

# Soulblade

**Ability Requirement:** Dexterity 14, Intelligence 14

**Alignment:** Any except Chaotic.

**Armor:** Leather, studded leather, padded, Hide, or Mithril/Adamantium chain. Non-metal armor accessories. May use bucklers, but not larger shields.

**Weapons:** Club, dagger, handaxe, shortsword, sickle, whip, hand crossbow, light crossbow, thief's staff.

**THACO:** As Rogue.

**Saving Throws:** As Rogue

**Weapon Proficiencies:** 2 + 1 every 4 levels.

**Nonweapon Proficiencies:** 3 + 2 every 4 levels. [Favored: Thief]

**Bloodied:** At 30% of max hit points (30 max) you take Disadvantage to all d20 rolls.

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**Thief Skills:** Like any thief, you may choose 8 of the 11 available thief skills to learn and gain the standard amount of discretionary points.

**Backstab:** The target must not know you are there in order to be open to a Backstab. If they are open, you gain Advantage on the roll and the following damage multipliers: Level 1: x2, 5: x3, 9: x4, 13: x5. Once the attack is made, the target becomes aware of you. Only one attempt per round may be made.

- **Soulblade:** As long as you have at least one PSP, you may imbue your weapon with psychic energy that enhances your Backstabs. The weapon does an additional damage multiplier when you successfully Backstab.

**Thieves' Cant:** You may have Thieves' Cant as a starting language. See Thief for more information on it.

**Meditative Rest:** Meditate for 10 minutes, and gain the benefits of a Short Rest. If you use Hit Dice to heal damage, but would go over your HP maximum, you may take any remaining healing up to your level x2 as temporary hit points. (Temporary hit points are lost first, cannot be healed, and disappear after a long rest.) Once you use this feature, you can't do so again until you finish a Long Rest.

**Thought Shield:** You have Advantage on any Saving Throws to Psionic powers used against you. If you fail your saving throw, you may sacrifice 1 PSP instead of taking the effect of the power used against you.

**Silent Whisper:** As a Free Action, you think a 25 word message toward a creature within 120 feet. The target (and only the target) hears the message and can reply in a thought message, also with up to 25 words. 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the power. The effect doesn't have to follow a straight line and can go around corners or through openings. At 6<sup>th</sup> level, you may broadcast a 25 word message to up to 1 creature per level within 120 feet, but no response is allowed.

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**Psionic Powers:** You harbor a wellspring of psionic power within yourself, an energy that ebbs and flows as you channel it in various ways. Make a **Power Roll** (Intelligence check) to activate your powers. Beating your Intelligence score by 15 or more means you retain your PsP when using that power. A failure on the check means the power did not activate, but you did not expend a PsP. A roll of a 20 means the power does not activate and the PsP is still expended.

- **Powers Known:** 3 + 1 per level attained after 1st (Max 19 at 17<sup>th</sup>).
- **Psionic Strength Points:** 3 with an additional 1 at 3<sup>rd</sup>, 6<sup>th</sup>, and 9<sup>th</sup> levels (Max 6). You may regain up to 1x your daily maximum uses with Hit Die (1:1) during Short Rests. All PSPs automatically reset after a Long Rest.
- **☉ Concentration:** You can only have one Concentration power active at once. Activating a Concentration power while another is active, ends the first.

- **Animate Object**                      **Roll 1:** Duration doubled  
**Range:** 150 feet                      **Area of Affect:** 1 object up to 100lbs  
**Duration:** 1 round per level      **Casting Time:** Spell Action

Inanimate objects can be "brought to life" with this power. The objects are not actually alive, but they move under the Soulblade's control as if they were. For example, chairs may walk, trees may dance, and stones may waddle around. Fluid motion is not common. The animated item moves more like a puppet. Its movements are jerky and clumsy, and if the item was rigid to begin with, it makes a loud creaking, groaning, or grating sound. It can move 60 feet per round (movement rate 6), in any direction chosen by the Soulblade. It takes a **Minor Action** to command the animated object after the first round, but it will continue its last command on subsequent rounds. It can attack as a club (1d6), with your THACO and Strength based on your Intelligence, and an AC of 6. Items have a Damage Reduction based on what they're made of:

<u>Material</u>	<u>DR</u>
Cloth, Paper, Water	0
Live Wood, Creature	2
Wood	5
Stone	8
Metal	10

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- **Aura Sight** ☉                              **Roll 1:** 2 creatures per round  
**Range:** 120 feet                              **Area of Affect:** Self  
**Duration:** 1 round per level              **Casting Time:** Spell Action

By seeing the auras of the creatures around you, you can read their alignment and power level of a single creature per round. In the case of alignment, the user sees colored light that represents an element: 1) **blue** (lawful); 2) **gray** (neutral); 3) **red** (chaotic); 4) **white** (good); or 5) **black** (evil). Power level can be described as follows: 1) **dim aura** (1st to 5th level); 2) **bright aura** (6th to 12th level); 3) **dazzling aura** (13th to 20th level); and 4) **blinding aura** (above 20th level).

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- **Ballistic Attack**                              **Roll 1:** Damage doubled  
**Range:** 90 feet                              **Area of Affect:** 1 object up to 5lbs  
**Duration:** 1 round per level      **Casting Time:** Minor Action

Every round, choose one object weighing up to 5 pounds within range that isn't being worn or carried. The object flies in a straight line up to 90 feet in a direction you choose before falling to the ground, stopping early if it impacts against a solid surface. If the object would strike a creature, make an attack roll as if you were throwing a weapon. When the object strikes something, the object and what it strikes each take 3d8 bludgeoning damage. If you propel a thrown weapon, add 3d8 to the weapon's regular damage.

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- **Daydream Believer** ☉                              **Roll 1:** Disadvantage on the Save  
**Range:** 60 feet                              **Area of Affect:** 1 creature  
**Duration:** 1 round per level              **Casting Time:** Minor Action

Send a creature into a daydream, distracting them from what's going on around them. As long as they are not damaged, they lose themselves in the daydream. This gives others a 20% bonus to Thief skills and a +4 to the Stealth proficiency vs the target. The target receives a **Saving Throw vs Spell** to avoid it.

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- **Detonate** **Roll 1:** 2x damage or Disadvantage on Save  
**Range:** 180 feet **Area of Affect:** See below  
**Duration:** Instantaneous **Casting Time:** Spell Action

Harness and explosively release the latent psionic energy inside non sentient (0 Intelligence) plants and objects. The power also works against animated undead (skeletons and zombies) and golems, though they receive a [Saving Throw vs Spell](#).

- The explosion destroys 1 object or part of an object that fits within a 2 foot cube. If the object has HP, it loses HP equal to the percentage of its mass that was contained within the cube.
- Held or worn items get a [Saving Throw vs Spell](#) from the creature holding or wearing the item. If the save is failed, the object detonates and any creature within 10 feet takes **1d4hp per level** (Max 10d4), but gets a [Saving Throw vs Spell](#) for half damage.
- Any creature within 10 feet of an unattended object takes **1d4hp per level** (Max 10d4), but gets a [Saving Throw vs Spell](#) for half damage.

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- **Dominate** ☹ **Roll 1:** Disadvantage on Save  
**Range:** 90 feet **Area of Affect:** 1 creature  
**Duration:** 1 round per odd level **Casting Time:** Minor Action

You project mental commands into the mind of another being. If the target fails a [Saving Throw vs Spell](#), you command them to do one of the following on their next turn. You may give them a new command as a Minor Action on subsequent rounds the power is active, otherwise they continue with their last command.

- **Attack:** The target will attack one creature or object you point to that is within 60 feet of them.
- **Approach:** Move toward you and end their turn when they reach their full movement or get within 5 feet of you if they can.
- **Drop:** The target drops whatever they're holding and ends their turn.
- **Flee:** The target spends their turn moving away from you by the fastest available means.
- **Grovel:** The target falls prone and then ends their turn.
- **Halt:** The target doesn't move and takes no action.
- **Help:** The target will assist you with a non-combat related action.
- **Undress:** The target will remove all armor and clothing as fast as possible.

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- **Fate Link** **Roll 1:** Disadvantage on Save  
**Range:** 90 feet **Area of Affect:** 2 creatures within 90 feet of each other  
**Duration:** Your turn **Casting Time:** Minor Action

You momentarily link the fates of two individuals within 90 feet of each other. The linked target will feel the same pain and take the same damage as the primary individual until the end of your turn. The linked target gets a [Saving Throw vs Spell](#) to avoid the link.

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- **Portal** **Roll 1:** Movement through portal is a **Free Action** (Usually as 5 feet)  
**Range:** 150 feet **Area of Affect:** 5 foot diameter circle  
**Duration:** Instantaneous **Casting Time:** Minor Action

Project a man-sized gleaming portal on any solid surface large enough for a 5' diameter circle. At the same time, project the other side of the portal on any solid surface (that you can see) large enough within 150 feet. A portal has only one side, no thickness, and doesn't exist from the "back." Both portals remain in place for just a few seconds. If ready for it, two people (you and another or two others) may use the portal once active. Breaking the plane of the portal causes one to get pulled through with a little bit of force so you can project it horizontally on the ground and have enough upward momentum to clear the portal before it closes. If you attempt to place a portal under a creature, they get an Acrobatics check opposed to your Intelligence check to avoid falling through.

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- **Psionic Guidance** **Roll 1:** Gain additional Guidance usable once in the next hour  
**Range:** 0 **Area of Affect:** Self  
**Duration:** Instantaneous **Casting Time:** Free Action

When your thief training fails you, you can tap into your psionic power to help. If you fail a thief skill check, you can **subtract your level x3** to the check, potentially turning failure into a success.

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- **Psionic Hand** ☉ **Roll 1:** Hand actions may be done as a **Minor Action**  
**Range:** 30 feet **Area of Affect:** Self  
**Duration:** 1 round per level **Casting Time:** Minor Action

A spectral hand that only you can see manifests in an open space within 30 feet of you. The hand vanishes if it is ever more than 30 feet away from you or if you use this ability again. A **Spell Action** is used to control the hand. You can use the hand to manipulate an object or move up to 30 feet per round. You may also use Pick Pockets, Open Locks, and Remove Traps with the hand. The hand can't be used to attack (on its own or with a weapon), activate magic items, or carry more than 10lbs.

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- **Psychic Crush** **Roll 1:** Damage doubled  
**Range:** 150 feet **Area of Affect:** Up to 1 creature per odd level (One must be adjacent to another)  
**Duration:** Instantaneous **Casting Time:** Spell Action

You perform a massive assault upon all neurons in the brain, attempting to destroy them by a massive overload of signals. You do **1d8hp per level (Max 10d8)** psychic damage, but targets get a **Saving Throw vs Spell** to resist the attack for half damage. Targets must be adjacent to at least one other target.

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- **Psychic Veil** **Roll 1:** Duration doubled  
**Range:** 0 **Area of Affect:** Self  
**Duration:** 1 hour per level **Casting Time:** Minor Action

You weave a veil of psychic static to mask yourself. You can become invisible, along with anything you are wearing or carrying, for **1 hour per level** or until you dismiss this effect (no action required). This invisibility ends if you cause damage to a creature. You may also allow anyone you touch to see through the veil while it is active.

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- **Psychometabolic Healing**      **Roll 1:** Creature touched gains 2x your level in Temporary Hit Points  
**Range:** Touch                      **Area of Affect:** 1 creature  
**Duration:** Permanent            **Casting Time:** Spell Action

Cure disease or neutralize poison within your body or another's you are touching.

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- **Read the Room**                      **Roll 1:** Know creature type of minds detected (as Ranger Favored Enemy)  
**Range:** 0                                **Area of Affect:** 60 feet in a 180° arc  
**Duration:** Instantaneous          **Casting Time:** Minor Action/Spell Action

As a **Minor Action**, close your eyes and detect the number of minds within 60 feet of you in a 180° arc in front of you. If you use a **Spell Action**, you can also detect the direction and distance of the minds. This can work through up to 4 inches of wood, metal, cloth, or stone.

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- **Telepathy** ☹                              **Roll 1:** Probe allows 2 questions per round  
**Range:** 60 feet                        **Area of Affect:** 1 creature  
**Duration:** 1 round per level      **Casting Time:** Minor Action/Spell Action
    - **Surface/Active Thoughts:** As an **Minor Action**, Detect surface or active thoughts of an individual you can see. Using this ability gives you Advantage on Insight checks to someone you are reading. You may move your focus freely to another within range at the beginning of your turn, once the power has been activated.
    - **Probe:** As a **Spell Action**, you can probe deeper into the hidden corners of the mind, but the target receives a Wisdom check opposed to your Intelligence check at the end of each round of your probing to subconsciously shut you out (ending the power) and become aware something is happening to their mind from a source outside themselves. You can find a truthful answer to one question per round of probing.
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## NONWEAPON PROFICIENCIES: METAPSIONICS

- Metapsionic proficiencies affect how you use psionics and are applied to the powers as they are used.
- Each of the following costs 1 Nonweapon Proficiency slot.
- At 1<sup>st</sup> level you may **only add 1** Metapsionic per round. At 6<sup>th</sup> level you may **add 2** per round.
- The penalty shown is applied to your power check.
- You may apply each Metapsionic up to 3/day. (More with [Improved Metas](#) proficiency)
- You may use Hit Die to regain used Metapsionics on a 1:1 basis.

<u>Metapsionic:</u>	<u>Pen:</u>	<u>Effects:</u>
<b>Arcing Power</b>	-4	Any effect that targets only 1 creature (regardless of level) can fully affect any one creature adjacent to your target.
<b>Enlarge Power</b>	-2	Doubles a power's range.
<b>Extend Power</b>	-2	Doubles a power's duration.
<b>Maximize Power</b>	-4	Variable numeric damage is maxed.
<b>Power Focus</b>	-2	Targets have Disadvantage on the Saving Throw.

## PSIONIC FOCUS: SOUL GEM

Psionic Focuses come in the form of **Soul Gems** that can be enchanted with magic or psionics to help enhance the use of powers in the following ways: They reduce the Power Check for powers and cause a penalty to saving throws, all based on their enhancement bonus. They come in the form of gems that can be held or placed on a ring, earring, or circlet. As Soul Gems are imbued with more power, they turn from their natural transparent to their fully powered purple.

<u>Color</u>	<u>Enhancement Bonus</u>	<u>Power Check</u>	<u>Save Penalty</u>
<b>Solid White</b>	Inert	--	--
<b>Transparent</b>	+1	+1	-1
<b>-Yellow</b>	+2	+2	-2
<b>-Green</b>	+3	+3	-3
<b>-Blue</b>	+4	+4	-4
<b>-Purple</b>	+5	+5	-5