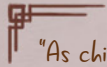


WIZARD

SHINOBI



"As children, we learned that magic was loud, exciting, and dangerous. It meant jets of flame and dazzling light—distinct from the mundane blade or arrow. But the Shinobi are different, harnessing a subtle magic in synchronicity with deadly swordplay. I've come to realise that the most terrifying spell isn't one that leaves a smoking crater; it's the magic nobody can ever be sure was cast, accompanied by a vortex of steel."

Masters of illusion, guerilla warfare, and martial combat, Shinobi wizards are elusive tricksters and deadly warriors, striking in a furious onslaught of magic, weaponry, and acrobatics. They adopt a philosophy which unifies martial skill with spellcasting, empowering their blows with devastating magical enhancements before vanishing into darkness. A Shinobi's unique abilities make them the ultimate artisans

of espionage and infiltration, wielding deception, secrecy, and explosive aggression as lethal tools in their arsenal.

SHINOBI TRAINING

2nd-Level Shinobi Feature

You gain proficiency with light armour, hand crossbows, Thrown weapons, and Finesse weapons; you gain proficiency with the Stealth skill; and you can use a weapon you are proficient with as your spellcasting focus. Finally, you gain darkvision out to **60 feet**, or if you already have darkvision, its range is increased by **30 feet**.

SHADOW STRIKER

2nd-Level Shinobi Feature

You have learned the art of synchronising spellcasting and weaponry. Immediately after you hit a creature with a weapon attack on your turn, you can use a bonus action and expend one spell slot to deal extra damage to that target, equal to **1d8** damage per level of the spell slot expended. You can then perform one of the following techniques as a part of that bonus action:



Cloud of Shadow. You create a small cloud of magical darkness, heavily obscuring the space you are currently occupying. This darkness lasts for **1 minute**, and it ends early if you are knocked unconscious. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it.

Enervating Touch. The sting of your blow magically saps the target's strength. The target must succeed on a **Constitution saving throw** against your **wizard spell save DC** or take an extra **1d8** poison damage and be **poisoned** until the end of your next turn.

Shadow Vanishing. You spend **10 feet** of movement to teleport to an area of dim light or darkness you can see within **30 feet** of you.

Shadow Ward. Choose one damage type other than force or radiant. You gain **resistance** to that damage type until the start of your next turn.

EXTRA ATTACK

6th-Level Shinobi Feature

You can attack twice rather than once when you take the Attack action on your turn. In addition, magical darkness doesn't impede your vision.

UMBRAL STRIKER

10th-Level Shinobi Feature

Your command of shadow magic further enhances your lethal capabilities. You can now also choose from the following options when you use your Shadow Striker feature, but only if you empower your attack with a spell slot of 3rd level or higher.

Duplicitous Strike. You move in a blur, sprouting magical images in the mind of your target. The target takes an extra **1d8** psychic damage, and it sees illusory duplicates of you until the end of its next turn. Whenever it targets you with an attack, it must roll a **d4**. On a **1-3**, it targets a duplicate instead and the attack misses.

Rapid Strikes. You magically strike with blistering speed. Make a weapon attack against a target within range. On a hit, that attack deals an extra **2d8** force damage.

Vanish. A shimmering veil of abjuration magic bursts into existence around you. You gain **2d8** temporary hit points. In addition, you turn **invisible** until the end of your next turn. While invisible in this way, spells you cast don't require any verbal or somatic components.

SHADOW SAVANT

14th-Level Shinobi Feature

The shadows are your eager servants. When another creature you can see moves into an area that is heavily obscured from an effect you have magically created or starts its turn there, you can force it to make a **Strength saving throw** against your **wizard spell save DC** (no action required). On a failure, the creature is **restrained** until the start of its next turn. A creature can be forced to make this saving throw no more than once per turn.