

In Progress.

Ferris Vulpinex

CN, [Human](#), Soulknife [Rogue](#) 7, Myth of the Trickster Paragon 2, [Warlock](#) 1

Armor Class # (18)

Hit Points #/# (73/73)

HD 9d8

Speed 30 ft. walking, 30 ft. climbing, 30 ft. burrowing

STR 10 (+0) **DEX** 18 (+4) **CON** 15 (+2) **INT** 13 (+1) **WIS** 14 (+2) **CHA** 16 (+3)

Saving Throws STR (+1), DEX (+9), CON (+3), INT (+6), WIS (+3), CHA (+4)

Feats Magic Initiate (Druid) (Origin), Musician (Origin), Skulker (Rogue 4),

Skills Acrobatics +13, Athletics +5, Deception +12, Insight +7, Perception +11, Performance +12, Sleight of Hand +14, Stealth +9

Other Proficiencies Thieves' Tools, Lute, Pan Flute, Hand Drum, Lyre

Armor Proficiencies Light, Medium, Shields

Weapon Proficiencies Simple, Martial with the Light or Finesse property, Warhammer

Resistances x

Immunities Radiant

Senses passive Perception 21

Background Entertainer

Languages Common, Common Sign Language, Elvish, Thieves' Cant, Sylvan

XP 71,947

Proficiency Bonus +4

Equipment xxx

Expertise.

You gain Expertise in two of your skill proficiencies of your choice. Sleight of Hand and Stealth are recommended if you have proficiency in them.

At Rogue Level 6, you gain Expertise in two more of your skill proficiencies of your Choice.

Sneak Attack (4d6)

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 roll if you have Advantage on the roll and the attack uses a Finesse or a Ranged weapon. The extra damage's type is the same as the weapon's type.

You don't need Advantage on the attack roll if at least one of your allies is within 5 feet of the target, the ally doesn't have the Incapacitated condition and you don't have Disadvantage on the attack roll.

The extra damage increases as you gain Rogue levels, as shown in the Sneak Attack

column of the Rogue Features table.

Thieves' Cant

You picked up various languages in the communities where you plied your roguish talents. You know Thieves' Cant and one other language of your choice, which you choose from the language tables in Chapter 2.

Weapon Mastery

Your training with weapons allows you to use the mastery properties of two kinds of weapons of your choice with which you have proficiency, such as Daggers and Shortbows.

Whenever you finish a Long Rest, you can change the kinds of weapons you chose. For example, you could switch to using the mastery properties of Scimitars and Shortswords.

Cunning Action

Your quick thinking and agility allow you to move and act quickly. On your turn, you can take one of the following actions as a Bonus Action: Dash, Disengage, or Hide.

Steady Aim

As a Bonus Action, you give yourself Advantage on your next attack roll on your current turn. You can use this feature only if you haven't moved during this turn, and after you use it, your Speed is 0 until the end of the current turn.

Psionic Power (6d8)

You harbor a wellspring of psionic energy within yourself. It is represented by your Psionic Energy Dice, which fuel certain powers you have from this subclass. The Soulnife Energy Dice table shows the number of these dice you have when you reach certain Rogue levels, and the table shows the die size.

Any features in this subclass that use a Psionic Energy Die use only the dice from this subclass. Some of your powers expend a Psionic Energy Die, as specified in the power's description, and you can't use the power if it requires you to use a die when your Psionic Energy Dice are all expended.

You regain one of your expended Psionic Energy Dice when you finish a Short Rest, and you regain all of them when you finish a Long Rest.

Psi-Bolstered Knack

If you fail an ability check using a skill or tool with which you have proficiency, you can roll one Psionic Energy Die and add the number rolled to the check, potentially turning failure into success. The die is expended only if the roll then succeeds.

Psychic Whispers

You can establish telepathic communication between yourself and others. As a Magic 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 to 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 end the telepathic connection at any time (no action required).

Psychic Blades

You can manifest shimmering blades of psychic energy. Whenever you take the Attack action or make an Opportunity Attack, you can manifest a Psychic Blade in your free hand and make the attack with that blade. The magic blade has the following traits:

Weapon Category: Simple Melee

Damage on a Hit: 1d6 Psychic plus the ability modifier used for the attack roll

Properties: Finesse, Thrown (range 60/120 feet)

Mastery: Vex (you can use this property, and it doesn't count against the number of properties you can use with Weapon Mastery)

The blade vanishes immediately after it hits or misses its target, 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 instead of 1d6.

Uncanny Dodge

When an attacker that you can see hits you with an attack roll, you can take a Reaction to halve the attack's damage against you (round down).

Cunning Strike

You've developed cunning ways to use your Sneak Attack. When you deal Sneak Attack damage, you can add one of the following Cunning Strike effects. Each effect has a die cost, which is the number of Sneak Attack dice you must forgo to add the effect. You remove the die before rolling, and the effect occurs immediately after the attack's damage is dealt. For example, if you add the Poison effect, remove 1d6 from the Sneak Attack's damage before rolling.

If a Cunning Strike requires a saving throw, the DC equals 8 plus your Dexterity modifier and Proficiency Bonus.

Poison (Cost: 1d6). You add a toxin to your strike, forcing the target to make a Constitution saving throw. On a failed save, the target has the Poisoned condition for 1 minute. At the end of each of its turns, the poisoned target repeats the save, ending the effect on a success.

To use this effect, you must have a Poisoner's Kit on your person.

Trip (Cost: 1d6). If the target is Large or smaller, it must succeed on a Dexterity saving throw or have the Prone condition.

Withdraw (Cost: 1d6). Immediately after the attack, you move up to half your speed without provoking Opportunity Attacks.

Evasion

You can nimbly dodge out of the way of certain dangers. When you're 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. You can't use this feature if you have the Incapacitated condition.

Reliable Talent

Whenever you make an ability check that uses one of your skill or tool proficiencies, you can treat a d20 roll of 9 or lower as a 10.

Eldritch Invocations (1)

You have unearthed [Eldritch Invocations](#), pieces of forbidden knowledge that imbue you with an abiding magical ability or other lessons. You gain one invocation of your choice, such as Pact of the Tome. Invocations are described in the “Eldritch Invocation Options” section later in this class’s description.

Prerequisites. If an invocation has a prerequisite, you must meet it to learn that invocation. For example, if an invocation requires you to be a level 5+ Warlock, you can select the invocation once you reach Warlock level 5.

Replacing and Gaining Invocations. Whenever you gain a Warlock level, you can replace one of your invocations with another one for which you qualify. You can't replace an invocation if it's a prerequisite for another invocation that you have.

When you gain certain Warlock levels, you gain more invocations of your choice, as shown in the Invocations column of the Warlock Features table.

You can't pick the same invocation more than once unless its description says otherwise.

Pact of the Chain

You learn the [Find Familiar](#) spell and can cast it as a Magic action without expending a spell slot.

When you cast the spell, you choose one of the normal forms for your familiar or one of the following special forms: Imp, Pseudodragon, Quasit, Skeleton, Slaad Tadpole, Sphinx of Wonder, Sprite, or Venomous Snake (see appendix B for the familiar's stat block).

Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack of its own with its Reaction.

Spellcasting. DC 15, +7 to hit

Cantrips (at will): *Guidance, Windblast, Mage Hand, Booming Blade, Thorn Whip (RoS)*

1st level (1/1 slots): *Fog Cloud, Comprehend*

2nd level (#/# slots): *spell, spell*

3rd level (#/# slots): *spell, spell*

4th level (#/# slots): *spell, spell*

5th level (#/# slots): *spell, spell*

6th level (#/# slots): *spell, spell*

7th level (#/# slots): *spell, spell*

8th level (#/# slots): *spell, spell*

9th level (#/# slots): *spell, spell*

—ACTIONS—

Weapon. +# to hit, 1d# + # [damage type]

Weapon. +# to hit, range #/# ft., 1d# + # [damage type]