

Rogue - Soulnife

CHARACTER NAME

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Expertise

LVL 1, 6

Choose 2 skills you are proficient with to have Expertise.
Add 2 more at Rogue **LVL 6**.

Sneak Attack

LVL 1

1/Turn. When you attack with Adv., or an ally is within 5 ft. of the target and you aren't attacking with Disadv., and you are using a Ranged or Finesse weapon, you add to the damage. Increases with your Rogue Level, refer to the PHB.

Thieves' Cant

LVL 1

You know Thieves' Cant and **1 other language**.

Weapon Mastery

LVL 1

Choose 2 weapons you are proficient with to have Weapon Mastery. On each Long Rest, you can change the kinds of weapons you chose.

Cunning Action

LVL 2

You can take Dash, Disengage, or Hide as a Bonus Action.

Psionic Power

LVL 3

Psionic Energy Dice (PED). Refer to the PHB.
You regain 1 PED per Short Rest, regain all on a Long Rest.
Psi-Bolstered Knack. If you have proficiency with a skill or tool and fail a use check, you can add a PED roll to the roll you made on the check. The die is spent only if the roll then succeeds.
Psychic Whispers. 1/Long Rest or 1 PED per use. Magic action.
Target: Creatures you choose that you can see (max. number = PB).
Duration: Number of hours = 1 PED roll. You and the chosen creatures can communicate telepathically while you remain within 1 mile of each other. A creature can end the telepathic connection at any time (no action required).

Psychic Blades

LVL 3

The Psychic Blade appears in your free hand when you make a melee or ranged attack. **The blade** is a Simple Melee weapon. Finesse, Thrown (range 60/120 feet) Damage = 1d6 Psychic + the ability modifier used for the attack roll. **Mastery:** Vex (doesn't count against the number of properties you can use) **The blade vanishes** after it hits or misses, and it leaves no mark if it deals damage. **After you attack** with the blade on your turn, you can make a melee or ranged attack with a second psychic blade as a Bonus Action on the same turn if your other hand is free to create it. The damage die of this bonus attack is 1d4.

Steady Aim

LVL 3

Bonus Action. If you haven't moved this turn, you get Adv. on your attack but your Speed is 0 for the rest of the turn.

Ability Score Improvement

LVL 4, 8, 10,12, 16

You gain the Ability Score Improvement feat or another of your choice for which you qualify.

Cunning Strike

LVL 5

Sneak Attack enhancement. DC = 8 + DEX mod. + PB.
Add one of the following to each Sneak Attack.
Poison (Cost: 1d6). Target makes a CON save or Poisoned for 1 minute. Can repeat the save at the end of each turn.
Trip (Cost: 1d6). Target makes a DEX save or falls Prone.
Withdraw (Cost: 1d6). After the attack, you move up to half your Speed without Opportunity Attacks.

Uncanny Dodge

LVL 5

Reaction. When an attacker that you can see hits you, halve your damage (round down).

Evasion

LVL 7

If not Incapacitated, attempting a DEX save for half damage gives you no damage on a save or half damage on a fail.

Reliable Talent

LVL 7

Treat rolls of 9 or lower as a 10 on ability checks that use a skill or tool proficiency.

Soul Blades

LVL 9

Psychic Blades enhancement.

Homing Strikes. If your Psychic Blade attack misses, you can add a PED roll to the roll you made on the check. The die is spent only if the attack then Hits.

Psychic Teleportation. Bonus Action. Cost: 1 PED. Throw the blade to an unoccupied space you can see up to a number of feet away = 10 X the number rolled on your PED. You then teleport to that space, and the blade vanishes.

Improved Cunning Strike

LVL 11

You can use up to 2 Cunning Strike effects when you deal Sneak Attack damage, paying the die cost for each.

Psychic Veil

LVL 13

Magic action. 1/Long Rest or you spend a PED.

You are Invisible for 1 hour or until you dismiss it. Invisibility ends if you deal damage or you force a saving throw.

Devious Strikes

LVL 14

Cunning Strike enhancements.

Daze (Cost: 2d6). Target makes a CON save or on its next turn it can only move, take an action, or take a Bonus Action.

Knock Out (Cost: 6d6). Target makes a CON save or is Unconscious for 1 minute or until it takes damage. Can repeat the save at the end of each of its turns.

Obscure (Cost: 3d6). Target makes a CON save or is Blinded until the end of its next turn.

Slippery Mind

LVL 15

You gain proficiency in WIS and CHA saving throws

Rend Mind

LVL 17

Psychic Blades enhancement. 1/Long rest or spend 3 PED.

When your Psychic Blades deal Sneak Attack damage, the target makes a WIS save (DC = 8 + DEX mod. + PB) or is Stunned for 1 minute. Can repeat the save attempt at the end of each of its turns.

Elusive

LVL 18

No attack roll can have Adv. against you unless you are Incapacitated.

Epic Boon

LVL 19

You gain an Epic Boon feat or another feat of your choice for which you qualify. *Irresistible Offense* is recommended.

Stroke of Luck

LVL 20

1/Short or Long Rest.

If you fail a D20 Test, you can turn the roll into a 20.