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.

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