

## THE WAY OF GENJI

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You have mastered the ability to channel your ki and harness the abilities of Genji, the Shimada clan's disavowed ninja, brother of Hanzo and according to legend, the spirit of the Earth Dragon that has been bound to the material plane.

### **KATANA MASTER.**

At 3rd level, you are given your spirit katana. You are proficient with this weapon and cannot be disarmed while wielding. The katana is considered a magical weapon. You need the katana to be able to use Dragonblade ability at 17th level.

### **WAY OF THE PROJECTILE.**

When you choose this subclass at 3rd level, you have honed your skills with thrown weapons to a level where you are adequately able to perform multiple attacks in rapid succession without trading accuracy. Whenever you make a ranged weapon attack using a thrown weapon, you can make an additional attack as a bonus action. In addition, you can use your Flurry of Blows ability with thrown weapons.

### **AGILITY OF THE WIND.**

At 6th level, your jump distance is doubled, and is tripled at 9th level. Gain proficiency in Acrobatics. If already proficient, gain expertise.

### **SPEED STRIKE.**

At 11th level, you can spend 3 ki points as an action to dash through a line up to 30 feet long, striking every creature in that line. Each creature must succeed on a Dexterity saving throw and take 4d8 slashing damage, on a failed save, or half as much on a successful save. At 17th level, you deal 4d10 slashing damage.

As part of this action, you move 30 feet in a straight line and you can not end this movement in another creature's space. If you spend an additional ki point, your line extends 10 feet and you deal an additional 1d8 of damage; at 17th level the damage increases by 1d10 instead.

### **DRAGONBLADE.**

At 17th Level you have learned to channel your ki through your spirit katana, unleashing its full fury. As an action, you can expend ki points and empower the katana for a number of rounds equal to the number of ki points spent. During this time, you double all damage dice for the katana and its range is extended by 5ft.

During this time, you may unleash the full fury of the earth spirit dragon. As an action, you make a wide sweeping arc with your katana, releasing a 5 foot wide wave of force that you can control. You may move the wave of force up to 30 feet and it can strike as many creatures as you are able to reach during this time. A creature may only be struck once by the wave. All creatures in the wave's path must make a Dexterity saving throw or take 8d10 force damage and be knocked prone and stunned for 1 minute. The stunned creature must make a Constitution saving throw at the end of each of its turns. On a successful save, the stun effect ends.

A creature that succeeds in its saving throw takes half the damage and is not knocked prone. The ability may only be used once per long rest.