

# PLAYER Paraphernalia



## THE ELEMENTAL NINJA PART ONE (CLASS ARCHETYPES)

#50



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# PLAYER PARAPHERNALIA #50

By the Knotty-Works

Welcome to the fiftieth 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 the first part of six archetypes for the Ninja alternate class based on the elements of Earth, Fire, Metal, Water, Wood, and the Void. Each ninja archetype will be presented separately as powers gained from the elemental aspects are sufficient enough to warrant their own entries. This issue introduces the Earth Ninja, Fire Ninja, and Metal Ninja. Issue #51 will conclude with the Water Ninja, Wood Ninja, and Void Ninja.

## The Nature of Elemental Ninjas

All things are composed of the elements including man. To understand the elements and their interactions allows one to understand both one's environment and one's enemy. The Elemental Ninja focuses on one of the five elements, gaining mastery both in its form and function and applies all aspects of the element to the skills of assassination and espionage.

The belief in four elements is superfluous, the belief in five elements belies the truth, yet the true master of the elements understands that there are in reality six elements that were used to create and sustain all things. Those that have become enlightened to this fact seek to use that knowledge in all of their endeavors, including those who use this knowledge for the deadliest of consequences. As a result, clans that combined their arts of the darker nature of man with one of the six elements to provide unique skills and abilities for its members. Given their chosen path in life, such clans are secretive in nature and rarely pass their knowledge of elements to outsiders. The means of application may vary from clan to clan both in the element of the focus as well

how the element is harnessed, though the results tend to be similar.

## Class Skills

All Elemental Ninjas treat **Knowledge** (planes) as a class skill.

## The Earth Ninja

Solidity, concealment, and fortitude are some of the aspects the element of Earth incorporated into those ninja clans that study this element. The earth ninja uses the land to her advantage both for concealment as well as offensive and defensive capabilities. Bending the earth to her will, she gains several abilities including the ability to be more difficult to knock down, more resistant to acid and, charging her own attacks with acid. Earth ninjas are known for their patient and enduring temperament and their ability to go under cover for years in order to infiltrate and spy for their employers is legendary.



## Class Abilities

**Earth Affinity (Ex):** At 1<sup>st</sup> level the earth ninja gains a +1 bonus on melee attack and damage rolls if both she and her opponent are touching the natural ground (stone, dirt, or sand). If the earth ninja's opponent is airborne or waterborne, she suffers a -1 penalty on her melee attack and damage rolls instead. In addition, if the earth ninja gains a +2 bonus to her **CMD** against **bull rush**, **drag**, **overrun**, **reposition**, and **trip** maneuvers while she is in contact with the natural ground.

The earth ninja also gains a +1 bonus to all **Stealth** and **Survival** skill checks while in any environment composed of exposed stone or

earth including mountains, caverns, and the elemental plane of Earth. This bonus increases by +1 at 5<sup>th</sup> level and every 5 levels thereafter (maximum of +5 at 20<sup>th</sup> level).

This ability replaces the ninja's Poison Use class ability.

**Ki Pool (Su):** At 2<sup>nd</sup> level the earth ninja gains a pool of earth energy that she may use to access the power of the earth element. She gains a number of points equal to ½ her class level + her Charisma modifier. The earth ninja may spend these points as desired and they are replenished automatically each day after 8 hours of rest or meditation, and these hours do not need to be consecutive. Points gained for the earth ninja's pool stack with points gained from other ki based class abilities if she possesses levels in another class that has a ki pool, though only ability score modifier may be added to the total chosen when the second class with the ki pool ability is gained.

As long as the earth ninja has at least 1 point in her earth pool, she may climb natural stone or earth surfaces as if they had handholds (base DC of 15). At 10<sup>th</sup> level, the earth ninja may take 10 when climbing on a natural earth or stone surface, even when in immediate danger or distracted as long as she has 1 point in her earth pool.

The earth ninja may spend 1 ki point as a **swift action** for one of the following effects. Coat one attack with acid that causes an additional 1d6 points of damage. Gain a hardness of 5 until the beginning of her next turn, though the earth ninja must initiate this ability before she moves and her movement rate is reduced by 10 feet while in effect. Resistance to Acid 5 until the beginning of the earth ninja's next turn.

The earth ninja may also spend points from this pool to empower her ninja tricks as well. This ability modifies the ninja's ki pool class ability.

**Ninja Tricks:** The following ninja tricks are only available to the earth ninja.

**Acid Bomb (Ex):** The earth ninja may infuse a smoke bomb with an acidic effect. Anyone within the area of effect of the bomb suffer 1d6 +1 point per 2 levels of the earth ninja in acid damage. A successful **Fortitude** saving throw will reduce the damage by half. The

**Fort DC** is equal to 10 + ½ the earth ninja's class level + her Charisma modifier. The earth ninja must have the smoke bomb ninja trick and spend 1 additional ki point from her earth pool for the acid effect.

**Blindsense (Ex):** By spending 1 point from her earth pool as a **standard action**, the earth ninja gains blindsense with a range equal to 10 ft times her Wisdom modifier. This sense only functions against opponents in contact with the ground. This effect lasts for 1 hour.

**Earth Hand (Su):** By spending 1 ki point from her earth pool, the earth ninja may spend a **move action** to cause her hands to be transformed into hardened earth. As a result, the earth ninja's unarmed attacks cause lethal damage and do not provoke **attacks of opportunity**. If the earth ninja has the **Improved Unarmed Strike** feat, the damage caused by her unarmed attacks increase to 1d6 points of damage (1d4 for a small earth ninja and 1d8 for a large earth ninja). This effect lasts for a number of rounds equal to ½ the earth ninja's class level but may be dismissed as an **immediate action**. While using this trick, the earth ninja may not effectively handle items with her hands.

**Earth Push (Su):** By spending 1 ki point from her earth pool, the earth ninja may cause a mound of earth or stone to rise and push against an opponent within 30 feet as a **standard action**. The earthen mound performs a bull rush maneuver against the target, using the earth ninja's **CMB** to resolve the action. Once completed the earth returns to its original position and this may only be used in areas of earth or natural stone. At 10<sup>th</sup> level the earth ninja may spend an additional ki point from her earth pool to increase her effective **CMB** for this action by +5.

**Earth Skin (Ex):** By spending 1 ki point from her earth pool the earth ninja gains a +1 natural **armor class** bonus as a **swift action**. This bonus lasts for a number of rounds equal to ½ the earth ninja's class level. At 10<sup>th</sup> level the earth ninja may spend 2 ki points to gain a +2 natural **AC** bonus and 3 ki points at 15<sup>th</sup> level to gain a +3 natural **AC** bonus.

**Solid Footing (Ex):** By spending 1 ki point from her earth pool as an **immediate action**, the earth ninja gains a +10 circumstance bonus to

her **CMD** when the target of a bull rush, drag, overrun, reposition, or trip attempt until the beginning of her next turn.

**Burrow (Ex):** At 6<sup>th</sup> level the earth ninja may burrow through soft earth and sand at a rate equal to ½ her normal movement rate. This ability does not create a tunnel and the earth collapses after the earth ninja's passage, although one additional person of the earth ninja's size or smaller may follow immediately after her. This ability does not confer the ability to see or to breathe while burrowing and if the earth ninja is traveling a distance of more than 30 feet, she may drift off track, requiring a **Survival** check with a DC equal to 10 + 1 per additional 10 feet traveled beyond the initial 30 feet.

This ability replaces the ninja's Light Step class ability.

**Master Ninja Tricks:** The following master ninja tricks are only available to the earth ninja.

**Blindsight (Ex):** The earth ninja may spend 1 ki point from her earth pool as a **standard action** to gain blindsight with a range of 30 feet. This effect lasts for an hour and the earth ninja must have the blindsense ninja trick before she may take this master trick. This trick allows the earth ninja to ignore invisible or concealed opponents within range as long as they are in direct contact with the earth. If the opponent is airborne or otherwise not in contact with a solid surface within range, the earth ninja gains no benefit from this ability.

**Earth Glide (Su):** The earth ninja may travel through dirt, stone, or any other type of earth element except metal at her normal movement rate by spending 1 ki point from her earth pool as a **swift action**. This effect is identical to the earth glide special ability granted to Earth Elementals. The earth ninja gains a sense of her direction while using this ability and cannot become lost or misdirected and may continue moving through the earth by spending an additional ki point per round of travel. She also gains the ability to breathe while traveling in this fashion and may take additional individuals with her by spending 1 ki point per individual (per round of travel) up to a maximum number of individuals equal to her Constitution modifier. Spells that affect mass quantities of earth—such as **Move Earth**—can

be used to eject the earth ninja as listed in the spell description.

**Mass Earth Push (Su):** By expending 3 ki points from her earth pool, the earth ninja may produce a conical earthen wave centered on her position to move outward and bull rush anyone within 10 feet of the earth ninja as a **full round action**. The earth ninja uses her **CMB** to determine the effectiveness of the bull rush, with a bonus equal to ½ of her class level.

## The Fire Ninja

Hot tempered and energetic as their element of choice, clans that focus on the element of fire rarely last more than a generation or two as they tend to attract attention and draw the most attention. The fire ninja excel in mass assassination and arson and their passion of performing their duties is legendary. However, the fire ninja's chaotic and flashy nature makes their presence more memorable to most which is quite the detriment when it comes to infiltration and espionage.



## Class Abilities

**Fire Affinity (Ex):** At 1<sup>st</sup> level the fire ninja gains natural resistance to fire equal to ½ her class level (minimum of 1). When exposed to heat or smoke that causes nonlethal damage, the fire ninja's effective resistance is equal to her class level. She also gains a +1 bonus to any saving throws involving flames, fire, or smoke.

The fire ninja also gains a +1 bonus to all **Stealth** and **Survival** skill checks while in environments of excessive heat and fire including deserts and the elemental plane of Fire. This bonus increases by +1 at 5<sup>th</sup> level and every 5 levels thereafter (maximum of +5 at 20<sup>th</sup> level).

This ability replaces the ninja's Poison Use class ability.

**Ki Pool (Su):** At 2<sup>nd</sup> level the fire ninja gains a pool of fire energy that she may use to access the power of the fire element. She gains a number of points equal to ½ her class level + her Charisma modifier. The fire ninja may spend these points as desired and they are replenished automatically each day

after 8 hours of rest or meditation, and these hours do not need to be consecutive. Points gained for the fire ninja's pool stack with points gained from other ki based class abilities if she possesses levels in another class that has a ki pool, though only ability score modifier may be added to the total chosen when the second class with the ki pool ability is gained.

As long as the fire ninja has at least 1 point in her fire pool, she may move over narrow surfaces with ease. The base DC is reduced by one rank for the fire ninja when moving at  $\frac{1}{2}$  speed over a narrow surface with a maximum base DC of 15 when crossing an area less than 2 inches wide. At 10<sup>th</sup> level the fire ninja may move at her full movement rate without suffering the +5 penalty to the DC required for the **Acrobatics** check and may take 10 for crossing narrow surfaces while moving at  $\frac{1}{2}$  her normal movement rate regardless of the situation.

The fire ninja may spend 1 ki point as a **swift action** for one of the following effects. Cause an additional 1d6 burn damage with one melee attack. If the target suffers the burn damage it must make a **Reflex** save (DC equal to 10 +  $\frac{1}{2}$  the fire ninja's class level + her Charisma modifier) or suffer 1 point of additional fire damage for 1d4 rounds. Successive attacks require additional saving throws but the burn damage does not stack, rather the duration of the burn is extended based on the last roll made. The fire ninja may gain an additional attack at her highest base attack bonus if making a **full attack**. And the fire ninja may cause a 10 foot area centered on her to fill with thick smoke as if she had used a smokestick.

The fire ninja may also spend points from this pool to empower her ninja tricks as well. This ability modifies the ninja's ki pool class ability.

**Ninja Tricks:** The following ninja tricks are only available to the fire ninja.

**Blazing Shot (Ex):** The fire ninja may apply the burn damage that she gains from spending 1 ki point to a single ranged attack per round.

**Fire Bomb (Ex):** When the fire ninja throws a smoke bomb, she may include 1 dose of black powder to create a fire bomb that explodes causing 1d6 points of fire damage to everything within a 10 foot radius of the bomb. Those within the area of impact are allowed a **Reflex** save with a DC equal to 10 +  $\frac{1}{2}$ the

fire ninja's class level + her Charisma modifier to suffer only half damage. Flammable objects may catch on fire and those that fail the **Reflex** saving throw continue to burn for 1d4 additional rounds, suffering 1 point of fire damage per round unless the flames are put out. The fire ninja must have the smoke bomb trick before she may take this trick.

**Fire Breath (Su):** The fire ninja may spend 1 ki point from her fire pool and expend either 1 dose of black powder or 1 pint of oil as a **standard action** to belch forth a cone of fire with a range of 15 feet. Anyone within the area of the cone must make a **Reflex** saving throw or suffer 1d6 points of fire damage (a successful saving throw reduces the damage by half). Flammable items will catch on fire and those that fail the saving throw suffer an additional point of fire damage for 1d4 rounds unless spending a full round to put out the flames.

**Minor Fire Magic (Sp):** The fire ninja may cast the following 0-level spells as a spell-like ability, treating her class level as her effective caster level: **Flare**, **Light**, and **Spark**. The fire ninja may cast these spells without preparing them ahead of time but may only cast them in any combination for a total number of times per day equal to 1 + her Charisma modifier or she may spend 1 ki point from her fire pool. The DC for any applicable saving throws is equal to 10 + the fire ninja's Charisma modifier.

**Flame Step (Su):** At 6<sup>th</sup> level the fire ninja may step into a flame and instantly travel to another flame within a medium range (100 ft + 10 ft/ninja level) as a **full round action**. The effect is identical to dimension door including the ability to bring others with her, though the fire ninja must spend 1 ki point from her fire pool for each individual transported besides herself. Damage from walking into and out of a fire causes 1d6 points of damage.

This ability replaces the ninja's Light Step class ability.

**Master Ninja Tricks:** The following master ninja tricks are only available to the fire ninja.

**Blessed Flame (Su):** By spending 2 ki points from her fire pool as an **immediate action** the fire ninja gains immunity to fire for a number of rounds equal to her class level.

*Fiery Barrage (Ex):* The fire ninja must have the flurry of stars ninja trick to take this master trick. By spending 1 additional ki point from her fire pool, the fire ninja may apply the additional 1d6 burn damage to all shuriken thrown using the flurry of shuriken trick. Each target successfully struck by the shuriken must make a **Reflex save**—DC equal to 10 + ½ the fire ninja's class level + her Charisma modifier—or catch on fire for 1 additional point of fire damage for 1d4 rounds. If an opponent is struck by multiple shuriken, only one saving throw is required and only 1 point of fire damage per additional round is suffered if the saving throw is failed.

*Major Fire Magic (Sp):* The fire ninja may cast the either *Burning Gaze*, *Burning Hands*, or *Pyrotechnics* as a spell-like ability, treating her class level as her effective caster level. She may cast these spells without preparing them but may cast them in any combination for a total number of times per day equal to 1 + her Charisma modifier or she may spend 2 ki points from her fire pool. The DC for any applicable saving throws is equal to 12 + the fire ninja's Charisma modifier. The fire ninja must have the minor fire magic ninja trick before she may take this master trick, though she may cast the spells gained from the minor fire magic as desired with no limitation or cost in ki points.

## The Metal Ninja

Flexibility and rigidity, the duality of metal forged in fires of refinement are easily incorporated into the mantra of those ninja clans that seek to perfect this element. Only through applying the proper techniques of smelting and hammering can the true potential any metal be revealed and the same applied to the power and strength of the metal ninja. Both conductivity and resilience are the true virtues of those that study this element and apply it to the art of ninjutsu.

### Class Abilities

**Metal Affinity (Ex):** At 1<sup>st</sup> level the metal ninja gains a +1 bonus on melee attack and damage rolls if her opponent is wearing armor primarily made of metal. In addition, the metal ninja is proficient with medium

armor composed metal and the **armor check penalty** for any metal armor worn is reduced by 1 while the **maximum dexterity bonus** is increased by 1.

The metal ninja also gains a +1 bonus to all **Stealth** and **Survival** skill checks while in any urban environment. This bonus increases by +1 at 5<sup>th</sup> level and every 5 levels thereafter (maximum of +5 at 20<sup>th</sup> level).

This ability replaces the ninja's Poison Use class ability.

**Ki Pool (Su):** At 2<sup>nd</sup> level the metal ninja gains an pool of metal energy that she may use to access the power of the metal. She gains a number of points equal to ½ her class level + her Charisma modifier. The metal ninja may spend these points as desired and they are replenished automatically each day after 8 hours of rest or meditation, and these hours do not need to be consecutive. Points gained for the metal ninja's pool stack with points gained from other ki based class abilities if she possesses levels in another class that has a ki pool, though only ability score modifier may be added to the total chosen when the second class with the ki pool ability is gained.

As long as the metal ninja has at least 1 point in her metal pool, the metal ninja is always considered to have a set of lockpicks when attempting to open a lock with her disable device skill. At 10<sup>th</sup> level the metal ninja may attempt to open a lock using her disable device skill as a **standard action** (opening a lock is normally a **full round action**).

The metal ninja may spend 1 ki point as a **swift action** for one of the following effects. Charge one attack that causes an additional 1d6 points of electrical damage. Reduce the **armor check penalty** for any metal armor worn to 0 for a number of rounds equal to her class level. Resistance 5 to electricity for a number of minutes equal to the metal ninja's class level.

The metal ninja may also spend points from this pool to empower her ninja tricks as well. This ability modifies the ninja's ki pool class ability.

**Ninja Tricks:** The following ninja tricks are only available to the metal ninja.

*Caltrop Trap (Ex):* The metal ninja may spend a **standard action** spreading an area with caltrops. By spending 1 ki point from his metal



pool, the metal ninja increases the effective base attack bonus for the caltrops to match her own base attack bonus. The bonus lasts for a number of rounds equal to the metal ninja's class level and once an attack is made by someone moving through the area of the caltrops, the bonus no longer applies.

*Intrinsic Touch (Ex):* By spending 1 ki point from her metal pool as a **swift action**, the metal ninja treats the quality of a metal lock or trap as one step less than it's listed quality (with a minimum quality of simple).

*Iron Skin (Su):* The metal ninja may spend 1 ki point from her metal pool to gain **damage reduction** 1/magic as a **move action**. This effect lasts for a number of rounds equal to ½ the metal ninja's class level. At 6th level and every 4 levels thereafter the metal ninja may spend an additional ki point to increase the **DR** by 1 (to a maximum of **DR 5/magic** at 18th level).

*Mystic Blade (Su):* As a **swift action** the metal ninja may focus 1 ki point from his metal pool to grant a single melee weapon made primarily of metal a +1 enhancement bonus to hit and damage and the weapon is considered magical for purposes of **DR**. The effect lasts for a number of rounds equal to ½ the metal ninja's class level. If the weapon already has an enhancement bonus, this trick has no effect. The metal ninja may spend an additional ki point at 6th level and every 4 levels thereafter to grant an additional +1 enhancement bonus to hit and damage with the chosen weapon (maximum of +5 at 18th level). If the metal ninja drops the weapon or hands it to another the enhancement bonus automatically ends.

*Quick Set (Ex):* The metal ninja may spend 1 ki point from her metal pool to quickly don or remove a set of light or medium armor composed primarily of metal as a **full round action**.

*Slashing Claws (Su):* As a **move action**, the metal ninja may sprout a set of metal claws extending from her fists by spending 1 ki point from her metal pool. The claws are treated as both a natural attack and manufactured attack and cause 1d6 points of piercing or slashing damage and the metal ninja may make an off-handed attack as part of a full-round attack action, only suffering a -2 penalty for all attacks made that round. The metal

ninja may dismiss the claws as an **immediate action** and the claws may be used for a total number of rounds equal to ½ the metal ninja's class level.

**Magnetic Steps (Su):** The metal ninja may move over a metal surface in any direction (horizontally or vertically) at twice her normal movement rate as a **full round action**, effectively running along the metal surface. While using this ability the metal ninja does not need to make climb checks when traveling up vertical surfaces and she may even walk upside down as long as the surface is some type of metal. While using this ability the metal ninja retains her dexterity bonus to Armor Class, though she does provoke **attacks of opportunity** if she passes through an opponent's threat range, she may not use **Acrobatics** while using this ability to avoid enemy **attacks of opportunity**. The metal ninja must end her turn in a location in an upright position that supports her weight or suffer the consequences (such as falling or sinking).

This ability replaces the ninja's Light Step class ability.

**Master Ninja Tricks:** The following master ninja tricks are only available to the metal ninja.

*Caltrop Field (Ex):* The metal ninja may use one set of caltrops to effectively cover a 10 foot by 10 foot area as a **standard action**. By expending 2 ki points from her metal pool, the metal ninja also grants the caltrops to use her base attack bonus on the first individual that enters a 5 foot area of caltrops, though this effect wears off after a number of rounds equal to her class level. The metal ninja must have the Caltrop Trap ninja trick to select this master trick.

*Entangling Caltrops (Su):* The metal ninja may expend 1 ki point from her metal pool to infuse her ki within a set of caltrops for a number of rounds equal to her class level as a **move action** prior to dropping the caltrops. Anyone entering the area covered by the caltrops suffer the attack from the caltrops normally and if the attack is successful the victim is entangled within that area and unable to move out of that area for the duration of the effect. The victim is allowed a **Reflex** save in the beginning of their turn after being entangled by the caltrops with a DC equal to 10 + ½ the metal



ninja's class level + her Charisma modifier. Caltrops used for this master trick cannot be enhanced by other ninja tricks.

**Metal Magic (Sp):** The metal ninja may cast *Chill Metal* or *Heat Metal* as a spell-like ability, treating her class level as her effective caster level. The metal ninja may cast these spells without preparing them ahead of time but may only cast them in any combination for a total number of times per day equal to 1 + her Charisma modifier or she may spend 1 ki point. The DC for any applicable saving throws is equal to 10 + the fire ninja's Charisma modifier. The ninja must have the minor ninja magic trick before she may take this trick.

**Mystic Blade, Greater (Su):** The metal ninja must have the mystic blade ninja trick before she may take this master trick. When using the mystic blade ninja trick, the metal ninja may spend some of the enhancement bonus to grant the weapon one of the following special abilities by expending the bonus for the ability desired: *Bane*, *Ghost Touch*, *Keen*, *Shock*, *Shocking Burst*, *Stalking*, or *Wounding*. The weapon must have at least a +1 enhancement bonus granted by the mystic blade in order for the metal ninja to grant the weapon a special ability.

**Shocking Caltrops (Su):** The metal ninja may expend 1 ki point from her metal pool to infuse her ki within a set of caltrops for a number of rounds equal to her class level as a *move action* prior to dropping the caltrops. Anyone entering the area covered by the caltrops suffer the attack from the caltrops normally and if the attack is successful the victim also suffers 1d6 points of electricity damage. Once set off, the electrical charge is spent and additional individuals stepping in the area are not affected by the shock, though the normal effects of the caltrops still apply. Caltrops used for this master trick cannot be enhanced by other ninja tricks.

## New Ninja Tricks

**Major Ninja Magic (Sp):** A ninja with this ability gains the ability to cast *Disguise Self* or *Obscuring Mist* as a spell-like ability, treating her class level as her effective caster level. The ninja may cast these spells without preparing them ahead of time but may only cast them

in any combination for a total number of times per day equal to 1 + her Charisma modifier or she may spend 1 ki point. The DC for any applicable saving throws is equal to 10 + the fire ninja's Charisma modifier. The ninja must have the minor ninja magic trick and an Intelligence of 13 before she may take this trick.

**Minor Ninja Magic (Sp):** A ninja with this ability gains the ability to cast *Dancing Lights* or *Ghost Sound* as a spell-like ability, treating her class level as her effective caster level. The ninja may cast these spells without preparing them ahead of time but may only cast them in any combination for a total number of times per day equal to 1 + her Charisma modifier or she may spend 1 ki point. The DC for any applicable saving throws is equal to 10 + the fire ninja's Charisma modifier. The ninja must have an Intelligence of at least 11 in order to take this trick.

**Poisoned Caltrops (Ex):** A ninja with this ability may decide to coat one set of caltrops 1 dose of any injury poison she possesses as a *swift action* when deploying caltrops. The poison is used on the first individual that steps into the area of the caltrops, regardless of whether or not the caltrops attack was successful.

**Stick the Landing (Ex):** A ninja with this ability may make an acrobatics check with a DC equal to 10 +2 per 10 feet fallen and if successful only suffers ½ the damage normally incurred. In addition, she is able to roll to her feet and stand as an *immediate action* without provoking attacks of opportunity.



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