



THE NINJA

ROGUISH ARCHETYPE OPTION

An onlooker would only hear the soft whisper of wind in the trees. Certainly, that is all the guards heard, patrolling along their usual routes, winding amongst the trees and buildings of the daimyo's wooded spring palace. Perched on a light branch far above, a female wood elf clad in deep, forest-green wrappings studies their paths with keen eyes. Noiselessly, she jumps to an adjacent rooftop, creeping in the shade of many softly-drifting boughs, seeking the daimyo's open window, and the warm light and raucous, drunken laughter emanating from within.

Goblins had sacked his camp while he was away, and still lingered there, now. This much was abundantly clear to the observing male gnome, shrouded in darkened dusky leathers, hiding within a thick patch of bamboo. They had even taken his sword, he notes with displeasure, eying one goblin gleefully swinging it at the others. With a simple gesture, the gnome reaches forward and breaks off a length of bamboo, holds it in a throwing stance, and lines it up with the offending goblin. A perfectly balanced throwing-spear, the gnome thinks, appraisingly, as he begins the routine business of setting up an ambush.

A human wearing an iron mask and black and red leathers realizes, slowly, that he has bit off substantially more than he can chew. Engaged in combat with three heavily-armed warriors of the shogunate, direct sword-play would mean certain death. Reaching to his belt, the human retrieves a small, round object and hurls it to the ground with force, where it explodes in an intense, bright flash and a billowing of smoke. The warriors, to a man, cover their eyes and back away, swords ready. As the smoke clears, the human is nowhere to be found, almost certainly lurking somewhere nearby, ready to strike.

Lurking in high mountaintop temples, darting

amongst forest foliage, or haunting abandoned city streets, the ninja is silent and brutal slayer, owing their fealty to a clan. Ninja come from all walk of life, and ninja clans make a practice out of recruiting those they secretly observe using a particular natural talent, be it stealthily overhearing a secret, stealing a particularly important item, or a exercising deftness with weapons and propensity towards skilled violence. Clans train their recruits mercilessly to master their bodies and minds, a process that typically ends in perfection, insanity, or death. This is not done without reason; every clan expects something specific from their recruits, and ninja that wander the world typically do so under obligation. An obligation is a specific directive from the masters of the clan that a ninja must always strive to accomplish, or risk being hunted themselves by their own clan. The life of a ninja is a dangerous one, typically ending in death or betrayal, and it is only the rare and cunning ninja that rise above the chains of obligation to their masters, going on to found their own clans and ways of life.

Ki

Beginning at 3rd level, you gain a reserve of spiritual energy known as Ki, which you cultivate throughout your service as a ninja. This energy is represented by ki points, and you have a number of ki points from this archetype equal to two-thirds of your rogue level (2 at 3rd level, 4 at 6th level, 6 at 9th level, 8 at 12th level, 10 at 15th level, and 12 at 18th level). This pool of ki points is cumulative and adds together with any other ki points you receive from other classes or features. You may spend ki points on abilities that require them, and replenishing your pool of ki points requires a short or long rest.

If an ability granted to you by this roguish archetype uses ki and requires a saving throw, the saving throw DC is calculated as follows:

$$\text{Ki save DC} = 8 + \text{your proficiency bonus} + \text{your Wisdom modifier}$$

BONUS PROFICIENCIES

At 3rd level, you gain proficiency in Acrobatics, and with the poisoner's kit. If you already possess one or both of these proficiencies, you may instead gain proficiency with one skill off of the rogue skill list, or one set of artisan's tools, respectively.

NINJA TRICKS

As a ninja, you learn a handful of ki-based tricks as a part of your ongoing training while performing a service to the clan. At 3rd, 9th, and 13th level, you gain two tricks for which you qualify off of the following list:

Crane's Ascendancy. You travel the heights of the world without fear. Whenever you would take falling damage, reduce that damage by half.

In addition, you may jump and expend 2 points of ki to multiply the distance or height of your jump by your Wisdom modifier (minimum twice the distance or height). Treat this jump as if you had a running start of at least 10 feet, even if you did not. As usual, jumping requires the use of movement, and you still may not jump further or higher on your turn than you have movement (though you may extend your available movement with the Dash action, as normal).

Escape Artist (13th Level Required). You learn the secrets to becoming unhindered and free of any bonds. You may expend 5 ki points as a bonus action. If you do, until the end of your turn your movement is unaffected by difficult terrain, and any spells or magical effects that would reduce your speed or cause you to become paralyzed or restrained end immediately. During a turn in

NINJA CLAN

d10	First Word	Second Word	Clan Obligation
1	Jade	Hand	Take revenge on all members of a particular noble family.
2	Chalcedony	Emperor	Slay all members of a rival ninja clan in a shadow war.
3	Onyx	Eye	Balance the scales of honor and dishonor.
4	Immaculate	Peak	Hone your skill at every possible opportunity.
5	Exalted	Shadow	Hunt down, capture or slay individuals with bounties.
6	Burning	Scorpion	Learn dangerous and valuable secrets.
7	Blinded	Dragon	Steal vital and extremely valuable items for the clan.
8	Sidereal	Demon	Capture or assassinate the emperor, king, or similar.
9	Ebon	Spirit	Defend or slay members or a particular holy order.
10	Shrouded	Blade	Roll again twice, obligation is both.



which you use this ability, you may also expend 5 feet of movement to automatically escape non-magical restraints, such as handcuffs or tied ropes. You may use this ability on your turn even if you are subject to a condition that would otherwise render you without a bonus action.

Everything is a Weapon. You may choose to wield your unarmed strike as if it were two one-handed weapons with which you have proficiency, each with the finesse and light properties, and each dealing 1d6 bludgeoning damage plus your Strength or Dexterity modifier on a hit. Unlike with a monk's Martial Arts, your Sneak Attack functions as normal when your unarmed strike is wielded in this way.

In addition, you may expend one point of ki to throw any object you can hold in one hand with unerring precision, as an attack. Such objects are considered ranged weapons with which you are proficient (and thus can apply damage from your Sneak Attack feature), and attacks with them add your Dexterity modifier and proficiency bonus on the roll to hit. Typically, these objects deal 1d6 plus your Dexterity modifier damage of a type determined by the DM, but they may deal more or less damage at the DM's discretion. A thrown object may target a creature within a range of your Wisdom modifier multiplied by 10 feet (minimum 10 feet), or a long range (with disadvantage) of twice that amount.

Flawless Strike (13th Level Required). With practice comes perfection, and what was once a challenge for you has become relatively simple. When you make an attack roll and you dislike the result, before you learn if the attack hits or misses you may expend 4 points of ki to make the roll again without advantage or disadvantage, adding your Wisdom modifier to the new result (minimum +1). If the initial roll had advantage, you

still qualify as having advantage for the purposes of Sneak Attack. You must use the result of the new roll granted by this ability.

Hundred Faces. You are supernaturally skilled in the art of disguise. You have advantage on all checks to hide from outside observers as a member of a crowd (of at least 5 people other than yourself).

In addition, you may expend two points of ki to cast the spell *disguise self*, using your ki save DC in place of the spell's spell save DC.

Immaculate Footwork. You have a preternatural sense of balance, and have advantage on Acrobatics checks to balance on any footing, no matter how small.

In addition, your steps are so quick that you can gain traction on water and other fluids. When you use the Dash action on your turn, you may expend one point of ki to increase the movement it provides by an amount equal to half your Wisdom modifier (round up) times 5 feet (minimum 5 feet). When you activate this ability, for the duration of the turn you also treat the surface of any fluid as if it were solid for the purposes of movement. Choppy water or similar may be treated as difficult terrain, and fluids that would cause damage if you were submerged (such as acid or lava) will still cause damage on contact. If you end your movement while standing on a fluid, you begin sinking at the start of your next turn unless you immediately take the Dash action and expend ki on this ability again at the start of that turn, and move at least 10 feet during the turn.

Mastery of Form (9th Level Required). Your disciplined control over your body and mind are absolute. As an action, you may focus your mind and begin concentrating, expending 3 ki points to cast enhance ability on yourself at its lowest possible spell level. You may only have one of its effects active at any time, and using this





ability again overrides previous uses that are still active.

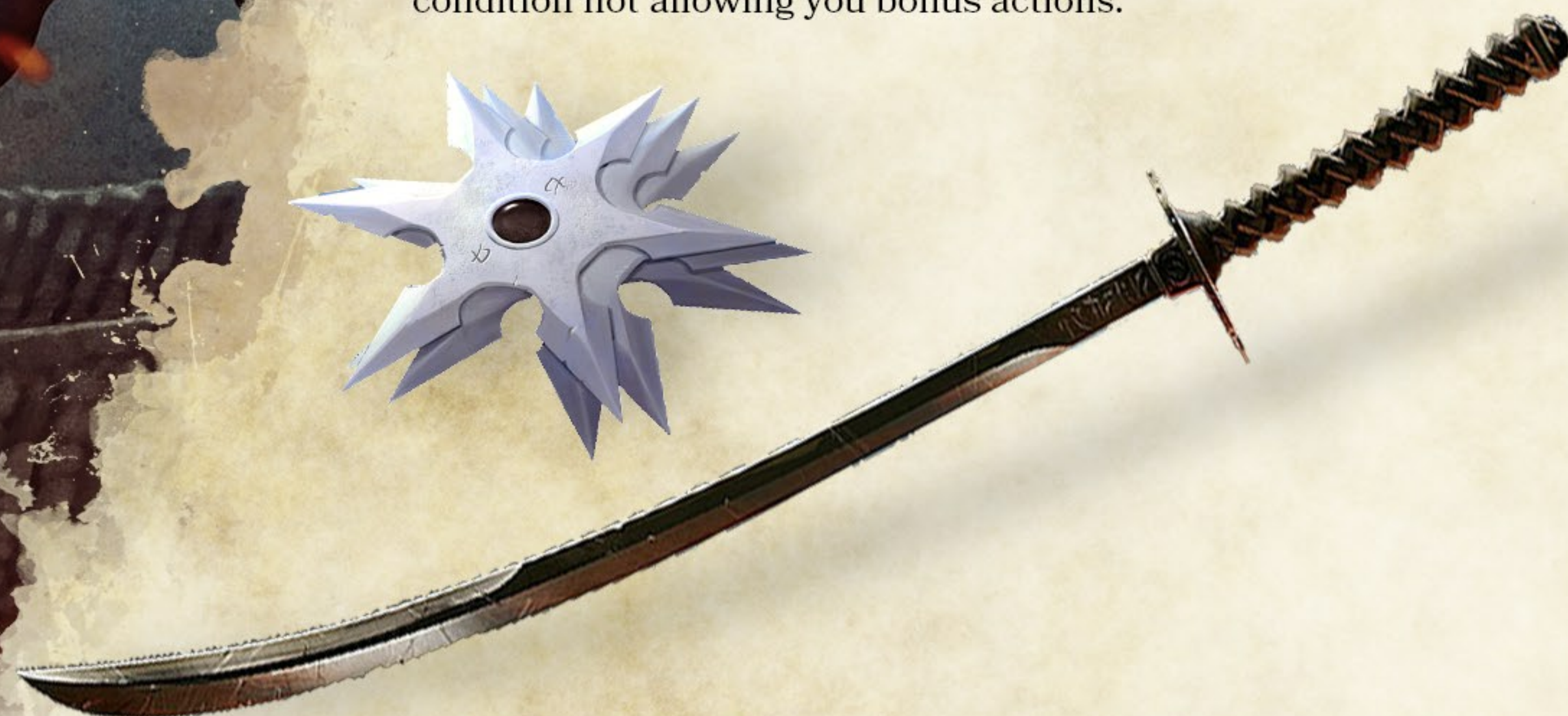
Mastery of Spirit (9th Level Required). You hone your ki to be the perfect weapon, augmenting the power of your strikes with sheer force of will. As a bonus action, you can channel ki into your weapons and begin concentrating, expending 3 ki points. For up to an hour or until this effect ends, any weapons you wield are considered magical, adding half of your Wisdom modifier (round up; minimum +1) as a bonus to attack and damage rolls. This bonus is not cumulative with other, similar bonuses inherent to some magical weapons.

Sense the Heartmind (13th Level Required). You can focus on the latent ki within others, and can sense when they are near. You can expend 3 ki points and begin concentrating as a bonus action. If you do, you can sense the exact number and approximate location of humanoid and beasts, regardless of cover or walls. This sense extends out for a range of 10 feet times your Wisdom modifier (minimum 10 feet). Activating this ability also increases the range of your Blindsense feature (if you possess it) out to the same distance.

Smoke Bomb (9th Level Required). You learn the secret of crafting smoke bombs, potent explosives that allow you to vanish in a flash. When you take the Disengage action, before you move you may choose to expend 3 ki points to use a smoke bomb and vanish. If you do, creatures within 5 feet of you must succeed on a Constitution saving throw against your ki save DC, or become unable to use reactions until the start of their next turn. Using a smoke bomb also renders you invisible until the beginning of your next turn, or until you attack.

Stutter Step (9th Level Required). You can channel your ki to move in the blink of an eye. As a bonus action, you may expend 3 ki points to teleport to a location you can see within a distance equal to your 10 feet times your Wisdom modifier (minimum 10 feet). You may make a Dexterity (Stealth) check to hide as a part of this action, if the destination of your teleport is obscured. If you wish, you may leave a small, one-foot long log or similar inconsequential object behind in the space you vacated.

Veil of Death (13th Level Required). You have unparalleled mental control over your own body, and you can will your own heart to stop in your chest. By expending a bonus action and 3 ki points, you can place yourself under the effects of a *feign death* spell for up to a number of minutes equal to your Wisdom modifier, after which you may continue the effect, but must roll a death saving throw at the beginning of each additional minute you remain under it. You may end this effect with a bonus action on your turn, even if you would be subject to a condition not allowing you bonus actions.



SHADOW CLONE

At 17th level, as a bonus action on your turn before you attack, you can spend 7 ki points to create a shadow clone of yourself. The clone appears in an open space within 30 feet of you that you can see, may make a check to hide using your statistics if it has cover, then immediately makes a single attack, vanishing at the end of your turn.

Make a weapon attack for the shadow clone's attack, as if attacking with your proficiencies, statistics, and with a weapon you are wielding. The attack deals its normal damage on a hit, and if the clone reduces its target to 0 hit points, you immediately gain 2 points of ki. The clone can benefit from your Sneak Attack feature, and both you and the clone can make a Sneak Attack in the same turn. You and your clone count as allies for all purposes, and you gain advantage on attacks against your clone's target until the end of your turn.

CREDITS:

Photoshop & design by /u/the_singular_anyone

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Art by Arthur Gurin, Andree Wallin, Anthony Foti, Noah Bradley, Peter Tikos, Joel Hustak, Ray Lederer, Vitaliy "Gloroh," and Geoffroy Thoorens

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