

# PLAYER Paraphernalia



IMPLEMENTS OF THE NINJA

#49



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# PLAYER PARAPHERNALIA #49

By the Knotty-Works

Welcome to the forty ninth issue of Player Paraphernalia, a hodge podge of character ideas and alternate rules that may be used with the Pathfinder Roleplaying Game (Paizo, Inc©). This issue continues the Oriental theme, providing specialized tools of Ninjutsu and new ninja tricks and style feats.

## Implements of the Ninja



The ninja are masters of stealth and blending in with their environment. As a result they typically carried items that would have to make sense and appear ordinary, or be easily concealed on their person. Although special outfits and exotic weapons may be employed for special missions, generally the ninja was limited to items that most commoners would have access to such as farming implements including trowels, rope, rakes, etc...

### Ashiko

These metal bands are worn over the user's feet and have 1 to 3 inch metal spikes on the underside that may be used for climbing or making improvised slashing kick attacks. If used for climbing, the ashiko grant a +2 [circumstance bonus](#) to any climb check but the wearer is treated as if moving through difficult terrain for normal movement. If worn in conjunction with the shuko, the ashiko do not stack, but the penalty for climbing at an accelerated rate (half movement speed) is reduced to -2 and canceled out by the bonus of wearing both Ashiko and Shuko.

If used to attack an opponent they are treated as an unarmed attack that cause 1d3 (1d2 for small wielders) points of piercing or slashing damage and provoke [attacks of opportunity](#) unless the wearer is proficient with their use (treat as an exotic weapon) or has the [Improved Unarmed Strike](#) feat.

Price 12 gp; Weight 1 lb

### Egg Shell Bombs

Ninja are fond of emptying out the contents of an egg and filling them with powders that can be used to induce coughing, blindness, or even suffocation as well as more deadly inhaled poisons. The process of creating these egg bombs requires a craft (Egg Shell Bomb) with a DC of 15. If the check fails by 5 or more then the egg shell is shattered and is unusable. If the egg shell is being filled with poisonous materials, the standard rules for using poisons apply. The cost of crafting an egg shell bomb requires ½ the cost of the base price for materials.

Egg shell bombs are typically thrown and have a 10 ft. range increment and require a ranged touch attack against the target to be effective. If successful, the target must make a saving throw based on the effect of the egg



or suffer the effect listed. Most effects were temporary and will wear off after 1d4 rounds unless otherwise given in the description.

**Blinding Egg:** This egg is filled with caustic powders that damage exposed ocular surfaces (i.e. the opponent's eyes). If the target is successfully struck by the egg shell it must make **Fortitude** save (DC 15) or become **blinded** for 2d4 minutes. If the target's eyes are protected by goggles or other eye wear or the target does not rely on vision for sight, then the egg shell bomb has no effect.

Price 50 gp; Weight: —

**Coughing and Sneezing Egg:** This egg is filled with powders that irritate the target's nose and throat, causing it to spasmodically cough and sneeze if it fails the **Fortitude** save (DC of 12). If the target fails the saving throw it suffers a -2 penalty to its attack and damage rolls, saving throws, and skill and ability checks for the duration of the effect. Targets that do not breathe are not affected by this effect.

Price 10 gp; Weight: —

**Flash Egg:** This egg is filled with a mixture of gunpowder and phosphorous and other substances that cause the egg to explode in a blinding flash with a loud pop. The egg causes no real damage but if the target is successfully struck by the egg it must make a **Reflex** save (DC 15). If the target fails the saving throw it is **blinded** and **deafened** for the duration of the effect. Even if the target successfully makes its saving throw it is **dazzled** for 1 round. Targets that do not rely on vision for sight are not susceptible from the eggs effects.

Price 30 gp; Weight: —

**Sickening Egg:** This egg is filled with various bile substances that evoke vomiting and gastrointestinal distress. The target must make a **Fortitude** save (DC 12) or become **nauseated** for the duration of the effect. Targets with no discernible anatomy used for consumption or do not consume food are not affected by this effect.

Price 50 gp; Weight: —

**Sleep Egg:** This egg is filled with substances that may render the victim **unconscious** for 1d4 minutes unless a **Fort** saving throw is made

(DC 14). Victims that do not breathe are not susceptible to the effects of this egg shell bomb.

Price 200 gp; Weight: —

**Smoke Egg:** This egg is filled with black powder and ash that fills a 10 foot area with a thick heavy smoke that dissipates after 1d4 rounds or 1 round with any appreciable wind including a gentle breeze. It obscures vision within the area affected granting total concealment for anyone within the area.

Price 20 gp; Weight —

**Suffocation Egg:** Filled with the similar concoctions used to create tanglefoot bags, the egg can be used to cover the target's lower face, covering the nose and mouth and blocking its ability to breathe. Targeting the victim's lower face requires a successful touch attack with a -4 penalty. If the target is struck but it misses the number required to hit its face, the egg has no appreciable effect.

If the target is struck by the egg it must make a **Reflex** save (DC 15) or will not be able to breathe (in effect at that point the target is holding its breath). While its face is covered the target gains the **staggered** condition and if it takes a **standard action** rather than a **move action** the amount of time the target may hold its breath is reduced by 1 round and if the target's air runs out normal rules for suffocation apply.

The material becomes brittle after 4 + 1d4 rounds unless another egg shell bomb strikes the victim again and the duration is extended by the effects of the additional egg shell bombs. An application of Universal Solvent may be used to remove the substance or the material may be scrapped off with a sharp object as a **full round action**, though if the victim attempts to do so itself, it also suffers 1d4 points of damage from wounds suffered. Targets that do not breathe are not affected by this effect.

Price 100 gp; Weight: —

## Kakute

This iron cast ring is typically worn on either the middle or ring finger and has two or three metal spikes. The ring can be used to cause minimal piercing or slashing damage;

however, the wearer typically coats the ring with a injury injected poison. If the wearer makes a successful unarmed attack with the hand adorned by the ring, 1 point of the damage caused is treated as piercing lethal damage.



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Price: 20 gp; Weight: —

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### Kuda Bashigo

This devices appears to be nothing more than knotted ropes connected to section of wooden rods and cast iron hooks attached to each end of the ropes. However, when fully extended and set up the true purpose of this item is apparent, a collapsible ladder. The kuda bashigo comes in 10 foot or 20 foot lengths and may support up to 300 lbs of weight. Either version may be stored in a large sack or backpack.

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**10 foot Ladder** Price: 50 gp; Weight: 10 lbs

**20 foot Ladder** Price: 120 gp; Weight: 20 lbs

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### Kunai

This small dagger like weapon consists of a three of four sided thick blade that narrows to a point with a thin handle and a fixed ring for a pommel. As a weapon it is restricted to piercing attacks as the edges were not designed for slashing. The kunai is often used to break through thick materials such as wood or soft stone and may be used as a crowbar or piton and the handle may be used as a foot or handhold or rope may be ran through or tied off from the pommel ring.

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Dmg (s) 1d3, Dmg (m) 1d4 Critical x2

Range — Type P

Price 10 gp; Weight 1 lb

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### Ninjato

The ninjato is functionally identical to the wakizashi; however its design was different enough to warrant its own entry. The ninjato is a straight single edged blade that ranged from 1 to 2 feet in length of similar design to the katana or wakizashi with a large squared hilt. It comes with a hardened bamboo or other light wood scabbard that has a removable butt allowing the scabbard to be

used as a blow gun or breathing tube. More exquisite (masterwork) swords may come with hidden compartments in the scabbard to store poisons, darts, or even messages; the Perception DC to detect these compartments range from 15 to 25 based on the creator of the sword. Specially designed shuriken may be found that can slide over the blade of the ninjato and locked onto the hilt which may be used to store two to three of these throwing stars.

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Dmg (s) 1d4, (m) 1d6 Critical 18-20/x2

Range — Type P or S Special Deadly

Price 40 gp; Weight 2 lbs

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### Sugegasa

The sugegasa is a large brimmed conical hat typically worn by peasants while working in the fields to shade their eyes and face from the sun. To the ninja this head covering is the perfect place to store small weapons including darts, bolts, and shuriken, lock picks, or other necessities of espionage. It is typically made of wicker, straw, or even shredded bamboo with a cloth lining and chin strap. Those designed to conceal items include a secondary lining hardened with wax. Metal versions are also available that are covered with straw to appear as an ordinary hat yet may be taken off and tied to the forearm and used as a buckler.

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**Sugegasa** Price 5 sp; Weight 1 lb

**Ninja Sugegasa** Price 10 gp; Weight 1 lb

**Metal Sugegasa** Price 5 gp; Weight 2 lbs

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### Shikomizue

The shikomizue is an ornate walking staff that may conceal either a blade, chain, or other weapon. The DC to determine that the walking stick is an actual weapon is 15, though it can be increased by +1 per additional 50 gp spent on the staff.

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Price 350+ gp; Weight 4+ lbs

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### Shuko

These metal bands are worn over the hand with 1 to 3 inch metal spikes on the palm side are used for climbing and making improvised slashing attacks. If used for climbing they grant a +2 [circumstance bonus](#) to any climb checks but cause a -2 penalty to any other checks requiring manual dexterity

such as disabling devices or wielding other weapons. If worn with the Ashiko, the climb check bonus for each do not stack, but the penalty for climbing at an accelerated rate (half movement speed) is reduced to -2 and canceled out by the bonus of wearing both Ashiko and Shuko.

If used to attack an opponent they are treated as an unarmed attack that cause 1d3 (1d2 for small wielders) points of piercing or slashing damage and provoke **attacks of opportunity** unless the wearer is proficient with their use (treat as an exotic weapon) or has the **Improved Unarmed Strike** feat.

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Price 20 gp; Weight 1 lb

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### Yajirushi kyatchi

This simple 2 foot piece of bamboo sliced in half, hollowed out and tapered at one end allows the ninja to fire small arrows including crossbow bolts from a bow. The wielder must be proficient with the bow in order to effectively use the yajirushi kyatchi.

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Price: 3 pg; Weight: —

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## New Styles



### Ninjutsu

The style of Ninjutsu obviously focuses on evasion and misdirection. Practitioners learn a multitude of methods for evading physical attacks while concealing their own attack, using **feints** and maneuvers meant to trick the opponent into leaving itself open for devastating locks and strikes. This style focuses on several different types of attacks both with bare hands and hand held weapons.

#### Ninjutsu Style

You have been taught several methods of evading the attacks from your opponent

**Prerequisites:** **Combat Reflexes**, Base Attack +1, Ninja 1, or Monk 1

**Benefit:** You may choose to take a +2 **dodge bonus** to your **AC** against the melee attacks of one foe you designate as an **immediate action**. You retain this bonus until the beginning of your next turn.

### Evasive Strike

You learn the art of turning your foe's opportune attack into one of your own.

**Prerequisites:** Ninjutsu style, **Combat Reflexes**, Base Attack +4

**Benefit:** If the foe you designated for your **dodge bonus** by the Ninjutsu style makes an attack of opportunity against you, it provokes an attack of opportunity from you as a **free action**. You must have an available attack of opportunity and it is resolved after the opponent's attack of opportunity. You may only use this feat once per turn.

### Evasive Lock

Your skill at joint locks and disabling maneuvers are just as quick as they are decisive, and easily provoked from an opponent's attack.

**Prerequisites:** Ninjutsu style, **Combat Reflexes**, Evasive Strike, **Improved Grapple**, Base Attack +8

**Benefit:** If the foe you designated for your **dodge bonus** by the Ninjutsu style makes an attack of opportunity against you, you may attempt to grapple your foe as a **free action**. You must have an available attack of opportunity and it is resolved after the opponent's attack of opportunity. You may only use this feat once per turn.

## New Ninja Tricks



**Prepared Climber (Ex):** If the ninja is wearing ashiko and/or shuko she may climb at ½ her normal movement rate while suffering no penalty or at her full movement rate with a -5 penalty. If she has the Wall Climber ninja trick, she gains a +10 foot increment to her effective climbing rate when calculating your speed using this trick.

**Vanish with the Smoke (Ex):** If the ninja uses a smoke bomb ninja trick, the egg smoke bomb, or a smoke stick, she may make a **stealth** check as a **swift action**. If she spends 1 ki point, she gains a +4 bonus to her **stealth** check and suffers no penalty for movement as long as it is in an area concealed by the smoke.

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