

Ninja

He slipped silently from shadow to shadow, not a sound was made as he moved. His target was ever in his sight as he moved up and slid his blade into its chest. Shadows and darkness are his allies, and so long as those were around there were few that would ever find him as he went about his business.

A blur of gestures and short incantation allowed her to suddenly breath a gout of fire into the group of goblins that had her backed into a corner. As they screamed she performed another series of gestures and then slapped her hand onto the ground.

In a flash of smoke a large beast stood next to her, decked out in clothing similar to her own. Together they moved into the crowd of Goblins who clearly had bitten off more than they could chew.

He stood there surrounded by his foes. He was calm and held a hand out beckoning his next opponent forward. One of the men brazenly rushed him. The man lashed out with a punch that could shatter stones, sending the man tumbling into the air. However, the man was hardly done as he leapt onto the tumbling foe driving his feet down into his back and in turn driving him into the ground. Standing atop the fallen foe he smiled and gestured for the next opponent to step forward.



NOT SO SILENT WORLD

Ninja have classically been looked upon as the silent assassins, purveyors of death and boasting a reputation as mercenaries who lean toward evil acts. Truth be told that the ninja is not necessarily evil. The skills and capabilities of a ninja are in and of themselves not evil and it is the individual that makes them so. Ninja are skilled in multiple disciplines, including unarmed strikes, the use of armor, weapons, and even magical arts they call by different names such as ninpo and/or jutsu's (specifically broken up to being ninjutsu and genjutsu).

LIFE AND TRAINING

In classic terms, ninja's are often apart of a clan or a particular village. Everyone in the clan/village often has a roll, with many having some amount of training as a ninja (or at least in some of the arts of the ninja). Life in the village is often regimented to account for training, day-to-day tasks, and jobs. For a ninja a job can be anything, not just calls for assassination. Some may be called to be farmers, help build a bridge, and the like. Their job can be very unassuming, but should things go south, they possess better skills than others they may be working with.

Ninja often work in small groups of two or three where their skills and capabilities can overlap and complement each other. Travel is not uncommon, even to distant lands. Sometimes ninja can be called upon to establish new villages. However, their villages are often secluded and set up in places where they can easily sustain themselves separately from other places.

For the most part, ninja typically get along with other adventurers, and fit in well with groups that typically need someone who is skilled in the art of stealth. A ninja is never beholden to serve the village and is allowed to strike out on their own, although the village would prefer to maintain contact with the would be adventuring ninja.

CREATING A NINJA

Ninja are very versatile, and this is a part of their nature. Is your ninja the type that prefers to be straight forward in their actions? Is subterfuge and guile the name of the game? Are weapons your best friend and you collect as many as you can? What was the stance of your village, did they favor the classic mercenary acts of assassination, or were they more on the side of more morally good actions? Why did you set out on your adventure? Are you looking for something, or someone? Do you have a specific goal in mind that your village has sent you out to perform?

Regardless of the reasons for adventure, the life of the ninja has often left many ninja as being neutral in alignment.

QUICK BUILD

You can make a ninja quickly by doing the following. First Dexterity should be the focus of your ability scores unless you prefer to rely more on armor. Next should be Intelligence. Finally choose the Folk Hero or the new Shinobi background (at the end of this write-up).

CLASS FEATURES

As a ninja, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per ninja level

Hit Points at 1st Level: 8 + your CON modifier

Hit points at Higher Levels: 1d8 (or 5) + your CON modifier per monk level after 1st.

PROFICIENCIES

Armor: Light

Weapons: Simple Weapons, Short Sword, Long Sword, Long Bow

Tools: Choose one type of artisan's tools

Saving Throws: Dexterity, Intelligence

Skills: Choose two from Acrobatics, Arcana, Deception, Medicine, Sleight of Hand, Stealth

EQUIPMENT

You start with the following gear, in addition to what is provided by your background:

- (a) a short or (b) any simple weapon
- Leather armor, 10 darts
- (a) an explorer's pack, or burglar's pack

| Level | Proficiency Bonus | Ki Points | Features |
|------------------|-------------------|-----------|----------------------------------|
| 1 st | +2 | --- | Taijutsu |
| 2 nd | +2 | 2 | Ninjutsu |
| 3 rd | +2 | 3 | Ninja Way |
| 4 th | +2 | 4 | Taijutsu, Ability Score Increase |
| 5 th | +3 | 5 | Ninjutsu, Extra Attack |
| 6 th | +3 | 6 | Trajectory Throw |
| 7 th | +3 | 6 | Taijutsu, Ninja Way, |
| 8 th | +3 | 8 | Ninjutsu, Ability Score Increase |
| 9 th | +4 | 9 | Barrage Throw |
| 10 th | +4 | 10 | Taijutsu, Chunine |
| 11 th | +4 | 11 | Ninjutsu, Ninja Way |
| 12 th | +4 | 12 | Ability Score Increase |
| 13 th | +5 | 13 | Taijutsu |
| 14 th | +5 | 14 | Ninjutsu |
| 15 th | +5 | 15 | Jonin |
| 16 th | +5 | 16 | Taijutsu, Ability Score Increase |
| 17 th | +6 | 17 | Ninjutsu, Ninja Way |
| 18 th | +6 | 18 | |
| 19 th | +6 | 19 | Taijutsu, Ability Score Increase |
| 20 th | +6 | 20 | Ninjutsu |

TAIJUTSU

At 1st level you have the rank of genin, and have received the necessary training to be able to fight unarmed, as well as the use of weapons and body armor. Your unarmed attacks do 1d4 damage, and may use your DEX modifier with any weapon that you are proficient with from this class. In addition to this you have access to two different groups of fighting techniques to enhance upon your existing fighting skills. You may initially select two options at 1st level. At every 3 levels you gain one additional technique. Some techniques cannot be chosen until you have reached a certain level however. If a saving throw is called for then the save is 8 + the character's DEX modifier + proficiency bonus. Unless otherwise noted, you can only select one technique.

Offensive Techniques:

- **Combo:** As a bonus action you can make an additional attack doing your normal unarmed damage following a melee attack.
- **Improved Unarmed Damage [Lvl6]:** You may increase the unarmed damage dice you use by one step (1d4 to 1d6). This can be taken more than once for a max of 1d12 in unarmed damage.
- **Sweeping Strike [Lvl 3]:** As a bonus action, if you successfully hit with a melee attack you can force the opponent to make a STR save. If they fail they are rendered prone, but if they succeed they remain standing.
- **Haymaker:** You can unleash a single powerful attack. You can take a -5 to hit with your melee attacks and do +10 damage.
- **Deadly Edge:** When using a slashing type weapon, you have a +1 to your attack rolls.
- **Deadly Weapon [Lvl 6]:** You can choose one weapon which you are proficient with to apply this to. Increase the weapon's damage by 1 die type. If taken again then this applies to a separate chosen weapon.
- **Accurate Throw:** When throwing a weapon with the "thrown" attribute your attack roll is at a +1.

- **Uncanny Throwing [Lvl 6]:** You may throw any one-handed object that does not normally possess the “thrown” attribute as if it did possess it.

Defensive Techniques:

- **Agile Evasion:** You have a +2 to your Dexterity saving throws.
- **Alert:** You have a +2 to your Perception skill rolls.
- **Illusion Breaker [Lvl 6]:** When under the effects of a spell or power that requires a Wisdom save you may spend your reaction to immediately break the effect. Once broken you retain advantage on all WIS saves you have to make for the next ten minutes. This cannot be used again until a short rest is taken.
- **Counter [Lvl 6]:** When you take a defensive action you may spend your reaction to counter a melee attack that targeted you. The counter attack is made with a normal attack roll.
- **Anticipation:** When rolling your initiative, you have advantage to your roll.
- **Fast Movement:** Your speed increases by +10ft.
- **Clinging Movement [Lvl 3]:** You can move along any surface with your normal movement. You must maintain concentration to keep this up.
- **Escape Artist:** When grappled, or restrained in some way, you have advantage on rolls made to escape.

NINJUTSU

At 2nd level you learn the mystic arts of ninjutsu. Ninjutsu allows the ninja to cast spells and make use of other unique capabilities. The Ninja gains a number of Ki points each level according to the table for the class. In addition to this, if the character has a spell or power that requires a saving throw the difficulty is equal to 8, + their proficiency bonus, + INT modifier. Finally, you learn a limited number of “jutsu” which are spells and unique powers that a ninja possesses. These typically use Ki, though some jutsu simply require that still have Ki. If out of Ki, then you will not be able to use those powers. Below is a list of the jutsu



that you have available. The number of jutsu you may know is limited, based upon your level. Ki points expended recover after a short or long rest. At 2nd level you may choose to know 3 jutsu's. Every 3 levels you may gain 1 new jutsu to know. Spells chosen to be jutsu's are chosen from the Sorcerer's spell list, or the Cleric's spell list. Spells do not require material components, but ritual spell casting still needs an expenditure of a ki points, however, in order to be cast. You cannot spend ki points to cast spells at a higher level however.

- **Cantrip Jutsu:** You may choose to learn one cantrip. So long as you have 1 ki point you can freely cast the cantrip. You can choose this more than one time if desired.
- **1st Level Spell Jutsu:** From the Sorcerer's list, you can choose 1 spell to know as a jutsu. If a spell requires a material component, this comes in the form of a paper charm for the ninja. Casting the spell requires 2 ki points.

- **2nd Level Spell Jutsu [5th Lvl]:** You may choose to learn one 2nd level spell. You can choose this more than one time if desired.
- **3rd Level Spell Jutsu [9th Lvl]:** You may choose to learn one 3rd level spell. You can choose this more than one time if desired.
- **4th Level Spell Jutsu [13th Lvl]:** You may choose to learn one 4th level spell. You can choose this more than one time if desired.
- **5th Level Spell Jutsu [17th Lvl]:** You may choose to learn one 5th level spell. You can choose this more than one time if desired.
- **Substitution Jutsu:** When you would be hit by any attack, as a reaction you may spend 1 ki point and substitute yourself with any object in the area to take the hit for you. This requires that you make a DEX save (8 + the opponents attack bonus, or vs. spell save). If successful the object suddenly is transported to where you were, and you move to where the object was. The chosen object must be within 30ft of you. Casting a spell at a higher level costs 1 additional ki point (or more).
- **Vanish Jutsu:** You can spend 1 ki point to generate thick smoke within a 10ft circle of yourself. When this is done you may move anywhere within your normal speed. If the spot would offer concealment, then you gain concealment from being noticed. Opponents are at a disadvantage when attempting to locate you until you do something to be noticed (you have advantage on your Stealth checks so long as you remain concealed).

NINJA WAY

When you reach 3rd level you set yourself down a way of the ninja: Shadow Scout, Forbidden Sage, and Dragon Warrior. Your ninja way grants you features at 3rd level and again at 7th, 11th, and 17th level.



ABILITY SCORE INCREASE

At 4th level, and again at 8th, 12th, 16th, and 19th levels you can increase one ability score of your choice by 2. Or you can increase two ability scores of your choice by 1. You cannot increase an ability score above 20 using this feature.

EXTRA ATTACK

At 5th level you can attack twice, instead of once, whenever you take the attack action on your turn.

TRAJECTORY THROW

At 6th level you can throw a weapon at an opponent that has cover (but not full cover). The thrown weapon is hurled in such a way that it is able to curve around the obstacle. If you are able to throw more than one weapon at a time, then this can apply to the lot of them.

BARRAGE THROW

At 9th level the ninja is capable of hurling several small thrown weapons at a number of opponents, or just one. As part of your attack action you can hurl daggers, darts or other similarly sized objects at a rapid pace. You can either focus your attack on one opponent or multiple opponents. This allows you to make a single attack roll against a target, or group of targets DEX save. Each item thrown at a single target increases the damage by a die per item hurled. With multiple foes you can break up the damage. Multiple opponents must be within a 20ft cone area. You can hurl up to 1 item per +1 modifier you have from your DEX modifier (in addition to the first item. The opponent's DEX save is vs. 8 + your DEX modifier, + your proficiency bonus. The damage against multiple opponents is based upon how you divide up the thrown objects. Thus if you have three opponents in your coned area, and are throwing 4 weapons, and they all fail their rolls, then you could pump 2 weapons into one foe, and one into each other one. Because this uses ammunition, the number of times it can be used in an encounter is limited by what you have on hand.



CHUNIN

At 10th level the Ninja moves to the rank of chunin and may acquire a deeper understanding of the ninja arts. Choose one of the following benefits:

- **Summon:** You can summon a spirit animal to provide you with assistance. This animal can be any normal animal. All summoned creatures have an INT score of 8, and are capable of speech. For 2 ki points an animal of ordinary size is summoned with the above stat changes. For 4 ki points the animal is a “dire” creature (size should be around medium. The creature is also capable of using a weapon, and wearing armor. For 6 ki points the animal is even bigger, (large to huge sized). For 8 ki points the animal is even bigger, pushing up to gargantuan in size. Again, the animals summoned are often wearing clothing and even wielding weapons (if they possess the physical capability). However, the smaller the summon, the longer the summon will stay around. At the base ki cost of 2, the summon can stick around for 2 hours. For 4 ki points a summon lasts for 1 hour. For 6 ki points it will last for 30 minutes, and for 8 ki points it will last only 10 minutes. The animal type you summon is one you form a contract with, and this can be changed when you level up as you spend time to form a new contract. The challenge rating for the summoned animal is limited to being half that of the character's level.
- **Talisman Sealer:** You are capable of sealing weapons and other equipment into scrolls and paper cards. But you can also do more than this, as you can create paper “charms” that can serve to seal beings or places if placed on them.
 - **Seal Gear:** You must have a scroll or card to use this with. You need a physical item to be sealed, ink, and a number of other things. You spend an hour setting up a ritual (and 10gp of materials) that allows you to seal a number of individual items into a scroll equal to your level (or 1 item for a card). You then expend a number ki points equal to the number of items to be sealed. Once sealed in the scroll (or card) the weight of all things there in is now that of the scroll (or cards). Money and other small objects can be more easily sealed, of which it's based

upon a 1ft x 1ft area (per ki point). Taking an item out is an action and the scroll or card must be in hand and open to where the item is stored. The item can be restored to its storage space with another action from the sealer.

- **Seal Spell:** This allows you to essentially cast a spell you know, and save it for later. The downside is that activating the spell in a scroll or card destroys said item. Putting the spell in takes 10 minutes, 10gp of materials, and an expenditure of ki for the spell. Once sealed, you need only spend a single ki point to activate the spell. You can set a card or scroll in a place and pay 2 ki to trigger the spell remotely instead.
- **Seal Actions:** This is a particular seal that works with cards. It takes 30 minutes to make the card (and only a card) and 5gp of material to make. When a card is made it must be physically placed on a person, or place. The card's effect must be explicitly stated for what it will do (a single chosen type of action, this can include movement). When placed on a person the person cannot take that specific action. If placed on an object, the effect is similar to being put on a person. For example, if placed on a door way it can bar a person from opening the door, or walking through the doorway. To overcome a seal either it must be damaged, or removed. To overcome its effect requires a STR save vs. the ninja's spell casting difficulty.
- **Spell-Mimic:** You are capable of copying the casting of any spell you see being cast. When you see a spell being cast you may, as an action or reaction, attempt to learn the spell temporarily. You must make a save against the spell even though you have yet to be affected by it. If you succeed in your save, you now know the spell, and may spend ki to cast it (regardless of the spells level). The ki cost to cast the mimicked spell is equal to the spells level. Your knowledge of the mimicked spell lasts for 10 minutes however and you must be able to see the caster as they cast the spell, this includes allies.

JONIN

At 15th level the ninja has earned the rank of Jonin. As a Jonin the character has developed extensive capabilities beyond that of any other ninja.

- **Summon Sage:** You have learned techniques that allow you to take into yourself the abilities and aspects of the animal you can summon. Any species traits that the animal would possess you can make use of. In addition to this your Ki is completely replenished upon entering the sage form, and Ki powers use 1 Ki less than normal (but never less than 1). It takes 10 minutes of meditation in order to enter the sage form. Once in the form you can maintain it so long as you have Ki, or don't take a long rest, or are not rendered unconscious. Upon exiting from the form you cannot enter it again until you have taken a long rest.
- **Manifest Sage:** You've unlocked the ability to extend your ki out around you to be a ghostly armored form that not only protects you from harm, but also extends your own physical attacks beyond their normal range of capability. Each benefit that is manifested requires 1 ki point to be spent for it. To maintain the manifestation requires a Concentration check on each turn. If you fail a check you may spend half the forms ki to force the manifestation to stay up at its current level. Once the manifestation ends, however, it cannot be brought up again until a long rest is taken.
 - **Armor:** You gain armor class 16 + DEX Mod.
 - **Size/Reach:** Each ki point you spend essentially increases the size of the manifestation, and extends its reach. For 1 ki point the reach is +5ft beyond the characters normal striking range for a melee attack, size stays at normal medium size. Each additional ki point spent increases the size & reach up to gargantuan,

(reach +5ft and doubles each step beyond the second +5ft). A benefit to allies is that the increased size allows for adjacent allies to gain the effects of partial cover so long as they remain adjacent to the user.

- **Attack:** The manifestation can unleash attacks at your direction, mimicking any weapon you have on your person. Damage is initially based on the weapon your using (including unarmed attacks), spells do not count as a part of this. Damage increases for each size class above medium that the manifestation is made (by +1d6).
- **Ki Infuser:** You are capable of expending ki to infuse your body with physical power. This can manifest in raw physical strength, or even accelerated healing.
 - **Seal Ki:** You can seal away some of your ki for later. When this is done a mark appears on the body. The sealed ki remains as a sort of emergency reserve that can be tapped into when one's normal ki amount is used up. An amount of ki equal to your level can be sealed away in this manner, at a rate of 1point per 10 minutes of meditation.
 - **Physical Boost:** So long as you have ki sealed, you gain a physical boost to your capabilities. You can spend 1 ki point to gain advantage on all STR based skill rolls and saves. Additionally, your ability to lift/carry is doubled, and you add a +1d6 damage. If you spend an additional ki point (or more) in this fashion the lifting capabilities and damage bonus increase proportionately. This requires concentration to maintain however.
 - **Accelerated Healing:** You can accelerate the healing of your body. For 1 ki, on each of your turns you regain 1d4 HP. For 2 ki you recover 2d4 HP, and so forth. Accelerated healing lasts only so long as you pay ki each turn for it.
- **Elementalist:** You chosen to focus on the use of elemental ninjutsu. You may exchange any spells you know for any elementally based spell on the Sorcerer's spell list, or the Druid's spell list. When casting spells that are elemental in nature their save DC is increased by +1. Additionally, the ki cost for these spells is reduced by 1 (but no less than 1). Finally, you may choose 1 elemental type that you are particularly strong at using. When using this elemental type of spell, you may cast the spell at 1 level higher than normal for +1 ki point per level.

NINJA WAY

The way of a ninja is one with many divergent paths. Ninja's follow a particular path of life with some favoring the more classical stealthy type, while others prefer to learn forbidden arts, and yet others devote themselves more to just kicking the crud out of others. When you reach 3rd level you set yourself down a way of the ninja: Shadow Scout, Forbidden Sage, and Dragon Warrior. Your ninja way grants you features at 3rd level and again at 7th, 11th, and 17th level.

SHADOW SCOUT

The shadow scout prefers stealth and subterfuge over direct combat. Those who follow the way of the shadow scout gain the following class features.

SHADOW ARTS

At 3rd level the character is versed in unique techniques that they may use their ki for. The character gain access to the following techniques:

- **Shadow Clone:** You can create a replica of yourself. This replica has its own version of all of your equipment, its attacks count as magic as well (even if its gear would normally not be magic). This clone is essentially the character in all respects save that it has no HP. Instead if it is hit the clone must make a Save vs. Death. If it succeeds then it can continue to fight, but any subsequent rolls after this are at disadvantage. If it fails a save, then the clone vanishes in a puff of smoke. Things that the clone has learned are instantly transmitted back to the maker upon their destruction. The clone can even use ki, so long as the user gives some of their ki to the clone (otherwise they cannot, the same applies for spell casting in that a spell level must be given to the clone to use, though cantrips do carry over). Creating a single clone costs 2ki, and the clone remains in action for 1 hour (or if they lose consciousness the clone goes away).
- **Shadow Vanish:** You can expend 2 ki to become invisible, but only when shadows or darkness is present. This lasts so long as you concentrate and don't attack. If you make an attack you become visible, even if you maintain your concentration, though you become invisible again at the start of your following turn. For all other purposes this power works like the Invisibility spell.
- **Puppet Strike:** For a ki point, you can attach an invisible string of ki to any hand-held object that is not in use. You may, as an action or bonus action on your turn, make this object move up to 15ft, and attack. The attack cannot be anything more complex than a melee strike.
- **Shadow Bind:** For 2 ki points you can use manipulate and extend shadows from yourself to reach an opponent's shadow and hold them in place. These shadows have a range of 30ft, but can be extended an additional 30ft by using additional shadows. A target is allowed a DEX save to avoid their shadow being grabbed. If they fail the save, then their shadow is grabbed and they are considered pinned. However, while grappled like this you cannot move yourself. You also must spend a ki point each turn to maintain the grapple. A target can make a STR save to break free if anything happens to cause the shadow to dim, or if light is used to break the shadow then the person held is set free.

INFILTRATOR

At 7th level you are skilled in the art of infiltration. You change your outer appearance with an action to resemble anyone you have seen, personally know, or have spent at least 1 hour studying the appearance of. So long as you maintain your concentration you can keep up the change in appearance for a length of time equal to half your level in hours. Once the effect ends you must take a short or long rest before you can use this again. This grants you

advantage on any needed skill rolls in regards to your appearance. Your voice can even be made to mimic the person's who's form you have taken if you have heard them speak. Aside from this, the feature doesn't grant you any knowledge that the person would have. Though you can spend lengths of time to remedy this to a degree.

PUPPETEER

At 11th level you can use your ki to take control of either specially made objects, or people with effort. Special puppet weapons can be made that the character can use with this feature. These puppets can be made to move, and even speak as you speak through them (as well as see through eyes that cannot see and hear with ears that cannot hear). The puppet's move through the ribbon of invisible ki that the character sets up with it. These puppets can also be subjected to the character's infiltrator capability. The character must remain within one mile of their puppet to keep control of it, and hide its features. For the most part, the puppet is treated as a companion. A puppet can be built off of humans, or animals, and has physical stats that mimic such beings with the exception that they have no INT, or WIS scores. The puppet itself is immune to any spell that targets INT, or WIS, and the attacks do not link back to the puppeteer. However, Charisma attacks do link back to the character. Weapons can be built into these puppets as well, with the number of weapons being limited to what the puppet can physically hold. The puppet is still limited to making only a single attack.

SHADOW UTILITY

At 17th level your infiltration skills are greatly improved. You can alter your form to that of an inanimate object for an additional ki point. You can be used to deal damage in this form with the damage being dependent upon the form taken. You retain all of your senses while in the form as well. For another ki point you can fool magical senses and appear as a normal item. The form requires concentration to maintain, but can be maintained for 8 hours. This can be combined with a shadow clone, and while in the utility form the Shadow Clone's time limit is extended to that of the utility form. The form itself must be a solid piece, and thus cannot be something like a shirt or suit of armor.

FORBIDDEN SAGE

The Forbidden Sage is one who has taken to understanding the sage arts of ninjutsu. Those that follow this path choose to align themselves to the spirit of the animal they can summon.

SAGE SPIRIT

At 3rd level you have the spirit of a sage. When you meditate you take half the time for a short rest than you normally would need. After you take a short rest, for the next hour, you have advantage on one of your proficient saving throws. Your summoned animal also gains these same benefits, in that the time they can remain summoned is doubled, and they gain the advantage on the same saving throws as you.

SAGE CHANNELING

At 7th level you have developed the sage ability to channel the elemental capabilities of your summoned animal through yourself. By spending 2 ki points you can channel the element that the animal can deal damage with (fire, cold, lightning, etc.). This is applied as a +1d6 damage to a single attack of yours and is maintained so long as you concentrate. You can also use of the elemental attacks of the animal by spending a number of ki points equal to the damage dice you would roll for it.

SAGE RELEASE

At 11th level you possess the ability to release your repressed capabilities as a sage. This takes 5 minutes of uninterrupted meditation to perform. Once released, the character gains a number of base enhancements, as well as a number of other special, but limited techniques they can use as well. The abilities last for 30 minutes and cannot be used again until a long rest is taken, or a summoned creature/shadow clone is expended to remain in the form. In this form the character takes on certain animal like features based upon the summoned creature they have.

- **Action Advantage:** You gain advantage on one STR, DEX or CON based roll that is not an attack roll.
- **Resilience:** Against non-magical attacks you have resistance to damage.
- **Summon/Shadow Clone Gather:** By summoning a creature or using a shadow clone you can extend the time you remain in sage mode. Each chosen element must effectively take a short rest for you and remain in a meditative state where they are not interrupted (they gather half of your maximum ki though). When your ki is, or almost is, expended you can call on the meditating creature or clone. The creature or clone vanishes when you draw out its stored ki. The added benefit is to this is that the time limit is extended by an additional 30 minutes when you recover your ki in this way.
- **Sage Element:** Based on your chosen channeling element, you have resistance to magic of that element and elements that it directly opposes.
- **Running out of Ki:** If you run out of ki, and have no summoned creatures/shadow clones to pull from, you immediately lose your Sage benefits.
- **Enhanced Techniques:** When you use a power that does damage you add an additional die of damage to the amount rolled. Your melee attacks get a +2 to damage.

SAGE OF THE PATHS

At 17th level, the character is able assume the form of the sage of the paths. They are able to push their elemental powers, and sage release form, beyond their limits. The character gains this form outside of their sage release form. The benefits of the two forms do not stack. It takes an action to assume this form. The form can only be maintained so long as you concentrate and can once it goes down you can only reassume the form again after you have had a long rest.

- **Arcane Orbs:** When You can generate up to 9 baseball sized orbs that float behind you. These orbs can be used for 8 different methods of combat. When an orb is used for anything but a weapon, shield, or bolt, the orb needs time to regenerate, at the end of the characters next turn the orb returns.
 - **Weapon:** 3-4 orbs can be used to create a weapon of your choice (1 handed weapon, or two handed weapon). This weapon functions exactly like the normal version only it is considered magical. While in use the orbs cannot be used for anything else.
 - **Shield:** 3 orbs can be used to create a shield that the character is considered to be proficient in (even if you normally wouldn't). This benefit can be used even if the character's class would never be allowed to. While in use the orbs cannot be used for anything else.
 - **Bolt:** An orb can be used to create a bolt of arcane force energy. The bolt is does 1d8 damage, and you can apply up to 2 additional orbs to increase the damage. Range is 60-120ft. This works like a cantrip.
 - **Fireball:** You can cast the fire ball spell by using a number of orbs equal to the spells level.

- **Heal:** You can expend 1 orb to heal 2d8+2 damage to yourself or another person. If you apply an additional orb, or more the amount healed increases by 1d8.
- **Flight:** You can dedicate two orbs to granting you the benefits of the Fly spell.
- **Vestments:** Your clothing and/or armor become more resilient and in turn grant you resistance to harm. You gain resistance to slashing, bludgeoning, and piercing damage. You also, on each of your turns, may choose 1 additional form of resistance to have. Your base AC is now 18 if it already is not (if your base AC from armor is not at 18 it is raised to 18, if it is at 18 then it does not increase further). You may add your DEX modifier to this AC, (no shield bonus can be applied).

DRAGON WARRIOR

The dragon warrior prefers to fight up close and personal, with some choosing to leave behind their ninjutsu arts to focus on their melee based taijutsu arts.

FIGHTING ARTS

At 3rd level you have to choose the fighting arts you wish to choose to follow. You may choose to use to either keep your Ninjutsu arts, or give them up to gain greater Taijutsu arts.

- **Keeping Ninjutsu:** You retain the use of the normal ninjutsu arts. You may also choose one of the following options to gain.
 - **Extra Cantrip:** You may know 1 additional cantrip.
 - **Greater Focus:** If you must make a concentration check to maintain a concentration based spell/effect, you gain a +1 to this roll.
 - **Potent Casting:** The save difficulty for your spells/effects is at a +1.
- **Taijutsu Focus:** You have given up the ability to learn a cantrip, and spells to use your ki for (you may still retain other ki based powers). In giving this up you gain the following:
 - **Fighting Stance:** You can assume a fighting stance that grants you either a +1 to your attack roll against a single chosen opponent, or a +1 to AC against a single chosen opponent, or a +2 to your damage against a single chosen opponent, or You may have advantage on grapple checks against a single chosen opponent.
 - **Flurry of Blows:** You gain the monk's flurry of blows feature.
 - **Power Strike:** You can expend 2 points of ki to add one additional die of damage to an unarmed attack (not a weapon attack). The damage boost lasts for just the 1 attack and can be used after you have landed the attack (so long as you expend the ki to do so).

KI SEAL RELEASE

At 7th level you learn to release the seals on your bodies restrains upon its flow of ki. Releasing the seals costs ki to do so. You can choose to release one seal at a time, or all concurrently as an action or bonus action. It requires concentration to maintain the released seals, but you can continue to open more seals as needed if desired without the loss of concentration. Opening 1 gate costs 2 ki, and each additional gate opened costs another 2 ki. However, the more gates opened the greater the risk to the user.

- **Mind Seal:** You release the seal upon your bodies limits on its physical capabilities. You have advantage on all STR and DEX based skill rolls and saving throws. If grappling you also have advantage on these rolls.

- **Stamina Seal:** You release the seal upon your bodies capability to stave off fatigue and increase its ability to hit harder. You gain a +2 to melee damage, resistance to necrotic damage.
- **Endurance Seal:** You release the seal on your body's ability to resist pain. The body grows hot, as sweat evaporates from the bodies as quickly as its created. You may expend Hit Dice to recover HP during combat as needed without a short rest.
- **Reaction Seal:** You release the seal on your body's limits upon your nervous system. You may take an additional reaction on your turn.
- **Power Seal:** You release the seal on your body's limits upon its general power. Your base movement is doubled, and you may add 1d6 to your melee damage for a single chosen attack. To use this seal, you must have at least 2 other seals released.
- **Ki Seal:** You release the seal on your body's limits upon your ki. When you hit an opponent with a melee attack you recover 1pt of ki. However, to use this seal you must have at least 4 other seals released.
- **Unleashed Seal:** You release the seal on your body's limits upon its total physical capabilities. Your melee damage is +1d6 for all attacks you make. You gain resistance to all non-magical attacks. However, to use this seal you must have at least 6 other seals released.
- **Sacrifice Seal:** By far the most dangerous seal to unleash, the sacrifice seal pushes the unleashed sealed state beyond its limits. You have advantage on all your melee attack rolls, and you do an additional +1d6 damage with all your melee attacks.

The downside of opening a gate is fatigue typically. If the user is unable to maintain concentration (they can keep this up for 10 minutes), or chooses to end its use then the user must make a CON save, DC being 8 + 1 per gate opened. The number of gates opened determines the effects on the user.

For 1-3 gates, if the user succeeds in their save, they suffer no ill effects. If they fail the save they take 1d6 damage and are fatigued for 10 minutes.

For 4-6 gates, if the user succeeds in their save they take 1d6 damage and are fatigued for 10 minutes. If they fail their save they take 2d6 damage and are exhausted until a short rest is taken.

For 7-8 gates, if the user succeeds they take 2d6 damage and are exhausted until a short rest is taken. If they fail their save they take 4d6 damage and must make a save vs. Death roll. If they fail the roll they still have 2 more attempts. If they fail all 3 rolls the character dies. Receiving a healing spell, however, will counteract the need for a Death save.

FIGHTING TORRENT

At 11th level the character can unleash a bombastic barrage of attacks against an opponent or many opponents. Against a group of opponents with in a 60ft radius of yourself you can move freely and force each opponent to make a DEX save. Each opponent that fails the save takes the character's melee attack's damage. However, you also have the option of unleashing a barrage of attacks on a single opponent instead. In this case you may make an attack as if you had used the Flurry of Blows feature and added 1 extra attack to those being made. You can only make use this once per day, and must take a long rest before you can use it again.

RESPELNDENT FINISH

At 17th level the character has developed a powerful finishing move. Against a single chosen opponent, you may force them to make either a STR save, DEX Save, or CON save against your melee attack. The effect of the attack is based upon the save you choose to force on them. This feature can only be used once per day, and cannot be used again until a long rest is taken.

- STR: This is about brute force. You hit hard doing your unarmed dice in damage, +1 additional die of that type per point the save is failed by. If they succeed in their save, then the number of dice rolled is based upon either your DEX modifier, or INT modifier (whichever is lower).
- DEX: This is about finesse and speed. You do 1 die of damage, based upon your unarmed attack dice, per +1 modifier from your DEX. The opponent is also incapacitated until the start of your next turn if they fail the save. If they succeed in their save, damage is halved and then cannot take reactions until the start of your next turn instead.
- CON: This attack is more meta-physical than physical. The opponent takes your normal unarmed damage...however they are cut off from any ki, or magical powers they may possess until the start of your next turn. Any concentration based powers that they had going are immediately ended as well. This includes spell-like powers and magical abilities that monsters/creatures may possess. This lasts until the start of your next turn. If they succeed however, they take the normal unarmed damage, but must make a concentration check to use any of their spells/powers, (or maintain them).

If any of the attacks end in the opponent being defeated, you gain advantage on any Intimidation rolls you may make against anyone who is present, and you may (for free, as in no action is spent to do so) roll your Hit Dice to recover HP, but only a number equal to your INT modifier (or at a minimum 1 die).