



## Chapter Eight- Psionics

# Psionics

Psionics is still gaining traction in the present curriculum, although Sigil Prep has had an interest in the art since virtually the beginning. In the current curriculum, we've put most psionic disciplines in neat little cubbies that make them easy to access, so your highly advanced minds don't have to work as hard.

Psionic classroom work is intense and highly cerebral, but your practical labs are even more intense and require levels of concentration a monk would find excessive. In the end, though, you'll learn to tap into the deepest accesses of your mind and bring out all the reality bending energy inside.

You start out learning "talents," little psionic tricks not terribly removed from cantrips, but the bulk of your studies will be in mastering disciplines, in which you just shove the physical world around by thinking really hard.

## New Psionic Disciplines

### THE CHEESE WARS BOX

#### *Subscription Box Discipline*

"Cheese Wars" is the true life story of rebel forces battling the fearsome Lactic Empire in a demiplane far, far away. Your love of this franchise grants you the powers of the Feta Knight, the might of the dreaded Swiss Lord, and some really sweet t-shirts.

**Psychic Focus.** While focusing on this discipline, you have advantage on Dexterity (Athletics) checks, and Intelligence (Cheese Wars trivia) checks.

**Summon Cheesesaber** (1 psi). As a bonus action, you call into being a longsword made of pure cheese energy. It lasts until your concentration ends. You have proficiency with this weapon, and it has the stats of a normal longsword. It counts as magic in regard to overcoming resistance. You can only create one cheesesaber at a time. When you use this power, you also get a free t-shirt with the Cheese Wars logo on it.

**Less Than 12 Par Secs\*** (1-7 psi) Confusing distance with time, you can teleport up to 10 ft. per psi points spent, or you may also choose to move through time one round per psi point spent, or a combination thereof. (For instance, if you spend 2 psi points, you could spend both to teleport up to 20 ft, or both to teleport 2 rounds into the future to the same spot you left, or 1 to teleport 10 feet and 1 to teleport one round forward.) If you choose to move through time, you vanish when you use this ability, and reappear on your turn in an amount of rounds equal to the amount of psi points you spent on time movement. This ability counts as an action.

(\*Parmesan Seconds)

**Not the Constructs You're Looking For** (3 psi). You use an action to wave your hand in front of a target, who must make a Charisma saving throw. If the target fails, for one hour, all construct creatures are invisible to it.

**Running through the Curds** (3 psi) As long as you're concentrating, you can run through difficult terrain at your normal rate. You can carry a size Small creature piggy-back without it counting against your encumbrance.

## THE MY LITTLE KI-RIN BOX

### *Subscription Box discipline*

If you don't love "My Little Ki-Rin," you violently hate it. We'll assume you love it since you're taking this discipline. Anyway, it features adorable versions of your favorite equine celestial forms, in pastel colors to better appeal to young children so their parents will fork over gold for cheap plastic. If you're male and have this discipline, you're called a "Ki-Rony". If you're female, you don't get a nickname. But you probably squee a lot.

**Psychic Focus.** When you focus on this discipline, you can *speak with animals* at will, but only to horses, ponies, and other equines. You also have advantage with Intelligence (My Little Ki-Rin trivia) checks.

**Lovely Mark** (1 psi) As a bonus action, you can gain proficiency in any skill or tool you do not have proficiency in until the end of your next turn. For the duration, you have a tattoo-like mark on your butt cheek appropriate to the skill being used.

**Oerth Pony** (1 psi) As a bonus action, you add 10 feet to your ground speed until the end of the current turn.

**Prismatic Dash** (2 (or 7\*) psi). As a bonus action, you add 20 feet to your ground speed until the end of the current turn. A trail of rainbow colors follows in your wake. During your move you may spend another 5 psi to do 5d6 sonic damage to a creature whom you pass within 5 feet of. They may make a Constitution saving throw for half damage.

**Unicorn Horn** (3 psi) As a bonus action, you grow a unicorn horn until the end of your next turn. You can use it as a weapon (1d8); you can also channel psionic energy through it to use *Mage Hand* as the cantrip. You also get a free t-shirt with a favorite My Little Ki-Rin character on it.

**Pegasus Flight** (5 psi) As a bonus action, you grow wings and gain a flight speed of 50 until the end of your next turn. You also get a free ballcap with the My Little Ki-Rin logo and a favorite character on it.

## PHILOSOPHY OF CHAOS

### *True Neutrality discipline*

Some guys (aka the guy who writes this Sigil Prep nonsense) will tell you that Chaotic people act on impulse, rarely thinking about their actions beforehand, but that doesn't mean they're necessarily reckless. WRONG! Chaotic people act randomly all the time! This Discipline will help you get into their heads.

**Psychic Focus.** While your focus is on this discipline, you have advantage with Charisma (Deception) checks.

**Chaotic Wandering** (3 psi) Use your reaction to force a creature within 30 feet of you that is moving to make an Intelligence saving throw. If it fails, that creature suddenly turns in a random direction (1- continue forward, 2- turn right, 3- turn left, 4- turn around). They will continue their move in that direction, even if they collide with a wall, tree, or hungry dragon.

**Chaotic Weapon** (2 psi) As a bonus action, you make the weapon you are using a chaotic weapon for one attack, and does an extra 2d6 damage to Lawful creatures (roll d4; 1- fire damage, 2- cold damage, 3- force damage, 4- cheese damage (lightning damage if you don't use cheese damage in your campaign))

**Chaotic Conk** (2 psi) Use your reaction to force a creature that is attacking to make an Intelligence saving throw (you must do this before the attack roll is made). If it fails, the creature instead attacks a different randomly determined target within its range.

**Chaotic Junk** (1 psi) Use your reaction to force a creature that is pulling something from a bag, pack, or other container to make an Intelligence saving throw. If it fails, instead of the correct item, it pulls out a useless item such as a turkey leg or a handful of jacks, determined by the DM.

**Chaotic Kaboom** (7 psi) Use your reaction to force a creature that is casting a spell to make an Intelligence saving throw. If it fails, instead of the intended spell effect, it rolls on the *Wand of Wonder* table.

## PHILOSOPHY OF EVIL

### *True Neutrality discipline*

Evil, by its nature, according to some (that is, according to the Sigil Prep author), is a disregard for the safety and sanctity of the lives of others (possibly excluding some close friends or a favored goldfish). But WRONG! Evil people kill all the time and hate everything always. Geez, it's like this Sigil Prep author believes in complexity and subtlety.

**Psychic Focus.** While your focus is on this discipline, you have advantage with Charisma (Intimidation) checks.

**Crit!** (1 psi) Use this ability as a reaction when a creature has struck another creature in combat. That attack becomes a critical hit.

**Injurious Healing** (5 psi) Use this ability as a reaction when someone is casting healing magic or drinking a healing potion. The caster must make an Intelligence saving throw, or the spell does damage equal to the healing roll instead. If the healing is being done by a potion, the drinker makes the saving throw.

**Evil Weapon** (2 psi) As a bonus action, you make the weapon you are holding an evil weapon for one attack, and does 2d6 extra necrotic damage to good-aligned creatures. Use this ability as a bonus action.

**What an asshole!** (3 psi) By using your action, every non-magical inanimate object being held by a child (12 years or younger; or the equivalent age for nonhuman races) in a 30 foot radius of you vanishes. Each child who lost an item in this manner must make an Intelligence saving throw or cry for one minute, or until a kind adult gives them candy.

## PHILOSOPHY OF GOOD

### *True Neutrality discipline*

If the author of Sigil Prep has any say, Good-aligned people are basically altruistic, and tend to put the welfare of others ahead of themselves. BULL-HOCKEY! Good people are namby-pamby losers who give all their stuff away to churches and won't kill innocent gibbering moutherers even if they're eating puppies. But they'll kill orc babies, because orc babies are innately evil. That's how alignment works, dammit!

**Psychic Focus.** While your focus is on this discipline, you have advantage on Wisdom (medicine) checks.

**Good Weapon** (2 psi) As a bonus action, you make the weapon you are using a good weapon for one attack, and does an extra 2d6 radiant damage to Evil creatures.

**Healing** (1-7 psi) For each psi point spent, you heal 1d6 damage to a creature you touch. This ability requires an action.

**Exorcism** (3-5 psi) As an action, you may force an undead creature (3 psi) or fiend (5 psi) within 30 feet of you to make an Intelligence saving throw. If it fails, it flees from you, as if turned by a cleric, at its full movement rate for one minute.

**Helping the hungry** (3-7 psi) You create enough food and water for one person, plus 1 per psi point over 3 you spend.

## PHILOSOPHY OF LAW

### *True Neutrality discipline*

The general idea, as presented by that Sigil Prep author, is that lawful people tend to be organized and come at problems with a plan. Think “orderly” more than “law-abiding.” And that is WRONG!!! Lawful people always obey the law, no matter how ridiculous and hazardous those laws are. If you’re Lawful Good in a town where people are shackled and tortured in the streets, if that’s the law, you’re cool with it! Idiots.

**Psychic Focus.** While your focus is on this discipline, you have advantage on Wisdom (insight) checks.

**Lawful Weapon** (2 psi). A weapon you are using is treated as a lawful weapon for one attack, and does an extra 2d6 math damage to Chaotic creature. (Psychic damage if you don’t have math damage in your campaign). This ability uses a bonus action.

**Organize** (1 psi) You cause a pile of papers, books, or other small objects to organize themselves in a manner you see fit (alphabetical, by size, by color, etc) This ability requires an action.

**Mother May I** (3 psi) A language-using creature you select within 50 feet of you must make an Intelligence saving throw. If it fails, it must ask you for permission to perform any action (excluding involuntary acts such as breathing or blinking, and of course, the act of asking for permission, for you rules assholes) for one minute. It may only ask permission for one action a round. If the creature does not share a language with you, it gets frustrated asking for permission, but it still does. Using this ability is an action.

**All Part of My Plan** (1-7 psi) Choose one ally per psi point you spend. That ally gets advantage on the next attack roll, saving throw, or ability check it makes. The roll must be made before your next turn. *However!* If you disagree with the action they’re using advantage on, you can choose to make it disadvantage instead. Don’t let that asshole ruin your plan! Using this ability requires an action.

## PHILOSOPHY OF UNALIGNED

### *True Neutrality discipline*

I mean, there’s really no arguing here. Unaligned creatures have no innate moral or ethical values. They just are. Because unaligned creatures are idiots. DID YOU HEAR THAT, SQUIRREL!? YOU’RE AN IDIOT!

**Psychic Focus.** When your focus is on this discipline, you have advantage on Dexterity (stealth) checks.

**Moral Choices on Your Behalf** (1-7 psi) An unaligned creature with CR 1 or less you select within 30 feet must make an Intelligence saving throw. If it fails, you choose its next action. For each psi point you spend above 1, you can add 1 to the maximum CR you can affect. Using this ability requires an action.

**Fight or Flight** (3 psi) A creature you select within 30 feet must make an Intelligence saving throw. If it fails it either attacks (1-3 on d6) or runs from (4-6) the creature it most perceives as a threat. Using this ability counts as an action.

**Invisible Alignment** (2 psi) A creature you select no longer has a recognizable alignment. Its behavior doesn't change, but anything dependent on alignment (such as a magic item that only responds to Good wielders) no longer recognizes the requisite alignment. This ability requires an action.

**Unaligned Wheels** (2 psi) Choose a wheeled land vehicle you can see, which must have at least one axle. That vehicle's wheels become unaligned and it loses 10 feet of movement until it can be repaired. It... Hm? *Misaligned*? Whatever, it's staying in. And it takes an action.

## THE PLANEGATE BOX

### *Subscription Box discipline*

"Planegate" is a popular media franchise about a bunch of people who never even heard of planar gates, who end up building one. Many of the series in this franchise imply the gods are just weirdo aliens who visited in the ancient past. A subsection of nerd culture, including probably you, loves it. The gods, not so much.

**Psychic Focus.** While your focus is on this discipline, you can detect planar gates in your vicinity with your passive Perception as if they were clearly visible. You also have advantage in Intelligence (Planegate trivia) checks.

**Foreign Tech** (1-7 psi) When encountering a magic item that can only be used by a specific race, class, or alignment, you can use that item as if you had the appropriate trait. This costs 1 for a Common item, 2 for an Uncommon item, 3 for a Rare Item, 5 for a Very Rare item, and 7 for a Legendary item. Using this ability is a bonus action.

**Gate Access** (3 psi). When you discover a planar gate, you can, as an action, activate it, whether or not you know or possess its key.

**Dial it Up** (1-7 psi). As an action, you can turn any door into a gate, teleporting within the same plane up to one mile per psi point spent. If you spend 7 points, you may teleport to an area you are familiar with on any plane you've been to.

**Franchise Cross-Over** (3-7 psi). To keep up ratings, you bring in a popular feature from another franchise. You can use an ability from another Subscription Box discipline, but it costs 2 psi more. If that ability gives you a free t-shirt (or similar item), there is a 50% chance it has the Planegate logo on it; otherwise it is the free t-shirt appropriate to that ability.

## THE PROFESSOR WHY BOX

### *Subscription Box discipline*

The longest running program about a time-traveling halfling and his endless parade of screaming girl sidekicks in scrycast history. Your love of this franchise grants you the ability to bend time and space, and wear some really garish clothing.

**Psychic Focus.** While focusing on this discipline, you have advantage on Intelligence (History) and Intelligence (Professor Why trivia) checks.

**Jelly Bugbears** (1 psi) As a bonus action, you can produce a bag of gummy, fruit-flavored candies. They have no nutritional value and cannot substitute for food. However, they are tasty to some palates, and offer advantage to Charisma (Persuasion rolls) with humans, half-elves and halflings. When you use this ability, you also get a slap bracelet with a favorite Professor Why character on it.

**Sonic Thingamabob** (1-3 psi) As an action, you may produce a thingamabob, a long, slim tool of indeterminate purpose, with the Professor Why logo on it. For 1 psi, you may use it in place of any tool you have proficiency in. For 2 psi, you may use it in place of any tool you do not have proficiency in. For 3

psi, you may use it in place of a tool you do not have proficiency in, but use it with proficiency for one round. Other individuals cannot use your thingamabob. When you use this ability, you get a free t-shirt with a favorite Professor Why character on it.

**Companion of the Day** (2 psi). As an action, you may declare one ally a Companion. While you and your Companion are within twenty feet of each other, you both have advantage on Perception and Investigation checks. This ability lasts one minute. When you use this ability, both you and your Companion get free t-shirts with a favorite Professor Why character and the logo on.

**Time and Relative Dormitories in Sigil** (5-7 psi). When you first take this discipline, you must spend 10 minutes designating a room (such as a dorm room, a ship's cabin, or a room in your parents' house) as "home." Anytime thereafter, you may spend 10 minutes designating another room as "home," but this overrides any previous homes you have aligned to.

As an action, you may spend 5 psi while passing through a door, and teleport to home, as long as the door and home are on the same plane (or from any plane if home is in the City of Sigil). One extra person per psi spent can be brought with you.

**Bigger on the Inside** (7 psi) As a full round action, you can touch a container that is large enough for you to fit in (a coffin, a carriage, a telephone booth, a grand piano) and create a larger space inside. The exterior remains the same, but the inside is identical to the spell *Mordenkainen's Magnificent Mansion*. Any number of others can enter the container with you. It lasts 24 hours; if you are still inside when the duration ends, you find yourself crammed into the original container's normal dimensions. (You may spend more psi to extend the duration, but you must do so from the outside. You may only have one extradimensional space at a time.)

**Regeneration** (7 psi). As a reaction, when you are reduced to 0 hit points, you may instead go to 1 hit point, although you are still incapacitated for ten minutes. After using this ability, you must take a long or short rest before you can use it again. When you use this ability, your appearance changes completely, although people still seem to recognize you.

## THE TREK JAMMER BOX

### *Subscription Box discipline*

Nobody needs to explain "Trek Jammer." It's the seminal space traveling franchise, in which a federation of busybodies butt into the business of every planet of weirdos in Wildspace. Your love for this franchise probably means you have a hundred variations of the basic uniform, in three colors each, and you attend a convention once every other month, at the least.

**Psychic Focus.** While your focus is on this discipline, you have advantage in Charisma (Persuasion) checks and Intelligence (Trek Jammer trivia) checks.

**Beam Me Up** (1-7 psi) As an action, you can teleport up to 20 feet per psi point spent. For 7 psi points, you can teleport to any area with which you are extremely familiar (such as your dorm room) if it is on the same plane.

**Fazer** (1-7 psi) As an action, you produce a shiny cylinder that fires a ray of force at a target of your choice, doing 1d4+1 damage per psi point spent. You have proficiency with this ray. When you use this ability, you also get a free trucker's cap with the Trek Jammer logo on it.

**Try Corder** (2 psi) As an action, you produce a small handheld square and wave it over any creature (this action takes one full round). You can tell exactly how many hit points it currently has, its maximum hit points, and any conditions it is currently suffering. When you use this ability, you also get a free t-shirt with the Trek Jammer logo or a favorite character on it.

**Designate a Red Shirt** (5 psi) As a reaction, when an attack is being made against you but before dice are rolled, you may redirect the attack to any non-PC creature that is also in range of the attacker.

**Not a Death Grip** (5 psi) As an action, you grab a humanoid creature. It must make a Constitution saving throw; if it fails, it becomes unconscious for five minutes. If it succeeds, however, it has advantage on its next attack against you.

**Warped Driving** (2-6 psi) You can add 10 feet to the movement of any vehicle you are piloting, per 2 psi spent, until the end of the current turn.

Sigil Prep is a comedic campaign setting for D&D, set in a prestigious(ish) University, in the bustling city of Sigil in the center of the multiverse. Students from across the planes attend to learn the fine art of adventuring from the best of the best. Take spellcasting classes from Mordenkainen; learn the arts of necromancy from Strahd von Zarovich; gain the thieving skills you can only gain by taking a course taught by Tasslehoff Burrfoot. Deal with arrogant Drow cheerleaders, the beholder in charge of your dorm floor (who just wants you to try his lemon squares. They're delish!), under-supervised field trips to the Tomb of Horrors, beer blasts, trips off campus, just about any kind of trouble a young adventurer can get into. All that, and a final exam administered by Raistlen Majere.

In the STUDENTS HANDBOOK, you will find everything a player needs to begin his first day at Sigil Prep, with new character options for 5th edition D&D! (The author would like to warn that these options may not be balanced. Critique and balance advice is welcome)

