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Trickster

The tools of your trade are a silver tongue and wit keener than any blade. Those who fit this archetype are often as foolish as they are wise, talking themselves into trouble as often as they do out. Armed with clever words and cunning plans, tricksters make for unlikely heroes with tales of their acts of canny bravery and skillful deceit becoming the stuff of legend.

Fated

Starting when you choose this archetype at 3rd level, when you have advantage or disadvantage you must roll 3d20 instead of 2d20. If you have advantage, use the highest of the three rolls. If you have disadvantage, use the lowest of the three rolls.

Cleverness

Beginning at 3rd level you can use your Cunning Action to give an ally within 30 feet that can see or hear you advantage on an attack roll or ability check until the start of your next turn.

Cunning Plan

Starting at 9th level you can spend 10 minutes making a specific plan. Choose a number of friendly creatures up to to your Charisma modifier (minimum 1). When each of these creatures carries out a predetermined action within the next hour they will have advantage on that action. You can't use this feature again until you finish a short rest.

Guile

By 13th level your wits are unfailing. If your total for a Charisma skill check or saving throw is less than your Charisma score, you can use that score in place of the total. You can't use this feature again until you finish a short rest.

Hero's Trick

At 17th level when you would make a roll with disadvantage you may choose to roll with advantage instead. You can't use this feature again until you finish a short rest.

Highway rider

Stalking the backroads, the Highway Rider strikes fear into the heart of every traveler and penny-pinching merchant. They run down their prize astride a swift and loyal steed – and then make a quick getaway.

Hair Trigger

Starting at 3rd level, when you roll for initiative, you can immediately use your reaction to take one of the following actions:

- Make one weapon attack with advantage
- Move your speed, or your mount's speed, without provoking opportunity attacks
- Take the Dodge action
- Interact with an object or use an item

Trusty Mount

At 3rd level, you can cast the find steed spell. When you do, its creature type remains beast rather than changing to your choice of celestial, fey, or fiend. Once you cast this spell using this feature, you can't do so again until you finish a long rest.

Ride Them Down

Also at 3rd level, you gain an additional way to use your Sneak Attack: you don't need advantage on the attack roll to use your Sneak Attack against a creature if you or your mount moved at least 20 feet this turn, and you don't have disadvantage on the attack roll. All the other rules for Sneak Attack still apply.

Horse Lord

At 9th level, you can spend a minute grooming and caring for your mount, at the end of which time it gains temporary hit points equal to twice your level in this class. In addition, your cunning extends to your steed. While you are controlling a mount, it can spend a bonus action on its turn to take the Dash, Disengage, or Dodge action.

True Grit

At 13th level, you gain proficiency in Constitution saving throws. In addition, when you are subjected to an effect that allows you to make a Constitution 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.

Desperado

Starting at 17th level, when you are reduced to 0 hit points, you can use your reaction to take one of the actions listed in your Hair Trigger feature immediately before you fall unconscious.

Misfortune bringer

You've matched your penchant for illicit activities with the ability to mark your enemies for mishaps and misfortune. Whether your mother was a hag, you were imbued with magical powers by spending time among the fey, or you learned the art of cursing from a long line of hedge wizards before you, you are a Misfortune Bringer. Although not universal, many Misfortune Bringers have eyes of two different colors, using only one when glaring at the targets they intend to curse.

Evil Eye

When you choose this archetype at 3rd level, you gain the ability to place a minor curse on others with a glance. As a bonus action on your turn, choose a creature you can see within 60 feet. The chosen creature must succeed on a Charisma saving throw against your misfortune save DC or be marked by your evil eye. While a creature is marked by your evil eye, you can use your Sneak Attack against the creature even if you don't have advantage on the attack roll, but not if you have disadvantage on it. The creature remains marked by your evil eye for 1 minute or until you mark a different creature with your evil eye, whichever comes first.

Misfortunist

Also at 3rd level, you learn misfortunes that you can inflict on those marked by your evil eye.

Misfortunes. You learn two misfortunes of your choice, which are detailed under "Misfortunes" below. You learn an additional misfortune of your choice at 9th, 13th, and 17th level. Each time you finish a long rest, you can replace one misfortune you know with a different one.

Jinx Points. You have three jinx points. When you spend a jinx point, it is no longer available to you until you regain it. You regain all spent jinx points when you finish a short or long rest. You gain two additional jinx points at 13th level.

Saving Throws. Your evil eye, and some of your misfortunes, require your target to make a saving throw to resist their effects. The saving throw DC is calculated as follows: Misfortune save DC = 8 + your proficiency bonus + your Charisma modifier

Steal Luck

Starting at 9th level, when a creature you can see within 30 feet of you makes an ability check, attack roll, or saving throw with advantage, you can use your reaction to remove advantage from the roll. When you do, you regain an expended jinx point. Once you use this feature, you must finish a short or long rest before you can do so again. At 17th level, you can use this feature three times, regaining all uses when you finish a short or long rest.

Curse Caster

At 13th level, you can use an action and spend 3 jinx points to cast the bestow curse spell. Charisma is your spellcasting ability for this spell.

Misfortunes

The misfortunes are presented in alphabetical order.

Curse of the Befuddled. As an action you can spend 2 jinx points, and the creature marked by your evil eye is charmed for 10 minutes. When you do, the creature is no longer marked by your evil eye, and the charmed condition ends early if you or your allies deal damage to the creature or cause it to make a saving throw. After the 10 minutes have elapsed, the creature knows you used magic to influence its mood and disposition towards you.

Curse of the Clumsy. When a creature marked by your evil eye moves 5 feet or more, you can use your reaction and spend 3 jinx points to cause the creature to fall prone and have its movement speed reduced to 0 until the end of the turn. When you do, the creature is no longer marked by your evil eye.

Curse of the Debilitated. When a creature marked by your evil eye takes damage, you can use your reaction and spend 1 jinx point to roll 1d12. The creature takes necrotic damage and reduces its maximum hit points equal to the result.

Curse of the Doomed. After you miss with a weapon attack against a creature marked by your evil eye, you can use your reaction and spend 1 jinx point to make an additional weapon attack against the creature as part of the same action.

Curse of the Fearful. As an action you can spend 2 jinx points, and the creature marked by your evil eye is frightened for 1 minute. When you do, the creature is no longer marked by your evil eye, and it can make a Wisdom saving throw at the end of each of its turns, ending this misfortune early on a success.

Curse of the Inept. After a creature marked by your evil eye makes an ability check or attack roll, but before the DM declares whether or not it is successful, you can use your reaction and spend 1 jinx point to make the creature reroll and use the lower result.

Curse of the Insensate. As an action you can spend 3 jinx points, and the creature marked by your evil eye is blinded and deafened for 1 minute. When you do, the creature is no longer marked by your evil eye, and it can make a Constitution saving throw at the end of each of its turns, ending this misfortune early on a success.

Curse of the Maimed. When you hit a creature marked by your evil eye with a weapon attack, and the die result was 18 or 19, you can use your reaction and spend 2 jinx points to turn the hit into a critical.

Curse of the Marked. As a bonus action on your turn, you can spend 2 jinx points to enhance the effects of your evil eye on a creature you have marked by it. When you do, the duration increases to 24 hours or until you mark a different creature with your evil eye, whichever comes first. Additionally, while the creature is marked by your evil eye, you always know the direction and distance to the creature, provided you are on the same plane.

Curse of the Plagued. When a creature marked by your evil eye regains hit points, you can use your reaction and spend 1 jinx point to halve the amount of hit points regained. When you do, the creature can't regain hit points until the start of your next turn.

Curse of the Ruined. After a creature marked by your evil eye makes a saving throw, but before the DM declares whether or not it is successful, you can use your reaction and spend 2 jinx points to make the creature reroll and use the lower result.

Curse of the Somnolent. As an action, you can spend 3 jinx points, and the creature marked by your evil eye becomes drowsy. Roll a number of d10 equal to your level in this class and add 15 to their total. If the creature's current hit points are equal to or less than the total, it goes unconscious. The target regains consciousness after 10 minutes, or when it takes damage or another creature uses its action to rouse it.

Curse of the Unlucky. As a bonus action on your turn, you can spend 2 jinx points to put a pox on a creature marked by your evil eye. Whenever the creature makes an attack roll or saving throw, you roll 1d4 and subtract the result from their total. This pox ends when the creature is no longer marked by your evil eye.

Detective

Delving into the political intrigues of Soburin's two dozen great clans and the fractured society left after the end of the War of Kaiyo requires a keen mind, quick wit, and razor sharp instincts. You are perfectly suited for the task and use your considerable intellect to survive and sometimes even thrive in the social chaos.

Investigative Nature

At 3rd level, your proficiency bonus is doubled for any ability check you make that uses Insight or Investigation. You also receive a number of investigation points equal to your proficiency bonus. You may spend an investigation point as a reaction to add +1d4 to a skill check chosen from the following list: Acrobatics, Athletics, Arcana, History, Investigation, Nature, or Religion. You may choose to spend an investigation point after the die has been rolled but must do so before the results are revealed. You regain any expended investigation points when you finish a short or long rest.

Gumption

At 9th level, the bonus from spending an investigation point increases to +1d6 and you may also use them on the following skill checks: Deception, Insight, Intimidation, Persuasion, Stealth, Survival.

Fortune Favors the Bold

At 13th level, the bonus from spending an investigation point increases to +1d8 and you may also use them on attack rolls or increase your AC in response to an attack.

Implacable Resolve

At 17th level, the bonus from spending an investigation point increases to +1d10 and you may also use them on saving throws.

Herbalist

Though technology remained stagnant in Soburin for a long time and has recently become a thing of heresy in many prefectures, the ancient arts of the apothecary are still sought out and even revered. You are a master of natural alchemy, utilizing your own spirit energy and herbal concoctions to incredible effect.

Apothecary Spellcasting

When you reach 3rd level, you gain the ability to craft tinctures you may drink or rub to produce magical effects.

Tinctures. You are only able to learn cantrips and spells that target you or a single touched creature (drawn from the herbalist spell list). Your spells always require a material component (a potion that you drink as part of the casting or a tincture that you rub as part of the casting). You also gain proficiency with Medicine.

Cantrips. You learn three cantrips of your choice from the herbalist spell list. You learn another cantrip of your choice at 10th level.

Spell Slots. The Herbalist Spellcasting table shows how many spell slots you have to cast your spells of 1st-level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. For example, if you know the 1st-level spell detect magic and have a 1st-level and a 2ndlevel spell slot available, you can cast detect magic using either slot. Spells Known of 1st-Level and Higher. You know three 1st-level spells of your choice. The Spells Known column of the Herbalist Spellcasting table shows when you learn more spells of 1st-level or higher. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st- or 2nd-level. Whenever you gain a level in this class, you can replace one of the spells you know with another spell of your choice. The new spell must be of a level for which you have spell slots.

Spellcasting Ability. Intelligence is your spellcasting ability for your spells, since you learn your spells through careful application of honed techniques derived from centuries of accumulated knowledge. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a spell you cast and when making an attack roll with one. Spell save DC = 8 + your proficiency bonus + your

Intelligence modifier Spell attack modifier = your proficiency bonus + your Intelligence modifier

Herbalist Spell List

Cantrips—guidance, resistance, shillelagh, shocking grasp, true strike

1st—burning hands, comprehend languages, cure wounds, disguise self, heroism, jump, longstrider, mage armor, protection from evil and good, Sukochi shell (one creature only)

2nd—barkskin, darkvision, detect shapechanger, detect tsukumogami, enhance ability, invisibility, lesser restoration, lungs of Akuma, protection from poison, spider climb

3rd—bestow curse, fly, gaseous form, meld into stone, nondetection, protection from energy, remove curse, revivify, tongues, vampiric touch

4th—death ward, freedom of movement, greater invisibility, stoneskin

Improved Apothecary

At 9th level, you gain advantage on Medicine checks. You may spend your Cunning Action and action to cast two spells that would each normally require at least an action to cast. You can use this feature a number of times equal to $\frac{1}{2}$ your proficiency bonus. You regain expended uses when you finish a long rest.

Miraculous Metabolism

At 13th level, you gain immunity to the poisoned condition and resistance to poison damage.

Explosive Concoctions

At 17th level, you learn how to craft extremely dangerous explosives that detonate with astounding effect. You may spend an action to throw a tincture that acts as the fireball spell but deals force damage instead of fire damage. After using this feature a number of times equal to your proficiency bonus. You recover expended uses after completing a long rest.

Ninja

Funded by Soburin's elite, clans of spies and assassins have honed their techniques over centuries to become the undisputed eyes, ears, and silent blades of the ruling class. You work to master their techniques, gradually becoming an undetectable warrior able to penetrate even the most well-guarded fortress.

Basic Ninjutsu

Beginning at 3rd level, you can throw three kunai or shuriken when you take the Attack action on your turn.

You gain advantage on checks made to create or maintain a disguise.

Ninjutsu Novice

At 9th level, you gain advantage on Stealth checks, are able to run across any surface, regardless of whether or not it would support your weight, so long as you end on a square that you are able to stand on.

You triple the distance of any jumps you make.

Ninjutsu Adept

At 13th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

You gain advantage to Perception checks and increase your Passive Perception by +5.

Ninjutsu Master

At 17th level, you can throw four kunai or shuriken whenever you take the Attack action on your turn.

You can make a Dexterity (Stealth) check with advantage to hide even while being observed.

Shinobibot

Many of the ninja clans changed dramatically with the coming of the ceramians, utilizing science in place of the more mundane arts of ninjutsu. Through a regimen of concoctions and meditation, your body has become a shrine to technology that gradually incorporates more and more augmetics into your physical form.

Implanted Agent

At 3rd level, your proficiency bonus is doubled for any ability check you make to activate, build, conceal, hide, or understand technology. You also gain one of the following augmetics: electrolens or hornear. This augmetic does not increase your Haitoku score.

Augmented Agent

At 9th level, you gain either one additional augmetic from the previous list, or one of the following augmetics: steam arm or steam leg. This augmetic does not increase your Haitoku score.

Steametic Agent

At 13th level, you gain either two augmetics chosen from the previous augmetic lists, or one of the following augmetics: telescopic arm or telescopic leg. These augmetics do not increase your Haitoku score.

Valuable Agent

At 17th level, you gain two augmetics chosen from the previous augmetic lists, and an electroheart (you do not gain vulnerability to lightning). These augmetics do not increase your Haitoku score.

The sawbones

You have trained yourself in the science of medicine. The Sawbones learns every inch of physical anatomy, and uses it to heal their allies and hit their enemies where it hurts most. Back-alley doctors, battlefield medics, mad scientists, and other practitioners of all things biological can be Sawbones of one form or another. You heal your allies, harvest parts from dead, monsters, and silence your enemies with deadly precision.

Back-alley medicine

when you take this archetype at 3rd level, you gain proficiency in the Medicine skill. If you are already proficient in Medicine, you can choose another skill to become proficient in. You may use your intelligence modifier instead of your wisdom modifier for medicine checks. You can use the bonus action granted by your Cunning Action to administer a potion to creature within 5 feet of you or to make a medicine check to stabilize a dying creature.

Surgons's toolkit

When you take this archetype at 3rd level, you have accumulated a set of tools for combat medicine. While these tools are on your person, you can use an action to tend to the wounds of a creature within 5 feet of you. That creature can spend a number of its Hit Dice up to your intelligence modifier. For each Hit Die spent this way, roll the die and add the creature's constitution modifier to it. The creature regains hit points equal to the total. you can instead choose to end the effects of a poison or disease affecting the target. This expends one Hit Die.

Grim salvage

Starting at 9th level, you can surgically harvest parts from dead monsters and preserve them for future use. You can spend 10 minutes with the corpse of a non-construct creature that has been dead for no longer than 5 days. Make a Medicine check, the DC of which is equal to the CR of the creature +5. On a success, you harvest an organ that does one of the following, so long as the creature had that ability. You may only attempt this ability once per dead creature. The organ can be used once to replicate the ability of the creature it came from, then it is destroyed. Any damage, save DCs, and modifiers are identical to what they were when the creature was alive.

Poison. You extract the venom a creature uses. If the creature adds poison damage to any of its attacks, you can harvest a vial of that poison. You may use a bonus action to apply the same poison to one of your weapons. The next time that weapon hits a creature in the next minute, they suffer the effects of that poison.

Breath weapon. You extract the gland responsible for a creature's breath attack. As an action, you can activate the gland and unleash its deadly payload.

Gaze effect. You extract the eyes or other part a creature uses for gaze ability. As an action, you can activate that organ and use the gaze ability on a creature within range.

Innate spellcasting. You extract a biological element that produces magic. When you harvest this organ, choose a spell of 6th level or lower from the creature's innate spellcasting list. You can cast that spell through the organ once taking the spell's normal casting time. A wizard can also dissect the organ to transcribe that spell into their spellbook, as if it were a spell scroll.

Adept immunization

At 13th level, you've established a routine of administering small doses of poison to yourself in order to build up your body's defenses. You are immune to poison and disease. Whenever you make a constitution saving throw, you can add your intelligence modifier to the total.

Surgical strikes

At 17th level, your attacks are guided by your anatomical expertise. Whenever you perform a sneak attack on a creature, that creature's maximum hit points are reduced by the amount of damage dealt. That creature can't regain hit points until the start of your next turn. Your attacks are precise and subtle. Whenever you kill a creature, you can do so in a way that makes it seem like they died of natural causes. Using your Grim Salvage ability on the creature negates this effect.

Infiltrator

An infiltrator can break into places others wouldn't dream of, find what it's looking for, and get back out again while eluding or evading anyone who would try to stop him. An infiltrator is a master of stealth, breaking and entering, and second—story work.

Bonus Proficiencies

When you choose this archetype at 3rd level, you gain proficiency with the disguise kit and hacking tools.

Sweep

Starting at 3rd level, you know how to size up an area and get the lay of the land in a single sweep of your eyes that often isn't perceptible to those around you.

You can use your bonus action granted by your Cunning Action to make the Search action. You also gain advantage on the check when looking for alarms, surveillance devices, escape routes and any expensive objects that can easily be concealed and carried away.

Infiltration Adept

At 9th level, you have a number of infiltration dice equal to your Dexterity modifier, which are d8s. You regain all of your expended infiltration dice when you finish a long or short rest. You can expend an infiltration dice and add it to the result for the following checks after you roll, but before the DM says whether the roll succeeds or fails.

Whenever you make a Dexterity (Stealth) check.

Whenever you make an attack roll while hiding.

Whenever you make a check using, disarming or repairing an electrical or mechanical device.

Engineer

At 13th level, you understand how machines and electrical devices work. You gain advantage on checks to use, disarm or repair an electrical or mechanical devices.

Additionally, when you fail to deactivate a trap, explosive or alarm, you can use your reaction to avoid triggering the effect (activating the trap, detonate an explosive or trigger an alarm). You can use this feature once per short or long rest.

Master Infiltrator

At 17th level, your infiltration dice are now d10s, and you can expend up to two infiltration dices for each check instead of only one.

Additionally, whenever you make a check using tools you are not proficient, you can add half your proficiency bonus to the check.

Enforcer

To survive and thrive in a brutal environment, you have learned to be equally brutal. Most enforcers are members of criminal guilds and gangs, but you might also be part of a mercenary company or hired guards, or even, rarely, a member of the Watch. Your skills are useful anywhere the knowledge and abilities of the rogue combine well with brute force and overwhelming numbers. You've learned to hit hard, to work in groups, and to wield fear as well as the blade. Many enforcers choose to use reach weapons, to take best advantage of their abilities.

BRUTE FORCE

When you choose this archetype at 3rd level, you gain proficiency in martial weapons and in the Intimidate skill. If you are already proficient in the Intimidate skill, you may choose another rogue skill instead. You also gain the ability to sneak attack with any melee weapon.

SUDDEN VIOLENCE

Starting at 3rd level, if you can reach an opponent with a melee weapon from where you are standing when combat first begins, you gain advantage on your initiative check.

FEARSOME

At 9th level, you can use the bonus action granted by your Cunning Action ability to make a Charisma (Intimidate) check against a single creature.

GANG UP

Also starting at 9th level, you can use the bonus action granted by your Cunning Action to take the Help action, potentially granting an ally advantage on their next attack against an enemy. You must be within melee weapon reach of the enemy to use this ability.

UNEXPECTED STRIKE

At 13th level, when an enemy within reach of your melee weapon makes an attack against a target other than you, you may spend your reaction either to make a melee attack against that enemy, or to take the Dash action. Once you have used this ability, whether or not the attack hits, you cannot

use it again against that same target for 24 hours, as they are now aware of the trick. You may still attempt it against other enemies, however.

SKIRMISHER

Beginning at 17th level, when you use Unexpected Strike, you can both take the Dash action and make an attack all as part of the same reaction. In addition, this reaction can be triggered not just by an enemy within melee reach, but any enemy near enough that you can close to melee reach by using this Dash.

Shadow stitched

Rogues exposed to the multiverse quickly grasp the vast panoply of riches that could be theirs. And not just material goods. To those with the proper training or connection, a wealth of spiritual treasure is available in the form of extraplanar creatures, especially those inhabiting the mirror and shadow planes. These rogues learn how to summon these creatures' essences across the dimensions. Once called, a given extraplanar being can be quickly "stitched" to the rogue's own shadow, giving the rogue new abilities drawn from across the multiverse. A handful of warlocks and wizards know of the mirror and shadow planes. In return for service or another recompense, they may teach a rogue how to stitch the mere potential of an extraplanar entity to their souls. Newly Shadow Stitched individuals are free to pursue their own interests, unless their patron requires a final boon. Other routes to becoming Shadow Stitched are also available. Sages who reside in the city of Timeborne can awaken such abilities by visiting a hopeful initiate on their home dimension, then sending them on a dangerous walk along the Path. Those who survive may emerge on the other side stitched to an anomalous entity snatched from a distant dimension.

EXTRAPLANAR SHADOW

3rd-level Shadow Stitched feature

Choose an "extraplanar" creature. For the purposes of the Shadow Stitched class features, this creature can be any creature—such as a swarm of rats, a barbed devil, or a tyrannosaurus rex—even one that seems unlikely or that you've only heard of in stories. Your shadow is replaced with that creature's shadow. If the creature is normally larger or smaller than you, your new stitched shadow shrinks or grows so that it approximates your actual size.

Your new shadow has a pseudo-life of its own. This is represented by your Stitched Life dice: a number of d6s equal to twice your proficiency bonus. They grant your stitched shadow various abilities, as detailed hereafter. Some actions taken by your stitched shadow expend the Stitched Life die they use, as specified in the feature's description. You can't use a feature if it requires you to use a die when your dice are all expended. You regain all your expended Stitched Life dice when you finish a long rest. In addition, as a bonus action, you can regain one expended Stitched Life die, but you can't do so again until you finish a short or long rest. When you reach certain levels in this class, the size of your Stitched Life dice increases at 5th level (d8), 11th level (d10), and 17th level (d12).

The stitched shadow abilities below use your Stitched Life dice.

Shadow's Helping Hand. The quasi-real shadow can reach out and give you a hand with your tasks. If you fail an ability check using a skill or tool with which you have proficiency, you can roll one Stitched Life die and add the number rolled to the check, potentially turning failure into success. You expend the die only if the roll succeeds.

Shadow's Stealthy Action. If you expend a Stitched Life die, you can use the bonus action granted by your Cunning Action to direct your shadow to perform one of the following tasks. Because it is a shadow, it can perform the task without being noticed if you succeed on a Sleight of Hand check contested by the creature's Perception check.

- Manipulate an object within 30 feet as if it were you, such as opening or closing a door, picking up an object that weighs up to 10 pounds, stowing or retrieving an item (from your own equipment or from another creature in range), and so on.
- Use thieves' tools to pick locks and disarm traps within 30 feet.

Once you expend the die to activate the shadow, the stitched shadow can continue taking these actions for up to 1 minute so long as you spend your bonus action each round to do so. It can't move more than 30 feet from you.

The shadow of an extraplanar creature stitched to you can't normally be targeted independently, unless the Manifest Monster feature is in use.

Shadow's Teeth. The quasi-real shadow can reach out and help you in combat. If you expend a Stitched Life die when you take the Attack action, you can roll the Stitched Life die and add the result to your die roll. You can wait until after you roll the d20 before deciding to use the Stitched Life die, but must decide before the DM says whether the roll succeeds or fails. You expend the die whether the attack succeeds or fails.

SHADOW SWITCH

9th-level Shadow Stitched feature

You and your stitched shadow increasingly co-mingle in mind and soul. So much so that you can switch places with it. With no preparation, you can use your bonus action and expend a Stitched Life die to send your shadow racing to an unoccupied space within 60 feet that you can see. But when it arrives, it's you. (When it arrives, you instantly teleport there with it.) You then have advantage on the first melee attack you make before the end of your turn. You can choose to expend multiple Stitched Life dice at once when you use this ability. If you do, you can teleport an additional 60 feet for each extra die expended. If you succeed on a Stealth check contested by a given creature's Perception check, your shadow and you arrive at your destination unnoticed, as if

you had moved there stealthily.

SHADOW GLIDE

13th-level Shadow Stitched feature

When you expend a Stitched Life die, you can phase into your shadow, conferring upon you a partially intangible form. While you and your shadow are one, you have a flying speed of 10 feet (or 60 feet if you expend two Stitched Life dice instead of one when you activate this ability), you can hover, and attack rolls have disadvantage against you. You can also move through creatures and objects as if they were difficult terrain, but you take 1d10 force damage if you end your turn inside a creature or an object. You stay in this form for 10 minutes while you maintain concentration. You can expend another Stitched Life die prior the effect's end to extend the duration by another 10 minutes, while you maintain concentration.

MANIFEST MONSTER

17th-level Shadow Stitched feature

Your shadow becomes real when you expend a bonus action, manifesting as the extraplanar creature you originally stitched to yourself in an unoccupied space next to you. The manifest monster has the stats of a challenge 7 creature or lower determined by the GM; however, it has the appearance of the entity you've always imagined it was. The manifest monster is friendly to you and your companions. Roll initiative for it; it has its own turn. The creature obeys your intentions (no action, or commands are required by you). You can apply a Stitched Life die as your bonus action to roll the die and add it to the monster's ability check, attack roll, or saving throw. The creature disappears, becoming your stitched shadow once again, when it drops to 0 hit points, 1 hour has passed, you use a bonus action to end the effect, or you expend all your Stitched Life dice.