

THE SHADOW

Shadow rogues have an uncertain origin. Whether blessed or cursed by a being of great power, left to dwell too long close to the lower planes of existence, one thing is for certain, they find their home where no light shines. This order is one of the thieves' guild most well guarded secret. Inexplicable murders and feelings of dread might all be the work of a Shadow.

UMBRAL VISION

Starting at 3rd level, your eyes are adapted to tenebrosity. You can see normally in darkness, both magical and nonmagical, to a distance of 90 feet.

SHADOW STRIKE

At 3rd level, you gain the ability to step into the shadows. As a bonus action you can teleport up to 30 feet to an unoccupied space you can see that is in dim light or darkness. You then have advantage on the first melee attack you make before the end of the turn. You can use this ability a number of times equal to your charisma modifier before needing to take a short or long rest.

The range of your teleportation increases to 60 feet at level 9 and 90 feet at level 15.

DREADFUL ASPECT

At 9th level, your presence terrifies even the bravest. As an action, you can make a Charisma (Intimidation) check contested by a creature's Wisdom (Insight) check.

If you succeed on the check and the creature is hostile to you, it becomes frightened of you, terrified that you will come and strike out of any shadow. This effects applies even if you are not within its line of sight, in which case the creature can still move. This effect lasts for 1 minute, or until you and the target are more than 120 feet apart, or until you fall unconscious.

If you succeed on the check and the creature isn't hostile to you, it is charmed by you for 1 minute. While charmed, it will try its utmost to satisfy your requests, not wanting to incur your wrath. This effect ends immediately if you or your companions do anything harmful to it.

DARK ABSORPTION

Beginning at 13th level, you can temporarily become a shadow. When you use your uncanny dodge feature, you can choose, once per short rest, instead of halving the incoming damage, to reduce it to 0 and make a single weapon attack against that foe as part of the same reaction.

ONE WITH THE SHADOWS

At 17th level, you are one with the shadows. While you are standing in dim light or in darkness you can become invisible at will (no action required).

