DUALINK

Gray Knights

Space Marine Subclass



Warhammer 40K Edition

Gray Knights

Chapter: Grey Knights

We are the Hammer.

Grey Knights are psychic warriors forged to confront the horrors of the warp. Their minds are fortified through relentless discipline, their armor inscribed with protective wards, and their weapons attuned to the destruction of daemons. They channel psychic power through blade and thought alike, striking from unexpected quarters and banishing entities that have no place in the mortal world.

Primary Role: Psychic Martial Combatant

Playstyle Tags: Psychic Armament, Protective Wards, Teleportation, Anti-Daemon Control

Complexity: High

Sanctified Psyker

At 1st level, your psychic training allows you to cast Grey Knights spells. Your powers support your martial discipline, providing protection, mobility, and the means to confront supernatural threats.

Spellcasting Ability

Intelligence is your spellcasting ability for your Grey Knights spells. You use your Intelligence whenever a spell refers to your spellcasting ability.

You also use your Intelligence modifier when setting the saving throw DC for a Grey Knights spell you cast and when making an attack roll with one.

Spell save DC = 8 + your

proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Cantrips

You know two cantrips of your choice from the Grey Knights spell list. You learn one additional Grey Knights cantrip of your choice at 10th level.

Spell Slots

The Grey Knights Spellcasting table shows how many spell slots you have to cast your Grey Knights spells of 1st level and higher.

To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spells Known of 1st Level and Higher

You know three 1st-level spells of your choice from the Grey Knights spell list.

The Spells Known column of the Grey Knights Spellcasting table shows when you learn additional spells. Each spell you learn must be of a level for which this subclass grants you spell slots.

Whenever you gain a level in this class, you can replace one Grey Knights spell you know with another spell from the Grey Knights spell list. The new spell must also be of a level for which this subclass grants you spell slots.

Spell slots gained through

multiclassing do not allow you to learn higher-level Grey Knights spells than you could learn as a single-classed Space Marine of your level.

Spellcasting Focus

You can use a holy symbol as a spellcasting focus for your Grey Knights spells.

You must otherwise provide the components required by each spell, including any material component that has a specified cost or is consumed by the spell. This feature does not remove the need for a free hand to perform somatic components.

Ritual Casting

This feature does not grant ritual casting.

Multiclass Spellcasting

If you have the Spellcasting feature from another class, add one-third of your Space Marine levels, rounded down, when determining your spell slots using the multiclass spellcasting rules.

Grey Knights Spellcasting

Spell Slots. You use the same spell-slot progression as an Eldritch Knight fighter. At 1st level, you know 2 cantrips and 3 1st-level spells, and you have 1 1st-level spell slot. At 2nd level, you still know 2 cantrips and 3 1st-level spells, and you have 2 1st-level spell slots. Beginning at 3rd level, your spell slots, cantrips known, and spells known progress as those of an Eldritch Knight fighter.

Grey Knights Spell List

Cantrips

- Blade Ward
- Light
- Mind Sliver
- Sacred Flame
- Thaumaturgy
- Toll the Dead

1st-Level Spells

- Bless
- Command
- Compelled Duel
- Detect Evil and Good
- Detect Magic
- Heroism
- Magic Missile
- Protection from Evil and Good
- Sanctuary
- Shield

2nd-Level Spells

- Aid
- Lesser Restoration
- Magic Weapon
- Misty Step
- See Invisibility
- Warding Bond
- Zone of Truth

3rd-Level Spells

- Counterspell
- Dispel Magic
- Magic Circle
- Protection from Energy
- Remove Curse
- Revivify
- Spirit Shroud

4th-Level Spells

- Aura of Purity
- Banishment
- Death Ward
- Dimension Door
- Freedom of Movement
- Otiluke's Resilient Sphere

Psychic Armament

Also at 1st level, you learn to channel psychic power through your melee weapons, turning each strike into an instrument of purification.

Once you gain the Doctrine Points feature at 2nd level, you gain the following additional Doctrine option.

Nemesis Strike

Once on each of your turns, when you hit a creature with a melee weapon attack, you can expend **1 Doctrine Point** to deal an additional **1d8 radiant damage**, plus your Intelligence modifier, with a minimum bonus of +1.

If the target is a fiend or aberration, the additional damage die becomes a **d10** instead of a d8.

Nemesis Strike counts as a Doctrine option for the purpose of your limit on using Doctrine options each turn. You cannot apply both Nemesis Strike and Tactical Surge to the same attack.

Aegis of Titan

At 6th level, your psychic conditioning and protective wards shield you from hostile sorcery and assaults upon your mind.

You gain the following benefits:

- You have advantage on saving throws against spells.
- You have resistance to psychic damage.

Nemesis Discipline

Starting at 10th level, you can channel a focused psychic strike

through your weapon to cast a warp entity out of the battlefield.

Once on each of your turns, when you hit a fiend or aberration with a melee weapon attack, you can expend one use of this feature to force it to make a Charisma saving throw against your Grey Knights spell save DC. Resolve this saving throw after the attack's damage.

On a failed save, the target is magically banished to a harmless demiplane, where it is incapacitated. The banishment lasts until the start of your next turn.

You must concentrate on this effect as though concentrating on a spell. If your concentration ends, the banishment ends immediately.

When the banishment ends, the creature returns to the space it left or the nearest unoccupied space if that space is occupied. It is then immune to your Nemesis Discipline for 1 minute.

On a successful save, the target is not banished and instead takes radiant damage equal to your proficiency bonus.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Purity Incarnate

At 14th level, your mastery of protective psychic disciplines sustains your body and fortifies your resolve.

You gain resistance to necrotic damage.

While you have at least **2 Doctrine Points**, you cannot be charmed or frightened. If you already have either condition when this protection becomes active, its effects are suppressed while you retain this protection, but its duration continues to elapse.

In addition, once on each of your turns, when you expend a spell slot to cast a Grey Knights spell of 2nd level or higher, you can gain temporary hit points equal to **your proficiency bonus + your Intelligence modifier**, with a minimum of 1 temporary hit point.

Grand Master of Titan

At 18th level, your psychic discipline reaches its apex. You enter battle with renewed focus, direct your powers with exceptional precision, and call upon a final ward when death approaches.

Psychic Readiness

When you roll initiative, if you have fewer than **2 Doctrine Points**, your current number of Doctrine Points becomes 2.

Grand Master's Discipline

When you cast a Grey Knights spell that requires one or more creatures to make a saving throw, you can expend **2 Doctrine Points** and choose one creature affected by that spell.

The chosen creature has disadvantage on the first saving throw it makes against that casting of the spell. You must choose the creature and expend the Doctrine Points before it rolls.

This benefit does not affect other creatures or subsequent saving throws against the spell.

You can use this benefit a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Last Ward of Titan

Once per long rest, when damage would reduce you to 0 hit points without killing you outright, you can instead drop to **1 hit point** and immediately cast one Grey Knights spell you know of **3rd level or lower** , without expending a spell slot.

The spell must normally have a casting time of one action or one bonus action. For this casting, it requires no action and is cast at its lowest level.

You must provide the spell's normal components, including any costly or consumed material components. The spell requires concentration if it normally does, and this casting otherwise follows the normal spellcasting rules.

If both this feature and Gene Wrought Resilience are available when you would drop to 0 hit points, you choose which feature to use. Using one does not expend the other.