

# NINJA

## NINJA

*Medium humanoid (any race), any non-good alignment*

- **Armor Class** 15 (studded leather)
- **Hit Points** 78 (12d8 + 24)
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	12 (+1)	14 (+2)	10 (+0)

- **Saving Throws** Dex +7, Wis +5
- **Skills** Acrobatics +7, Perception +5, Stealth +10
- **Damage Resistances** Poison
- **Senses** passive Perception 15
- **Languages** Common, one other language
- **Challenge** 3 (700 XP)

**Cunning Action.** On each of its turns, the ninja can use a bonus action to take the Dash, Disengage, or Hide action.

**Evasion.** If the ninja is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the ninja instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Ninja Reflexes.** The ninja has advantage on Dexterity saving throws against traps and other hazards.

## ACTIONS

**Multiattack.** The ninja makes two attacks with its shortsword.

**Shortsword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 4) piercing damage.

**Shuriken.** *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* 7 (1d4 + 4) piercing damage.

**Smoke Bomb (Recharge 5–6).** The ninja drops a smoke bomb at its feet, creating a cloud of smoke in a 10-foot radius. The area is heavily obscured until the end of the ninja's next turn. The ninja can then use the Hide action as a bonus action.

## REACTIONS

**Uncanny Dodge.** When an attacker that the ninja can see hits it with an attack, the ninja can use its reaction to halve the attack's damage against it.