



DARY HYBRI

KUZA

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Superscript References

The following superscripts are use to reference rules not found in the *Pathfinder Roleplaying Game Core Rulebook*. These references have been hyperlinked to online resources in the PDF version and are provided here for your reference.

ACG = Pathfinder Roleplaying Game Advanced Class Guide

^{APG} = Pathfinder Roleplaying Game Advanced Player's Guide

ARG = Pathfinder Roleplaying Game Advanced Race Guide

^{BM} = Companion softcover dealing with black markets.

^{OA} = Pathfinder Roleplaying Game Occult Adventures

^{UC} = Pathfinder Roleplaying Game Ultimate Combat

^{UE} = Pathfinder Roleplaying Game Ultimate Equipment

^{UI} = Pathfinder Roleplaying Game Ultimate Intrigue

^{UM} = Pathfinder Roleplaying Game Ultimate Magic



WELCOME TO LEGENDARY HEROES

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 HYBRIDS: YAKUZA

Legendary Hybrids: Yakuza 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 **yakuza** is a 20-level hybrid class that combines sneakiness and skullduggery with the power of teamwork and organization, bringing together the tactically minded and charismatic cavalier with the shadow-stepping ninja to produce a deadly combination of secret societies and smuggling, wielding the power of their gangs to rule the black markets with equal parts backstabbing and bravado. In addition to the yakuza class and 5 gangs like the **Blood Tong** and **Jade Triad**, you'll also find 8 incredible archetypes from the **gun runner** and **tattooed one** to **junk pirate** and **flying tiger**, plus favored class bonuses, yakuza feats, and a ready-to-use sample yakuza gang boss, **Shinsuke Tatsu** of the Dragon Lords!

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The yakuza are called by many names, depending on the culture in which they reside. In some eastern lands they might be called the triads, or the tongs, while in the lands of the west they might be the mafia or simply the mob. In every land, however, they are those criminal minions and masters who are not content to be roving bounders, footpads, and ne'er-do-wells, but instead organize themselves into sprawling organizations devoted to smuggling, intimidation, gambling, and every kind of vice. It is not so much that they are wedded to licentiousness for its own sake, but they see the spoils it brings and are determined that they are the ones who should profit by it. Where a lone bandit may keep a greater share when his schemes succeed, the yakuza sacrifice short-term gains for long-term domination through teamwork, preparation, and careful training. In the end, it is just business, and a yakuza will go to any lengths to ensure success, prosperity, and the reputation of his gang as the one against all others must be measured. They are happy to broaden the marketplace of their efforts through adventuring, opening up new resources and opportunities for themselves and their allies, always ready to seize and exploit every advantage. Riches are their own reward, but to a yakuza wealth is just a way of keeping score.

Role: Natural leaders who wield cleverness and cunning alongside a willingness to do almost anything to get what they want and a vast network of contacts that get him access to whatever he needs, yakuza often travel in teams with others of their gangs or with allies who have proven themselves trustworthy and valuable in a pinch. They are equal parts stealthy and brazen, wielding their reputation and connections with the skill of a surgeon and then melting into the shadows without a trace when things get too hot.

Alignment: Any Hit Die: d8

Parent Classes: CavalierAPG and ninjaUC

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
ıst	+0	+0	+2	+2	Contacts, gang, gang war
2nd	+1	+0	+3	+3	Gang boon, ki pool, sneak attack +1d6
3rd	+2	+1	+3	+3	Home turf, no trace +1
4th	+3	+1	+4	+4	Ninja trick, uncanny dodge
5th	+3	+1	+4	+4	Sneak attack +2d6, tattooed rank
6th	+4	+2	+5	+5	Black marketeer, no trace +2
7th	+5	+2	+5	+5	Improved uncanny dodge
8th	+6/+1	+2	+6	+6	Gang boon, ninja trick, sneak attack +3d6
9th	+6/+1	+3	+6	+6	Gang leader, no trace +3
ıoth	+7/+2	+3	+7	+7	Uncanny flanker
11th	+8/+3	+3	+7	+7	Druglord, sneak attack +4d6
12th	+9/+4	+4	+8	+8	Ninja trick, no trace +4
13th	+9/+4	+4	+8	+8	Gambler
14th	+10/+5	+4	+9	+9	Sneak attack +5d6
15th	+11/+6/+1	+5	+9	+9	Gang boon, no trace +5
16th	+12/+7/+2	+5	+10	+10	Ninja trick
17th	+12/+7/+2	+5	+10	+10	Sneak attack +6d6
18th	+13/+8/+3	+6	+11	+11	Gang warlord, no trace +6
19th	+14/+9/+4	+6	+11	+11	Never defeated
20th	+15/+10/+5	+6	+12	+12	Grand oyabun, ninja trick, sneak attack +7d6



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 yakuza's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (local) (Int), Knowledge (nobility) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Survival (Wis), Swim (Str), and Use Magic Device (Cha).

Skill Ranks: 6 + Int modifier.



The following are class features of the yakuza.

Weapon and Armor Proficiencies Yakuza 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.

Contacts (Ex) A yakuza's connections to organized crime give him access to an extensive network of contacts. At 1st level, he gains one contact^{UCam}, and he gains one additional contact at 3rd level and every 3 levels thereafter. In addition, a yakuza gains a +2 circumstance bonus on all skill checks related to gaining the services of a contact. In addition, if a contact is a member of the yakuza's gang, that contact's Trust level is increased by 1 as long as the yakuza has not violated the gang boss' edicts. If the yakuza changes gangs, his Trust level with any contacts is reduced by 1, or by 2 if the contact is a member of his former gang.

Gang (Ex) At 1st level, a yakuza must pledge himself to a specific gang. The gang grants the yakuza a number of bonuses, class skills, and special abilities. In addition, each gang demands obedience from its members, with oaths to work for the good of the gang and the edicts of its boss. A yakuza who violates these edicts loses the benefits from his gang war ability for 24 hours. The violation of an edict is subject to GM interpretation. A yakuza cannot change gangs without undertaking a lengthy process to dedicate himself to a new boss. When this choice is made, he immediately loses all of the benefits from his old gang. He must then follow the edicts of his new boss for one entire level without gaining any benefits from that order. Once accomplished, he gains all of the bonuses from his new gang. Note that the names of these gangs might vary depending upon the campaign setting or GM's preference.

Gang War (Ex) At 1st level, a yakuza gains a teamwork feat as a bonus feat. He must meet the prerequisites for this feat. As a standard action, the yakuza can grant this feat to all allies within 30 feet who can see and hear him. Allies retain the use of this bonus feat for 3 rounds plus 1 round for every two levels the yakuza possesses. Allies do not need to meet the prerequisites of these bonus feats. The yakuza can use this ability once per day at 1st level, plus one additional time per day at 5th level and for every 5 levels thereafter. This ability is equivalent to the tactician cavalier class feature for the purpose of feats and other rules that interact with tactician.

In addition, all members of the yakuza's gang are treated as if they possessed the same teamwork feats as the yakuza for the purpose of determining whether the yakuza gains a bonus from her teamwork feats. His allies do not receive any bonuses from these feats unless they actually possess the feats themselves. The allies' positioning and actions must still meet the prerequisites listed in the teamwork feat for the yakuza to receive the listed bonus.

Ki Pool (Su) At 2nd level, a yakuza gains a pool of *ki* points, supernatural energy they can use to accomplish amazing feats. The number of points in the yakuza's *ki* pool is equal to ¹/₂ their yakuza 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.

By spending 1 point from their ki pool, a yakuza can give himself a luck bonus equal to +1d6 on a skill check or saving throw, or on an attack roll against an opponent who is flanked or denied its Dexterity modifier against him. In addition, he can spend 1 point to increase his speed by 20 feet for one round, or to take a 5-foot step (even if he has already taken a 5-foot step or other movement that round). Finally, he can spend 1 point from his ki pool to open or close a door or draw or sheathe a weapon while making a Sleight of Hand or Stealth check to conceal that weapon. Each of these powers is activated as a swift action. A yakuza can gain additional powers that consume points from his ki pool by selecting certain ninja tricks.

The ki pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive. If the yakuza possesses levels in another class that grants points to a ki pool, yakuza 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 yakuza can now use ki points from this pool to power the abilities of every class they possess that grants a ki pool.



Sneak Attack (Ex) At 2nd level, if a yakuza catches an opponent unable to defend itself effectively from their attack, they can strike a vital spot for extra damage. The yakuza'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 yakuza flanks their target. This additional damage is 1d6 at 2nd level, and increases by 1d6 every 3 levels thereafter. Should the yakuza 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 yakuza 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 yakuza 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 yakuza cannot sneak attack while striking a creature with total concealment.

No Trace (Ex) At 3rd level, a yakuza learns to cover their tracks, remain hidden, and conceal their presence. The DC to track a yakuza 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.

Home Turf (Ex) At 3rd level, a yakuza becomes a master of urban warfare. He treats all urban terrain as his favored terrain, as the ranger class feature, though granting a bonus on Knowledge (local) checks within urban terrain rather than Knowledge (geography) checks. His bonus in urban terrain is +2 at 3rd level and increases by 2 every 5 levels thereafter. Unlike a ranger, a yakuza does not gain additional favored terrains. However, a yakuza may study a particular urban area, becoming intimately familiar with every part of it and how best to maneuver within it. Studying an urban area requires three successful DC 20 Knowledge (local) checks, and the yakuza can make one check per day. He gains a +2 circumstance bonus on these checks if other members of his gang have already made the area their home turf and are present to advise him. Once he has made three successful checks, that city becomes his home turf. His favored terrain bonus in that city increases by 2, and he can expend 1 point from his ki pool as a swift action in order to gain a dodge bonus to his AC equal to one-half his favored terrain bonus for 1 minute. While this dodge bonus persists, the yakuza's movement is not impeded by crowds (as described in Chapter 13 of the Pathfinder Roleplaying Game Core





Rulebook). A yakuza can have only one area of home turf at a time; if he studies a new area and makes it his home turf, he loses the benefits of this ability in his previous home turf.

Ninja Tricks: As a yakuza continues his training, he learns a number of tricks that allow him to confuse his foes and grant him supernatural abilities. Starting at 4th level, a yakuza gains one ninja trick. He gains one additional ninja trick for every 4 levels attained after 4th. Unless otherwise noted, a yakuza cannot select an individual ninja trick more than once. At 12th level and above, he can select a master trick in place of a ninja trick. Where relevant, he treats his yakuza level as his ninja level for determining the effect of ninja tricks and master tricks.

Uncanny Dodge (Ex) Starting at 4th level, a yakuza can react to danger before his senses would normally allow him to do so. He cannot be caught flat-footed, nor does he lose his Dex bonus to AC if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. A rogue with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action (see Combat) against him.

If a rogue already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Tattooed Rank (Ex) At 5th level, a yakuza gains the right to wear elaborate tattoos identifying him as a full-fledged member of his gang. These tattoos often cover his entire torso, arms or face. These marks fill allies within 30 feet with confidence, granting them a +1 morale bonus on saving throws against fear (increased to +2 for members of the yakuza's gang), and this bonus increases by 1 for every 5 levels after 5th. In addition, the yakuza gains Dazzling Display as a bonus feat, gaining a +2 bonus on Intimidate checks made against opponents that can see his tattoos; this bonus likewise increases by 1 for every 5 levels after 5th. A yakuza can use this feat without a weapon in hand.

Black Marketeer (Ex) At 6th level, a yakuza becomes highly skilled in finding and dealing with black markets^{BM} and gains Black Market Dealings^{BM} as a bonus feat. In addition, any teams he leads in downtime activity gain a +2 circumstance bonus on Bluff, Diplomacy, and Intimidate checks related to black markets. **Improved Uncanny Dodge (Ex)** At 7th level, a yakuza can no longer be flanked. This defense denies another yakuza, ninja, or rogue the ability to sneak attack the ninja by flanking her, unless the attacker has at least four more ninja, rogue, or yakuza levels than the target does. If a character already has uncanny dodge from another class, the levels from the classes that grant uncanny dodge stack when determining the minimum ninja, rogue, or yakuza level required to flank the character.

Gang Leader (Ex) At 9th level, the yakuza receives an additional teamwork feat as a bonus feat. He must meet the prerequisites for this feat. The yakuza can grant this feat to his allies using his gang war ability, and using this ability is a swift action rather than a standard action.

Uncanny Flanker (Ex) At 10th level, a yakuza becomes highly skilled in the art of flanking. He is treated as if he were four levels higher than his actual level for the purpose of being able to flank a creature with improved uncanny dodge. In addition, he can expend 1 point from his ki pool as a swift action to designate any adjacent square (even a square that is occupied by another creature or a solid object or wall) as her position for the purpose of flanking until the beginning of his next turn. He is considered to occupy both that space and his actual space for flanking purposes.

Druglord (Ex) At 11th level, yakuza become highly adept in the formulation and use of drugs, narcotics, and poisons. He never risks poisoning himself when he uses a poisoned weapon, and he gains a bonus equal to one-half his yakuza level on Craft checks to manufacture drugs and poisons and on Perception checks to notice or identify the presence of poison, including poisoned traps. He also gains a +4 bonus on saving throws against poisons, alcohol, and drugs, including saves to avoid or recover from intoxication or addiction. When he knowingly ingests a poison, alcohol, or drug, he can expend 1 point from his ki pool to delay the onset of any harmful effects for a number of minutes equal to his yakuza level (or to double the normal onset time, if it would be longer).

A yakuza also can expend 1 point from his ki pool while concentrating for 1 minute in order to combine two doses of the same alcohol, drug, or poison to increase their effects. The two doses are combined into a single dose of that drug or poison, with its frequency extended by 50% and the save DC increased by +2. This alcohol, drug, or poison must be used within 1 hour of its creation or it is ruined.



Gambler (Ex) At 13th level, whenever a yakuza is gambling in a game of chance, he can expend 1 point from his ki pool to roll, draw, or spin twice (or otherwise take two chances to win), taking the better result. If he is answering a riddle or otherwise guessing (such as to figure out a password), he can use this ability to take two guesses instead of one; he does not actually answer twice, but rather has an intuition as to which answer (if either) would be correct.

In addition, whenever the yakuza rolls a natural 1 on a d20, he can expend 1 point from his ki pool as a swift or immediate action to reroll, adding a luck bonus equal to 1d6 to the roll. If result of the reroll is still a failure, the yakuza takes a -1 penalty on all d20 rolls and cannot use this ability again for 1 minute.

Gang Warlord (Ex) At 18th level, the yakuza receives an additional teamwork feat as a bonus feat. He must meet the prerequisites for this feat. The yakuza can grant this feat to his allies using the gang war ability. Whenever the yakuza uses his gang war ability, he grants any two teamwork feats that he knows. He can select from any of his teamwork feats, not just his bonus feats.

Never Defeated (Ex) At 19th level, a yakuza no longer automatically fails an attack roll, saving throw, or skill check on a natural 1.

Grand Oyabun (Ex and Sp) At 20th level, a yakuza ceases aging and cannot die of old age. He gains immunity to death effects, disease, and poison. Any penalties already accumulated due to aging persist, though the yakuza can suppress the penalties for aging by expending ki to duplicate the following spells.

Ki Spent	Spell Effect
1 points	lesser age resistance ^{UM}
2 points	age resistance ^{UM}
3 points	greater age resistance ^{UM}



Yakuza are defined by their gangs, giving them both a support network and a family to rely upon in times of danger and need. While gangs may be structured differently due to their edicts and other beliefs, yakuza can always depend on their gang for support when they need it.

BLACK RAIN

A yakuza who joins this gang surrenders his identity to it, becoming whatever is needed of them at the time. He is nothing except for what is needed by his gang.

Edict: The yakuza must do his best to gain new information about those around them, learning whatever he can. Secrecy is of the utmost importance to a black rain yakuza, going above and beyond in both learning and entrenching themselves in whatever social circles they can find. The true identity and purpose of a black rain yakuza must remain hidden to only themselves and his gang.

Sneak Attack: Whenever a black rain yakuza makes an attack which would qualify for sneak attack damage against a foe who is unaware of his presence or who consider him an ally, he gains a +2 bonus to attack rolls against that creature until the end of his turn.

Skills: Whenever a black rain yakuza makes a Diplomacy check to influence another creature's attitude, he gains a bonus equal to +1/3 his yakuza level (minimum 1).

Gang Abilities: A yakuza belonging to this gang gains the following abilities as he increases in level:

Friendly Shadow (Ex) At 2nd level, a black rain yakuza is treated as though he has concealment against any foe that is unaware of them or considers them an ally.

Friendly Whispers (Su) At 8th level, whenever a black rain yakuza makes a successful Diplomacy check to shift a foe's attitude to friendly, he can spend 1 point from his ki pool to also affect the foe with a *suggestion* with a DC of 10 + 1/2 his yakuza level + his Charisma modifier to negate.

Friendly Slaughter (Su) At 15th level, whenever a black rain yakuza makes an attack which would qualify for sneak attack damage against a foe who is unaware of his presence or who consider him an ally, he can spend 1 point from his ki pool to maximize the damage from his sneak attack dice.

BLOOD TONG

A yakuza who belongs to this gang is bound by his word, joined by blood in his dedication to his own personal honor and the honor of his gang.

Edict: The yakuza must always repay his debts, and in turn must have his debts repaid to them in a timely fashion. He must make sure that any deal he makes is upheld, swearing an oath upon himself and his honor if at all possible. If he himself breaks an agreement, he must do whatever is needed to make right what he has done, even at great physical risk to himself.



Sneak Attack: When a blood tong yakuza is damaged by a foe, he gains a +2 competence bonus on attack rolls against that foe until the beginning of his next turn whenever they would make an attack that qualifies for sneak attack damage.

Skills: Whenever a blood tong yakuza uses Diplomacy to broker a deal, he receives a bonus on the check equal to 1/2 his yakuza level (minimum +1).

Gang Abilities A yakuza belonging to this gang gains the following abilities as he increases in level:

Oath Breaker (Ex) At 2nd level, a blood tong yakuza gains a +2 circumstance bonus to attack rolls whenever he attacks a creature whom has broken an oath with himself or another blood tong yakuza within one month.

Blood Pact (Su) At 8th level, a blood tong yakuza learns how to enforce a deal beyond normal measures. Whenever a blood tong yakuza makes a deal with another creature, he can spend 1 point from his ki pool as a standard action to make it a blood pact. Any creature that breaks a blood pact gains a curse as per the *bestow curse* spell and grants an attack bonus from a blood tong

yakuza's oath breaker gang ability until this curse is removed; if he attempts to form a new blood pact while having already created one, the oldest blood pact they have formed instantly ends. A blood pact is active as long as the blood dong yakuza and those entered into a blood pact with them are on the same plane, being suspended while they are on different planes, and a broken blood pact does not count against the limit of blood pacts he can maintain at a single time. At 12th level and every four levels afterwards, a blood tong yakuza can maintain an additional blood pact.

Death Oath (Su) At 15th level, if a creature engaged in a blood pact dies before completing his end of the deal, the blood pact shifts itself to one of that creature's subordinates or family members; the new inheritor of this blood pact becomes instantly aware of the details and requirements of this blood pact, and suffers the consequences of failure as though they themselves had entered the blood pact. A creature that has entered a bloodpact is also treated as though under the effects of a *geas/quest* until the agreement is settled regardless of how they enter this pact. If the creature had no subordinates or family members, the blood pact instead shifts to the last creature with which they interacted aside from a blood tong yakuza.

DRAGON LORDS

Yakuza who belong to this gang care only for their own, working with their fellows to ensure that their allies are the only ones who succeed.

Edict: The yakuza must protect their own, doing their best to make sure they only trade and do business amongst their own ranks. Against outsiders, he must give no favors, instead doing his best to get the better of any

dealings with such people. The yakuza's customs, secrets, and other information must be kept from outsiders at all costs, never giving out such information willingly.

> **Sneak Attack:** A dragon lord yakuza selects 1 creature type from the ranger's favored enemy list; he gains a +2 competence bonus to attack rolls against foes with this creature type whenever he would make an attack that qualifies for sneak attack damage.

Skills: Whenever a dragon lord yakuza uses Bluff against a non-dragon lord yakuza, he receives a bonus on the check equal to 1/3 his yakuza level (minimum +1).

Gang Abilities A yakuza belonging to this gang gains the following abilities as he increases in level:

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Superb Loyalty (Ex) At 2nd level, a dragon lord yakuza can use the aid another action as a swift action. If the dragon lord yakuza is adjacent to a foe, that foe takes a -1 penalty to the next attack roll or saving throw he makes until the end of his next turn.

Dynamic Teamwork (Ex) At 8th level, a dragon lord yakuza knows how to best maximize his ability to aid his allies. Once per day when he uses the aid another action to assist an ally, that ally also gains an additional move action that they can take on their turn. At 12th level and every four levels afterwards, a yakuza can grant an additional move action per day.

Perfect Sync (Ex) At 15th level, whenever a dragon lord yakuza grants an ally an additional move action, he can spend two uses of his dynamic teamwork ability to instead grant them an additional standard action.

JADE TRIAD

A yakuza who belongs to this gang understands that the only true rule is fear. If he is not feared by both his allies and enemies alike, he is nothing.

Edict: The yakuza must show no mercy, regardless of the situation. He must enact swift and brutal retribution for any slight against him, leaving behind evidence of his kill. Shows of dominance and power are paramount to a jade triad yakuza, and all those who know of him must know of his prowess in the killing arts.

Sneak Attack: Whenever a jade triad yakuza makes an attack against a demoralized foe which would qualify for sneak attack damage, they gain a +2 competence bonus to attack rolls against that foe.

Skills: Whenever a jade triad yakuza uses the Intimidate skill to demoralize a foe, he receives a bonus on the check equal to 1/3 his yakuza level (minimum +1).

Gang Abilities: A yakuza belonging to this gang gains the following abilities as he increases in level:

Fearful Fang (Ex) At 2nd level, a jade triad yakuza can make an Intimidate check to demoralize a foe as a swift action whenever they deal sneak attack damage.

Terror Bite (Su) At 8th level, once per day whenever a jade triad yakuza makes an Intimidate check to demoralize a foe, he can instead make that foe frightened for the duration of their demoralization. If he spends 1 point from his ki pool, he can demoralize a foe normally immune to fear effects. At 12th level and every 4 levels afterwards, he can use this ability an additional time.

Nightmare Blade (Ex) At 15th level, whenever a jade triad yakuza deals sneak attack damage to a demoralized foe, all sneak attack dice which come up as a 1 can be

rerolled. These dice can only be rerolled once, and he must accept the new result of this roll. He can spend 1 point from his ki pool to instead reroll all dice that come up as a 1 or 2 and reroll until they come up as a 3 or higher.

WHITE TIGERS

A yakuza who belongs to this gang is focused and determined on achieving any task that comes before him. He is relentless and never turns aside, especially when in pursuit of someone that has escaped the wrath of his masters. He will use every tool and talent at his disposal from stealth to subtle conversation to savage bloodshed, whatever is required to bring his target back dead or alive.

Edict: The yakuza is loyal to the mission, plain and simple. He is aware that he is stronger than others, but he won't hesitate to betray others in order to accomplish his goals. Fierce and determined, the yakuza lives solely to advance the overall plans of his gang, knowing that the best way to do this is to use his allies when they can and abandon them when needed.

Sneak Attack: Whenever a white tiger yakuza makes an attack which would qualify for sneak attack damage against a foe being threatened by two or more allies (not including himself), he gains a +2 circumstance bonus on attack rolls against that foe.

Skills: Whenever a white tiger yakuza uses the Diplomacy skill to shift the attitude of a foe, he receives a bonus on the check equal to 1/3 his yakuza level (minimum +1).

Gang Abilities: A yakuza belonging to this gang gains the following abilities as he increases in level:

Kneecap (Ex) At 2nd level, whenever a white tiger yakuza deals sneak attack damage to a foe, that foe's speed is reduced by 5 feet for a number of rounds equal to the yakuza's Charisma modifier (minimum 1). At 8th level and again at 16th, the foe's speed is reduced by an additional 5 feet.

No Escape (Su) At 8th level, whenever a white tiger yakuza deals sneak attack damage to a foe, he can spend 1 point from his ki pool; if he does, that foe cannot use the withdraw action or make a 5 foot step for a number of rounds equal to the yakuza's Charisma modifier (minimum 1).

Cornering Predator (Su) At 15th level, whenever a white tiger yakuza deals sneak attack damage to a foe, he can spend 1 point from his ki pool; if he does, that foe's speed is reduced to 0 feet and they must make a Reflex saving throw or be staggered for 1 round.





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

ABSENT BANSHO

The life of a yakuza can be dangerous, and taking the risks required to be loyal to a gang can threaten one's life. An absent bansho is one who has learned how to avoid sticking his neck out, often by creating a second identity to draw attention and potential retaliation away from his true identity.

Second Life (Ex): At 1st level, an absent bansho gains the dual identity^{UI} and seamless guise^{UI} vigilante class features, although both class features are treated as



his social identity. As long as an absent bansho does nothing to hint that the two identities are related, his is treated as though he was two different people for the purpose of the dual identity class feature.

This ability replaces contacts and gang war.

Loose Alliance (Ex): An absent bansho gains the gang war class feature at 5th level and gang leader at 13th level, and he treats his yakuza level as if it were 4 levels lower for all effects related to these abilities. He does not gain the gang warlord class feature at all. This modifies gang war, gang leader, and gang warlord.

Vigilante Talents (Ex): At 2nd level, an absent bansho gains a vigilante talent^{UI} treating his yakuza level as his vigilante level. He is also treated as though he had the stalker vigilante specialization, and treats sneak attack as though it was sudden strike for the effects of vigilante talents. At 8th level and again at 15th, he can select an additional vigilante talent.

This ability replaces the gang abilities gained at 2nd, 8th, and 15th level.

FLYING TIGER

While many yakuza cling to the shadows and the underbelly of the cities, but flying tigers are brazen and bombastic, flashing their claws in broad daylight and raining death from the rooftops. Many craft their own distinctive shuriken as something of a calling card, to mark their territory and their targets.

Weapon and Armor Proficiency: A flying tiger is not proficient with light armor.

Unarmed Strike (Ex): A flying tiger gains Improved Unarmed Strike as a bonus feat, and he treats his yakuza level as his monk level for the purpose of determining his unarmed strike damage. This replaces gang war, gang leader, and gang warlord.

Claws of the Tiger (Ex): A flying tiger gains Tiger Style^{UC} as a bonus feat at 1st level. He gains Tiger Claws^{UC} as a bonus feat at 4th level and Tiger Pounce^{UC} as a bonus feat at 8th level. This replaces the ninja tricks normally gained at 4th and 8th level.

Contacts: A flying tiger does not gain any contacts until he is 6th level, and is always treated as a yakuza 5 levels lower for the purpose of this ability.

Rain of Stars (Ex): When a flying tiger uses the fullattack action, he can make one additional attack at his highest base attack bonus, or two additional attacks at 11th level and above. In addition, if he spends 1 point from his ki pool, he can make one more additional attack at his highest base attack bonus as part of a fullattack action. All additional attacks granted by this ability must be used to throw shuriken.



This replaces the +1d6 die of sneak attack damage normally gained at 2nd level.

Sneak Attack: A flying tiger does not gain the sneak attack ability until 4th level, and is always treated as a yakuza 2 levels lower for the purpose of this ability.

Slow Fall (Ex): At 3rd level, a flying tiger within arm's reach of a wall can use it to slow his descent. When first gaining this ability, he takes damage as if the fall were 20 feet shorter than it actually is. The flying tiger's ability to slow his fall (that is, to reduce the effective distance of the fall when next to a wall) improves by 10 feet every 3 levels after 3rd, until at 20th level he can use a nearby wall to slow his descent and fall any distance without harm. This replaces no trace.

Bonus Feats: At 12th level and above, a flying tiger may select a style feat or a monk bonus feat in place of a ninja trick. The flying tiger treats his yakuza level as his monk level for the purpose of qualifying for these feats. This alters ninja trick.

Evasion (Ex): At 4th level, a flying tiger can avoid damage from many area-effect attacks. If he makes a successful Reflex saving throw against an attack that

normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if a flying tiger is wearing light armor or no armor. A helpless flying tiger does not gain the benefit of evasion. This replaces uncanny dodge.

High Jump (Ex): At 6th level, a flying tiger adds his level to all Acrobatics checks made to jump, both for vertical jumps and horizontal jumps. In addition, he always counts as having a running start when making jump checks using Acrobatics. By spending 1 point from his ki pool as a swift action, a flying tiger gains a +20 bonus on Acrobatics checks made to jump for 1 round. This replaces black marketeer.

Swoop (Ex): At 7th level, whenever a flying tiger jumps or falls, he can spend 1 point from his ki pool as a swift or immediate action at any point during his jump or fall to turn up to 90 degrees in and move up to one-half his slow fall distance in any direction (including straight up, if he uses this ability while making a broad jump).

The flying tiger gains a dodge bonus equal to his Charisma modifier (minimum o) to his AC against attacks of opportunity provoked by his movement



during this swoop. Alternatively, he may forfeit this dodge bonus to AC and make a single unarmed strike against a creature he threatens at any point during his swoop.

Any remaining movement from a jump proceeds in this new direction, while the flying tiger resumes falling if he has not reached a solid surface at the end of the swoop. The distance traveled during the swoop counts against the flying tiger's slow fall distance for the round.

This replaces improved uncanny dodge.

Slashing Stoop (Ex): At 10th level, when a flying tiger attacks a creature during his swoop, he may spend 1 additional point from his ki pool as a free action to make a second unarmed attack against the same creature. If the flying tiger hits that target with both claws, he can attempt a drag combat maneuver against the target as a free action that does not provoke attacks of opportunity. If the maneuver succeeds, the flying tiger can move with the target after making his attack as far as the drag maneuver allows, even if his movement for the round would otherwise have been completed. The target is not grappled and is released at the end of the drag maneuver, which may result in a fall if dragged into the air or off of a wall, tree, or other high place. If the dragged creature is helpless, the flying tiger does not need to drop it after the end of the drag maneuver and can carry it away. This replaces uncanny flanker.

Improved Evasion (Ex): At 11th level, a flying tiger's evasion ability improves. He still takes no damage on a successful Reflex saving throw against attacks, but henceforth he takes only half damage on a failed save. A helpless flying tiger does not gain the benefit of improved evasion. This replaces druglord.

Aerial Ace (Su): At 13th level, a flying tiger can fly (as the *fly* spell, with a caster level equal to his yakuza level) for a number of minutes each day equal to his class level. This duration need not be continuous but must be expended in 1-minute increments. This is considered a natural form of movement for the flying tiger and does not require an action to activate.

The flying tiger can use his swoop ability and slashing stoop abilities while flying, though the total distance he moves in a round cannot exceed twice his fly speed.

The aerial ace can increase the daily duration of his flying by expending ki, increasing the duration by a number of rounds equal to his Charisma modifier for each point he expends from his ki pool.

This replaces gambler.

GUN RUNNER

For some yakuza, the talents learned from his gang are less important than his weapons, especially when wielding black powder weapons.

Weapon and Armor Proficiency: A gun runner is proficient with all firearms (except siege weapons).

Gunsmithing: At 1st level, a gun runner gains Gunsmithing^{UC} as a bonus feat. This replaces contacts.

Ki Shot (Su) At 2nd level, a gun runner gains Amateur Gunslinger^{UC} as a bonus feat, and he can expend points from his ki pool as if they were grit points. As long as a gun runner has at least 1 point in his ki pool, he gains a bonus on damage rolls with firearms equal to his Dexterity modifier; this bonus cannot exceed his yakuza level. This ability replaces sneak attack.

Speed Loader (Ex) At 2nd level, a gun runner reduces the action needed to reload a firearm by 1 step (this stacks with the Rapid Reload feat).

This ability replaces the gang ability gained at 2nd level.

Ki Powder (Su) At 8th level, a gun runner can spend 1 point from his ki pool to double the first range increment of a firearm he wields for a number of rounds equal to his Charisma modifier (minimum 1).

This ability replaces the gang ability gained at 8th level.

Ki Sniper (Su) At 15th level, whenever a gun runner spends ki to increase the range increment of a firearm, that firearm also deals additional damage equal to his Charisma modifier (minimum 1) until the beginning of his next turn.

This ability replaces the gang ability gained at 15th level.



JUNK PIRATE

While most yakuza make their lairs in the cities, some call the sea their home and roam from port to port and island to island exacting tribute and smuggling their wares.

Weapon and Armor Proficiency: A junk pirate is not proficient with light armor.

Contacts: A junk pirate does not gain any contacts until he is 6th level, and is always treated as a yakuza 5 levels lower for the purpose of this ability.

Smuggler (Ex): A junk pirate gains a +2 bonus on Sleight of Hand checks made to hide a small object, and on Bluff, Diplomacy, Intimidate, Linguistics, and Perform checks made to pass himself off as a legitimate businessman, to forge documents and passes, and to persuade guards and other officials and to allow him to pass without close inspection.

At 3rd level and above, when interacting with a creature making a Perception or Sense Motive check to oppose one of the above skills, a junk pirate can expend 1 point from his ki pool to force that creature to roll twice and take the worse roll. The target can attempt a Will save (DC 10 + 1/2 the junk pirate's yakuza level + his Charisma modifier) to negate this effect. The save DC is increased by 2 if the junk pirate uses this ability in aquatic terrain, including on board a ship or in a port city.

Sea Legs (Ex): At 3rd level, a junk pirate gains a +1 bonus on Swim checks and also gains a +1 bonus on Acrobatics and Climb checks made on board ships or in aquatic terrain. These bonuses increase by 1 for every 3 levels after 3rd. This replaces no trace.

Scurvy Sailor (Ex): At 3rd level, a junk pirate gains favored terrain (aquatic) as the ranger class feature. While he does not ever gain additional favored terrains, her bonus in aquatic terrain, including on board ships and along the shoreline in wilderness terrain or along the docks in urban areas. This replaces home turf.

Pirate Trick (Ex): At 4th level, a junk pirate may select a pirate trick, as the deep sea pirate prestige class^{PIS}, or one of the following bonus feats in place of a ninja trick: Athletic, Expert Driver^{UC} (water vehicles only), Master Siege Engineer^{UC}, Siege Engineer^{UC}, Siege Gunner^{UC}, Skill Focus (Swim), Skilled Driver^{UC} (water vehicles only). This alters ninja trick.

Exotic Pet: At 4th level, a junk pirate gains a familiar as a wizard of half the junk pirate's class level (though the exotic pet never gains the ability to deliver touch spells or share spells). This pet is typically a monkey or parrot (use the stats for a raven familiar). The pet serves as a constant lookout for the junk pirate and alerts him to danger. As long as the pet is within 30 feet of the junk pirate, neither the pet nor the junk pirate can be flanked, except by a rogue 4 levels higher than the junk pirate's yakuza level. This replaces uncanny dodge.



Bait and Switch (Ex): At 7th level, when a junk pirate deals sneak attack damage to a creature, he can reduce that sneak attack damage by half in order to attempt a combat maneuver check to reposition the target. If he succeeds on this combat maneuver, he can move into a space just vacated by the target as a swift action. This movement does not provoke attacks of opportunity and does not affect any other movement the pirate takes on his turn, including a charge or 5-foot step. If the junk pirate and his target are both in aquatic terrain, including on board a ship or dock, he gains a +2 circumstance bonus on this combat maneuver check. This replaces improved uncanny dodge.



Captain's Curse (Sp): At 13th level, a junk pirate can spend 2 points from his ki pool to use *old salt's curse*^{ARG} as a spell-like ability. At 15th level, she may use *black mark*^{ARG} instead. The caster level for these spell-like abilities is equal to the junk pirate's class level, and the save DC is equal to 10 + 1/2 his yakuza level + his Charisma modifier. This replaces gambler.

РАСК КАТ

A pack rat is a yakuza who often poses as a tinker or peddler, with a nearly comical collection of seemingly ordinary goods dangling from his pack and pockets, yet he almost always has something useful for any



situation that might arise. Pack rats are sometimes lone operatives, though they also serve as useful spies for yakuza gangs as their ordinary appearance helps them avoid suspicion.

Weapon and Armor Proficiencies: Pack rats are proficient with simple weapons and light armor but not with shields. This alters the yakuza's weapon and armor proficiencies.

Improvised Weaponeer: A pack rat gains either Catch Off-Guard or Throw Anything as a bonus feat.

Deep Pockets (Ex): A pack rat collects an incredible array of items, picking up small amounts of this or that throughout his travels. As a result, he may carry unspecified equipment worth up to 100 gp per class level. This can be any kind of gear that can reasonably fit into a backpack, including potions and scrolls (but not any other sort of magic item). As a full-round action, the pack rat may dig through his pockets to retrieve an item he specifies at that time, deducting its value from the allocated amount of cost. This item cannot weigh more than 10 pounds. When the total remaining cost reaches o, the pack rat can retrieve no more items until he refills his deep pockets by spending a few hours in a marketplace and assigning some amount of gold to bring his total up to at least 100 gp.

In addition, if a pack rat takes 1 hour to pack his gear each day, he gains a +4 bonus to Strength to determine his light encumbrance. This does not affect his maximum carrying capacity. The efficient distribution of weight simply encumbers him less than the same amount of weight normally should. Finally, a pack rat gains a +4 bonus on Sleight of Hand checks made to conceal small objects on her person. This replaces gang war.

Commoner's Craft (Su): At 3rd level, a pack rat can attempt any Profession skill untrained, and he gains a +1 bonus on Craft and Profession skill checks in any skill in which he is trained.

Innocent Bystander (Ex): At 3rd level, when a pack rat is unarmed (or carrying an improvised weapon) and is attacked by a humanoid or by a creature whose CR exceeds the pack rat's Hit Dice by 2 or more, the pack rat can spend 1 point from his ki pool to make a Bluff check against that creature, as if attempting a feint. If the feint succeeds, the target must succeed on a Will save (DC 10 + 1/2 the pack rat's yakuza level + his Charisma modifier; evil creatures gain a +4 bonus on the save) or abandon its attack against the pack rat, deeming him harmless and unworthy of its attention. That part of the creature's action is lost, and it cannot target the pack rat with an attack for a number of rounds equal to the pack rat's Charisma modifier. It may include the pack rat in harmful area effects, though if it has the option to exclude him from such effects without exposing itself to danger or significantly impeding its ability to attack other creatures (GM's discretion) it will do so.



If the pack rat attacks the target before the end of his next turn, the target is flat-footed against the first attack he makes. If the pack rat attacks the target or its allies within the target's line of sight, this effect is instantly broken and cannot be used against the same creature for 24 hours.

This replaces home turf.

Friendly Beast (Ex): At 4th level, a pack rat gains a pet, often a pack animal but sometimes a smaller animal as a pet. If he chooses a pack animal such as a horse, pony, or donkey, treat the companion as a druid's animal companion. If the pack rat instead chooses a small animal as a pet, it is treated instead as a wizard's familiar. In either case, treat the pack rat's yakuza level -3 as his druid or wizard level for determining abilities gained by his companion. This replaces uncanny dodge.

No Trace (Ex): A pack rat gains this ability at 6th level, and is always treated as a yakuza 3 levels lower for the purpose of this ability. The pack rat's animal companion or familiar gains the same benefits from this ability that the pack rat does.

Animal Accomplice (Ex): At 7th level, a pack rat gains the gang war ability of a typical yakuza; however, the pack rat can grant his teamwork feat only to his animal companion or familiar, and he always treats his animal companion or familiar as if it had the teamwork feat for the purpose of gaining the benefits of that feat for himself.

In addition, when the pack rat uses the aid another action to assist his animal accomplice on a skill check, he grants a +4 bonus rather than +2.

This replaces improved uncanny dodge.

Unexpected Strike (Ex): At 11th level, when a pack rat hits an opponent that is denied its Dexterity bonus to AC against him with an improvised weapon or unarmed strike, he can attempt a dirty trick combat maneuver against that target as a swift action. This replaces druglord.

SERPENT CHEMIST

A serpent chemist is a specialized student of alchemy and herbology, extracting toxins from every possible animal, vegetable, or mineral. They distill ordinary drugs like opium and hashish alongside exotic and magical concoctions of their very own. They are much in demand among yakuza clans that focus their efforts on the drug trade, sometimes operating as part of a family or gang and at other times plying their trade alone and servicing all customers.

Weapon and Armor Proficiency: A serpent chemist is not proficient with light armor.

Contacts: A serpent chemist does not gain any contacts until he is 6th level, and is always treated as a yakuza 5 levels lower for the purpose of this ability.

Druglord: A serpent chemist gains this ability at 1st level. This replaces uncanny dodge and improved uncanny dodge.

Swift Poisoner (Ex): At 3rd level, a serpent chemist can apply a dose of poison as a move action that does not provoke attacks of opportunity. He also can create poisons in half the normal amount of time. This replaces home turf.

Toxic Trick: At 4th level, a serpent chemist may choose any of the following in place of a ninja trick. He can use a total number of toxic tricks each day equal to his Intelligence modifier + 1/2 his yakuza level. The save DC of any saving throw called for by a toxic trick is equal to 10 + the serpent chemist's yakuza level + his Intelligence modifier. Spell-like abilities have a caster level equal to his class level. For abilities with a level-based prerequisite, he uses his yakuza level. This alters ninja trick.

Combine Poison (Ex): A serpent chemist can combine two different poisons without reducing their efficacy, applying them to the same weapon, object, or trap. A creature exposed to the poisons must save against both.

Concentrate Poison (Su): As the alchemist discovery.

Launch Trap (*Ex*): As the ranger's trapper archetype^{UM} class feature.

Poison Conversion (Su): As the alchemist discovery.

Poison Trap (Ex or Su): As the ranger trap.

Seductive Sample (Sp): The serpent chemist gains beguiling $gift^{APG}$ as a spell-like ability, which he can use only when offering a drug or poison. If the serpent chemist is at least 6th level, he can expend 1 point from his ki pool to use *imbue with addiction*^{BM} as a spell-like ability.

Slow-Acting Poison (Ex): When crafting a poison, a serpent chemist may choose to create it with a delayed onset time. This delay must be at least 1 round but cannot be longer than 1 minute per class level.

Sticky Poison (Su): As the alchemist discovery.

Tailored Toxin (Ex): Choose one creature type (and subtype, for humanoids or outsiders). Poisons a serpent chemist uses are particularly effective against creatures of this type, increasing the save DC by 2. This trick can be taken more than once; each time it applies to a different creature type (or subtype).

Toxic Magic (Sp): Choose one of the following spells or alchemical extracts as a spell-like ability: *accelerate poison*^{UM}, *delay poison, pernicious poison*^{UM}, *transmute potion to poison*^{APG}, or *venomous bolt*^{APG}. This trick can be taken more than once; each time it grants a different spell-like ability.

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Toxic Manufactory (Ex): At 9th level, when creating drugs, poisons, or antitoxins a serpent chemist can create a number of doses equal to his Intelligence modifier at one time (minimum 1). These additional doses do not increase the time required, but do increase the raw material cost accordingly. In addition, he uses the item's gp value as its sp value when determining progress made with her Craft (alchemy) checks. If the serpent chemist has the Master Alchemist feat, he may create a number of doses of drugs, poison, or antitoxin at one time equal to twice his Intelligence modifier and uses the item's pp value as its sp value when determining progress with his Craft (alchemy) checks. This replaces gang leader.

Treacherous Toxin (Ex): At 10th level, when a serpent chemist makes a sneak attack with a poisoned weapon, he may forgo some of his sneak attack damage to increase the save DC of his poison, increasing the poison's save DC by 1 for every 1d6 points of sneak attack damage he forgoes. If the weapon is not already poisoned and he has a hand free and an injury poison on his person, he can expend 1 point from his ki pool to poison the weapon immediately prior to his attack roll as a swift action that does not provoke attacks of opportunity. This replaces uncanny flanker.

Rapid Recovery (Ex): At 11th level, a serpent chemist can spend 1 point from his ki pool to reroll any saving throw against alcohol, drugs, or poison. He must accept the result of the second roll even if worse. This does not require an action.

In addition, he can use this ability to allow an ally to reroll such a saving throw by spending 2 points from his ki pool as a full-round action.

If an ally has taken ability damage or ability drain or is suffering an ability score penalty from alcohol, drugs, or poison, the serpent chemist can concentrate for 1 minute and spend 1 point from his ki pool to remove 2 points of ability damage or ability score penalty or 1 point of ability drain. He can use this ability multiple times on the same target. If the ally is currently addicted to a drug, the serpent chemist can grant that ally the benefit of *remove disease* (caster level equals the serpent chemist's yakuza level) for the purpose of recovery from that addiction, rather than removing ability damage, drain, or penalties.

This replaces gang warlord.

Instantaneous Toxicology (Ex): At 13th level, a serpent chemist can expend 1 point from his ki pool to create a drug or poison as a full-round action if he succeeds at the Craft (alchemy) check and has the appropriate resources on hand to pay the creation cost. Poisons crafted in this way last up 10 minutes per class level before losing their potency. In addition, he can instead create an unstable toxin. An unstable toxin costs 1/10 its normal price (rather than 1/3), but is ruined if not used by the end of his next turn. This replaces gambler.

TATTOOED ONE

While tattoos are a mark of rank and a point of pride among all yakuza, some servants of the secret societies take it to an incredible extreme, covering nearly every inch of their bodies with elaborate ink. These tattoos are not merely decorative, but also allow them to tap into secret wells of mystic power that inspire dread in those who oppose them and glamour in those who revere them.

Intimidating Ink (Ex): A tattooed one adds 1/2 his yakuza level as a bonus on Intimidate checks against humanoids who are not yakuza or who are known enemies of his own clan or gang. When dealing with other yakuza who are friendly or indifferent, the tattooed may choose to add this bonus on Diplomacy checks instead. The DC of any fear effect created by a tattooed one also increases by 1. This replaces contacts.

Living Tattoos (Sp): At 2nd level, a tattooed one can cause his tattoos to animate and appear to move across his flesh and play out scenes and images as he desires, as if using *prestidigitation* at will. In addition, by spending ki he can cause the images of his tattoos to rise out of his skin and move and even attack as he directs them. These tattoos can duplicate the following illusion spells, treating the tattooed one's yakuza level as his caster level. Save DCs to disbelieve his illusions are Charisma-based.

Minimum Level	Ki Cost	Spell Equivalent
2nd	1	silent image
6th	2	major image
10th	3	shadow conjuration
14th	4	shadow conjuration, greater
18th	5	shades

Quasi-real creatures created by a tattooed one are automatically considered part of his gang for the purpose of his gang war ability. In addition, when a quasi-real creature strikes a creature it flanks or that is denied its Dexterity bonus, it deals sneak attack damage equal to one die less than the tattooed one deals with his own sneak attack.

This replaces the sneak attack damage dice normally gained at 2nd, 6th, 10th, 14th, and 18th level.

Sneak Attack: A tattooed one does not gain the sneak attack ability until 4th level, and his sneak attack damage increases by 1d6 every 4 levels thereafter.

Dancing Ink (Su): At 3rd level, a tattooed one can expend 1 point from his ki pool as a standard action to cause his tattoos to writhe and dance in mesmerizing patterns for a number of rounds equal to his Charisma modifier (minimum 1 round). He can end the effect as a free action, and it ends immediately if he spends ki



for any other purpose. While his tattoos dance, he can fascinate one or more creatures within 15 feet as the fascinate bardic performance, or can use the distraction bardic performance (making an Intimidate check rather than a Perform check) to assist allies within 15 feet.

A tattooed one can use this ability as a move action at 8th level and as a swift action at 13th level. At 8th level and above, he can double the range of this ability by spending 1 additional point from his ki pool.

This replaces home turf.

Pain Tolerance (Ex): At 4th level, whenever a tattooed one fails a save against an effect that causes him to become nauseated, sickened, fatigued, or exhausted, he can attempt a second save to negate the effect on the start of her next turn. Only one additional save is allowed. If the effect does not allow a saving throw, its duration is halved instead (minimum of 1 round). This replaces uncanny dodge.

Tactile Tattoos (Sp): At 6th level, a tattooed one can also mark a creature or object with a permanent tattoo as a standard action, identical in effect to *arcane mark* save in its appearance. In addition, as a standard action he can animate a small glowing image of one of his tattoos and give it animate life, allowing it to flit about and move objects as if he were using the *mage hand* and *open/close* cantrips. If he spends 1 point from his ki pool, the tattoo can function as an *unseen servant*, though rather than being invisible it appears as a small glowing semblance of one of his tattoos. This replaces black marketeer.

Improved Pain Tolerance (Ex): At 7th level, a tattooed one's pain tolerance ability also applies to effects that would cause her to become dazed, frightened, shaken, or stunned. This replaces improved uncanny dodge.

Powerful Tattoos (Sp): At 9th level, a tattooed one can expend ki as a standard action to animate one of his tattoos as constructs of energy that can fight by his side or perform complex tasks, duplicating the effects of the following spells (caster level equals his yakuza level, saving throws and ability score-dependent spell effects are Charisma-based).

1	Minimum Level	Ki Cost	Spell Equivalent
	9th	1	spiritual ally
	11th	2	<i>interposing hand</i> or <i>telekinesis</i> (sustained force or combat maneuvers only)
	13th	3	forceful hand or mage's faithful hound (not invisible)
	15th	4	grasping hand or prying eyes
	17th	5	clenched fist
	19th	6	crushing hand

This replaces gang leader, druglord, gambler, and gang warlord.



TRIAD ENFORCER

A triad enforcer is an implacable and intimidating minion of organized crime, one sent to punish those who have defied their masters and to enforce the rule of the strongest clans and gangs. Triad enforcers are known and feared in the underworld, with their reputation alone often enough to cow those in their presence, but while their loyal is generally unquestioned they are also granted a fair amount of leeway in how they carry out their duties. Their allegiance with the triads, tongs, clans, and gangs is a two-way street, and they have been known to pragmatically shift loyalties when their patrons fail to uphold their obligations to the enforcer, or even to work as roving lone-wolf fixers and operatives, selling their unique talents to the highest bidder or pursuing goals of their own.

Enforcer: At 1st level, a triad enforcer gains Enforcer^{APG} as a bonus feat.

Resolve (Ex): At 3rd level, a triad enforcer gains the resolve^{UC} ability of a samurai 2 levels lower than his yakuza level. This replaces home turf and no trace.

Break Resolve (Ex): At 4th level, a triad enforcer can break the will of a creature and sap their resolve to resist. If a creature threatened by a triad enforcer uses the resolve^{UC} ability of a samurai, the enforcer can expend one use of his own resolve or 1 point from his ki pool as an immediate action to negate that use of resolve. If a



creature he threatens would gain a morale bonus from any temporary effect, the enforcer can expend one use of his own resolve or 1 point from his ki pool as an immediate action to suppress that effect for a number of rounds equal to his Charisma modifier. A successful Will save (DC 10 + 1/2 the enforcer's yakuza level + his Charisma modifier) reduces the duration of this suppression to 1 round.

In addition, if a triad enforcer successfully demoralizes a creature with an Intimidate check, he can expend 1 point from his ki pool as a swift action to inflict 2 points of Wisdom damage on the target. A successful Will save (DC 10 + 1/2 the enforcer's yakuza level + his Charisma modifier) negates this Wisdom damage.

This replaces uncanny dodge.

Gang War (Ex): A triad enforcer gains this ability at 5th level, and gains one additional daily use of this ability every 5 levels thereafter. This alters gang war.

Deadly Reputation (Ex): At 6th level, triad enforcer is adept at finding those willing to engage his unique set of skills and aligning himself with the winning side, mastering the art of shifting or switching allegiance when convenient. He can disappear in one place and appear in another with new affiliations and associations, yet without besmirching his reputation. Even when caught in illicit acts, he easily evades blame. A triad enforcer gains a +2 bonus on Bluff and Intimidate checks, and if using the honor points^{UCam} system a triad enforcer takes only half the normal penalty (minimum -1) to his honor for performing dishonorable actions. A triad enforcer never takes a penalty to his Leadership score for moving around frequently, aloofness, cruelty, or the loss of prior cohorts or followers, and can replace lost followers in half the normal amount of time. This replaces black marketeer.

Dirty Fighting (Ex): At 7th level, a triad enforcer blends the stylized forms of classical martial arts with the downand-dirty style of a barroom brawler. No trick is beneath him. A triad enforcer never takes a non-proficiency penalty on attack rolls with improvised weapons and gains a +1 bonus on combat maneuver checks. In addition, whenever he confirms a critical hit, a triad enforcer may opt to deal normal damage and roll on the following table rather than dealing extra damage. If the weapon's critical multiplier is x3, the duration of the effect doubles. If the critical multiplier is x4, the duration triples.

d6	Result
1	Target is staggered for 1 round
2	Target is nauseated for 1 round
3	Target is deafened for 1 round
4	Target is blinded for 1 round
5	Target is sickened for 1 minute
6	Target becomes fatigued.

This replaces improved uncanny dodge.

Ruthless (Ex): At 11th level, when a triad enforcer kills a foe or reduces it to a dying state with a melee attack, he can immediately make another attack with the same weapon at the same attack bonus as a swift action. This additional attack can be made on any legal target. The triad enforcer gains a bonus on damage rolls with this swift action attack equal to his character level. This replaces druglord.

Fearsome and Fearless (Ex): At 13th level, a triad enforcer gains immunity to fear. In addition, if he spends 1 point from his ki pool as a free action when he creates a fear effect or attempts an Intimidate check, he can affect living creatures that are normally immune to fear, as long as they are no more than one size larger than he is. This replaces gambler.



Yakuza 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 yakuza 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 - +¹/₄ dodge bonus to AC versus creatures against which they receive a racial bonus to his attack rolls from a racial trait.

Elf - Add +¹/₄ point to the yakuza's ki pool.

Gnome - +¹/₂ bonus on Use Magic Device checks to use scrolls and spell trigger items.

Half-Elf - Add +¹/₄ point to the yakuza's ki pool.

Half-Orc - + damage on sneak attacks.

Halfling - Add +1 foot to the distance the yakuza's gang war class features can affect. This option has no effect unless the cavalier has selected it 5 times (or another increment off 5); an increase of 14 feet is effectively the same as +10 feet to the tactician feet feature, for example.

Human - + of a ninja trick.



FEATURED RACES

Aasimar - +¹/₄ bonus to home turf.

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

Dhampir - +1/5 bonus to attack rolls made in dim light or worse light conditions.

Drow $- +\frac{1}{2}$ bonus to Craft (alchemy) checks to create poison.

Fetchling - +1/5 bonus to attack rolls made in dim light or worse light conditions.

Goblin - +1/6 of a ninja trick.

Hobgoblin - +1/5 bonus to attack rolls which would qualify for sneak attack damage.

Ifrit - +¹/₄ bonus to the Intimidate bonus provided by tattooed rank.

Kobold - +1 ft. bonus to base speed (in 5 ft. increments). Orc - +1/3 damage on sneak attacks.

Oread - $+\frac{1}{4}$ bonus to the morale bonus to saves against fear provided by tattooed rank.

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

Sylph - +¼ bonus to the Intimidate bonus provided by tattooed rank.

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

Tiefling - Add +1 foot to the distance the yakuza's gang war class features can affect. This option has no effect unless the cavalier has selected it 5 times (or another increment off 5); an increase of 14 feet is effectively the same as +10 feet to the tactician feet feature, for example.

Undine $- +\frac{1}{4}$ bonus to the morale bonus to saves against fear provided by tattooed rank.



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 yakuza additional uses of its class features.

BLACK MARKET DEALINGS

You walk dark alleys and trade in secrets.

Benefit(s): You gain a +4 bonus on Diplomacy checks to access black markets and do not pay the gp cost to do so. You suffer no consequences for failing the check unless you fail by 10 or more.

In addition, you can use the Diplomacy skill to locate merchants who have deeper pockets in a black market or settlement. If you are looking inside a black market, the DC is equal to the black market's access DC. If you are looking more widely in a settlement, use the black market's access DC + 5 (if a settlement has no black market, the DC is 30; PCs can apply the settlement's Crime modifier to their checks). If successful, you can treat the black market or settlement as one step larger for the purposes of base value, items available, and purchase limit. If the settlement was already a metropolis, nearly all minor and medium magic items are for sale, as well as 3d8 major magic items; the base value is 32,000 gp; and the purchase limit is 200,000 gp. If the black market was already an underworld, nearly all minor and medium magic items are for sale, as well as 4d8 major magic items; the base value is 64,000 gp; and the purchase limit is 300,000 gp. This benefit does not stack with other ways to increase the effective size of a black market or settlement (such as the black market connections rogue talent). You can attempt this check only once per week.

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: Yakuza 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 0 points in your *ki* pool, you can meditate for 1 hour to regain 1 point of *ki*.



"I don't do what I do because I like it, I do it because if I don't, the wheels stop turning and this whole city dies. I'm the bad guy so that you have a place to sleep and food to eat, so don't you forget it." Shinsuke Tatsu, head of the Dragon Lords

SHINSUKE TATSU

CR 7

XP 3,200

Human male yakuza (tattooed one) 8 LN Medium humanoid (human) **Init** +2; **Senses** Perception +10

DEFENSE

AC 18, touch 16, flat-footed 13 (+5 armor, +2 Dex, +1 deflection)

hp 47 (8d8+8)

Fort +3, Ref +8, Will +6

Defensive Abilities improved pain tolerance, pain tolerance

OFFENSE

Speed 30 ft.

Melee +1 katana +10/+5 (1d8+4, 18-20/x2)

Ranged masterwork composite shortbow +7/+7/+4 (1d6+3, 20/x3) or shuriken +6/+6/+1 (1d2+3, 20/x2)

Special Attacks dancing ink (move action, distraction or fascinate (DC 17), 4 rounds; double range for +1 ki), living tattoos (*major image* (DC 16), *prestidigitation, silent image* (DC 14)), sneak attack +2d6

TACTICS

Before Combat If possible, Shinsuke will find a guarded position from which to use his shortbow, using his vanishing trick before attacking if he thinks there's any chance of him being spotted by others. While he's comfortable fighting from afar, he would much rather stay in sneak attack distance, opening with a volley of shuriken if at all possible.

During Combat Once engaged in combat, Shinsuke tries to stay within sneak attack distance if at all possible, keeping his katana on hand for close encounters. While he'll generally wield it in two hands, if he begins to faulter in combat he'll only hold it in one, wanting a free hand to reach for potions or other such items.

Morale If reduced to 10 or fewer hit points, Shinsuke will use his smoke bomb ninja trick as well as his vanishing trick (or drink his *potion of invisibility* if he is low on ki points) to try to escape, being unwilling to surrender unless reduced to negative hit points and then returned to consciousness.

STATISTICS

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

Base Atk +6; CMB +9; CMD 21

Feats Extra Ninja Trick (flurry of stars), Quick Draw, Point-Blank Shot, Precise Shot, Rapid Shot

Skills Bluff +14, Diplomacy +14, Disguise +14, Perception +10, Sense Motive +10, Sleight of Hand +13, Stealth +13

Languages Common

SQ gang (dragon lords), gang abilities (dynamic teamwork, superb loyalty), gang war 2/day, intimidating ink +4, ki pool (7 points), ninja tricks (flurry of stars, smoke bomb, vanishing trick), no trace +2, tactile tattoos, tattooed rank

Combat Gear potion of cure moderate wounds (2), potion of invisibility, 50 shuriken **Other Gear** +1 leather lamellar, +1 katana, cloak of resistance +1, 40 arrows, composite shortbow, ring of protection +1, 103 gp

It wouldn't be entirely inaccurate to say that Shinsuke Tatsu was born under a rock, at least not from what he would tell you. The early days of Shinsuke's life were a blur to the young man, but anyone who knew him would have said that he lived beneath a rock, slipping out only to sneak into steal some food and make it back into the shadows before anyone recognized what he had done. He didn't have a childhood like most have, he had an internship to the streets themselves, living with his lover Yoshi Nakamura.

The two were the founding members of his area's gang, slowly taking turf from far more established gangs. Yoshi was the muscle, dealing with people who couldn't be talked to, and Shinsuke was the face, talking to people who couldn't be dealt with. After a few years of running his operation, the two owned enough of the city to at least feign being respectable businessmen, bringing together more orphans and other undesirables under his banner, building an empire of trash among those around them. For as ruthless as the two could be, they kept the city safe, kept order where they could. But there was dissention among his ranks, more than the two could handle.

The two of them formulated a plan, and soon after Shinsuke faked his own death at Yoshi's hands to fade back into the streets, allowing himself to monitor the gang from the outside. What he didn't expect was the disappearance of Yoshi, with rumors swirling that his lover had died at the hands of an assassin from a rival gang. Without a reason to stay, Shinsuke left his gang to find Yoshi's murderer, leaving the gang in the hands of his most trusted subordinates while he searches for the person who killed Yoshi. The only clues on which he has to go on is the reports from his gang, those of whom saw a woman dressed in red with a hellish grin across her face.

Shinsuke doesn't tolerate foolishness, instead looking to cut to the heart of a conversation as fast as possible. While slow to fight, Shinsuke won't hesitate to enter combat if needed, being just as quick to fight as to flee if the chance presents itself. Dealings with Shinsuke are often short affairs, as he's quite adept at sizing up people to find out if they're worth his time, which most of the time they are not.

Boon: Shinsuke isn't one to talk with others without reason, starting with an attitude of unfriendly. Information on either Yoshi's whereabouts or his killer (a woman by the name of Red Love) will grant a +5 circumstance bonus to Diplomacy checks against Shinsuke, and it requires a DC 35 Diplomacy check to shift Shinsuke's attitude to helpful. If made helpful, Shinsuke will grant others the benefit of his contacts ability for up to 1 month.





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