**Stalker**

**Hit Points**

**Hit Dice:** 1d8 + your constitution modifier

**Hit Points at 1st Level:** 8 + your constitution modifier.

**Hit Points at Higher Levels:** 1d8(or 5) + your constitution modifier.

**Proficiencies**

**Armor:** Light armor

**Weapons:** Light weapons

**Saving Throws:** Dexterity

**Tools:** Thieves tools

**Skills:** Choose two from

**Equipment**

(a) Rapier

(b) dagger x2

(c) Thieves kit (tools)

(d) Leather Armor

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| Level | Proficiency Bonus | Features |
| 1st | +2 | Tracking, Slip into the shadows |
| 2nd | +2 |  |
| 3rd | +2 | Stalker Archetype |
| 4th | +2 | Ability Score Improvement |
| 5th | +3 | Weapon Specialty |
| 6th | +3 |  |
| 7th | +3 | Archetype Features |
| 8th | +3 | Ability Score Improvement |
| 9th | +4 |  |
| 10th | +4 |  |
| 11th | +4 | Archetype Features |
| 12th | +4 | Ability Score Improvement |
| 13th | +5 |  |
| 14th | +5 |  |
| 15th | +5 | Archetype Features |
| 16th | +5 | Ability Score Improvement |
| 17th | +6 |  |
| 18th | +6 |  |
| 19th | +6 | Ability Score Improvement |
| 20th | +6 | Archetype Features |

**Tracking:**

You can track a creature within 30 feet, until they die you know their location always. You can only track one creature at a time.

**Weapon Specialty:**

You gain an additional 1d4 damage die with your specified weapon. (all Ranged weapons if your archetype is Dead Shot. All light weapons if your archetype is Crimson Shade)

**Archetypes:**

**Crimson Shade:**

You specialize in killing your opponents with a stealthy melee attack. You are a member of the widely known Hands of Crimson, a group known for dealing with blood money. Made of five leaders: Thumb: the brute of the group and tends to kill enemies by whatever means necessary. Pointer: The Navigator, knows of every which way to get you any which way. The Middle: sort of considered the main leader, keeps everyone in balance. The ring: tends to dabble in stealing a bit more than the others. Pinky: Most underestimate this small fellow but don’t let her small stature fool you, she is quite the killer.

**Hand of Blood:**

You can take a bonus action to put your hand in the blood of your enemies, healing you for 1d4 + your Crimson Shade standing level.

**Death Strike:**

When you have the final attack on an enemy, you can run to another enemy within 20 ft of you and make an attack action on them.

**Blood for blood:**

You can cut your hand taking 1d4 slashing damage and 1 bleed damage every turn for 5 turns. You gain an addition 1d4 damage with any attack you make with the weapon used to cut your hand.

**Creeping Shadows:**

Once per week, you can call upon one of the five. Roll a d20:

1-4: The Thumb appears and fights anyone you declare an enemy.

5-8: Pointer appears, and you may ask him one question about any location or where you need to go to get somewhere or if there are any secret entrances nearby.

9-12: Middle shows up and stops combat for 1 minute. He disappears after this time.

13-16: The Ring shows up. He will steal anything of your choice as long as you know who is carrying the item and you know exactly what it is.

17-20: Pinky shows up and will instantly reveal to you all known weaknesses and resistances of target creature.

**Slip into Shadows:**

Once per day when you are in dim or dark light you can slip into the shadows. You instantly enter stealth, regardless of what other creatures got on a perception check. You become visible to every creature the instant you take damage or deal damage to any creature. A creature with true sight or blindsight can see you.

**Dead Shot:**

You specialize in killing your opponents with a stealthy ranged attack. You prefer to kill them before they can even see you. You are a member of the Whispering Wind, a group that is quick to uphold justice in one way or another (basically robin hood and his gang except the Wind doesn’t get found). This group worships Lelantus, God of the unseen.

**Unseen arrow:**

Once per day, you can shoot a target creature with an arrow. The Arrow disappears after it hits the enemy, leaving no trace of who or where it came from. Roll a d20:

1-19: The enemy knows they are shot, and are alerted, but don’t know where to look or where it came from.

20: The enemy looks around for any visible creature and assumes it was them, the target creature and the creature it looks at are engaged in combat and fight until one or the other is killed or knocked unconscious.

**Marksmanship:**

Once per battle, you may add 1d6 to any attack roll made with a ranged weapon by you. Also you aren’t effected by disadvantage with bows, crossbows, or any weapons of the sort (does not include any guns/javelins/thrown weapons)

**Critical Shot:**

Once per battle, you may find a critical spot on an enemy. You gain disadvantage on any attack made while trying to hit that spot, but you deal an additional 1d10 damage. (1d10’s damage type is determined by the weapon used to hit said spot)

**Run like the wind:**

Once per battle, you can move up to twice your movement speed.

**Volley:**

Once per week, you can call upon the Whispering Winds and launch a volley of arrows at a target area. Creatures in the area must succeed on a dc 15 Perception check and a dc 15 dexterity check or take Xd10 damage Where X is your Whispering Wind standing level.