



LEGENDARY NINJAS



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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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 [d20PFSRD](#). 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.

ABOUT LEGENDARY GAMES

Legendary Games is an all-star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. and headed up by Jason Nelson. Legendary Games uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. Check us out, and Make Your Game Legendary!

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WHAT YOU WILL FIND INSIDE *LEGENDARY NINJAS*

Legendary Ninjas is the latest volume in our series of class-focused player supplements, this time focusing on the stealthiest and most mysterious of classes; the silent warriors known as ninjas. This new alternative class introduced in *Pathfinder Roleplaying Game Ultimate Combat* was designed to be a new and unique look at the rogue class as seen from another culture, drawing on the myth and fantasy of the ninja. This book is intended not only to allow players to take a new look at the ninja, but to examine the class in an entirely new fashion, granting the ninja class features that stray from normal classes. *Legendary Ninjas* seek to not only grant new ninja tricks but also alter the way in which ninjas operate in games which includes their own unique form of spellcasting. With archetypes such as the **split soul** granting the ninja the ability to split into alternative clones of themselves and **blackheart beguilers** forcing opponents to no longer believe their own eyes. **Shikigami callers** allow ninja to draw strength from wise guardian spirits while **yokai scions** gain the power to tap into their forgotten oni heritage.

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!



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

PRG:ACG = *Pathfinder Roleplaying Game Advanced Class Guide*
PRG:AG = *Pathfinder Roleplaying Game Adventurer's Guide*
PRG:APG = *Pathfinder Roleplaying Game Advanced Player's Guide*
PRG:ARG = *Pathfinder Roleplaying Game Advanced Race Guide*
PRG:HA = *Pathfinder Roleplaying Game Horror Adventures*
PRG:MC = *Pathfinder Roleplaying Game: Monster Codex*

PRG:OA = *Pathfinder Roleplaying Game Occult Adventures*
PRG:PU = *Pathfinder Roleplaying Game Pathfinder Unchained*
PRG:UC = *Pathfinder Roleplaying Game Ultimate Combat*
PRG:UE = *Pathfinder Roleplaying Game Ultimate Equipment*
PRG:UI = *Pathfinder Roleplaying Game Ultimate Intrigue*
PRG:UM = *Pathfinder Roleplaying Game Ultimate Magic*
PCS:ISI = Softcover companion to intrigue in the Inland Sea region in the official *Pathfinder Roleplaying Game* campaign world.
PPC:AA = Softcover anthology for arcane characters.



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PPC:BM = Softcover companion for black markets in the Pathfinder Roleplaying Game.

PPG:BoG = Softcover companion to the so-called bastard half-races in the official Pathfinder Roleplaying Game campaign world.

PPC:BoS = Softcover companion for characters with bloodlines of shadow.

PPC:DH = Softcover handbook for dungeoneers

PPC:DTH = Softcover companion toolbox of dirty tricks.

PCS:ISG = Hardcover companion to the gods of the Inland Sea region in the official Pathfinder Roleplaying Game campaign world.

PPC:MaTT = Softcover companion toolbox of magical tactics.

PPC:MTT = Softcover companion toolbox of melee tactics.

PPC:P&P = Softcover companion to potions and poisons for the Pathfinder Roleplaying Game.

SoM = Spheres of Might

USoP = Ultimate Spheres of Power



INTRODUCTION

“Warriors of noble birth—like the samurai—defend the reputation and wealth of their families in duels and on the battlefield, enjoying great luxury: training by masters, finely-crafted weapons, and strict codes of honor. The rest of us must find... other methods of attaining wealth and reputation. Quieter, cheaper, and perhaps a little less honorable...” Master Katsuhiko, ninjutsu teacher, to his young pupil Akira

Trained in secret by clan or individual master, ninjas are famed for their skills in espionage, infiltration, sabotage, assassination, and mystical arts. Their reputation is no accident, ninjas, hidden among commoners, regularly spread rumors about themselves to frighten and impress the population they inhabit. Though best-known as “ninja”, they are commonly referred to as shinobi, or shinobi no mono, and are also called by many other names, including suppa, rappa, kusa, monomi, and saisaku. Ninjas are often hired as soldiers, spies, saboteurs, and assassins by wealthy people—including those in the samurai class—but may choose to work independently, or according to their clan’s wishes.

Hidden among commoners, ninjas lack access to the weapons and tools they need, and have long traditions of modifying and repurposing artisan’s and farmer’s tools: the kama, like the sickle, was originally made to reap crops; the shuriken are cheaply forged from scrap metal and coins; and the kunai is used in both gardening and masonry. Ninjas also modify weapons to be more easily concealed or carried, and sometimes shorten katana and other swords so they can be carried on their backs. The specific methods and techniques taught to ninjas vary by clan. Even within the same clan, individuals specialize to their strengths and may choose different approaches. Regardless of the methods used, when engaging in violence they avoid fair fights; catching their enemies by surprise to keep them disoriented and unable to fight back. Ruthless in their attacks, ninjas use every tool at their disposal: stealth, disguise, distraction, magic, dirty tricks, and an array of unusual weapons and objects to efficiently take down their enemies—with or without honor.

Background: Most ninjas are trained from childhood, usually by their own families (by blood or adopted), though a ninja may be trained later in life if they impress the right people. Hidden among commoners, appearing to be farmers, craftsmen, merchants, and even nobility, ninjas are secretly trained by their clans in ninja “schools”.

Ninja Clans: To the outside world, ninja clans function similarly to guilds, writing up contracts and negotiating

on behalf of their ninjas. Internally, clans usually consist of one family and their blood relatives along with a few adopted members. Each clan runs a training “school”, which are usually found (or rather, not found) in remote locations. Ninja clans also recruit heavily from orphans, and in some cases a ninja school may be hidden in an orphanage. Every clan expects loyalty from its members, and in turn provides protection whenever possible. Though more commonly found among humans, ninja clans can be found across the humanoid races, each shaped by the surrounding culture and environment.

Each clan runs itself independent of other clans, although clans with overlapping territories may have agreements—or fierce rivalries.

Incorporating Ninja Clans into the world: Ninja clans by nature have a lot of variety, and can appear in most settings for many purposes. Several factors should be considered when creating a ninja clan, as part of your background, or as a DM:

- **The Leader:** Some leaders are the head of the family, born into their role and following tradition. Others started a new clan after leaving (or escaping) their old one. A leader’s personal motivations and morals may or may not always align with those of the clan. There is of course great variance in a leader’s skill as a ninja (if they are one at all).
- **Location/Culture:** The geographical location of a school may change the training methods. Forested mountains make for excellent training in climbing and jumping, but other environments may result in different focuses. Considering differences in training methods can make for interesting flavor differences, although it shouldn’t have much influence on mechanics. The surrounding culture should also influence the alignment and methods of a clan, whether they choose to integrate into the culture or push against it. Regardless, they should use the traits of a location to their advantage as much as possible.
- **Name:** Individuals in a ninja clan may not be referred to as “ninja”, and the clan name can be in any language, not just Japanese. In many cases, a ninja clan may be more believable in a setting, especially one dominated by non-humans, if they are named differently.
- **Motivation/Loyalty:** Ninja clans may be loyal to a specific family, ruler, village, or cause, and work primarily to better it. Or, they may only seek to work as a neutral entity, taking any assignment for which there is sufficient pay. It is likely for a clan to have a secret agenda of some sort to gain more influence and power.
- **Allies/Rivalries/Enemies:** Like any entity, clans have relationships with other groups. Though clans tend to work independently, they may contract or work with others for assignments, and may have long standing



mutually beneficial relationships with local guilds or individuals. Ninja clans may also find rivalries among other clans, assassin's or spy's guilds, mercenaries, or among the nobility, including the samurai. Clans are likely to make enemies as they gain power and influence, especially if their allies have enemies.

- **Recruitment:** Some clans exclude people they deem outsiders, such as those not of their family, city, or race. Others seek variety among their members to increase their options. Some clans have been known to kidnap children from rival clans, poor families, and even nobility.
- **Size and Resources:** A clan could be as small as three or four members, or as many as several hundred. Most clans have about a dozen active ninjas (with several other members fulfilling clinical roles, training, or representing the clan to clients). Along with their size, ninja clans vary in wealth and other resources.
- **Non-ninja members:** Clans may have members who were not suited to ninja training who choose a different profession to serve their clan. Clans may also recruit (or kidnap) individuals with talents they need; spellcasters are especially valued for their utility in weapon enchantment, healing, and protection. Ninja clans sometimes allow membership to skilled combatants to supplement their own. Clans do not hire people for menial tasks they can do themselves, as they have extensive knowledge on the dangers of bringing unknown people into their homes. Likewise, one or several of the ninja members in each clan learn some level of blacksmithing so they can create their own (or modify existing) weapons and tools.
- **Alignment:** While the alignment of individual members vary, like many cities, empires, and kingdoms, clans tend to work within a particular alignment.
- **Rules/Restrictions:** Some clans control their ninjas tightly, with strict codes of conduct. Clans may permit their ninjas to independently adventure a number of years to gain knowledge and experience, or leaving the territory of the clan may be strictly forbidden. In some cases, clans have an expected amount of service from each ninja, and allow them to leave after they complete it. Clans also vary in how they enforce their rules, although most execute any caught *nukenin* (see below).
- **Contact with Clients:** Clans may choose a public venue for contracting ninja, or use secretive notes and other special methods of contact. It should be noted that ninjas are sometimes just hired as mercenaries, soldiers, or guards, especially in areas where other options are not available. Ninja may also be hired like adventurers, and may work with adventurers.

- **Reputation and Secrecy:** Clans usually spread rumours, both true and false, about themselves to spread fear, respect, and confusion. No clan operates entirely in the open, but most value misdirection over remaining entirely hidden. Their past successes and failures, as well as their methods, also shape their reputation.
- **Methods:** Most clans train a wide range of skills and methods, but may emphasize a particular style. They may specialize in an archetype; encourage or discourage the use of alchemy, poison, or technology; be "set in their ways" and discourage deviation from their teachings, or they may encourage it to keep enemies confused and unprepared.

Note: Not all ninjas are affiliated with clans. Sometimes, a ninja is trained by an individual master as an apprentice. Due to the clans' larger recruitment and organization, however, only a small percentage of ninjas are trained individually.

Nukenin, the ninja who get away: Although ninjas are expected to maintain loyalty to their clans, some choose to run away after they are trained. As training a ninja requires significant investment and teaching of secret techniques, most clans post bounties for their *nukenin*. However, a clan may determine tracking down a *nukenin* is not worth their resources, and few risk losing a second ninja by sending one after them. Not all ninjas who leave their clans are *nukenin*, sometimes they are given permission to leave after completing a certain number of years of service.

Alignment: Ninja can be any alignment. However, due to their vigorous training, clan loyalty and mercenary-like contracts, lawful ninjas are more common than chaotic ones. Lawful ninja tend to follow the rules of their clan and strictly adhere to their contracts and assignments, and are typically rewarded and appreciated for their consistency and discipline. Chaotic ninja may only accept assignments in which they are given sufficient flexibility and freedom to accomplish the assigned task *their* way, and are more likely to become *nukenin*. ninjas are equally likely to be good or evil, with good ninjas commonly seeing themselves as protectors of their community, often choosing assignments that benefit the common people. Evil ninjas are more likely to take assignments involving assassination, and may choose unnecessarily cruel methods to complete their tasks.

Role: The ninja's role in a party depends on their specialization, but most work well as scouts and short-range or melee combatants.

Their high charisma and wide-range of skills makes them a useful "face" of the party, even if the face they show is a false one.



THE LEGENDARY NINJA

The legendary ninja is designed not only to skulk around in the shadows but also weave spellcasting into combat seamlessly. Focusing on a mix of martial and magic might, the legendary ninja grants the tools needed to create a truly stealthy character with a mystic touch to them in a way unique from other classes or its base incarnation.

Alignment: Any.

Hit Die: d8.

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

Class Skills

The ninja'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 (arcane) (Int), Knowledge (engineering) (Int), Knowledge (local) (Int), Knowledge (nobility) (Int),

Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int) Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 8 + Int modifier.

Weapon and Armor Proficiencies

Ninjas are proficient with all simple weapons, plus the blowgun, kama, katana, kusarigama, nunchaku, kunai, sai, shortbow, short sword, shuriken, siangham, and wakizashi. They are proficient with light armor but not with shields except bucklers. They can cast ninja spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a ninja wearing medium armor, heavy armor, or a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass ninja still incurs the normal arcane spell failure chance for arcane spells received from other classes.

TABLE 1: LEGENDARY NINJA CLASS FEATURES

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+0	+0	+2	+2	Cantrips, dirty fighting, jutsu pool, secret techniques, sneak attack +1d6	2	—	—	—
2nd	+1	+0	+3	+3	Ninja trick, uncanny dodge, vanishing trick	3	—	—	—
3rd	+2	+1	+3	+3	Cloth wrapped sandals, improved dirty trick	3	—	—	—
4th	+3	+1	+4	+4	Ninja trick, sneak attack +2d6	4	—	—	—
5th	+3	+1	+4	+4	Combat jutsu (1), Stealth expertise	4	1	—	—
6th	+4	+2	+5	+5	Disguise veil, ninja trick	4	2	—	—
7th	+5	+2	+5	+5	Powerful dirty trick, sneak attack +3d6	5	2	—	—
8th	+6/+1	+2	+6	+6	Ninja trick	5	3	—	—
9th	+6/+1	+3	+6	+6	Combat jutsu (2), vanishing master	5	3	1	—
10th	+7/+2	+3	+7	+7	Ninja trick, sneak attack +4d6	6	4	2	—
11th	+8/+3	+3	+7	+7	Dirty trick master, spell shift	6	4	2	—
12th	+9/+4	+4	+8	+8	Improved uncanny dodge, ninja trick	6	4	3	—
13th	+9/+4	+4	+8	+8	Combat jutsu (3), sneak attack +5d6	6	5	3	1
14th	+10/+5	+4	+9	+9	Ninja trick	6	5	4	2
15th	+11/+6/+1	+5	+9	+9	Shadow invisibility	6	5	4	2
16th	+12/+7/+2	+5	+10	+10	Ninja trick, sneak attack +6d6	6	6	4	3
17th	+12/+7/+2	+5	+10	+10	Combat jutsu (4)	6	6	5	3
18th	+13/+8/+3	+6	+11	+11	Ninja trick	6	6	5	4
19th	+14/+9/+4	+6	+11	+11	Sneak attack +7d6, true invisibility	6	6	5	4
20th	+15/+10/+5	+6	+12	+12	Ninja trick, ninja mastery	6	6	5	4



TABLE 2: NINJA SPELLS PREPARED

Level	Spells per Day				
	0	1st	2nd	3rd	4th
1st	3	2	—	—	—
2nd	4	3	—	—	—
3rd	4	4	—	—	—
4th	5	4	—	—	—
5th	5	4	2	—	—
6th	5	5	3	—	—
7th	6	5	4	—	—
8th	6	5	4	—	—
9th	6	6	4	2	—
10th	6	6	5	3	—
11th	6	6	5	4	—
12th	6	6	5	4	—
13th	6	6	6	4	2
14th	6	6	6	5	3
15th	6	6	6	5	4
16th	6	6	6	5	4
17th	6	6	6	6	4
18th	6	6	6	6	5
19th	6	6	6	6	5
20th	6	6	6	6	5

SPELLS

A ninja casts arcane spells drawn from the ninja spell list (see below). A ninja must prepare their spells ahead of time, but unlike a wizard, their spells are not expended when they're cast. Instead, they can cast any spell that they have prepared, consuming a spell slot of the appropriate level, assuming they haven't yet used up their spell slots per day for that level. Ninjas ignore all verbal, material and focus components of spells on the ninja spell list, but must have a somatic component to their spells, even if the spell would normally lack one (a ninja with the Still Spell feat can still apply it to ninja spells as normal).

To learn, prepare, or cast a spell, the ninja must have a Charisma score equal to at least 10 + the spell's level. The saving throw DC against a ninja's spell is 10 + the spell's level + the ninja's Charisma modifier.

A ninja can only cast a certain number of spells of each spell level per day. Their base daily spell allotment is given on **Table: Ninja** under "Spells per Day." In addition, they receive bonus spells per day if they have a high Charisma score.

A ninja may know any number of spells, but the number they can prepare each day is limited. At 1st level, they can prepare three 0-level spells and two 1st-level spells each day.

At each new ninja level, the number of spells they can prepare each day increases, adding new spell levels as indicated on **Table 2: Ninja Spells Prepared**. And the ninja gains two new spells of any spell level or levels that they can cast (based on their new ninja level) to be tattooed on their body. Unlike the number of spells they can cast per day, the number of spells an ninja can prepare each day is not affected by their Charisma score. Feats and other effects that modify the number of spells known by a spellcaster instead affect the number of spells an ninja can prepare.

A ninja must choose and prepare their spells ahead of time by getting 8 hours of sleep and spending 1 hour meditating. While meditating, the ninja decides what spells to prepare and refreshes their available spell slots for the day. Whenever the ninja increases in level.





Unlike other spellcasters, a ninja does not have a spellbook or similar item. Whenever a ninja learns a new spell, it manifests as a tattoo on their body (the design of the tattoo is determined by each individual ninja, but is generally around the size of a quarter sheet of paper). The ninja's body can hold an unlimited number of tattoos due to their mystic nature, these tattoos often altering shape and size to accommodate other tattoos. As a free action, a ninja may hide or expose any number of tattoos on their body. A ninja can also add spells as tattoos to their body just like a wizard adds spells to their spellbook, using the same costs and time requirements, but cannot do so with another ninja's tattoos. A ninja can study a wizard's spellbook or similar items (such as an arcanist's spellbook) to learn any formula that is equivalent to a spell the spellbook contains. A wizard, however, cannot learn spells from a ninja's tattoos. A ninja does not need to decipher arcane writings before copying them. These tattoos are an inseparable part of the ninja's soul, and fading away upon death and reappearing upon being returned to life, regardless of if they are reincarnated.

A ninja can choose to apply any metamagic feats they know to a prepared spell as they cast it, increasing its spell level and expending a higher level spell slot.

Cantrips: Ninjas can prepare a number of cantrips, or 0-level spells, each day, as noted on Table: Ninja under "Spells per Day." These spells are cast like any other spell, but they are not expended when cast and may be used again.

Dirty Fighting (Ex): At 1st level, a ninja gains the **Dirty Fighting**^{PPC: DTH} feat. In addition, whenever a ninja attempts a **dirty trick** combat maneuver, they treat their base attack bonus as equal to their level to determine their combat maneuver bonus and can always inflict any penalty listed in the combat maneuver regardless of circumstances.

Jutsu Pool (Su): Ninjas possess a unique jutsu pool which is based on their experiences in combat, granting them superhuman abilities. In game terms, jutsu is a fluctuating measure of a ninja's ability to perform amazing actions in combat. At the start of each day, a ninja gains a number of jutsu points equal to their Charisma modifier (minimum 1). Their jutsu goes up or down throughout the day, but usually cannot go higher than their Charisma modifier (minimum 1), though some feats and magic items may affect this maximum. A ninja spends jutsu to accomplish secret techniques (see below), and regains jutsu in the following ways (each of these methods can only restore a single point of jutsu per round per method). Jutsu points are treated as though they are grit, panache, or luck for the purpose of sharing a resource pool with those abilities.

Dirty Trick: Whenever the ninja successfully uses the **dirty trick**^{APG} combat maneuver against a hostile creature, they regain 1 jutsu point. Using a dirty trick on a helpless creature

or on a creature that has fewer Hit Dice than half the ninja's character level does not restore jutsu.

Finishing Blow: Whenever the ninja reduces a hostile creature to 0 or fewer hit points, they regain 1 jutsu point. Destroying an unattended object, reducing a helpless creature to 0 or fewer hit points, or reducing a creature to 0 or fewer hit points that has fewer Hit Dice than half the ninja's character level to 0 or fewer hit points does not restore jutsu.

Strike from the Shadows: Whenever the ninja deals damage to a hostile creature who is unaware of their presence (such as due to invisibility), they regain 1 jutsu point. Dealing damage to a helpless creature or a creature that has fewer Hit Dice than half the ninja's character level who is unaware of the ninja's presence does not restore jutsu.

Secret Techniques: A ninja can spend the listed number of jutsu points to activate the following effects. Secret techniques which require 0 jutsu points are active as long as the ninja has 1 or more jutsu points in their jutsu pool. The saving throw for all secret techniques is $10 + \frac{1}{2}$ the ninja's level + their Charisma modifier:

0 jutsu point(s):

Athletics (Ex): The ninja can treat any Acrobatics skill check made to jump as if they had a running start. At 10th level, they also reduce the DC of Acrobatics skill checks made to jump by $\frac{1}{2}$ (although they still cannot move farther than their speed allows).

Ninja Weapon Specialist (Ex): The ninja gains the benefits of the Weapon Finesse feat (and treats themselves as though they possessed the feat for the purpose of meeting the prerequisites of feats which would require it even if they have 0 jutsu points). In addition, whenever the ninja makes an attack with a light or thrown weapon, they can choose to add their Dexterity modifier instead of their Strength modifier to the damage roll if they would normally add their Strength modifier to damage (such as with melee and thrown weapon attacks, but not composite bows); this bonus to damage cannot exceed their class level. If any effect would prevent the ninja from adding their Strength modifier to the damage roll, they do not add their Dexterity modifier.

Throwing Specialist (Ex): The ninja increase the range increment of shuriken, daggers, and kunai by 20 feet. In addition, the ninja treats kunai and daggers as ammunition for the purposes of being drawn, allowing the ninja to draw



them as a free action even if it isn't their turn. At 8th level and every eight levels afterwards, they increase these weapon's range increments by an additional 20 feet.

1 jutsu point(s):

Striding Assault (Ex): As a full round action, the ninja can move up to half their base speed and make a full attack action with a light weapon. The ninja can spend 1 additional jutsu point while using this secret technique; if they do, as a swift action, the ninja can make an additional attack at their highest attack bonus (the ninja does not have to move to make this additional attack).

1+ jutsu point(s):

Fount of Magic (Ex): As a free action, a ninja can spend jutsu points equal to the level of any ninja spell they can cast and have prepared, casting that spell without expending a spell slot (including using metamagic on these spells). If a spell is cast using this secret technique, its duration is reduced to 1 round/level unless it would normally be shorter, instantaneous, or permanent.

Speed Casting (Ex): As a free action, when the ninja casts a ninja spell, they can choose to spend a number of jutsu points equal to the spells level +1 to treat it as if it were affected by the Quicken Spell feat, allowing them to cast it as a swift action instead of its normal casting time."

Ninja Tricks: As a ninja continues their training, they learn tricks that allow them to confuse their foes and grant them supernatural abilities. Starting at 2nd level, a ninja gains one ninja trick. They gain one additional ninja trick for every two levels attained after 2nd. Unless otherwise noted, a ninja cannot select an individual ninja trick more than once. Certain ninja tricks also grant additional secret techniques.

Sneak Attack (Ex): At 1st level, if a ninja catches an opponent unable to defend itself effectively from their attack, they can strike a vital spot for extra damage. The ninja's attack deals extra damage anytime their target would be denied their Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the ninja flanks their target. This additional damage is 1d6 at 1st level, and increases by 1d6 every 3 levels thereafter. Should the ninja 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 ninja 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 ninja must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Unlike other classes, a ninja can use sneak attack while striking a creature with concealment.

Vanishing Trick: At 2nd level, the ninja gains the following secret technique, costing 1 jutsu point:

Vanishing Trick (Su): As a swift action, the ninja can disappear for 1 round per level as per the *invisibility* spell.

Cloth-Wrapped Sandals (Ex): At 3rd level, a ninja no longer leaves a trail behind unless they do so intentionally and all attempts to track them take a -10 penalty.

Improved Dirty Trick (Ex): At 3rd level, the ninja gains the Improved Dirty Trick^{PRG:APG} feat. If they already possess this feat, they can select another feat for which they meet the prerequisites.

Combat Jutsu(Ex): At 5th level, whenever a ninja rolls initiative, they gain 1 temporary jutsu point in addition to their normal jutsu pool. Temporary jutsu points are spent first and last for 1 minute or until spent. Once a ninja has gained temporary jutsu from this class feature, they cannot do so again for 5 minutes. At 9th level and every four levels thereafter, this ability grants an additional temporary jutsu point upon rolling initiative.

Stealth Expertise (Ex): At 5th level, the ninja gains the Signature Skill (Stealth)^{PRG:PU} feat, this ability does not stop them from taking the Signature Skill feat a second time.

Uncanny Dodge (Ex): Starting at 5th level, a ninja can react to danger before their senses would normally allow them to do so. They cannot be caught flat-footed, nor do they lose their Dex bonus to AC if the attacker is invisible. They still lose their Dexterity bonus to AC if immobilized. A ninja with this ability can still lose their Dexterity bonus to AC if an opponent successfully uses the feint action against them.

If a ninja already has uncanny dodge from a different class, they automatically gain improved uncanny dodge (see below) instead.



Disguise Veil: At 6th level, the ninja gains the disguise veil secret technique, costing 1 jutsu point:

Disguise Veil (Su): As a full-round action, the ninja can alter their appearance as though under the effects of a *disguise self* spell. This disguise lasts for 10 minutes per ninja level, and also allows the ninja to mask 1 component of their alignment (good, evil, law, or chaos). Whenever a spell or effect would normally reveal that component of their alignment, the detector must make a Spellcraft check, opposed by the ninja's Disguise check. On a failed check, the component of their alignment is not revealed. At 12th level, this ability instead lasts for 1 hour per ninja level.

Powerful Dirty Trick (Ex): At 7th level, the ninja can choose to gain either Greater Dirty Trick^{PRG:APG} feat or Quick Dirty Trick^{PRG:UM} feat, regardless of if they meet its prerequisites.

Vanishing Master: At 9th level, the ninja gains the following secret technique, costing 3 jutsu points:

Vanishing Master (Su): As a swift action, the ninja can disappear for 1 round per level as per the *greater invisibility* spell.

Dirty Trick Master (Ex): At 11th level, the ninja gains the Dirty Trick Master^{PPC:BoG} feat, regardless of if they meet its prerequisites.

Spell Shift: At 11th level, the ninja gains the spell shift secret tactic, costing 2 jutsu points.

Spell Shift (Ex): As a swift action, the ninja can replace any spell they have prepared with one that they know but do not currently have prepared. This change lasts until the next time the ninja prepares their spells.

Improved Uncanny Dodge (Ex): A ninja of 12th level or higher can no longer be flanked.

This defense denies another ninja the ability to sneak attack the character by flanking them, unless the attacker has at least four more ninja levels than the target does.

If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum ninja level required to flank the character.

Shadow Invisibility (Ex): At 15th level, whenever a ninja is *invisible*, senses such as blind sense, tremor sense, blindsight, and other such abilities do not automatically detect them. A creature with these senses must make a Perception check as per normal to detect the ninja.

True Invisibility (Ex): At 19th level, whenever the ninja is invisible, they cannot be detected by any means (such as mentally, through scent, or extraordinary senses. Whenever the ninja would be targeted by a spell which could reveal them such as *invisibility purge* or viewed by a creature *see invisibility* or *true sight*, that creature must make a caster check equal of 25 + the ninja's Charisma modifier. If this check fails, a spell which would reveal the ninja instantly fails and creatures under the effect of abilities that would normally allow them to see the ninja still cannot perceive them.

Ninja Mastery (Ex): At 20th level, whenever a ninja uses the fount of magic secret technique, they reduce the cost of it by 1; doing so allows them to cast 1st level spells for free.

FAVORED CLASS BONUSES

"Do not worry, Hatsuo: my fortress is impenetrable! I have guards everywhere, and torches light every corner. No ninja would dare enter." Shogun Masayoshi, to his trusted adviser "Hatsuo", an undercover ninja

Due to the wildly different levels of training that ninjas receive, they can select from the following alternative favored class bonuses:

Any: +1/4 minimum result on sneak attack dice (after taking this favored class bonus four times, the ninja treats all 1s rolled on sneak attack dice as 2s, and after taking it eight times, they would treat all 1s and 2s rolled as 3s, etc)

Any: +1/5 points of combat jutsu (the ninja can take this before they have the combat jutsu class feature)

Any: +1/6 of a new ninja trick

Any: +1/5 of an additional sneak attack die (this can be taken even if the ninja traded away sneak attack with an archetype)

Any: +1/6 to the DC of secret techniques

Any: +1/6 to the DC of ninja spells

Any: +1/3 to Disable Device and Stealth checks; after selecting this favored class bonus six times, the ninja gains the trapfinding class feature of the rogue class

Any: +1/4 to CMB when attempting trip combat maneuvers

NINJA TRICKS

"A prepared enemy is a dangerous enemy. But no one can fully prepare for surprise. Me? I prepare to surprise." Akira Kemuri, ninja in training

Ninjas are masters of many talents, ninja tricks embodying that study to further specialize a ninja's arsenal. Most ninja



tricks are extraordinary and non-magical, save for those that duplicate spells or supernatural effects (such as bombs).

Aquatic Combatant

The ninja gains the aquatic combatant secret technique (0 jutsu points):

Aquatic Combatant (Su): The ninja gains a swim speed equal to their base land speed. At 4th level, the ninja can breathe underwater. At 6th level, the ninja can stand atop water or other liquid substances as though they were solid ground.

Bomb Engineer

The ninja gains the bomb engineer secret technique (1 jutsu point):

Bomb Engineer (Ex): A ninja can spend a free action to create a number of bombs equal to their Charisma modifier (minimum 1) + 1/3 the ninja's class level; treating them as normal thrown weapon with a range increment of 20 feet and remains active for a number of minutes equal to the ninja's Charisma modifier (minimum 1) before becoming inert. These bombs create smoke which fill a 10-foot cube (treat the effect as a fog cloud spell, except that a moderate or stronger wind dissipates the smoke in 1 round). This smoke dissipates naturally after 1 minute. At 8th level and every eight levels afterwards, the ninja can choose to expand the area of this cube by 10 feet.

Chained Adept

The ninja gains proficiency with the following weapons: sansetsukon, nine-section whip, chain spear, double chained kama, meteor hammer, and rope dart. The ninja treats these weapons as reach and trip weapons while they wield them, and as a free action once per round, the ninja can choose to remove or apply the reach quality to those weapons. Whenever these weapons are used to trip a creature, the ninja does not provoke an attack of opportunity, and gains a +2 bonus to the attempt. This trick counts as having Int 13, Combat Expertise, and Improved Trip for the purpose of meeting the prerequisites of feats which require Improved Trip as a prerequisite.

Chained Champion

Prerequisite(s): 4th level, chained adept.

The ninja can treat the critical threat range of all weapons mentioned in the chained adept ninja trick as though they were 18-20/x2 in place of their normal critical threat range. At 7th level, whenever a ninja trips a creature with one of the weapons granted by the chained adept ninja trick, that creature is also entangled until the end of their next turn or when they exit the ninja's reach, whichever occurs first.

Combat Medic

Prerequisite(s) Spells class feature.

The ninja learns the *cure light wounds* spell and treats it as a 1st level ninja spell. At 6th level, they learn *cure serious wounds* as a 2nd level ninja spell. At 10th level, they learn *cure critical wounds* as a 3rd level ninja spell. At 14th level, they learn *heal* as a 4th level ninja spell. A ninja can cast any spell granted by this ninja trick as a swift action.

Concealed Armor

The ninja may make their armor hidden or seem unassuming. By taking a number of hours equal to the weight of the armor, the armor is concealed as or under mundane clothing. The armor gains the concealed special modification (see equipment). Concealing armor in this fashion increases the DC of Perception checks made to recognize it as armor by 1 per five ninja levels. Additionally, the ninja gains an equipment bonus equal to 1/2 their level to Diplomacy and Perform skills checks made while wearing concealed armor. These bonuses do not extend to others who wear the armor.

Concealed Weapon

The ninja gains a circumstance bonus to their Sleight of Hand checks to conceal a weapon equal to 1/2 their class level (minimum 1). The ninja may also make any weapon for which they are proficient into a concealed (see equipment) weapon by taking a number of hours equal to the weight of the weapon. Concealing a weapon in this fashion increases the DC of Perception checks made to recognize them as a weapon by 1 per five ninja levels. This bonus does not extend to others who wield the weapon.

Ethereal Step

Prerequisite 14th level.

The ninja gains the ethereal step secret technique (3 jutsu points):





Ethereal Step (Sp): As a swift action, the ninja can cast *ethereal jaunt* as a spell-like ability, using their ninja level as their caster level. At 18th level, this secret technique lasts for a number of minutes equal to the ninja's level.

Expert Preparations

Prerequisite: 4th level.

The ninja can prepare an additional 1st level spell each day. At 9th level, they can also prepare an additional 2nd level spell each day.

Expert Preparations, Greater

Prerequisite(s): 10th level, expert preparations.

The ninja can prepare an additional 1st and 3rd level spell each day. At 15th level, they can also prepare an additional 4th and 2nd level spell each day; this stacks with the expert preparations ninja trick.

Explosives Engineer

Prerequisite(s): 4th level, bomb engineer ninja trick.

Whenever the ninja uses their bomb engineer secret technique, they can instead decide to have their bombs deal 2d6 bludgeoning damage + the ninja's Charisma modifier to a struck creature in addition to creating smoke (then ninja can also decide to have these bombs not create smoke). The bomb's damage increases by +1d6 at 8th level and every four levels afterwards. The bomb also deals splash damage to all creatures within 5 feet of the struck target equal to the minimum damage of the bomb; those caught in the splash damage may take half-damage by making a Reflex save.

The ninja may now select bomb discoveries available to alchemists^{PRG:APG} (see the *Discovery* ability) as a ninja trick. Any bomb type gained from such an ability takes 1 jutsu point to produce. For purposes of qualifying for the Discoveries, treat the effective alchemist level as 1/2 the ninja levels, otherwise the ninja must meet any other prerequisites of the bomb discovery chosen. The bombs created from such discoveries follow the same constraints as to the number created and their duration or usefulness as the bomb engineer trick.

External Fortitude

Prerequisite: 4th level

The ninja gains the external fortitude secret technique (1 jutsu point):

External Fortitude (Ex): As a swift action, the ninja gains DR 3/- for a number of minutes equal to the ninja's Charisma modifier. At 8th level and every four levels afterwards, this damage reduction increases by 1. This damage reduction stacks with similar damage reduction.

Eyes of Innocence

The ninja gains the face of innocence secret technique (0 jutsu points):

Eyes of Innocence (Ex): Many ninja's long practice of disappearing amongst commoners after committing heinous crimes have been honed to the extent that their body language and way of speaking provide an inherent sense of innocence. This provides a non-magical effect identical to the innocence^{PRG:APG} spell. At 6th level, the insistence at innocence is so convincing, it detects as true for discern lies or similar effects, and may be said while under the effects of zone of truth or other similar abilities that compel truth. At 8th level, this ability also prevents your alignment from being detected via the see alignment spell or similar effects.

Face-off

Prerequisite(s): 6th level, mockingbird secret technique, disguise veil secret technique.

Whenever the ninja uses the disguise veil secret technique, they can use that ability to take on the visage of a specific creature. When doing so, the ninja makes a Disguise check using the bonuses from disguise veil and mockingbird to determine the effectiveness of the disguise. At 12th level, the disguise extends to the tactile and olfactory elements of the disguise as well as the visual and auditory elements. This ability grants a bonus to Bluff checks made to cover up a lack of information equal to 1/2 the ninja's class level.

Familiar

The ninja gains a familiar as though they were a wizard of their ninja level. Ninjas also can select the following familiars (other classes can use these familiars with GM approval):

NEW FAMILIAR	ABILITIES GRANTED BY FAMILIAR
Cat, lucky (use cat statistics)	Once per day, Master may reroll any single d20 roll, taking the higher result
Frog, gamagaeru (use frog statistics)	Master gains +3 on Appraise checks
Tanuki (raccoon dog) (use fox statistics)	Master gains +3 on Disguise checks
Sparrow (use thrush ^{PRG:UM} statistics)	Master gains +3 on Diplomacy checks to gather information or on Bluff or Diplomacy checks made to start a rumor

Flurry of Stars

The ninja gains the flurry of stars secret technique (1 jutsu point):



Flurry of Stars (Ex): As a swift action, if the ninja makes a full attack action this round with shuriken, they can throw two additional shuriken at their highest base attack bonus, although all attacks made as a part of this full attack action take a -2 penalty.

Fog Dweller

The ninja gains the fog dweller secret technique (0 jutsu points):

Fog Dweller (Su): The ninja can see through smoke, fog, and other similar phenomena (including magical effects), and can deal precision damage to creatures with concealment. The ninja can also spend 2 jutsu points as a swift action to grant this ability to a number of allies equal to their Charisma modifier (minimum 1) for a number of minutes equal to their Charisma modifier. At 10th level, the ninja gains a dodge bonus equal to their Charisma modifier while in smoke, fog or other similar phenomena.

Internal Fortitude

Prerequisite: 6th level

The ninja gains the internal fortitude secret technique (1 jutsu point):

Internal Fortitude (Ex): As a swift action, the ninja gains temporary hit points equal to 1/2 their ninja level + their Charisma modifier. These temporary hit points last for a number of minutes equal to the ninja's Charisma modifier and stack with other sources of temporary hit points (except additional uses of this ability). If the ninja has the external fortitude ninja trick, they can activate both abilities with the same swift action; doing so requires paying the jutsu cost for both.

Kamifuda

The ninja gains the kamifuda secret technique (1 jutsu point):

Kamifuda (Sp): The ninja can spend a swift action to create a small slip of paper with a magical symbol or rune, called a kamifuda; this kamifuda remains active for a number of hours equal to the ninja's Charisma modifier (minimum 1) before losing its potency. This duration is regardless of what spell is applied or if the kamifuda is applied or not. The kamifuda can replicate the effect of any symbol, sigil, rune or glyph spell of 1st level or lower including those not on the ninja's spell list. The decision of which spell effect to replicate is decided when the kamifuda is created. At 4th level, the ninja may make kamifuda replicate a symbol, sigil, rune, or glyph spell of 2nd level or lower, 3rd level or lower at 9th level and 4th level or lower at 12th level. The trigger for the spell replicated must be decided when the kamifuda is

created. If the spell replicated does not provide a triggering event, the ninja may choose one. For examples, see the *glyph of warding* spell.

For spells without triggers in the spell description, e.g. symbol spells, the ninja designates a trigger when creating the kamifuda.

A kamifuda may be applied to a surface or creature as a standard action that provokes an attack of opportunity.

Kunai Luminary

The ninja changes the critical threat range of kunai to 18-20/x2, treats a kunai as a masterwork thieves kit, and can treat kunai as shuriken for the purposes of the flurry of stars secret technique. At 8th level, the ninja can treat one kunai they wield as though they were being wielded in two hands for the purposes of the Power Attack feat.

Leap of the Wind

The ninja gains the leap of the wind secret technique (1 jutsu point):

Leap of the Wind (Sp): As an immediate action the ninja may make an Acrobatics check to jump with a +10 enhancement bonus and does not incur the double DC modifier for not having a running start. In addition, until the end of their next turn the ninja takes no damage from falls and, while airborne, the ninja may glide, moving 5 feet horizontally for every 1 foot fallen. The gliding speed is double the remaining movement available to the ninja to a maximum of 60 feet. The gliding may be initiated at any point during the ninja's movement, including during or after a long- or high-jump, but the remaining glide speed is reduced to double the remaining movement. The gliding effect is not permanent and may be turned off and on at will during the effect.

While gliding under the effects of this technique, the ninja is subject to normal rules surrounding wind (See the Fly skill).

If the ninja is still above the ground when the effect ends, the ninja falls as normal but may expend 1 jutsu point to restart the effect.

Master of Whispers

When using Diplomacy to gather information or perform a propaganda check (see *Starting a Rumor*^{PCS:ISI}) the time required to perform the act is reduced to one-half normal. At 8th level, it is reduced to 1/4 the required time. If the ninja succeeds at the check by 20 or more, the attempt to gather information is instantaneous as though the ninja already heard the rumor, and planting a rumor takes 1 day (or 1 hour for settlements smaller than a town). The ninja can add the bonuses from the eyes of innocence secret technique to the Bluff skill check in order to prevent from being caught in a lie while starting a



false rumor. Additionally, anyone who believes the rumor has their disposition toward the ninja improved by one step as they are considered a trusted source of information.

Mind Crusher

Prerequisite: 10th level.

The ninja gains the mind crusher secret technique (2 jutsu points):

Mind Crusher (Sp) As a standard action, the ninja dominates a humanoid creature's mind as if they were affected by *dominate person* with a caster level equal to the ninja's level. At 15th level, the ninja can spend 2 additional jutsu points to treat this effect as *dominate monster*.

Mixed Assault

Whenever the ninja makes a melee attack against a creature, all ranged attacks they make until the beginning of their next turn gain a +2 circumstance bonus to attack and damage rolls and do not provoke attacks of opportunity. At 8th level, whenever a ninja makes a melee attack, they can make a ranged attack as a swift action; they can spend 1 jutsu point to make this ranged attack as a free action.

Mockingbird

The ninja gains the mockingbird secret technique (0 jutsu points):

Mockingbird (Ex): The ninja can mimic almost any sort of voice, or even animal calls and sound effects, and they can throw their voice at a distance. This functions similarly to a combination of the *ghost sound*, *ventriloquism*, and *vocal alteration*^{PRG:UM} spells. This ability also provides a bonus to Bluff equal to 1/2 the ninja's class level. The bonus only applies to checks that involve vocalization or sound and does not apply to feinting in combat.

Mockingbird Gambit

Prerequisite: Mockingbird secret technique

The ninja gains the mockingbird gambit secret technique (1 jutsu point):

Mockingbird Gambit (Ex): As a move action, the ninja may use the mockingbird secret technique (see above) to make a feint combat maneuver adding the Bluff bonus from the mockingbird secret technique without provoking an attack of opportunity. At 6th level, a successful feint combat maneuver using this ability causes a target to be considered flanked for all allies attacking the target. At 10th level, the ninja may make the feint in place of their first attack in a full-attack.

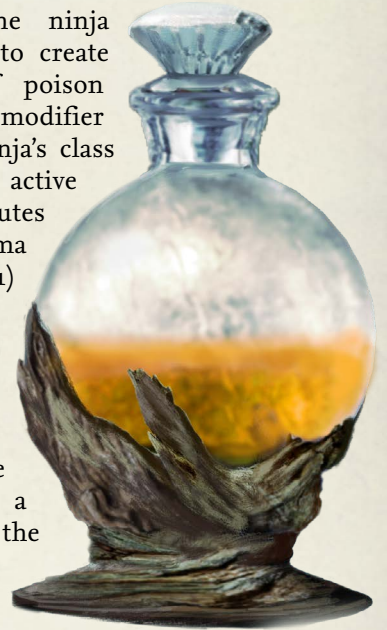
Ninja of Legend

The ninja gains the renown social talent of the *vigilante*^{PRG:UI} class, always being treated as though they were in their social identity. At 6th level and every six levels afterwards, the ninja can select an additional social talent which has renown as a prerequisite.

Poison Engineer

The ninja gains the poison engineer secret technique (1 jutsu point):

Poison Engineer (Ex): The ninja can spend a free action to create a number of doses of poison equal to their Charisma modifier (minimum 1) + 1/3 the ninja's class level; these doses remain active for a number of minutes equal to the ninja's Charisma modifier (minimum 1) before becoming inert. When the ninja creates the poison, they can choose for creatures who fail a Fortitude save against their poison to suffer one of the following conditions for a number of rounds equal to the ninja's Charisma modifier : fatigue or sicken. All decisions about this poison (such as what effects it causes creatures to suffer) must be made when the poison is created. This poison can be applied to the ninja's weapon as a swift action and is treated as an injury poison. At 8th level, this poison can instead make a creature exhausted or staggered, and ninjas are immune to their own poison. This is a poison effect.



Poison Genius

Prerequisite: Poison engineer.

Whenever the ninja uses the poison engineer secret technique, their poison also becomes an inhaled poison. This poison has a thrown range of 15 feet, and the ninja can also choose for their poison to cause a creature to become shaken. At 10th level, this poison can instead make a creature become nauseated or frightened. If the ninja has the bomb engineer talent, the ninja can combine their poison with the smoke created by that secret technique. Whenever a ninja creates poison, they can choose a number of allies equal to their Charisma modifier, these allies are immune to the ninja's poison.



Poison Professional

Prerequisite(s): 10th level, poison genius secret technique.

Whenever the ninja uses the poison engineer secret technique, their poison ignores all resistance bonuses and immunity to poison and double the amount of poison created. The poison causes a creature to become stunned (if they do so, the creature can make an additional saving throw against this ability at the beginning of each of their turns, taking a -2 penalty for each previously failed saving throw).

Ranged Dirty Trick

A ninja may attempt a dirty trick combat maneuver with a thrown weapon as a standard action as long as that weapon is thrown within 30 feet of the target. Whenever a feat or ability would require a melee attack to be used for a dirty trick (such as with the Quick Dirty Trick feat), the ninja can instead make a ranged attack with a thrown weapon.

Shared Internal Fortitude

Prerequisite: Internal fortitude.

Whenever the ninja uses their internal fortitude ability, they can also grant the benefit of this secret technique to an adjacent ally. At 10th level, they can instead grant this benefit to an ally within 30 feet of themselves.

Shadow Step

Prerequisite: 6th level.

The ninja gains the shadow step secret technique (0 jutsu points):

Shadow Step (Su): As a move action, whenever a ninja is in an area of dim light or darker conditions, they can teleport up to 30 feet as long as this movement ends with the ninja in an area of dim light or darker conditions. If the ninja is not in an area of dim light or darker conditions, they can spend 1 jutsu point to use this ability, but this movement must still end in an area of dim light or darker conditions. At 9th level and every three levels afterwards, the distance of this teleportation increases by 20 feet. If the ninja has the fog dweller secret technique, they treat smoke, fog, and other similar phenomena as dim light or darker conditions. If the ninja has the substitution secret technique, they can make a stealth check to hide as a free action after this movement. This is a teleportation effect.

Spell Savant

Prerequisite(s): 6th level, spells class feature.

The ninja adds +1 to the Difficulty Class for all saving throws against spells from the ninja spell list. At 10th level, this bonus increases to +2.

Substitution

The ninja gains the substitution secret technique (2 jutsu points):

Substitution (Su): Whenever the ninja is the target of an attack of which they are aware, they can spend an immediate action to gain a circumstance bonus to their armor class equal to 1/2 the ninja's level. If the attack misses the ninja, the ninja teleports up to 30 feet away and leaves behind a random object in their place (log, scarecrow, etc.) which fade away after 1 round; this distance increases by 5 feet at 6th level and every four levels afterwards. The ninja may also automatically make a Stealth check to hide if the position would normally allow it.

If the substitution was in response to a full attack, or an ability or spell with multiple attack rolls, and the ninja is within range of additional attacks, the ninja may still be targeted by the follow-up attacks.

The ninja can spend an additional jutsu point; if they do, the ninja may either become *invisible* (per the spell) until the end of their next turn or leave behind a *silent image* (per the spell) which lasts for a number of rounds equal to the ninja's Charisma modifier in lieu of an object. At 8th level the ninja may make an attack as a free action after their teleportation. This attack resolves before any additional attacks made by a full-attack action or other abilities and spells with multiple attack rolls.

This is a conjuration (teleportation) effect.

Substitution Switch

Prerequisite(s): 8th level, substitution secret technique.

Whenever the ninja uses the substitution secret technique, they can target a character within the distance of their teleportation effect. That creature must make a successful Reflex saving throw or switch places with the ninja, becoming the new target of the attack that was previously targeting the ninja (if the ninja targets a larger creature, they can choose which space it enters, although they cannot use this ability if the creature cannot safely occupy that space) and grants that attack a circumstance bonus to its attack roll equal to the ninja's Charisma modifier. If the creature succeeds at this saving throw, the ninja can use substitution as normal. At 14th level, a creature who fails their saving throw is also confused until the end of their next turn.

Transcendent Speed

Prerequisite: 16th level.

The ninja gains the transcendent speed secret technique (3 jutsu points):

Transcendent Speed (Su): As a swift action, the ninja is given 1 round of apparent time to act as though under the effects of the *time stop* spell.



Vanishing Endurance

Prerequisite(s): 6th level, vanishing trick.

Whenever the ninja uses their vanishing trick secret technique, the effect lasts for a number of minutes equal to their Charisma modifier. In addition, the ninja can choose to become *silenced* as though under the effect of a *silence* spell which only affects themselves. At 12th level, the effect lasts for a number of hours equal to the ninja's Charisma modifier.

Wall Walk

The ninja gains the natural climber secret technique (0 jutsu points):

Natural Climber (Su): The ninja gains a climb speed equal to 1/2 their base land speed, and needs only one hand free to use this climb speed. The ninja retains their Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. At 6th level, their climb speed increases to their full base land speed and the ninja does not need their hands to use this climb speed, being able to walk or run along surfaces.

ARCHETYPES

"Thank you for your kindness yesterday. I believe you may have saved my life! Please, accept this humble gift, in my thanks, for the lady of the house." Tsunemichi, a ninja in the process of gaining his target's trust

Due to their training, ninjas are known to have widely varied techniques, and these split off even further between ninjas from different clans. Consider having certain archetypes be clan specific to further emphasize how rare such skills are and making the game world that much more unique.

BLACKHEART BEGUILER

An opponent who cannot fight back is one who has already lost, thus is the creed of the blackheart beguiler. Dedicated to destroying their opponent's will to fight, these heartless ninja seek to confuse and terrify opponents into submission, giving no quarter.

Eyes of Fear and Flame (Su) At 1st level, the blackheart beguiler gains the eyes of fear and flame secret technique (1 jutsu point):

Eyes of Fear and Flame: As a swift action, the blackheart beguiler can target a single creature within 30 feet of itself to which it has line of sight. That creature must make a successful Will saving throw (DC = 10 + 1/2 the blackheart beguiler's level + their Charisma modifier) or become shaken for a number of rounds equal to the blackheart beguiler's Charisma modifier (minimum 1). Whenever the effects of this secret technique end, the blackheart beguiler can spend an additional jutsu point to reset its duration. At 8th level, the range of this ability increases to 60 feet and the blackheart beguiler can instead cause a creature to become frightened, and at 16th level, the range increases to 120 feet and they can cause the creature to become panicked. This is a mind-affecting fear effect, and is treated as a curse for how to remove its effects.

This ability replaces the dirty fighting class feature.

Jutsu Pool: The blackheart beguiler cannot use a dirty trick to regain jutsu, instead gaining the following method of regaining jutsu:

Sorrowful Soul: Whenever a hostile creature fails their saving throw against the blackheart beguiler's eyes of fear and flame secret technique or is successfully demoralized, they regain 1 jutsu point. Causing a helpless creature or on a creature that has fewer Hit Dice than half the ninja's character level to fail a saving throw against eyes of fear and flame or be demoralized does not restore jutsu.

This ability alters the jutsu pool class feature.

Trick of the Light (Su):

At 2nd level, whenever the blackheart beguiler uses their eyes of flame and fear secret technique, they can instead cause it to have the following effect:

The targeted creature must make a successful Will saving throw (DC = 10 + 1/2 the blackheart beguiler's level + their Charisma modifier) or be unable to see the blackheart beguiler as though they were invisible, as per the *invisibility* spell. In addition, the creature sees an illusion of the blackheart beguiler's choice as per the spell *minor image*. This effect lasts a number of rounds equal to the blackheart beguiler's Charisma modifier (minimum 1), although if the blackhearted beguiler attacks or targets the creature with a non-harmless





spell, that creature can make a new saving throw against this effect, remaining unable to see the blackheart beguiler if they fail this saving throw. At 8th level, they can instead create a *major image*. This is a mind-affecting effect.

This ability replaces the vanishing trick class feature.

Soul Flames (Su): At 3rd level, whenever a creature fails its saving throw against your eyes of fear and flame ability, it takes 1d6 untyped damage + your Charisma modifier. At 8th level and every five levels afterwards, this damage increases by 1d6. At 10th level, this damage becomes a curse upon your opponent, manifesting as light grey flames that are treated as an evil aura of an evil cleric of the creature's hit dice. Damage dealt by this ability cannot be healed until removed with *remove curse* or other similar effect (the DC to remove this curse is 10 + the blackheart beguiler's level). This is a curse effect, but creatures immune to curses still take damage from this ability.

This ability replaces the improved dirty trick class feature.

Multifold Eyes (Ex): At 7th level, the blackheart beguiler can use their eyes of fear and flame as an immediate action. In addition, they can target an additional creature with their eyes of fear and flame ability.

This ability replaces the powerful dirty trick class feature.

Brilliant Sight (Ex): At 9th level, whenever the blackheart beguiler appears invisible to a creature due to using their trick of the light class feature, that creature also takes a -2 penalty to saving throws against ninja spells casted by the blackheart beguiler. In addition, the effects of the blackheart beguiler's eyes of flame and fear ability last for a number of hours equal to the blackheart beguiler's Charisma modifier (minimum 1).

This ability replaces the vanishing master class feature.

Path of Lies (Su): At 11th level, the blackheart beguiler's eyes of fear and flame ability ignores a creature's immunity to mind-affecting and fear effects. In addition, whenever the blackheart beguiler uses their eyes of flame and fear secret technique, they can instead spend 1 additional jutsu point to cause it to have the following effect:

The targeted creature must make a successful Will saving throw (DC = 10 + 1/2 the blackheart beguiler's level + their Charisma modifier) or be either blinded or have their sense of their surroundings altered, as the *hallucinatory terrain* spell, using the blackheart beguiler's class level as their caster level when determining its area of effect. Each hour, a creature can attempt to end this effect, but they take a cumulative -2 penalty for each failed attempt. At 15th level, the blackheart beguiler may instead cause a creature to have their senses altered as the *mirage arcana* spell. This is a mind-affecting effect.

This ability replaces the dirty trick master class feature.

Lonesome Torment (Su): At 15th level, whenever a creature is under the effects of the blackheart beguiler's eyes of flame and fear ability, the blackheart beguiler can choose to isolate that creature; the creature cannot perceive others without the benefit of *truesight* and cannot be perceived by creatures except for the blackheart beguiler unless those creatures possess *truesight* (any mental connection a creature may have had with the creature is instantly severed). In addition, every 10 minutes they are under the effects of the eyes of fear and flame ability, they take damage as though they were affected by the blackheart beguiler's soul flame class feature, increasing the DC of the curse by +2 each time they are dealt damage. Removing this ability's effect from a creature requires a *break enchantment*, *wish*, or *miracle* spell.

This ability replaces the shadow invisibility class feature.

Lost Soul (Su): At 19th level, the effects of the blackheart beguiler's eyes of flame and fear are permanent until dispelled or dismissed by the blackheart beguiler. In addition, whenever a creature is killed while under the effects of eyes of flame and fear, a clone of that creature is created as though by the *clone* spell which is entirely loyal to the blackheart beguiler, coming into existence where the creature was first affected by this ability. The blackheart beguiler can have only a single clone active at a time, if they wish to create a new clone, they must allow their currently created clone to fade away into ash.

This clone has all memories of the killed creature and can be directly controlled by the blackheart beguiler as long as the two are on the same plane as a full round action, although the blackheart beguiler can command it to do mundane things, such as living its life normally. This clone lasts for a number of days equal to the blackheart beguiler's Charisma modifier (minimum 1) before fading into ash, but the blackheart beguiler can permanently reduce their jutsu pool by 2 points (to a minimum of 0) to make the clone permanent; when the clone is destroyed either by dying or by the choice of the blackheart beguiler, they regain their lost jutsu points.

ELEMENTAL ASSASSIN

Ninjas are well known for being in tune with magic, but some take it a step further. These elemental assassins focus on mastery of the elements, seeking to control such sources of power along with their arcane mastery.

Elemental Focus (Su) At 1st level, the elemental assassin gains the elemental focus class feature of the *kineticist*^{PRG:OA}, being able to select any element and gains their selected element's basic utility wild talent (basic telekinesis, basic aerokinesis, etc.) as a bonus wild talent.

In addition, whenever a wild talent would require a ninja to accept burn, they instead must spend an amount of jutsu



points equal to the required burn; a ninja cannot accept burn to use wild talents. An elemental assassin uses their Charisma modifier in place of their Constitution to determine the saving throws for wild talents. At 9th level, the elemental assassin gains a second elemental focus.

Spells The elemental assassin prepares and casts one fewer spell of each level than normal. If this reduces the number to 0, they may cast spells of that level only if their Charisma allows bonus spells of that level.

Utility Wild Talents (Ex) At 2nd level and every three levels afterwards, the elemental assassin gains a utility wild talent, treating their elemental assassin level as their kineticist level for the purpose of prerequisites and effects. The elemental assassin can also select utility wild talents in place of ninja tricks.

This ability replaces vanishing trick, vanishing master, shadow invisibility, and true invisibility.

GUNPOWDER SHADOW

The tools of old may be fine for some ninjas, but others seek to advance with the times, utilizing the explosive and dangerous gift of blackpowder. Gunpowder shadows use these experimental new weapons in unique and interesting ways, barraging opponents with deadly flying lead from all directions.

Weapon Proficiencies: Gunpowder Shadows are proficient in all firearms (excluding siege weapons).

Secret Techniques At 1st level, a gunpowder shadow gains the firearm specialist secret technique (0 jutsu points):

Firearm Specialist (Ex): The gunpowder shadow reduces the action needed to reload a firearm by one step (full round action to standard action, standard action to move action, move action to free action); this stacks with the Rapid Reload feat. In addition, whenever a gunpowder shadow wields a firearm, it is treated as though it is always under the effects of the *oil of silence*^{PRG:UE} magical item.

This ability replaces the throwing specialist secret technique.

Gun Training (Ex): Starting at 1st level, a gunpowder shadow gains a bonus equal to their Dexterity modifier on damage rolls when firing a firearm; this bonus to damage cannot exceed their class level. Furthermore, they reduce the misfire value of firearms by 1 (minimum 0) and when they fire a broken firearm, the misfire value of that firearm increases by 2 instead of 4.

This ability replaces the ninja weapon specialist class feature.

FIREARMS AND THE CAMPAIGN

Some games may not be comfortable with introducing firearms into their game. For such games, we suggest changing Gunpowder Shadow into a crossbow and blowgun focused archetype, Secretive Hunter. The following alterations should be considered:

Weapon Proficiencies

Secretive hunters are proficient in all crossbows and blowguns.

Secret Techniques At 1st level, a secretive hunter gains the ranged specialist secret technique (0 jutsu point(s):

Ranged Specialist (Ex): The secretive hunter reduces the action needed to reload a crossbow by one step (full round action to standard action, standard action to move action, move action to free action); this stacks with the Rapid Reload feat. They also double the range of any blowgun they wield and increase the damage of blowguns they wield to 1d8; also changing their critical hit range to 19-20/x2. In addition, whenever a secretive hunter wields a crossbow or blowgun, it does not provoke attacks of opportunity when used to make an attack within a creature's threatened range.

This ability replaces the throwing specialist secret technique.

Ranged Training (Ex): Starting at 1st level, a secretive hunter gains a bonus equal to their Dexterity modifier on damage rolls when firing a crossbow or blowgun; this bonus to damage cannot exceed their class level until they reach 5th level. Furthermore, they reduce the penalties while sniping with a crossbow or blowgun by 5; at 8th level they instead reduce them by 10.

This ability the ninja weapon specialist class feature

IRONHEART BRAWLER

Focusing less on the weapons of their trade, an ironheart brawler ninja hones their body into a perfect weapon.

Secret Techniques: The ironheart brawler gains the following secret techniques:

Fists of Iron (0 jutsu points): The ironheart brawler gains the benefits of the Improved Unarmed Strike feat and is treated as a monk of their level for the purpose of the damage their unarmed strikes deal. They are also treated as though they possessed the feat for the purpose of meeting the prerequisites of feats which would require it, even if they have 0 jutsu points. At 4th level, the ironheart brawler changes the



critical threat range of their unarmed strike to 19-20/x2. At 8th level, the ironheart brawler changes the critical hit threat range for unarmed strikes to 18-20/x2.

Feathered Fist (1 jutsu point, Sp): The ironheart brawler can use the *blood crow strike*^{PRG:UM} spell, although they treat its range as though it was close (25 feet +5 feet per two levels) and it deals bludgeoning damage.

These abilities replace the thrown specialist and striding assault secret techniques.

Flurry of Blows (Ex): The ironheart brawler gains the flurry of blows class feature, treating themselves as though they were a monk of their ironheart brawler level for the purpose of its effects. In addition, the ironheart brawler can enhance their unarmed strikes as though they were a manufactured weapon.

This ability replaces sneak attack.

SHIKIGAMI CALLER

While it is typical for ninja clans to train their agents in the arcane arts, some go further by forming contracts with mystical creatures called shikigami. These shikigami serve as both partners and mentors to a ninja, granting them access to techniques and powers that surpass mortal ken.

Shikigami: At will, the shikigami caller may summon their shikigami as a full-round action and dismiss it as a standard action. A shikigami functions as a druid's animal companion, with the ninja's level being treated as their effective druid level. However, rather than being an animal, a shikigami's creature type is magical beast. A ninja may choose a bear, fox, frog, hawk, slug, snake, or wolf as their shikigami. Stat blocks for these shikigami are found below.

Shikigami are capable of telepathic speech but they can only communicate in this fashion with the ninja with whom they've formed a contract. At 7th level, a shikigami may communicate with mundane animals that resemble the form taken by the shikigami, this functions as the familiar's *Speak with Animals* of its kind ability. At 12th level, the shikigami may speak with any intelligent creature that shares a language with its master.

If a shikigami dies in combat, the ninja is bound by their contract to wait 1 week before calling a new one. During this period, the ninja loses the benefits of the shikigami's tutelage class feature.

This ability replaces the sneak attack class feature.

Ninja Tricks: The shikigami caller may choose one of the following when selecting a ninja trick.

Cooperative Arts: The ninja gains a bonus teamwork feat. Furthermore, their shikigami automatically gains the benefits of this feat if cooperating with the ninja. This ninja trick can be selected up to four times, with each time granting the benefits of a new teamwork feat.

Shikigami Enhancement: The ninja's shikigami gains the benefit of one of the following eidolon^{PRG:APG} evolutions: improved damage, improved natural armor, magic attacks, mount, pull, push, or skilled. This ninja trick can be selected multiple times, with each time granting the shikigami the benefits of a new evolution. Each evolution may only be selected once.

Shikigami's Tutelage: At 2nd level, the ninja learns new ways to fight at the side of their shikigami. These abilities vary by the type of shikigami that the ninja summons. The ninja learns an additional such ability at 9th and 15th level.

This ability replaces the vanishing trick, vanishing master, and shadow invisibility class features

Blood Bond: At 19th level, the Ninja and their shikigami share such a tight bond that their powers surpass reason. The Ninja learns one of the following secret techniques (1 jutsu point):

- **Size Mastery (Su):** As a move action, the Ninja may alter the size of their shikigami to any size from Tiny to Huge. This effect lasts for 1 minute. During the duration of this effect, the Ninja may alter the size again as a move action without spending a jutsu point.
- **Shikigami Sage (Su):** As a swift action, the Ninja may absorb a portion of their shikigami's spiritual essence to enhance their powers. For 1 minute, the Ninja gains a Dodge bonus to AC and a bonus to attack rolls equal to their Charisma modifier (minimum 1). Furthermore, they gain an additional temporary jutsu point at the start of their turn each round. These temporary jutsu points last 1 round.





SHIKIGAMI TYPES

The type of shikigami a ninja can call include the following.

BEAR

Bear shikigami are spirits of might and resourcefulness. Though they themselves prefer brute force, they recognize subtlety and subterfuge as strengths of their own. The Ninja who forge contracts with such shikigami are well-versed in how to use their partner's natural ferocity to their advantage.

Starting Statistics: Size Medium; Speed 40 ft.; AC +2 natural armor; Attack bite (1d4), 2 claws (1d3); Ability Scores Str 15, Dex 13, Con 13, Int 7, Wis 12, Cha 10; Special Qualities low-light vision, scent

4th-Level Advancement: Attack bite (1d6), 2 claws (1d4); Ability Scores Str +2, Con +2

Shikigami's Tutelage:

Level 2: *Right to Arms:* The ninja gains the Toughness and Quick Draw feats and applies this feat to items such as

scrolls, wands and other such items. In addition, the ninja gets a +4 to their CMD to resist being disarmed.

Level 9: *Grisly Maneuver:* Once per turn when a creature leaves a space threatened by the ninja, the ninja can make an attack of opportunity against that creature even if the creature wouldn't normally provoke an attack of opportunity for their movement or if the ninja does not have any remaining attacks of opportunity that round.

Level 15: *Bear Down:* Whenever the ninja uses the striding assault secret talent, they can make an additional attack at the ninja's highest base attack bonus. Furthermore, once per round if the ninja or their shikigami deal damage to a creature has already been dealt damage by either the ninja or shikigami this round, that enemy must make a successful Reflex saving throw or fall prone.

Fox

Fox shikigami are spirits of mirth and trickery. Preferring to fight with a light touch and a trick up their sleeve, fox shikigami instruct their summoners in the ways of wit and guile, rather than assassination or warfare.





Starting Statistics: *Size* Small; *Speed* 40 ft; AC +1 natural armor; *Attack* bite (1d4); *Ability Scores* Str 8, Dex 15, Con 10, Int 12, Wis 9, Cha 14; *Special Qualities* low-light vision, scent

4th-Level Advancement: *Size* Medium; *Attack* bite (1d6); *Ability Scores* Dex +2, Cha +2

Shikigami's Tutelage:

Level 2: *Nine-Tailed Bond:* The shikigami has the kitsune subtype and gains the *Magical Tail*^{PRG:ARG} feat. The ninja also gain the *Nine-Tailed Arts* secret technique (0 jutsu points):

Nine-Tailed Arts (Su): As a standard action, the ninja can use the spell-like abilities granted by their shikigami's *Magical Tail* feats as though they had taken the feats themselves, treating the spell-like abilities as secret techniques for determining their save DCs. Doing so uses the shikigami's uses per day of those feats.

Level 9: *Transformation:* The shikigami has instructed the ninja on the finer points of transformative magic. The disguise veil secret technique may now function as either *alter self* or *disguise self*.

Level 15: *Effortless Transformation:* Transformative magic is now effortless to use. The ninja's *disguise veil* secret technique now costs 0 jutsu points and becomes an extraordinary effect, being able to be used as an immediate action.

FROG

Frog shikigami are spirits of revelry and camaraderie. One of the three types of shikigami that ninja originally formed contracts with, frog shikigami engage in combat with the flair of an entertainer. As such, they teach their disciples showboating abilities that see them take their fights to the air.

Starting Statistics: *Size* Medium; *Speed* 30 ft., swim 30 ft.; AC +1 natural armor; *Attack* bite (1d6), tongue (1d4 plus 1 acid); *Ability Scores* Str 15, Dex 13, Con 14, Int 10, Wis 7, Cha 10; *Special Qualities* low-light vision

4th-Level Advancement: *Ability Scores* Str +2, Dex +2; *Special Attacks* swallow whole

Shikigami's Tutelage:

Level 2: *Leaping Assault:* When the ninja uses the *striding assault* secret technique, they can leap up to half of their base movement speed in the air in place of the land movement in the normal version of the technique. At 5th level the extra attack from *Leaping Assault* may be made in the form of a jump off of the enemy. Make an attack roll with an unarmed strike, if the attack hits, you automatically leap again up to half of your base movement. This attack does not provoke an attack of opportunity, and you are treated as one size larger for the purposes of determining which dice to use for the damage roll. This leap can be made

before the rest of your attacks, and thus may be used to reach a target up to your full movement speed in their air directly above you.

Level 9: *Aerial Combatant:* The ninja gains a bonus on damage rolls equal to 1/2 their level made while in the air or against an airborne opponent. Additionally, they take no damage from falling.

Level 15: *Leaping Ace:* As a move action, the ninja may jump up to twice their base movement speed in a long jump, or equal to their full base movement speed in a high jump. If the ninja has an applicable foothold such as a wall, post, or other stationary object, they may make an acrobatics check to extend the height of this jump according to the results of said roll.

HAWK

Hawk shikigami are spirits of insight and pragmatism. Though typically difficult to get along with, hawk shikigami possess a deep, unwavering loyalty molded by a fearsome rationality. This merciless nature shines through in their fighting style, focused on targeting the great weakness of many living things: their eyes.

Starting Statistics: *Size* Small; *Speed* 10 ft., fly 80 ft. (average); AC +1 natural armor; *Attack* bite (1d4), 2 talons (1d4); *Ability Scores* Str 10, Dex 15, Con 12, Int 7, Wis 14, Cha 11; *Special Qualities* low-light vision.

4th-Level Advancement: *Size* Medium; *Ability Scores* Str +2, Con +2

Shikigami's Tutelage:

Level 2: *Go for the Eyes:* The ninja and their shikigami each gain a +2 bonus to Dirty Trick combat maneuver rolls made to blind the target. This bonus increases by +1 at 5th level and every three levels thereafter. Furthermore, your shikigami no longer provokes attacks of opportunity when performing a Dirty Trick combat maneuver.

Level 9: *Cheap Shot:* The ninja gains a bonus on weapon and spell damage rolls equal to their Charisma modifier made against targets with the blinded condition.

Level 15: *Blinding Critical:* As a swift action when the ninja confirms a critical hit, they can blind the target for a number of rounds equal to their Charisma modifier. (Minimum 1)

SLUG

Slug shikigami are spirits of patience and grace. Though their forms aren't much to look at, and off-putting to some, the slug is not to be underestimated, as it is one of the three spirits first summoned by Ninja. They teach Ninja how to fight by maximizing deliberate, controlled movement, preferring to strike slowly.

Starting Statistics: Size Medium; Speed 20 ft.; AC +4 natural armor; Attack slam (1d4 plus 1 acid); Ability Scores Str 14, Dex 8, Con 15, Int 10, Wis 12, Cha 9; Special Qualities blindsense 30 ft., DR 5/slashing or piercing, susceptible to salt (Bestiary 254); CMD can't be tripped.

7th-Level Advancement: Size Large; AC +2 natural armor; Attack slam (1d6 plus 1d4 acid); Ability Scores Str +2, Con +2; Special Qualities blindsight 30 ft.

Shikigami's Tutelage:

Level 2: Slow but Steady: The ninja gains a +4 dodge bonus to AC, any time that the ninja voluntarily moves more than 5 feet in a single round, they lose this bonus until the beginning of their next turn.

Level 9: Lethal Calm: The ninja can use slow, deliberate movement to place a single, debilitating injury upon an opponent. As a full-round action, the ninja may perform a single attack roll, dealing two times as much damage (this additional damage is not multiplied on a critical hit). If this attack hits, the target must make a Reflex saving throw (DC = 10 + 1/2 the ninja's level + their Charisma modifier) or be staggered for a number of rounds equal to the ninja's Charisma modifier (minimum 1).

Level 15: Gentle Execution: The ninja's lethal calm ability now deals three times as much damage and only requires a standard action to use, but the ninja cannot move more than 5 feet before or after using this ability. In addition, if the creature fails the saving throw against lethal calm, they must make a successful Fortitude save at the beginning of their turn at the same DC or instantly be reduced to 0 hit points.

SNAKE

Snake shikigami are spirits of vengeance and spite. The last of the three original shikigami patrons, snakes are masters of poisoning. A ninja who follows this master could kill easily with not only a coated dagger, but also a glass of tea, or a well-made dinner.

Starting Statistics: Size Small; Speed 20 ft., climb 20 ft., swim 20 ft.; AC +2 natural armor; Attack bite (1d3 plus poison); Ability Scores Str 8, Dex 17, Con 11, Int 12, Wis 7, Cha 11; Special Attacks poison (Frequency 1 round (6), Effect 1 Con damage, Cure 1 save, Con-based DC);

4th-Level Advancement: Size Medium; Attack bite (1d4 plus poison); Ability Scores Str +2, Con +2.

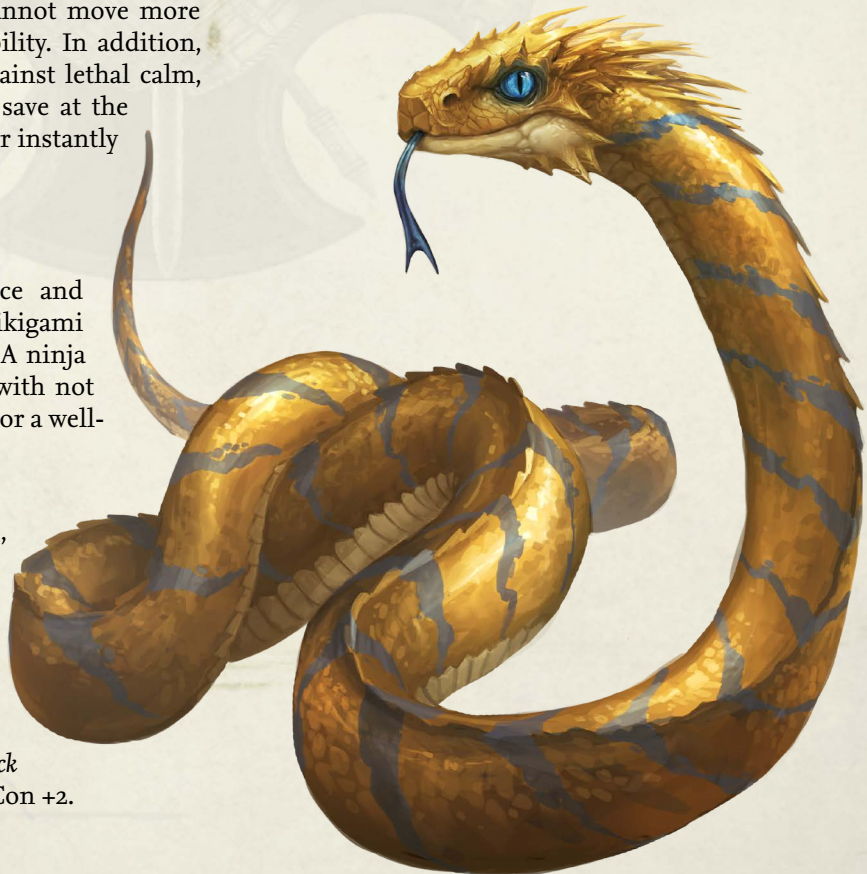
Shikigami's Tutelage:

Level 2: Poisonous Arts: The ninja gains the poison engineer secret technique. This ability does not count as having learned the Poison Engineer ninja trick for the purposes of meeting the prerequisites of the Poison Genius and Poison Professional ninja tricks. If the ninja takes the Poison Engineer ninja trick, this ability instead increases the DC of poisons created with *poison engineer* by +2.

Level 9: Venom Strike: Whenever the ninja confirms a critical hit, the target of that attack must make a save against the effects of the poison made by the *poison engineer* secret technique.

Level 15: Shed Skin: The ninja gains the shed skin secret technique (1+ jutsu points):

Shed Skin (Su): The ninja has learned the secrets of rebirth from their shikigami. Once per day, when the ninja would drop to negative hit points, they may expend all of their Jutsu points to be reborn as a younger version of themselves at the beginning of their next round. This functions as the spell *reincarnate* in all ways except that the ninja's race remains unchanged. The ninja's appearance may differ from their previous incarnation, including sex, hair or eye color, height, or weight, but they still bear a resemblance to their original form.





WOLF

Wolf shikigami are spirits of loyalty and valor. Accustomed to hunting in groups, wolf shikigami not only teach ninja their methods, but learn from the Ninja's methods in turn. Together, a Ninja and their wolf shikigami form a combat unit few foes can hope to escape.

Starting Statistics: *Size* Medium; *Speed* 50 ft; *AC* +2 natural armor; *Attack* bite (1d6 plus trip); *Ability Scores* Str 13, Dex 15, Con 14, Int 7, Wis 12, Cha 8; *Special Qualities* scent.

7th-Level Advancement: Ability Scores Str +4, Wis +2, Con +4.

Shikigami's Tutelage:

Level 2: *Flanking Tactics:* When flanking with their shikigami, the ninja and their shikigami receive a +2 bonus melee weapon Damage rolls. This bonus increases by 1 at 5th level and every three levels thereafter. This damage is precision damage and is not multiplied on a critical hit.

Level 9: *Shikigami Weapon Training:* The ninja's shikigami gains the ability to wield light and one-handed melee weapons. The shikigami is proficient with any such weapons that the ninja is proficient with, treating the weapon as a natural attack for the purposes of spells and effects. While the shikigami is wielding a weapon in this fashion, it cannot use its bite attack.

Level 15: *Bloodthirst:* When the ninja hits an enemy with a melee weapon attack, they may activate this secret technique to gain temporary hit points equal to the ninja's Charisma modifier. Further attacks against this enemy during this round cause them to gain additional temporary hit points. These points stack only with any other temporary hit points granted by this ability this round. The ninja can't gain more temporary hit points than the target's current hit points + the target's Constitution score with this ability.

SHINOBI NO MONO

The normal tricks and talents of the ninja are incredibly varied, and yet some strike out with different and more unique tricks. Shinobi no mono are those who have mastered a variety of different techniques that mystify and amaze others.

Weapon and Armor proficiencies: Shinobi no mono are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is this character's first level in any class, they may select a martial tradition of their choice. This replaces a ninja's normal weapon and armor proficiencies.

Casting A shinobi no mono may combine spheres and talents to create magical effects. A shinobi no mono is

considered a Mid-Caster. (Note: all casters may select a casting tradition the first time they gain the casting class feature.) This ability replaces the spells, cantrips, and sneak attack class features.

Spell Pool: A shinobi no mono gains a small reservoir of energy they can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to their level + their casting ability modifier (minimum: 1). This pool replenishes once per day after roughly 8 hours of rest.

Blended Training: A shinobi no mono gains combat or magic talents according to Table: shinobi no mono, gaining their choice of combat or magic talents at each level they would gain a talent. Shinobis use their casting ability modifier as their practitioner modifier.

TABLE 3: SHINOBI NO MONO

Level	Combat & Magic Talents	Caster Level
1st	1 (+2 magic)	+0 (1)
2nd	2	+1
3rd	3	+2
4th	4	+3
5th	5	+3
6th	6	+4
7th	7	+5
8th	8	+6
9th	9	+6
10th	10	+7
11th	11	+8
12th	12	+9
13th	13	+9
14th	14	+10
15th	15	+11
16th	16	+12
17th	17	+12
18th	18	+13
19th	19	+14
20th	20	+15

Secret Techniques The shinobi no mono gains the following secret technique (1+ jutsu points):

Fount of Spells (Ex): As a free action, a shinobi no mono can spend jutsu points as though they were spell points. If a



spell is cast using this secret technique (this ability can be used with expending spell points normally, but is treated as though it was cast using this ability), its duration is changed to 1 round/level unless it would normally be shorter, instantaneous, or permanent. This ability cannot be used with spells that require concentration.

This ability replaces the fount of magic secret technique.

Quicken Spell (Ex): The ninja gains the Quicken Spell metamagic feat. This ability replaces the speed casting secret technique.

SPLIT SOUL

Even the best ninjas are at a disadvantage when outnumbered, which is why ninjas who practice the art of the split soul are so unique. Split souls know that the best advantage there is in combat is greater numbers, focusing on dividing themselves to conquer others.

Duplication: At 2nd level, the split soul gains the duplication secret technique (1 jutsu point):

Duplication (Su): As a standard action, the split soul can create an identical clone of themselves within 30 feet. This

clone is a construct instead of the ninja's normal creature type. This clone shares the split soul's ability scores and feats, and lasts for a number of rounds equal to the split soul's Charisma modifier or until it is destroyed by taking any damage or being affected by any non-harmless spell, instantly failing any saving throw. This clone also disappears if the ninja is killed or rendered unconscious. This clone is made of shadows that possesses a replica of the split soul's gear (but cannot use replicated consumable items, items with daily uses, or items with charges, such as wands) and can speak and act as though it was the split soul, but cannot attempt non-Strength skill checks (such as Appraise).

This clone can only take a move or standard action each round, and a split soul must spend a swift action as a purely mental action to give their clone a command, the clone being treated as its creator for its bonuses to attack and damage, only deals 1/2 the damage the split soul normally would with attacks. Giving a clone more complex actions than 'move' or 'attack' such as speaking requires a full round action. A clone given an order will continue to do it to the best of their ability until given a new order, but will not attempt to do something that is impossible (if a clone has been given the order to trip a creature and that creature is still tripped, it will attack instead). Clones not given orders will not take actions.





Clones appear as an exact copy of the split soul, but a Perception check of 10 + the split soul's level + their Charisma modifier can discern the clone isn't the original split soul. The clone's initiative is equal to the split soul's -1, and clones can only be up to 100 feet away from the split soul before being destroyed as though they had taken damage. Using this ability while any clones are in existence destroys any clones made from that previous use of the duplication secret trick. A split soul can destroy a clone at will as a free action.

This ability replaces the vanishing trick and sneak attack class features.

Ninja Tricks: The split soul gains access to the following ninja trick:

Clone Tricks

Prerequisite(s): Bomb engineer, explosives engineer, or poison engineer.

The split soul gains the following benefits for each ninja talent listed in prerequisites:

Bomb Engineer: Whenever the split soul creates a clone, they can make it a smoke clone. When a smoke clone is destroyed, it has the same effect as a smoke bomb.

Explosives Engineer: Whenever the split soul creates a clone, they can make it into a bomb clone, although they cannot apply a discovery to bomb clones. When a clone makes an attack roll, they can choose for it to be a touch attack. If this touch attack is successful, the clone deals damage as though it was a direct hit with a bomb (dealing full damage), although it does not deal splash damage. A bomb clone is destroyed if it deals damage in this fashion a number of times equal to the split soul's Charisma modifier. When the clone is destroyed, it deals splash damage as normal for a bomb.

Poison Engineer: Whenever the split soul creates a clone, they can make it into a poison clone. When the clone makes an attack roll, they can choose for it to be a touch attack. If this touch attack is successful, it deals 1 damage (ignoring any damage reduction the creature may possess) and forces the creature to make a saving throw against the poison, the type of which is chosen when the clone is first created.

Bomb Engineer and Poison Engineer: Whenever the split soul creates a clone, they can make it a poison smoke clone. When a smoke clone is destroyed, it has the same effect as a smoke bomb with the effects of the poison engineer's poison, with the type of poison chosen when the clone is first created.

Enduring Clones (Ex) At 3rd level, a split soul's clones instead last for a number of minutes equal to the split soul's Charisma modifier. In addition, the split soul can perceive all things that their clones can as well as being able to

telepathically communicate with them. This ability replaces cloth wrapped sandals.

Advanced Clone At 5th level, clones can be summoned 60 feet away from the split soul and can be 200 feet away from the split soul before being destroyed. The clones can also use Dexterity based skills as well as Strength based skills. This ability replaces the stealth specialization class feature.

Disguising Veil A split soul's clones are affected by this ability. In addition, the split soul can choose different disguises for each clone when they use this ability.

Clone Substitution (Su) At 7th level, a split soul can create clones as a swift action and can choose a clone to be the point of origin for any spell which they cast. In addition, whenever they create clones, they can choose to teleport up to 30 feet away as long as they create a clone in the space in which they previously stood. If the split soul has the substitution ninja trick, once per round as a free action (even when it is not the split soul's turn), the split soul can spend 1 jutsu point to change places with any clone within 30 feet. This is a teleportation effect. This ability replaces the powerful dirty trick class feature.

Second Clone At 11th level, whenever the split soul uses their duplication secret technique, they can instead create up to two clones. In addition, clones can be up to 500 feet away from the split soul before being destroyed. The clones can also use Charisma based skills as well as Strength and Dexterity based skills. This ability replaces the dirty trick master class feature.

Durable Clones (Ex) At 15th level, clones can be any distance from the split soul without being destroyed and last a number of hours equal to the split soul's Charisma modifier. In addition, a split soul can change places with any clone regardless of its distance from the split soul.

Third Clone At 19th level, whenever the split soul uses their duplication secret technique, they can instead create up to three clones. In addition, the split soul can give orders to their clones as a free action once per round. Whenever an attack would deal enough damage to a split soul to reduce them to 0 or fewer hit points, as a free action that can be taken even when it is not their round, the split soul can sacrifice all clones they currently possess to negate the damage dealt by that attack. The clones no longer have restrictions on which skills they can use, knowing anything of which the split soul is aware. This ability replaces true invisibility.



YOKAI SCION

Through ancient pacts of long dead ancestors or recent dealings with evil spirits, some ninjas embrace the dark forces of the yokai, demon-like monsters and spirits that permeate both the material and spiritual realm. These yokai scions have made peace with their dark powers, using them for a variety of goals both virtuous and nefarious.

Jaki: The yokai scion gains the jaki secret technique (1 jutsu point):

Jaki (Su): As a move action, the yokai scion calls upon upon their dark heritage to grant themselves a +4 alchemical bonus to Strength or Dexterity as well as a pair of claws and a bite; these natural weapons deal 1d6 damage for a medium sized creature and 1d4 for a small sized creature (slashing and bludgeoning damage for the claws and slashing, bludgeoning, and piercing damage for the bite) with a critical threat range of 19-20 and a critical multiplier of x2. This ability lasts for a number of minutes equal to the ninja's Charisma modifier (minimum 1), and while under its effects, all natural attacks not granted by this secret technique are treated as secondary natural weapons.

This ability replaces the throwing specialist secret techniques and the dirty fighting class feature.

Jutsu Pool a yokai scion cannot regain jutsu by using a dirty trick. Instead, they can regain jutsu in the following fashion:

Bestial Calling: Whenever the yokai scion deals damage to a hostile creature with two or more of their natural weapons granted by the jaki secret technique in a single round, they regain 1 jutsu point. Dealing damage to a helpless creature or a creature that has fewer Hit Dice than half the ninja's character level does not restore jutsu.

This ability alters the jutsu pool class feature.

Oni Hada (Ex) At 3rd level, whenever the yokai scion is using their jaki secret technique, they gain a natural armor bonus equal to 1/4 their ninja level (rounded down) +1 and resistance to fire damage equal to their Charisma modifier +1/4 their ninja level (rounded down). This ability replaces the improved dirty trick class feature.

Nocturne Flight (Ex) At 7th level, whenever the yokai scion is using their jaki secret technique, they can spend an additional jutsu point to grow a pair of wings that grant them a flight speed of 60 feet with good maneuverability. This ability replaces the powerful dirty trick class feature.

True Yokai (Ex) At 11th level, whenever the yokai scion is using their jaki secret technique, they can spend 2 additional jutsu points to increase the alchemical bonus granted by the secret technique to +6, and their other physical ability scores gain a +2 alchemical bonus. The yokai scion can use this ability and the nocturne flight ability at the same time. This ability replaces the dirty trick master class feature.

YONIN

Unknownst to most, there are two types of ninja in every clan: the innin ("in-" meaning yin) and the yonin ("yo-" meaning yang). The innin are more famous, their acts concealed in shadow and stealth. The yonin hide in plain sight, slowly gaining the trust of their targets, or using their status in public society to influence in favor of their clans. They excel at manipulation and disguise, and are perfect for infiltration in places the innin cannot reach.

Class Skill(s): The yonin adds the Perform skill to their list of class skills.

Secret Techniques At 1st level, a yonin gains the follow secret techniques:

Entrancing Voice (0 jutsu points, Su): As a standard action, the yonin can choose to make an opposed Diplomacy check against a creature's Sense Motive, or force the creature to



make a Will saving throw. The creature must be within 90 feet and be able to hear the yonin to be affected. If the yonin wins the opposed check or the creature fails the saving throw, the creature is *fascinated* as per the bard ability. Any attack with a concealed weapon (see below) does not end the effect if the weapon is not spotted. Damage dealt still ends the effect. If the target is currently engaged in combat with the yonin, they get a +5 bonus to their check or save against the ability. The effect lasts for a number of rounds equal to the yonin's Cha modifier but may be ended at any time. This is an enchantment (compulsion), language-dependent, mind-affecting effect.

This ability replaces the athletics secret technique.

Fascinate (1 jutsu point, Su): As a standard action, the yonin may create a *fascinate* effect as per the bard ability using their ninja level as their effective bard level when determining the number of targets they can affect and for the ability's saving throw DC. The effect lasts for a number of rounds equal to the yonin's Cha Modifier, but may be ended at any time. If a concealed weapon (see below) is drawn or used, the *fascinated* creatures makes a Perception check, including the normal *fascinate* penalty, against the Sleight of Hand of the yonin. If they fail the Perception check, the *fascinate* effect is not ended by an attack with that concealed weapon. Damage dealt to a specific target still ends the effect for that one target. Hostilities by others will still end the fascinate effect. If the ninja takes bard levels, or levels in a class with the fascinate ability, the levels stack for determining the DC and number of targets affected.

This ability replaces the striding assault technique.

Innocent At 2nd level, the yonin gains the eyes of innocence ninja trick. This ability replaces the vanishing trick ability. The yonin can select vanishing trick as though it was a ninja trick.

Master of Whispers At 9th level, the yonin gains the master of whispers ninja trick. If the ninja already has the master of whispers ninja trick, the ninja may choose another ninja trick in its place. This ability replaces the vanishing master ability. The yonin can select vanishing master as though it was a ninja trick with the prerequisite of vanishing trick.

Ease of Disguise At 15th level, the disguise veil ninja technique no longer costs a jutsu point. The ninja is still required to have jutsu points available to use this technique and special uses of the technique, like

the face-off ability, still requires jutsu points. This ability replaces the shadow invisibility ability.

Master of Disguise At 19th level, when disguised, whether through a spell, the disguise veil technique or similar, the ninja's disguise cannot be seen through by magical or mundane means, including *true seeing*. However, this does not prevent an observer from identifying the ninja if they see the transformation. This ability replaces the true invisibility ability.

FEATS

"Every spy I sent was caught or useless, but the moment I hired the ninja, I've received word-for-word transcriptions of the Shogun's private conversations. They must have ears in the walls..." Daimyo Tadaaki, a ninja client

The following feats are intended to be used with the ninja class:

Cursed Jutsu

Prerequisite(s): Jutsu pool class feature.

Benefit: You gain a hex as per the witch^{PRG:APG} class feature, treating your ninja level as though it was your witch level to determine its DC and uses your Charisma in place of your Intelligence to determine its DC.

All effects of hexes end upon refreshing your jutsu pool. Using this hex costs 1 jutsu point, although hexes granted by this feat do not have any limitations of how often they can affect a creature.

Special: This feat can be selected multiple times, each time selecting a different hex.

Daring Technique

Prerequisite(s): Jutsu pool class feature.

Benefit: You gain a deed from the swashbuckler^{PRG:ACG} class except for opportune parry and riposte or precise strike, treating that deed as though it were a secret technique for determining its save DC. Your ninja level must be the same as or higher than the level at which the swashbuckler would gain that deed, and if the deed would require you to spend panache, you must instead spend jutsu points equal to the panache needed to use that deed.





Dirty Trick Master^{PPC:BOS}

You are adept at stifling your enemies and can expertly make a bad situation even worse.

Prerequisite(s): Greater Dirty Trick, Improved Dirty Trick, base attack bonus +11.

Benefit(s): Whenever you successfully perform a dirty trick combat maneuver against an opponent who is still affected by a condition inflicted by a previous dirty trick (whether your own or another creature's), you can cause the condition to worsen. In addition to increasing the duration of the condition as normal, you cause an opponent who is dazzled to become dazed, entangled to become pinned, shaken to become frightened, and sickened to become nauseated. This worsened condition replaces the previous dirty trick condition, and lasts for the duration of the dirty trick (including any rounds remaining from the previous dirty trick condition) or until the opponent uses a standard action to remove the condition (whichever comes first).

Extra Ninja Trick

Prerequisite(s): Legendary ninja 3rd.

Benefit: You gain an additional ninja trick for which you meet the prerequisites.

Special: This feat can be taken once at 3rd level, and again at 9th and 15th level.

Flash Jutsu

Prerequisite(s): Ninja 9th, secret technique class feature.

Benefit: You can select one secret technique you possess which requires a swift action to activate; one per round, you can increase the jutsu cost of that secret technique by 1 to activate it as a free action.

Jutsu Focus

Prerequisite(s): Ninja 1st, secret technique class feature.

Benefit: The DCs to resist your secret techniques are increased by 1. In addition, you are always treated as though you had 1 jutsu for the purpose of o-cost secret techniques.

Magical Thrower

Prerequisite(s): Jutsu pool class feature.

Benefit: You learn the magical thrower secret technique (0 jutsu points):

Magical Thrower (Su): As a full round action, the ninja can attune themselves to any thrown weapon or 50 pieces of thrown ammunition such as shuriken. The ninja can choose to draw a copy of the attuned weapon whenever they would draw the attuned weapon. These copies lasts until the

end of the ninja's turn or until it deals damage to a creature, possessing any qualities the attuned weapon did such as enhancement bonus or any material of which the weapon was made.

Major Cursed Jutsu

Prerequisite(s): Cursed Jutsu, jutsu pool class feature, ninja 14th.

Benefit: You can select a major hex as per the witch class feature, although using this hex costs 3 jutsu points.

Quick Dirty Trick^{PRG:UC}

Prerequisite: Int 13, Combat Expertise, Improved Dirty Trick, base attack bonus +6.

Benefit: On your turn, you can perform a single dirty trick combat maneuver in place of one of your melee attacks. You must choose the melee attack with the highest base attack bonus to make the dirty trick combat maneuver.

Normal: A dirty trick combat maneuver is a standard action.





NINJA SPELL LIST

"I hear the ninja of the Iza clan can do anything! If they want to kill you, they can walk through walls, cut your throat, and disappear like ghosts. Or they can hypnotize your guards, control their minds, and the ninja will make them kill you! And they can curse you and read your mind if you look them in the eyes. Oh, and—" said with a straight face to her fellow maids by Kiyoko Suzume of the Iza clan

O-LEVEL SPELLS

Arcane Mark
Bleed
Dancing Lights
Detect Magic
Ghost Sound
Light
Mage Hand
Mending
Message
Open/Close
Prestidigitation
Read Magic
Resistance
Shadow*
Spark^{PRG:APG}
Stabilize

Expeditious Retreat
Fallback Strategy^{PCS:ISG}
Feather Fall
Fiery Shuriken^{PRG:APG}
Grace^{PRG:APG}
Grasping Corpse^{PRG:HA}
Heightened Awareness^{PRG:ACG}
Hidden Blades^{PPC:MaTT}
Hold Portal
Hypnotism
Illusion of Calm^{PRG:UC}
Incendiary Runes^{PPC:BM}
Instant Weapon^{PPC:MTT}
Interrogation^{PRG:UM}
Longshot
Know the Enemy^{PRG:UM}
Mirror Strike^{PRG:UC}
Murderous Command^{PRG:UM}
Obscure Poison^{PRG:UI}
Obscuring Mist
Open and Shut^{PRG:UI}
Nap Stack^{PRG:APG}
Pilfering Hand^{PRG:UC}
Penumbral Disguise^{PPC:BoS}
Reduce Person
Sculpt Corpse^{PRG:APG}
Silent Image
Stone Fist^{PRG:APG}
Ventriloquism
Vocal Alteration^{PRG:UM}

Blood Biography^{PRG:APG}
Channel Vigor^{PCS:ISG}
Darkness
Darkvision
Dress Corpse^{PRG:UI}
Fog Cloud
Gaseous Form
Glide^{PRG:APG}
Hidden Presence^{PRG:UI}
Hide Body*
Invisibility
Knock
Languid Venom^{PRG:UI}
Locate Object
Minor Image
Mirror Image
Mock Life*
Open Book^{PRG:UI}
See Invisibility
Shadowmind^{PPC:BoS}
Silence
Spiked Pit^{PRG:APG}
Status
Tongues
Zone of Truth

1ST-LEVEL SPELLS

Abjuring Step^{PRG:UC}
Abundant Ammunition^{PRG:UC}
Alacrity^{PRG:APG}
Blend^{PRG:ARG} (Note: A ninja does not need to be an elf to use this spell)
Bloodbath^{PRG:HA}
Blood Scent^{PRG:ARG}
Cause Fear
Charm Person
Comprehend Language
Create Pit^{PRG:APG}
Dancing Darkness^{PPC:BoS}
Dark Whisper^{PRG:UI}
Deathwatch
Decompose Corpse^{PRG:APG}
Detect Secret Doors
Disguise Self
Endure Elements

2ND-LEVEL SPELLS

Accelerate Poison^{PRG:APG}
Air Step^{PRG:ACG}
Aura of the Unremarkable^{PRG:UI}
Bestow Curse
Blindness/Deafness

3RD-LEVEL SPELLS

Acid Pit^{PRG:APG}
Adjustable Disguise^{PRG:ACG}
Air Walk
Assume Appearance^{PRG:HA}
Countless Eyes^{PRG:UM}
Darkvault^{PPC:BoS}
Death Ward
Deeper Darkness
Deep Slumber
Dimensional Door



Explosive Runes

Find Fault^{PPC:AA}

Hallucinatory Terrain

Isolate^{PRG:MC}

Major Image

Masochistic Shadow^{PPC:BoS}

Nondetection

Penumbral Disguise^{PPC:BoS}

Poisonous Cloud^{PPC:P&P}

Secret Page

Shadow Barbs^{PCS:ISG}

Shadow Step^{PRG:UM}

Solid Fog

Spotlight^{PPC:BoS}

Touch Injection^{PRG:UC}

Urban Step^{PRG:UI}

4TH-LEVEL SPELLS

Charm Monster

Cruel Jaunt^{4PRG:HA}

Curse, Major^{PRG:UM}

Detect Scrying

Dimensional Blade^{PPC:MTT}

Ether Step^{PRG:PA}

Fear

Fire Trap

Forgetful Slumber^{PRG:ARG}

Hungry Pit^{PRG:APG}

Illusion of Treachery^{PRG:UI}

Persistent Image

Programmed Image

Mislead

Poison

Roaming Pit^{PPC:MTT}

Shadow Walk

Telepathy

Trace Teleport^{PRG:UI}

Vanishing Strike*

*Spells found in this book

NEW SPELLS

SHADOW

School evocation [darkness]; **Level** antipaladin 1, cleric/oracle o, druid o, inquisitor o, magus o, legendary ninja o, sorcerer/wizard o

Casting Time 1 standard action

Components V, M/DF (a piece of coal)

Range touch

Target object touched

Duration 1 min./level

Saving Throw none; **Spell Resistance** no

This spell causes a touched object to absorb light out to a 20-foot radius. This darkness causes the illumination level in the area to drop one step, from bright light to normal light, from normal light to dim light, or from dim light to darkness. This spell has no effect in an area that is already dark. Creatures with light vulnerability or sensitivity take no penalties in normal light. All creatures gain concealment (20% miss chance) in dim light. All creatures gain total concealment (50% miss chance) in darkness. Creatures with darkvision can see in an area of dim light or darkness without penalty.

If *shadow* is cast on a small object that is then placed inside or under a light-proof covering, the spell's effect is blocked until the covering is removed.

You can only have one shadow spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. Shadow can be used to counter or dispel any light spell of equal or lower spell level. If you make this spell permanent (through *permanency* or a similar effect), it does not count against this limit.

HIDE BODY

School illusion; **Level** antipaladin 2, cleric/oracle 2, legendary ninja 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M/DF (a burlap sack)

Range touch

Target object corpse

Duration 8 hours (D)

Saving Throw Will negates (object); **Spell Resistance** yes (object)

This spell makes a corpse invisible to all but the caster of the spell. If the corpse was a creature carrying gear, that vanishes, too. The location of the corpse is also hidden from location by divination (scrying) effects, such as the *scrying* spell or a *crystal ball*. Such an attempt automatically fails (if the divination is targeted on the corpse) or fails to perceive the corpse (if the divination is targeted on a nearby location, object, or person). This protection from scrying does not extend to the corpse's equipment if applicable.

Items that fall off the invisible corpse become visible; items picked up disappear if tucked into the clothing or pouches worn by the corpse. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the corpse carries but that extends more than 10 feet from it becomes visible. Also, any parts severed from the corpse are not under the effects of the spell unless tucked into the body like any object or piece of equipment, those pieces are affected by the anti-scrying effect like the body. This spell does not hide any viscera or blood spilled by the corpse.

The corpse requires a DC 40 Perception check to detect, though the spell does not prevent a scent being put off by the corpse which can be detected by the scent ability.



A corpse for purposes of this corpse is no longer alive nor has it been reanimated as undead. The corpse must be one from the material plane and leave behind remains on which to cast the spell. This spell does not prevent revival while under the effects of this spell and a spell is cast to revive the target that does not require the remains to be present ends this spell effect.

Mock Life

School illusion; **Level** antipaladin 2, cleric/oracle 2, legendary ninja 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M/DF (a bottle of alcohol)

Range touch

Target object corpse

Duration 10 minutes/level (D)

Saving Throw Will negates; **Spell Resistance** yes (object)

This spell makes a corpse seem alive and blacked-out drunk to any observer. The spell makes the body register as alive to any divination spell unless the caster succeeds at a caster level check DC 11 plus your caster level. This spell does not, however, hide the body's location. The spell hides any damage or missing parts of the corpse. The body and its equipment and clothing look as they would have in life as long as the body has not been dead longer than 1 week per caster level. The smell the corpse may have is hidden by the smell of overwhelming alcohol and vomit.

If the illusion made by this spell is interacted with while in your presence, you may make a Bluff check in lieu of the normal Will DC of the spell.

A corpse for purposes of this corpse is no longer alive nor has it been reanimated as undead. The corpse must be one from the material plane and leave behind remains on which to cast the spell. This spell does not prevent revival while under the effects of this spell and a spell is cast to revive the target that does not require the remains to be present ends this spell effect.

Vanishing Strike

School conjuration (teleportation); **Level** antipaladin 4, inquisitor 5, legendary ninja 4, magus 5

Casting Time 1 standard action

Components V, S, DF

Range medium (100 feet + 10 ft./level)

Target one creature

Saving Throw none; **Spell Resistance** yes

You may target one creature to which you have line of sight with this spell. You and any equipment you carry, teleport

to the target. You then may make one melee attack against the target. If the attack hits, you, and the target if you wish (including their equipment), teleport to any safe point you can see within a range equal to the maximum range of the spell minus the distance of the first teleport you made using this spell.

If the target creature is killed or knocked unconscious by the attack, you can choose to teleport their body and their equipment instead.

Spell resistance is applied when attempting to teleport the struck target, not to the attack itself.

Ninja Spellcasting and Other Classes

Ninja spellcasting opens up unique possibilities for other classes, granting a new lists based on secretive abilities and mobility. The following archetypes are intended for other classes to allow them to enjoy this new casting ability.

Rogue and Unchained Rogue^{PRG:PU}

Shadowed Liege

Born of shadows, some rogues are far more inclined to the mystic arts than others. Shadowed lieges seek to embrace these more unique powers.

Weapon and Armor Proficiencies: The shadowed liege can cast ninja spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a shadowed liege wearing medium armor, heavy armor, or a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass shadowed liege still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spells: The rogue casts arcane spells as a ninja, although they must use a spellbook in place of tattoos and cannot ignore spell components. Rogues use Charisma to determine which spells they can cast and bonus spells received from a high casting ability score.

This ability replaces the 3rd, 7th, 11th, and 15th level increases to sneak attack dice and the 4th, 10th, and 16th level rogue talents.

Ranger

Umbral Hunter

The ways of nature are suited to most rangers, but others seek a more secretive power. Umbral hunters employ arcane arts to subdue their quarry, embracing the shadows.



Weapon and Armor Proficiencies: The umbral hunter can cast ninja spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, an umbral hunter wearing medium armor, heavy armor, or a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass umbral hunter still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spells: The ranger uses the ninja's spell list in place of their own as well as gaining spells at 1st level instead of 4th, although they must use a spellbook in place of tattoos and cannot ignore spell components.

This ability alters the ranger's spells.

SLAYER^{PRG:ACG}

EBON BLADE

Blessed by the shadows, some slayers seek a unique power to further compliment their skills. Ebon blades live for the shadows, combining magical power with their already deadly arsenal of abilities.

Weapon and Armor Proficiencies: The ebon blade can cast ninja spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, an ebon blade wearing medium armor, heavy armor, or a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass ebon slayer still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spells: The slayer casts arcane spells as a ninja, although they must use a spellbook in place of tattoos and cannot ignore spell components. Slayers use Intelligence to determine which spells they can cast and bonus spells received from a high casting ability score.

This ability replaces the track class feature, the 6th and 12th level increases to sneak attack die, and the 4th, 10th, and 16th level slayer talents.

YAKUZA (*LEGENDARY HYBRIDS: YAKUZA*)

CLAN MAGES

Yakuza tend to focus on more mundane things, leaving the mystic arts to others. But for clan mages, these secret arts are passed down along with more esoteric tricks.

Weapon and Armor Proficiencies: The clan mage can cast ninja spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a clan mage wearing medium armor, heavy armor, or a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass clan mage still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spells: The yakuza casts arcane spells as a ninja, also using tattoos as though they were a ninja and can ignore spell components. Yakuza use Charisma to determine which spells they can cast and bonus spells received from a high casting ability score.

This ability replaces the no trace class feature, the uncanny dodge class feature, and the 5th, 11th, and 17th level sneak attack increase.

KINETIC SHINOBI

(*LEGENDARY HYBRIDS: KINETIC SHINOBI*)

HADOU SAGE

Kinetic shinobis tend to rely on an entirely unique set of skills than their ninja brethren, but when certain clans meet, secrets are often shared. These hadou sages mix elemental powers along with spells for a deadly fusion of styles.

Weapon and Armor Proficiencies: The hadou sage can cast ninja spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a hadou sage wearing medium armor, heavy armor, or a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass hadou sage still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spells: The yakuza casts arcane spells as a ninja, although they must use





a spellbook in place of tattoos and cannot ignore spell components. Kinetic Shinobi use Charisma to determine which spells they can cast and bonus spells received from a high casting ability score.

This ability replaces the no trace class feature and the 2nd, 8th, 14th, and 20th level sneak attack die increase.

MAGIC ITEMS AND EQUIPMENT

"Now I love selling explosives as much as anyone else, but sometimes you just have people who are even more excited about them than I am. Glad they pay well though." Kallen Telos, owner of the gunpowder scorpion

The following magical items are designed to be used by ninjas but can be used by any class.

BUNSHIN PUPPET PRICE 4,000 GP

CL 3rd; Weight 35 lb.
Aura faint transmutation

These lightweight, articulated mannequins are designed to allow a ninja to appear to be in multiple places at once. A bunshin puppet is inactive until infused with the user's power, which requires spending one jutsu point or 2 ki points. This infusion causes the puppet to take on the user's appearance as if the user made a Disguise check. The bunshin puppet also gains one of its user's weapon proficiencies as well as up to three ranks in any Strength or Dexterity based skills that the user is trained in, treating them as class skills. These effects last for 24 hours.

A bunshin puppet functions as a medium sized animated object with 0 construction points under its user's control. It is capable of following simple instructions such as "hide here" and "flank my target."

Construction Requirements Cost 2,000 gp
Craft Construct, *animate objects*, *disguise self*, creator must have a jutsu pool or a ki pool.

CLOAK OF BLENDING PRICE 5,000 GP

Slot shoulders; CL 3rd; Weight 1 lb.
Aura faint illusion

These cloaks are meant to be easily detachable, hoodless and are of a dark grey, brown or black color. As a standard action, the wearer may detach the cloak and hide underneath or behind the cloak granting a +10 enhancement bonus to stealth

for as long as they do not move. When deployed the cloak takes on the color and texture of the surface the observer would see on the other side of the cloak, though a preceptive one would notice the slight distortions of the folds of the cloak, or a finger poking out of the top. If the wearer moves while the cloak is deployed, the effect ends and the cloak returns to its original color and state. Only one person may hide behind the cloak at a time while it is deployed.

The user of the cloak may see through the cloak as if it were transparent.

The cloak will not operate if used to make a Stealth check while observed unless the user has an ability that allows them to do so.

Construction Requirements Cost 2,500 gp
Craft Wondrous Item, *invisibility*

JUTSU SCROLL PRICE VARIES

CL varies; Weight -

A jutsu scroll is a ninja trick that has been stored in written form. It functions as a scroll, with the following exceptions. The effective spell level is 1/2 (rounded down, minimum 0) the minimal ninja level required to learn the stored ninja trick. The creator's ninja level functions as the caster level.

Deciphering a jutsu scroll requires a *read magic* spell or a successful Linguistics check (DC 20 + effective spell level). Activating a jutsu scroll requires the user to be a ninja or otherwise have a class feature that grants access to ninja tricks. If the user meets these prerequisites but does not have a ninja level (or level in another class that grants ninja tricks) at least equal to the jutsu scroll's caster level to use the scroll, they must make a special caster level check (DC = jutsu scroll's caster level +1) using their ninja level to avoid a mishap as per the rules for scrolls.

Using a jutsu scroll duplicates the effect of its stored ninja trick. If the ninja trick's duration is something other than instantaneous or permanent, the scroll's user is instead treated as though they know that scroll's ninja trick for ten minutes per caster level. Any non permanent effects created by the ninja trick fade away at the end of this duration.

Construction Requirements Cost varies
Scribe Scroll, creator must know the appropriate ninja trick

SABOTEUR'S SPELL GEM PRICE VARIES

CL varies; Weight -
Aura faint abjuration and illusion

This tiny, unassuming jewel is designed to interfere with magical implements. Using a magic item that has a saboteur's spell gem attached immediately triggers the gem, subjecting



the item to *dispel magic*. After discharging the spell, the gem crumbles into a nonmagical powder. *Saboteur's spell gems* trigger when attached to an item that is actively used or items that require activation, such as a magic weapon or boots of teleportation. The price of a saboteur's spell gem is equal to the creator's caster level (minimum 5) x 100 gp.

Attaching the gem to an item requires a standard action. Anyone inspecting the item can detect the gem by succeeding at a Perception or Spellcraft check versus your opposed Disable Device check. If the gem's caster level is equal to or lesser than the attached item, the gem's magical aura is completely suppressed as per *magic aura* (DC 11). Multiple gems may be attached to the same item, though their combined caster level determines whether their auras are suppressed.

Construction Requirements

Cost varies

Craft Wondrous Item, *dispel magic*, *magic aura*

NON-MAGICAL GEAR

ARROW, BURNING

PRICE 40 GP FOR 20

Type ammunition; Weight 4 lbs. for 20

Lengths of cloth are soaked in a special blend of oils before being tightly bound around the arrow's shaft, just behind the bladed tip. Once ignited, this arrow lasts for 10 minutes and burns as brightly as a torch.

A direct hit from an ignited arrow deals an additional 1d6 points of fire damage. On the round following a direct hit, the target takes an additional 1d6 points of fire damage. If desired, the target can use a full-round action to attempt to extinguish the flames before taking this additional damage. Extinguishing the flames requires a DC 15 Reflex save. Rolling on the ground provides the target a +2 bonus on the save. Leaping into a large body of water or magically extinguishing the flames automatically smothers the fire. Crafting a batch of these items is a DC 20 Craft (alchemy) check.

AMIGASA

PRICE 1 SP

Weight 1 lb.

A commonly worn straw hat, often with a wide brim, to shield the wearer's face from the sun. It reduces any perception penalties from bright light by 2, (minimum 0). Its generous size also makes it a convenient hiding place, granting a +2 bonus to Sleight of Hand checks to conceal palm-sized or smaller objects within it.

ARROW, EXPLOSIVE

PRICE 120 GP

Type ammunition; Weight 1 lb.

These deadly arrows come in a variety of forms that depend on their maker's style and their desired payload. One may carry metal shards in a hollowed out arrowhead, while another may carry extra gunpowder in a hollowed out shaft.

Explosive arrows are fired from a bow but otherwise behave as splash weapons, dealing 1d6 fire damage and 2d6 physical damage in a 10-foot radius burst (Reflex DC 15 halves). The physical damage type counts as bludgeoning, piercing, or slashing, determined during the arrow's construction. Crafting this item is a DC 25 Craft (alchemy) check.

Drawback The payload's added weight reduces their bow's range increment by half.

NINJA'S KIT

PRICE 10 GP

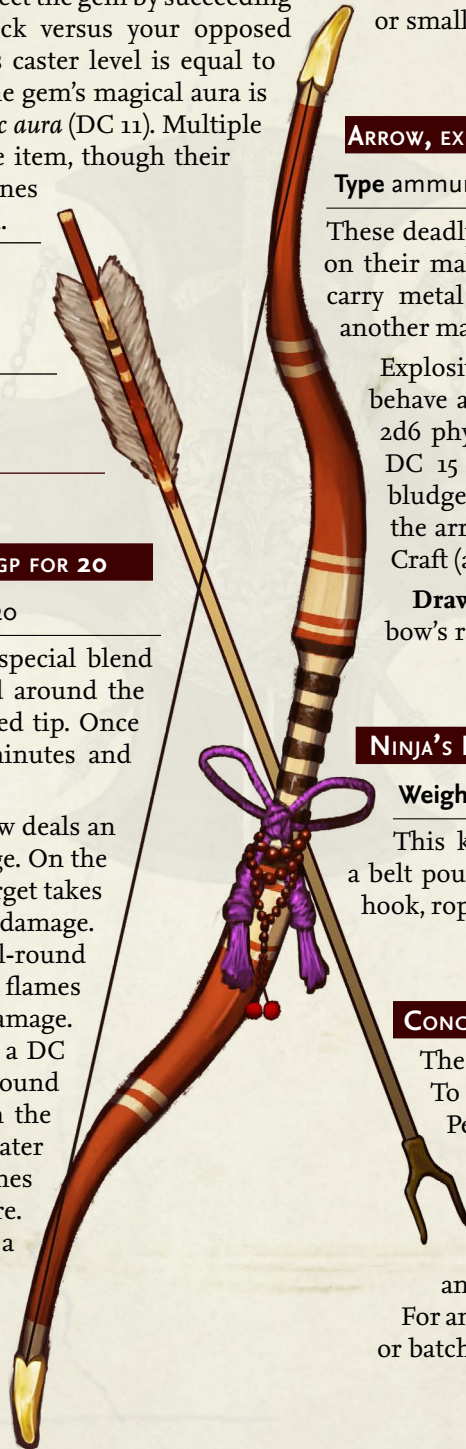
Weight 25 lbs.

This kit includes an amigasa, a backpack, a bedroll, a belt pouch, chalk, a kunai, a flint and steel, a grappling hook, rope, a scarf, trail rations (5 days), and a waterskin.

CONCEALED (ITEM MODIFICATION)

The item is concealed as another innocuous item. To spot the concealed item requires a DC 20 Perception check. This DC is lowered to 10 if the observer has seen the item used for its original purpose. The cost increase to the item is 5gp per lb of the item. The mundane item, like an instrument, umbrella or hairpin, must be of an appropriate size and bulk of the original item.

For ammunition, the concealment is for one container or batch of the item.





SAMPLE CHARACTER: AKIRA KEMURI

"I can do anything with 'only' smoke and mirrors." Akira Kemuri, ninja master

AKIRA KEMURI

CR 6

XP 2,400

Female human legendary ninja 7

N Medium humanoid (human)

Init +3; Perception +8

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

HP 39 (7d8+7)

Fort +3, Ref +8, Will +5

OFFENSE

Speed 30 ft.

Melee masterwork wakizashi +9 (1d6+3/18-20) or masterwork kunai +9 (1d4+3)

Ranged masterwork kunai +9 (1d4+3) or masterwork shuriken +9 (1d2-1), bombs +8

Special Attacks Combat jutsu, jutsu pool (3), secret techniques (DC 16; o jutsu: athletics, ninja weapon specialist (kunai, wakizashi), throwing specialist; 1 jutsu: bomb engineer, disguise veil, striding assault, vanishing trick; X jutsu: fount of magic, speed casting), sneak attack +3d6, ninja tricks (bomb engineer, fog dweller, mixed assault, ranged dirty trick)

Legendary Ninja Spells Prepared (CL 7th, concentration +10)

2nd (3/day) - *darkness*, *invisibility*, *knock*, see *invisibility*

1st (6/day) - *alacrity*^{PRG:AG}, *detect secret doors*, *feather fall*, *longshot*^{PRG:UC}, *silent image*

o (at will) - *dancing lights*, *detect magic*, *ghost sound*, *mending*, *open/close*, *shadow**

*spell from this book

TACTICS

Before Combat If she anticipates danger, Akira finds a hidden vantage point to observe, often setting up bell traps to alert her of approaching threats. Before starting a fight, she prepares several smoke bombs, and if she anticipates a difficult fight, she applies her oil of magic weapon to a kunai. When

her target nears, she uses *invisibility* to close the gap and get an opportune strike.

During Combat Akira fights smart, using smoke bombs to provide cover and hide, dirty tricks to weaken her enemy, and sneak attacks by throwing her kunai. She only resorts to melee combat with her wakizashi when without recourse. She always reserves at least 1 jutsu point so she can be effective with her weapons and see through smoke with her fog dweller ability, and if needed, use vanishing trick to escape.

Morale Akira ruthlessly pursues her assignments, but approaches each situation intelligently. If reduced to a quarter of her hit points, she will use vanishing trick, invisibility or smoke to flee. She has no qualms with running away or changing her plan when she encounters unexpected danger, knowing she may always return to complete a task a different way. She is likely to run or hide from combat if she has nothing to gain from it, regardless of how easily she could win.

STATISTICS

STR 8, DEX 16, CON 12, INT 13 WIS 10, CHA 16

Base Atk +5; CMB +4 (+8 for dirty trick); CMD 17

Feats *Dirty Fighting*^{DTH} (B), *Expert Sniper*^{PPC:DTH}, *Extra Ninja Trick**, *Greater Dirty Trick*^{APG} (B), *Jutsu Focus**, *Point Blank Shot*, *Rapid Shot*, *Signature Skill* (Stealth)^{PRG:UI} (B); *feat from this book

Skills *Acrobatics* +11, *Bluff* +11, *Climb* +6, *Craft* (trapmaking) +6, *Diplomacy* +9, *Disable Device* +13, *Disguise* +10, *Escape Artist* +9, *Intimidate* +8, *Knowledge* (arcana) +6, *Knowledge* (engineering) +8, *Knowledge* (local) +7, *Knowledge* (nobility) +8, *Linguistics* +5, *Perception* +8, *Sense Motive* +7, *Sleight of Hand* +11, *Spellcraft* +8, *Stealth* +17, *Swim* +5, *Use Magic Device* +9

Languages Common, Aklo, Elven

SQ Cloth-wrapped sandals, uncanny dodge

Combat Gear 5 masterwork kunai, masterwork wakizashi, 10 masterwork shuriken, masterwork studded leather armor, *cloak of elvenkind*, *nightdrops*^{PRG:UE}, *oil of magic weapon*, *potion of cure light wounds* (2), *potion of invisibility*, masterwork thieves' tools, ninja kit, *smoke pellet* (pepper)^{PPC:DH}, smokestick, 100 ft. of twine, 5 bells, 75 gp.

Born into a family of ninja, Akira was trained from the age of three alongside her siblings and cousins to become a ninja by her grandfather, Katsuhiko. Though not all of her family members were able to complete their ninja training, she and her cousin, Tsunemichi, advanced together, choosing different specializations. Akira had a mischievous streak and excelled at thievery and sabotage, sneaking into homes and rearranging or stealing objects as she was assigned. When told to make it clear a ninja had been present, she left signs of her passing that frightened her victim far more than when other ninjas of her clan did the same.

Acknowledging her talent for creative approaches, Master Katsuhiko encouraged her to specialize in threats, where she used her abilities to leave frightening messages to individuals and families her clan wished to coerce. She used a variety of methods: rearranging items of value into meaningful patterns, leaving (mostly) harmless traps, or setting foul-smelling incense burning where her victims thought they were safest. If asked to frighten a victim in public, she would brush past him in a crowd, leaving a piece of charcoal along with an odd, unsettling object (such as one she stole from him a week before) in his pocket. Her final warning, if the victim did not give in to her clan's wishes, was to cast shadow on the piece of charcoal before placing it in his pocket, causing all who saw him to know he was marked by the clan.

When Akira turned 20, she was given her most challenging assignment: entering the bedroom of a wealthy and well-guarded noble, one whose paranoia purchased many defenses against ninjas. Fortunately, Akira did not have to work alone: her cousin Tsunemichi, now a fully-trained yonin, had spent several months infiltrating the noble's staff, and provided Akira with detailed maps of the building and schedules of the members of the household. On the day the master of the house was scheduled for a meeting with some of his samurai, Tsunemichi left gaps in the building's defenses, subtly unlocking doors and placing convenient footholds for Akira's entrance and escape.

Akira entered as planned, carefully avoiding squeaky floors, alarm spells, and the eyes of servants and guards. Slipping into the bedroom undetected, Akira began painting the floor black, only to hear the floor squeaking nearby. With only a moment's warning, Akira jumped into the closet, and watched through a crack as the noble's wife entered the room, who immediately

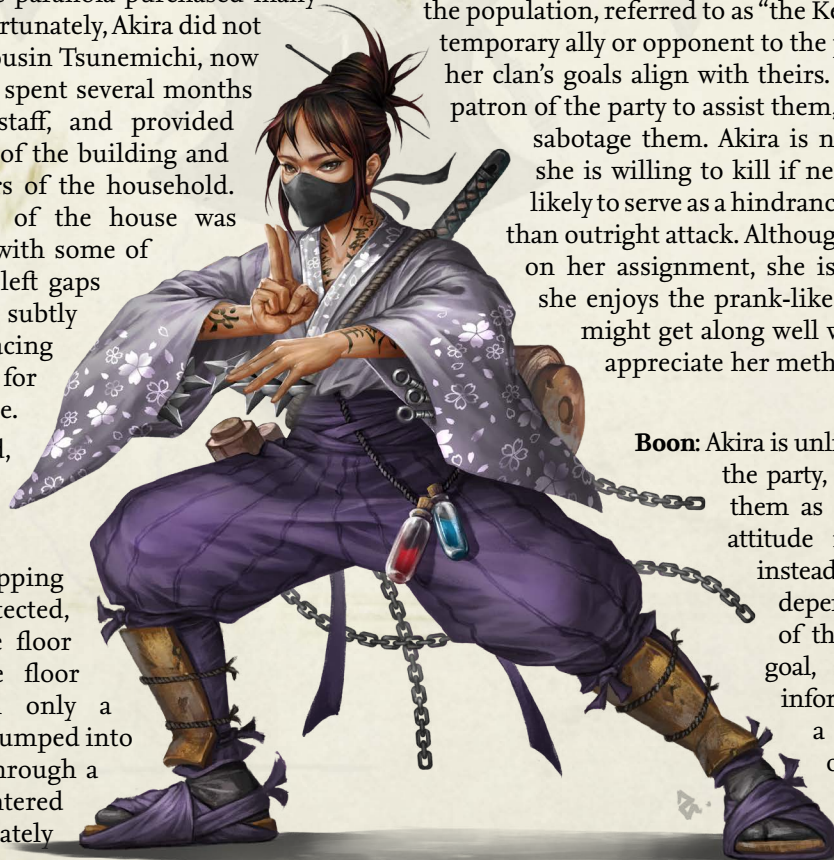
screamed when she saw the spilled charcoal paint. In seconds, the noble's samurai and guards were racing over to investigate. Knowing her opponents easily outmatched her in a fair fight, and would find her hiding spot quickly, she deployed her smoke bombs, filling the room entirely with smoke. Throwing shuriken and kunai at random objects to make the room appear full of ninjas, Akira used her perfect vision in smoke to take full advantage of her environment, knocking over and entangling samurai with household objects and their own weapons.

Hearing the commotion, Tsunemichi came to her rescue, pointing and screaming loudly into the chaos to signal her. She cast invisibility and took off in a run, his own running steps covering hers as they raced outside the house. When the smoke cleared, all that was left were a bunch of confused, frightened, and embarrassed samurai. When the noble asked Tsunemichi what he saw that made him run screaming, he claimed he saw a dozen dark shadows with evil faces, enforcing the idea that the ninjas who attacked were literal smoke, and convincing him the "kemuri ninjas" were impossible to stop, leaving the man entirely terrified and more than willing to give in to the clan's demands.

Afterwards, Akira took on the name Kemuri, or smoke, as her ninja alias.

Using Akira in your games: Akira is intended to be an agent of her clan, and may appear as a local legend among the population, referred to as "the Kemuri". She can work as a temporary ally or opponent to the party, depending on how her clan's goals align with theirs. She could be hired by a patron of the party to assist them, or hired by an enemy to sabotage them. Akira is not an assassin, although she is willing to kill if necessary, and she is more likely to serve as a hindrance and a distraction rather than outright attack. Although Akira is always focused on her assignment, she is not constantly serious: she enjoys the prank-like nature of her work and might get along well with party members who appreciate her methods.

Boon: Akira is unlikely to work directly with the party, though she may perceive them as useful tools. Her default attitude is indifferent, but may instead be friendly or unfriendly, depending on the alignment of their goals. If they share a goal, she will supply helpful information on it, providing a +4 circumstance bonus on Diplomacy to gather information about their shared goal.





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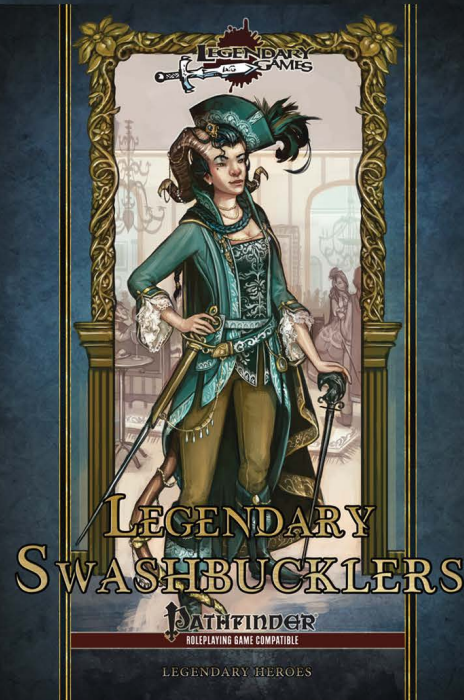
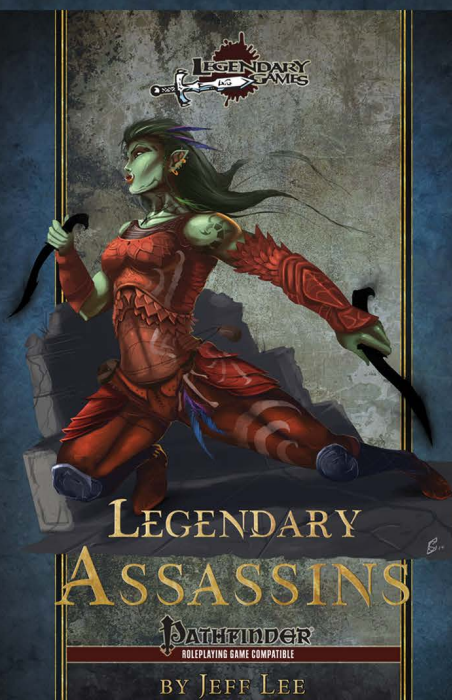
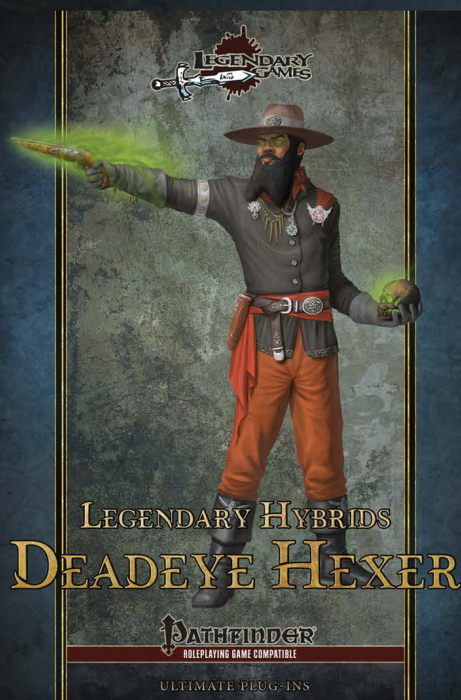
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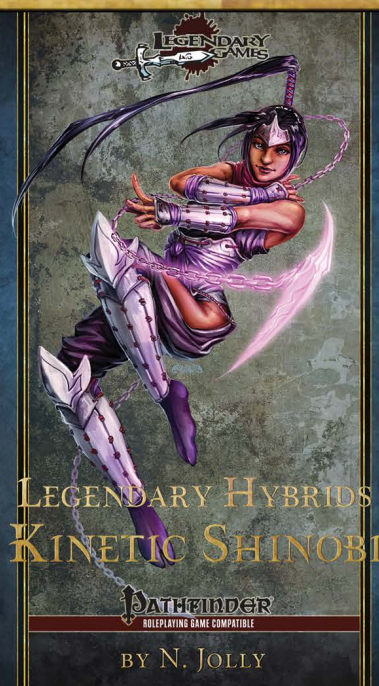
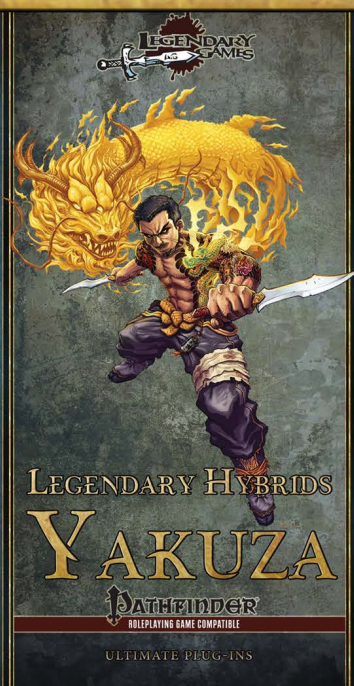
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