



# ARCANIS



THE WORLD OF SHATTERED EMPIRES



CODEx OF THE MIND PREVIEW



# CODEx OF THE MIND PREVIEW

Paradigm Concepts Publishing, LLC is proud to present this preview of the *Codex of the Mind*, a complete psionics ruleset, and more for 5E. Written for the *Arcanis: The World of Shattered Empires Campaign Setting*, these rules can be easily adapted to any setting by changing the names of the people and places used here to something that fits **YOUR** campaign setting.

Presented here is an overview of the nuts and bolts rules explaining how psionics works and a sample telekinetic character with all the rules necessary for play. The full book, which will be Kickstarted soon, will contain many other ways to play a psionist, including the psion presented here, the psi-warrior, and characters who are untrained in harnessing the power of the mind and must rely on instinct and emotion.

*Codex of the Mind* will also contain:

- Dozens of archetypes for each of the new base psionic classes
- New backgrounds, feats, and magic items
- Psionic runes to enhance hero gear
- Psionic monsters
- Expanded Madness rules (and a madness warlock patron)
- And of course, a full suite of psionic disciplines and spells

Feel free to check out our Kickstarter Preview at: <https://www.kickstarter.com/projects/1418216834/codex-of-the-mind> or by emailing [PCIHenry@gmail.com](mailto:PCIHenry@gmail.com).

We hope you find the contents of this preview useful and “mind-blowing.”

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# PSIONICS OVERVIEW

## PSIONICS

Creatures that are psionically gifted are known as the *Awakened*. All Awakened creatures share the unique ability to fracture their consciousness into multiple parts, called foci. The Awakened use foci to create mental constructs, patterns that produce magical effects lasting for as long as they are focused upon. Awakened creatures learn how to cannibalize these foci, fusing them back into their primary consciousness, creating a surplus of mental energy. The Awakened can then use this energy to manifest more powerful magical effects, ending the mental pattern they were once focused upon.

The psionics system builds off the already established rules for spellcasting, particularly that used by the warlock class, but uses different terminology, which is defined below.

All Awakened creatures share the following traits.

### Manifesting Psionics

**Mental foci** (singular focus, plural foci) allow you to maintain several lesser abilities and can be expended to manifest powerful spell-like effects. You gain additional mental foci as you advance in level, as listed on the respective class' table. You regain all expended mental foci after completing a short or long rest. There are two ways to use your mental foci: to maintain a focused ability and to expend those foci to fuel **Expressions**, both are described below.

**Focused Ability:** You can devote a mental focus to use a Focused Ability. This psionic effect remains active for as long as you have a mental focus dedicated to it. Initiating a focused ability produces a mental (M) power display (see below). In cases of focused abilities that possess more than one option, you may only focus upon one option regardless of the number of mental foci you possess.

Any time you are reduced to 0 hit points, all of your actively focused abilities immediately end, but the foci are not expended. Once you regain consciousness, as an action you may apply unused mental focus to a focused ability until all your unused foci are applied.

**Expressions:** You can expend a mental focus to create a potent effect called an expression. Manifesting an expression immediately ends the focused ability, which the mental focus was previously maintaining. Expressions may include spells, enhance the effects of psionic powers, or power class features. Unless otherwise noted, expending an active mental focus requires an action, even if the power has a different manifesting time. Expressions are cast at a spell level equal to your manifestation level, as shown on the respective classes' table. A **spell expression** is a spell-like effect that mimics a spell in all ways, including casting/manifesting time, but with components replaced by mental (M) power displays (see below). If your manifestation level is higher than the spell's level, you can manifest the spell at a higher level just like a spell is cast in a higher spell slot.

A mental focus acts as a spell slot that can be temporarily dedicated to powering a focused ability. As long as the mental focus is dedicated to the focused ability, that ability remains active. When you spend that mental focus to manifest (cast) an expression (a spell or spell-like ability), that expression is manifested at a level equal to your manifestation level (spell slot level). Once that mental focus is expended, it can no longer be used to power the focused ability.

**Persistent Abilities** are always available to you and do not require a mental focus. Unless otherwise noted, activating these abilities requires an action and produces both visual (V) and sonic (S) power displays. These abilities are manifested at your manifestation level and can be dispelled or countered.

**Grand Expressions** are the most powerful psionic capabilities known, often equaling the most potent spells and abilities. Characters can manifest grand expressions only if a class feature explicitly grants them one. Unless otherwise noted, manifesting a grand expression requires an action. These effects and spells are manifested at the spell's minimum level or as listed under the grand expression. Grand expressions produce both visual (V) and mental (M) power displays as well as a sharp, loud pop at the moment the grand expression is manifested.

## Psionic Powers

Psionic powers are psionic effects similar to cantrips. The number of psionic powers known are listed on the respective class' table. You continue to gain more psionic powers through your sub-class, your choice of psionic gnosis (see below), and as you advance in level. Additionally, any time you learn a psionic power by gaining a level in a psionic class, you may choose to swap a psionic power you already know from your base class and replace it with another from your class's psionic power list.

Just as casting a cantrip does not use a spell slot, you do not need to expend a focus to manifest a psionic power's base effects. Some psionic powers offer one or more expressions that require the expenditure of a mental focus, providing additional effects as your manifestation level increases. Any time a rule refers to a "base power," it refers to a psionic power without the use of any of its expressions.

## Gnosis

Many psionic classes and subclasses learn one or more psionic gnoses. A gnosis is a specialization in a psionic practice.

## Psionics Action Economy

Psionic powers act as cantrips unless you use the power's expression. Expressions, regardless of the source (psionic power, gnosis, or class feature), are the equivalent of casting a spell. Like casting a spell, you may only manifest one expression per turn as either an action or bonus action. The only exception is combining one base power with another psionic ability. Similarly, the limit applies to intermingling magic spells and psionic manifestations. Persistent and focused abilities are not limited by the rule of one manifestation per turn.

### An Example of Psionics in Play

A 5th-level psion, *Sathath of the Brood of Ven*, possesses three mental foci. After completing a short rest, you assign your psionic foci to three of your focused abilities, choosing *Inertial Barrier*, *Enhanced Kinetics*, and *Tactile Kinetics*. Later that day, during combat, you choose to manifest *magic missile* expending the mental foci dedicated to *Tactile Kinetics*, ending that focused ability. During the next encounter, you successfully hit a creature with the *telekinetic bolt* psionic power and choose to expend the psionic focus dedicated to *Enhanced Kinetics*, thereby increasing the power's damage, and ending the *Enhanced Kinetics* focused ability effect. Now, until your character takes a long or short rest, you only have one mental focus, which is currently dedicated to *Inertial Barrier*.

# MANIFESTING PSIONICS

Manifesting a psionic effect or ability follows the same rules as those used for spell casting with two differences: spell components are replaced with power displays and psionics are categorized by discipline rather than a school of magic.

## Psionic Power Displays

Manifesting psionics is an act of pure will. When you manifest a psionic ability or effect, you do not use spell-casting material components, there are no words spoken, or hand movements. Instead, any time you manifest a spell-like effect, the base spell's components are replaced with power displays. **Verbal (V)** components are replaced with **Visual (V)** displays, **Somatic (S)** components with **Sonic (S)**, and finally **Material (M)** components with **Mental (M)** displays. These displays are not disruptive to a creature's concentration. Unless a cost is indicated for a material component, manifesting does not require any material components. If a cost is indicated for a material component, the manifester is required to possess a psionic focus item (which is not consumed) to manifest the spell.

**Visual (V):** Your eyes burn like points of silver fire when you manifest and lasts as long as the ability or effect remains active. Expressions are also accompanied by displays that relate to the ability or effect's function. *Hold person*, for example, may appear as transparent chains springing from the ground and wrapping around your target, while *telekinetic bolt* might ripple the air between you and your target. These displays can be unique to the individual psion and are commonly seen as their personal signature.

**Sonic (S):** A bass hum, eerily akin to many deep-pitched voices, issues from your vicinity (or the area of effect). The sound grows within seconds from a whisper to being loud enough to be heard within 30 feet. Some abilities and effects may describe a unique auditory display; for example, manifesting *thunderwave* would be accompanied by the boom of thunder.

**Mental (M):** A subtle chime rings once in the minds of creatures within 15 feet of both you and your target (or the area of effect). You may choose to have the chime ring continuously for the duration of the ability or effect. Some abilities and effects may describe their unique mental displays.

## Manifesting with Subtlety (Optional Rule)

The *Arcanis 5e Campaign Setting* has rules for casting spells with subtlety, which also allow Awakened creatures to manifest powers in the same manner.

While manifesting a power or expression is a mental exercise, it creates outward effects that betray the Awakened creature. These effects can be suppressed.

If manifesting a psionic power or expression, you may attempt to suppress the manifestation's displays. To do so, you must make a manifesting ability check with a DC equal to 16 + your manifesting level. The DC for manifesting a psionic power, switching to a focused ability, or manifesting a persistent power is 16. You cannot suppress the displays of a grand expression unless specified.

Regardless of the success at manifesting with subtlety, the psionic effect succeeds. If you succeed at manifesting with subtlety, the result of your check becomes the DC for onlookers to perceive the effect with either their passive or active Perception. Failure means that all onlookers, active or passive, automatically know that you manifested psionics. Bonuses and penalties to this check are at the GM's discretion.

For example, when in a dark room, hiding the manifestation of *luminescent crystals* would be impossible, while telekinetically moving a book across the same dark room would be significantly easier. Some powers and expressions are impossible to manifest without notice, such as creating an item, manipulating fire, or causing lightning to arc from your weapon.

## Targets

Psionics possess what many telepaths refer to as *the second sight*. If an Awakened creature has a current, ongoing telepathic contact with another creature, the contact counts as being a potential target that the Awakened creature can see for manifesting psionic effects. The manifestation range still applies. This rule does not apply to any magic spells that a psionist might be able to cast, such as being multiclassed.

## Psionics and Magic Transparency

The abilities of the Awakened may be vastly different from those of other classes, like clerics and sorcerers, but they still draw on the residual energy of creation to produce magical effects. Psionic expressions, powers, abilities, and effects that force a saving throw or require an attack roll can be targeted by *counterspell* or *dispel magic*, and are blocked by defenses such as *globe of invulnerability* unless otherwise stated. Psionic expressions are treated as spells, psionic powers are treated as cantrips when applicable.

Spells and psionic powers that affect a specific school of magic also affect powers and gnosis abilities of its aligned discipline (see Psionic Disciplines below).

The spell (or spell expression) *detect magic* can discern psionic discipline just like it can discern a school of magic. In a world where psionics is rare, the GM may require Psionics skill proficiency to be able to identify the psionic aura.

## Manifesting in Armor

Because of the mental immersion required for manifesting psionics, you must be proficient with the armor you are wearing in order to manifest psionics. You are otherwise too distracted by the discomfort of your armor to use your psionic abilities. Similarly, you cannot apply or redirect a mental focus, nor can you manifest a persistent ability while wearing armor with which you are not proficient.

# THE PSIONIC DISCIPLINES

Psionic powers and abilities are grouped into seven disciplines. These disciplines are analogous to the schools of magic. With the exception of telepathy, they are not governed by any additional rules, unless otherwise specified in the description.

**Clairsentience** powers enable you to learn secrets long forgotten, find hidden objects, glimpse the immediate future and predict the far future. Psionics can learn precognitive powers to aid their comrades in combat as well as other abilities that permit them to gather information in many different ways. Clairsentience is closely aligned to the magical school of divination.

**Metacreation** powers create objects, creatures, or some form of matter. This discipline includes powers that manifest psilicate, a form of ectoplasm, to create semisolid and solid items such as armor, weapons, or animated constructs. Metacreation is closely aligned to the magical school of conjuration.

**Metapsionic** powers and abilities allow the manifester to augment their own psionics. In the absence of psionics, metapsionics has very little use, but when applied to powers and expressions from other disciplines, it can change, distort, or dispel the way that psionics is used and expressed. Metapsionics is aligned to the magical school of abjuration.

**Psychometabolism** powers change the physical properties of creatures, things, or conditions. This discipline consists of powers that alter the psychobiology of the psionist or creatures near him. Psychometabolism abilities can



heal or transform a psionicist into a fearsome fighter. Psychometabolism is closely aligned to the magical school of transmutation.

**Psychoportation** powers move the manifester, an object, or another creature through space. These powers propel or displace objects in space or time. Psychoportation is closely aligned to the magical school of conjuration.

**Telekinesis** is closely aligned to the magical school of evocation. Many of these powers produce spectacular effects above and beyond the power's standard display, such as moving, burning, or blasting a target.

**Telepathy** powers can spy on and affect the minds of others, influencing or controlling their behavior. Most telepathy powers, expressions, and abilities are mind-affecting, as such, they work against only creatures who are susceptible to psychic damage. Creatures immune to psychic damage are also immune to the powers under this discipline. Telepathy abilities also allow mental contact and control of other sentient creatures, as well as deceiving or destroying the minds of their enemies. Telepathy is closely aligned to the magical school of enchantment.

# PSION

The psion class and all its traditions focus on using psionic gifts to manipulate, transform, attack and defend by envisioning how they wish something to be and then willing it into existence. Whether this is by moving an object across space by telekinesis or by ripping into the mind of an adversary to bring their secrets to light, the psion's hands are never sullied, as it is their mind that enacts their will.

## Class Features

### Racial Restrictions

Unlike other classes, the psion and the majority of other psionic casting classes, requires the *Psionic Potential* racial trait. Of the player races presently available in the Arcanis Campaign setting, only the val and the Black Talon Brood of Ven ss'ressen possess this trait.

### Hit Points

**Hit Dice:** 1d8 per psion level

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

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

### Proficiencies

Your choice of psion tradition will provide you with additional proficiencies. See your chosen tradition for details.

**Armor:** Light armor

**Weapons:** Simple weapons

**Tools:** None

**Saving Throws:** Per your Psionic Tradition

**Skills:** Choose one of the following skills: Athletics, History, Insight, Investigation, Perception, and Psionics

### Equipment

You start with the following equipment in addition to the equipment granted by your background. See the *Arcanis 5e Campaign Setting* (Chapter 4) for a list of regional weapons and armor. If you choose a weapon with ammunition you start with 20 bolts or arrows, or 10 shots of blast powder in the case of flintlocks. If using the *Arcanis 5e Campaign Setting* for regional weapons and armor:

- Choose two simple weapons appropriate to your starting nation.
- Choose either a scholar's pack or a dungeoneer's pack.
- The equivalent of leather armor from your starting nation.

### Psion Gnosis Advancement

Psion Level	Primary Gnosis Level	Secondary Gnosis Level	Tertiary Gnosis Level
1	1st	—	—
2	2nd	—	—
3	2nd	—	—
4	2nd	—	—
5	3rd	—	—
6	3rd	1st	—
7	3rd	1st	—
8	3rd	2nd	—
9	4th	2nd	—
10	4th	3rd	—
11	5th	3rd	1st
12	5th	4th	1st
13	6th	4th	2nd
14	6th	5th	2nd
15	7th	5th	3rd
16	7th	6th	3rd
17	8th	6th	4th
18	8th	6th	4th
19	8th	7th	4th
20	8th	7th	5th

## The 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 are pathways that allow you to maintain a number of lesser abilities, and can be expended to manifest powerful spell-like effects.

# The Psion

Level	Proficiency Bonus	Features	Powers Known	Mental Foci	Manifestation Level
1	+2	Awakened, Primary Gnosis, Psionic Tradition	4	1	1st level
2	+2	Refocus, Psionic Tradition feature	4	2	1st level
3	+2	Complex Mind	4	2	2nd level
4	+2	Ability Score Improvement	5	2	2nd level
5	+3	—	5	3	3rd level
6	+3	Psionic Tradition feature, Secondary Gnosis	5	3	3rd level
7	+3	Fractured Mind	5	3	4th level
8	+3	Ability Score Improvement	6	3	4th level
9	+4	—	6	4	5th level
10	+4	Psionic Tradition feature	6	4	5th level
11	+4	Grand Expression (6th level), Tertiary Gnosis	6	4	5th level
12	+4	Ability Score Improvement	7	4	5th level
13	+5	Grand Expression (7th level)	7	5	5th level
14	+5	Psionic Tradition feature	7	5	5th level
15	+5	Grand Expression (8th level)	8	5	5th level
16	+5	Ability Score Improvement	8	5	5th level
17	+6	Grand Expression (9th level)	8	6	5th level
18	+6	Subconscious Reflexes	8	6	5th level
19	+6	Ability Score Improvement	9	6	5th level
20	+6	Fount of Will	9	6	5th level

At 1st level, you have one mental focus, which allows you to concentrate on a single focused ability at a time or can be expended for an expression. You gain additional mental foci as you advance in level, as listed on **Table: The Psion**. There are two ways to utilize your mental foci: to maintain *focused abilities*, and to expend those foci to power *expressions*. You regain all expended mental foci after completing a short or long rest, at which point you may reassign them to focused abilities.

**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 an M (mental) power display (see Psionics Overview Chapter 3). Any time you are reduced to 0 hit points, all of your actively focused abilities instantly end, but any 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. Without the use of a special feature, you can only change your focused abilities at the end of a short or long rest.

**Expression:** You can expend a mental focus to create a potent effect. Manifesting an expression instantly ends the focused ability that 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 manifestation level, as shown on **Table: The Psion**.

## Psionic Powers

Psionic powers are rudimentary psionic effects that are similar to magic cantrips. You know a number of psionic powers as shown on **Table: The Psion**, and continue to gain more psionic powers through your psionic tradition, your choice of gnosis, and as you advance in level.

You manifest a psionic power's base effects without using a mental focus. Beyond that, most psionic powers offer one or more expressions. Manifesting a power's expression requires the expenditure of a mental focus. The highest possible effects of an expression depend on your manifestation level.

## Gnosis

Gnosis are collections of similar abilities and effects that grant you persistent abilities, focused abilities, and expressions, which become available as you gain levels in the psion class.

You gain spell expressions from all your gnosis based on your manifestation level. Once you have access to a particular feature, it functions based on your full psion level.

You start with a single gnosis, referred to as your primary gnosis, at class level 1. You gain additional gnosis when you reach 6th and 11th class level, which are referred to as your secondary, and tertiary gnosis, respectively.

Your primary gnosis represents the primary focus of your psion practices. You learn the first level of your gnosis at 1st level and gain additional gnosis levels at 2nd, 5th, 9th, 11th, 13th, 15th, and 17th class level. Later you learn the 1st level of your secondary gnosis at 6th class level, and gain additional levels in it at 8th, 10th, 12th, 14th, 16th, and 19th class level. Finally at 11th class level you learn the 1st level of your tertiary and final gnosis, in which you gain additional levels at 13th, 15th, 17th, 20th class level.

For example, when you reach the 6th level of the psion class you may choose *psychometabolism* as your secondary gnosis. You gain *mind over body*, but do not yet gain access to other higher-level gnosis features. You also immediately learn the first three levels of spell expressions for *psychometabolism*. Upon reaching 8th level in the psion class, you gain access to the feature *subconscious weapon mastery*, but not any of its higher-level abilities.

## Psionic Tradition

Starting at 1st level, you must choose which psionic tradition (e.g. Kineticist, Savant, Sentinel, or a val-family tradition) you follow, which are detailed below. Your psionic tradition determines your saving throw proficiencies and your manifesting ability score. It also grants you additional features and skill proficiencies at 1st level. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

## Manifesting Ability

Your manifesting ability score modifier is used to determine your attack modifier or saving throw DC when manifesting any spell, ability, or psionic power. Your manifesting ability is determined by your psionic tradition.

**Manifestation save DC** = 8 + your proficiency bonus + your manifesting ability modifier

**Manifestation attack modifier** = your proficiency bonus + your manifesting ability modifier

## 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 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.

## Ability Score Improvement

When you reach 4th level, and again at, 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. You may choose to forego any Ability Score Improvement to take a feat of your choice instead. Alternatively, if your race has a Bloodline trait, then at certain levels (4th, 8th, 12th, 16th, and 19th), you may forego an Ability Score Improvement to increase your Blood Rank by 1.

## Fractured Mind

When you reach 7th level, you become adept at briefly fracturing your deep mind. As a bonus action, you can create a shard of your subconscious mind that maintains concentration on an active spell or other effect that requires concentration.

Your shard can concentrate for a number of turns equal to your manifesting ability modifier. During that time, you can concentrate on a second spell or effect. If you take damage, your shard immediately stops concentrating. If you are concentrating on a second effect, you can maintain either the first or second effect, as long as you make your Constitution saving throw.

Once you use this feature, you cannot use it again until you complete a long rest.



## Grand Expressions

When you reach 11th level, you learn how to manifest grand expressions, powerful abilities and effects similar to higher-level spells.

At 11th level, you can manifest a 6th-level grand expression once without expending a mental focus. You must finish a long rest before you can do so again. At higher level, you gain more grand expressions; one 7th-level grand expression at 13th level, one 8th-level grand expression at 15th level, and one 9th-level grand expression at 17th level. You regain all uses of your grand expressions when you finish a long rest. Knowledge of grand expressions is granted through your gnosis and certain psion traditions.

## Subconscious Reflexes

At 18th level, your subconscious begins to reflexively strike back at those who attack your mind. On the turn immediately after you manifest a psionic defense power, you may manifest a psionic attack power as a bonus action.

## Fount of Will

At 20th level, when you roll initiative and do not have an active mental focus, you regain two mental foci that you may instantly apply to your focused abilities.

# PSION TRADITIONS

Across the Known Lands, when a val family scion becomes Awakened, they are taken to be trained in controlling and focusing their new-found power. While each family has traditions known only to them, there are some that are common to all. These traditions include the Kineticist, the Savant, and the Sentinel. A fourth tradition, that of the psionic inquisitor, is taught by the Mother Church of Coryan and its successors and is available to the devout Awakened.

## COMMONLY HELD PSION TRADITIONS

### Kineticist

You practice one of the most brutal forms of the psionic traditions, that of the *Kineticist*. This tradition manifests its power through sheer willpower, and it allows you to manifest pure kinetic bolts that can snap wood, metal, and bone with disturbing efficacy.

**Manifesting Ability:** Charisma

**Saving Throws:** Constitution, Charisma

**Additional Proficiencies:** Choose one of the following skills. You may not choose the same skill that you chose as your class skill: Acrobatics, Deception, Performance, Sleight of Hand.

### Tradition Power

You learn the psionic power *telekinetic bolt*.

### Inertial Barrier

Upon reaching 2nd level, you begin to subconsciously tap your kinetic abilities and can create a telekinetic buffer around your body.

**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 can gain 5 temporary hit points, which remain for 1 hour. You can also gain 5 temporary hit points as an action.



### Brutal Precision

Beginning at 6th level, any psionic ability or effect you create that deals force damage scores a critical hit on a roll of 19 or 20.

### Overwhelming Force

Upon reaching 10th level, when manifesting a psionic ability or effect that deals force damage, as a bonus action you can increase the damage by 1d8. If the psionic ability or effect that deals force damage can be manifested as a bonus action, you can increase the damage by 2d8 as an action. You may use this feature a number of times equal to your Charisma modifier (minimum of one), regaining all expended uses when you finish a long rest.

### Redirect Force

Starting at 14th level, any time you suffer bludgeoning, force, piercing, or slashing damage, as a reaction you can gain resistance to that damage. Moreover, on your next turn, any psionic ability or effect that you create that deals force damage has its damage increased by an amount equal to the damage you suffered. You may use this feature a number of times equal to your Charisma modifier (minimum of one), and you regain all expended uses after finishing a long rest.

# PSIONIC GNOSIS

Gnosis is a collection of mental techniques that permanently opens one's metaphysical pathways, allowing the Awakened to unlock abilities and effects powered by mere acts of will. Gnosis grants you a list of focused abilities, persistent abilities, expressions, grand expressions, and spell expressions that become available as you advance in level within the class that is granting the gnosis. Some classes and subclasses are able to learn one or more gnosis.

New Spells are denoted with an asterisk (\*). These spells are described later in this chapter.

## TELEKINESIS

When an Awakened combines rigorous training with violent intent, their thoughts manifest as force. Telekinesis is the gnosis that turns thought into force.

**Spell Expressions:** As you advance in level, you learn to manifest the following spell expressions, which you manifest at your manifestation level.

Manifestation level	Spell Expression
1st level	<i>Magic missile</i>
2nd level	<i>Shatter</i>
3rd level	<i>Slow</i>
4th level	<i>Resilient sphere</i>
5th level	<i>Telekinesis</i>

In addition, as a telekinetic you gain the following effects and abilities as you gain levels in this gnosis.

### 1st Level of Gnosis

#### Enhanced Kinetics

*You begin to gain mastery over your kinetic abilities.*

You learn the psionic power *basic telekinesis*.

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

**Expression:** When you or a creature within 60 feet of you falls, you can 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.

### 2nd Level of Gnosis

#### Telekinetic Might

*Your mind can strike with the strength of a bull.*

**Persistent Ability:** Any time you manifest a psionic effect or ability that deals force damage, add your manifesting ability modifier to the damage dealt.

- Upon becoming a 5th level psionicist, when you hit a creature with a psionic effect or ability that deals force damage, you can force a creature of Large size or smaller to succeed on a Strength saving throw or be forced back 10 feet.
- Upon becoming a 9th level psionicist, when you hit a creature with a psionic effect or ability that deals force damage, you can use a bonus action to force a creature of Large size or smaller to succeed on a Strength saving throw or fall prone.

### 3rd Level of Gnosis

#### Tactile Kinetics

*You have developed the ability to feel through your telekinetic abilities.*

**Focused Ability:** You can use the psionic power *basic telekinesis* to search for physical details in an area, searching the entire area within range as an action, using your manifesting ability score in place of Intelligence on all Investigation checks.

### 4th Level of Gnosis

#### Chains of Mental Might

*You can restrain foes with nothing but your mind.*

**Focused Ability:** As a bonus action, you can attempt to telekinetically grapple one creature of Large size or smaller, within 30 feet of you. Use your manifesting ability score to make grapple checks instead of Strength or Dexterity. Unlike a regular grapple, you must use a bonus action every turn to maintain your grapple on your opponent.

## 5th Level of Gnosis

### Precise Kinetics

*You have mastered the ability to telekinetically manipulate objects with incredible facility.*

**Focused Ability:** You can use the *basic telekinesis* power to precisely manipulate objects, allowing effective use of tools at a distance. You must have a clear line of sight to the tool and you use your tool at disadvantage if you are more than 15 feet away from it.

**Grand Expression (6th-level):** You manifest the spell *reverse gravity*, but with an area of effect equaling a 30-foot radius, with the effect extending to 60-foot height.

## 6th Level of Gnosis

### Kinetic Confinement

**Grand Expression (7th-level):** You manifest the spell *forcecage*.

## 7th Level of Gnosis

### Telekinetic Wave

**Grand Expression (8th-level):** As an action you send forth a wave of telekinetic force. All creatures other than you within 30 feet must make a successful Strength saving throw or be knocked 20 feet away from you as they suffer 12d6 force damage. In addition, fragile unsecured objects are instantly destroyed, while other unsecured objects caught within the area of effect are automatically pushed 20 feet away from you. Manifesting this grand expression emanates a loud “*thuuuummm*” sound that can be heard up to 100 feet away.

## 8th Level of Gnosis

### Telekinetic Implosion

*Using your telekinetic ability you can fold a target upon themselves.*

**Grand Expression (9th-level):** You manifest the spell *implosion*.



**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:** 5th

**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	+3 <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>	17	+3	+6 <input checked="" type="checkbox"/>
<b>BLOODRANK</b>	1		

  

PROFICIENCY BONUS	SPEED
+3	SPEED: 30'
PASSIVE PERCEPTION 15	SPECIAL: 0

SKILLS	
SKILL (PRIMARY ABILITY)	TOTAL BONUS
Acrobatics (Dex)	+2
Animal Handling (Wis)	+2
Arcana (Int)*	+3
Athletics (Str)	-1
Deception (Cha) ☞	+6
History (Int) ☞*	+6
Insight (Wis)	+2
Intimidation (Cha)	+3
Investigation (Int) ☞	+6
Medicine (Wis)	+2
Nature (Int)*	+3
Perception (Wis) ☞	+5
Performance (Cha)	+3
Persuasion (Cha)	+3
Psionics (Int) ☞*	+6
Religion (Int)*	+3
Sleight of Hand (Dex)	+2
Stealth (Dex)	+2
Survival (Wis)	+2
☞ Trained skill *1/2 blood rank +1 added	
OTHER PROFICIENCIES	
Game Set (Cards)	

LANGUAGES
Low Coryai
High Coryani
Altherian
Cancerese
Khitani, Low

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 my 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 can't understand the idea of withholding information.*



**DEFENSES & HEALTH**

ARMOR CLASS	TEMP HP	CURRENT HP
14/15*		
HIT POINTS		
28		
HIT DICE		
5D8		
* with inertial barrier		

  

DEATH SAVES
MADE <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> FAILED

ATTACK	TO HIT	DAMAGE	SPECIAL/RANGE
SCIMITAR	+5	1D6+3(S)	
Finesse, light			
FLINTLOCK PISTOL	+5	1D8+3(P)	20/80
Ammunition (10 shots), light, loading, special			

**PRIMARY GNOSIS:** Telekinesis (3rd level)

PSIONIC POWERS (AT WILL)	SPELL EXPRESSIONS
Basic Telekinesis	Magic Missile
Burst of Speed	Shatter
Intellect Fortress	Slow
Luminescent Crystals	
Mental Scream	<b>OTHER EXPRESSIONS</b>
Sensitivity to Psionic Impressions	* See Psionic Powers
Telekinetic Bolt	* See Enhanced Kinetics

**FOCI**

# of foci	Manifestation Level
3	3rd level

**ATTACK AND SAVES:**

Spell Attack	Spell Save
+6	14

## 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 hemp rope, a set of common clothes, a document showing your status as a freeman, and a belt pouch containing 10 gp.

Scimitar, Adorned Flintlock Pistol (10 shots), Studded Leather Armor, 4 Potions of Healing,

## 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 also suffer no penalties for firing a flintlock while prone.

## Psion Abilities and Rules

### Awakened

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

### Mental Foci

Mental foci (the plural for focus) are pathways that 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 in 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 an 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 in 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

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### 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

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### Telekinetic Might

Your mind can strike with the strength of a bull.

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

## Focused Abilities

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### 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.

### Tactile Kinetics

**Focused Ability:** You can use the psionic power *basic telekinesis* to search for physical details in an area, searching the entire area within range as an action, using your manifesting ability score in place of Intelligence on all Investigation checks.

## Expressions

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### 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

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### 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, while maintaining concentration on this power, you can use a reaction to assist another character, there by granting them advantage on any Strength (Athletics) check.
- At 11th level, while maintaining concentration on this power, you can use a reaction to interpose an object between yourself and your attacker, thereby granting you half cover (+2 to AC and Dexterity saving throws).
- At 17th level, while maintaining concentration on this power, you can use a bonus action to manipulate an unattended object.

**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 of Speed

*Psychoportation power (utility)*

**Manifesting Time:** 1 bonus action

**Range:** Self

**Power Displays:** V, S

**Duration:** 1 turn

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, when you manifest this ability, your speed increases by 20 feet.
- At 11th-level, this psionic power allows you to take the Dash action as a bonus action.

**1st-level Expression:** You manifest the spell *expeditious retreat* upon yourself only.

**3rd-level Expression:** You manifest the spell *haste* upon yourself only.

**5th-level Expression:** You manifest this expression as part of a Dash action. When you do so, you triple your movement rate and can run across any liquid or hazardous surface without taking damage or suffering any condition effect. If you have not crossed the surface or hazard by the end of your movement, you suffer normal effects of the surface or hazard.

## 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

Manifesting this power grants you resistance to both force and psychic damage against a single attack.

**1st-level Expression:** You manifest this expression as a reaction when you take psychic or force damage. You have resistance to the triggering damage type until the end of your next turn.

**2nd-level Expression:** As an action, you affect yourself and a number of willing creatures equal to your manifestation level within 20 feet, granting them all resistance to your choice of either force or psychic damage until the end of your next turn.

## 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. Each light must be within 20 feet of another light created by this power. The crystal disappears if moved outside of the range of this power.

The intensity of the light increases at higher levels.

- At 5th level, each crystal can shed bright light in a 5-foot radius and dim light for an additional 5 feet.
- At 11th level, each crystal can shed bright light in a 10-foot radius and dim light for an additional 10 feet.
- At 17th level, each crystal can shed bright light in a 20-foot radius and dim light for an additional 20 feet.

**1st-level Expression:** You remove the concentration requirement while increasing the duration of this power to a number of hours equal to your manifestation level + 1.

## Mental Scream

*Telepathy power (attack)*

**Manifesting Time:** 1 action

**Range:** 120 feet

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

**Duration:** Instantaneous

Choose a creature that you can see within range. The target must succeed on a Wisdom saving throw or take 1d8 psychic damage. This power's damage increases when you reach higher levels.

- At 5th level, the psychic damage increases to 2d8.
- At 11th level, the psychic damage increases to 3d8.
- At 17th level, the psychic damage increases to 4d8.

**Expression:** You change the power's range to self (60-foot cone). All creatures within this area must make a Wisdom saving throw, suffering 2d6 psychic damage plus 1d6 for each manifestation level on a failed saving throw, or half as much damage on a successful saving throw.

## Sensitivity to Psionic Impressions

*Clairsentience power (utility)*

**Manifesting Time:** 1 action

**Range:** Self

**Power Displays:** V

**Duration:** Instantaneous

The psion can detect the presence of a psionic echo left by traumatic events. Traumatic events such as murder or torture always leave a psionic echo of sorts. When you manifest this power, you can detect the presence of traumatic psychic residue in a 30-foot area around yourself. You can sense how long ago the event happened and its general scale (e.g., many people have been tortured here over many years, someone was killed here last night, or someone was beaten here a few weeks ago).

**1st-level Expression:** You gain greater insight on the events that created a psionic impression as you discern a vision of the events that created the echo. These visions are dreamlike, lacking precise details, and although you cannot readily gain any special knowledge of anyone involved in the event, you find you can recall more general details such as the presence of a holy champion or fellow Awakened val, a particular family banner, a signet on a ring, the weather, or even time of day the event took place. Witnessing these events leaves you paralyzed until the end of your next turn. At that time, you can attempt a DC 10 Wisdom (Insight) check to recall specific details, as provided by your GM.

1st-level Expression: You manifest the spell *detect evil and good* but can sense only places and not creatures nor objects.

## Telekinetic Bolt

*Telekinetic power (attack)*

**Manifesting Time:** 1 action

**Range:** 120 feet

**Power Displays:** V, S

**Duration:** Instantaneous

Make a ranged manifestation attack against a creature or object 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, the force damage increases to 2d10.
- At 11th level, the force damage increases to 3d10.
- At 17th level, the force damage increases to 4d10.

**Expression:** As a bonus action, when you successfully hit an opponent or object with this power, you may choose to expend a mental focus to increase the power's effect. You increase the power's damage by 1d6 force damage plus 1d6 force for each manifestation level. Additionally, you can force your target to succeed on a Strength saving throw or be shoved back 10 feet and fall prone.

## 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:** Your 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 (minimum 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.

*At 3rd level, your bloodrank increases by 1, and you gain the following bloodline ability.*

**The Face of Althares (Rank 2):** To most, the motives of Althares' children are inscrutable.

- You have advantage on all Charisma (Deception) skill checks.
- You also gain advantage on all saving throws against spells and spell-like effects that read your thoughts (such as detect thoughts).

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