## Rogue

### **Ninja**

Level 1:

* Gain 20 Shurikens. Shurikens deal 1d6 damage and you can throw two at the same target with one action. *Shurikens are easy to lose and not readily acquired, so be careful!*

Level 2:

* When attacking an enemy from behind, deal an extra 1d6 damage.
* When entering combat at night, gain an extra 15 move speed and deal an extra 1d6 damage on every attack.

Level 7:

* Attacks when falling, running, jumping, somersaulting, or any other sort of athletic move have an additional +2 to hit.
* Increase your Acrobatics modifier by 2.

Level 13:

* Deal 150% damage to Lawful enemies.
* Nighttime & Damage from Behind bonuses increase to 2d6.

Level 19:

* Gain Shadow Step. Become completely invisible to everything except Truesight (and get the Rogue bonuses associated with it) for three turns once per combat. During Shadow Step, you get an extra action. You dodge all attacks except those that critically strike during Shadow Step.

### **Con Man**

Level 2:

* Receive a 50% discount on all items while shopping.
* Add an additional 1d6 damage on your attacks against merchants or anyone carrying more than 50 gp.
* Increase your Deception modifier by 1.

Level 7:

* You may now enter combat in a crowded area without anyone else noticing. This “secret combat” lasts for three turns, and even if you kill your enemy in the first turn, you still have two to escape before anyone notices. *Other players may not enter this combat without other NPCs noticing*.

Level 13:

* Every time you pass a deception check, you get an advantage on your next roll. This stacks up to maximum 3x Advantage and does not carry past one roll.
* You now gain the counter-stab reaction. Every time you are wounded with a melee attack, you can use a reaction to stab your opponent with a dagger. If you do not have a dagger, gain two. *This is not very strong immediately, but some powerful daggers exist in the world... they’re worth hunting.*

Level 19:

* Gain Throne of Lies. Once per long rest, if you successfully deceive an enemy, begin draining them of 1d6 health, 1 armor, and 5 speed per turn. This debuff ends when they pass a DC 18 Constitution check or one of you is knocked unconscious.
* Gain No Rest For the Wicked. You instantly kill sleeping enemies, unless they are extremely powerful, in which case you deal a DM-determined amount of damage.