Everyman Iconics Shira Flamescar





Alexander Augunas



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About the Author

Alexander Augunas is best known as the writer of Know Direction's blog, *Guidance*, as well as the *PACT MAGIC UNBOUND* series by Radiance House. Alex is a known kitsune aficionado and hopes to be writing well past his death.

Follow Alexander Augunas's exploits as well as upcoming products and previews from Everyman Gaming, LLC **on Facebook**.

Author Anecdotes

EVERYMAN ICONICS is a very different product line from anything that's currently on the market (for now), and its a product series that I'm super excited to talk about. Traditionally, NPC stat block products don't cater to roughly 4/5th of players because they don't offer anything particularly new for players to dig into, so to speak. *EVERYMAN ICONICS* isn't different in that regard; it focuses on using material that's already part of the *PATHFINDER ROLEPLAYING GAME* for its builds.

What it makes it different is the emphasis on functionality, the emphasis on creating a PC-quality builds for characters and placing those into the hands of consumers. Perhaps you're the kind of player who wants something cool and exciting to play with, but you don't have the time to do a lot of research on different builds and tactics.

EVERYMAN ICONICS is for you.

Perhaps you're a GM who wants a fundamentally different NPC to place into your game, but you don't have time to do tons of research building your character.

EVERYMAN ICONICS is for you.

Maybe you just want a portfolio with all of the rules required to play your new character in one place with an easyto-read format, or maybe you're looking for ideas on how to create a background for a character.

EVERYMAN ICONICS is for you.

I'm hoping that this product line speaks to you, and that you find it as satisfying to read and tinker with as I found making it to be.

-Alexander Augunas

Table of Contents

EVERYMAN ICONICS: DRAKE WINDCHASER is broken down into the following sections.

Character Background (pgs. 4–5): This section introduces the Everyman Iconic and includes the character's age, race, and birthday. It also includes a detailed account of the character's history and motivations.

Character Build (pgs. 6–11): This section includes a comprehensive guide to building the Everyman Iconic at

any level, 1st through 20th. It includes the character's archetypes, base classes, feats, racial traits, and character traits, as well as any special rules or abilities that the Everyman Iconic uses. Full text for all rules elements has been included in this section for convenience.

Stat Blocks (pgs. 12–17): This section presents stat blocks intended for GMs to use to introduce the character into their campaigns. The stat blocks range from 1st level through 20th level, and use heroic NPC wealth and ability scores. The section also includes a number of pregenerated characters for players to use at 1st, 4th, and 7th levels.

Did You Know?

The character of Shira Flamescar was originally one of Alex's characters, the cohort to Kyr'shin Yilenzo (*EVERYMAN ICONICS: KYR'SHIN YILENZO*). Shira's first appearance in an Everyman Gaming product was in the *KITSUNE COMPENDIUM*, where her first kiss with Shai is featured in the Kitsune Culture section of that product. Furthermore, Shira and her dark fur, which result from extreme melanism, were the inspiration behind the blackfur voidkin kitsune in that same product (a role that Shira will reprise in proper in the forthcoming *DYNASTIC RACES COMPENDIUM*). Shira wouldn't come to feature in her own solo illustration, however, until *EVERYMAN UNCHAINED: UNCHAINED CUNNING*, where she acts as the iconic character for the unchained ninja class. As a result, this product assumes that you have access to *EVERYMAN UNCHAINED: UNCHAINED CUNNING* to make full use of Shira's character build.



Character Elography

"All my life I have lived at another's behest. As a child, I was the daughter of slaves. As a young woman, I was forced by threat of violence against my loved ones to toil in the quarries from dawn until dusk. I dreamed of the day when my people could be free from the violence and the toil, and I dreamed of vengeance against those who had harmed us. I took up the sword in secret, trained by a man who hoped and dreamed as I did. When my master was taken and brutally punished for teaching me, I rose my sword against his killers and slew them. Not to avenge him and honor his memory, but to sate my own lust for vengeance. I had helped no one."

"As an adult, I watched as my friends were sold back into slavery or hunted for sport. Despite all I had learned, despite all I had become, I was one sword amidst a tide of cruelty and violence. I was powerless, as is any who battle only for vengeance. Now I serve yet again, but this time I serve for friendship and for duty. I serve not because I must, but because it is right."

— Shira Flamescar

Shira Flamescar

Race: Kitsune Age: 24 Birthday: November 2nd Height: 6'4 Weight: 180 lbs. Hair: Black Eyes: Amethyst

Code: The world is a dangerous place, and the common man could not handle the truth of what horrors lay upon the borders of what is safe and comfortable to them. These threats are not without victims, and those who survive them are irreparably scarred by the experience. It is the duty of those who have seen both at home and abroad to raise their blades against it, so that others may remain innocent and ignorant of the threat so that others may live without bearing the scars of fear or vengeance.

Description

As a shapechanging kitsune, Shira has two forms: her fox like true form and her dark skinned human form. In both forms, Shira has a head of raven hair and violet eyes that shine like amethysts in sunlight. Standing at an imposing 6' 4" and weighing roughly 180 pounds, Shira is a goliath among kitsune of both genders, stout and sturdy in build. In kitsune form, Shira has black fur with gray and silver markings, a fox like face and tail, digitigrade legs, and short, black nails on her digits.

Paranoid and ever ready for combat, Shira prefers dark clothing and armor in shades of black and dark red and purple for nearly all occasions, though friends and family have been slowly convincing her to expand her casual wear to include bright violet, gold, and white as she slowly becomes more accustom to urban life. She favors leather and mithral chains as armor and carries a small arsenal of weapons wherever she goes—a traditional set of swords called a daisho that consists of a paired katana and wakizashi, as well as a shortbow and a quiver of arrows. Mercurial in combat, Shira often quickly shifts from calm collection to heated fury in mere moments, especially when the lives of her friends and loved ones are on the line.

Background

Born to a clan of kitsune who had been enslaved by a corporation of human slavers, Shira was mere months old when her birth parents, Kurma and Itashi Flameheart, died tragically when the cavern they were mining in suddenly collapsed. The blackfur daughter of two forest kitsune, none in Shira's clan were willing to adopt the orphaned girl. None save for the clan's matriarch, Le'shen, who took in all of the children whose parents died in that accident until they could be found proper homes either as servants or with other kitsune families. After a few months, only Shira remained, and so Le'shen raised her as her own.

Years later, after Shira had grown into a young woman, little had changed. Most in her community saw her black fur and uncommonly muscular physique as a sign that her spirit had been touched by an oni, and some even claimed that her mere present lead to her well-liked parents' untimely death. Few had the gall to make such accusations in front of her guardian, however, and the company of her adopted younger brother, Ren, and her close friend, Shai, was enough to keep Shira content. When she was deemed old enough to serve her masters at the age of 15, Shira was promptly assigned to work dragging mine carts in the very caverns that killed her parents, which only served to tone her already imposing physique. As a girl who wanted nothing more than to fiddle with and build things, Shira resented the manual labor that she was forced to do and quickly began dreaming of the day where she could pay her masters back for the long days and tiring nights, the whippings and the insults, and the poverty that she and her people were forced to endure. Nowhere did these dreams soar higher then when Shira passed by Marsuma's Kenjutsu Dojo, where she would stop and watch fledging samurai train for hours before heading home after working long hours in the quarry. After months of building up her courage, Shira approached the dojo and begged its master, Hiryo Marsuma, to teach her to fight despite her lacking any monetary assets with which to pay him. Hiryo countered by offering Shira the privilege to study under him free of charge-provided she could prove her worth by besting one of his junior students in

Character Biography

Character Build

> Stat Blocks

a duel. Shira happily accepted and won by a narrow margin, earning a place at Marsuma's school for herself.

For months, Shira trained with all manner of exotic swords and bladed weapons. Marsuma was a stern but compassionate teacher, and for the first time in her life, Shira felt as though she had even the smallest amount of control over her own life. That is, until one of Shira's fellow slaves ousted her activities to her masters. They stormed the school while Shira was working and took Marsuma captive, then they came for her while she was laboring in the quarries. They found her in contempt of murder, and after relocating her to a small, private warehouse used for punishing slaves they informed her of their sentence for her crimes-death. Although she struggled, her arms bound and her mouth muzzled before she was dragged off to be publicly beheaded. Shira was thrown down upon the chopping block, her crimes read to the other slaves in the quarry. Shira didn't struggle-she waited. When the blade was brought down, she lashed out, tripping her executor and knocking his blade from his hands. Like lightning, she sawed through her bindings and

slew her executor with his own weapon. From the executioner's stand, she called out to her people and told them to leave captivity behind, and like a twister their uprising swept up all opposition and carried them away from slavery. But not before Shira enacted her revenge against the man who murdered her sensei.

Although her people dreamed of an easier life, fate had other ideas. Lacking trained sailors to carry them away on their exodus, Shira and her clan wound up on a jungle island. Shortly after using their boats to build temporary shelters, they found the island frequented by enemies-pirates seeking to recapture the runaways and sell them into slavery and worse, vile cyclopses who demanded tribute and kidnapped kitsune in the middle of the night to be flayed alive, their furs used as pelts for the giants' amusement. In order to avoid being chosen, Shira regularly maimed her own pelt with fire, earning her the nickname 'Flamescar' among her people, and fought back against the giants wherever she could using guerilla tactics. But it was never enough. She couldn't save Shai, her only friend, from being taken by pirates.

Months later, Shai found his way back to Shira and his people. Accompanied by Kyr'shin Yilenzo, a charismatic kitsune, Dyne, a half-elf blade mage, and Sirrix, a halfelf oracle whose visions led them to Shai's people, Shira and her newfound allies overthrew the cyclopses dwelling upon the island and escaped in their vessel, leaving for a new life where they could finally be free.

Personality

Quiet and calculating, Shira is an observer first who prefers preparation to action. Although she is often awkward in casual conversation and is terrible at identifying the emotions and feelings of others, Shira deeply cares about the wellbeing of her friends and family, and is willing to do whatever it takes to protect them from harm. After he saved her and her people from cyclopses, Shira swore loyalty to Kyr'shin Yilenzo, and acts largely as his guardian and informant, using her mastery over shadows to visit places where he cannot go.

By nature, Shira is a forceful person who often relies on her own physical abilities to get what she wants done. This tendency often conflicts with her deep love and respect for her friends and family, and Shira is actively trying to become a more empathetic person with the help of her romantic interest, Shai, and her small group of friends. She is pragmatic in a confrontation, and prefers using the element of surprise to end engagements without risking harm to herself or others. That said, Shira is not afraid to lead headfirst into combat when the lives and wellbeing of those closest to her are at risk, and puts the lives and needs of her friends above her own. She is sly and guileful, and never quits when pursuing an objective. Shira's weapon training mostly consists of swordlike weapons, although she is proficient in archery.





Character Bulld

Shira Flamescar is a ninja (see *EVERYMAN UNCHAINED: UNCHAINED CUNNING*) who specializes in creating magical darkness from which she can strike at her foes. When encountered with her liege, Kyr'shin (see *EVERYMAN ICONICS: KYR'SHINYILENZO*), Shira fights openly to defend him. Otherwise, she typically fights alone, favoring the element of surprise to keep her foes off-guard.

Shira possesses the following archetypes, feats, and class options. Her full character advancement build is detailed on Table: Shira Flamescar, as well as which feats she possesses and her vital statistics, such as her base attack bonus and base save bonuses. All of the content used in Shira's build stems from other *PATHFINDER ROLEPLAYING GAME* sources, and the complete list of all sources used to build Shira are listed first in the Section 15 of this product's OGL.

Shira's base ability scores are **Str** 14, **Dex** 14, **Con** 14, **Int** 12, **Wis** 10, and **Cha** 13. Her racial traits are included in a side bar on page 9.

Shira's Archetypes

Shira's base classes are modified with the following archetypes.

Kenshi

As a young girl, Shira dreamed of being a samurai despite her status as a slave, and sought out a teacher to learn the art of the blade. Although she was discovered and subsequently never finished her training, Shira still possesses a reverence for the sword as an adult, and her impressive martial skills allow her to perform dazzling feats of martial prowess and swordsmanship.

Weapon and Armor Proficiency: A kenshi is proficient with all simple weapons, plus all weapons from the heavy blades and light blades fighter weapon groups. She is proficient with light armor but not with shields.

This ability alters the ninja's weapon and armor proficiencies and replaces poison use.

Kenjutsu Training (Ex): At 1st level, a kenshi gains Weapon Focus as a bonus feat. She doesn't need to meet the feat's prerequisites. In addition, at 2nd level a kenshi can select the combat trick ninja trick multiple times. She can select this ninja trick once starting at 2nd level, plus one additional time at 8th level and every 6 levels thereafter (maximum four times at 20th level). The ninja treats her ninja level as her base attack bonus (in addition to base attack bonuses gained from other classes and Hit Dice) for the purpose of qualifying for any feat that she selects with the combat trick ninja trick.

This ability replaces the finesse training gained at 1st level.

Bonus Feats: At 3rd level, the kenshi gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats. The kenshi must meet the prerequisites for these feats, but she treats her ninja level as her base attack bonus (in addition to base attack bonuses gained from other classes and Hit Dice) for the purpose of qualifying for these feats.

This ability replaces all later iterations of finesse training.

Scout

In order to combat the powerful cyclops that preyed upon her village, Shira perfected hit-and-run tactics for use against these foes.

Scout's Charge (Ex): At 4th level, whenever a scout makes a charge, her attack deals sneak attack damage as if the target were flat-footed. Foes with uncanny dodge are immune to this ability.

This ability replaces uncanny dodge.

Skirmisher (Ex): At 8th level, whenever a scout moves more than 10 feet in a round and makes an attack action, the attack deals sneak attack damage as if the target was flatfooted. If the scout makes more than one attack this turn, this ability only applies to the first attack. Foes with uncanny dodge are immune to this ability.

This ability replaces improved uncanny dodge.

Shira's Class Options

Shira gains the following optional class abilities from her base classes.

Ninja Tricks

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

Darkvision (Su): This trick allows the ninja to use her ki to enhance her sight, granting darkvision out to a range of 60 feet. Using this trick is a standard action that costs 1 ki point. The enhanced senses last for 1 hour.

Fast Stealth (Ex): A ninja with this trick can move at full speed using the Stealth skill without penalty.

Rogue Talent: The ninja can select a rogue talent in place of a ninja trick. The ninja cannot select a rogue talent that has the same name as a ninja trick. The ninja can select this talent multiple times.

Shadow Dodge (Su): When attacked, the ninja can disappear in a burst of smoke or shadow and reappear someplace nearby. When an opponent makes an attack against the ninja, she can spend 1 ki point and expend a use of an attack of opportunity to attempt to dodge the attack. The ninja makes a Stealth



Character Biography

Character Build

> Stat Blocks

Table: Shira Flamescar

Level	CLASS	BASE ATTACK	Fort	Ref	WILL	Advancement	Special	
1st	Nja 1	+0	+0	+2	+0	Martial Weapon Proficiency (shortbow)	Kenjutsu training (Weapon Focus [katana]), sneak attack +1d6	
2nd	Nja 2	+1	+0	+3	+0		Ki pool, ninja trick (shadow dodge)	
3rd	Nja 3	+2	+1	+3	+1	Extra Ninja Trick (minor magic [ghost sound])	Kenjutsu training (Power Attack), no trace +1, sneak attack +2d6	
4th	Nja 4	+3	+1	+4	+1	+1 Charisma	Dispatchment, ninja trick (rogue talent [canny feint]), scout's charge	
5th	Nja 5	+3	+1	+4	+1	Extra Ninja Trick (vanishing trick)	Ninjitsu art (flying strike), sneak attack +3d6	
6th	Nja 6	+4	+2	+5	+2		Ninja trick (rogue talent [gloom magic), no trace +2	
7th	Nja 7	+5	+2	+5	+2	Greater Feint	Sneak attack +4d6	
8th	Nja 8	+6/+1	+2	+6	+2	+1 Strength	Ninja trick (fast stealth), skirmisher	
9th	Nja 9	+6/+1	+3	+6	+3	Furious Focus	No trace +3, sneak attack +5d6	
10th	Nja 10	+7/+2	+3	+7	+3	_	Master tricks, ninja trick (ki power [abundant step]), ninjitsu art (dastardly trick)	
11th	Nja 11	+8/+3	+3	+7	+3	Dimensional Agility	Kenjutsu training (Weapon Focus [wakizashi]), sneak attack +6d6	
12th	Nja 12	+9/+4	+4	+8	+4	+1 Strength	Ninja trick (invisible blade), no trace +4	
13th	Nja 13	+9/+4	+4	+8	+4	Dimensional Assault	Sneak attack +7d6	
14th	Nja 14	+10/+5	+4	+9	+4		Ninja trick (rogue talent [cloying shadows])	
15th	Nja 15	+11/+6/+1	+5	+9	+5	Dimensional Dervish	Ninjitsu art (silencing strike), no trace +5, sneak attack +8d6	
16th	Nja 16	+12/+7/+2	+5	+10	+5	+1 Strength	Ninja trick (step through shadows)	
17th	Nja 17	+12/+7/+2	+5	+10	+5	Dimensional Savant	Sneak attack +9d6	
18th	Nja 18	+13/+8/+3	+6	+11	+6		Ninja trick (darkvision), no trace +6	
19th	Nja 19	+14/+9/+4	+6	+11	+6	Extra Ki	Kenjutsu training (Two-Weapon Fighting), sneak attack +10d6	
20th	Nja 20	+15/+10/+5	+6	+12	+6	+1 Strength	Hidden master, ninja trick (see the unseen), ninjitsu art (fluid strike)	

Shira's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disabe Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (local) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str), and Use Magic Device (Cha). Shira does not gain additional class skills as a result of her feat or character trait choices.

check with a -5 penalty for each light level brighter than dim light that she is currently in when she uses this ability. If her result is greater than the attacking creature's CMD, the creature's attack automatically misses. The ninja must declare the use of this ability after the creature's attack is announced, but before its attack roll is made. Upon successfully dodging an attack and if she has at least 1 ki point, the ninja can as an immediate action move up to her speed. If after ending her movement she has cover or concealment, she uses the result of her Stealth check to hide. This movement doesn't provoke attacks of opportunity. The ninja can only use this ability while wearing light or no armor, and while carrying no heavier than a light load. A ninja with the opportune parry and riposte swashbuckler deed cannot use both that deed and this ability against the same attack.

Vanishing Trick (Su): As a swift action, the ninja can

disappear for 1 round per level. This ability functions as *invisibility*. Using this ability uses up 1 ki point.

Ninja Master Tricks

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

Invisible Blade (Su): Whenever a ninja uses the vanishing trick ninja trick, she is treated as if she were under the effects of *greater invisibility*. The ninja must have the vanishing trick ninja trick before selecting this trick.

Ki Power: A ninja can select a ki power (see the monk section in Chapter 1 of PATHFINDER ROLEPLAYING GAME PATHFINDER UNCHAINED) in place of a ninja trick. She must meet the ki power's prerequisites, and uses her ninja level -2 as her effective monk level for the purpose of meeting ki power prerequisites and determining their effects. A ninja can



select this trick multiple times. Each time, she must select a different ki power.

See the Unseen (Su): A ninja with this trick learns how to see that which cannot be seen. As a swift action, the ninja can cast see invisibility, using her level as the caster level. Each use of this ability uses up 1 ki point.

Step Through Shadows (Sp): A ninja who selects this trick can disappear into an area of dim light or darkness and emerge from another area of dim light or darkness. This functions as the spell *shadow step^{UM}*. Each use of this ability uses up 1 ki point.

Ninjitsu Arts

Shira learns the following ninjitsu arts as she gains ninja levels.

Dastardly Trick (Ex): The ninja is able to hinder her foes with her attacks, making them more susceptible to her attacks. If the attack hits, the ninja can make a free dirty trick attempt against the target of this ninjitsu art (using the base attack bonus of the attack used to hit the foe). This dirty trick attempt does not provoke an attack of opportunity.

Fluid Strike (Ex): The ninja focuses her attack's momentum so that she strikes two foes with a single swing. If her attack hits, the ninja deals damage normally and can make an additional attack against a foe that is adjacent to the target of her augmented attack and also within reach. This additional attack uses the same penalties on attack rolls as her attack. If the additional attack hits, the ninja deals sneak attack damage to her secondary target as if her foe was flat-footed.

Flying Strike (Ex): The ninja leaps through the air to strike a foe. Before the attack, the ninja can move up to 10 feet. This movement is made as part of the ninja's full attack and does not require an additional action. At the end of this movement, the ninja must make an attack against an adjacent foe. This movement may occur before her additional attack or after her additional attack, and it provokes an attack of opportunity as normal. The distance that the ninja can move increases by 10 feet at 8th level and every three levels thereafter, up to a maximum distance of 50 feet at 20th level.

Silencing Strike (Ex): The ninja slams her weapon into the target's throat in an attempt to silence it. If the attack hits and the target fails a Fortitude save (DC 10 + 1/2 the ninja's level + the ninja's Dexterity modifier), it cannot speak or use actions or abilities (including cast spells) that require verbal components for 1 round.

Rogue Talents

Shira has gained the following abilities from selecting the rogue talent ninja trick.

Canny Feint (Ex): A rogue who selects this talent gains Improved Feint as a bonus feat. At 6th level, she is treated as if she had met all the prerequisites for Greater Feint (although she must take the feat as normal) and can ignore Combat Expertise and an Intelligence score of 13 as prerequisites for other feats that require Improved Feint or Greater feint. Cloying Shadows (Su): When a rogue with this talent uses dimension door as a spell or spell-like ability, including the abundant step or shadow jump class feature, then all creatures adjacent to the rogue at the start and end of her teleportation are entangled by grasping shadows for 1 round (although the creatures are not anchored in place). A successful Reflex saving throw negates this effect. The DC of this saving throw is equal to 10 + 1/2 the rogue's level + the rogue's Intelligence or Charisma modifier (whichever is higher). The rogue must have dimension door as a spell or spell-like ability (including the abundant step or shadow jump class feature) before choosing this talent.

Gloom Magic (Sp): A rogue with this talent gains the ability to cast *darkness* two times per day as a spell-like ability. The darkness created by this ability does not impair the rogue's vision. The caster level for this ability is equal to the rogue's level.

Minor Magic (Sp): A rogue with this talent gains the ability to cast a 0-level spell from the sorcerer/wizard spell list. This spell can be cast at will as a spell-like ability. The rogue's caster level for this ability is equal to her rogue level. The save DC for this spell is 10 + the rogue's Intelligence modifier. A rogue must have an Intelligence score of at least 10 to select this talent.

Shira's Feats

Shira gains the following feats as she advances in level. Some of these feats are gained as class abilities rather than from advancement, as noted on Table: Shira Flamescar.

Dimensional Agility

Teleportation does not faze you.

Prerequisite: Ability to use the abundant step class feature or cast *dimension door*.

Benefit: After using abundant step or casting *dimension door*, you can take any actions you still have remaining on your turn. You also gain a +4 bonus on concentration checks when casting teleportation spells.

Dimensional Assault

You use magical movement as part of your combat tactics.

Prerequisites: Dimensional Agility, ability to use the abundant step class feature or cast *dimension door*, .

Benefit: As a full-round action, you use abundant step or cast *dimension door* as a special charge. Doing so allows you to teleport up to double your current speed (up to the maximum distance allowed by the spell or ability) and to make the attack normally allowed on a charge.

Dimensional Dervish

You teleport with a mere thought, savaging your opponents as you flash in and out of reality.

Prerequisites: Dimensional Agility, Dimensional Assault, ability to use the abundant step class feature or cast

Character Biography

Character Build

> Stat Blocks

dimension door, base attack bonus +6.

Benefit: You can take a full-attack action, activating abundant step or casting dimension door as a swift action. If your do, you can teleport up to twice your speed (up to the maximum distance allowed by the spell or ability), dividing this teleportation into increments you use before your first attack, between each attack, and after your last attack. You must teleport at least 5 feet each time you teleport.

Special: A monk can use additional points from his ki pool to increase his speed before determining the total speed for this teleportation.

Dimensional Savant

You use teleportation magic to flash in and out of reality during combat.

Prerequisites: Dimensional Agility, Dimensional Assault, Dimensional Dervish, ability to use the abundant step class feature or cast *dimension door*, base attack bonus +9.

Benefit: While using the Dimensional Dervish feat, you provide flanking from all squares you attack from. Flanking starts from the moment you make an attack until the start of your next turn. You can effectively flank with yourself and with multiple allies when using this feat.

Extra Ki

You can use your ki pool more times per day than most.

Prerequisite: Ki pool class feature.

Benefit: Your ki pool increases by 2.

Special: You can gain Extra Ki multiple times. Its effects stack.

Furious Focus (Combat)

Your seemingly wild blows strike home.

Prerequisites: Str 13, Power Attack, base attack bonus +1. **Benefit**: When you are wielding a two-handed weapon or

a one-handed weapon with two hands, and using the Power Attack feat, you do not suffer Power Attack's penalty on melee attack rolls on the first attack you make each turn. You still suffer the penalty on any additional attacks, including attacks of opportunity.

Greater Feint (Combat)

You are skilled at making foes overreact to your attacks.

Prerequisites: Combat Expertise, Improved Feint, base attack bonus +6, Int 13.

Benefit: Whenever you use feint to cause an opponent to lose his Dexterity bonus, he loses that bonus until the beginning of your next turn, in addition to losing his Dexterity bonus against your next attack.

Normal: A creature you feint loses its Dexterity bonus against your next attack.

Improved Feint (Combat)

You are skilled at fooling your opponents in combat.

Prerequisites: Int 13, Combat Expertise.

Shira's Racial Traits

- » +2 Dexterity, +2 Charisma, -2 Strength: Shira is lithe and charismatic, and has trained most of her life to overcome her race's natural lack of physical might.
- » **Medium**: Shira is a Medium creature and has no bonuses or penalties due to her size.
- » Normal Speed: Shira has a base speed of 30 feet.
- » Low-Light Vision (Ex): Shira can see twice as far as humans in conditions of dim light.
- » Change Shape (Su): Shira can assume the appearance of a specific single human form of the same sex. She always takes this specific form when she uses this ability. In human form, Shira cannot use her bite attack, but gains a +10 racial bonus on Disguise checks made to appear human. Changing shape is a standard action. This ability otherwise functions as *alter self*, except that the kitsune does not adjust her ability scores and can remain in this form indefinitely.
- » Agile (Ex): Shira receives a +2 racial bonus on Acrobatics checks.
- » Heritage Focus: As a voidkin kitsune, Shira gains Skill Focus (Stealth) as a bonus feat at 1st level, and Stealth is always a class skill for her.
- » Natural Weapons (Ex): In her natural form, Shira has a bite attack that deals 1d4 points of damage.
- » Languages: Kitsune begins play speaking Common and Sylvan. Kitsune with high Intelligence scores can choose from the following: any human language, Aklo, Celestial, Elven, Gnome, and Tengu.

Benefit: You can make a Bluff check to feint in combat as a move action.

Normal: Feinting in combat is a standard action.

Power Attack (Combat)

You make exceptionally deadly melee attacks by sacrificing your offensive potential for power.

Prerequisites: Str 13, base attack bonus +1.

Benefit: You can choose to take a -1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by -1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.



Skill Focus

Choose a skill. You are particularly adept at that skill.

Benefit: You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

Weapon Focus (Combat)

You are skilled at attacking with one type of weapon.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Shira's Character Traits

Shira gains the following abilities that are tied to her background and upbringing rather than her race.

Killer: After accidentally learning of a plot to kill her adopted mother, Le'shen, Shira decided to take matters into her own hands and murdered the men responsible for the scheme. Ever since that day, Shira has learned to kill even the most remorseful opponents without so much as a bat of her eyes. Shira deals additional weapon damage equal to her weapon's critical hit modifier when she scores a successful critical hit with a weapon; this additional damage is added to the final total, and is not multiplied by the critical hit multiplier itself. This extra damage is a trait bonus.

Life of Toil: Like most of the members of her clan, Shira grew up a slave, and was often forced to perform physically grueling work on account of her unusually muscular and broad frame. Hard physical labor has toughened Shira's body and mind and steeled her resolve. She gains a +1 trait bonus on Fortitude saves.

Shira's Spell-Like Abilities

As her shadowy powers manifest, Shira gains the ability to cast the following spell-like abilities.

DARKNESS

School evocation [darkness]; Level bard 2, cleric 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, M/DF (bat fur and a piece of coal)
Range touch
Target object touched
Duration 1 min./level (D)
Saving Throw none; Spell Resistance no

This spell causes an object to radiate darkness out to a 20foot radius. This darkness causes the illumination level in the

Third-Party Options

Shira Flamescar is built using several Third-Party options from other Everyman Gaming, LLC products.

Unchained Ninja: All of Shira's class levels are in the unchained ninja class, from *EVERYMAN UNCHAINED*: *UNCHAINED CUNNING*. Using Shira as a standard ninja instead of an unchained ninja is extremely difficult, as her build relies on many of the new class features and unique ninja tricks that the unchained ninja possesses. Attempting to use Shira without this class effectively renders the entire character build null and inconsequential.

Kenshi Archetype: Shira's build uses the kenshi archetype for the unchained ninja, from *EVERYMAN UNCHAINED*: *UNCHAINED CUNNING*. To use Shira without the Kenshi archetype remove the kenshi training class feature (as well as the bonus feats she gains from this ability) and replace them with finesse training (as well as the Weapon Finesse feat she gains from her finesse training). Shira's chosen weapons with finesse training are the wakizashi and her bite attack.

Note that using Shira without the kenshi archetype would require heavy alterations to her ability scores, as well as her feats.

RogueTalents: Shira's build includes the canny feint rogue talent from *ULTIMATE CHARISMA*. The easiest way to use Shira's build without this rogue talent is to replace canny feint with combat trick (Improved Feint), then to have her take Combat Expertise at 7th level (instead of Greater Feint), Greater Feint at 9th level (instead of Furious Focus), and Furious Focus at 11th level as a kenjitsu training bonus feat (instead of Weapon Focus [wakizashi]).

area to drop one step, from bright light to normal light, from normal light to dim light, or from dim light to darkness. This spell has no effect in an area that is already dark. Creatures with light vulnerability or sensitivity take no penalties in normal light. All creatures gain concealment (20% miss chance) in dim light. All creatures gain total concealment (50% miss chance) in darkness. Creatures with darkvision can see in an area of dim light or darkness without penalty. Nonmagical sources of light, such as torches and lanterns, do not increase the light level in an area of darkness. Magical light sources only increase the light level in an area if they are of a higher spell level than *darkness*.

If *darkness* is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed.

This spell does not stack with itself. *Darkness* can be used to counter or dispel any light spell of equal or lower spell level.

DIMENSION DOOR

School conjuration (teleportation); Level bard 4, sorcerer/ wizard 4

Casting Time 1 standard action Components V



Range long (400 ft. + 40 ft./level)

Target you and touched objects or other touched willing creatures

Duration instantaneous

Saving Throw none and Will negates (object); Spell Resistance no and yes (object)

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired—whether by simply visualizing the area or by stating direction. After using this spell, you can't take any other actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location.

If there is no free space within 100 feet, you and each creature traveling with you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you and each creature travelling with you take an additional 4d6 points of damage and the spell simply fails.

GHOST SOUND

School illusion (figment); Level bard 0, sorcerer/wizard 0 Casting Time 1 standard action Components V, S, M (a bit of wool or a small lump of wax) Range close (25 ft. + 5 ft./2 levels) Effect illusory sounds Duration 1 round/level (D) Saving Throw Will disbelief; Spell Resistance no

Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound *ghost sound* creates when casting it and cannot thereafter change the sound's basic character.

The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level (maximum 40 humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a *ghost sound* spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from 16 humans, while a roaring dragon is equal to the noise from 32 humans. Anyone who hears a *ghost sound* receives a Will save to disbelieve.

Ghost sound can enhance the effectiveness of a *silent image* spell. *Ghost sound* can be made permanent with a *permanency* spell.

INVISIBILITY

School illusion (glamer); Level bard 2, sorcerer/wizard 2 Casting Time 1 standard action

Components V, S, M/DF (an eyelash encased in gum arabic)

Range personal or touch

Target you or a creature or object weighing no more than 100 lbs./level

Duration 1 min./level (D)

Saving Throw Will negates (harmless) or Will negates (harmless, object); Spell Resistance yes (harmless) or yes (harmless, object)

The creature or object touched becomes invisible. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as swimming in water or stepping in a puddle). If a check is required, a stationary invisible creature has a +40 bonus on its Stealth checks. This bonus is reduced to +20 if the creature is moving. The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. Exactly who is a foe depends on the invisible character's perceptions. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb

stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as bless that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

Invisibility can be made permanent (on objects only) with a *permanency* spell.



Character Build

> Stat Blocks

Stat Blocks

The following stat blocks allow GMs to use Shira as an NPC at all tiers of gameplay, from 1st level all the way up to 20th level. The stat blocks included in these sections are designed using heroic NPC wealth, as noted in Chapter 14 of the *PATHFINDER ROLEPLAYING GAME CORE RULEBOOK*. Pregens for Shira at 1st level, 4th level, and 7th level can be found at the end of this section, and possess PC equivalent wealth.

NPCTactics: Shira sneaks close to her foes while assessing which is the greatest threat. If alone, she attempts to snipe her foes with her bow, picking off weak-looking enemies first until she engages in melee, at which point she switches to her katana and resumes her assault. If with a group, Shira eschews Stealth in favor of party tactics, such as flanking foes with her allies.

Shira Flamescar CR 1/2	OFFENSE
XP 200	Speed 30 ft.
Female kitsune ninja (kenshi, scout) 1	Melee mwk katana +7 (1d8+3/18–20), or mwk wakizash
N Medium humanoid (kitsune, shapeshifter)	+6 (1d8+2/18-20), or bite $+5 (1d4+2)$
Init +2; Senses Perception +4	Ranged mwk shortbow $+6 (1d6/x3)$
DEFENSE	Special Attacks dispatchment +2, scout's charge, sneal
AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)	attack +2d6
hp 10 (1d8+2)	Spell-Like Abilities (CL 4th; concentration +6)
Fort +2, Ref +4, Will +0	At will—ghost sound
Offense	STATISTICS
Speed 30 ft.	Str 14, Dex 14, Con 14, Int 12, Wis 10, Cha 14
Melee katana $+3$ (1d8 $+3/18-20$), or wakizashi $+2$	Base Atk +3; CMB +5; CMD 17
(1d8+2/18-20), or bite +2 $(1d4+2)$	Feats Extra Ninja Trick, Improved Feint, Martial Weapor
Ranged shortbow $+2 (1d6/x3)$	Proficiency (shortbow), Power Attack, Skill Focus (Stealth)
Special Attacks killer, sneak attack +1d6	Weapon Focus (katana)
STATISTICS	Skills Acrobatics +11, Bluff +9, Climb +6, Disable Device +9
Str 14, Dex 14, Con 14, Int 12, Wis 10, Cha 13	Disguise +10 (+20 when assuming her specific human form)
Base Atk +0; CMB +2; CMD 14	Escape Artist +9, Knowledge (geography) +2, Knowledge
Feats Martial Weapon Proficiency (shortbow), Skill Focus	(local) +6, Linguistics +5, Perception +7, Stealth +12 (+1)
(Stealth), Weapon Focus (katana)	when stationary and after having taken no actions for at leas
Skills Acrobatics +8, Bluff +5, Disable Device +6, Disguise	1 round), Survival +5, Swim +6; Racial Modifiers +2
+5 (+15 when assuming her specific human form), Escape	Acrobatics
Artist +6, Linguistics +5, Perception +4, Stealth +9, Swim	Languages Common, Celestial, Giant, Sylvan
+6; Racial Modifiers +2 Acrobatics	SQ change shape, kenshi training, ki pool (4 points), ninj
Languages Common, Celestial, Giant, Sylvan	tricks (rogue talent [canny feint], shadow dodge, vanishing
SQ change shape, kenshi training	step), no trace +1
Combat Gear 20 arrows, 20 blunt arrows; Other Gear	Combat Gear 20 arrows, 20 blunt arrows, potion of barkskin
backpack (bedroll, caltrops, chalk [10], flint and steel, grappling	potion of cure light wounds; Other Gear backpack (bedroll
hook, iron pot, mess kit, mirror, pitons [10], rope, soap, thieves'	caltrops, chalk [10], flint and steel, grappling hook, iron
tools, torches [10], trail rations [5 days], waterskin), belt pouch	pot, mess kit, mirror, pitons [10], rope, soap, thieves
(4 gp), chain shirt, katana, shortbow, wakizashi	tools, torches [10], trail rations [5 days], waterskin), bel
-	pouch (25 gp), masterwork chain shirt, masterwork katana
Shira Flamescar CR 3	masterwork shortbow, masterwork wakizashi
XP 800	
Female kitsune ninja (kenshi, scout) 4	Shira Flamescar CR 6
N Medium humanoid (kitsune, shapeshifter)	XP 800
Init +2; Senses Perception +7	Female kitsune ninja (kenshi, scout) 7
DEFENSE	N Medium humanoid (kitsune, shapeshifter)
AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)	Init +2; Senses Perception +10
hp 29 (4d8+8)	DEFENSE
Fort +3, Ref +6, Will +1	AC 18, touch 13, flat-footed 16 (+5 armor, +2 Dex, +2



deflection)
hp 59 (7d8+14)
Fort +4, Ref +7, Will +2

OFFENSE

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Speed 30 ft.
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Melee +1 katana +10 (1d8+4/18–20), or mwk wakizashi +8 (1d8+2/18–20), or bite +7 (1d4+2)

Ranged mwk shortbow +8 (1d6/x3)

- **Special Attacks** dispatchment +2, ninjitsu arts (flying strike 10 ft.), scout's charge, sneak attack +4d6
- Spell-Like Abilities (CL 7th; concentration +9)
- 2/day—darkness (caster can see through its effects) At will—ghost sound

STATISTICS

Str 14, Dex 14, Con 14, Int 12, Wis 10, Cha 14

Base Atk +5; CMB +7; CMD 19

- **Feats** Extra Ninja Trick (2), Greater Feint, Improved Feint, Martial Weapon Proficiency (shortbow), Power Attack, Skill Focus (Stealth), Weapon Focus (katana)
- Skills Acrobatics +14, Bluff +12, Climb +6, Disable Device +12, Disguise +14 (+24 when assuming her specific human form), Escape Artist +12, Knowledge (geography) +2, Knowledge (local) +7, Linguistics +5, Perception +10,

Stealth +15 (+17 when stationary and after having taken no actions for at least 1 round), Survival +7, Swim +6; **Racial Modifiers** +2 Acrobatics

- Languages Common, Celestial, Giant, Sylvan
- **SQ** change shape, kenshi training, ki pool (5 points), ninja tricks (rogue talent [canny feint, gloom magic, minor magic], shadow dodge, vanishing trick), no trace +2
- **Combat Gear** +1 flaming arrows (2), 20 arrows, 20 blunt arrows, potion of barkskin, potion of cure light wounds, potion of haste; **Other Gear** +1 chain shirt, +1 katana, backpack (bedroll, caltrops, chalk [10], flint and steel, grappling hook, iron pot, mess kit, mirror, pitons [10], rope, soap, thieves' tools, torches [10], trail rations [5 days], waterskin), belt pouch (25 gp), masterwork shortbow, masterwork wakizashi, ring of protection +1

SHIRA FLAMESCARCR 9XP 800Female kitsune ninja (kenshi, scout) 10

N Medium humanoid (kitsune, shapeshifter)

Init +2; Senses Perception +13

DEFENSE

AC 19, touch 13, flat-footed 17 (+5 armor, +2 Dex, +1

E

deflection, +1 natural armor) hp 79 (10d8+20)

Fort +5, Ref +9, Will +3

OFFENSE

Speed 30 ft.

- Melee +1 katana +10 (1d8+4/18-20), or mwk wakizashi +9 (1d8+2; 18-20), or bite +8 (1d4+2)
- **Ranged** mwk shortbow +9 (1d6/x3)
- Special Attacks dispatchment +3, ninjitsu arts (dastardly trick, flying strike 20 ft.), scout's charge, skirmisher, sneak attack +5d6
- Spell-Like Abilities (CL 10th; concentration +12) 2/day-darkness (caster can see through its effects) At will-ghost sound

STATISTICS

Str 15, Dex 14, Con 14, Int 12, Wis 10, Cha 14

Base Atk +7; CMB +9; CMD 21

- Feats Extra Ninja Trick (2), Furious Focus, Greater Feint, Improved Feint, Martial Weapon Proficiency (shortbow), Power Attack, Skill Focus (Stealth), Weapon Focus (katana)
- Skills Acrobatics +17, Bluff +15, Climb +6, Disable Device +15, Disguise +18 (+28 when assuming her specific human form), Escape Artist +15, Knowledge (geography) +2, Knowledge (local) +7, Linguistics +5, Perception +13, Stealth +26 (+29 when stationary and after having taken no actions for at least 1 round), Survival +7, Swim +6; Racial Modifiers +2 Acrobatics

Languages Common, Celestial, Giant, Sylvan

- SQ change shape, kenshi training, ki pool (7 points), master tricks (ki power [abundant step]), ninja tricks (fast stealth, rogue talent [canny feint, gloom magic, minor magic], shadow dodge, vanishing trick), no trace +3
- Combat Gear +1 flaming arrows (2), 20 arrows, 20 blunt arrows, potion of barkskin, potion of cure serious wounds, potion of haste; Other Gear +1 chain shirt, +1 katana, +1 wakizashi, amulet of natural armor +1, backpack (bedroll, caltrops, chalk [10], flint and steel, grappling hook, iron pot, mess kit, mirror, pitons [10], rope, soap, thieves' tools, torches [10], trail rations [5 days], waterskin), belt pouch (275 gp), boots of elvenkind, masterwork shortbow, ring of protection +1

Shira Flamescar	CR 13
XP 800	
Female kitsune ninja (kenshi, scout) 14	
N Medium humanoid (kitsune, shapeshifter)	
Init +2; Senses Perception +17	
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DEFENSE

AC 20, touch 13, flat-footed 18 (+6 armor, +2 Dex, deflection, +1 natural armor) hp 105 (14d8+28) Fort +7, Ref +12, Will +5

OFFENSE

Speed 30 ft.

Melee +2 katana +16/+11 (1d8+8/18-20), or mwk

wakizashi +15/+10 (1d8+4/18-20), or bite +14 (1d4+4) Ranged mwk composite shortbow +13/+8 (1d6+4/x3)

Special Attacks dispatchment +4, ninjitsu arts (dastardly trick, flying strike 40 ft.), scout's charge, skirmisher, sneak attack +7d6

Spell-Like Abilities (CL 14th; concentration +16) 2/day-darkness (caster can see through its effects) At will—ghost sound

STATISTICS

Str 18, Dex 14, Con 14, Int 12, Wis 10, Cha 14 Base Atk +10; CMB +14; CMD 26

- Feats Dimensional Agility, Dimensional Assault, Extra Ninja Trick (2), Furious Focus, Greater Feint, Improved Feint, Martial Weapon Proficiency (shortbow), Power Attack, Skill Focus (Stealth), Weapon Focus (katana), Weapon Focus (wakizashi)
- Skills Acrobatics +21, Bluff +19, Climb +9, Disable Device +19, Disguise +23 (+33 when assuming her specific human form), Escape Artist +19, Knowledge (geography) +2, Knowledge (local) +7, Linguistics +5, Perception +17, Stealth +30 (+34 when stationary and after having taken no actions for at least 1 round), Survival +15, Swim +9; Racial Modifiers +2 Acrobatics
- Languages Common, Celestial, Giant, Sylvan
- SQ change shape, kenshi training, ki pool (9 points), master tricks (invisible blade, ki power [abundant step]), ninja tricks (fast stealth, rogue talent [canny feint, cloying shadows, gloom magic, minor magic], shadow dodge, vanishing trick), no trace +4
- Combat Gear +1 flaming arrows (5), 20 arrows, 20 blunt arrows, potion of barkskin, potion of cure serious wounds, potion of haste; Other Gear +1 wakizashi, +2 chain shirt, +2 katana, amulet of natural armor +1, backpack (bedroll, caltrops, chalk [10], flint and steel, grappling hook, iron pot, mess kit, mirror, pitons [10], rope, soap, thieves' tools, torches [10], trail rations [5 days], waterskin), belt of giant strength +2, belt pouch (525 gp), boots of elvenkind, cloak of resistance +1, masterwork shortbow, ring of protection +1

CR 16

SHIRA FLAMESCAR

XP 800
Female kitsune ninja (kenshi, scout) 17
N Medium humanoid (kitsune, shapeshifter)
Init +2; Senses Perception +20
DEFENSE
AC 22, touch 14, flat-footed 20 (+7 armor, +2 Dex, +2
deflection, +1 natural armor)
hp 124 (17d8+34)
Fort +9, Ref +14, Will +6
Offense
Speed 30 ft.
Melee +3 katana +18/+13/+8 (1d8+9/18-20), or mwk
wakizashi +16/+11/+6 (1d8+4/18-20), or bite +15
(1d4+4)

Ranged mwk composite shortbow +15/+10/+5 (1d6+4/x3) Special Attacks dispatchment +4, ninjitsu arts (dastardly trick, flying strike 50 ft., silencing strike), scout's charge, skirmisher, sneak attack +9d6

Spell-Like Abilities (CL 4th; concentration +6) 2/day—darkness (caster can see through its effects) At will—ghost sound

STATISTICS

Str 19, **Dex** 14, **Con** 14, **Int** 12, **Wis** 10, **Cha** 16 **Base Atk** +12; **CMB** +16; **CMD** 28

- Feats Dimensional Agility, Dimensional Assault, Dimensional Dervish, Dimensional Savant, Extra Ninja Trick (2), Furious Focus, Greater Feint, Improved Feint, Martial Weapon Proficiency (shortbow), Power Attack, Skill Focus (Stealth), Weapon Focus (katana), Weapon Focus (wakizashi)
- Skills Acrobatics +24, Bluff +22, Climb +10, Disable Device +22, Disguise +26 (+36 when assuming her specific human form), Escape Artist +22, Knowledge (geography) +2, Knowledge (local) +8, Linguistics +5, Perception +20, Stealth +33 (+38 when stationary and after having taken no actions for at least 1 round), Survival +18, Swim +10; Racial Modifiers +2 Acrobatics

Languages Common, Celestial, Giant, Sylvan

- **SQ** change shape, kenshi training, ki pool (11 points), master tricks (invisible blade, ki power [abundant step], step through shadows), ninja tricks (fast stealth, rogue talent [canny feint, cloying shadows, gloom magic, minor magic], shadow dodge, vanishing trick), no trace +5
- **Combat Gear** +1 flaming arrows (5), 20 arrows, 20 blunt arrows, potion of barkskin, potion of cure serious wounds, potion of haste; **Other Gear** +1 wakizashi, +3 chain shirt, +3 katana, amulet of natural armor +1, backpack (bedroll, caltrops, chalk [10], flint and steel, grappling hook, iron pot, mess kit, mirror, pitons [10], rope, soap, thieves' tools, torches [10], trail rations [5 days], waterskin), belt of giant strength +2, belt pouch (525 gp), boots of elvenkind, cloak of resistance +2, headband of alluring charisma +2, masterwork shortbow, ring of protection +2

CR 19

Shira Flamescar

XP 800

Female kitsune ninja (kenshi, scout) 20 N Medium humanoid (kitsune, shapeshifter) Init +2; Senses Perception +28

DEFENSE

AC 24, touch 14, flat-footed 22 (+8 armor, +2 Dex, +2 deflection, +2 natural armor) hp 144 (20d8+40)

Fort +10, Ref +15, Will +8

OFFENSE

Speed 30 ft.

Melee +3 katana +24/+19/+14 (1d8+12/18–20) or +3 katana +22/+17/+12 (1d8+9/18–20), +2 wakizashi +23 (1d8+5/18–20) or bite +16 (1d4+6)

Ranged +1 adaptive composite shortbow +15/+10 (1d6+6/x3) **Special Attacks** dispatchment +5, ninjitsu arts (dastardly trick, flying strike 60 ft., fluid strike, silencing strike), scout's charge, skirmisher, sneak attack +9d6

Spell-Like Abilities (CL 4th; concentration +6)

2/day—darkness (caster can see through its effects) At will—ghost sound

STATISTICS

Str 22, **Dex** 14, **Con** 14, **Int** 12, **Wis** 10, **Cha** 16 **Base Atk** +15; **CMB** +20; **CMD** 32

- Feats Dimensional Agility, Dimensional Assault, Dimensional Dervish, Dimensional Savant, Extra Ki, Extra Ninja Trick (2), Furious Focus, Greater Feint, Improved Feint, Martial Weapon Proficiency (shortbow), Power Attack, Skill Focus (Stealth), Weapon Focus (katana), Weapon Focus (wakizashi)
- **Skills** Acrobatics +27, Bluff +25, Climb +13, Disable Device +25, Disguise +30 (+40 when assuming her specific human form), Escape Artist +25, Knowledge (geography) +2, Knowledge (local) +8, Linguistics +5, Perception +28,

Stealth +36 (+42 when stationary and after having taken no actions for at least 1 round), Survival +21, Swim +14; **Racial Modifiers** +2 Acrobatics

- Languages Common, Celestial, Giant, Sylvan
- **SQ** change shape, kenshi training, ki pool (16 points), master tricks (invisible blade, ki power [abundant step], see the unseen, step through shadows), ninja tricks (darkvision, fast stealth, rogue talent [canny feint, cloying shadows, gloom magic, minor magic], shadow dodge, vanishing trick), no trace +6
- **Combat Gear** +1 flaming arrows (5), 20 arrows, 20 blunt arrows, potion of barkskin, potion of cure serious wounds, potion of haste; Other Gear +1 adaptive composite shortbow, +3 katana, +3 wakizashi, amulet of natural armor +2, +4 mithral chain shirt, backpack (bedroll, caltrops, chalk [10], flint and steel, grappling hook, iron pot, mess kit, mirror, pitons [10], rope, soap, thieves' tools, torches [10], trail rations [5 days], waterskin), belt of giant strength +4, belt pouch (525 gp), boots of elvenkind, cloak of resistance +2, eyes of the eagle, headband of alluring charisma +2, ring of protection +2

SHIRA FLAMESCAR

Female kitsune ninja (kenshi, scout) 1 N Medium humanoid (kitsune, shapeshifter) Init +2; Senses Perception +4 DEFENSE **AC** 16, touch 12, flat-footed 14 (+4 armor, +2 Dex) **hp** 11 (1d8+3) **Fort** +3, **Ref** +4, **Will** +0 OFFENSE Speed 30 ft. Melee katana +3 (1d8+3/18-20), or wakizashi +2(1d8+2/18-20), or bite +2 (1d4+2)**Ranged** shortbow +2 (1d6/x3) **Special Attacks** killer, sneak attack +1d6 **STATISTICS** Str 14, Dex 14, Con 14, Int 12, Wis 10, Cha 13 Base Atk +0; CMB +2; CMD 14 Feats Martial Weapon Proficiency (shortbow), Skill Focus against those who enslaved her and her clan. (Stealth), Weapon Focus (katana) Skills Acrobatics +8, Bluff +5, Disable Device +6, Disguise interest in kenjutsu, a blade-focused style of martial arts taught +5 (+15 when assuming her specific human form), Escape Artist +6, Linguistics +5, Perception +4, Stealth +9, Swim

+6; Racial Modifiers +2 Acrobatics

Languages Common, Celestial, Giant, Sylvan

SQ change shape, kenshi training

Traits Killer, Life of Toil

Combat Gear 20 arrows, 20 blunt arrows; **Other Gear** backpack (bedroll, caltrops, chalk [10], flint and steel, grappling hook, iron pot, mess kit, mirror, pitons [10], rope, soap, thieves' tools, torches [10], trail rations [5 days], waterskin), belt pouch (4 gp), chain shirt, katana, shortbow, wakizashi

- Change Shape (Su) Shira can assume the appearance of a dark her executioner before enacting her revenge skinned, dark haired human female as a standard action, as if on the man who captured and murdered her using alter self. She gains a +10 bonus on Disguise checks to appear human while transformed, and she may only assume this specific, individual form. This transformation lasts indefinitely.
- Killer (Ex) Whenever Shira confirms a critical hit, she adds a trait bonus to her attack's damage roll equal to her weapon's critical threat multiplier. This damage bonus is equal to +2 for attacks made with her katana or wakizashi or +3 for attacks made with her shortbow.
- unable to defend itself effectively from her attack, she can strike a vital spot for extra damage. Her attack deals an extra 1d6 points friends assisted them in their escape.

of damage anytime her target would be denied a Dexterity bonus to AC, or when she flanks her target. Should Shira score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet, and Shira cannot sneak attack a foe with total concealment.

Life was seldom easy for Shira Flameheart. Born a blackfur kitsune slave owned by a human mining corporation, Shira's parents died in a tragic mining when she was an infant, leaving her orphaned. Among Shira's clan, to be born with black fur was a sign of spiritual taint and an oni's touch, and none offered the babe a place in their homes out of superstition. None save for the clan's spiritual leader, Le'shen. When she was 15 years old, Shira was taken to the very quarry where her parents died and was forced to toil day after day, dragging stone and metal from the quarry's depths up to the surface, only to delve down once more. Within six months of backbreaking labor, it was all Shira could do to contain her dreams of rebellion and vengeance

One such product of her revenge fantasies was her sudden at a local human dojo. After weeks of stopping to watch on her way home from the quarries, Shira finally worked up the courage to ask the dojo's master for lessons and secured them by beating the dojo's most junior champion in a match, relying mostly upon her brute strength and a handful of lessons and techniques that she had picked up watching the students fight. But her happiness was not to last-scarcely three months into her training, a human slave driver working at the quarry learned of Shira's activities and reported them to her master. The slave master had Shira's sensei abducted and scheduled to publicly execute Shira to send a clear message to her clan. Instead, Shira managed to escape and kill sensei. Taking advantage of the commotion, Shira and her family stole a fleet of small ships and sailed away, free from the shackles of slavery.

Tragically, Shira and her people sailed from one imprisonment to another. Shortly after being shipwrecked on a deserted island, Shira's clan found themselves harried by pirates seeking to recapture the escape slaves, as well as cyclopses seeking to abduct and skin the kitsune for their fox like pelts. Shira's clan lived Sneak Attack (Ex) If Shira can catch an opponent when it is like this for months, grateful for what little protection Shira was able to provide them, until the intervention of a charismatic kitsune and his

Although brazen as a youth, Shira is now a calm, analytic woman who watches and waits for the perfect opportunity to make her move. She is willing to take any risk in order to achieve her goals, and is no stranger to sacrifice-she received her surname "Flamescar," for instance, after willingly branding herself with burning coals so that she would not be abducted by a group of cyclopses that were taking kitsune youths to flay into pelts,

> ensuring that she could continue to protect her people for as long as possible. Although willing to make tough choices regarding morality, she is fundamentally a selfless person who doesn't hesitate to get her hands dirty.

Shira Flamescar

Female kitsune ninja (kenshi, scout) 4 N Medium humanoid (kitsune, shapeshifter) Init +2; Senses Perception +7

DEFENSE

AC 17, touch 12, flat-footed 15 (+5 armor, +2 Dex) hp 35 (4d8+12) Fort +4, Ref +6, Will +1

OFFENSE

Speed 30 ft.

- **Melee** +1 *katana* +7 (1d8+5/18–20), or mwk wakizashi +7 (1d8+3/18–20), or bite +6 (1d4+3)
- **Ranged** mwk composite shortbow +7(1d6+3/x3)
- **Special Attacks** dispatchment +2, scout's charge, sneak attack +2d6
- **Spell-Like Abilities** (CL 4th; concentration +6)

At will—ghost sound

STATISTICS

Str 16, **Dex** 14, **Con** 14, **Int** 12, **Wis** 10, **Cha** 14 **Base Atk** +3; **CMB** +6; **CMD** 18

- **Feats** Extra Ninja Trick, Improved Feint, Martial Weapon Proficiency (shortbow), Power Attack, Skill Focus (Stealth), Weapon Focus (katana)
- Skills Acrobatics +11, Bluff +9, Climb +6, Disable Device +9, Disguise +10 (+20 when assuming her specific human form), Escape Artist +9, Knowledge (geography) +2, Knowledge (local) +6, Linguistics +5, Perception +7, Stealth +12 (+13 when stationary and after having taken no actions for at least 1 round), Survival +5, Swim +6; Racial Modifiers +2 Acrobatics

Languages Common, Celestial, Giant, Sylvan

- SQ change shape, kenshi training, ki pool (3 points), ninja tricks (rogue talent [canny feint], vanishing trick), no trace +1
 Traits Killer, Life of Toil
- **Combat Gear** 20 arrows, 20 blunt arrows; **Other Gear** +1 *chain shirt*, +1 *katana*, backpack (bedroll, caltrops, chalk [10], flint and steel, grappling hook, iron pot, mess kit, mirror, pitons [10], rope, soap, thieves' tools, torches [10], trail rations [5 days], waterskin), *belt of giant strength* +2, belt pouch (149 gp), mwk composite shortbow (+3 pull), mwk wakizashi
- **Change Shape (Su)** Shira can assume the appearance of a dark skinned, dark haired human female as a standard action, as if using alter self. She gains a +10 bonus on Disguise checks to appear human while transformed, and she may only assume this

specific, individual form. This transformation lasts indefinitely.

Dispatchment (Ex) Whenever Shira attacks a foe that she is flanking or that is denied its Dexterity bonus to AC, she gains a +2 bonus on her attack rolls against that foe.

Improved Feint Shira can feint as a move action.

- **Ki Pool (Su)** As long as Shira has at least 1 point in her ki pool, she treats any Acrobatics skill check made to jump as if she had a running start. By spending 1 point from her ki pool as a swift action, she can make one additional attack at her highest attack bonus during a full attack, increase her speed by 20 feet for 1 round, or grant herself a +4 insight bonus on Stealth checks.
- **Killer (Ex)** Whenever Shira confirms a critical hit, she adds a trait bonus to her attack's damage roll equal to her weapon's critical threat multiplier. This damage bonus is equal to +2 for attacks made with her katana or wakizashi or +3 for attacks made with her shortbow.
- **No Trace (Ex)** The DC to track Shira using the Survival skill increases by +1, and she gains a +1 bonus on Disguise skill checks and on opposed Stealth checks whenever she is stationary and does not take action for at least 1 round.
- **Scout's Charge (Ex)** Whenever Shira makes a charge, her attack deals sneak attack damage as if the target were flat-footed. Foes with uncanny dodge are immune to this ability.
- Shadow Dodge (Su) Whenever an opponent attempts an attack against Shira (but before it rolls its attack), Shira can spend an attack of opportunity and 1 ki point to make a Stealth check with a -5 penalty for each light level brighter than dim light that she is currently in when making this ability. If her result is greater than the opponent's CMD, its attack automatically misses and Shira can then spend an immediate action to move up to her speed as long as she has at least 1 point in her ki pool. She can use the result of her Stealth check to hide if she has cover or concealment at the end of her movement. This movement doesn't provoke attacks of opportunity.
- Sneak Attack (Ex) If Shira can catch an opponent when it is unable to defend itself effectively from her attack, she can strike a vital spot for extra damage. Her attack deals an extra 2d6 points of damage anytime her target would be denied a Dexterity bonus to AC, or when she flanks her target. Should Shira score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet, and Shira cannot sneak attack a foe with total concealment.

Vanishing Trick (Su) As a swift action, Shira can disappear for 1 round per level, functioning like the spell *invisibility*. Using this ability costs 1 ki point.

Life was seldom easy for Shira Flameheart. Born a blackfur kitsune slave owned by a human mining corporation, Shira's parents died in a tragic mining when she was an infant, leaving

> her orphaned. Among Shira's clan, to be born with black fur was a sign of spiritual taint and an oni's touch, and none offered the babe a place in their homes out of superstition. None save for the clan's spiritual leader, Le'shen.

When she was 15 years old, Shira was taken to the very quarry where her parents died and was forced to toil day after day, dragging stone and metal from the quarry's depths up to the surface, only to delve down once more. Within six months of backbreaking labor, it was all Shira could do to contain her dreams of rebellion and vengeance against those who enslaved her and her clan.

One such product of her revenge fantasies was her sudden interest in kenjutsu, a blade-focused style of martial arts taught at a local human dojo. After weeks of stopping to watch on her way home from the quarries, Shira finally worked up the courage to ask the dojo's master for lessons and secured them by beating the dojo's most junior champion in a match, relying mostly upon her brute strength and a handful of lessons and techniques that she had picked up watching the students fight. But her happiness was not to last-scarcely three months into her training, a human slave driver working at the quarry learned of Shira's activities and reported them to her master. The slave master had Shira's sensei abducted and scheduled to publicly execute Shira to send a clear message to her clan. Instead, Shira managed to escape and kill her executioner before enacting her revenge on the man who captured and murdered her sensei. Taking advantage of the commotion, Shira and her family stole a fleet of small ships and sailed away, free from the shackles of slavery.

Tragically, Shira and her people sailed from one imprisonment to another. Shortly after being shipwrecked on a deserted island, Shira's clan found themselves harried by pirates seeking to recapture the escape slaves, as well as cyclopses seeking to abduct and skin the kitsune for their fox like pelts. Shira's clan lived like this for months, grateful for what little protection Shira was able to provide them, until the intervention of a charismatic kitsune and his friends assisted them in their escape.

Although brazen as a youth, Shira is now a calm, analytic woman who watches and waits for the perfect opportunity to make her move. She is willing to take any risk in order to achieve her goals, and is no stranger to sacrifice—she received her surname "Flamescar," for instance, after willingly branding herself with burning coals so that she would not be abducted by a group of cyclopses that were taking kitsune youths to flay into pelts, ensuring that she could continue to protect her people for as long as possible. Although willing to make tough choices regarding morality, she is fundamentally a selfless person who doesn't hesitate to get her hands dirty.



Shira Flamescar

Female kitsune ninja (kenshi, scout) 7 N Medium humanoid (kitsune, shapeshifter) **Init** +2; **Senses** Perception +18

DEFENSE

AC 19, touch 12, flat-footed 17 (+5 armor, +2 Dex, +1 deflection, +1 natural armor)

hp 59 (7d8+21)

Fort +6, **Ref** +8, **Will** +3

Speed 30 ft.

OFFENSE

Melee +2 *katana* +9 (1d8+5/18–20), or mwk wakizashi +9 (1d8+3/18–20), or bite +6 (1d4+3)

Ranged mwk composite shortbow +6 (1d6+3/x3)

Special Attacks dispatchment +2, scout's charge, sneak attack +4d6

Spell-Like Abilities (CL 4th; concentration +6)

At will—ghost sound

STATISTICS

Str 16, **Dex** 14, **Con** 14, **Int** 12, **Wis** 10, **Cha** 16 **Base Atk** +5; **CMB** +7; **CMD** 19

Feats Extra Ninja Trick (2), Greater Feint, Improved Feint, Martial Weapon Proficiency (shortbow), Power Attack, Skill Focus (Stealth), Weapon Focus (katana)

Skills Acrobatics +17, Bluff +15, Climb +7, Disable Device +15, Disguise +17 (+27 when assuming her specific human form), Escape Artist +15, Knowledge (geography) +2, Knowledge (local) +8, Linguistics +5, Perception +18, Stealth +23 (+25 when stationary and after having taken no actions for at least 1 round), Survival +10, Swim +7; Racial Modifiers +2 Acrobatics

Languages Common, Celestial, Giant, Sylvan

SQ change shape, kenshi training, ki pool (6 points), ninja tricks (rogue talent [canny feint, gloom magic, minor magic], shadow dodge, vanishing trick), no trace +2

Traits Killer, Life of Toil

Combat Gear 20 arrows, 20 blunt arrows, *potion of haste*, *potion of invisibility*; **Other Gear** +1 shadow mithral chain shirt, +2 katana, backpack (bedroll, caltrops, chalk [10], flint and steel, grappling hook, iron pot, mess kit, mirror, pitons [10], rope, soap, thieves' tools, torches [10], trail rations [5 days], waterskin), amulet of natural armor +1, belt of giant strength +2, belt pouch (275 gp), cloak of resistance +1, dust of tracelessness (2), elixir of hiding (2), eyes of the eagle, headband of alluring charisma +2, mwk composite shortbow (+3 pull), mwk wakizashi, *ring of protection +1*

Change Shape (Su) Shira can assume the appearance of a dark skinned, dark haired human female as a standard action, as if using alter self. She gains a +10 bonus on Disguise checks to appear human while transformed, and she may only assume this specific, individual form. This transformation lasts indefinitely.

Dispatchment (Ex) Whenever Shira attacks a foe that she is flanking or that is denied its Dexterity bonus to AC, she gains a +2 bonus on her attack rolls against that foe.

Gloom Magic (Sp) Two times per day, Shira can cause a touched object to radiate darkness out to a 20-foot radius for 4 minutes, dropping the illumination level by one step (bright light to normal light, normal light to dim light, etc). Creatures with darkvision can see an area of dim light or darkness without penalty, and Shira can always see through this effect. This can be used to counter or dispel any light spell or equal or lower spell level.

Greater Feint Opponents that Shira successfully feints lose their Dexterity bonus to AC until the start of Shira's next turn.

Improved Feint Shira can feint as a move action.

Ki Pool (Su) As long as Shira has at least 1 point in her ki pool, she treats any Acrobatics skill check made to jump as if she had a running start. By spending 1 point from her ki pool as a swift action, she can make one additional attack at her highest attack bonus during a full attack, increase her speed by 20 feet for 1 round, or grant herself a +4 insight bonus on Stealth checks. **Killer (Ex)** Whenever Shira confirms a critical hit, she adds a trait bonus to her attack's damage roll equal to her weapon's critical threat multiplier. This damage bonus is equal to +2 for

attacks made with her katana or wakizashi or +3 for attacks made with her shortbow.

No Trace (Ex) The DC to track Shira using the Survival skill increases by +2, and she gains a +2 bonus on Disguise skill checks and on opposed Stealth checks whenever she is stationary and does not take action for at least 1 round.

Scout's Charge (Ex) Whenever Shira makes a charge, her attack deals sneak attack damage as if the target were flat-footed. Foes with uncanny dodge are immune to this ability.
Shadow Dodge (Su) Whenever an opponent attempts an attack against Shira (but before it rolls its attack), Shira can spend an attack of opportunity and 1 ki point to make a Stealth check with a -5 penalty for each light level brighter than dim light that she is currently in when making this ability. If her result is greater

than the opponent's CMD, its attack automatically misses and Shira can then spend an immediate action to move up to her speed as long as she has at least 1 point in her ki pool. She can use the result of her Stealth check to hide if she has cover or concealment at the end of her movement. This movement doesn't provoke attacks of opportunity.

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