



THE ESPER



5E CLASS

A psionically empowered class
for the world's greatest roleplaying game

THE ESPER

FLOATING ABOVE THE TALL REEDS WITH TWO fingers to her temple, a dwarf surveys the hilly terrain. A band of gnolls splits into two groups in an effort to flank her party of adventurers. She relays this information to the leader of her companions and prepares to psionically assault the first gnoll unfortunate enough to charge them.

An elf examines the motionless creature he has constructed by drawing psionic energy from the Astral Plane. As he sends telepathic commands forth, the waves of mental energy resonate within the creature. It springs to life and awaits his commands.

Sauntering to the elaborate wrought-iron gate, a human dressed for a formal ball clutches a bag of coins. His companions doubt he will be able to bribe the guard of such an important member of the royal court, but he had opened his mind and read the emotions of the sergeant at the gate. She was worried and envious at the guests. An easy bribe he told the rest of his party, and he was right.

All of these adventurers are espers. The strength of their minds enables them to use psychic energy to impose their will on and off the battlefield. With powers honed through rigorous training and discipline, they can manipulate the very fabric of the world through their thoughts and emotions, making them formidable allies to any who travel and adventure with them.

ESPERS IN THE WORLD

While psionics permeates the D&D multiverse, it often remains overshadowed by the prevalence of magic. For many, their first encounter with psionics occurs when they face an aberration from a distant plane. However, it can also manifest as an individual's innate intuition and the ability to glean insights from the unknown. This power originates from within and, once honed, can develop into the formidable abilities of an esper.

Espers, including seers, soothsayers, and psychics, are prevalent across various worlds. They can often be found in ancient temples, training alongside monks, each harnessing their inner peace in distinct ways. Races that frequently traverse the Astral Plane tend to have a strong connection to psionics due to their experiences in that realm. Beware of dragons made from colorful crystals and gems, as they can wreak havoc on intruders' minds and bodies.

CREATING AN ESPER

To create an esper, consult the following subsections, which give you hit points, proficiencies, and starting equipment. Then look at the Esper table to see which features you get at each level. The descriptions of those features appear in the "Class Features" section.

AN ESPER MANIFESTING
MIND BLAST

THE ESPER

Level	Proficiency Bonus	Psionic Dice Size	Psionic Dice Pool	Cantrips Known	Powers Known	Class Features
1st	+2	1d6	2	3	2	Psionics, Recall Agony
2nd	+2	1d6	3	3	3	Psionic Focus
3rd	+2	1d6	4	3	3	Psionic Discipline
4th	+2	1d6	5	4	4	Ability Score Improvement
5th	+3	1d8	6	4	4	Telepathy
6th	+3	1d8	7	4	5	Psionic Discipline Feature
7th	+3	1d8	8	4	5	Collective Knowledge
8th	+3	1d8	9	4	6	Ability Score Improvement
9th	+4	1d8	10	4	6	Psychic Reformation
10th	+4	1d10	10	5	7	Psionic Discipline Feature
11th	+4	1d10	11	5	7	Mind Over Body
12th	+4	1d10	11	5	7	Ability Score Improvement
13th	+5	1d10	12	5	8	Overload
14th	+5	1d10	12	5	8	Psionic Discipline Feature
15th	+5	1d10	13	5	8	Cheat Death
16th	+5	1d12	13	5	9	Ability Score Improvement
17th	+6	1d12	14	5	9	Mind Trap
18th	+6	1d12	14	5	9	Danger Sense
19th	+6	1d12	15	5	10	Ability Score Improvement
20th	+6	1d12	15	5	10	Transcendence

QUICK BUILD

You can make an esper quickly by following these suggestions. First, put your highest ability score in Intelligence, followed by Constitution or Dexterity. Second, choose the acolyte background.

HIT POINTS

Hit Dice: 1d8 per esper level

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

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

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, scimitars, shortswords

Tools: none

Saving Throws: Intelligence, Wisdom

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

STARTING EQUIPMENT

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

- a shortsword or any simple weapon
- a light crossbow and 20 bolts or any simple weapon
- leather armor and an explorer's pack

If you forgo this starting equipment, as well as the items offered by your background, you start with 4d4 x 10 gp to buy your equipment.

MULTICLASSING AND THE ESPER

If your group uses the optional rule on multiclassing in the Player's Handbook, here's what you need to know if you choose esper as one of your classes.

Ability Score Minimum. As a multiclass character, you must have at least an Intelligence score of 13 to take a level in this class, or to take a level in another class if you are already an artificer.

Proficiencies Gained. If the esper isn't your initial class, here are the proficiencies you gain when you take your first level as a esper: light armor, simple weapons.

CLASS FEATURES

As an esper, you gain the following class features, which are summarized in the Esper table.

PSIONICS

1st-Level Esper Feature

Your lineage, or a significant incident in your past, has bestowed upon you a psychic imprint which serves as the core of your psionic power. Regardless of its source, this imprint enables your psionic capabilities.

CANTRIPS

At 1st level, you possess three cantrips of your choice from the esper cantrips list. You learn additional cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Esper table.

PSIONIC DICE

The Psionic Dice Pool column of the Esper table shows how many psionic dice you have to manifest your powers and fuel other psionic abilities. The Psionic Dice Size column of the Esper table shows the type of die to roll when expending psionic dice. To manifest one of these powers, you must expend psionic dice as required by the power. You regain all expended psionic dice when you finish a long rest.

For example, if you know the *psionic jump* power and have three psionic dice available, you can manifest *psionic jump* by expending one of those psionic dice.

POWERS KNOWN

You know two powers of your choice from the powers list. Some powers have prerequisites which you must meet in order to select them.

The Powers Known column of the Esper table shows when you learn more powers of your choice.

Additionally, when you gain a level in this class, you can choose one of the powers you know and replace it with another power from the power list.

PSIONIC ABILITY

Intelligence is your psionic ability for your psionic talents and powers, as the strength of your psychic abilities relies on your intellectual prowess. You use your Intelligence whenever a cantrip or power refers to your psionic ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a psionic power you manifest and when making an attack roll with one.

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

Psionic attack modifier = your proficiency bonus + your Intelligence modifier

WHEN PSIONICS AREN'T MAGIC

To increase thematic separation between espers and other magic-users in your campaign world, you can treat psionics as an entirely different aspect of supernatural phenomena from magic, rendering their cantrips and powers immune to magic-affecting abilities. This has the potential to make espers more powerful than they are intended to be in this regard. However, they would also not be considered spellcasters for the sake of magic item attunement or other ability requirements.

PSIONICS AND MAGIC

Psionic power originates from the depths of one's mind. Similar to other forms of supernatural power within the realm of D&D, it has the capacity to give rise to both magical phenomena.

Mechanically, psionics are treated as magic for the purposes of effects that indicate they affect magic, such as *dispel magic* or *anti-magic field*. Espers are considered spellcasters to meet magic item attunement and other ability requirements. When appropriate, use their psionic save DC and psionic attack modifier in place of spell save DC and spell attack modifier respectively. While psionic cantrips are spells, powers are not; so, effects that specifically affect spells, such as *counterspell*, would successfully affect psionic cantrips, but would not affect powers.

PSYCHIC TRAPPINGS

As an esper, how your psionics work diverges from the typical methods seen in traditional spellcasters. Instead of spellbooks or divine intervention, you tap into an internal source of psychic energy to manifest your powers. When you contemplate your cantrips and powers, consider the unique and enigmatic nature of how you harness this psychic energy.

For instance, when manifesting a power such as telekinetic push, you might visualize loose pebbles and dust on the ground at your feet momentarily lifting off the ground just before you shove the target with your mind. There's no need to limit your imagination by relying on physical tools. Whether you choose to have your eyes glow green or a blurry aura encompass your body, the power's effects remain consistent.

These creative descriptions do not impose any restrictions or confer additional benefits beyond the inherent effects of your powers. You are not obligated to justify how your psychic energy is displayed when manifesting a power. However, embellishing your psionics with imaginative narratives can set yourself apart from other spellcasters and showcase the distinctive nature of psionics.

RECALL AGONY

1st-Level Esper Feature

Once per turn, when you damage a creature, you can expend one psionic die to deal additional psychic damage to the target. The damage is equal to the roll of the expended psionic die plus your Intelligence modifier.

PSIONIC FOCUS

2nd-Level Esper Feature

You add your Intelligence modifier to the damage you deal with any psionic cantrips.

PSIONIC DISCIPLINE

3rd-Level Esper Feature

Choose the type of specialist you are: Biomancer, Metamind, Psychic Knight, or Shaper, each of which is detailed after the class's description. Your choice grants you features at 6th level and again at 10th and 14th level.

ABILITY SCORE IMPROVEMENT

4th-Level Esper Feature

When you reach 4th level and again at 8th, 12th, 16th, and 19th level, you can increase on ability score of your choice by 2, or increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

TELEPATHIC CONNECTION

5th-Level Esper Feature

You can speak telepathically to any creature you can see within 60 feet of you. As an action, you can allow the target to respond telepathically for 1 minute. You must share a language to understand each other. This connection ends early if you use this feature on a different creature.

COLLECTIVE KNOWLEDGE

7th-Level Esper Feature

Your ability to tap into the minds of others has developed into competence in a particular field. Choose one of the following:

- You gain proficiency in Arcana, History, Nature, or Religion
- You learn one language
- You gain proficiency in one artisan's tool

PSYCHIC REFORMATION

9th-Level Esper Feature

As part of a long rest, you can replace one of your feats or Ability Score Improvement selections with another. You cannot replace a feat or Ability Score Improvement that is required to provide prerequisites for any feature you have. As normal, you can't increase an ability score above 20 using this feature.

MIND OVER BODY

11th-Level Esper Feature

You will your body to endure. You can go without food or drink for thirty days. A normal day of eating and drinking resets this count to zero.

OVERLOAD

13th-Level Esper Feature

As a bonus action, you tap into an internal reserve of raw psionic power. For the next minute, you can cast psionic cantrips using a bonus action instead of an action. Once you use this feature, you cannot do so again until you finish a long rest.



OVERLOADED HUMAN
ESPER



A MOMENT OF
TRANSCENDANCE

CHEAT DEATH

15th-Level Esper Feature

You've learned how to keep your spirit bound to the Material Plane. When you die, you can choose to take on a ghostly semi-transparent form, appearing near your corpse. You can see and hear in a 60 foot radius around you. Beyond this radius, your vision is blurred and sound is muffled. You can speak and be heard by creatures within 60 feet of you.

You gain a fly speed equal to your walking speed and can hover. You can move through other creatures and objects as if they were difficult terrain and you take 1d10 force damage if you end your turn inside an object.

You can't physically interact with anything on the Material Plane. Your ghostly form has an AC of 10 and if you would take damage, you instead vanish, reappearing near your point of death in 1 hour.

If you are resurrected, your ghostly form ends and you are returned to life.

MIND TRAP

17th-Level Esper Feature

You've learned to absorb the energy of mental attacks used against you. When you succeed on an Intelligence, Wisdom, or Charisma saving throw, you regain one expended psionic die.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

DANGER SENSE

18th-Level Esper Feature

You psychically sense danger before you see it. You can't be surprised and you gain a bonus to your initiative roll equal to your Intelligence modifier.

TRANSCENDENCE

20th-Level Esper Feature

You manifest the ultimate psychic form. As a bonus action, you gain the following benefits for 1 minute:

- The range of your cantrips, powers, and esper features is doubled.
- When you roll a psionic die, instead roll it twice and use either result.
- When you deal damage to a creature, it must succeed on an Intelligence saving throw or be stunned until the end of your next turn.

Once you use this bonus action, you can't use it again until you finish a long rest, unless you expend eight psionic dice.

PSIONIC DISCIPLINES

Espers hone their capabilities through various pursuits. Here are discipline options you can choose from at 3rd level.

ASCENDANT

The Ascendant's journey is one of relentless focus and dedication, a quest to unlock the true potential of their psionic gifts; to push the boundaries of what is achievable with the power of one's mind. As they delve deeper into the secrets of their own consciousness, they become avatars of pure psychic force.

Whether by chance encounters, ancestral legacies, or mysterious forces beyond comprehension, the origins of Ascendants are as varied as the powers they wield. Use the Psionic Origin table to help determine the source of your talent.



FOCUSED, POTENTIAL
AND EXPANDED MIND

PSIONIC ORIGIN

d6 Origin

- 1 You were the subject of psychic experimentation by a powerful wizard.
- 2 You're a descendent of psionic practitioners; your awakening was a deliberate, planned event.
- 3 During a vivid dream you encountered an entity that granted you psionic powers.
- 4 Contact with a powerful artifact flooded your consciousness with psionic energy.
- 5 Intense meditation provided a revelation of your psychic potential.
- 6 A reclusive sage taught you how to enhance your latent psionic power.

FOCUSED MIND

3rd-Level Ascendant Feature

As a bonus action, you regain a number of expended psionic dice equal to your proficiency bonus. Once you use this feature, you can't do so again until you finish a long rest.

POTENTIAL MIND

3rd-Level Ascendant Feature

When a creature succeeds on a saving throw against one of your psionic cantrips, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

In addition, your psionic cantrips score a critical hit on a roll of 19 or 20.

EXPANDED MIND

6th-Level Ascendant Feature

You can add half your proficiency bonus (rounded up) to any Intelligence, Wisdom, or Charisma check you make that doesn't already use your proficiency bonus.

In addition, you learn two languages of your choice.

RESILIENT MIND

10th-Level Ascendant Feature

Through intense self-reflection you fortify your consciousness against external threats. You are immune to the charmed and frightened conditions.

EXULTANT MIND

14th-Level Ascendant Feature

You can increase your Wisdom, or Charisma score by 4 (maximum of 20).

Whenever you roll a psionic die, you can add either your Wisdom or Charisma modifier to the roll.

BIOMANCER

Biomancers possess the ability to control and manipulate the biological functions of creatures. This includes accelerating or slowing down metabolism, causing mutations, and controlling the growth and development of organisms. They also excel at using their psychic powers to accelerate natural healing processes. They can mend wounds, cure diseases, and, eventually, restore the spark of life itself.

Biomancers are often individuals who have a deep connection to the natural world and a profound understanding of the inner workings of living beings. Use the Biomancer Origin table to help determine your power's roots.

BIOMANCER ORIGIN

d6 Origin

- 1 A druid circle infused your mind with their collective wisdom just before being annihilated.
- 2 Your family suffers from an ancient curse that you seek to cure through psychic power.
- 3 You fell into a pool of ooze that mutated you.
- 4 The divine emissary of a healing deity granted you psionic abilities for a holy purpose.
- 5 You survived a deadly plague, absorbing the psychic energy of those that perished.
- 6 A spirit from the ethereal plane entered your body, granting you its psychic potential.

FLESH GRAFT

3rd-Level Biomancer Feature

As an action, you can touch a willing creature to create a fleshy nodule on its body. When the nodule is within 5 feet of a willing creature, you can use your reaction to transfer it to that creature. The nodule lasts until the creature it's attached to is reduced to 0 hit points or you use this feature to create another nodule. As a bonus action, while the nodule lasts, you can use one of the following abilities:

- **Alter Optics.** The creature the nodule is attached to gains darkvision out to a range of 60 feet.
- **Boost Celerity.** The walking speed and jump distance of the creature the nodule is attached to is increased by a number of feet equal to five times your proficiency bonus until the end of your next turn.
- **Tentacle Lash.** You make a melee spell attack against a target that is within 10 feet of the nodule. On a hit, the target takes force damage equal to 1d6 plus your proficiency bonus.

Once you use this feature, you can't do so again until you finish a long rest, unless you expend a psionic die to create another nodule.

REGENERATIVE ECHO

3rd-Level Biomancer Feature

Whenever you use a power to restore hit points to a creature, it regains additional hit points equal to your esper level at the beginning of its next turn.

CULTIVATE MASS

6th-Level Biomancer Feature

As an action, you can touch a willing creature to increase its mass. The creature's weight doubles. This effect lasts for 1 minute or until your concentration ends (as if you were concentrating on a spell). Until the spell ends, the creature gains the following benefits:

- **Brawn.** It has advantage on Strength checks and Strength saving throws.
- **Fortify Health.** It gains temporary hit points equal to your esper level. If any of these remain when this feature ends, they are lost.
- **Mighty Blow.** Once per turn, when it deals damage to a target with a weapon attack, the target takes an additional 2d10 force damage.

Once you use this feature, you can't do so again until you finish a long rest, unless you expend two psionic dice to use it again.

INFUSE LIFE

10th-Level Biomancer Feature

As an action, you can touch a dead creature and expend a number of psionic dice equal to the number of days it's been deceased (minimum 1). The creature is returned to life, regaining a number of hit points equal to the roll of your expended psionic dice plus your level. Any curses, diseases, and poisons the creature had when it died are removed.

Once you use this feature, you can't do so again until you finish a long rest.



FLESH GRAFT

HYPERFIELD

14th-Level Biomancer Feature

As an action, you create a sphere of micro-organisms around yourself that enhance nearby allies. This effect lasts for 1 minute or until your concentration ends (as if you were concentrating on a spell). Creatures of your choice that start their turn within 15 feet of you can choose one of the following benefits:

- **Renew.** It regains hit points equal to 1d8 plus your Intelligence modifier.
- **Spore Cloud.** It gains half cover and is lightly obscured until the end of its turn.
- **Swift Strike.** It gains an additional action that can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

Once you use this feature, you can't do so again until you finish a long rest, unless you expend three psionic dice to use it again.

PSYCHIC KNIGHT

Psychic knights most often start as experienced warriors and seasoned veterans. When their skill is tested beyond its limit is when their psionic powers arise. From then on, they wield their psionic talent as both a weapon, sharper than any blade, and as a shield.

The first manifestation of a psychic knight's powers is usually a moment of heightened stress or a near-death experience. The First Manifestation table offers examples.

FIRST MANIFESTATION

d6 Origin

- 1 You defeated an enemy commander, drawing on your psionic power to turn the tide of battle.
- 2 An arrow should have struck you in the heart but a power within protected you.
- 3 Lying on the battlefield, almost assuredly dead, your mind willed your body to heal.
- 4 You found yourself surrounded by enemies and with a psionic burst, you blasted them away.
- 5 Your mentor trained you to the brink of death to force your first manifestation.
- 6 It was when you found peace in defeat, that you discovered your psionic potential.

WEAPONS OF WAR

3rd-Level Psychic Knight Feature

You have trained for war. You gain proficiency with medium armor, heavy armor, shields, and martial weapons.

Additionally, as a bonus action you focus your collective knowledge into mastery of a weapon. Choose a weapon, such as shortswords. When you attack with the chosen weapon, you can use your Intelligence modifier, instead of Strength or Dexterity modifier, for the attack and damage rolls.

EXTRA ATTACK

6th-Level Psychic Knight Feature

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

MIND OVER MATTER

10th-Level Psychic Knight Feature

While other warriors rely on their brawn, you rely on your mind. You gain the following benefits:

- When you make a Strength check, you can add your Intelligence modifier to the total.
- When you take the Attack action on your turn, you can cast one of your psionic cantrips in place of one of your attacks.

FORCE SHIELD

10th-Level Psychic Knight Feature

You manifest a psychic shield to protect you. As a bonus action, you can expend a psionic die and roll it. You gain a bonus to your AC equal to the roll until the start of your next turn.

FORCE SHIELD



PSIONIC CHARGE

14th-Level Psychic Knight Feature

You harness the energy of the Astral Plane to dash through your enemies. When you take the Attack action on your turn, you can replace one of your attacks with an astral charge in an up to 30-foot long line that is 5 feet wide. Each creature in that area must succeed on a Dexterity saving throw, taking 6d8 force damage on a failed save, or half as much on a successful one. You teleport to the closest unoccupied space at the end of the line.

Once you use this feature, you can't do so again until you finish a long rest, unless you expend three psionic dice to use it again.

SHAPER

As children, shapers day dream of fantastic worlds and bizarre creatures. They carefully craft every aspect of their dreams and store it away to be worked on night after night. When their power manifests, the first thing they do is make those dreams a reality, eventually learning to bring life to their perfect creation.

While a shaper can customize their construct in numerous ways, aspects of the construct's appearance are often influenced by that of their creator. The Construct Appearance table offers examples.

CONSTRUCT APPEARANCE

d6 Appearance

- 1 The construct is adorned with gems matching your birthstone.
- 2 It's body shape matches your own.
- 3 In the middle of its forehead is a third eye resembling your own eye.
- 4 The construct has physical features that mimic those of your favorite animal.
- 5 It has hair in a similar style to your own.
- 6 It's voice sounds like your own but with static background noise.

ASTRAL CONSTRUCT

3rd-Level Shape Feature

As an action, you draw on energy from the Astral Plane, shaping it into a construct that is bound to you. It appears in an unoccupied space of your choice within 30 feet of you.

The construct is friendly to you and your companions, and it obeys your commands. See its game statistics in the accompanying Astral Construct stat block, which uses your proficiency bonus (PB) in several places. You can determine the cosmetic characteristics of the construct, such as its color, skin texture, or any visible effect; your choice has no effect on its game statistics.

In combat, the construct shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the construct can take any action of its choice, not just Dodge.

As an action, you can touch the construct and expend psionic dice (minimum of 1) to heal it. Roll the expended psionic dice. The construct regains a number of hit points equal to the total plus your Intelligence modifier.

The construct remains until it is reduced to 0 hit points, until you use this feature to summon the construct again, or until you die. Anything the construct was wearing or carrying is left behind when the construct vanishes.

Once you summon the construct, you can't do so again until you finish a long rest, unless you expend two psionic dice to summon it.

SHAPE CONSTRUCT

3rd-Level Shape Feature

When you summon your construct, or as part of the bonus action to command it, you can expend psionic dice to alter the construct's form. These changes persist until you finish a long rest. You must expend a psionic die for each enhancement and you can't choose the same enhancement more than once unless stated otherwise.

Cleave. When the construct hits a target with an attack, it can deal damage equal to its proficiency bonus to another creature within 5 feet of the target and within the construct's reach.

Long-legged. The construct's speed increases by 10 feet.

Mobile. The construct gains a swim speed and a climb speed equal to its walking speed.

Shield. The construct's AC increases by 2.

Tough. The construct's hit point maximum and current hit points increase by an amount equal to your level.

EXPERIENCED HANDS

6th-Level Shaper Feature

You've learned how to further shape and specialize your construct. The following enhancements are available to use with Shape Construct.

Amorphous. The construct can squeeze through a space as narrow as 1 inch without squeezing and it can move through the space of a hostile creature. The construct has advantage on checks and saving throws to end the grappled or restrained condition on itself.

Elemental Fists. Once per turn, when the construct hits a target with an attack, it deals an additional 1d6

damage of a type chosen from the following: acid, cold, fire, lightning, poison, or thunder. You can change this type each time the enhancement is used.

Knockdown. Once per turn, when the construct hits a creature with an attack, it can attempt to shove the creature (no action required).

Resistant. Choose acid, cold, fire, lightning, poison, or thunder. The construct gains resistant to that damage type. You can pick this enhancement more than once, choosing a different damage type each time.

Winged. The construct gains a fly speed equal to its walking speed.

FINE DETAILS

10th-Level Shape Feature

You've masterfully crafted your construct. The following enhancements are available to use with Shape Construct.

Astral Door. The distance of Teleporting Slam increases to 90 feet and when the construct teleports, it can bring one willing creature within 5 feet of it.

Enlarge. The construct's size becomes Large if there is enough space for it to do so and it has advantage on Strength ability checks and saving throws.

Hunter Vision. The construct has blindsight with a range of 30 feet.

Magic Resistance. The construct has advantage on saving throws against spells and magical effects.

FINAL TOUCH

14th-Level Shape Feature

You incorporate the purse essence of the Astral Plane into your creation. The construct gains one of the following benefits when you summon it:

- **Resilient.** The construct has resistance to bludgeoning, piercing, and slashing from nonmagical attacks.
- **Multiattack.** The construct gains the Multiattack action, allowing it to make two Slam attacks.
- **Invisible.** The construct becomes invisible at the beginning of each of its turns. The effect ends if it attacks or casts a spell.

The construct can only have one of these benefits at a time but you can choose a different option each time you summon it or when you use the Shape Construct feature, ending the effect of any previous benefits.

CONSTRUCT APPEARANCE

When describing your construct, think about how its appearance relates to your character, the environment, or other factors. If you grew up in a forest, your construct might resemble a bear or other animal. These details don't limit your construct in any way or provide it with a benefit but they can make it more unique to your character and your psionic power.



ASTRAL CONSTRUCT

ASTRAL CONSTRUCT

Medium Construct

Armor Class 13 + PB (natural armor)

Hit Points 5 + five times your esper level (the construct has a number of Hit Dice [d10s] equal to your esper level)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	7 (-2)	14 (+2)	6 (-2)

Saving Throws Dex +1 plus PB, Wis +2 plus PB

Condition Immunity charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages understands the languages you speak

Challenge – **Proficiency Bonus (PB)** equals your bonus

Magic Weapons. The construct's weapon attacks are magical.

ACTIONS

Slam. *Melee Attack:* +3 plus PB to hit, reach 5 ft., one target.

Hit: 1d6 plus PB bludgeoning damage.

Teleporting Slam (PB/Day). The construct teleports up to 30 feet to an unoccupied space you can see and can make one Slam attack.



PSIONIC CANTRIPS

Psionic cantrips represent the core strengths of an esper and are the regular manifestations of their psychic abilities.

ASTRAL BURST

Psionic Cantrip

Casting Time: 1 action
Range: Self (15-foot cone)
Components: S
Duration: Instantaneous

You slash a momentary rift to the astral plane. All other creatures within range must succeed on an Intelligence saving throw or take 1d6 force damage.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

CRUSH VISCERA

Psionic Cantrip

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You reach out with your mind to telekinetically crush the innards of one creature you can see in range. The target must succeed on a Constitution saving throw or take 1d8 necrotic damage and if it is concentrating on a spell, it has disadvantage on the saving throw it makes to maintain its concentration.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

CRYOKINESIS

Psionic Cantrip

Casting Time: 1 action
Range: 60 feet
Components: S
Duration: 1 minute

You create a 5-foot cube of intense cold at a point you can see within range. Each creature in the area must succeed on a Constitution saving throw or take 1d6 cold damage. A creature must also make the saving throw when it moves into the area for the first time on a turn or ends its turn there. A creature moving out of or through the area must spend 3 feet of movement for every 1 foot it moves. The spell ends if you dismiss it as a free action or if you cast it again.

The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

EMPATHIC READING

Psionic Cantrip

Casting Time: 1 action
Range: 60
Components: V
Duration: 1 minute

You can accurately gauge the emotions of one creature you can see within range. You have advantage on Charisma (Intimidation), Charisma (Persuasion), Wisdom (Animal Handling), and Wisdom (Insight) checks against that target for the duration. The spell ends if you dismiss it as a free action or if you cast it again.

MIND BLAST

Psionic Cantrip

Casting Time: 1 action
Range: 60 feet
Components: S
Duration: Instantaneous

You shatter a creature's mind with psionic energy. The creature must succeed on an Intelligence saving throw or take 1d8 psychic damage.

You can generate more than one blast when you reach higher levels: 2 blasts at 5th level, 3 blasts at 11th level, and 4 blasts at 18th level. You can direct the blasts at the same creature or at different ones. Make a separate saving throw for each blast.

MIND MELD

Psionic Cantrip

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

You touch a creature to psychically exchange memories and emotions. The creature must make a Charisma

saving throw (it can choose to fail). On a failure, whenever the creature makes an attack roll or saving throw before the spell ends, the target rolls a d4 and either adds or subtracts the number rolled from the attack roll or saving throw (your choice).

READ AURA

Psionic Cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

For the duration, you can read the auras of certain creatures. When you cast the spell and as your action on each turn until the spell ends, you can focus on any one creature that you can see within 30 feet of you. If the creature you choose has an Intelligence of 4 or lower the creature is unaffected.

Auras appear as luminous colored clouds surrounding the creature. The auras are intangible and visible only to you. They do not obscure your vision or provide light. A creature can have multiple auras of different colors. Auras can be brighter or dimmer depending on their significance. The DM chooses from the following possible colors:

- **Red.** Determined, energetic, or grounded
- **Orange.** Adventurous, mindful, or positive
- **Yellow.** Calm, creative, or friendly
- **Green.** Good-communicator, loving or social
- **Blue.** Freethinker, intuitive, or supportive
- **Indigo.** Curious, empathic, or spiritual
- **Violet.** Analytical, independent or wise

PYROKINESIS

Psionic Cantrip

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: 10 minutes

You create enough fire to fill a 5-foot cube within range. It ignites flammable objects in the area that aren't being worn or carried. The fire sheds bright light in a 10-foot radius and dim light for an additional 10 feet. Any creature in the fire's space when you create it must make a Dexterity saving throw or take 1d8 fire damage. A creature must also make the saving throw when it enters the fire's space for the first time on a turn or ends its turn there. The spell ends if you dismiss it as a free action or if you cast it again.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

SOUL BLADE

Psionic Cantrip

Casting Time: 1 action

Range: Self

Components: S

Duration: Instantaneous

You shape astral energy into the form of a faintly glowing blade ready to strike. Make a melee spell attack against one creature within 5 feet of you. On a hit, the target takes 1d8 force damage, and can't teleport until the end of its next turn. After you make the attack, the blade vanishes.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

TELEKINETIC CATAPULT

Psionic Cantrip

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Instantaneous

You throw an object you can see at a target within range. The object must be within range, not be worn or carried, and can weigh no more than 5 pounds. Make a ranged spell attack against the target. On a hit, the target takes 1d8 bludgeoning damage. Modify the damage type if the object suggests a different type would be appropriate. (e.g. a sharp stick might do piercing damage instead). The thrown object lands adjacent to the target. If there is insufficient space, it instead lands in the nearest open space.

You can throw heavier objects and deal more damage when you reach higher levels: 10 pounds and 2d8 damage at 5th level, 20 pounds and 3d8 damage at 11th level, and 40 pounds and 4d8 damage at 18th level.

POWERS

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

ASTRATHEREAL PROJECTION

Prerequisite: 5th-Level Esper

As an action, you expend one psionic die to enter the ethereal plane. This effect lasts for a number of minutes equal to the roll of the psionic die. Until the effect ends you can use an action to either return to your initial plane or re-enter the ethereal plane. When the effect ends you are returned to your initial plane if you are not already there.

At Higher Levels. At 10th level, you can travel to the astral plane instead.

BIO-MEND

As an action, you expend a psionic die to heal a creature's wounds. A creature of your choice within 30 feet regains hit points equal to the roll of the psionic dice plus your Intelligence modifier.

At Higher Levels. The number of psionic dice you can expend and roll for this power increases by 1 die when you reach 5th level (2 dice), 11th level (3 dice), 17th level (4 dice).

BIO-RESTORE

Prerequisite: 3rd-Level Esper

As an action, you expend one psionic die to end either one disease or one condition afflicting a creature within 30 feet. The condition can be blinded, deafened, paralyzed, or poisoned.

Additionally, the creature can add the roll of your psionic die to the next saving throw it makes against an effect that causes a condition within the next hour.

At Higher Levels. At 10th-level in this class, you can alternatively end the petrified condition, remove a curse, end an ability score reduction, or end an effect reducing the creature's hit point maximum.

DIMENSIONAL CONTACT

Prerequisite: 7th-Level Esper

As an action, you expend a psionic die to communicate with a friendly creature known to you that's on a different plane.

You can send and receive a number of messages equal to the roll of the psionic die.

At Higher Levels. At 15th-level in this class, you can instead attempt to contact a demigod, elder aberration, or some other powerful planar entity. Make a DC 15 Intelligence saving throw or take 6d6 psychic damage as your mind is torn apart.

DIMENSIONAL PORTAL

Prerequisite: 13th-Level Esper

As an action, you expend a psionic die and open a portal to a different plane of existence. You can specify a target destination in general terms, such as the City of Brass on the Elemental Plane of Fire, and you appear in or near that destination. Alternatively, if you know the sigil sequence of a teleportation circle on another plane of existence, you can open a portal to that circle.

The portal remains open for a number of minutes equal to the roll of the psionic die.

DISTORT REALITY

As an action, you expend a psionic die to cause the vision of nearby creatures to become twisted and distorted. Choose a number of creatures equal to the roll of the psionic die that you can see within 60 feet. Each creature must succeed on a Constitution saving throw or have the poisoned condition for 1 minute or

until your concentration ends (as if you were concentrating on a spell). A creature affected by this power can repeat the saving throw at the end of each of its turns. On a successful save, the effect ends for it.

ENHANCE SENSES

As an action, you expend a psionic die to heighten your awareness. For the next 10 minutes, you know the precise location of any creature with an Intelligence of 4 or higher within 30 feet of you. You can also add the psionic die roll to any Intelligence (Investigation) or Wisdom (Perception) checks you make until this effect ends.

EMPATHIC TRANSMISSION

Prerequisite: 3rd-Level Esper

As an action, you expend a psionic die to affect the emotions of a number of creatures equal to the roll of the psionic die. The creatures must be within 30 feet of you. Choose one of the following effects for each creature:

- Effects causing the creature to be charmed or frightened are ended.
- The creature must succeed on a Charisma saving throw or be charmed by you. This effect ends if you or your companions do anything harmful to it, or a minute passes.

FOLD SPACE

Prerequisite: 11th-Level Esper

As an action, you expend a psionic die to teleport to a point you can see or you have seen in the last hour that is within 60 feet of you. Any creatures that are within 5 feet of you when you used your action to teleport take psychic damage equal to a roll of your psionic die.

MENTAL STRONGHOLD

Prerequisite: 3rd-Level Esper

As an action, you expend a psionic die to bolster your mind for for 10 minutes or until your concentration ends (as if you were concentrating on a spell). You gain resistance to psychic damage and you have advantage on Intelligence, Wisdom, and Charisma saving throws.

At Higher Levels. At 10th-level in this class, you can extend this benefit to other creatures you can see within 60 feet of you. You can target a number of creatures equal to the roll of the psionic die.

MIND SHIELD

As an action, you expend a psionic die shield your mind against intrusion for 1 hour. Wisdom (Insight) checks made against you are made with disadvantage and you are aware of the distance to and location of any creature that attempts to read your thoughts or perceive you with effects such as a scrying spell or similar abilities.



MIND TRANSFER

Prerequisite: 11th-Level Esper

As an action, you expend a psionic die to transfer your consciousness into the mind of a humanoid within 120 feet of you. The target must succeed on an Intelligence saving throw or have its body controlled by you for 1 hour. Your body is unconscious for the duration of the spell. The target has disadvantage on the saving throw if they are asleep or unconscious.

You retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the target. If the target has the same proficiency as you and the bonus in its stat block is higher than yours, use the target's bonus instead of yours. If the target has any legendary or lair actions, you can't use them.

Your mind returns to your body and is no longer unconscious if the target's hit points are reduced to 0, it dies, this power ends, or if you use an action to do so. Whenever the target takes damage, it can repeat the saving throw, ending the effect on itself with a success.

PSIONIC FLIGHT

Prerequisite: 5th-Level Esper

As an action, you expend a psionic die to gain a flying speed equal to your walking speed for 1 minute or until your concentration ends (as if you were concentrating on a spell). You gain a bonus to your AC against opportunity attacks equal to the roll of the psionic die until the end of your turn.

PSIONIC JUMP

As an action, you expend a psionic die to bolster your jump capabilities for 10 minutes. You gain the following benefits for the duration:

- Your jump distance is doubled.
- You can use your Intelligence score to determine your jump distance.
- Whenever you take damage due to falling, the damage is reduced by half.

The first time you jump after using this power, each other creatures within 5 feet of where you land must succeed on a Dexterity saving throw or take force damage equal to a roll of the psionic die.

PSYCHIC LINK

As an action, you expend a psionic die to link your mind to a willingly creature you can see within 60 feet of you. This link lasts a number of hours equal to the roll of the psionic die or until you use this power again.

While the creature is within 100 feet of you, you can communicate with each other telepathically as long as the creature understands at least one language. Additionally, as an action, you can see through creature's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the creature has. During this time, you are deaf and blind with regard to your own senses.

PYROCLASM

Prerequisite: 5th-Level Esper, Pyrokinesis Cantrip

As a bonus action, you expend up to five psionic dice (minimum 1) to cause a source of fire within 120 feet of you to explode in flame. The source of fire is extinguished, then each creature of your choice within 20 feet of the source must make a Dexterity saving throw. A target takes fire damage equal to the roll of your expended psionic dice on a failed save, or half as much damage on a successful one. The fire spreads around corners.

REFLECT PAIN

When a creature deals damage to you, you can use your reaction and expend one psionic die to deal psychic damage equal to the roll of the psionic die to the creature.

At Higher Levels. The number of psionic dice you can expend and roll for this power increases by 1 die when you reach 5th level (2 dice), 11th level (3 dice), 17th level (4 dice).

SECOND CHANCE

When you fail an ability check or saving throw or miss an attack, you can use your reaction and expend a psionic die. Roll the psionic die and add it to the result, potentially changing the outcome. Each time this reaction is used, the number of psionic dice expended increases by 1. This increases resets after you finish a long rest.

SHARE PAIN

When you take damage, you can use your reaction and expend a psionic die to share the damage with another willing creature you can see within 60 feet of you. The damage is reduced by the number you roll on the psionic die. You and the creature each take half of any remaining damage.

At Higher Levels. The number of psionic dice you can expend and roll for this power increases by 1 die when you reach 5th level (2 dice), 11th level (3 dice), 17th level (4 dice).

SLUGGISH MIND

Prerequisite: 3rd-Level Esper

As an action, you expend a psionic die to slow the mind of a creature you can see within 120 feet of you for 1 minute or until your concentration ends (as if you were concentrating on a spell). The creature must make a Wisdom saving throw. On a failed save, the creature takes damage equal to the roll of the psionic die and is affected by this power for the duration. On a successful save, the creature takes half as much damage only.

An affected target's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn.

A creature affected by this power makes another Wisdom saving throw at the end of each of its turns. On a successful save, the effect ends for it.

At Higher Levels. The number of creatures you can target by expending an additional psionic die increases by 1 when you reach 5th level (2 dice for two targets), 11th level (3 dice for three targets), 17th level (4 dice for four targets).

STUNNING BLAST

Prerequisite: 5th-Level Esper, Mind Blast Cantrip

Once per turn, when you deal damage to a creature with the Mind Blast cantrip, you can expend one psionic die to attempt to stun the target. You deal additional psychic damage equal to the roll of the psionic die, and the target must make an Intelligence saving throw or be stunned until the end of your next turn.

SYNESTHE

Prerequisite: 11th-Level Esper

As an action, you expend a psionic die to cause your senses to converge allowing one sense to stimulate another sense, such as seeing sound, or hearing shapes. You gain blindsight of 30 feet for a number of minutes equal to the roll of your psionic die.

At Higher Levels. At 16th-level in this class, the range of blindsight increases to 60 feet.

TELEKINESIS

Prerequisite: 9th-Level Esper

You learn the *telekinesis* spell. You can expend two psionic dice to cast this spell. Roll the psionic dice. The spell lasts for a number of minutes equal to the total. Intelligence is your spellcasting ability for this spell.

TELEKINETIC HAND

You learn the *mage hand* cantrip. When you cast the spell, you can expend a psionic die to make the hand invisible and improve its carrying capacity. The weight the mage hand can carry increases by a number of pounds equal to five times the roll of the psionic die. Intelligence is your spellcasting ability for this spell.

TELEKINETIC PUSH

When you deal damage to a target, you can expend one psionic die to move the target. It must succeed on a Strength saving throw or be moved up to 15 feet in any direction horizontally. If this movement causes the target to collide with another creature or object, both take force damage equal to the roll of the psionic die.

TELEKINETIC SHIELD

As an action, you expend a psionic die to create a barrier of force around you. You gain temporary hit points equal to the psionic die roll plus your Intelligence modifier.

At Higher Levels. The number of psionic dice you can expend and roll for this power increases by 1 die when you reach 5th level (2 dice), 11th level (3 dice), 17th level (4 dice).

THE ESPER

The Esper is a psionic class for your fantasy campaigns and settings. This book includes 4 subclasses, 10 psionic cantrips, and 26 powers; everything you need to bring psionic characters into your games.

Version 0.1

All imagery created by Midjourney and the Goblin Coach

For use with 5e compatible content and systems.



GOBLINCOACH.COM

