

# EVERYMAN MINIS

## UNCHAINED NINJA OPTIONS



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### ABOUT EVERYMAN GAMING, LLC

Everyman Gaming began as the blog of Alexander Augunas in January 2014, where he wrote about Pathfinder Roleplaying Game tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name *Guidance*. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with Rogue Genius Games to release *Ultimate Occult* and has remained with them since.

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## WELCOME TO EVERYMAN MINIS!

From the company that brought you jewels such as *ULTIMATE CHARISMA*, *MICROSIZED ADVENTURES*, and the *EVERYMAN UNCHAINED* series, *EVERYMAN MINIS* is a serious attempt to answer the eternal question that every publisher has—can we do more for you, the customers of Everyman Gaming LLC? Can we provide more for you? Can we create small snippets of interesting ideas on a weekly basis that will genuinely help to improve your game? We sincerely believe that the answer to all these questions is, “Yes,” and so *EVERYMAN MINIS* was born!

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~ Alexander Augunas



## NEW FEAT

The following new feat is available to ninja, both the standard ninja and Everyman Gaming’s unchained ninja (see *EVERYMAN UNCHAINED: UNCHAINED CUNNING* for this alternate class).

### WITHOUT A TRACE

You’re able to use your ninjitsu art to completely vanish from your opponent’s senses.

**Prerequisites:** No trace class feature.

**Benefit:** Whenever you are using Stealth to hide, creatures with blindsense, blindsight, or scent do not automatically detect you; they must succeed at a Perception check to locate and notice you. This also applies to abilities that function as blindsense or blindsight, such as tremorsense or lifesense. In addition, *invisibility* or concealment that you gain as a result of the effects of your ninja tricks (such as darkfall or vanishing step) is not irrelevant to creatures with blindsight, blindsense or scent, allowing you to use those effects to hide normally. Finally, whenever you encounter a creature with blindsight, blindsense, or scent, you gain a +2 circumstance bonus to Intimidate checks against them as a result of the nervousness they instinctively feel at being unable to detect you with such abilities.

## NEW NINJA TRICKS

The following ninja tricks are available to unchained ninjas who meet their prerequisites.

### CONDITIONING [Ex]

A ninja who selects this ninja trick gains a +2 competence bonus to saving throws made against two of the following types of effects: arcane spells, curses, environmental effects and weather, diseases, poisons, or psychic spells. Once chosen, this cannot be changed.

This ninja trick can be learned multiple times. Each time, the ninja chooses a new type of effect.

### DARKFALL [Sp]

A ninja who selects this ninja trick can cloak herself in shadow, even amidst the brightest light. As a standard action, the ninja can spend 1 ki point to shroud herself in magical darkness for a number of rounds equal to her Charisma modifier, functioning as if she had cast *darkness* as a spell-like ability and targeted herself. For the purpose of being dispelled and interacting with magical sources of light, the spell level of this *darkness* spell-like ability is equal to half your ninja level (maximum 9th level). If a *daylight* spell interacts with your *darkness* spell-like ability, the spell's caster must attempt a caster level check against a DC equal to 11 + your ninja level. If the check succeeds, the daylight spell suppresses your darkness normally. If the check fails, the *daylight* spell immediately ends. This caster level check counts as a caster level check to overcome spell resistance for all purposes.

### DASHING BLADE [Su]

Whenever a ninja who selects this ninja trick attempts an attack roll with a weapon she is proficient with, she can spend 1 ki point in order to move 10 feet as part of her attack. This movement provokes attacks of opportunity as normal, and the ninja can move both before and after the attack. For example, she can move 10 feet then attack; move 5 feet, attack, then move 5 more feet; or attack then move 10 feet. Using this ability is a free action.

### EXTRASENSORY BLOCK [Su]

A ninja who selects this ninja trick can strike at her opponent's pressure points, disabling many of its special senses. Whenever the ninja deals sneak attack damage to an opponent, she can reduce the total number of sneak attack damage dice she rolls to cause her opponent to lose one or more senses until the start of her next turn. A successful Fortitude save (DC 10 + 1/2 the ninja's level + the ninja's Charisma modifier) negates this effect. The senses that the ninja negates are determined by the number of sneak attack dice that she forgoes, as follows:

- » **1d6:** darkvision, low-light vision, scent.
- » **2d6:** blindsense (including all abilities that act as blindsense, such as lifesense or tremorsense).
- » **3d6:** blindsight, greensight, mistsight

» **4d6:** see in darkness, thoughtsense

The ninja cannot forgo more sneak attack dice than she has, and when she forgoes her sneak attack dice, she negates all senses associated with the number of dice she forgoes, plus all senses associated with a lower number of sneak attack dice.

### EXTRASENSORY SUPPRESSION [Su]

Whenever a ninja who selects this ninja trick uses her extrasensory block ninja trick, she can spend points from her ki pool instead of forgoing sneak attack dice when determining the senses she negates. This ability doesn't allow the ninja to effectively forgo more sneak attack dice than she has. For example, she cannot forgo 3d6 sneak attack dice and spend 1 ki point to negate the see in darkness ability when she only has 3d6 sneak attack damage dice to begin with.

Alternatively, the ninja can spend 1 ki point when her opponent fails their Fortitude save against her extrasensory block ninja trick to increase the duration of the trick to 1 minute.

A ninja must be at least 6th level and have the extrasensory block ninja trick to learn this ninja trick.

### IMPROVISED NINJITSU [Ex]

Whenever you attack an opponent with an improvised weapon, you gain the benefit of the dispatchment class feature against your opponent, even if they aren't flat-footed or denied their Dexterity bonus to AC. If you have the Catch Off-Guard feat, you can spend 1 ki point as a swift action to choose one opponent that you threaten and deny their Dexterity bonus to AC against your improvised weapon attacks until the start of your next turn.

### INSTANT REACTIONS [Ex]

A ninja with this ninja trick gains a +10 foot bonus to each of her movement speeds during the surprise round and the first round of a combat, as well as a +2 insight bonus to initiative checks.

### QUICK RETRIEVAL [Su]

A ninja with this ninja trick uses supernatural arts to quickly retrieve weapons she's thrown. Whenever the ninja makes an attack with a thrown weapon while she has at least 1 ki point, the weapon automatically returns to her hand after the attack has resolved. This allows the ninja to full attack with any thrown weapon as if she were attacking with a bow. The ninja must have the Quick Draw feat to learn this ninja trick.

## NEW MASTER TRICKS

The following master tricks are available to unchained ninjas who meet their prerequisites.

### DASHING FINISH [Ex]

Whenever a ninja with this master trick reduces an opponent to 0 hit points or fewer with a melee attack, she can immediately move 10 feet. This movement provokes attacks of opportunity unless the ninja spends 1 point from her ki pool.

### **INCREDIBLE LEAPER [Su]**

You're able to leap incredible distances. You gain a fly speed with average maneuverability equal to your base speed whenever you have at least 1 point in your ki pool. You must end your movement on the ground at the end of each turn or fall, and any bonuses that apply to your base speed also apply to your fly speed, including the bonus for spending points from your ki pool.

You must have the acrobatic master ninja trick to learn this master trick.

### **KI DETECTION [Su]**

A ninja who selects this master trick can focus her ki to sense nearby living creatures by spending 1 ki point as a move action. When doing so, the ninja notices and detects living creatures within 30 feet, just as if she possessed the blindsight ability.

### **RANGED MANEUVERS [Su]**

A ninja with this master trick can channel the supernatural force of her ki into powerful ranged attacks that leave your opponents dazzled. Whenever the ninja has at least 1 point in her ki pool, she can use any ranged weapon she is proficient with to attempt all combat maneuvers at a range of 30 feet or her weapon's first range increment, whichever is less. When doing so, she adds her Dexterity bonus to her combat maneuver bonus instead of her Strength, and on a successful combat maneuver check her opponent takes damage equal to her weapon's damage dice + its enhancement bonus, if any.

## **NINJITSU ARTS**

The following ninjitsu arts are available to unchained ninjas who meet their prerequisites.

### **ADVANCING ASSAULT [Ex]**

The ninja pushes her target back with a sudden advance. If the attack hits, the ninja can make a free bull rush attempt against the target of this ninjitsu art (using the base attack bonus of the attack used to hit the foe). This bull rush attempt does not provoke attacks of opportunity.

### **BATTERING KNOCKOUT [Ex]**

The ninja aims her strike for her opponent's weapons, attempting to disarm her opponent as she delivers a lethal strike. If the attack hits, the ninja can make a free disarm or steal attempt against the target of this ninjitsu art (using the base attack bonus of the attack used to hit the foe). This disarm or steal attempt does not provoke attacks of opportunity.

### **CASCADING RIVER PLUNGE [Su]**

The ninja leaps up into the air and dive down upon her opponent with a powerful impaling motion. As part of this ninjitsu art, the ninja attempts an Acrobatics check against her opponent's CMD. If her check succeeds, she deals her sneak attack damage to the opponent as if they were flat-footed.

If her attack would normally deal sneak attack damage, she deals 1 additional point of damage for each sneak attack die she rolled, to a maximum of +10 at 19th level.

### **DANCING LEAF TWIRL [Ex]**

The ninja slips around physical barriers and impediments on her path to her enemy. As part of this ninjitsu art, the ninja attempts an Escape Artist check against her opponent's CMD. If her check succeeds, her movement does not provoke attacks of opportunity from that opponent and she ignores any difficult terrain in each square that the opponent threatens or is in their space.

### **FADE FROM PLAIN SIGHT [Su]**

After finishing her attacks, the ninja disappears from sight. After attempting her final attack during the full attack, the ninja attempts a Stealth check against a DC equal to 10 + the total Perception skill bonus of the opponent with the highest total Perception bonus or the CMD of the opponent with the highest CMD, whichever is higher. If she succeeds, the ninja disappears, teleporting to the nearest location within 100 feet where she has cover from all opponents who are observing her and immediately hides using her Stealth check result. If she fails, the ninja doesn't move and can't use her Stealth check result to hide unless she has the hide in plain sight ability and her current location is an acceptable place to use that ability.

### **GENTLE JAB [Ex]**

The ninja rapidly assaults her foe with many weaker attacks. She makes three additional attacks instead of one (all at the same base attack bonus), but they must all target the same creature and each attack that hits deals minimum damage (as if each damage die had a result of a 1).

### **MANEUVERING STRIKE [Ex]**

The ninja tries to maneuver her foe into a more advantageous position. If the attack hits, the ninja can make a free reposition attempt against the target of this ninjitsu art (using the base attack bonus of the attack used to hit the foe). This reposition attempt does not provoke attacks of opportunity.

### **GALEFORCE STRIKE [Ex]**

The ninja unleashes a powerful flurry of attacks, striking nearby creatures with the fury of a tsunami. If the attack hits, all subsequent attacks that the ninja attempts during the full attack are at her full base attack bonus, but she cannot attack the same creature more than once during the action. If the ninja was flanking her initial target, she counts as flanking all targets. If the initial target was flat-footed or denied its Dexterity bonus against the ninja's attack, all targets are considered flat-footed or are denied their Dexterity bonus to AC (this doesn't circumvent abilities that protect creatures from being flat-footed or denied their Dexterity bonus, such as uncanny dodge).

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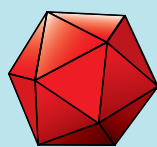
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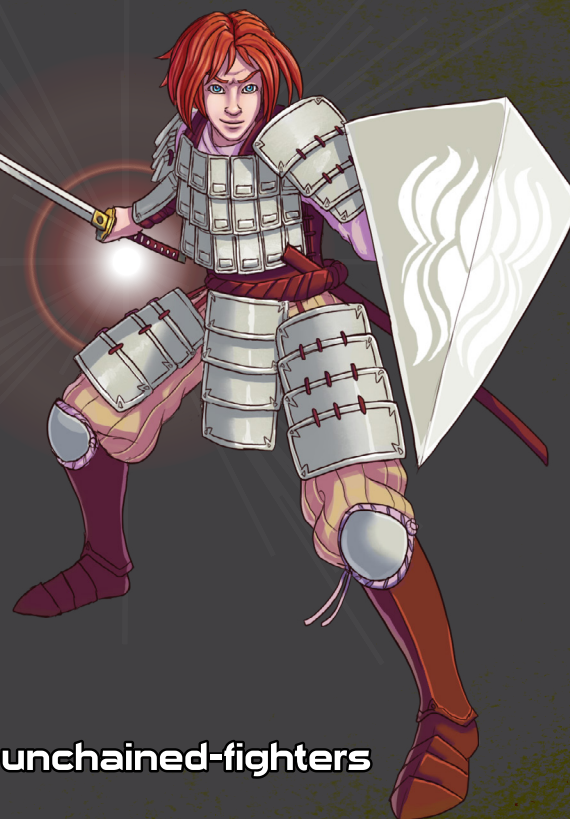
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