

ROGUE

SHINOBI

Masters of stealth, disguise, and mystical techniques, Shinobi often trained by esoteric sects or orders as spies, scouts, and assassins.

SHINOBI FEATURES

Monk Level	Features
3rd	Ninja Tricks, Ninja Tools
5th	Shadow Decoy
9th	Ninja Run
13th	Shadow Counter
17th	Cloning Technique

NINJA TRICKS

At 3rd level when you select this Archetype, you gain access to special techniques. You can pick up two such techniques to learn immediately, and learn an additional technique at 6th, 9th, and 12th level.

Hide In Plain Sight. You can use your Cunning Action to cast *minor illusion* targeting your own space only. The effect ends if you attack, cast a spell, or move.

Infiltration Training. You can climb across vertical or along the bottom of horizontal surfaces with no handholds, and gain the ability to hold your breath five times as long as normal.

Shadow Shroud. As long as you are wearing all black clothing or a black cloak, you can hide in dim light or darkness, even when not heavily obscured by it.

Shuriken Volley. When you attack with a thrown weapon, you can draw and throw up to three darts, daggers, kunai, or shurikens, targeting different creatures within range. Each attack makes a separate attack roll. If your Sneak Attack damage would apply to a target, you apply to half your Sneak Attack damage each target it would apply to.

Smoke Bomb. As an action, you create a bust of smoke heavily obscuring an area within a 5 foot radius of where you use the ability until the start of your next turn.

NINJA TOOLS

You gain proficiency with your choice of a disguise kit, poisoner's kit, alchemist's supplies, or tinker's tools.

SHADOW DECOY

At 5th level, when you use Uncanny Dodge against an attack, you can instead teleport up to 30 leaving a shadow decoy behind that becomes the target of the attack, completely negating the damage and any effects from the attack.

Once you do this, you cannot do it again until you complete a short or long rest.

5TH LEVEL FEATURES

5th Level features are added to Rogues by 5e++; if not using a 5th level feature, simply combine Shadow Decoy into Shadow Counter as one ability at 13th level.

NINJA RUN

Starting at 9th level, you gain the ability to run along vertical surfaces and across liquids without falling during your move.

Additionally, when you take the Dash action, your jumping distances are doubled and you can ignore difficult terrain.

SHADOW COUNTER

At 13th level after you teleport using Shadow Decoy, you can make one attack with advantage using a melee weapon or a ranged weapon with the thrown property against the attacker as part of the same reaction.

Additionally, you can use Shadow Decoy an additional time before resting.

CLONING TECHNIQUE

At 17th level, you gain the ability to use your Cunning Action to make a shadow duplicate of yourself in an empty space within 5 feet. This duplicate lasts for 1 minute, gets more than 60 feet from you, or takes any damage. It uses all of your attributes and stats otherwise. It cannot take an action you don't direct it to take.

When you create it and while it exists, you can use your Cunning Action to control it, move up to your movement speed and to take any action you can take. It counts as you for the purpose of dealing Sneak Attack damage once per turn, and any magical item or limited use feature it uses are used from your charges or uses of the item used.

SHINOBI WEAPONS

The following are potential weapons that are used by some Rogues of this archetype.

SIMPLE MELEE WEAPON

Weapon	Cost	Damage	Weight	Properties
Kunai	2 gp	1d4 piercing	1/2 lb.	Finesse, light, thrown (range 20/60)

SIMPLE RANGED WEAPON

Weapon	Cost	Damage	Weight	Properties
Shuriken	1 sp	1d4 slashing	1/4 lb.	Finesse, thrown (range 20/60)