

THE SHINOBU ROGUE

A lot of people think of “ninjas” as trained assassins that live in secluded fortresses, hired by persons who want someone dead or something stolen. In truth, feudal Japan was not home to “ninjas” as we imagine them today. A warlord or warrior would instead retain and hire a shinobu, or “servant,” who did whatever the warlord or warrior needed. Need an envoy to bring a message or make peace? You send a shinobu. Need some spying done by a loyal agent? Send your shinobu. Need poison or a knife placed in just the right spot discreetly? That’s your shinobu’s job.

So the shinobu is that: a loyal, versatile, resourceful agent, trained to observe, blend in with crowds, and do the job no matter what it is. Unlike other rogue subclasses, this subclass places far less emphasis on Intelligence and far more on Charisma, with a lot of mental acuity positioning you to be more effective in and out of combat. The shinobu is also tactical, learning about his/her enemy before striking, and using whatever is on-hand to do the job that the master has asked.

DIPLOMATIC TRAINING

Starting at 3rd level, your skill as a diplomat is honed through training, making you more likely to persuade a target without the use of a blade. If you do not already have proficiency in the Charisma (Persuade) and Charisma (Deception) skills you gain proficiency with them. If you already have proficiency in one or more of those skills, you gain expertise in that skill. If you already have expertise in one or more of those skills, you treat any roll of 8 or lower in that skill as an “8.”

In addition, select one language you are not proficient with: you gain proficiency with that language.

FIGHTING STYLE

Starting at 3rd level, your training as a servant to a warlord means you have received professional martial training. You may select a fighting style from the following list: *Archery*, *Defense*, *Dueling*, *Protection*, or *Two Weapon Fighting*.

In addition, your versatile resourcefulness in using whatever is on hand to protect yourself and your warlord grants you proficiency with improvised weapons.

PHASE THROUGH CROWDS

Starting at 9th level, you learn how to blend in among people to be less conspicuous, allowing you to approach your target or escape a target more easily. Opponents have disadvantage on Wisdom (Perception) checks to see you while there is at least one creature of the same size or larger than you between you and the target, and you treat creatures of the same size as you as half cover.

In addition, you treat creatures one size larger than you as three quarters cover, and creatures two or more sizes larger than you as full cover.

PERCEPTIVE EYE

Starting at 13th level, you grow more perceptive in your study of others and the finding of weaknesses that you can exploit. You gain proficiency with Wisdom (Insight) checks, and have the ability to read lips.

In addition, when performing an Attack with a throwing weapon (including melee weapons with the *Thrown* property when throwing them), add 1d4 to the damage roll.

STUDENT OF SUBTLETY

Starting at 17th level, your study of soft power, hard power, cultural cues, language, and geopolitics aids you in successful planning. As a free action you may perform a DC15 Wisdom (Insight) ability check at the start of your turn. If you pass, select a creature you can see: you learn 1 + X of the following details about the target (where X = the amount above the DC that the check succeeded by): Armor Class, Proficiency Modifier, Physical Stats, class standing, pain points (what would make them talk, what they value, etc.), vulnerabilities, resistances, and immunities.

When performing a Charisma ability check against the target of a successful Wisdom (Insight) check above, you gain advantage on the Charisma ability check. When dealing damage against the target of a successful Wisdom (Insight) check above, you treat any die roll of a 3 or lower as a “3.”