

Psionic Assassin (Rogue Subclass)

Mix of Soulknife and Psi Warrior Subclasses

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[DND Beyond Link Here]



THIS IS PLAYTEST CONTENT

These rules are not set, so this documentation may be updated in the future.

Most assassins strike with physical weapons, and many burglars and spies use thieves' tools to infiltrate secure locations. In contrast, a Psionic Assassin strikes and infiltrates the mind, cutting through barriers both physical and psychic, as well as creating simple items with their minds. These rogues discover psionic power within themselves and channel it to do their roguish work, while some go against the current and use their abilities to help others. They find easy employment as members of thieves' guilds, though they are often mistrusted by rogues who are leery of anyone using strange mind powers to conduct their business.

The Psionic Assassins uses their mind to manifest weapons and objects, as well as perform supernatural stunts. They are highly versatile, able to switch between ranged and melee combat on the fly, and can use their mental powers to deceive and manipulate their enemies.

The Psionic Assassins Rogue Table

Level	Proficiency Bonus	Sneak Attack	Features
1	+2	1d6	Expertise, Sneak Attack, Thieves' Cant
2	+2	1d6	Cunning Action
3	+2	2d6	Weapon Manifestation, Psionic Abilities
4	+2	2d6	Ability Score Improvement / Feature
5	+3	3d6	Uncanny Dodge
6	+3	3d6	Expertise Improvement
7	+3	4d6	Evasion
8	+3	4d6	Ability Score Improvement / Feature
9	+4	5d6	Psionic Ability Improvement Psionic Creation
10	+4	5d6	Ability Score Improvement / Feature
11	+4	6d6	Reliable Talent
12	+4	6d6	Ability Score Improvement / Feature
13	+5	7d6	Psychic Veil
14	+5	7d6	Blind Sense
15	+5	8d6	Slippery Mind
16	+5	8d6	Ability Score Improvement / Feature
17	+6	9d6	Mindful Evasion Rend Mind
18	+6	9d6	Elusive
19	+6	10d6	Ability Score Improvement / Feature
20	+6	10d6	Stroke of Luck

Class Features

Hit Points

Hit Dice: 1d8 per rogue level

Hit Points at 1st Level: 8 + CON Modifier

Hit Points at Higher Levels: [Level of Rogue]d8 (or 5) + CON Modifier

Proficiencies

Armor: Light Armor

Weapons: Simple Weapons, Hand Crossbows, Longswords, Rapiers, Shortswords

Tools: Thieves' Tools

Saving Throws: Dexterity, Intelligence

Skills: Choose four from *Acrobatics*, *Athletics*, *Deception*, *Insight*, *Intimidation*, *Investigation*, *Perception*, *Performance*, *Persuasion*, *Sleight of Hand*, and *Stealth*.

Expertise

1st-level Rogue feature

At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

Sneak Attack

1st-level Rogue feature

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Rogue table.

Thieves' Cant

1st-level Rogue feature

During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows Thieves' Cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly.

In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Cunning Action

2nd-level Rogue feature

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Weapon Manifestation

3rd-level Psionic Assassin feature

At 3rd level, a Psionic Assassin gains the ability to use their mind to conjure weapons out of thin air that suit the need of the task at hand. Whenever they take the Attack action, they can manifest any weapon that they are proficient in, such as a sword, dagger, or bow, that lasts for 10 minutes or until dismissed as a free action. They can summon 2 proficient weapons if they have the Light and Finease properties. These weapons can only be wielded by the Psionic Assassin who summoned them. Weapons that require ammo such as a bow or crossbow do not need to worry about ammo. The weapon deals psychic damage instead of physical damage and can be used to make ranged or melee attacks. When thrown the weapons are dismissed after they reach their target.

Psionic Abilities

3rd-level Psionic Assassin feature

Starting at 3rd level, you harbor a wellspring of psionic energy within yourself. This energy is represented by your Psionic Energy dice, which are each a d6. You have a number of these dice equal to twice your proficiency bonus, and they fuel various psionic powers you have. Some of your powers expend the Psionic Energy die they use, as specified in a power's description, and you can't use a power if it requires you to use a die when your dice are all expended. You regain all your expended Psionic Energy dice when you finish a long rest. In addition, as a bonus action, you can regain one expended Psionic Energy die, but you can't do so again until you finish a short or long rest.

When you reach certain levels in this class, the size of your Psionic Energy dice increases: at 5th level (d8), 11th level (d10), and 17th level (d12).

The powers below use your Psionic Energy dice.

Psychic Whispers. You can establish telepathic communication between yourself and others — perfect for quiet infiltration. As an action, choose one or more creatures you can see, up to a number of creatures equal to your proficiency bonus, and then roll one Psionic Energy die. For a number of hours equal to the number rolled, the chosen creatures can speak telepathically with you, and you can speak telepathically with them. To send or receive a message (no action required), you and the other creature must be within 1 mile of each other. A creature can't use this telepathy if it can't speak any languages, and a creature can end the telepathic connection at any time (no action required). You and the creature don't need to speak a common language to understand each other.

Protective Field. When you or another creature you can see within 30 feet of you takes damage, you can use your reaction to expend one Psionic Energy die, roll the die, and reduce the damage taken by the number rolled plus your Proficiency Bonus (minimum reduction of 1), as you create a momentary shield of telekinetic force.

Psionic Strike. You can propel your weapons with psionic force. Once on each of your turns, immediately after you hit a target within 30 feet of you with an attack and deal damage to it with a weapon, you can expend one Psionic Energy die, rolling it and dealing an extra Psionic Energy die of force damage.

Ability Score Improvement / Feature

4th-level Rogue feature

When you reach 4th level, and again at 8th, 10th, 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.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

Uncanny Dodge

5th-level Rogue feature

Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Expertise

6th-level Rogue feature

At 6th level, choose two more of your skill proficiencies, or one more of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

Evasion

7th-level Rogue feature

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as an ancient red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Psionic Ability Improvement

9th-level Psionic Assassin feature

By the 9th level, You have mastered new ways to use your telekinetic abilities, detailed below.

Psi-Powered Leap. As a bonus action, you can propel your body with your mind. You gain a flying speed equal to twice your walking speed until the end of the current turn. Once you take this bonus action, you can't do so again until you finish a short or long rest, unless you expend a Psionic Energy die to take it again.

Homing Strikes. If you make an attack roll with a Manifested Weapon and miss the target, you can roll one Psionic Energy die and add the number rolled to the attack roll. If this causes the attack to hit, you expend the Psionic Energy die.

Psionic Creation

9th-level Psionic Assassin feature

Starting at 9th level, a Psionic Assassin can use their mental powers to create simple objects out of thin air. As an action, they can create an object weighing no more than 10 pounds, such as a key, lockpick, or small shield, that lasts for 1 hour or until dismissed. A Psionic Assassin can dismiss an object as a bonus action.

Reliable Talent

11th-level Rogue feature

By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Psychic Veil

13th-level Psionic Assassin feature

At 13th level, you can weave a veil of psychic static to mask yourself. As an action, you can magically become invisible, along with anything you are wearing or carrying, for 1 hour or until you dismiss this effect. This invisibility acts as the spell with the same name.

Once you use this feature, you can't do so again until you finish a long rest, unless you expend a Psionic Energy die to use this feature again.

Blindsense

14th-level Rogue feature

Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Slippery Mind

15th-level Rogue feature

By 15th level, you have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

Mindful Evasion

17th-level Psionic Assassin feature

Starting at 17th level, a Psionic Assassin gains the ability to use their mind to evade danger. Once per long rest, they can choose to do one of the following:

Psionic Dodge. When the Psionic Assassin is the target of a melee attack, they can choose to dodge the incoming attack and then get advantage on their next attack on the same target that previously targeted them.

Psionic Parry. The Psionic Assassin can use their mind to parry an incoming to the mind, giving them advantage on Wisdom or Intelligence saving throws.

Psionic Blink. The Psionic Assassin can teleport up to 30 feet in any direction, as if under the effects of the Misty Step spell.

Rend Mind

17th-level Psionic Assassin feature

When you reach 17th level, you can sweep your Psychic Blade directly through a creature's mind. When you use your Psychic Blades to deal Sneak Attack damage to a creature, you can force that target to make a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Dexterity modifier). If the save fails, the target is stunned for 1 minute. The stunned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once you use this feature, you can't do so again until you finish a long rest, unless you expend three Psionic Energy dice to use it again.

Elusive

18th-level Rogue feature

Beginning at 18th level, you are so evasive that attackers rarely gain the upper hand against you. No attack roll has advantage against you while you aren't incapacitated.

Stroke of Luck

20th-level Rogue feature

At 20th level, you have an uncanny knack for succeeding when you need to. If your attack misses a target within range, you can turn the miss into a hit. Alternatively, if you fail an ability check, you can treat the d20 roll as a 20.

Once you use this feature, you can't use it again until you finish a short or long rest.