



LEGENDARY HYBRIDS KINETIC SHINOBI

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SPECIAL THANKS

Erik Mona, Lisa Stevens, James Jacobs, Jason Bulmahn and the Paizo staff for their excellent *Pathfinder Roleplaying Game Advanced Class Guide*.

Legendary Hybrids: Kinetic Shinobi © 2016, Legendary Games; Author N. Jolly. ISBN-13: 978-1534836730 ISBN-10: 153483673X First printing June 2016. Printed in USA.



Legendary Games 3734 SW 99th St. Seattle, WA 98126-4026 makeyourgamelegendary.com



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The following superscript notations are used to denote official Pathfinder Roleplaying Game rulebooks:

ACG = Pathfinder Roleplaying Game Advanced Class Guide
 ACO = Companion softcover on the origins of Pathfinder Roleplaying Game Advanced Class Guide classes.
 APG = Pathfinder Roleplaying Game Advanced Player's Guide
 ARG = Pathfinder Roleplaying Game Advanced Race Guide
 Bos = Companion softcover on races with bloodlines of shadow.

^{CoB} = Companion softcover on characters that champion the balance between good and evil.

^{ISM} = Companion softcover on magic of the inland sea region of the official Pathfinder campaign world.
 ^{ISR} = Companion softcover on races of the inland sea region of the official Pathfinder campaign world.
 ^{OA} = Pathfinder Roleplaying Game Occult Adventures
 ^{OR} = Companion softcover on occult characters in the realms of the official Pathfinder campaign world.
 ^{UC} = Pathfinder Roleplaying Game Ultimate Combat
 ^{UE} = Pathfinder Roleplaying Game Ultimate Equipment
 ^{UI} = Pathfinder Roleplaying Game Ultimate Intrigue
 ^{UM} = Pathfinder Roleplaying Game Ultimate Magic
 ^{WMH} = Companion handbook on mastering weapons.



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THIS PRODUCT IS A PART OF OUR LINE OF PLAYER-FOCUSED CLASS supplements for Paizo's *Pathfinder Roleplaying Game*. When you see the word Legendary in front of the name of your favorite class, you can expect it to bring you an amazing array of abilities that are perfect for enriching play with your favorite class. You'll find new class abilities and new uses for existing class abilities, as well as archetypes, feats, and prestige classes specifically tailored to enrich your play experience with that class in exciting and innovative ways. Fantasy games are replete with magic, and you'll find spells and magic items aplenty between these pages as well, each designed to harmonize perfectly with your favorite classes. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign, products that are innovative in their ideas, beautiful in their appearance, bursting with the creativity of the best authors in the business and developed with a rich interactive layout that blends form and function, and on top of all of that products that are flat-out fun to play.

SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official Pathfinder Reference Document as well as d2oPFSRD. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

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WHAT YOU WILL FIND INSIDE LEGENDARY KINETIC SHINOBI

Legendary Hybrids: Kinetic Shinobi is the latest volume in our series of class-focused player supplements, introducing a new series of hybrid classes like those in the *Pathfinder Roleplaying Game Advanced Class Guide* that blend the core elements of two different base classes into a unique synergy all their own. The **Kinetic Shinobi** brings you a 20-level hybrid class that combines the mastery of mystic and martial arts, bringing together the energy-channeling kineticist and the shadow-stepping ninja. Wielding power and might with the power of the mind, from base matter of the elements to the unknowable depths of the void, the kinetic shinobi is an agile and athletic adversary, flitting and fighting from every direction with hand and blade while gathering in her power to unleash upon every enemy, then disappearing into the shadows leaving silent destruction in her wake.

Legendary Games was founded on the principle of delivering first-class product for your Pathfinder Roleplaying Game experience, brought to you by the very authors who design and contribute to the adventures, hardbacks, and campaign supplements you are already using. The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!

- Jason Nelson



INTRODUCTION

Masters of hidden lore, kinetic shinobi are blessed with an abundance of elemental energy that flows through them, granting them amazing abilities. Filled with this energy, kinetic shinobi themselves prefer to work without being seen, and the greatest of their ranks are rumored to be no more than stories used to frighten others. But those who know of their history tell the tales of warriors who breathe fire, melt into water, possess skin as hard as stone, and fly on wings of unseen air. The path to become a kinetic shinobi is not one that can be easily followed, as those wishing to gain such power must be gifted by nature itself, possessing a soul capable of handling the incredible power that a kinetic shinobi must channel to utilize their near mythic abilities.

Role: Mystic warriors, kinetic shinobi travel in shadow, striking when their enemies are most vulnerable. Masters of stealth, kinetic shinobi often work in teams, using superior tactics to bring down foes with a mix of elemental power and ancient techniques. While most effective getting up close and personal with their foes, kinetic shinobi are just as adept at ranged combat, and even those who don't see the battlefield can make use of their abilities through subterfuge, espionage, and out-and-out thievery.

Alignment: Any

Hit Die: d8

Parent Classes: Kineticist^{OA} and ninja^{UC}

Starting Wealth: 4d6 x 10 gp (average 140 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills: The kinetic shinobi's class skills are Acrobatics (Dex), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Intimidate (Cha), Knowledge (local) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), and Use Magic Device (Cha).

Skill Ranks: 6 + Int modifier.



The following are class features of the kinetic shinobi.

Weapon and Armor Proficiencies Kinetic Shinobi are proficient with all simple weapons, plus the kama, katana, kusarigama, kyoketsu shoge, nunchaku, sai, shortbow, short sword, shuriken, siangham, and wakizashi. They are proficient with light armor but not with shields.

Elemental Basics (Su) At 1st level, a kinetic shinobi gains the elemental focus^{OA} and kinetic blast^{OA} class features of a kineticist^{OA} equal to their kinetic shinobi level. A kinetic shinobi cannot use their kinetic blast without applying either the physical jutsu or elemental jutsu form infusion to it. A kinetic shinobi uses their Charisma modifier instead of their Constitution modifier to determine the DCs and Constitution-dependent effects of their wild talents. If the kinetic shinobi takes levels in another class that grants an elemental focus, the elemental focuses must be the same type, even if that means that the elemental focus of one of the classes must change.

Jutsu Basics (Su) A kinetic shinobi gains following infusions:

PHYSICAL JUTSU

Element(s) universal; Type form infusion (Sp); Level 1; Burn o

Associated Blasts any physical

Saving Throw none

Your kinetic blast transforms into a specialized weapon. You can use this infusion as part of any attack action including a full attack action, creating a light or 1 handed melee weapon in your hand that deals 1d4+Cha damage regardless of class level, targeting a creature's normal AC. Unlike kinetic blade, you can use the Vital Strike and Spring Attack feats with this infusion. The damage bonus from elemental overflow does not apply to blasts used with this infusion.

ELEMENTAL JUTSU

Element(s) universal; Type form infusion (Sp); Level 1; Burn o

Associated Blasts any energy

Saving Throw none

Your kinetic blast transforms into a specialized weapon. You can use this infusion as part of any attack action including a full attack action, creating a light or 1 handed melee weapon in your hand that deals 1d4 damage regardless of class level, targeting a creature's touch AC. Unlike kinetic blade, you can use the Vital Strike and Spring Attack feats with this infusion. The damage bonus from elemental overflow does not apply to blasts used with this infusion. When using sneak attack with this form infusion you count the dice as being one step lower (1d4 instead of 1d6).

Shinobi Talents (Ex) At 1st level, and every 2 levels thereafter, the kinetic shinobi gains a shinobi talent of their choice for which they qualify. A kinetic shinobi can possess a shinobi talent which requires them spend or possess points in a *ki* pool even if they don't have one, but cannot utilize such a talent unless they have a *ki* pool.

Ki Pool (Su) At 2nd level, a kinetic shinobi gains a pool of ki points, supernatural energy they can use to accomplish amazing feats. The number of points in the kinetic shinobi's ki pool is equal to $\frac{1}{2}$ their kinetic shinobi level + their Charisma modifier. As long as they have at least 1 point in their ki pool, they gain access to the hadou techniques listed below.

Level	BAB	Fort	Ref	WILL	Special
ıst	+0	+0	+2	+2	Elemental basics, jutsu basics, shinobi talent
2nd	+1	+0	+3	+3	Hadou techniques, <i>ki</i> pool, sneak attack +1d6
3rd	+2	+1	+3	+3	Shinobi talent, no trace +1
4th	+3	+1	+4	+4	Gather power, ninjutsu training, ninjutsu specialist 1
5th	+3	+1	+4	+4	Shinobi talent, sneak attack +2d6
6th	+4	+2	+5	+5	Metajutsu (extend), no trace +2
7th	+5	+2	+5	+5	Evasion, shinobi talent
8th	+6/+1	+2	+6	+6	Sneak attack +3d6
9th	+6/+1	+3	+6	+6	Shinobi talent, no trace +3
10th	+7/+2	+3	+7	+7	Ninjutsu specialist 2, metajutsu (maximize)
11th	+8/+3	+3	+7	+7	Shinobi talent, sneak attack +4d6
12th	+9/+4	+4	+8	+8	Ninjutsu training, no trace +4
13th	+9/+4	+4	+8	+8	Shinobi talent
14th	+10/+5	+4	+9	+9	Metajutsu (persistent), sneak attack +5d6
15th	+11/+6/+1	+5	+9	+9	Shinobi talent, no trace +5
16th	+12/+7/+2	+5	+10	+10	Ninjutsu specialist 3
17th	+12/+7/+2	+5	+10	+10	Shinobi talent, sneak attack +6d6
18th	+13/+8/+3	+6	+11	+11	Metajutsu (penetrating), no trace +6
19th	+14/+9/+4	+6	+11	+11	Shinobi talent
20th	+15/+10/+5	+6	+12	+12	Jutsu genius, ninjtusu training, sneak attack +7d6

By spending 1 point from their ki pool, a kinetic shinobi gains either a +1 to attack rolls when using the physical jutsu infusion or +2 to damage rolls when using the elemental jutsu infusion for 1 minute. For every 4 levels after 1st, this bonus increases by +1 for attack rolls or by +2 for damage rolls. In addition, they can spend 1 point to gain a +20 bonus on Acrobatics checks to jump for 1 round. Finally, a kinetic shinobi can spend 1 point from their ki pool to give themselves a +4 bonus for 1 round to checks with the skills associated with their elemental focus. A kinetic shinobi can gain additional powers that consume points from their kipool by selecting certain shinobi talents.

The ki pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive. If the kinetic shinobi possesses levels in another class that grants points to a ki pool, kinetic shinobi levels stack with the levels of that class to determine the total number of ki points in the combined pool, but only one ability score modifier is added to the total. The choice of which score to use is made when the second class ability is gained, and once made, the choice is set. The kinetic shinobi can now use ki points from this pool to power the abilities of every class they possess that grants a ki pool. Hadou Techniques (Su) At 2nd level, a kinetic shinobi can draw on their own ki to perform amazing feats with their kinetic blast. As long as they have 1 or more points in their ki pool, they gain access to the following basic hadou techniques:

Dual Jutsu (Su): A kinetic shinobi can create two light weapons with their kinetic blast, allowing them to make attacks with both as though fighting with two weapons.

Kinetic Katana (Su): A kinetic shinobi can create 2 handed weapon with their kinetic blast, or hold a 1 handed weapon created with their kinetic blast in two hands. Doing so increases its damage to $1d8 + 1 \frac{1}{2}$ their Charisma modifier when used with physical jutsu, or to $1d8 + \frac{1}{2}$ their Cha modifier when used with elemental jutsu.

Kinetic Kunai (Su): A kinetic shinobi can use their kinetic blast as a thrown weapon with range of 30 ft. and no range increment, allowing them to make a full attack action with it.

Only one hadou technique can be applied to a kinetic blast at a time, regardless of the type of attack made when using it.



Sneak Attack (Ex) At 2nd level, if a kinetic shinobi catches an opponent unable to defend itself effectively from their attack, they can strike a vital spot for extra damage. The kinetic shinobi's attack deals extra damage anytime their target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the kinetic shinobi flanks their target. This additional damage is 1d6 at 2nd level, and increases by 1d6 every 3 levels thereafter. Should the kinetic shinobi score a critical hit with a sneak attack, this additional damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (like a sap, whip, or unarmed strike), a kinetic shinobi can make a sneak attack that deals nonlethal damage instead of lethal damage. They cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual –4 penalty.

The kinetic shinobi must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A kinetic shinobi cannot sneak attack while striking a creature with total concealment.

No Trace (Ex) At 3rd level, a kinetic shinobi learns to cover their tracks, remain hidden, and conceal their presence. The DC to track a kinetic shinobi using the Survival skill increases by +1. In addition, their training gives them a +1 insight bonus on Disguise skill checks and on opposed Stealth checks whenever they are stationary and do not take any action for at least 1 round. Every three levels thereafter, the increase to Survival DCs and the bonuses on Disguise and opposed Stealth checks increase by 1.

Gather Power (Su) At 4th level, a kinetic shinobi can gather energy or elemental matter as a move action by making a series of gestures with one hand. Gathering power creates an extremely loud, visible display in a 20foot radius centered on the kinetic shinobi, as the energy or matter swirls around them. Gathering power in this way allows the kinetic shinobi to pay 1 less point from their *ki* pool when using their kinetic blast in the same round. They can instead gather power for 1 full round in order to pay 2 fewer points from their ki pool when using their kinetic blast on their next turn (to a minimum of o points). If they do so, she can also gather power as a move action during their next turn to reduce the *ki* cost by a total of 3 points. If the kinetic shinobi takes damage during or after gathering power and before using the kinetic blast that releases it, they must succeed at a concentration check (DC = 10 + damage taken + 1/2 their kinetic shinobi level) or lose the energy in a wild surge that prevents them from gathering energy again for 10 minutes per point by which their gathered power would have reduced the burn cost. This ability can never reduce the ki cost of their kinetic blast below o points.

Ninjutsu Training (Su) At 4th level and every 8 levels thereafter, a kinetic shinobi gains a substance infusion wild talent, treating their kinetic shinobi level as their kineticist level for the purposes of qualifying for it. If

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the infusion would require them to accept burn, they instead spend a number of *ki* points equal to its burn cost. At 6th level and every 4 levels after, a kinetic shinobi can swap any substance infusion wild talent they possess for a new one for which they qualify.

Ninjutsu Specialist (Ex) At 4th level, whenever a kinetic shinobi uses one or more infusions with their kinetic blast, they reduce the combined burn cost of the infusions by 1. This can't reduce the total cost of the infusions used below o. They reduce the burn cost by an additional 1 at 10th level and again at 16th.

Metajutsu (Su) At 6th level, a kinetic shinobi gains the ability to alter their kinetic blast as if with metamagic feats by spending additional points from their *ki* pool. By spending 1 point from their *ki* pool they can double the duration of effects caused by their kinetic blast, as if using Extend Spell.

At 10th level they can spend 2 points from their *ki* pool to maximize their kinetic blast, as if using Maximize Spell.

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At 14th level they can spend 3 points from their ki pool to force the target to make a second save against any substance infusion applied to their kinetic blast, as if using Persistent Spell^{APG}.

At 18th level they can spend 4 points from their *ki* pool to have their kinetic blast become penetrating. It ignores up to 10 DR or energy resistance, completely ignores spell resistance, and treats energy immunity as if it was that type of energy resistance 20. For example, if a creature has DR 15/ bludgeoning and the kinetic shinobi's kinetic blast does not deal bludgeoning damage, they treat it as DR 5/bludgeoning instead, and if the kinetic shinobi's kinetic blast deals fire damage, it treats fire resist 20 as fire resist 10 and treats fire immunity as fire resist 20.

Evasion (Ex) At 7th level and higher, a kinetic shinobi can avoid even magical and unusual attacks with great agility. If they make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, they instead take no damage. Evasion can be used only if the kinetic shinobi is wearing light armor or no armor. A helpless kinetic shinobi does not gain the benefit of evasion.

Jutsu Genius (Su) At 20th level, the cost of each of the kinetic shinobi's metajutsu abilities is reduced by 1 point. In addition, when they would deal sneak attack damage with an attack to a creature possessing at least half as many hit dice as their character level, they can instead forgo the sneak attack damage to recover 2 points in their *ki* pool. Once a creature is affected by this ability they cannot be affected by it again for 24 hours.



Shinobi talents represent the techniques a kinetic shinobi can utilize, the results of honing their craft over countless days and nights. A kinetic shinobi cannot select a shinobi talent more than once unless specifically stated. Any shinobi talent with the word "hadou" in its name is treated like a hadou technique, following the same rules as that class feature (including a limit of 1 advanced hadou being allowed to be applied to a kinetic blast).

Advanced Jutsu (Sp): A kinetic shinobi gains a composite blast associated with either their expanded element (such as metal blast for earth or blue flame blast for fire) and all of their primary element's simple blasts, or gains a composite blast which requires a simple blast they possess (such as mud blast for water blast or plasma blast for air blast) and all other simple blasts that composite requires. This composite blast deals 2d4 + Cha damage when used with physical jutsu or 2d4 when used with elemental jutsu. A kinetic shinobi using a composite blast with the the kinetic katana hadou technique instead deals 2d8 + 1 ¹/₂ Cha for physical jutsu or $2d8 + \frac{1}{2}$ Cha for elemental jutsu. If the composite blast is one which affects another blast (such as aetheric boost, gravitic boost, or negative admixture), it instead acts as it normally would. Using blasts in this way requires the kinetic shinobi to spend a number of points from their *ki* pool equal to its burn cost in addition to the costs of any infusions applied to it; this additional cost cannot be reduced by ninjutsu specialist. A kinetic shinobi must be 11th level or higher to select this talent.

Aligned Ki Strike (Su): A kinetic shinobi's unarmed strikes are treated as both of their alignments for the purpose of bypassing damage reduction. A kinetic shinobi must be chaotic evil, chaotic good, lawful evil, or lawful good, have the *ki* strike talent and be 11th level or higher to select this talent.

Bomb Blast (Sp): A kinetic shinobi can use a smoke bomb^{UC} as part of a ranged kinetic blast, delivering the bomb to the blast's target. They must pay the cost to use the bomb and the kinetic blast simultaneously, plus an additional 1 ki point. This can be used with poison bomb^{UC}, choking bomb^{UC}, and/or blinding bomb^{UC}. A kinetic shinobi must possess the smoke bomb talent and be 11th level or higher to select this talent.





Bushin Rush (Ex): Whenever a kinetic shinobi makes a charge attack or uses the Spring Attack feat with their kinetic blast, they can apply the focused shinobi talent to the attack. A kinetic shinobi must possess the focused jutsu talent and be 5th level or higher to select this talent.

Calculated Strike (Ex): Whenever a kinetic shinobi would make an attack that would qualify for sneak attack damage with their kinetic blast, they can reduce their sneak attack damage dice by 1 to gain a +1 bonus to attack and damage rolls. They can reduce their sneak attack damage by as many dice as they wish, gaining an additional +1 to attack and damage rolls for each die reduced in this way. A kinetic shinobi must possess the sneak attack class feature to select this talent.

Deadeye Jutsu (Ex): The distance from which a kinetic shinobi can make a sneak attack with their kinetic blast increases by an additional 5 ft. per 2 kinetic shinobi levels; this stacks with other effects which increase the range at which one can make sneak attacks. A kinetic shinobi must possess the extended kunai talent and the sneak attack class feature to select this talent.

Double Toxin Art (Ex): A kinetic shinobi can hold a vial of poison in each hand when using their kinetic blast. If they use it with dual jutsu, each of the weapons formed has one of the doses of poison applied to it. If they use kinetic katana or kinetic yeoman, the two poisons are combined, both being applied simultaneously if they are different, or increasing the DC of the poison by +2 if both doses are the same type of poison. A kinetic shinobi must be 11th level or higher to select this talent.

Dragonbreath (Su): Whenever a kinetic shinobi uses their focused jutsu shinobi talent, they can instead create a 10 ft. cone or 20 ft. line of elemental energy emanating from their square, allowing a reflex save for half damage. This talent deals the same amount of damage to any creatures hit that focused jutsu would normally deal. At 8th level they can spend 1 ki point to increase this to a 20 ft. cone or 40 ft. line, and at 12th level they can spend an additional ki point to increase the focused jutsu talent to select this talent.

Empower Weapons (Sp): By spending 1 point from their ki pool as a free action, a kinetic shinobi can empower up to 1 manufactured or natural weapon or 10 pieces of ammunition per 3 kinetic shinobi levels they possess with elemental power (each end of a double weapon counts as a separate weapon for this purpose). Empowering a weapon or ammunition in this way lasts for 1 minute, and weapons empowered in this way deal an additional 1d4 damage of the damage type dealt by their kinetic blast. A kinetic shinobi must be 5th level or higher to select this talent.

Empower Weapons, Greater (Sp): By spending an additional 2 points from their *ki* pool when using empower weapons, the kinetic shinobi can apply the composite blast gained through advanced jutsu to their weapons. If the composite

blast deals multiple types of damage, empowered weapons deal an additional 1d4 damage of each type; otherwise they deal an additional 2d4 damage of the blast's damage type. A kinetic shinobi must possess the advanced jutsu talent and empower weapons to select this talent.

Extended Kunai (Su): A kinetic shinobi increases the range of their kinetic kunai hadou technique to 90 ft. and does not provoke attacks of opportunity when attacking with kinetic kunai. A kinetic shinobi must possess to kinetic kunai hadou technique to select this talent

Focused Jutsu (Su): A kinetic shinobi can use their kinetic blast to make a single attack as a standard action, increasing its damage by +1d4 for every 3 kinetic shinobi levels they possess. If a kinetic shinobi uses the kinetic katana hadou technique with this ability, it instead increases by +1d8 per 3 kinetic shinobi levels they possess. A kinetic shinobi must be 3rd level or higher to select this talent.

Hadou Admixture (Su): A kinetic shinobi gains one of the following advanced hadou techniques:

- *Titangrip Technique (Su)*: A kinetic shinobi can use their dual jutsu and kinetic katana hadou techniques simultaneously. Doing so inflicts a -1 penalty on AC and reflex saves for 1 round.
- *Twin Stars*(*Su*): A kinetic shinobi can use their dual jutsu and kinetic kunai hadou techniques simultaneously. Doing this reduces the damage dealt by their kinetic blast by one step.
- Weighted Kunai (Su): A kinetic shinobi can use their kinetic katana and kinetic kunai hadou techniques simultaneously. Doing so reduces the range of this kinetic blast by 10 ft. (to a minimum of 5 ft.).

A kinetic shinobi can select this talent up to 3 times, each time selecting a different advanced hadou technique, and must possess both basic hadou techniques listed for the chosen advanced hadou technique and be 5th level or higher to select this talent.

Hadou Expert (Su): A kinetic shinobi gains one of the following advanced hadou techniques:

• *Heavy Katana (Su)*: Increase the critical multiplier a kinetic shinobi's kinetic katana by 1 (to 3x). This effect does not stack with other effects which increase critical multipliers.

• *Kunai Grenade (Su)*: The kinetic shinobi's kinetic kunai is treated as a splash weapon, dealing its minimum damage to all squares which would take splash damage from it. Those that take splash damage from kunai grenade do not take sneak attack damage even if they otherwise would and can roll any saves against infusions applied to it twice, taking the better roll.



• *Twinblade Fury (Su)*: When a kinetic shinobi uses their dual jutsu, they receive a +2 shield bonus to AC until their next turn, and the next attack made against them which fails it attack roll provokes an attack of opportunity even if it normally would not.

A kinetic shinobi can select this talent up to 3 times, each time selecting a different advanced hadou technique, and must possess the basic hadou technique listed for the chosen advanced hadou technique and be 7th level or higher to select this talent.

Infused Weapons (Su): Whenever a kinetic shinobi uses the empowered weapon talent, they can also apply a substance infusion to their weapons, applying its effects upon each successful attack (they must still pay any ki cost for using it, although ninjutsu specialist can still reduce this ki cost) until the beginning of their next round. A kinetic shinobi must possess the empowered weapons talent to select this talent.

Ki Strike (Su): As long as the kinetic shinobi has at least one point in their *ki* pool, they treat their unarmed strikes as magic for the purpose of overcoming damage reduction. Starting at 7th their unarmed strikes are also treated as cold iron and silver for the purpose of bypassing damage reduction. At 10th the kinetic shinobi chooses one of their non-neutral alignments (if any) and their unarmed strikes are also treated as that alignment for the purpose of bypassing damage reduction (a true neutral kinetic shinobi does not gain this benefit). At 16th their unarmed strikes also count as adamantine, also counting as such for bypassing hardness. A kinetic shinobi must possess the Improved Unarmed Strike feat to select this talent.

Ki Suffusion (Su): A kinetic shinobi's *ki* strike applies to their kinetic blast. A kinetic shinobi must be 11th level or higher and have *ki* strike to select this talent.

Kinetic Naginata (Su): When a kinetic shinobi uses their kinetic blast to make a melee attack, they can grant it the reach weapon quality.

Kinetic Shadow (Su): When attacking with a kinetic blast to which a hadou technique has not been applied, a kinetic shinobi can surround the blast with elemental energy or matter as a swift action. This creates a small flurry of elemental debris that surrounds them as an after-effect of their attack. Attacks made against them have a 10% miss chance until the beginning of their next round; this stacks with miss chance provided by cover or concealment.

Kinetic Yeoman (Sp): A kinetic shinobi's kinetic blast can produce a projectile weapon and appropriate ammunition made of kinetic matter or energy, providing it with ten 90 ft. range increments. A kinetic blast must be used with the kinetic kunai hadou technique to benefit from kinetic yeoman. A kinetic shinobi must possess the extended kunai talent and be 9th level or higher to select this talent.

Master Trick^{UC} (*Ex*): A kinetic shinobi can select a master trick. This talent can be taken multiple times and a kinetic

shinobi with this talent is treated as having the master tricks class feature. A kinetic shinobi must be 11th level or higher to select this talent.

Ninja Trick^{UC} (*Ex*): A kinetic shinobi can select a ninja trick. This talent can be selected multiple times.

Ninjutsu Knowledge (Sp): A kinetic shinobi learns a new substance infusion for which they qualify. This talent can be selected multiple times, but a kinetic shinobi must be 5th level or higher to select this talent.

Oni Force (Su): A kinetic shinobi can spend 1 point from their ki pool when using their kinetic blast to manifest a more deadly weapon, increasing its damage dice by one step. At 16th level they can increase its damage dice by two steps instead. A kinetic shinobi must be 9th level or higher to select this talent.

Rapid Gather (*Su*): A kinetic shinobi can gather power as a standard action rather than a full-round action to reduce the cost of their kinetic blast used the next turn by 2 points from their *ki* pool; doing this ends their turn. A kinetic shinobi must possess the gather power class feature and be 13th level or higher to select this talent.

Razor Jutsu (Ex): A kinetic shinobi increases the critical range of their kinetic blast to 19-20/x2; this effect does not stack with other effects that increase critical range, such as the Improved Critical feat. If a kinetic shinobi threatens a critical hit with their kinetic blast, increase the DC of any applied infusions by +1. A kinetic shinobi must be 5th level or higher to select this talent.

Shadow Hadou (Su): A kinetic shinobi can select a basic hadou technique, allowing them to use the kinetic shadow talent with that hadou technique. Using a shadow hadou requires spending a swift action and must be announced before that attack roll is made. A kinetic shinobi can select this talent a second time, selecting an advanced hadou technique that can be used with kinetic shadow. A kinetic shinobi must possess the kinetic shadow talent and the chosen hadou technique as well as be 5th level or higher to select this talent.

Sneaking Jutsu (Ex): Whenever a kinetic shinobi makes an attack with their kinetic blast that would qualify for sneak attack damage, they can reduce the amount of sneak attack dice they would deal by 2 to reduce the burn cost of an infusion applied to it by 1 (this affects all hits from a full-attack to which multiple hits apply sneak attack damage). A kinetic shinobi must possess the sneak attack class feature and be 7th level or higher to select this talent.

Speed Strike (Ex): A kinetic shinobi can spend 1 point from their ki pool as a swift action while making a full attack or flurry of blows to make an additional attack at their highest attack bonus. A kinetic shinobi must be 9th level or higher to select this talent.

Starbound Technique (Sp): As long as they have at least 1 point remaining in their ki pool, the kinetic shinobi



gains the Startoss Style^{WMH} feat, treating their kinetic blast as being in the thrown fighter weapon group as long as kinetic kunai is applied to it. They cannot benefit from this if they use hadou admixture or kinetic yeoman, or if they are carrying a weapon or shield in their off-hand (except for a buckler). This talent qualifies as the Startoss Style feat for the prerequisites of feats, but the kinetic shinobi's kinetic blasts cannot benefit from any feat with Startoss Style as a prerequisite if they have less than 1 point remaining in their *ki* pool. A kinetic shinobi must possess the Point-Blank Shot and Weapon Focus (kinetic blast) feats to select this talent.

Starstorm Art (Sp): A kinetic shinobi can apply the effects of flurry of stars^{UC} to their kinetic blast, but only when used to only make ranged attacks with shuriken or kinetic blast. A kinetic shinobi must possess the extended kunai and flurry of stars talents and be 9th level or higher and to select this talent.

Stealthy Gathering (Ex): A kinetic shinobi's gather power lacks all noise or visual display (except for somatic components). A kinetic shinobi must possess the gather power class feature and be 5th level or higher and to select this talent.

Style Jutsu (Ex): Choose one style strike^{PU}, as per the unchained monk^{PU} class feature. A kinetic shinobi applying empower weapons or greater empower weapons to their unarmed strikes while making a full attack or flurry of blows can apply the chosen style strike to one of their attacks once per round. A kinetic shinobi must possess the empower weapons talent and the Improved Unarmed Strike feat and be 7th level or higher and to select this talent.

Swarm Technique (Su): While using the ghost step^{UC} ninja master trick, the kinetic shinobi deals 1d4 damage of the same type as their simple blast to any creatures they pass through. If they possess more than one simple blast they must choose which one to apply to this talent when it's used. A kinetic shinobi must possess the ghost step ninja trick to select this talent.

Supercharge (Su): A kinetic shinobi's gather power is treated as supercharge^{OA}. A kinetic shinobi must possess the gather energy class feature and be 19th level or higher to select this talent.

Thought Detection (Sp): The kinetic shinobi can spend 1 point from their *ki* pool to cast *detect thoughts* as a spelllike ability. Their kinetic shinobi level acts as their caster level for this ability.

At 16th level, the kinetic shinobi can spend 1 point from their *ki* pool to cast *telepathic bond* as a spell-like ability using their kinetic shinobi level as their caster level. They cannot leave themselves out of a telepathic bond cast in this way. A kinetic shinobi must be at least 7th level or higher to select this talent.

Toxic Jutsu (Ex): A kinetic shinobi is trained in the use of poison and cannot accidentally poison themselves when

applying poison to a weapon. In addition, they can hold a vial of poison in their hand as part of using their kinetic blast, shattering the vial and applying the poison to their kinetic blast. If their kinetic blast affects more than 1 creature, they must select 1 to affect with the poison. This is treated as the poison use class feature for all purposes (meaning a kinetic shinobi cannot select poison use as a rogue talent or slayer talent).

Toxic Jutsu, Improved (Ex): Whenever a kinetic shinobi uses toxic jutsu, they can affect 1 additional creature with the applied poison per 4 kinetic shinobi levels they possess. A kinetic shinobi must possess the toxic jutsu talent and be 5th level or higher to select this talent.





True Hadou Fusion (Su) A kinetic shinobi can select two advanced hadou techniques and use them simultaneously as long as they both share a prerequisite basic hadou technique (such as kunai grenade, twinstar fury, and weighted kunai). A kinetic shinobi must be 11th level or higher to select this talent.

Unlock Skill (Ex): The kinetic shinobi gains Signature Skill^{PU} as a bonus feat, treating it as the rogue's edge^{PU} class feature for the purpose of qualifying for the cutting edge^{PU} advanced rogue talent. A kinetic shinobi must be 5th level or higher and must meet the prerequisites for Signature Skill to select this talent.

Utility Ninjutsu (Sp or Su): A kinetic shinobi gains a utility wild talent up to 3rd level (ignoring its prerequisites), treating their kinetic shinobi level as their kineticist level for the purposes of qualifying for it. If the wild talent would require them to accept burn, they instead spend a number of points from their *ki* pool equal to its burn cost. At 4th level and every 2 levels thereafter, they can swap out this utility wild talent for a different one of 3rd level or lower. This talent can be selected multiple times, but a kinetic shinobi must be 3rd level or higher to select this talent.

Utility Ninjutsu, Greater (Sp or Su): A kinetic shinobi gains a utility wild talent of up to 6th level (ignoring its prerequisites), treating their kinetic shinobi level as their kineticist level for the purposes of qualifying for it. If the wild talent would require them to accept burn, they instead spend a number of points from their *ki* pool equal to its burn cost. At 10th level and every 2 levels thereafter, they can swap out this utility wild talent for a different one of 6th level or lower. This talent can be selected multiple times, but a kinetic shinobi must be 9th level or higher to select this talent.

Vigilant Blade (Su): A kinetic shinobi threatens all adjacent squares to themselves with their kinetic blast. If anyone provokes an attack of opportunity from them, they can form their melee kinetic blast and make the attack, after which the weapon disappears.

Vigilant Blade, Greater (Ex): A kinetic shinobi threatens all squares within 10 ft. of themselves with their vigilant blade talent, and can use a ranged attack as their attack of opportunity without provoking an attack of opportunity themselves. A kinetic shinobi must possess the vigilant blade and either extended kunai or kinetic naginata talent be 7th level or higher to select this talent.

Wall of Elements (Su): The kinetic shinobi's kinetic shadow creates a tower shield when used, providing them with a +4 shield bonus to AC until their next turn. In addition, instead of taking an attack action to use kinetic shadow, as a standard action they can choose one edge of their space to treat as if it was a solid wall for attacks targeting only them, giving them total cover only along that edge in addition to kinetic shadow's other benefits. This effect does not work against targeted spells. This does not provide the same encumbrance as a real tower shield, so the kinetic shinobi does not apply any of the penalties normally associated with one. A kinetic shinobi must possess the kinetic shadow talent and be 9th level or higher to select this talent.

Ward of Elements (Su): The kinetic shinobi gains their primary element's defense wild talent, treating their kineticist level as their kinetic shinobi level -4 to determine its effects. They can spend points from their *ki* pool on this in the same way as a kineticist could spend burn; *ki* spent this way cannot be recovered in any way until the kinetic shinobi has had a full night's rest. A kinetic shinobi must be 9th level or higher to select this talent.



The following archetypes are unique to the kinetic shinobi hybrid class and modify its class features in a variety of ways.

ARSENAL SNIPER

Most kinetic shinobi are adept at wielding their jutsu as a weapon, but an arsenal sniper instead has the unique ability to channel their attacks through a ranged weapon, allowing them a different way of battling. Such kinetic shinobi are capable of using both guns and crossbows to add a more vicious edge to their assaults.

Weapon and Armor Proficiencies Arsenal snipers are proficient with all simple weapons, plus the kama, katana, kusarigama, nunchaku, sai, shortbow, short sword, shuriken, siangham, unarmed strikes, and wakizashi. An arsenal sniper must also select either crossbows and firearms, gaining proficiency with either all crossbows except double crossbows or all firearms except doublebarreled firearms.

This replaces the kinetic shinobi's weapon and armor proficiencies.

Armed Jutsu (Su) At 1st level, an arsenal sniper can channel their physical and elemental jutsu weapons through either a crossbow or firearm, gaining the benefits of any enhancement bonus the weapon possesses made with that weapon. Using a jutsu infusion in this way requires the weapon being used be unloaded, and cannot be combined with any ammunition or spells that affect ammunition, the kinetic blast now being treated as ammunition for the purposes for effects that would benefit it. The type of weapon used does not affect the AC that a kinetic blast targets or how much damage it deals (beyond adding its enhancement bonus), but it does affect the blast's range. It otherwise functions as an attack made from that weapon (including misfire chances for firearms). An arsenal sniper can apply feats to this attack as though it was both an attack made with the weapon and a kinetic blast, although effects from multiple iterations of the same feat do not stack (such as from Weapon Focus (kinetic blast) and Weapon Focus (crossbow)).



A weapon used with armed jutsu is always considered loaded, and does not need to be loaded to be used with this ability. Any hand holding a crossbow or firearm is considered free for the purposes of gathering energy. While channeling a physical or elemental jutsu through a weapon, an arsenal sniper cannot spend *ki* to increase the attack or damage roll of their kinetic blast. This ability cannot be used with the empowered weapon, greater empowered weapon, or infuse weapon shinobi talents or double crossbows and double barreled firearms. This ability is treated as the kinetic kunai hadou technique for the purposes of abilities that interact with it as well as the limit of hadou techniques that can be applied to a blast.

This ability alters jutsu basics and replaces the kinetic katana and dual jutsus hadou techniques. An arsenal sniper can select the kinetic katana hadou as a shinobi talent, but they must be 3rd level or higher to do so.

Accuracy (Ex) At 1st level, an arsenal sniper halves all range increment penalties when making attacks with a projectile weapon or with a kinetic blast used with the kinetic yeoman shinobi talent.

This ability replaces the basic utility wild talent gained from elemental basics.

Shinobi Talents (Ex or Su) An arsenal sniper adds the following shinobi talents to the list of those available to them:

Automatic Blast (Ex): An arsenal sniper channeling their kinetic blast though a weapon that could make a line attack (such as a machine gun) can make a standard attack with that weapon's automatic quality, although it cannot be used with kunai grenade or as part of a full attack. An arsenal sniper must be proficient in firearms and be 9th level or higher to select this talent.

Cautious Sniper (*Ex*): An arsenal sniper gains the studied defense^{ACG} investigator talent. An arsenal sniper must be 3rd level or higher to select this talent.

Light Weapons (Su): An arsenal sniper can spend 1 *ki* point to treat 1 one handed firearm or crossbow they wield as a light weapon for 24 hours.

Patient Sniper (Ex): An arsenal sniper gains the prolonged study^{ACO} investigator talent, replacing Intelligence with Charisma to determine the new duration. An arsenal sniper must be 13th level or higher to select this talent.

Safe Shot (Ex): As long as an arsenal sniper has 1 or more points in their *ki* pool, they gain the quick clear deed from the gunslinger class, allowing them to spend *ki* in place of grit. An arsenal sniper must be proficient in firearms to select this talent.

Safe Shot, Improved (Su): An arsenal sniper can spend 1 ki point to reduce the misfire chance of 1 firearm they wield by 2 for 24 hours.

Speed Study (Ex): An arsenal sniper gains the quick study^{ACG} investigator talent. An arsenal sniper must be 5th level or higher to select this talent.

Spread Sniper (Ex): An arsenal sniper channeling their kinetic blast through weapons that could make a spread attack (such as a blunderbuss or shotgun) can make a standard attack with that weapon's spread quality, although it cannot be used with kunai grenade or as part of a full attack. An arsenal sniper must be proficient in firearms and be 5th level or higher to select this talent.



Trained Sniper (*Ex*): An arsenal sniper gains the timed strike^{ACO} investigator talent. An arsenal sniper must be 5th level or higher to select this talent.

Twin Shot (Ex): An arsenal sniper can channel their kinetic blast through two weapons at once, allowing them to make ranged attacks with their armed jutsu while two weapon fighting. This is treated as the twin star advanced hadou technique for the purpose of how it interacts with other shinobi talents and class features.

Utility Jutsu (Ex): As long as an arsenal sniper has 1 or more points of ki in their ki pool, they gain the utility shot deed from the gunslinger^{UC} class. An arsenal sniper must be 3rd level or higher to select this talent.

Sniper's Eye (Ex) At 3rd level, an arsenal sniper gains the studied combat class feature of the investigator^{ACG} class as well as the Ranged Study feat even if they don't meet the prerequisites, being able to apply it to both crossbows and non double barreled firearms. Any effect that would increase the distance from which a studied combat or studied strike can be made instead increases the distance in which a studied combat and studied strike can be made, and an arsenal sniper uses their Charisma modifier to determine the duration of this ability.

At 5th level, an arsenal sniper gains the studied strike class feature of the investigator^{ACG} class, starting off at 1d6 at 5th level and increasing by 1d6 for every 3 arsenal sniper levels beyond the 5th (to a maximum of 6d6 at 20th level). Shinobi talents and class features that affect sneak attack can be used with this ability.

This ability replaces sneak attack.

Eagle Eyes (Ex) At 3rd level and every 3 levels thereafter, an arsenal sniper increases the range from which they can apply studied combat and studied strike by 10 ft. This effect stacks with other abilities which increase the range at which one can apply sneak attack damage.

This ability replaces no trace.

Suggested Shinobi Talents: bomb blast, hadou admixture (weighted kunai), master trick (advanced talent (quick shot^{PU}), oni force, starbound technique

BRUTAL ASSASSIN

While the majority of kinetic shinobi would prefer to use their abilities with stealth and subtlety, brutal assassins make no such attempts to hide their nature, reveling in the fame that is piled upon their names along with their evergrowing body count.

Weapon and Armor Proficiencies Brutal assassins are proficient with all simple and martial weapons, plus the butterfly knife, kama, katana, kusarigama, kyoketsu shoge, meteor hammer, nunchaku, rope dart, sai, spiked chain, tekko-kagi, tetsubo, and wakizashi. They are proficient with light armor and shields (but not tower shields). This replaces the kinetic shinobi's weapon and armor proficiencies.

Jutsu of Violence (Ex) At 1st level, the brutal assassin chooses either the dual jutsu or kinetic katana hadou technique. They only have access to the chosen hadou technique and must always apply it to their kinetic blast, but receive its benefits at 1st level and it functions even if they have no points remaining in their *ki* pool or do not possess the *ki* pool class feature.

Brutal assassins can only choose an element with their elemental basics class feature that provides a physical simple blast, and can only choose physical blasts with their elemental basics class feature or with the advanced jutsu shinobi talent. They do not gain the elemental jutsu form infusion.

In addition, the brutal assassin uses their Strength modifier instead of their Charisma modifier to determine damage dealt by kinetic blasts.





This ability alters hadou techniques, elemental basics, jutsu basics, and the kinetic shinobi's key ability scores and replaces the basic utility wild talent and elemental jutsu form infusion gained from jutsu basics.

Sneak Attack (Ex) A brutal assassin is more practiced with their kinetic abilities, allowing them to strike their foes' vital points more accurately. Whenever a brutal assassin spends 1 or more ki points, increase the size of their sneak attack damage die one step (from d6s to d8s) until the beginning of their next round. At 8th level, if they deal this sneak attack damage during the surprise round, it instead increases two steps (from d6s to d1os) if the brutal assassin has spent 1 or more ki points within 1 round.

This ability alters sneak attack and replaces the ninjutsu training class feature gained at 12th level.

Threatening Presence (Ex) At 3rd level, whenever a brutal assassin deals sneak attack damage, they can attempt an Intimidate check to demoralize any creature dealt by their kinetic blast as a swift action. They receive a +1 bonus on this check at 6th level and for every 3 levels thereafter.

This ability replaces no trace.

Combat Focused (Ex) At 4th, 10th, and 16th levels, brutal assassins can choose between gaining ninjutsu specialist as normal or gaining a bonus combat feat. They count as a fighter of their brutal assassin level for the purpose of bonus feats chosen this way.

This ability alters ninjutsu specialist.

Brutal Metajutsu (Su) At 6th level, the brutal assassin can spend 1 point from their *ki* pool to increase any damage rolls made with their kinetic blast by half, as if using Empower Spell. This does not affect precision damage (such as sneak attack).

At 14th level, the brutal assassin can spend 3 points from their *ki* pool to increase the critical range of their kinetic blast by 1. They apply this effect after other effects which would multiply or increase their critical range (such as the Improved Critical feat or razor jutsu shinobi talent), and it stacks with these effects.

This ability replaces metajutsu (extend) and metajutsu (persistent).

Evasion (Ex) A brutal assassin receives this class feature at 12th level rather than 7th.

This alters evasion.

Shinobi Talents A brutal assassin cannot select the following shinobu talents: bomb blast, deadeye jutsu, extended kunai, hadou admixture, hadou expert (kunai grenade), kinetic yeoman, starbound technique, or starstorm art. A brutal assassin cannot select hadou expert (heavy katana) unless they can access kinetic katana, and cannot select hadou expert (twinblade fury) unless they can access dual jutsu.

Suggested Shinobi Talents: dragonbreath, master trick (assassinate^{UC}), ninja trick (kamikaze^{CoB}), speed strike, vigilant blade

BURGLAR

Some kinetic shinobi are little more than thieves, stealing what they please. They take what they please away to their safe houses to be locked up among the other goods. They are especially talented at burgling others without being seen.

Safe House (Ex) At 3rd level, a burglar gains a vigilante's safe house social talent using their burglar level as their vigilante level.

This replaces the shinobi talent gained at 3rd level.

Hide in Plain Sight (Su) At 7th level, a burglar can use the Stealth skill even while being observed. As long as they are within 10 feet of an area of dim light, a burglar can hide themselves from view in the open without anything to actually hide behind. They cannot, however, hide in their own shadow.

This ability replaces evasion.

Suggested Shinobi Talents: master trick (invisible blade^{UC}), stealthy gathering, swarm technique, unlock skill, utility ninjutsu.



ELEMENTAL SHINOBI

Certain kinetic shinobi hone their ability to use kinetic energy. Although they haven't the same level of talent as a true kineticist does, they can still weave their powers seamlessly into their ninjutsu training, sacrificing some of their access to ki for greater power when they must utilize it.

Elemental Defense (Su) At 2nd level an elemental shinobi learns the defense wild talent of their primary element as a kineticist of their elemental shinobi level. They can spend points from their ki pool on this in the same way as a kineticist could spend burn; ki spent this way cannot be recovered in any way until the elemental shinobi has had a full night's rest.

If an elemental shinobi takes the ward of elements shinobi talent, it functions differently for them, instead allowing them to recover *ki* spent on a defense wild talent normally.

This replaces evasion and the ninjutsu training class feature gained at 12th level.

Ki Pool (Ex) An elemental shinobi has reduced capacity to access their *ki*. They can only spend 1 point from their *ki* pool per round. This limit rises to 2 at 6th level, and by an additional 1 per 3 elemental shinobi levels they possess. Their *ki* pool has a number of points equal to 3 + their Charisma modifier. An elemental shinobi does not gain the ability to spend points from their *ki* pool to provide themselves a +20 bonus to Acrobatics checks made while leaping.

At 6th level, an elemental shinobi can "overburn" their ki. Once per day, as a full-round action, they can increase the size of their ki pool by 1 point by accepting 2 Charisma damage which lasts until they refresh their ki pool and cannot otherwise be removed. They can do this twice per day at 12th level, and 3 times per day at 18th. This additional point of ki lasts for 12 hours or until they refresh their ki pool (whichever comes first), and if it is not spent before this duration ends it is lost. An elemental shinobi with immunity to Charisma damage cannot benefit from this ability.

This alters ki pool.

Elemental Overflow (Su) At 3rd level, an elemental shinobi's body surges with energy from their chosen element whenever they spend points from their *ki* pool, causing them to glow with a nimbus of fire, weep water from their pores, or experience some other thematic

effect. In addition, they receive a bonus on their attack rolls with kinetic blasts equal to the total number of points they have spent from their ki pool since the last time they had a full night's rest, to a maximum bonus of +1 for every 3 elemental shinobi levels they possess. They also receive a bonus on damage rolls with their kinetic blast equal to double the bonus on attack rolls. The elemental shinobi can suppress the visual effects of elemental overflow by concentrating for 1 full round, but doing so suppresses all of this ability's other benefits, as well. The next time the elemental shinobi uses any wild talent, the visual effects and benefits return instantly.

As an elemental shinobi's body becomes more and more suffused with their element, they begin to gain more powerful benefits.

Starting at 7th level, whenever they have spent at least 3 points from their ki pool since the last time they had a full night's rest, the elemental shinobi gains a +2 alchemical bonus to two mental ability scores of their choice. They also gain a chance to ignore the effects of a critical hit or sneak attack equal to 5% × the current number of points they ve spent from their ki pool.

At 12th level, whenever the elemental shinobi has spent at least 5 points from their *ki* pool, these bonuses increase to a +4 alchemical bonus to one mental ability score of their choice and a +2 alchemical bonus to each of their other two mental ability scores.

At 17th level, whenever the elemental shinobi has spent at least 7 points from their *ki* pool, these bonuses increase to a +6 alchemical bonus to one mental ability score of their choice, a +4 alchemical bonus to a second mental ability score of their choice, and a +2 alchemical bonus to the remaining mental ability score.

This ability replaces no trace and sneak attack.

Suggested Shinobi Talents: advanced jutsu, dragonbreath, expanded study, supercharge, ward of elements

FADING SHADOW

One skill that greatly benefits a kinetic shinobi is the ability to seemingly vanish from existence entirely. Fading shadows don't just rely on their stealth and cunning, but upon their supernatural ability to hide from all forms of detection. Even their most intimate colleagues and associates sometimes don't know whether the fading shadow is real or not.



Conceal Spell (Su) At 1st level, the fading shadow receives Conceal Spell^{UI} as a bonus feat without having to meet the prerequisites.

Vanish (Su) At 1st level, the fading shadow receives the vanishing trick^{UC} ninja trick, and at 11th, they receive the invisible blade^{UC} ninja master trick. In addition, the duration of vanishing trick is extended to minutes rather than rounds.

This ability replaces the shinobi talents gained at 1st and 11th levels.

Fade Away (Su) At 3rd level, the fading shadow is treated as constantly under the effects of *negate aroma*^{APG}, as the spell. At 9th they are also under the effects of *nondetection* (treating it as having a CL equal to their fading shadow level), and at 15th level they are also under the effects of *mind blank*.

This ability replaces no trace.

Cowardly Sneak Attack (Ex) The fading shadow does not gain this class feature until 4th level and gains an extra damage die every 4 levels. In addition, the damage die is reduced by 1 step if the fading shadow makes a sneak attack while they are not invisible.

This ability alters sneak attack.

Intangible Metajutsu (Su) At 10th level, the fading shadow can spend 2 points from their *ki* pool to make their kinetic

blast silent and invisible. A creature attempting a Spellcraft check to identify this kinetic blast adds +20 to the DC of this check, and a creature that is unaware of the fading shadow's presence and is not affected by the kinetic blast must make a DC 15 Perception check to notice it being used.

This ability replaces metajutsu (maximize).

Suggested Shinobi Talents: deadeye jutsu, master trick (kawarimi^{CoB}, invisible blade^{UC}), ninja trick (rogue talent (certainty^{PU})), stealthy gathering

HAND OF THE KAMI

A kinetic shinobi isn't always afforded the luxury of a weapon. This isn't a problem for most, who can simply shape their weaponry out of the elements, but a hand of the kami takes this ability to improvise to new levels. Trained in barehanded martial arts, they have no need to create arms, instead using their power to coat their fists in their element to deliver devastating blows.

Weapon and Armor Proficiencies A hand of the kami is proficient with the bo staff, brass knuckles, cestus, hanbo, jutte, kunai, nunchaku, punching dagger, quarterstaff, rope dart, sai, shuriken, tonfa, and wushu dart. They are proficient with light armor but not shields.

This replaces the kinetic shinobi's weapon and armor proficiencies.

Blessed Fists (Ex) At 1st level the hand of the kami gains Improved Unarmed Strike as a bonus feat. In addition, their unarmed strikes deal damage as a monk 2/3 their hand of the kami level (minimum 1) and they treat their base attack bonus as equal to their class level. Levels in a class which provides increases to unarmed strike damage stack with effective levels provided by hand of the kami to determine damage.

This ability replaces sneak attack and the shinobi talent gained at 1st level.

Sensei's Notice (Ex) At 1st level, select 1 class skill which uses Wisdom as its associated ability score. The hand of the kami uses their Charisma as its associated ability score instead. Once selected this cannot be changed.

This ability replaces the additional class skills gained from the primary element chosen with elemental basics.

Shoto Hadou (Su) At 2nd level, while they have at least 1 point in their *ki* pool, the hand of the kami can use the following hadou technique:

Shrouded Fist (Su): The hand of the kami uses their kinetic blast to surround their limbs in kinetic energy or matter as they attack. Their kinetic blast deals damage equal to their unarmed strike when used with elemental jutsu or equal to their unarmed strike plus their Charisma modifier when used with physical jutsu. When used with a composite blast affected by elemental jutsu or physical jutsu, use their full hand of the kami level as effective monk levels to determine their unarmed strike damage. This blast is treated as an unarmed strike for feats and abilities which would require unarmed strikes.

This ability replaces the dual jutsu and kinetic katana abilities granted by the hadou techniques class feature.

Ki Pool (Ex) At 2nd level, a hand of the kami gains *ki* strike and empower weapons as bonus shinobi talents. They do not gain the ability to spend points from their *ki* pool to grant themselves a bonus to their attack or damage rolls, to Acrobatics skill checks, or to skill checks associated with their primary element.

This alters ki pool.

Fleetfoot (Ex) At 3rd level, a hand of the kami receives a +5 ft. bonus to their base speed. At 6th level and every 3 levels thereafter, their base speed bonus increases by an additional 5 ft. They do not benefit from this bonus while wearing medium or heavy armor or carrying a medium or heavy load.

This ability replaces no trace.

Flurry of Elements (Ex) At 3rd level, a hand of the kami can make a flurry of blows as an unchained monk^{PU} of their hand of the kami level -2 using their unarmed strikes, kinetic blasts, or weapons with the monk quality. If they use kinetic blasts as part of a flurry of blows, any hadou techniques, infusions, ki pool abilities, and shinobi talents applied to their kinetic blast only affect attacks made with their kinetic blasts. In addition, if they possess any style strikes, they



can apply them to any unarmed strike in a flurry of blows (even those unaffected by empower weapons), though any restrictions on what body parts are used to make the style strike still stand.

This replaces the shinobi talents gained at 3rd and 13th levels.

Flexible Flow (Su) At 4th level, a hand of the kami can choose to alter the flow of ki within their bodies. Upon activating this ability and for its duration, they gain a +1 competence bonus to damage rolls with kinetic blasts affected by elemental jutsu or physical jutsu, increasing this bonus by 1 per 4 hand of the kami levels beyond 4th. In addition, their empower weapons does not require them to spend points from their ki pool and can be used as a free action. As a cost for gaining these boons, the hand of the kami must temporarily suppress their ninjutsu specialist ability. Activating and deactivating this ability is a standard action, and it lasts as long as the hand of the kami wishes.

This alters ninjutsu specialist.

Shinobi Talents The hand of the kami has access to the following shinobi talents:

Qinggong Power (Su): The hand of the kami selects a qinggong monk^{UM} ki power for which they qualify, treating their hand of the kami level -1 as their monk level. They can select this shinobi talent multiple times, but must select a different qinggong power each time, and cannot select the *dragon's breath*^{MA} or Elemental Fist ki powers.



Stunning Fist (Ex): The hand of the kami gains Stunning Fist as a bonus feat, ignoring its prerequisites, treating themselves as a monk of their hand of the kami level to determine its effects.

The hand of the kami cannot select the following shinobi talents: bomb blast, calculated strike, deadeye jutsu, double toxin art, hadou admixture, hadou expert, master trick, ninja trick, shadow hadou, sneaking jutsu, starstorm art, and swarm jutsu.

Suggested Shinobi Talents: aligned ki strike, infused weapons, master trick (unarmed combat mastery^{UC}), ninja trick (rogue talent (cloying shades^{BoS})), style jutsu

HI-DEN NOBLE

Many nobles are content to sit on their golden thrones and live out their lives of peace. For the Hi-Den this was never a choice. The Hi-Den is an ancient organization, the true purpose of which is unknown to most. Even the Hi-Den have little idea of their original goal, only of their current beliefs.

Class Skills A Hi-Den noble gains Appraise, Knowledge (nobility), and Linguistics as class skills. This ability alters the Hi-Den Noble's class skills.

Limited Jutsu Hi-Den nobles can only choose an element with their elemental basics class feature that provides a energy simple blast, and can only choose energy blasts with their elemental basics class feature or with the advanced jutsu shinobi talent. They do not gain the physical jutsu form infusion.

This ability alters elemental basics and jutsu basics.

Hidden (Ex) A Hi-Den noble gains a vigilante's dual identity and seamless guise class features. Their vigilante identity is considered their shinobi identity and their social identity is considered their noble identity. Among the Hi-Den both their identities may be know. Even if a rival clan discovers the identity of a Hi-Den, they will often keep it secret to hide their shadow war.

This ability replaces the shinobi talent gained at 1st level.

Hi-Den Nobility While most have never heard of the Hi-Den, those that have tend to think of them as a singular organization. The truth is though, that the Hi-Den are a few different clans. Long ago dissonance broke out out of displeasure with the Hi-Den ruler. From that moment, the three first clans entered into their never ending war. They seek control over the higher echelons of society, and from there all of the people.

Hi-Den usually wear the colors of one of the three first clans. Green with black accents for the Jade Dragons; silver with red accents for the Hi-Den Tiger Rebels; or jet black for the True Hi-Den, or as other clans call them Hi-Den Major. However, a minor clan may wear colors expressing a more individual loyalty. Most minor clans still keep relations with one of the three first. Lately some have converted to following a fourth major clan in the form of the Enlightened Dragons, a splinter from the Jade Dragons following a truly evil path and replacing their green and black for purple and blue.

A Hi-Den noble must be born, or otherwise raised, into the Hi-Den. Though other Hi-Den exist, it is the job of the Hi-Den noble to maintain an identity as an influential noble for their clan. If they fall from grace, they lose their sociable and charming class features unless they reestablish themselves in nobility or successfully disguise as a noble.

A Hi-Den noble gains bonuses based on their clan affiliation.

Mask of the Jade Dragon A Hi-Den noble connected with the Jade Dragons treats all Perform skills as class skills. They can choose one Perform skill. While in their shinobi identity a Jade Dragon's add their shinobi class level to their Perform skill ranks. If this exceeds their maximum number of ranks they add ½ their remaining shinobi levels to their skill checks with that specific Perform check. While in their shinobi identity they can also always take 10 on Perform checks. A Jade Dragon's shinobi identity usually also serves a public role as a mysterious performer.

Tiger's Fury A Hi-Den noble connected with the boisterous Hi-Den Tiger Rebels add Intimidate to the skills that gain a bonus from Charming.

True Hi-Den A Hi-Den noble born to the inbred True Hi-Den adds Disguise to the list of skills that gains a bonus from Charming. This can be used to protect their vigilante identity in public.

Enlightened Knowledge A Hi-Den noble serving the Enlightened Dragon chooses one other Knowledge skill and adds it to their Knowing class feature.



Players from minor clans may work with their GM to work out another bonus based on their Hi-Den affiliation. Alternatively, they can choose to gain the bonus from a clan served by their own.

Knowing (Ex) A Hi-Den noble adds a bonus equal to ¹/₂ their class level to Knowledge (nobility) checks and can make such checks untrained. At 10th level they are considered to possess a bard's lore master class feature as a bard of their Hi-Den noble level, but only for the purposes of skills granted a bonus by this ability.

Charming (Ex) A Hi-Den noble adds a bonus equal to 1/3 their Hi-Den noble level to Bluff and Diplomacy checks made in a social setting.

This ability replaces no trace.

Sociable At 2nd level and every 4 levels thereafter, a Hi-Den noble gains a social talent as a vigilante of their Hi-Den noble level, treating their Hi-Den noble level as their vigilante level. These social talents cannot be ones that require the shinobi to have a background other than noble. A Hi-Den noble can select a social talent in place of a shinobi talent.

This ability replaces the metajutsu class feature.

Hidden Strike (Ex) At 2nd level, Hi-Den noble can make hidden strikes. This allows them to deal +1d8 points of precision damage on melee attacks (or ranged attacks from within 30 ft.) against foes who are unaware of their presence or who consider them an ally. This extra damage increases by +1d8 at 5th level and every 3 Hi-Den noble levels thereafter. A Hi-Den noble can also deal hidden strike damage to a target that they are flanking or that is denied its Dexterity bonus to AC, but in these cases, the damage dice are reduced to d4s. They can deal hidden strike damage against targets with concealment (but not total concealment).

Shinobi talents and class features that affect sneak attack can be used with this ability. This ability replaces sneak attack.

Suggested Shinobi Talents: master trick (advanced talents (cutting edge^{PU}, rumormonger^{UC})), ninja trick (rogue talent (black market connections^{UC})), thought detection, unlock skill

Suggested Social Talents^{UI}: celebrity discount, case the joint, gossip collector, immediate change, loyal aid

METAFORMER

The majority of kinetic shinobi prefer to form their elemental powers into weapons, be they swords, bows, kunai, whips, claws, or any other deadly tool. Metaformers open their minds to the applications of elemental power well beyond what others may expect. Easily mistaken for wizards or kineticists, these versatile warriors mold their elements to do whatever suits their current needs.

Versatile Metajutsu (Su) At 6th level, a metaformer can choose to learn any form infusion associated with their element of 3rd level or lower in place of metajutsu (extend).

At 10th level, they can select a form infusion of 5th level or lower in place of metajutsu (maximize). At 14th level, they can select a form infusion 7th level or lower in place of metajutsu (persistent). At 18th level, they can select a form infusion of 9th level or lower in place of metajutsu (penetrating). The metaformer can substitute the extended kunai shinobi talent for the extended range infusion wild talent prerequisite, but they must still meet any other prerequisites of a form infusion to be able to learn it. The metaformer cannot learn kinetic blade, kinetic fist, kinetic whip, or any other form infusion that is used as part of another action through this ability.

Mutable Blast (Sp) A metaformer can apply a form infusion learned through versatile metajutsu to a kinetic blast being used as a standard attack and to which the kinetic kunai hadou technique has been applied; they must still apply either elemental jutsu or physical jutsu, and doing so does not count toward the normal limit of 1 form infusion per kinetic blast. To do so, they must spend a number of points from their ki pool equal to that infusion's burn cost in addition to however many points they'd have normally spent to use their kinetic blast. This cost can be reduced by ninjutsu specialist.

A kinetic blast used as a mutable blast cannot benefit from hadou admixture (twin stars), starbound technique, or starstorm art, and those which affect an area cannot be affected by hadou expert (kunai grenade).

Note: The metaformer archetype can be applied alongside archetypes which alter or replace metajutsu, so long as any metajutsu the other archetypes would alter or replace are not changed. For example, it can be used with the fading shadow archetype, but cannot gain a form infusion at 10th level, as fading shadows have a class feature that replaces metajutsu (maximize).

NEEDLER

Ki is a powerful resource for most kinetic shinobi, but it's more difficult for certain individuals to master. Needlers have found an alternate means to utilize their *ki* that, while it is more limiting, can keep the energy flow in their bodies fluctuating, making it easier to keep some in reserve for when they truly need it. These kinetic shinobi tend to be more adventurous, and hold a personal code of honor that leads them to prefer a fair fight versus sneaking in from the shadows.

Weapon and Armor Proficiencies A needler is proficient with all simple and martial weapons, plus the butterfly knife, emei piercer, estoc, fighting fan, grappling hook, pata, quadrens, rope dart, siangham, and tongi. They are also proficient with light armor and bucklers.

The alters the kinetic shinobi's weapon and armor proficiencies.

Class Skills A needler gains Ride and loses Stealth as class skills, and gains 4 + Int skill ranks per level.

This alters the kinetic shinobi's class skills and skill ranks per level.



Piercing Focus (Su) For their elemental focus, a needler must choose an element which provides a simple kinetic blast able to deal piercing damage (this normally limits them to aether, earth, or wood) and cannot learn energy kinetic blasts, nor can they use a kinetic blast which cannot deal piercing damage (it can deal multiple types of damage so long as one of those types is piercing). They do not gain the elemental jutsu form infusion.

This ability alters elemental basics and jutsu basics.

Elemental Main Gauche (Su) While at least 1 point remains in their *ki* pool, a needler can access the following hadou technique:

Elemental Main Gauche (Su): While holding a light or onehanded piercing melee weapon in their main hand, the needler can manifest their elemental blast as a light piercing melee weapon in their offhand. This hadou technique can only be applied to a kinetic blast used with physical jutsu and which is able to deal piercing damage. This can be used in place of dual jutsu for the double toxin art, hadou expert (twinblade fury), and shinobi talents.

This ability alters hadou techniques.

Daring Ki Pool (Su) A needler's ki functions far differently than that of the typical ki user. Their ki pool has a number of points equal to their Charisma modifier (minimum 1) and is gained at 1st level. They can recover points in their *ki* pool, though typically it will never rise above their Charisma modifier (although some feats and magic items may alter this). Needlers do not gain the ability to spend points from their ki pool to grant themselves a bonus to their attack or damage rolls, to Acrobatics skill checks, or to skill checks associated with their primary element. They can recover their ki in the following ways:

Critical Hit with a Light or One-Handed Piercing Melee Weapon: Each time the needler confirms a critical hit with a light or onehanded piercing melee weapon, they recover 1 point in their ki pool. Confirming a critical hit on a helpless or unaware creature or a creature that has fewer Hit Dice than half the needler's character level doesn't restore ki.

Killing Blow with a Light or One-Handed Piercing Melee Weapon: When the needler reduces a creature to o or fewer hit points with a light or one-handed piercing melee weapon attack while in combat, they recover 1 point in their *ki* pool. Destroying an unattended object, reducing a helpless or unaware creature to 0 or fewer hit points, or reducing a creature that has fewer Hit Dice than half the needler's character level to 0 or fewer hit points doesn't restore any *ki*.

In addition, if the user has a grit, luck, or panache pool, the points in those pools stack with the points in their *ki* pool (for example, a needler with grit would gain twice their Charisma in this combined grit/*ki* pool) and may use points from this pool interchangeably (spending grit, luck, or panache for shinobi talents, or spending *ki* for deeds).

This ability alters *ki* pool.

Deeds (Ex) A needler gains the deeds class feature of a swashbuckler^{ACG} of the same level. If they have levels in the swashbuckler class, these levels do not stack to determine to which deeds they have access; they instead use the higher level between their needler and swashbuckler level. They can treat themselves as wielding their kinetic blast for the purpose of using deeds if it can be treated as piercing damage.

This ability replaces sneak attack.

Nimble (Ex) At 3rd level, a needler gains a +1 dodge bonus to AC while wearing light or no armor. Anything that causes them to lose their bonus to AC from Dexterity also causes them to lose this dodge bonus. This bonus increases by 1 for every 4 levels beyond 3rd (up to +5 at 19th).

This replaced no trace.

Piercing Mastery (Ex) At 20th level, when a needler threatens a critical hit with a light or one-handed piercing melee weapon, that critical is automatically confirmed. Furthermore, the critical modifiers of such weapons increase by 1 (x2 becomes x3, and so on).

This ability replaces jutsu genius.

Shinobi Talents A needler has access to the following shinobi talents:

Advanced Talents (Ex or Su): A needler can choose one advanced rogue talent for which they qualify, using their needler level as their unchained rogue level for this purpose. This counts as having the advanced talents class feature. They cannot select master trick this way. This talent can be selected multiple times. A needler must be 11th level or higher to select this talent. *Fine Point (Su)*: The needler chooses a simple kinetic blast they possess which normally deals only bludgeoning damage. That blast can now deal piercing or slashing damage instead. A needler who selects this talent at 1st level can choose an element which possesses a simple blast which normally deals only bludgeoning damage.

Kinetic Darts (Su): The needler treats thrown piercing weapons and piercing kinetic blasts affected by their kinetic kunai hadou technique as light piercing melee weapons for all feats and abilities that require such a weapon.

Kinetic Partisan (Su): The needler treats two-handed melee piercing weapons and piercing kinetic blasts affected by their kinetic katana hadou technique as one-handed piercing melee weapons for all feats and abilities that require such a weapon.

Kinetic Sidearm (Su): The needler treats one-handed projectile piercing weapons as one-handed piercing melee weapons for all feats and abilities that require such a weapon. In addition, they can use elemental main gauche and kinetic kunai simultaneously with any light or one-handed piercing weapon in their main hand, treating their blast as a light ranged piercing weapon. A needler must possess the kinetic darts talent to select this talent.

Rogue Talent (Ex or Su): A needler can choose one rogue talent for which they qualify, using their needler level as their unchained rogue level for this purpose. They cannot select ninja trick this way. This talent can be selected multiple times.

A needler cannot select any of the following shinobi talents: bomb blast, calculated strike, deadeye jutsu, master trick, ninja trick, sneaking jutsu, starstorm art, and swarm technique.

Suggested Shinobi Talents: advanced talents (another day^{APG}), empower weapons, infused weapons, razor jutsu, rogue talent (grit^{UC})

SHADOW STEPPER

In the mix between light and dark, the shadow steppers thrive. To the common folk these mysterious warriors are often considered to abore light and strike from the darkness. This has given them a reputation among the civilized as assassins and thiefs. Despite which, they have no inherent disposition to evil, or even necessarily just the darkness. Rather, they are those that acknowledge the darkness for what it is. Neither good nor evil, but merely a thing that exists. No more to be feared than anything else. While a shadow stepper makes for a fearsome assassin, they may also be a friendly child that laughs as they step between dark and light. Or an exotic dancer that makes use of the play of light and shadow to accent their performance.

Class Skills The shadow stepper gains 4 + Int skill ranks at each level.. They gain Knowledge (arcana), Perform (dance), and Spellcraft as a class skills, but not Disable Device, Intimidate, or Use Magic Device.

This alters the kinetic shinobi's class skills and skill ranks per level.

Void Focus The shadow stepper must select void as their elemental basics' focus at 1st level.

This alters elemental basics.

Spellcasting At 4th level, the shadow stepper gains the ability to cast spells. They can cast arcane spells using the bloodrager's^{ACG} table to determine how many spells they can cast per day as well as how many spells they know at a given level, being able to cast any spell they know without preparing it ahead of time. To cast a spell, a shadow stepper must have a Charisma score of at least 10 + the spell's level. Their bonus spells are based on Charisma, and saving throws against these spells have a DC of 10 + the spell level + the caster's Charisma modifier (if any). A shadow stepper can learn any illusion spell on the wizard/sorcerer and psychic spell lists as well as any spell with the light, darkness, or shadow descriptor on the wizard/sorcerer and psychic spell lists. At 8th level and every 3 levels thereafter, they can choose to learn a new spell in place of one they already know, provided the new spell is of the same level as the one they are replacing.





A shadow stepper spell cast by the shadow stepper can be affected by their metajutsu. Doing so treats the spell as being cast in an identical way to the metamagic feat it emulates or shares a name with. However, this does not increase the casting time. (Though it does increase the spell slot.)

This alters metajutsu and replaces the shinobi talents gained at 5th, 7th, 11th, 13th, and 19th levels as well as no trace.

Shadow Jutsu (Sp) Upon reaching 2nd level, a shadow stepper gains their *ki* pool, but does not gain access to the normal abilities granted by that *ki* pool.

Instead, the shadow stepper can spend 1 point from their *ki* pool and a spell slot to spontaneously cast certain spells as if they were shadow stepper spells. These spells and the levels they count as for the shadow stepper are as follows:

1st—shadow enchantment^{OR}, 2nd—shadow conjuration, shadow step^{UM}, shadow projection^{APG}, 3rd—shadow evocation, greater shadow enchantment^{OR}, shadow walk 4th—greater shadow conjuration, greater shadow evocation

Consuming this ki requires a swift action. Any time a shadow stepper casts a spell in this way it is treated in all ways as identical to a normal spell of that level for the shadow stepper. The shadow stepper adds a bonus of $+\frac{1}{4}$ their shadow stepper level -2 to the DCs of these spells.

This alters ki pool.

Suggested Shinobi Talents: expanded study, master trick (advanced talents (hide in plain sight^{UC}), invisible blade^{UC}), ninja trick (rogue talent (umbral gear^{BoS})), utility jutsu

SHIKON

While the kinetic shinobi's *ki* is typically what fuels their power, shikon are empowered by an intelligent weapon called a kyouki that imbues them with great strength for its own mysterious purposes. Though incapable of true spellcasting, they have enough knowledge of magic to get by with special implements, and it's thought that their mixture of kinetic powers, magical aptitude, and martial prowess is what leads kyouki to choose them. The shikon treats their blade as much as a valued companion as a trusty weapon.

Jumon Knack (Ex) The shikon chooses one of the following classes: bard, hunter^{ACG}, inquisitor^{ACG}, magus^{UM}, mesmerist^{OA}, spiritualist^{OA}, or warpriest^{ACG}. They are treated as having caster levels equal to their shikon level in the chosen class as well as having that class's spell list for the purpose of using scrolls and spell trigger items. In addition, they receive a luck bonus equal to ¹/₂ their shikon level to all Use Magic Device checks and to Spellcraft checks to identify spells, and can make those checks untrained.

Shikon add Knowledge (arcana), Knowledge (planes), and Spellcraft to their list of class skills.

This ability replaces the basic utility wild talent normally gained through elemental basics and alters the kinetic shinobi's class skills.

Singular Hadou (Su) The shikon does not gain the dual jutsu hadou technique.

This ability alters hadou techniques.

Kyouki (Ex) At 3rd level, the shikon forms a bond with a mystical sentient weapon called a kyouki, which takes the form of a weapon of the shikon's choice and are thought to contain the soul of a long-dead samurai or general. A shikon cannot take on a familiar of any kind, even from another class. The shikon only has a number of points in their ki pool equal to $\frac{1}{3}$ their class level + their Charisma modifier (minimum 1).



A kyouki is functionally similar to the black blade from the bladebound^{UM} magus^{UM} archetype except as follows:

• The kyouki begins with 10 Charisma and 6 Intelligence and Wisdom, with each mental ability score increasing by 1 for every 2 shikon levels possessed.

• The kyouki does not gain additional languages beyond the one language known by the shikon (chosen at the time the kyouki is acquired; this language does not need to be Common), and gains ranks in Knowledge (planes), using its Charisma score as that skill's associated ability score instead of Intelligence.

• A kyouki does not need to be a one-handed slashing weapon; it can instead be any one-handed or two-handed melee weapon with which the shikon is proficient except for double weapons. Holding a kyouki does not interfere with using kinetic blasts or gather power.

• Kyouki *Ki* Pool: Rather than an arcana pool, a kyouki gains a *ki* pool with a number of points equal to 1 + its Charisma modifier. Abilities that would spend points from or otherwise affect a bladebound magus or black blade's arcane pool instead spend points from or affect the shikon's or kyouki's respective *ki* pools.

• Kyouki Boon (Su): Rather than gaining the black blade strike ability, a kyouki empowers its master's kinetic blasts, adding its enhancement bonus to damage rolls. However, kinetic blasts must be made through the kyouki by sheathing it in elemental power (much like the way telekinetic blast works when used with kinetic blade) to gain this benefit.

• Wand Eater (Sp): At 3rd level a shikon can cast *weaponwand*^{ISM} as a spell-like ability at will, using their shikon level as their caster level. This can only target the shikon's kyouki.

• Energy Attunement (Su): The shikon must choose a damage type that can be dealt by a kinetic blast they possess, even if it is not among those that could normally be chosen for this ability. This always costs 1 point from the kyouki's *ki* pool, regardless of the type of damage selected.

This alters ki pool and replaces no trace.

Arcane Ki (Su) At 3rd level, the shikon gains the ki arcana magus arcana as a bonus magus arcana, ignoring its prerequisites, and is treated as having the magus arcana class feature. Starting at 3rd level, a shikon can choose to gain a magus arcana in place of a shinobi talent, treating their shikon level as their magus level to determine what level they would qualify and using their Charisma modifier in place of their Intelligence modifier to determine the magus arcana's effects. Magus arcana which affect spells can only be used to modify those in the spell list of the class chosen with the shikon's jumon knack ability.

A shikon cannot select any of the following magus arcana: arcane dealer, bane blade, broad study, close range, devoted blade, distant spellstrike, enduring blade, familiar, ghost blade, natural spell combat, planar hunter, pool ray, rakshasa's fortune, reach spellstrike, spell blending, spell trickery, throwing magus, and wand wielder. Other magus arcana could be included or excluded at the GM's discretion.

This alters the shinobi talents.

Sneak Attack (Ex) The shikon gains this class feature at 4th level, and it deals additional damage with their sneak attack every 4 levels beyond 4th.

This alters sneak attack.

Spellstrike (Su) At 5th level, whenever the shikon casts a spell with a range of "touch" from a scroll or spell trigger item from the spell list of the class chosen with their jumon knack class feature, they can deliver the spell through their kyouki as part of a melee attack. Instead of the free melee touch attack normally allowed to deliver the spell, a shikon can make one free melee attack with their weapon (at their highest base attack bonus) as part of casting this spell. If successful, this melee attack deals its normal damage as well as the effects of the spell. This ability can be made in concert with a kinetic blast with the physical jutsu or elemental jutsu form infusion applied to it, but not with the kinetic kunai hadou technique. This attack uses the weapon's critical range, but the spell effect only deals x2 damage on a successful critical hit, while the weapon damage uses its own critical modifier.

This replaces the shinobi talent normally gained at 5th level.

Shinobi Talents A shikon cannot select the following shinobi talents: double toxin art, hadou admixture (titangrip technique and twin stars), and hadou expert (twinblade fury).

Suggested Shinobi Talents: focused jutsu, hadou expert (heavy katana), infused weapons, master trick (advanced talents (hunter's surprise^{APG})), ninja trick (rogue talent (deft palm^{UC}))

Suggested Magus Arcana: arcane accuracy^{UM}, arcing pool strike^{UC}, flamboyant arcana^{ACG}, hasted assault^{UM}, wand mastery^{UM}



Kinetic shinobi can come from all walks of life, and the individual's culture and ways of thinking can greatly affect how they can best utilize the class's abilities. Characters who choose kinetic shinobi as their favored class can select the following favored class bonuses in place of additional hit points or skill ranks when they level up:

CORE RACES

Dwarf - $+\frac{1}{4}$ dodge bonus to AC versus creatures against which they receive a racial bonus to their attack rolls from a racial trait.



Elf - $+\frac{1}{4}$ points in *ki* pool.

Gnome - $+\frac{1}{2}$ bonus on Use Magic Device checks to use scrolls and spell trigger items.

Half-Elf - +¹/₄ bonus on attack rolls when using ranged kinetic blast.

Half-Orc - +¹/₄ bonus on attack rolls when using melee kinetic blast.

Halfling - $+\frac{1}{3}$ damage on sneak attacks.

Human - $+\frac{1}{6}$ of a shinobi talent.

FEATURED RACES

Aasimar - $+\frac{1}{4}$ bonus to DCs of aether element infusions.

Catfolk - $+\frac{1}{2}$ bonus to Stealth checks and on Sleight of Hand checks made to hide objects on their person.

Dhampir $- +\frac{1}{2}$ bonus to damage rolls when using negative blast or composite blasts with negative blast as a component.

Drow - +1 bonus to Craft (alchemy) checks to create poison and $+\frac{1}{2}$ bonus to DCs of poisons delivered with toxic jutsu.

Fetchling - $+\frac{1}{4}$ bonus to DCs of void element infusions.

Goblin - +1 bonus on damage rolls with fire element blasts against foes caught on fire by their burning infusion.

Hobgoblin - +1 ft. to threat range provided by greater vigilant blade and range of kinetic kunai and kinetic yeoman (up to 10 ft., in 5 ft. increments).

Ifrit - $+\frac{1}{4}$ bonus to DCs of fire element infusions.

Kobold - Increase area of dragonbreath by 1 ft. (in 5 ft. increments) as a cone and by 2 ft. (in 10 ft. increments) as a line (maximum increase of 15/30 ft.).

Orc - $+\frac{1}{3}$ damage added to melee weapons by empower weapons.

Oread - $+\frac{1}{4}$ bonus to DCs of earth element infusions.

Ratfolk - +1 ft. bonus to base speed (in 5 ft. increments).

Sylph - $+\frac{1}{4}$ bonus to DCs of air element infusions.

Tengu - Ability check bonuses granted by *ki* pool last ¹/₆ more rounds.

Tiefling - +1 ft. to radius of *darkness* spell-like ability, darkness infusion, and greater darkness infusions.

Undine - $+\frac{1}{4}$ bonus to DCs of water element infusions.

UNCOMMON RACES

Changeling - $+\frac{1}{2}$ bonus to Disguise checks to appear human

Duergar - Use *enlarge person* or *invisibility* spell-like abilities up to 1/6 more times per day (up to 2 additional times per day per ability). They must choose which ability to apply the bonus to when gaining the favored class bonus, and must possess the spell-like ability through a racial trait to choose it. Gillman - $+\frac{1}{2}$ bonus to Bluff checks to lie and Linguistics checks to create forgeries.

Grippli - $+\frac{1}{2}$ to DCs of infusions used against poisoned foes.

Kitsune - +¼ bonus to Ref saves against attacks that normally deal half damage on a successful save.

Merfolk - $+\frac{1}{2}$ to damage with water element blasts while in or near water.

Nagaji - $+\frac{1}{2}$ bonus to saves against mind-affecting effects used by naga and $+\frac{1}{2}$ bonus to DCs against Intimidate and Diplomacy checks made by naga to change their attitude.

Samsaran - $+\frac{1}{2}$ bonus to saves against negative energy effects and Con checks to stabilize when reduced to negative hit points.

Strix - +1 damage bonus to their kinetic blast used against humans.

Suli - $+\frac{1}{2}$ bonus to Diplomacy and Sense Motive checks.

Svirfneblin - $+\frac{1}{2}$ bonus to DC of the *nondetection* effect provided by the svirfneblin magic and stoneseer racial traits.

Vanara - $+\frac{1}{2}$ bonus to damage rolls when using any wood element blast.

Vishkanya - $+\frac{1}{3}$ damage added to blowguns, kukri, and shuriken by empower weapons.

Wayang - Increase bonuses provided by no trace by $+\frac{1}{4}$.





Several classes in the Pathfinder game have a defining mechanic with a limited number of uses per day. Most of these features, such as the alchemist's bomb or the paladin's mercy, gain additional uses or utility in the form of feats available to characters with access to the appropriate class feature. The following feats give the kinetic shinobi additional uses of its class features.

EXTRA SHINOBI TALENT

"The powers that be reward the diligent."

Prerequisites: Shinobi talent class feature

Benefit: You gain an additional shinobi talent.

Special: You can take this feat multiple times.

FAVORED SHINOBI TALENT

"It's really a matter of muscle memory at this point."

Prerequisites: Kinetic shinobi 11th, shinobi talent class feature, *ki* pool class feature

Benefit: Select one shinobi talent you possess. If that shinobi talent requires you to spend points from your *ki* pool to use, you spend 1 less point to use it (minimum o). If it requires you to have a certain number of points remaining in your *ki* pool, it requires 1 less point to remain active (minimum o). Whenever you gain a new shinobi talent, you can change which of your shinobi talents this feat benefits.

MIND TRICK

"This is not the one you are looking for."

Prerequisite: 5 skill ranks in selected skill

Benefit: Select 1 class skill which uses Dexterity as its associated ability score, such as Sleight of Hand or Stealth. You can use Charisma as its associated ability score instead (this allows you to ignore armor check penalty for the chosen skill). In addition, when you use the aid another action to provide a bonus to another creature attempting a check with the selected skill, increase that bonus by your Charisma modifier.

Special: You can take this feat multiple times. Its effects do not stack; you must select a different class skill each time you take this feat.

OVERFLOWING KI

"It's simple, I don't run out of power."

Prerequisite: Kinetic shinobi 7th, ki pool class feature

Benefit: You are treated as though you always had at least 1 point in your *ki* pool for the purpose of abilities which require points to be remaining in your *ki* pool. If you have o points in your *ki* pool, you can meditate for 1 hour to regain 1 point of *ki*.

SAMPLE KINETIC SHINOBI

VALERIE JETTE

"I'm sure if we just go a little further, we're bound to find something fun to do! Are you going to tell me you don't want to see what's coming next?"

XP 4,800

Half-elf kinetic shinobi 9

CG Medium humanoid (elf, human)

Init +3; **Senses** darkvision 60 ft (drow-blooded^{ARG} alternate racial trait), low-light vision; Perception +23

DEFENSE

AC 20, touch 13, flat-footed 17 (+5 armor, +3 Dex, +2 shield)

hp 68 (10d8+20)

Fort +6, Ref +11, Will +10; +2 vs. enchantments

Defensive Abilities evasion; Immune sleep

Speed 30 ft.

OFFENSE

Melee masterwork dagger +11/+6 (1d4-1, 19-20/x2), physical jutsu +11/+6 (1d4+5, 20/x2), kinetic katana +11/+6 (1d8+7, 20/x2) or dual jutsu +9/+9/+4/+4 (1d4+5, 20/x2)

- **Ranged** kunai grenade +11/+6 (1d4+5, 20/x2) or hadou admixture (twin stars) +9/+9/+4/+4 (1d3+5, 20/x2)
- **Special Attacks** hadou techniques, infusions (darkness infusion, physical infusion), kinetic blast (gravity blast), metajutsu (extend, maximize), sneak attack +3d6

TACTICS

Before Combat If given the chance, Valerie will attempt to get as close as she can to her foes, at least close enough to make a sneak attack. If not or she sees that they lack visible ranged weaponry, she will use her gravity control to engage them from the air.

During Combat Valerie will attempt to use her darkness infusion to break up opposing parties, targeting those she believes don't have natural dark vision before attempting to sneak attack them. If attacking from the air doesn't work, Valerie will keep her distance, only engaging in melee if she absolutely must.

Morale If brought to 10 or fewer hit points, Valerie will attempt to drink her potion of invisibility and escape, using her other potions to heal if she can get away safely. If she can't do that, she will surrender unless threatened with death, fighting to the death.

STATISTICS

Str 8, Dex 16, Con 14, Int 10, Wis 12, Cha 20

Base Atk +7; CMB +6; CMD 19

Feats Point-Blank Shot, Precise Shot, Skill Focus (perception), Two-Weapon Fighting, Weapon Finesse, Weapon Focus (kinetic blast)

Skills Acrobatics +16, Diplomacy +19, Disable Device +16, Per-



ception +23, Sleight of Hand +16, Stealth +16

Languages Common, Elven

- SQ basic chaokinesis, elf blood, elemental focus (void), ki pool (8 points), gather power, light blindness, ninjutsu specialist 2, shinobi talents (greater vigilant blade, hadou admixture (twin stars), hadou expert (kunai grenade), utility ninjutsu (gravity control), vigilant blade), no trace +3
- **Combat Gear** potion of cure moderate wounds (3), potion of invisibility; Other Gear +1 buckler, +1 chainshirt, belt of incredible dexterity +2, cloak of resistance +1, masterwork dagger; headband of alluring charisma +2, 92 gp

If ever there was a more energetic person than Valerie Jette, she has yet to meet them. Born to a mother who died during childbirth, Valerie was adopted into elvish royalty, living life comfortably with her loving foster mother and father. She was slowly being groomed to become the next in their line of the formerly childless couple, a princess of universally loved stature. Some considered her to be the royal treasure of the family itself, something Valerie herself would simply laugh off. If not for her family's longstanding grudge with the dark elves, she would have ruled and lived happily for the rest of her days. But her family's retainers decided it would be best to wipe out the insurgent drow, sparking a war that cost the family their lives.

In the bloodshed, Valerie was killed along with her family, her body found by one of her retainers. The woman who happened upon her was Roxanne Acele, a cleric of great power and the family's most trusted advisor. Lamenting the loss of the girl and cursing her own weakness, Roxanne saw fit to raise her, her hands trembling as she spoke the words of power, divine magic flowing from her and into Valerie. As she did, Valerie's body began to absorb the blood of those around her, elf and drow alike. As the life flowed back into her, the girl's skin began to change from a soft white into a soft shade of brown, awakening the hidden kinetic power inside of her as well. Slowly regaining consciousness, Valerie smiled at her retainer with the same happy expression she had always worn, leaving her family's home with Roxanne to start a new life elsewhere.

That was 3 years ago, and the two have been running from the drow ever since that day. Well, Roxanne has been at least. Valerie has taken every day as a new adventure, treating her new life as a gift that she has to celebrate with everyone around her. Leaving a trail of broken hearts in her wake, Valerie lives and loves like a candle burning at both ends, men and women alike left swooning for the girl and her playful charms. Most people who have spent time with her claim a day with Valerie is like a week spent with anyone else, and Roxanne would begrudgingly agree with that statement. Her most recent escapade involved breaking up a slave ring with a young woman who wielded strange mental powers by the name of Mindfang, the two drawing the ire of a powerful yakuza boss. While Valerie knows she's being hunted down, the girl welcomes the challenge, waiting with bated breath for the battle between herself and the crime boss.

Boon: Valerie starts with a default attitude of friendly towards everyone, often gravitating towards those with high Charisma. Those who make a DC 15 diplomacy check can shift her attitude to helpful, although anyone outwardly grumpy or in an otherwise sour mood takes a -5 to this check. Those who manage to shift her attitude to helpful can request her help in negotiations, granting a +5 to one Diplomacy check made while she is there. Attacking Valerie will only lower her attitude to unfriendly, but any acts of aggression towards Roxanne will instantly shift her attitude to hostile, requiring a DC 35 diplomacy check to return her to neutral.

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