magic that hasn't really appeared officially in Fifth Edition Dungeons and Dragons except in the (as of this writing) incomplete Mystic class, and since I enjoy homebrew in all its forms, I have decided to create my own options in that vein for the system. These will probably not be to everyone's tastes. That's fair. But I like sharing my weird fascinations and side projects, so this is that.

Psionics is usually described as the "Power of the Mind". That's mostly true. Psionic power should feel like New Age teachings and late 19th century spiritualist doctrines all mixed together. Things like Mind over Matter, Akashic records, chi-bending, and healing crystals should all be embraced by the Psionic archetype. While such things may seem silly in real life, in Fantasy they're a gold mine of inspiration and good ideas!

But on topic: Psionics is the use of raw mind-energy to cause effects one might call magical. They don't require the magical energies that Wizards and Sorcerers draw upon, nor do they require the same rituals (though rituals serve their own purpose for psionics) as Clerics and Druids. Through meditation, self-reflection, and intense inner discipline they have tapped into a new sort of power.

Mind over Matter.

Psionics fill an interesting void in the D&D canon, and are in fact integral to at least one of its greatest campaign settings: Dark Sun. So, in some respects it is almost necessary to create a functioning system of Psionics for D&D to be all it can be.

And finally, Psionics are different. And while "different" does not always mean "better", sometimes we need "different".

Terminology

Before we get started there are a couple of game terms that will need defining.

Psionic

Psionics are a variety of magic based around pure willpower and mental energy. Think of it as the Eastern Philosophy Magic, opposed by Arcane and Divine's Western Philosophy Magic.

In game terms, Psionics interact with Magic as though they were the same thing. The results of these two results are, after all, the same even if their methods are different.

Psionic Powers do not require material components. Verbal and somatic components are still required however, more akin to mantras and focusing chants than magic words and gestures. They are primarily meant to focus your mind on the task at hand. A Psicrystal can be used as a Focus for such powers in place of verbal or somatic components.

Psionic Power

A Psionic Power is essentially a spell, but with a [Psionic] tag applies to it. This is mostly just for keeping track of where you get your abilities, for bookkeeping if for nothing else.

Races

The following races are naturally psionic, or have ties with psionic material. They are kept setting-agnostic here to allow players and DMs to use without feeling tied to the old fluff and rules.

Dromite

Dromites are a small, lithe humanoid race with many insectoid physical features, including a hardened exoskeletal shell, antennae, and compound eyes. They are naturally psionic and live in great hive cities, but are strangely free-willed for insectoids. In fact, they share far more features with humans than insects, almost rivaling the larger race in willfulness and sheer determination.

Ability Score Increase. Your Charisma increases by 2. Your Constitution increases by 1.

Age. Dromites reach maturity around 13 years, and can live almost a century.

Alignment. Dromites are so independent minded that they have no set alignment

Size. Dromites are Small creatures

Speed. Your base walking speed is 25ft.

Chitin. Your hard, chitinous skin provides light protection from harm. While unarmored, your Armor Class becomes 11 + your Dexterity modifier.

Compound Eyes. You gain proficiency in Perception.

Scent. You have Advantage on Survival checks made to track creatures by scent, using your antennae to detect minute traces of odor. You automatically detect sources of strong or overpowering odors within 30 feet of you, and you may target invisible or unseen enemies within 5 feet without Disadvantage so long as their odor is strong or overpowering.

Dromite Caste. As a Dromite you belong to one of four castes. Choose which caste you belong to as given on the Table: Dromite Castes. Whichever caste you choose determines your Energy Resistance and Energy Blast abilities.

Table: Dromite Castes

Caste	Damage Type
Fire	Fire
Ice	Cold
Voice	Thunder
Glimmer	Lightning

Energy Blast. You learn the *Eldritch Blast* cantrip, and cast it as a Psionic Power. This cantrip's damage type changes to match your caste damage type. You may instead use Force damage with this cantrip if you are allowed to select it again from another source, such as a feat or levels in a spellcasting class with this cantrip on their spell list.

Energy Resistance. You gain Resistance to the damage type of your caste.

Elan

Elans are a Psionically created race. Anyone can become an Elan through a secret ritual their society controls. The ritual is a form of rebirth, causing Elans to revert to 1st-level, though in return for an immortal lifespan and great psionic powers.

Ability Score Increase. Your Intelligence increases by 2. Your Charisma increases by 1.

Age. Elans are created, not born. You can become an Elan at any age, and your lifespan is potentially eternal.

Alignment. Elans may be of any alignment.

Size. Elans are Medium sized creatures.

Speed. Your base walking speed is 30ft.

Elan Biology. You do not require sleep, and may instead enter a meditative trance for 4 hours, receiving the same benefits as though you had slept for 8 hours. You cannot be aged magically. Your lifespan is eternal, but you can still be killed.

Psionic Sustenance. You do not need to eat or drink water in order to survive, but you are not prevented from doing so, and may still consume potions and the like.

Resilient. As a Reaction to being attacked, you gain Resistance to a single damage type of your choice until the end of your next turn. You may use this ability a number of times

equal to your Proficiency Bonus before you must finish a Long Rest

Naturally Psionic. You know the *Mage Hand* cantrip. At 3rd-level you know the *Disguise Self* spell and may cast it once per long rest. At 5th-level you know the *Detect Thoughts* spell as a Psionic Power and may cast it once per long rest. You use your Intelligence as your spellcasting stat for both these abilities. You must finish a long rest before using this ability again. In addition, you gain Resistance to Psychic damage.

Half-Giant

An evil empire long ago began a breeding program, combining giants and humans in order to create a race of powerful slave-warriors. Their progeny escaped enslavement however, and became free. More than that, the breeding program granted the Half-Giants some psionic abilities.

Ability Score Increase. Your Strength increases by 2. Your Charisma increases by 1.

Age. Half-Giants reach maturity at 30, and may live for nearly 500 years.

Alignment. Half-Giants are almost naturally kindhearted. They are mostly Good.

Size. Half-Giants are Medium sized creatures.

Speed. Your base walking speed is 30ft.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

The Ordning. Due to Giants' mysterious Ordning, you have Advantage on Charisma skill checks made against Giants.

Native Resistance. Your giant blood gifts you resistance to certain damage types. At character creation, decide if you have Resistance to Force, Fire, Cold, Thunder, or Lightning damage, reflecting a particular ancestry.

Hurler. Your Giant strength is mighty indeed. You increase the range increment on all thrown weapons you are proficient with by 20ft, and add 1d4 bludgeoning damage to those without the light weapon quality.

Psychic Resistance. You have Resistance to Psychic damage.

Stomp. You know the *Thunderwave* spell, and may cast it as a 2nd-level spell once using

Charisma as your spellcasting stat. You must finish a short rest before using this ability again.

Maenad

Maenads appear to be a very calm and collected race, but only because their intense training is holding back a flood of emotions that would overwhelm and destroy anyone else. No one knows where these powerful emotions come from, but one side effect is that most Maenads possess the right sort of mental discipline to take on psionic training.

Ability Score Increase. Your Strength increases by 2. Your Constitution increases by 1.

Age. Maenads reach maturity at 40, and may live nearly 400 years.

Alignment. Maenads are possessed of deep inner rage, requiring strict discipline in order to control. They are typically Lawful.

Size. Maenads are Medium sized creatures.

Speed. Your base walking speed is 30ft.

Intimidating. You gain proficiency in the Intimidate skill.

Relentless Endurance. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Darkvision. You have Darkvision out to 60ft.

Hardy Biology. Your metabolism (and possibly psionic attunement) renders alcohol useless to you. You cannot become inebriated, you have Resistance against Poison damage and Advantage on saves against poison.

Psionic Defenses. You are immune to *Sleep* effects, and have advantage against both charm and fear effects. While you sleep, you remain aware and alert to your surroundings, due to your emotional turmoil never really ceasing.

Xeph

Xeph's are famed for their agility, their speed, their art and their humor. Unlike the Maenads, they are an outwardly emotional race, prone to laugh and to love at a moment's notice, but also capable of dwarf-like fury at betrayal. Xeph's are often rebellious, radical, and provocative, sometimes for no other reason than to be so.

Ability Score Increase. Your Wisdom increases by 2. Your Dexterity increases by 1.

Age. Xephs reach maturity in their early teens, and may live for nearly 150 years.

Alignment. Xephs love to laugh, and they are naturally charitable. Great rebels and rabble-rousers often come from their ranks, making Xeph's generally Chaotic Good.

Size. Xephs are Medium sized creatures.

Speed. Your base walking speed is 30ft.

Superior Darkvision. You have Darkvision out to 120ft.

Burst of Speed. Your latent psionic attunement allows you to perform great feats of agility and swiftness. You have a climbing speed equal to your movement speed. When you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns

Strong-Willed. You have Advantage on Intelligence, Wisdom, and Charisma saves against Psionics or Magic.

Latent Soul Knife. You know *Spiritual Weapon* as a Psionic Power, and may cast it at 2nd-level using Wisdom as your spellcasting stat. Once you do this you must finish a long rest before using this ability again.

Classes

There are many Psionic classes as detailed in the many D&D3.5 books that are available.

Unfortunately, converting them all into a 5e format would take an unbelievable amount of effort to do well, and this author believes it actually cannot be done at all.

That being said, there are many options for simulating a Psionic in 5E.

General Spellcasting Conversion

For each of the following classes and archetypes, the question becomes: how best can I make the spellcasting feature *feel* like Psionics?

The answer is, surprisingly, Spell Points. Not the one in the Dungeon Master's Guide, of course

not! This guide will provide a new Spell Point Variant that works better with the existing rules framework than the tacked-on DMG variant rules.

The basics are simple. At every level, you multiply the number of spell slots you have by the spell level you cast them at, and then add the resulting numbers together. For example, a 5th level Wizard will have 4 spell slots at level 1 ($4 \times 1 = 4$), 3 spell slots at level 2 ($3 \times 2 = 6$), and 2 spell slots at level 3 ($2 \times 3 = 6$). This gives us $4 + 6 + 6 = 16$ Spell Points at 5th level.

The following tables are useful for quickly determining how many points your character should receive at a given level.

Full Casters

(Wizard, Druid, Sorcerer, Cleric, Bard)

Level	Spell Points	Spell Level
1	2	1
2	3	1
3	8	2
4	10	2
5	16	3
6	19	3
7	23	4
8	27	4
9	32	5
10	41	5
11	47	6
12	47	6
13	54	7
14	54	7
15	62	8
16	62	8
17	71	9
18	76	9
19	82	9
20	89	9

Half Casters

(Paladin, Ranger)

Level	Mana Points	Spell Level
1	0	-
2	2	1
3	3	1
4	3	1
5	8	2
6	8	2
7	10	2
8	10	2
9	16	3
10	16	3
11	19	3
12	19	3
13	23	4
14	23	4
15	27	4
16	27	4
17	36	5
18	36	5
19	41	5
20	41	5

Quarter Casters

(Eldritch Knight, Arcane Trickster)

Level	Mana Points	Spell Level
1	0	-
2	0	-
3	2	1
4	3	1
5	3	1
6	3	1
7	8	2
8	8	2
9	8	2
10	10	2
11	10	2
12	10	2
13	16	3
14	16	3
15	16	3
16	19	3
17	19	3
18	19	3
19	23	4
20	23	4

So outside of a few different numbers, how is this any different than the regular Spell Point System? The beauty of this system is that each

and every spell point is equivalent to a single 1st-level spell slot. This means that there is no messy conversion for class features that call for expending a spell slot. For a Paladin's Smite

feature, you merely expend a number of spell points equal to the level of the slot you would normally expend on the smite, a Wizard's Arcane Recovery allows you to recover a number of spell points equal to half your class level, and so on.

The Spell Level column just tells you how many points you can spend on an individual spell. In case you were thinking of being funny.

As an added restriction, you can only cast one 6th, 7th, 8th, and 9th level spell once per Long Rest, even if you have more points to spend. You can cast a lower level spell up to its 9th level iteration, but spells whose lowest cast level is 6th or greater, you may only cast it once regardless of points. Obviously, you also spend the spell points to cast these higher-level spells.

As mentioned before, Psionic "spells" do not require material components, only Verbal and Somatic, or a Psionic Focus in their place.

Spellcasting Variant: Spells Known

The original Psion classes were "Spells Known" classes, learning only a small number of powers at certain levels. To replicate that you may use the following rule.

Spells Known

You know six 1st-level spells at character creation. When you gain a level in the Psion class you learn 2 more spells of a level you can cast. In addition, you may replace one spell you already know for a new spell, also of a level you can cast.

Psion

The Psion is the original, the archetype upon which all other Psions were based. Psions gain their power through intensive mental discipline and computations, making them an Intelligence based spellcaster like the Wizard, and many of their specializations line up roughly with the Wizard Schools.

The Psion Class is a re-flavored Wizard, requiring only a change in language.

Spellcasting

Your spellcasting feature is replaced with Psionic Casting. You now use the Spell Points Variant in this handbook in place of spell slots. Your spellbook becomes a Book of Mantras, but is mechanically the same. See sidebar for a variant change.

Arcane Recovery

Rename this ability to Psionic Recovery or Mental Balm.

Arcane Tradition

Conjuration and Necromancy are not allowed if using the Psion re-flavor. Summoning spirits and other beings requires mystical rites that the Psion does not learn, and Necromancy involves the Soul, while the Psion's expertise lies in the Mind and the Body. Remove Summoning spells and spells that raise the dead.

Spell Mastery

Rename this ability to Psionic Mastery.

Signature Spell

Rename this ability to Signature Power.

Wilder (Psionic Origin)

The Wilder is a new Archetype for the Sorcerer class, altering the flavor of the class from the beginning and offering more Psionic abilities as you gain levels.

Psionic Proficiency

Starting at 1st level when you select this Origin, you gain Advantage on Charisma checks against Aberrations, reflecting the mysterious connection between them and Psionics. In addition, you gain the following bonus spells at the given levels on the Table: Bonus Spells.

These spells do not count against the number of spells you may know.

Table: Bonus Spells

Level	Spells
1st	Dissonant Whispers, Heroism
3rd	Enthrall, Suggestion
5th	Phantom Steed, Wind Wall
7th	Compulsion, Phantasmal Killer
9th	Dream, Geas

Wild Surge

Starting at 6th-level, your psionic powers begin to manifest subconsciously. You gain resistance to Force Damage, and whenever you spend Sorcery Points in order to apply Metamagic to a spell, all creatures within 10ft of you must make an Intelligence save or take psychic damage equal to your Sorcerer level. A successful save halves this damage.

Wandering Thoughts

Also at 6th-level, you may spend 1 Sorcery Point to cast Detect Thoughts as a 2nd-level spell. When cast in this way you do not require concentration to maintain the spell, but you are only able to perceive surface thoughts with this ability.

Elusive Mind

By 14th level, you are immune to charm and fear effects, and your mind cannot be read. In addition, any ally standing within 10ft of you gains advantage to saves against charm and fear.

Overwhelming Power

At 18th-level, your Psionic abilities allow you to strike almost with impunity. Whenever you cast a spell which deals damage, you may spend 5 Sorcery Points in order to change the damage type to Force Damage. In addition, the range of your Wild Surge grows to 30ft.

Soul Knife (Way of the Mind)

The Soul Knife is a new Archetype for Monks, playing with their inner discipline flavor and bringing back an old classic.

Psionic Arts

Starting at 3rd-level when you take this archetype, you are able to spend a little extra effort in order to tap into your latent psionic talents. As an Action you can spend 2 Ki Points in order to cast *Detect Thoughts*, *Enhance Ability*, *Gust of Wind*, or *Phantasmal Force*, without needing material components. Wisdom is your spellcasting stat for these spells. Additionally, you know the cantrip *Mage Hand* if you didn't know it already.

Soul Knife

You are able to manifest your will as a psionic weapon crafted from your own mind. Starting at 6th-level you can use your bonus action to create a psionic weapon in your empty hand. You can choose the form that this melee weapon takes each time you create it. You are proficient with it while you wield it, and it counts as a Monk weapon. This weapon uses your Martial Arts die, and its damage type is Force Damage.

Your pact weapon disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die.

You can transform one magic weapon into your psionic weapon by performing a special ritual while you hold the weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. You can then dismiss the weapon, shunting it into an extradimensional space, and it appears whenever you create your psionic weapon thereafter. You can't affect an artifact or a sentient weapon in this way. The weapon ceases being your psionic weapon if you die, if you perform the 1-hour ritual on a different weapon, or if you use a 1-hour ritual to break your bond to it. The weapon appears at your feet if it is in the extradimensional space when the bond breaks.

Mind over Matter

Your Soul Knife grows in power, and your grasp begins to exceed your reach. At 11th-level, your psionic weapon gains the Throw quality and a range of 30ft. The psionic weapon can return to your hand as a reaction, but does not use up your reaction for this round. If you make a ranged weapon attack with your psionic weapon, it can make another attack against the same target.

Additionally, you may spend 5 Ki Points to cast Telekinesis.

Soulrend

Your Psionic powers now impose your reality upon the world. At 17th level, you can spend one Action and 5 Ki Points to cast Antimagic Field on yourself. Magical items you are attuned to and spells you cast are unaffected by this field.

In addition, spellcasters suffer psychic damage equal to half your Monk level when they first enter your Antimagic Field or begin their turn within it.

Items

Psionics have several magical items associated with them, and just a few are presented here. Psionic items are often crafted in the same way normal magical items are, though most are tied to the mind, perception, or otherworldly energies.

Aportating Armor

Armor (any), Very Rare (Requires Attunement)

Aportating Armor is heavily inscribed with magic runes, often in precious metals.

While attuned to Aportating Armor, your movement speed is increased by 5ft, and as a Bonus Action you can cast Misty Step a number of times per day based on the armor type. Light Armor can use Misty Step 5 times a day, Medium Armor can use it 3, and Heavy Armor can cast it twice per day. The uses reset at the next dawn.

Crystal Mask of Detection

Wondrous Item, Uncommon

While wearing this mask, you have Expertise in Perception, regardless of your proficiency. This mask seems carved out of a powdery blue crystal, and hugs your face securely. You can make the mask become visible or invisible while worn as an Action.

Crystal Mask of Discernment

Wondrous Item, Uncommon

While wearing this mask, you have Expertise in Insight, regardless of your proficiency. This mask seems carved out of a glossy orange crystal, and hugs your face securely. You can make the mask become visible or invisible while worn as an Action.

Crystal Mask of Dread

Wondrous Item, Uncommon

While wearing this mask, you have Expertise in Intimidation, regardless of your proficiency. This mask seems carved out of a deep red crystal, and hugs your face securely. You can make the mask become visible or invisible while worn as an Action.

Crystal Mask of Knowledge

Wondrous Item, Rare (Requires Attunement)

While you are attuned to this mask you add half your Proficiency to all Arcana, History, Nature, and Religion checks, and you may reroll any 1's you get while making these checks, keeping the new roll. While wearing this mask, and attuned to it, you have Advantage on Investigate checks. This violet crystal mask has no eye-holes, only a deep purple spiral in its center that the wearer can see through.

Crystal Mask of Language

Wondrous Item, Rare (Requires Attunement)

While you are attuned to this mask you are treated as though you have a permanent Comprehend Languages spell cast on you. While wearing this mask, and attuned to it, you have Advantage on Persuasion, Deception, and Intimidate checks against creatures that don't share a language with you. This gold-colored crystal has been shaped into a rather handsome face with a large smile.

Crystal Mask of Mindarmor

Wondrous Item, Very Rare (Requires Attunement)

While you are attuned to this mask you have Advantage against all Charm and Fear effects, and your mind cannot be read. While wearing this mask, and attuned to it, all magical forms of Charm, Fear, Mind-Reading, or Scrying automatically fail if targeting you. In addition, the caster of such effects takes psychic damage equal to your level unless they Intelligence save to half the damage.

Ectoplasmic Armor

Armor (any metal Medium or Heavy), Very Rare (Requires Attunement)

Ectoplasmic Armor is made of hardened Ghoststeel, a rare substance found only in haunted mines and on the Elemental Plane of Earth.

This armor appears to be a regular set of armor, albeit with a pale blue or green hue to the metal. As an Action you can cause the armor to ooze ectoplasm, covering itself in the eerie material. This ectoplasmic ooze remains for 1 minute. While covered in ectoplasm, you treat solid objects and creatures as Difficult Terrain, and you gain resistance to Necrotic, Cold, and Poison damage. If you end your movement

inside a solid object, you are ejected into the nearest open space, and suffer 1d10 Force Damage per 10ft this moves you. Additionally, you gain Darkvision out to 60ft, or increase your own Darkvision by another 60ft if you already have it. You cannot use this ability again until the next sunset.

Gloves of Object Reading

Wondrous Item, Uncommon

If you touch an inanimate object while wearing these gloves, you learn the identity of the objects most recent owner, including their race, gender, and age. If you spend one minute concentrating, you learn how the last owner came to have the object, as well as how he or she lost it.

Shield of Aversion

Shield, Rarity by type (Requires Attunement)

This shield is made of wood or light steel, and covered in a layer of leather made from the skin of a particular creature. Creatures who are of the same type must succeed on a Wisdom save (DC = 8 + your proficiency bonus + half your character level) or else they cannot attack you this turn on a failed save. They may repeat the save at the start of each of their turns. A successful save at any point makes that creature immune to this effect for 24 hours.

Aversion Shield Cover Types

Creature	Rarity
Aberration	Very Rare
Beast	Common
Celestial	Very Rare
Construct	Rare
Dragon	Very Rare
Elemental	Rare
Fey	Uncommon
Fiend	Rare
Giant	Rare
Humanoid	Uncommon
Monstrosity	Uncommon
Undead	Uncommon

Time Lord Armor

Armor (any medium or heavy), Legendary (Requires Attunement)

This +3 Armor is crafted from a golden material harder than any known steel or bronze, and only found in the armories of long-extinct empires in the Far Realm. The delicate, circular runes seem to be a written account of the original owner's deeds.

As a Reaction to being attacked or being forced to make a saving throw of any kind, you become stuck in time. Until the end of your next turn you are immune to all forms of damage, automatically succeed on all saves, and cannot be killed or moved in any way. You regain the use of this ability at the next sunrise.

Psychoactive Skins

Wondrous Item, Rarity by Skin (Requires Attunement)

Psychoactive Skins are small round orbs of flesh and ectoplasm born with the Far Realms and Astral Plane. They are usually semi-sentient, with animal-like intelligence. Psychoactive Skins are symbiotes, and willingly serve intelligent creatures in order to survive.

As an Action, a psychoactive skin spreads over and covers a Medium or smaller creature that projects the proper command thought; the same command thought causes the skin to shrink back down to its former size. This skin fits to its wearer's form perfectly, allowing them to wear armor and clothing over it.

Each of the various psychoactive skins possesses powers that they pass onto their wielder as part of their symbiotic relationship.

Armament Skin (Uncommon). This purple and orange-striped skin can project small weapons out of your hands and feet, granting you natural weapons as a bonus action. These natural weapons deal 1d6 + your Strength modifier in Slashing or Piercing damage (your choice when you grow the weapons). These natural weapons are also considered magical for purposes of determining resistances and immunities to nonmagical weapons.

Chameleon Skin (Very rare). This ever-shifting skin takes the form of whatever natural terrain is nearest, including urban environments, granting you Expertise in Stealth checks. You have Advantage on this check if you remain still and take no actions for at least one round.

Defender Skin (Legendary). This metallic skin forms into rigid plates whenever battle begins. It grants you Resistance against magical and nonmagical Slashing, Piercing, and Bludgeoning damage.

Fiery Retort Skin (Very Rare). This bright red and black skin almost appears as though it dimly glows when blood is shed near it. You know the spell Hellish Rebuke, and may cast it at will.

Heroic Skin (Rare). This skin takes the form of your idealized self. Your Charisma score becomes 20, and you may make a Charisma save in place of another save once after a long rest.

Iron Skin (Rare). This silver skin is covered in small rivets that seem to shift during combat to provide the most protection possible. You have a +1 bonus to your AC, and during a long rest you may select a single damage type to gain Resistance against.

Protean Skin (Rare). This uncannily human skin shifts at your command, giving you a great deal of control over your appearance. You learn the spell Alter Self and may cast it at will, selecting only the Change Appearance option.

Psion Skin (Very Rare). This skin is composed of many swirling colors, including blue, purple, green, and an as-of-yet unnamed Eighth Color. You know the cantrip Mage Hand, and the spells Charm Person and Detect Thoughts. You may cast these two spells once per long rest at their lowest level, using your highest mental ability score as spellcasting stat for them.

Spider Skin (Very Rare). This coal-black skin is covered in silver streaks and small red hourglass symbols. While wearing this skin, you learn the Spider Climb and Web spells, and may cast them each once before requiring a long rest.

Troll Skin (Legendary). This deep green skin is seemingly hard as stone, and unblemished. You gain a +2 bonus to AC. Additionally, so

long as you are below half your maximum hit points, you regain 5 hp every round at the beginning of your turn.

Third Eyes

Wondrous Item, Rarity by Stone (Requires Attunement)

Third Eyes are precious and semi-precious stones cut into very specific shapes and empowered with Psionic energy. As a part of the attunement process, a Third Eye is placed against your forehead, whereupon it remains until another item is attuned in its place. Each Third Eye has specific abilities in grants to its wielder.

Third Eyes

Stone	Third-Eye Name	Rarity
Malachite	Eye of Thievery	Rare
Moonstone	Eye of Gathering	Very Rare
Jade	Eye of Concealing	Very Rare
Black Pearl	Eye of Awareness	Very Rare
Emerald	Eye of Domination	Legendary
Diamond	Eye of Purification	Legendary

Eye of Thievery. This piece Malachite is envious of others, and wants to take what it can from those who have. You make an opposed Charisma check against a single creature you can see as an action. If you fail, you cannot use this ability on them for 24 hours, and they become aware you tried to enter their mind and may become hostile. On a success, you know what skills, tools, languages, and weapons they have proficiency in. You become proficient in one skill, tool, language, or weapon type (martial or simple) they possess, and they lose their proficiency. This lasts for one hour. You may not use this ability again until completing a Long Rest.

Eye of Gathering. This Moonstone looks down upon all things in the world, and sees much. You have half proficiency in Arcana, History, Investigation, Nature, and Religion. If you already have proficiency in one of these skills, you instead gain Expertise in that skill. Whenever you gain Advantage on an Intelligence skill check, you can roll an additional d20 and take the best of the three rolls.

Eye of Concealing. This Jade stone is overprotective of its charge, and will seek to

hide you away from the sight of others. You are always under the effects of Mindblank while attuned to this stone.

Eye of Awareness. This perfect Black Pearl casts reflections of all things that pass near, allowing its bearer a greater view than any other stone. You possess Blindsight out to 60ft. Your Passive Perception increases by 5, and you always get to act in a surprise round, even if surprised.

Eye of Domination. This Emerald jewel desires nothing more than total dominion over the lives and minds of others. You have Advantage on Intimidation checks. You know the Command spell and may cast it at will, and you may cast the Dominate Person and Geas spells once after a long rest without material cost. Use your highest mental ability score in place of spellcasting stat for these spells.

Eye of Purification. Only the Law is more persevering and unflagging as this Diamond. You know whenever someone within 10ft of you tells a direct lie. Also, as an Action, you cast a 60ft cone of Antimagic. Anything in this cone acts as though it were in an Antimagic Field. This effect lasts until you dismiss it (with no action cost) or until 1 minute.