

Order of the Awakened

Mystics dedicated to the Order of the Awakened seek to unlock the full potential of the mind. By transcending the physical, the awakened hope to attain a perfect state of being—focused on pure intellect and mental energy.

Skilled at bending minds and unleashing devastating psionic attacks, the awakened are able to read the secrets of the world through the supernatural impressions that mark every object. Awakened mystics who take to adventuring excel at unraveling mysteries, solving puzzles, and defeating monsters by turning them into unwilling pawns.

You choose disciplines from the awakened disciplines list. (Currently, only three disciplines are available for mystics of the Order of the Awakened. New disciplines will be added to this list as the playtest progresses.)

Awakened Disciplines

Discipline	Overview
Conquering Mind	Alter another creature's mind
Intellect Fortress	Defend yourself with psychic counterattacks
Third Eye	Perceive what others cannot

Mind Thrust

At 1st level, you learn a deadly technique for channeling disruptive psychic energy into another creature's mind. As an action, you make a ranged attack against a creature within 120 feet of you. You must be able to perceive the creature, but you do not need to see it. The target uses its Intelligence score in place of its AC against this attack, and gains no benefit from cover. You do not have disadvantage on your attack roll if a hostile creature is within 5 feet of you.

On a hit, the target takes 1d8 psychic damage. You can increase this damage by spending psi points (up to your psi maximum) before making your attack roll. The attack deals an extra 1d8 psychic damage for each psi point you spend.

Psychic Mind

At 1st level, your mastery of psionic power allows you to tap directly into the minds of others. You can communicate telepathically with any creature

you can see within 100 feet of you. You don't need to share a language with a creature for it to understand your telepathic utterances, and the creature understands you even if it lacks a language. You can allow a creature to respond to you telepathically, but it must understand at least one language in order to communicate this way.

Object Reading

At 3rd level, you can focus your mind to read the psionic imprint left on an object. If you hold an object and concentrate on it for 10 minutes, you learn a few basic facts about it. You gain a mental image from the object's point of view, showing the last creature to hold the object, regardless of how long ago it was last handled.

You also learn of any events that have occurred within 20 feet of the object within the past 24 hours. The events you perceive unfold from the object's perspective. You see and hear such events as if you were there, but cannot use other senses.

Additionally, when you use Object Reading on an object, you can choose to embed a psychic sensor within the object. For the next 24 hours, you can use an action to learn the object's location relative to you (its distance and direction) and to look at the object's surroundings from its point of view as if you were there.

Psionic Disciplines

The psionic disciplines you select as a member of the Order of the Awakened allow you to manipulate awareness—your own and other creatures'—to your advantage. (Currently, only three disciplines are available for mystics of the Order of the Awakened. New disciplines will be added to this list as the playtest progresses.)

Conquering Mind

Psionic Discipline

By channeling psionic power, you gain the ability to control other creatures by substituting your will for their own.

Concentration: While concentrating on this discipline, you have advantage on Charisma checks.

Exactng Query (1): As an action, you target a creature you can see and that you can

communicate with using your Psychic Mind feature. The target makes an Intelligence saving throw. On a failed save, the target truthfully answers one question of your choice through the telepathic link of your Psychic Mind. On a successful save, the target is unaffected and you cannot use this ability on that creature again until you finish a long rest.

Occluded Mind (3): As an action, you target a creature you can see and that you can communicate with using your Psychic Mind feature. The target makes an Intelligence saving throw. On a failed save, the target believes one statement of your choice for the next 5 minutes. The statement can be up to ten words long, and must describe you or a creature or object the target can see. On a successful save, the target is unaffected and you cannot use this ability on that creature again until you finish a long rest.

Broken Will (5): As an action, you target a creature you can see and that you can communicate with using your Psychic Mind feature. The target makes an Intelligence saving throw. On a failed save, you choose the target's movement and action on its next turn. On a successful save, the target is unaffected and you cannot use this ability on that creature again until you finish a long rest.

Intellect Fortress

Psionic Discipline

You forge an indomitable wall of psionic energy around your mind—one that allows you to launch reflexive counterattacks against your opponents.

Concentration: While concentrating on this discipline, as a reaction, you can impose disadvantage on a ranged attack or a melee attack made against you if you can see your attacker. If the attack hits you, the attacker takes psychic damage equal to half your mystic level (rounded up).

Third Eye

Psionic Discipline

This discipline grants you the ability to open a third eye within your mind, allowing you to perceive things that others miss.

Concentration: While concentrating on this discipline, you have blindsight with a radius of 30 feet.

Tremorsense (1): As a bonus action, you gain tremorsense with a radius of 30 feet for 1 minute.

Unwavering Eye (1): As a bonus action, you gain advantage on Wisdom checks for 1 minute.

Truesight (5): As a bonus action, you gain truesight with a radius of 30 feet for 1 minute.