

PLAYER Paraphernalia



THE SHINOBI MASTER
(HYBRID CLASS)

#53

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PLAYER PARAPHERNALIA #53

By the Knotty-Works



Welcome to the fifty-third 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 introduces the shinobi master, a hybrid class that combines the deadly skill of the ninja with the martial focus of the monk.

The Shinobi Master

Espionage and Assassination, to some it is a trained skill and profession but there are a select few that are so dedicated that their mastery over the ability of deadly stealth and infiltration seem utterly supernatural in comparison. The shinobi master not only studies the art of ninjutsu but is consumed by its every tenet and it becomes his way of life. Willing to put all other pursuits behind, his focus on perfecting and using these skills becomes a force of nature itself.

Role: The shinobi master's sole focus is immersed in the art of deception and treachery. As such she is quite qualified at scouting in the unknown as well as blending in with her environs so as to not draw attention to herself. When it comes to combat her skills with both his natural attacks and weapons she wields can be quite deadly, especially when facing an opponent unawares or preoccupied with another.

Alignment: The shinobi master may be any non-chaotic alignment.

Hit Die: d8

Parent Classes: Monk and Ninja



Starting Wealth: 3d6 × 10 gp (average 105 gp.) and the character begins play with an outfit worth 10 gp or less.

Class Skills

Acrobatics, Appraise, Bluff, Climb, Craft, Diplomacy, Disable Device, Escape Artist, Intimidate, Knowledge (local), Knowledge (religion), Linguistics, Perception, Perform, Profession, Sense Motive, Sleight of Hand, Stealth, Swim, and Use Magic Device

Skill Ranks per level: 6 + Int modifier

Class Abilities

Weapon and Armor Proficiency: The shinobi master is proficient with simple weapons, any weapon designated for the monk**, plus the katana, kunai*, ninjato*, shortbow, and wakazashi.

The shinobi master is proficient with light armor but not with any type of shield. If the shinobi master wears medium or heavy armor or any type of shield she is denied the use of some of her other class abilities as defined below.

Monk Prerequisites: The shinobi master is considered a monk of the same level in regards to feat prerequisites.

*The ninjato and kunai may be found in [Player Paraphernalia #49 Implements of the Ninja](#).

**Monk designated weapons include the bich'hwa, bo staff, brass knuckles, butterfly sword, cestus, dan bong, deer horn knife, double chained kama, double chicken saber, emei piercer, fighting fan, hanbo, jutte, kama, knuckle axe, kusarigama, kyoketsu shoge, lungchuan tamo, monk's spade, nine-ring broadsword, nine-section whip, nunchaku, quarterstaff, rope dart, sai, sansetsukon,

Shinobi Master Progression Table

Level	Base Attack	Fort	Ref	Will	Special	Unarmed Damage		
						Small	Medium	Large
1	+0	+0	+2	+2	ki pool, stunning fist, unarmed strike	1d4	1d6	1d8
2	+1	+0	+3	+3	shinobi power, shinobi strike	1d4	1d6	1d8
3	+2	+1	+3	+3	a thousand strikes I	1d4	1d6	1d8
4	+3	+1	+4	+4	shinobi power	1d6	1d8	1d12
5	+3	+1	+4	+4	uncanny dodge	1d6	1d8	1d12
6	+4	+2	+5	+5	shinobi power	1d6	1d8	1d12
7	+5	+2	+5	+5	a thousand strikes II	1d6	1d8	1d12
8	+6/+1	+2	+6	+6	shinobi power	1d8	1d10	2d8
9	+6/+1	+3	+6	+6	greater shinobi strike, improved uncanny dodge	1d8	1d10	2d8
10	+7/+2	+3	+7	+7	shinobi power	1d8	1d10	2d8
11	+8/+3	+3	+7	+7	a thousand strikes III	1d8	1d10	2d8
12	+9/+4	+4	+8	+8	shinobi power	1d10	1d12	2d10
13	+9/+4	+4	+8	+8	iron fortitude	1d10	1d12	2d10
14	+10/+5	+4	+9	+9	shinobi power	1d10	1d12	2d10
15	+11/+6/+1	+5	+9	+9	a thousand strikes IV	1d10	1d12	2d10
16	+12/+7/+2	+5	+10	+10	shinobi power	1d12	2d8	3d8
17	+12/+7/+2	+5	+10	+10	shinobi strike mastery	1d12	2d8	3d8
18	+13/+8/+3	+6	+11	+11	shinobi power	1d12	2d8	3d8
19	+14/+9/+4	+6	+11	+11	a thousand strikes V	1d12	2d8	3d8
20	+15/+10/+5	+6	+12	+12	shinobi ascendancy	2d8	2d10	3d10

seven-branched sword, shang gou, shuriken, siangham, temple sword, tiger fork, tonfa, and wushu dart. In addition, Player Paraphernalia #46 Flowing Water Style includes the chan zi dao, fire & wind wheel, half moon blade, lajatang, qian kun ri you dao, sang kauw, sun & moon ring, tambo, Yin Yang blades, and yuen yang blade.

Ki Pool (Su): The shinobi master may tap into a reservoir of supernatural energy known as a ki pool. This pool holds a number of ki points equal to 1 point + the shinobi master's Charisma modifier at 1st level and she gains an additional point every odd level thereafter. These points automatically replenish after 8 hours of rest or meditation in a 24 hour period.

While the shinobi master has at least 1 ki point she gains a +10 foot bonus to her base movement speed while on land. At 6th level she also is considered to have a running start for any Acrobatics skill check involving jumping or leaping as long as she has at least 1 ki point. At 12th level the

shinobi master's movement bonus from her ki increases to a +20 feet. At 18th level the DC for any acrobatics check made for jumping or leaping is reduced by ½ as long as she has at least 1 ki point.

By spending 1 ki point as a swift action the shinobi master may add one additional attack at her highest base attack bonus if she is making a full attack action. Or she may spend the point as a swift action to either gain a +4 insight bonus to any Stealth checks or a +4 dodge bonus to her AC that lasts until the beginning of her next turn.

The shinobi master's ki pool is compatible with the ki pool of other classes, and her class level combine with the levels of other classes to determine the total number of ki points she gains on a daily basis, using the calculation that grants her the most ki points based on her ability scores and classes she possesses. The ki points are also used for any power from any classes possessed that grant special abilities powered by ki points.

Stunning Fist (Ex): The shinobi master gains *Stunning Fist* as a bonus feat at 1st level and does not need to meet the prerequisites for it. The shinobi master may use the stunning fist 1 time per day per class level. If she has other class levels that do not grant her the same number of uses per day, she gains 1 additional use per day per four non-shinobi class levels possessed. Levels in a class that grants 1 use per level stack with the shinobi class as far as the number of uses per day.

Unarmed Strike (Ex): At 1st level the shinobi master gains *Improved Unarmed Strike* as a bonus feat. The shinobi master's attacks consist of nearly any body part including hands, feet, head, etc. This allows the shinobi master to make an unarmed attack even while her hands are full and there is no such thing as an off-hand attack for the shinobi master while making an unarmed strike and she applies her full strength bonus to her unarmed attack.

The shinobi master's unarmed attacks deal lethal damage, but she can choose to deal nonlethal damage, though she suffers a -2 penalty on her attack rolls. She may apply the same principles to her grapple attacks, normally doing lethal damage, but decide to use nonlethal force with the same penalty.

The shinobi master's unarmed attacks are treated as both natural and manufactured for purposes of spell enhancing effects and the amount of damage caused by her attacks are greater than a normal unarmed attack as listed in the Shinobi Master Progression Table based on the shinobi master's size.

Shinobi Powers: Beginning at 2nd level and every even level thereafter the shinobi master may choose a shinobi power, fueled by her ki pool. Unless a power specifies otherwise, the shinobi master may choose a single shinobi power once. Certain powers may require requisite shinobi powers before it may be taken as defined by the power, or a minimum class level.

Powers that require the shinobi master to spend 1 or more ki points require a *swift action* to initiate the power unless otherwise defined by the power.

Be without Being (Su): The shinobi master may expend 3 points from her ki pool

as a *move action* to enter the ethereal plane as the *Ethereal Jaunt* spell and may remain in this state for up to 1 minute or return to the material plane as a *free action*. Once the shinobi master returns to the material plane the effect of this power automatically ends. The shinobi master must be at least 18th level before she may take this shinobi power.

Evasion (Ex): As long as the shinobi master has at least 1 ki point, she can avoid damage from an area-effect attack. If the shinobi master successfully makes a *Reflex* saving throw against an attack that normally causes ½ damage for the save, she suffers no damage from the attack as long as the shinobi master is not wearing anything heavier than light armor or a light load and is not *helpless*.

Fatiguing Strike (Ex): The shinobi master may substitute the stun effect of the *Stunning Fist* feat with the *fatigued* condition as long as she has at least 1 point in her ki pool. The shinobi master may expend 1 ki point to alter the effect to that of *exhausted* rather than *fatigued*, and a saving throw avoid the effect of the strike. The duration of either effect is 1 hour unless magically restored and multiple uses on the same opponent do not stack, but just extend the duration based on the last successful strike. The shinobi master must declare her intentions to use this ability prior to rolling for the attack. The shinobi master must be at least 4th level in order to take this shinobi power.

Greater Iron Fortitude (Ex): The shinobi master is immune to all diseases including both supernatural and magical diseases. The shinobi master must be at least 14th level in order to take this shinobi power.

Improved Evasion (Ex): The shinobi master suffers no damage from an area based attack that normally causes ½ damage with a successful *Reflex* saving throw and she only suffers ½ damage from such attacks if she fails her saving throw. She must have at least 1 ki point and not be *helpless* or wearing anything heavier than light armor or carrying a light load. The shinobi master must have the *Evasion* shinobi power (or from another class ability) and at least 10th level (though it may be combined with both the shinobi class and

another class that grants the Evasion class ability).

Leap of Shadows (Su): The shinobi master may spend 2 ki points to jump from one shadow to the next as the *Dimension Door* spell as a **move action**, treating the shinobi master's class level as the effective caster level. The shinobi master may not take others with her when she initiates this shinobi power. The shinobi master must have the Shimmering Shadows shinobi power and be at least 12th level before she may take this shinobi power.

Light Steps (Ex): The shinobi master may spend 1 point from her ki pool as a **swift action** to gain the ability to move through difficult terrain with no movement penalties with a duration of 1 hour per class level. She may move up to twice her normal movement rate as a **full round action** to walk over liquid surfaces as well as branches and other physical objects that would not normally support her weight. When moving in this way, the shinobi master does not take damage from surfaces or hazards that react to being touched, such as lava or caltrops, nor does she need to make **Acrobatics** checks to avoid falling on slippery or rough surfaces. The shinobi master ignores any mechanical traps that use a location-based trigger. She must end her movement at a location that will support her weight, and the shinobi master cannot move over air and this ability has no effect to her ability to climb vertical surfaces.

The shinobi master must be at least 6th level before she may take this shinobi power. If the shinobi master initiates another movement based shinobi power, the effects of this power automatically end.

Maneuver Mastery (Ex): The shinobi master may add a bonus feat from the following: **Greater Disarm**, **Greater Dirty Trick**, **Greater Feint**, **Greater Grapple**, **Greater Reposition**, **Greater Steal**, and **Greater Trip**. The shinobi master must be at least 10th level before she may select this shinobi power and meet any feat prerequisites before she may choose the feat. She may take this shinobi power more than once, selecting a different feat each time. The shinobi master must have at least 1 ki point in her ki pool to initiate any of these bonus feats taken from this shinobi

power. If the shinobi master takes any of these feats as part of her normal feat choices this requirement does not apply.

Maneuver Proficiency (Ex): The shinobi master may choose **Agile Maneuvers**, **Combat Expertise**, **Combat Reflexes**, **Improved Disarm**, **Improved Dirty Trick**, **Improved Feint**, **Improved Grapple**, **Improved Reposition**, **Improved Steal**, or **Improved Trip** as a bonus feat. The shinobi master does not have to meet any ability score prerequisites for any of these feats but must meet any other feat prerequisites. This shinobi power may be taken more than once, the shinobi master must select a different feat each time. The shinobi master must have at least 1 ki point in her ki pool to initiate any of these bonus feats taken from this shinobi power. If the shinobi master takes any of these feats as part of her normal feat choices this requirement does not apply.

Ninja Master Trick: The shinobi master may select a ninja master trick from the following as a shinobi power: **Blinding Bomb**, **Deadly Shuriken**, **Ghost Step**, **Invisible Blade**, **Master Disguise**, **See the Unseen**, **Shadow Split**, and **Unbound Steps**. The shinobi master must be at least 10th level before she may take this shinobi power and she may take it multiple times, selecting a different ninja master trick each time. The shinobi master must meet any listed requirements for the ninja master trick before she may select it.

Ninja Trick: The shinobi master may choose from the following ninja tricks as a shinobi power: **Acrobatic Master**, **Bleeding Attack**, **Choking Bomb**, **Darkvision**, **Deflect Arrows**, **Fast Stealth**, **Feather Fall**, **Hidden Weapons**, **Ki Charge**, **Poison Bomb**, **Shadow Clone**, **Slow Metabolism**, **Smoke Bomb**, **Snatch Arrows**, **Style Master**, **Sudden Disguise**, **Vanishing Trick**, **Wall Climber**, and **Weapon Training**. The shinobi master may take this shinobi power more than once, selecting a different trick each time. The shinobi master must meet any requirements for the ninja trick before she may select it.

Poisoning Strike (Ex): The shinobi master may substitute the stun effect from her **Stunning Fist** feat with the a poisonous touch by expending 1 ki point. The effect causes 1 point of Constitution damage per round

for up to 6 rounds, though a saving throw is allowed each round and two consecutive saving throws ends any additional Constitution damage. A victim that successfully saves against the Poison Strike cannot be affected by the same shinobi master for a 24 hour period. The shinobi master must be at least 12th level and have either the Fatiguing or Sickening Strike shinobi power before she may take this shinobi power.

Psychic Lock (Ex): The shinobi master may spend 1 ki point to gains a +2 **enhancement bonus** to enchantment spells and spell-like abilities and fear based effects for a number of hours equal to $\frac{1}{2}$ her class level. At 12th level the shinobi master may spend 2 ki points to increase the **enhancement bonus** to +4.

Shimmering Shadows (Su): The shinobi master may spend 1 ki point to begin phasing in and out of the material plane as the **Blink** spell. The effect lasts for a number of rounds equal to $\frac{1}{2}$ the shinobi master's class level. The shinobi must be at least 6th level before she may take this shinobi power.

Shinobi Blast (Su): The shinobi master may expend a number of ki points equal up to $\frac{1}{2}$ her class level as a **standard action**, exploding in a torrent of energy (acid, cold, electricity, or fire) chosen when this power is initiated, causing 1d8 points of damage to everyone within 15 feet of her per point spent. The shinobi master automatically takes half damage and is not allowed a saving throw to avoid it (though resistance and immunity effects do apply). Others within range are allowed a **Reflex** save (DC 10 + $\frac{1}{2}$ the shinobi master's class level + her Charisma modifier) to reduce the damage by half. The shinobi master must make a **Fortitude** saving throw (using the same DC above) or be **stunned** for 1d4 rounds from the effect. The shinobi master must be at least 18th level to take this shinobi power.

Sickening Strike (Ex): The shinobi master may substitute the stun effect from her **Stunning Fist** feat with the **sickened** condition as long as she has at least 1 point in her ki pool. She may also expend 1 ki point to change the effect to **nauseated**. The effect last for a number of rounds equal to $\frac{1}{2}$ the shinobi master's class level and multiple uses on the same

opponent do not stack, but just extend the duration based on the last successful strike. The victim is allowed a saving throw to avoid the effects of the strike. The shinobi master must declare her intentions to use this ability prior to rolling for the attack and she must be at least 8th level and have the Fatiguing Strike shinobi power in order to take this power.

Slow Fall (Ex): If the shinobi master is within arm's length while falling and has at least 1 ki point she may slow her decent, reducing the effective fall by 20 feet plus an additional 10 feet per four levels beyond 4th level. At 20th level the shinobi master effectively slows the fall so she takes no damage from the fall regardless of distance as long as she is within arm's reach of the wall or other hard surface. The shinobi master must be at least 4th level before she may take this shinobi power.

Stealthy Step (Ex): The shinobi master may spend 1 ki point to gain a +10 **enhancement bonus** to any **Stealth** checks for a number of minutes equal to her class level. At 14th level the shinobi master may spend 2 ki points to increase the bonus to a +20 **enhancement bonus** to any **Stealth** checks. If the shinobi master initiates another movement based shinobi power, the effects of this power automatically end.

Tongue of Translation (Ex): The shinobi master gains the ability to communicate with any living creature with an Intelligence of 3 or higher and a verbal means of communication as long as she has at least 1 point in her ki pool. The shinobi master must be at least 16th level before she may take this shinobi power.

Zephyr Step (Ex): The shinobi master may spend 1 ki point to gain a +10 foot **enhancement bonus** to her base land movement speed for a number of minutes equal to her class level. At 8th level and every 4 levels thereafter, she may spend an additional ki point to increase the effective speed by an additional 10 feet. If the shinobi master initiates another movement based shinobi power, the effects of this power automatically end.

Shinobi Strike (Ex): At 2nd level the shinobi master gains the ability to make a shinobi strike. This strike takes one of two versions. While using either version, the shinobi

master's base attack bonus is equal to her class level to determine the to hit bonus and any additional attacks granted as a **full attack** action. This bonus does not apply for any other purpose including feat and prestige class requirements.

As a full round attack action, the shinobi master may make one additional attack while using either her unarmed attack or one of the following weapons: any one handed or double weapon designated for the monk, the kunai, the ninjato, and the wakizashi. She is treated as having the two-weapon fighting feat using a light off-handed weapon, incurring a -2 penalty to all attacks for the round. The shinobi master applies her full strength bonus to her damage rolls for all successful attacks made with this version of the shinobi strike and she may substitute combat maneuvers including **disarm**, **dirty trick**, **sunder**, and **trip** as desired. Other than her unarmed attack, the shinobi master cannot use any natural attacks as part of this shinobi strike.

The second version allows the shinobi master to cause additional damage with a single attack as a standard attack action. When attacking an opponent that is denied its dexterity bonus or is being **flanked** by a shinobi master's ally, a melee attack or ranged attack made within 30 feet of the shinobi master causes one additional die of damage based on the weapon being used. This additional damage is not counted for any critical hits and is not applicable for opponents that are immune to critical hits or precision damage including sneak attack damage. Unless the weapon is nonlethal or an unarmed attack the damage caused by this version of the shinobi strike always causes lethal damage. The shinobi master must be able to see study the opponent to target a vital area and be able to reach the area with the attack, thus she cannot use this strike against an opponent that has concealment.

A Thousands Strikes (Ex): The shinobi master learns effective ways to get past the most resilient of defenses regardless of her attack beginning at 3rd level and improved every 4 levels thereafter. As long as she has at least 1 point in her ki pool, she gains the following benefits to her shinobi strike.

I (3rd level): The shinobi master's unarmed attack or shinobi strike is treated as magic for purposes of getting past the target's **damage reduction**.

II (7th level): The shinobi master's unarmed attack or shinobi strike is treated as cold iron and silver for the purpose of overcoming the target's **damage reduction**.

III (11th level): The shinobi master selects one aspect of her alignment (law, good, or evil) and her unarmed attack or shinobi strike is treated as aligned with that aspect for purposes of **damage reduction**. Once made, this choice cannot be changed. Neutral shinobi masters that do not have any of those aspects treat their attacks as lawfully aligned for purposes of overcoming **damage reduction**.

IV (15th level): The shinobi master's unarmed attack or shinobi strike are treated as adamantite for purposes of both overcoming **damage reduction** and hardness.

V (19th level): The shinobi master's unarmed attack or shinobi strike overcome any form of **damage reduction** other than the weapon type (bludgeoning, piercing, or slashing).

Uncanny Dodge (Ex): At 5th level the shinobi master gains an extra-sensory perception for impending danger. As a result she cannot be caught flat-footed or lose her Dexterity bonus while being attack by an invisible opponent. The shinobi master still loses her Dexterity AC bonus if immobilized, **helpless**, or successfully **fainted** by an opponent. If the shinobi master has Uncanny Dodge from another class, she gains Improved Uncanny Dodge instead at this level.

Greater Shinobi Strike (Ex): At 9th level the shinobi strike increases in power. Her shinobi strike abilities gain the following while she has at least 1 point in her ki pool.

While making a full round attack with her unarmed attacks, a one-handed or double monk designated weapon, or the kunai, ninjato, or wakizashi the shinobi master is treated as if she had the **Improved Two-Weapon Fighting** feat, making two additional attacks at her highest base attack with a -2 for all attacks and -5 to the second additional attack.

If using the shinobi strike as a standard attack while attacking a **flanked** opponent or target denied its Dexterity bonus, the damage caused by the unarmed attack or weapon gains an additional three dice of damage. The same restrictions count in regards to creatures immune to critical attacks or precision damage such as sneak attacks.

Improved Uncanny Dodge (Ex): At 9th level the shinobi master may no longer be **flanked**. This ability denies an opponent from making a sneak attack against the shinobi master while she is **flanked** unless the attacker has at least four or more class levels that grant an precision based damage based on **flanking**.

Iron Fortitude (Ex): At 13th level the shinobi master becomes immune to all poisons, both natural and magical in nature.

Shinobi Strike Mastery (Ex): At 17th level the shinobi master's attack capability with her shinobi strike attack gains further benefits. While the shinobi master has at least 1 point in her ki pool she gains the following benefits based on the attack action.

While making a full attack action, the shinobi master is treated as having the **Greater Two-Weapon Fighting** feat while making an unarmed attack, wielding a one-handed or double monk weapon, the kunai, ninjato, or wakazashi. The shinobi master gains three additional attacks at her highest base attack with a -2 for all attacks, -5 to the second additional attack, and -10 to the third additional attack.

If using the shinobi strike as a standard attack while attacking a **flanked** opponent or target denied its Dexterity bonus, the damage caused by the unarmed attack or weapon gains an additional five dice of damage. The same restrictions count in regards to creatures immune to critical attacks or precision damage such as sneak attacks.

Shinobi Ascendancy (Su): At 20th level the shinobi master may sacrifice either one additional attack from her **full attack** shinobi strike, or the additional damage caused from using her shinobi strike as a standard attack action against an unaware or **flanked** opponent to cause 1 point of ability damage chosen (Strength, Dexterity, or Constitution) prior to the attack by expending 1 ki

point. The shinobi master may not reduce a total number of abilities points from a single victim exceeding ½ her class level and no ability may be reduced below 1. As long as the shinobi master has at least 1 point in her ki pool she gains a DR 5/Chaotic against manufactured and natural attacks from creatures that do not have similar **damage reduction**.

New Feats

Extra Shinobi Power

You have tapped into another ancient secret of the order of Shinobi.

Prerequisites: Shinobi Power class ability

Benefit: You may choose an additional Shinobi Power as long as you meet any requirements listed for the shinobi power.



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