

1st Level

- **Hit Die:** 1d8
- **CE:** Level + CE Modifier
- **Armor Proficiencies:** Light Armor
- **Weapon Proficiencies:** Simple Weapons, Handguns, Longswords, Rapiers, & Shortswords
- **Tool Proficiencies:** Thieves' tools
- **Saving Throw Proficiencies:** Dexterity, Intelligence
- **Skill Proficiencies (choose 4):** Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, or Stealth
- **Expertise I:** Choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.
- **Shinobi's Mark:** As a Bonus Action you can mark a creature you can see within 60ft with your cursed energy. For the next minute, you deal an extra 1d6 damage to the target whenever you hit it with an attack, and you have Advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it.
 - At 5th level, the target remains marked for 1 hour. 8 hours at 9th level, 24 hours at 13th level, 1 week at 17th level, 1 month at 20th level.
 - You can do this PB times per Long Rest. After which you must spend **2 CE** per use.

2nd Level

- **Cunning Action:** Your quick thinking and agility allow you to move and act quickly. You can take a Bonus Action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

5th Level

- **Shinobi's Focus:** You can attack twice, instead of once, whenever you take the Attack action on your turn **if you are attacking a creature with your *Shinobi's Mark*.**
 - The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

7th Level

- **Uncanny Dodge:** When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

9th Level

- **Evasion:** You can nimbly dodge out of the way of certain area effects, such as an ancient red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

10th Level

- **Reliable Talent:** You have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

13th Level

- **Ambush Master:** You have Advantage on initiative rolls. In addition, the first creature you hit during the first round of a combat becomes easier for you and others to strike; attack rolls against that target have Advantage until the start of your next turn.

14th Level

- **Blindsense:** If you are able to hear, you are aware of the location of any hidden or invisible creature within 15 feet of you.

15th Level

- **Slippery Mind:** You have acquired greater mental strength. You gain proficiency in Wisdom & Charisma Saving Throws.

17th Level

- **Elusive:** You are so evasive that attackers rarely gain the upper hand against you. No attack roll has Advantage against you while you aren't Incapacitated.

20th Level

- **Stroke of Luck:** You have an uncanny knack for succeeding when you need to. If your attack misses a target within range, you can turn the miss into a hit. Alternatively, if you fail an ability check, you can treat the d20 roll as a 20.
 - Once you use this feature, you can't use it again until you finish a Short or Long Rest. Unless you spend **10 CE** to do so.