



# ULTIMATE OPTIONS

## POWER OF THE NINJA



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

## TABLE OF CONTENTS

Introduction . . . . .	2	Stunning Blow . . . . .	7
New Ninja Tricks . . . . .	2	Sudden Action	
Act Without Thought .	2	Trap Master	
Blink Dash		Unkind Blow	
Control Breathing			
Deadly Strike		Master Tricks . . . . .	8
Disguise Aura		Advanced Healing	
Dislocate . . . . .	3	Techniques . . . . .	8
Emulate Aura		Bomb Master	
Escape		Death Touch	
Fatal Finesse		Dream Poison	
Face		Feign Death	
Fence		Improved Ki	
Ghost Face . . . . .	4	Mind Strike . . . . .	9
Ghost Fingers		Peerless Disguise	
Ghost Slayer		Smoke Walk . . . . .	10
Healing Techniques		Stunning Strike	
Into The		Suppress Aura	
Bloodstream		Vivacity	
Innocuous			
Armaments		Feats . . . . .	10
Ki Poison		Deadly Embrace . . .	11
Kip Up		Fists of Fury	
Living Shadow . . . . .	5	Iron Shackles . . . . .	12
Long Step		Iron Tentacles	
Master of Shadows		Kakute-Ryu-Ninjutsu	
Mock Ninja		Style	
Nei Jing		Ki Master	
No-Shadow Strike . . .	6	Kusari-Ryu-Ninjutsu	
Nourish		Style . . . . .	13
Peerless Actor		Stone Spirit	
Ready to Hand			
Ride Along		Alternate Ninja . . . . .	13
Scattergun Assassin		Nokizaru . . . . .	13
Secret Signs		Rappa . . . . .	16
Shadowblade		Wolf Head . . . . .	17
Silence		Web Walkers . . . . .	18
Sleep With			
Your Eyes Open . . .	7		

# INTRODUCTION

The ninja is among the most well-known character types in the world. Ninja show up in fiction ranging from ancient Japanese historical fantasy to Cold War spy stories, modern superhero tales, and even action-adventure science-fiction. Vaguely (and arguably) based on real-world orders of assassins, the classic black-clad ninja makes an instantly recognizable foe (ironic for a creature to adept with disguises), and is an oft-clamored for option for players in a wide range of roleplaying games.

But the ninja class can also represent more than just an Asian-themed rogue or iconic martial arts B-movie villain. It represents the archetype of the mystic spy and assassin, the shadowy figure who is as much a master of the dark arts as an outlaw. Ninja-like mystic assassins are common in fantasy stories and games, and as an idea can be found in legends, mythology and fables ranging from the religious Hashsh~shain (the origin of the word 'assassin') and Sicarii of history to the more fanciful depictions common in Wuxia films and literature. Even the super-spy of modern fiction can be seen as an outgrowth of the mystic assassin idea, and serve as another example of how to use the ninja class without adding the rest of the ninja's background to a campaign.

In short, ninja are popular and useful. As a result of this broad popularity, there are many different kinds of ninja that players and GMs might wish to emulate as characters. While the ninja as presented

in Ultimate Combat are a great starting point, there are hundreds of classic ninja abilities and variant ninja types those rules can't cover. To expand on the range of ninja options, this product provides 38 new ninja tricks, and 12 new master tricks. There are also 8 new feats (including style feats for two different forms of ninjustu) and four variant ninja classes that combine the core ninja class rules with spellcasting, more western-style concepts, and even giant spiders.

## NEW NINJA TRICKS

The following ninja tricks are available to ninja that meet their prerequisites (and rogues using the ninja trick talent), and follow all the normal rules for ninja tricks.

Tricks marked with an asterisk (\*) add effects to a ninja's sneak attack. Only one of these tricks can be applied to an individual attack and the decision must be made before the attack is made.

**Act Without Thought (Su):** As an immediate action the ninja may act in a surprise round she would not normally act in, and stops being flat-footed. The ninja gains a +4 bonus to her initiative check. Each use of this ability uses up 1 ki point.

**Blink Dash (Su):** The ninja has learned to dash between the blinks of her foe's eyes. Whenever the ninja focuses purely on movement, her form becomes hazy and indistinct. If the ninja takes a run or withdraw action, she is treated as being under the effect of a blur spell until the beginning of her next turn. The ninja must have at least 1 ki point to use this trick.

**Control Breathing (Ex):** When the ninja fails a save against a spell or effect with the emotion\* descriptor, as an immediate action the ninja may make a second saving throw with a +1d6 morale bonus. If the second save is successful, the ninja is treated as having saved against the effect. On the ninja's next turn the ninja is staggered (as part of her action has been used to focus on and control her breathing to overcome the emotional effect). The ninja must have at least 1 ki point to use this trick.

\*This includes all fear effects. For more information on the emotion descriptor, see Ultimate Magic.

**Deadly Strike (Su):** The ninja can focus on a specific attack, applying more than one of her deadly techniques to it. The ninja may apply two tricks she knows that apply to sneak attacks to the same sneak attack. Each use of this ability uses up 1 ki point.

**Disguise Aura (Su):** The ninja has learned to focus her ki to conceal some portion of her aura. The ninja may suppress one aspect of her alignment (chaos, evil, good, or law), the presence of poison on their equipment, their surface thoughts, or the presence of magic on their body or gear. The aura is suppressed for one hour. Whenever a spell or effect would normally reveal one of these things, the detector must make a Spellcraft check, opposed by the ninja's Disguise check. On a failed check, the selected aura is not revealed. A ninja must have the sudden disguise trick to take this rick. Each use of this ability uses up 1 ki point.



**Dislocate (Ex):** A ninja with this trick can dislocate most of her joints and bones at will. She makes two rolls when making Escape Artist checks and takes the better of the two rolls. If she already rolls twice while making an Escape Artist check because of another ability or effect, she gains a +2 insight bonus on both of those rolls instead. If the ninja is under the effect of a spell or ability that forces her to roll two dice and take the worse result, she only needs to roll 1d20 while making Escape Artist checks. If the ninja fails an Escape Artist check by 10 or more, she suffers hp damage equal to the check's DC/5.

**Emulate Aura (Su):** The ninja has learned to mold her aura to match whatever mystic formation is required to activate magic items. The ninja may make a Disguise check in place of any Use Magic Device check. A ninja must have the disguise aura and sudden disguise tricks to take this trick. The ninja must have at least 1 ki point to use this trick.

**Escape (Ex):** The ninja can focus her full attention on multiple foes, allowing her to dash past them without letting her guard down. When the ninja takes a withdraw action, in addition to the square she starts out in, the first few squares she leaves after her initial square are also not considered threatened by any opponent she can see. The number of additional squares that are not considered threatened is equal to her Charisma bonus or her Dexterity bonus, whichever is higher. The ninja must have at least 1 ki point to use this trick.

**Fatal Finesse (Ex):** The ninja's attacks accurately strike for increased damage. The ninja may add her Dexterity modifier (rather than her Strength modifier) to damage dealt with ranged attacks and melee attacks made with weapons that can be used with the Weapon Finesse feat. The ninja adds only half her Dexterity bonus to damage dealt with attacks that would have allowed only half her Strength bonus be added to damage. (Do not multiple the ninja's Dexterity modifier by 1.5 when adding it to damage dealt by a two-handed weapon.) If the ninja has a Strength penalty, the penalty is still applied to weapon damage when using fatal finesse.

Creatures immune to critical hits and sneak attacks ignore additional damage from the ninja's Dexterity modifier. A ninja must have the Weapon Finesse feat to take fatal finesse. The ninja must have at least 1 ki point to use this trick.

**Face (Ex):** The ninja has learned that all negotiation is a matter of aiding those you deal with in looking good even if you are winning at the negotiation, helping them to "save face." Of course to understand how to help others look strong in negotiations, the ninja must also learn to seek out their weaknesses without seeking to do so. The ninja may make a Sense Motive check in place of any Diplomacy check. For any creature the ninja has conversed with for at least one minute, she may also make a Sense Motive check in place of the appropriate Knowledge check to identify creature's special powers or vulnerabilities.

**Fence (Ex):** The ninja has such vast experience with stolen items and trade goods used in bribes, she can instinctively and immediately determine the value of objects she sees. The ninja may make an Appraise skill check (to determine an item's value, or determine the most valuable item of a hoard) as a swift action. If a ninja chooses to make such an







Appraise check as a standard action, she may roll the check twice and take the better of the two results.

**Ghost Face (Su):** A ninja with this talent can use her ki to assume a horrific, inhuman face and posture. She may roll two dice while making an Intimidate and take the better result. A ninja must choose to use this trick

before making an Intimidate check. Each use of this ability uses up 1 ki point.

**Ghost Fingers (Su):** A ninja with this talent can use her ki to quickly and accurately disable mechanical traps and locks. She may use this power one of three ways. 1. She may roll two dice while making a Disable Device check and take the better result. 2. She may make a Disable Device check without the appropriate tools and suffer no penalty for doing so. 3. She may make a Disable Device check as a move action, regardless of how long it would normally take. A ninja must choose to use this trick before making a Disable Device check. Each use of this ability uses up 1 ki point.

**Ghost Slayer (Su):** The ninja's unarmed and weapon attacks are considered force effects for purposes of damaging incorporeal creatures for 1 round/level. During this time,

any armor or natural armor bonus to AC the ninja has also count as force effects against attacks from incorporeal foes. Each use of this ability uses up 1 ki point.

**Healing Techniques (Ex):** The ninja has turned her study of vital areas and pressure points to potentially beneficial use. The ninja

gains Heal as a class skill. The ninja may spend one ki point to gain a +4 insight bonus to a single heal check.

**Into The Bloodstream\* (Ex):** The ninja is trained to deliver toxins into area's of a target's body that spreads them the most quickly. When the ninja makes a sneak attack with a poisoned weapon, she may sacrifice some of her sneak attack dice to increase the save DC of the poison used. The increase of the poison DC is based on how many sneak attack dice the ninja sacrifices as follows: 1 die = +1 to DC, 2 dice = +2 to DC, 4 dice = +3 to DC, 8 dice = +4 to DC.

**Innocuous Armaments (Su):** The ninja may use non-weapon objects to make attacks as if they were light, 1-handed, or thrown exotic, martial, or simple weapons with which she are proficient. For example, you may use this trick to treat ale mugs as maces, silk scarves as katanas, or playing cards as shuriken. This does not change the object's hardness or hp. A ninja must have at least 1 ki point to use this trick.

**Ki Poison (Su):** The ninja can infuse one poison with her own life-force, increasing its potency. This increases the save DC of one poison she uses to 10 + 1/2 her ninja level + her Charisma modifier. Each use of this ability uses up 1 ki point.

**Kip Up (Ex):** As long as the ninja has at least one ki point remaining, she does not provoke an attack of opportunity when standing from prone. A ninja must select the stand up talent before selecting the kip up talent.



**Living Shadow (Su):** A ninja with this talent can use her ki to blend into the background. For one minute per level, she may roll two dice while making a Stealth and take the better result. Each use of this ability uses up 1 ki point.

**Long Step (Su):** The ninja can move 10 feet when taking a “5-foot step.” At 10th level, the ninja can move 15 feet when taking a 5-foot step. Each use of this ability uses up 1 ki point.

**Master of Shadows (Ex):** The ninja can aid her allies in picking silent paths to tread and darker shadows to crouch within. As a move action, the ninja can allow allies moving at no more than half their move rate to use her Stealth bonus, rather than their own, for a Stealth check. Allies with armor or circumstance penalties to their bonus apply those penalties to the ninja’s bonus when they make their checks.

**Mock Ninja (Su):** As a swift action, the ninja can create illusory duplicates of herself appear for 1 round per level. This ability functions as mirror image. Each use of this ability uses up 1 ki point.

**Nei Jing\* (Su):** The ninja has mastered the art of internal power (nei jing), and can use it to deliver attacks without appearing to apply force, by using the nei jing to create harmful harmonic vibrations within the target. When the ninja makes an unarmed attack, she may make a Sleight of Hand check (opposed by observers’ Perception checks) to make the attack appear to be no more than a casual touch. The target of a nei jing attack gains a +5 bonus to this Perception check.

Rather than dealing damage immediately, the unarmed attack deals one die of its damage each round (any bonus to the damage is added to the last die of damage dealt). If the ninja delivers a nei jing attack as a sneak attack, the sneak attack dice are dealt before unarmed damage, at a rate of 1 die per round. A ninja may end an ongoing nei jing attack she initiated with a touch as a standard action.

The cause of the damage dealt by a nei jing attack is not immediately obvious. A Heal

check can reveal the attack as an imbalance of the target’s internal harmonics (DC 10 +level of attacking ninja +maximum value of the ninja’s ki pool). Only characters with a ki pool can attempt to stop on ongoing nei jing attack with a Heal check, which has a DC 10 higher than detecting the attack and requires the healer to expend one ki point.

A ninja must take the Improved Unarmed Strike feat before she can take this trick.

A ninja must have at least 1 ki point left to use this trick.



**No-Shadow Strike (Su):** The ninja can move with such sudden speed that even her shadow can't keep up with the motion. The ninja may make a Bluff check to feint as a swift action.

Each use of this ability uses up 1 ki point. A ninja must take Improved Bluff before she can take this trick.

**Nourish (Su):** The ninja can sustain her body by feeding off her own ki. Once per day, the ninja can expend one ki point to gain the benefits of a full 8 hours of sleep and all the food and water required to maintain her at full strength. Ki expended for this ability are not regained until the ninja has received an actual full night's sleep, and enough real food and water to support her for a full day.

**Peerless Actor (Ex):** A ninja with this trick makes two rolls when making Disguise checks and takes the better of the two rolls. If she already rolls twice while making a Disguise check because of another ability or effect, she gains a +2 insight bonus on both of those rolls instead. If the ninja is under the effect of a spell or ability that forces her to roll two dice and take the worse result, she only needs to roll 1d20 while making Disguise checks.

**Ready to Hand (Ex):** The ninja has learned to ready and put away gear with great efficiency. The ninja can prepare any piece of equipment she carries that weighs no more



than 15 lbs. and can be held in one hand as a swift action (including alchemical items, potions, scrolls, and wands). The ninja can also store as a swift action any piece of equipment or weapon she can ready as a swift action. A ninja must have the Quick Draw feat to take the ready at hand trick.

**Ride Along (Ex):** You may make a special CMB check to ride along on a foe at least one size category bigger than you.

You gain a +4 bonus to your CMB, and an additional bonus based on the creature's size as follows: Large +1, Huge +2, Gargantuan +4, Colossal +8. If you succeed in this check the foe is not encumbered or slowed, but you ride along with it (remaining adjacent to it wherever it goes), until it makes a CMB check to shake you free, or you are grappled or knocked prone. Each round you may spend a swift action to remain stationary on the creature, or make another ride along CMB check to move to a different location on the creature, or drop off as a free action.

**Scattergun Assassin (Ex):** You may spend ki points to fuel powers that normally cost grit, and you may expend grit to fuel powers that normally cost ki. A ninja must have a ki pool and grit points to select this talent.

**Secret Signs (Ex):** The ninja has been trained to use simple hand symbols to express complicated concepts. As long as the ninja has at least one hand free, she can make a Bluff check to deliver a secret message without making any noise (even to creatures not proficient with the secret sign language). If the recipients of the secret message also have the secret signs trick or have taken secret signs as a language, the ninja can communicate up to twenty words to them as a free action once per turn (rather than the secret message taking twice as long to deliver as it would if spoken normally, as is the case with a typical Bluff check).

**Shadowblade (Su):** As a swift action the ninja can create a weapon made of solid shadows (this can be any light weapon with which she is proficient). This weapon is treated as magic for purpose of bypassing DR, and has an enhancement bonus to attack and damage equal to +1 for every three full levels of ninja. It has the same hardness and hit points as a normal magic weapon of its type, and dissipates at the end of any round it is not held in the ninja's hand. A ninja may dissipate the weapon at will. A ninja must have at least 1 ki point left to use this trick.

**Silence\*(Su):** The ninja can silence targets of her sneak attack. Each time the ninja hits a target with a sneak attack, the target must make a Fortitude save or be unable to make



noise. The DC of this save is 10 + half the ninja's class level + the ninja's Charisma modifier. This functions like the silence spell and only affects the target.

**Sleep With Your Eyes Open (Ex):** The ninja has trained herself to remain alert to danger at all times and in all circumstances. She does not take a penalty to Perception checks when asleep, and is not considered helpless when naturally asleep. A ninja with this talent that suffers magic sleep is helpless.

**Stunning Blow (Su):** The ninja can deliver a stunning attack. This functions as if the ninja had the Stunning Fist feat. Each use of this ability uses up 1 ki point. A ninja must have Improved Unarmed Attack to take this trick.

## NINJA AND THE SHADOW ASSASSIN

The shadowblade talent is essentially the same as the shadowblade style available to the shadow assassin class presented in The Genius Guide to the Shadow Assassin. If a GM possesses that book and wishes to make more shadow assassin styles available to ninja, the shadowblade talent should be replaced with the style mastery talent, presented below.

**Shadow Style:** The ninja gains a shadow style selection from the list of shadow styles normally available to the shadow assassin. The ninja must meet any prerequisites of the style, and treats her ninja level as her shadow assassin level. This talent may be taken more than once, but not more than once per 3 ninja levels.

## SECRET SIGNS AS A LANGUAGE

The sign language of the ninja detailed in the secret signs trick can also be learned as a language using the Linguistics skill. Only characters with access to an instructor that already has secret signs as a trick or language may gain access to this language through Linguistics, and normally ninja only teach other ninja or their clan or organization their secret signs. A rogue ninja might opt to train her allies the secret sign language to ease communication, but doing so certainly won't endear her to any other ninjas who discover such training.

A character with secret signs as a language can send and receive messages without speaking to other creatures that have taken the language as part of the Linguistics skill or who have the secret signs trick, as long as they are within line of sight. However, without the secret sign trick, knowing secret signs is not enough to make Bluff checks to send secret messages silently to those not familiar with the language, nor can secret messages be sent as a free action to those proficient with the language.

**Sudden Action (Su):** The ninja has learned to act with such surprising suddenness that her foes cannot react to any opening or distraction the ninja may suffer by her actions. The ninja does not provoke attacks of opportunity when she casts a spell with a casting time of 1 standard action or less, makes a ranged attack with a thrown weapon, or moves out of her first square during a move action. Each use of this ability uses up 1 ki point.

**Trap Master (Ex):** A ninja with this trick has extensively studied the construction, workings, and deployment of traps. She may make a Craft (traps) check in place of any Perception check made to find a trap. When making a check to find a trap, she makes two checks and takes the better of the two rolls. If she already rolls twice while making a check to find a trap because of another ability or effect, she gains a +2 insight bonus on both

of those rolls instead. If the ninja is under the effect of a spell or ability that forces her to roll two dice and take the worse result, she only needs to roll 1d20 while making checks to find traps.

**Unkind Blow\* (Ex):** When the ninja makes a sneak attack with a stunning attack from the Stunning Fist feat or stunning blow trick, she may sacrifice some of her sneak attack dice to increase the save DC of the sneak attack. The increase of the stunning attack DC is based on how many sneak attack dice the ninja sacrifices as follows: 1 die = +1 to DC, 2 dice = +2 to DC, 4 dice = +3 to DC, 8 dice = +4 to DC. A ninja must have Improved Unarmed Attack and Stunning Fist or the stunning blow trick to take this trick.

## MASTER TRICKS

**Advanced Healing Techniques (Su):** The ninja has learned to focus her ki into a subject's pressure points, allowing for rapid stimulation of a target's own healing abilities. The ninja may make a Heal check to provide first aid, treat a wound, or treat poison as a swift action or move action. A ninja may make a Heal check to treat a disease, tend to a creature wounded by a spike growth or spike stones spell, treat deadly wounds, or provide long-term care as a standard action.

A ninja must have the healing techniques trick to take the advanced healing techniques master trick. A ninja must have at least 1 ki point to use this trick.

### WHY HEAL AS A MOVE ACTION?

Since the advanced healing technique allows a ninja to make a Heal check as a swift action, it may seem redundant to also allow a Heal check as a move action. However, there is no rule that allows a character to take more than one swift action in a round, even if the character sacrifices a move action or standard action to do so. A character can, however, take both a move action and a swift action, or even sacrifice a standard action to take two move actions and a swift action in the same turn. By allowing the Heal check to be either a swift or move action, the advanced healing technique master trick allows a ninja to make one, two, or even three Heal checks in one turn.

**Bomb Master (Su):** The ninja has learned enough of the alchemical secrets of bomb-making to gain additional effects when using smoke bombs. The ninja may select any one of the following alchemist discoveries (from the alchemist class) and apply it to her smoke bombs: delayed bomb, dispelling bomb, plague bomb\*, stink bomb, tanglefoot bomb\*. The ninja cannot combine a dispelling bomb, plague bomb, stink bomb, tanglefoot bomb with a choking bomb or blinding bomb, but can combine them with a blinding bomb. A ninja must have the choking bomb, poison bomb, and smoke bomb tricks to take this master trick.

\*Indicates a discovery found in Ultimate Magic.

**Death Touch (Su):** The ninja can delay the damage caused by a nei jing attack she makes, and augment it's damage by expending ki points. When the ninja successfully makes a nei jing attack, she may delay the start of the damage it deals by up to one day per level. She may also choose to spend ki points to deal additional damage with the nei jing attack. The ninja may spend a maximum of 1 ki point per 4 levels on a single nei jing attack, and the attack deals an additional 1d8 points of damage per ki point spent. A ninja must take the Unarmed Strike feat and nei jing trick before taking the death touch master trick.

**Dream Poison (Su):** The ninja can poison even the dreams of a target. When a target fails a saving throw against a poison attack made by the ninja, the ninja may choose to

force the target to make a Will save (DC 10 + 1/2 ninja's level + ninja's Charisma modifier) or be wracked by horrific visions when it next sleeps. This effect is treated as a poison, in addition to being a mind-affecting illusion. This acts as if a nightmare spell is cast on the target when it next sleeps. (Since the creature has already failed its saving throw it does not receive an additional save when it next goes to sleep).

**Feign Death (Ex):** The ninja can slow her metabolic rate by such a vast degree she enters a deathlike state. The ninja is treated as being asleep while in this trance, though she may decide to automatically awaken after a set period of time. If the ninja is examined while in this trace, the examiner must make a Heal check (DC 15 + ninja's level) to realize the ninja is not dead.

While in this trance, the ninja can hold her breath for twenty times as long as normal before needing to make Constitution checks. In addition, whenever the ninja is poisoned, the time between saving throws (the poison's frequency) is multiplied by 20. Thus, a poison that has a frequency of "1/round for 6 rounds" would instead be "1/20 rounds for 120 rounds."

A ninja must take the slow metabolism trick before taking this master trick. A ninja must have at least 1 ki point to use this trick.

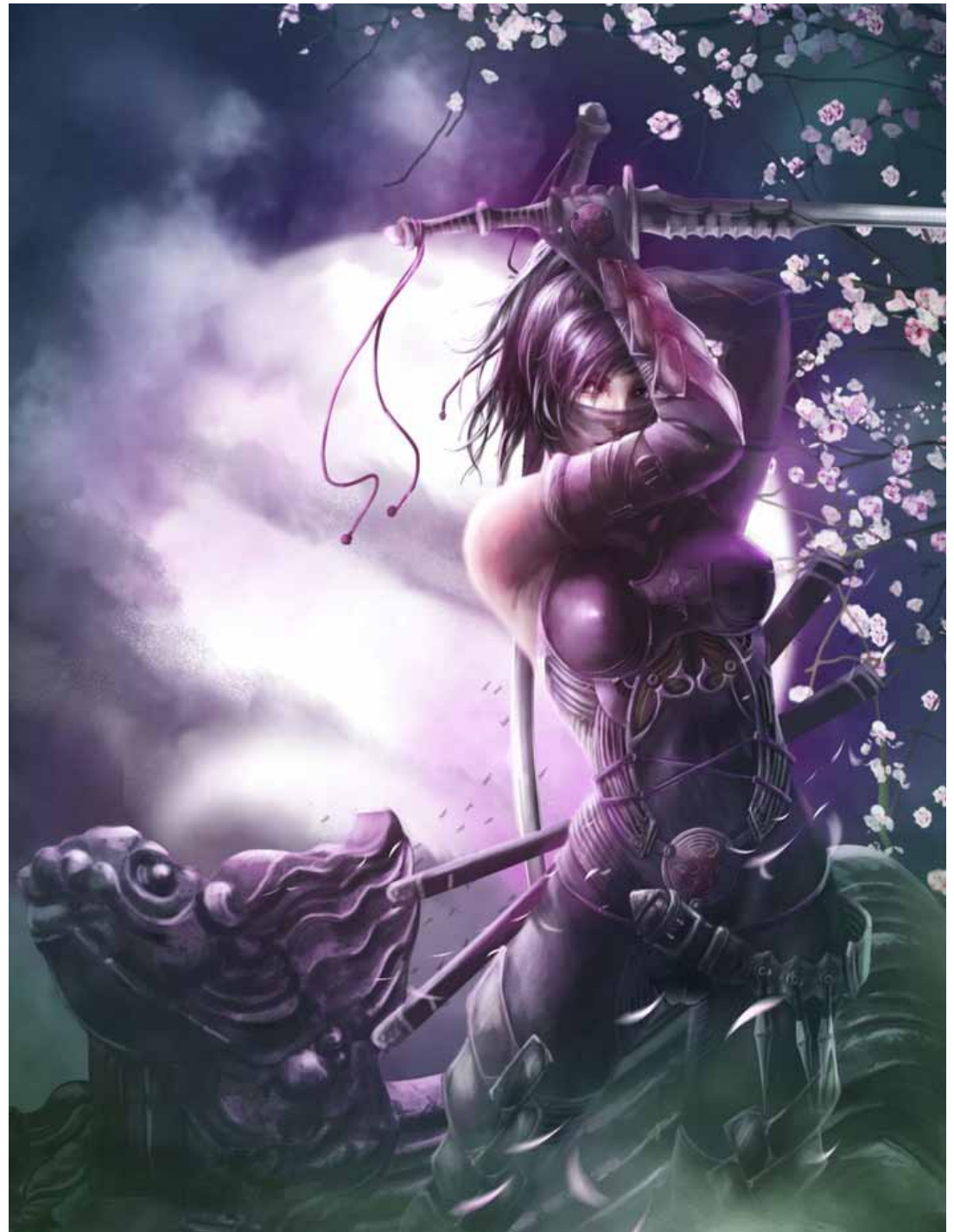
**Improved Ki (Su):** The ninja has improved the ki powers possessed by all ninja. As long as she has at least 1 point in her ki pool, she gains a bonus to all Acrobatics skill checks made to jump equal to 1/2 her level. By



spending 2 points from her ki pool, a ninja can make two additional attack at her highest attack bonus, but she can do so only when making a full attack. In addition, she can spend 2 points to increase her speed by 40 feet for 1 round. Finally, a ninja can spend 2 points from her ki pool to give herself a +8 insight bonus on Stealth checks for 1 round/level. Each of these powers is activated as a swift action. A ninja can gain additional powers that consume points from her ki pool by selecting certain ninja tricks.

**Mind Strike (Su):** When the ninja delivers a stunning attack from the stunning blow trick or Stunning Fist feat, she may choose to also attempt to alter the target's memory of recent events. The target must make a Will save, in addition to the Fortitude save for the stunning attack. This save is at the same DC as the Fortitude save, and if the target fails the ninja may modify up to 5 minutes of the target's memories. This functions as the modify memory spell. Each use of this ability uses up 1 ki point. A ninja must have Improved Unarmed Attack and Stunning Fist or the stunning blow trick to take this trick.

**Peerless Disguise (Su):** The ninja's ability to take on the roles of others is so great, she can call upon a mystic connection to the very idea of her assumed role to perform abilities normally beyond her ken. When the ninja uses the Disguise skill to appear to be a different person, she may select a single character class to emulate as part of that role. The ninja can spend 1 ki point to mimic an extraordinary ability of the selected class. The



extraordinary ability must be one available to a character of the selected class of a level no greater than half the ninja's level.

To successfully use the extraordinary ability, the ninja must make a Disguise check with a DC of 15 + double the minimum class level at which the ability can be acquired. Success allows the ninja to emulate a single use of the ability, as long as it can be performed as a single standard action or less. Though emulating the ability does not take any action of its own, if the emulated extraordinary action takes less than a standard action, the ninja must take at least a standard action to perform it. The ninja's class level for the emulated ability is equal to half her ninja level.

A ninja must have the forgotten trick and sudden disguise tricks before taking this trick.

**Smoke Walk (Su):** The ninja has learned to move through darkness, teleporting from

one concealed area to another. This acts as the tree stride spell, except the ninja can move from one area of dim illumination to another (maximum teleport range 100 feet/level), from a point of dim light to darkness or darkness to dim light (maximum teleport range 200 feet/level) or from an area of darkness to another area of darkness (maximum teleport range 300 feet/level). A ninja may use smoke walk as part of the same standard action used to throw a smoke bomb centered on the ninja (the smoke acting as total darkness for this ability). A ninja must take the smoke bomb trick before taking this trick.. Each use of this ability uses up 2 ki points.

**Stunning Strike (Ex):** The ninja can deliver a stunning attack from the stunning blow trick or Stunning Fist feat with any weapon she is proficient, rather than only with unarmed attacks. A ninja must have Improved Unarmed Attack and Stunning Fist or the stunning blow trick to take this trick.

**Suppress Aura (Su):** The ninja has learned to suppress all her auras, making her difficult to find even by magic methods. This acts as the nondetection spell, except the DC for caster level checks to detect the ninja is DC is 10 + the ninja's level + the ninja's Charisma modifier. A ninja must have the disguise aura and sudden disguise trick to take this trick. Each use of this ability uses up 1 ki point.

**Vivacity (Su):** The ninja may gain 1d8 temporary hit points, +1 hp/level, as a swift action. The temporary hit points last 1 round/level or until expended. Each use of this ability uses up 1 ki point.

## FEATS

As dedicated martial arts, many ninja learn specific fighting styles represented by ninjutsu style feats, presented below. Also, with the significant expansion of ninja tricks and ki-based powers, a few other feats are presented to help introduce these new options to a campaign.

### NINJUTSU STYLE FEATS

While all ninja train in the arts of poison, stealth, ki, and various fighting techniques, specific ninja ryu (schools) also teach specific fighting styles to ninja associated with the schools. In most cases each ryu is part of a specific ninja clan, and teach their techniques only to members of that clan, but legends abound of ninja who trained those outside their clan (often for love or revenge), and martial arts masters who rediscovered





these forbidden styles after observing ninjas employing them.

The ninjutsu style feats follow the normal rules for style feats, first introduced in Ultimate Combat. As a swift action, you can enter the stance employed by the fighting style a style feat embodies. Although you cannot use a style feat before combat begins, the style you are in persists until you spend a swift action to switch to a different combat style. You can use a feat that has a style feat as a prerequisite only while in the stance of the associated style. For example, if you have feats associated with Kakute-Ryu-Ninjutsu Style and Kusari-Ryu-Ninjutsu Style, you can use a swift action to adopt Kakute-Ryu-Ninjutsu Style at the start of one turn, and then can use other feats that have Kakute-Ryu-Ninjutsu Style as a prerequisite. By using another swift action at the start of your next turn, you could adopt Kusari-Ryu-Ninjutsu Style and use other feats that have Kusari-Ryu-Ninjutsu Style as a prerequisite.

**Kakute-Ryu-Ninjutsu:** This fighting style is built around weapons that conform fairly closely to the wielder's hand and are used to add mass to unarmed strikes, or allow unarmed strikes to also deal slashing or piercing damage, including the bich'hwa\*, brass knuckles\*\*, cestus, dan bong\*\*, gauntlet, kerambit\*\*, klar\*, knuckle axe\*\*, pata\*\*, punching dagger, rope gauntlet\*, spiked gauntlet, thorn bracer\*, tekko-kagi\*\*, tonfa\*\*, and tri-bladed katar\*. These are referred to as Kakute-Ryu-Ninjutsu weapons in feats related to this style.

\*Indicates a weapon found in supplemental rules. All such weapons can be found on [www.d20pfsrd.com](http://www.d20pfsrd.com)

\*\*Indicates a weapon found in Ultimate Combat.

\*\*\*Indicates a weapon found in the Advanced Player's Guide.

**Kusari-Ryu-Ninjutsu:** This fighting style focuses on flexible weapons that include lengths of rope or chain in their design, including the battle poi\*, bladed scarf\*, dire flail, double-chained kama\*\*, kusarigama\*\*, kyoketsu shoge\*\*, lasso\*\*\*, meteor hammer\*\*, net, nine-section whip\*\*, rope dart\*\*, scorpion whip\*\*, spiked chain, and whip. These are referred to as Kusari-Ryu-Ninjutsu weapons in feats related to this style.

\*Indicates a weapon found in supplemental rules. All such weapons can be found on [www.d20pfsrd.com](http://www.d20pfsrd.com)

\*\*Indicates a weapon found in Ultimate Combat.

\*\*\*Indicates a weapon found in the Advanced Player's Guide.

## FEAT DESCRIPTIONS

### Deadly Embrace

When you lay hands on a foe as part of a combat maneuver, you can damage them with your Kakute-Ryu-Ninjutsu weapons.

**Prerequisites:** Str 13, Dex 13, Improved Unarmed Strike, Kakute-Ryu-Ninjutsu Style, proficiency with 3 Kakute-Ryu-Ninjutsu

weapons, base attack bonus +7 or monk or ninja level 7.

**Benefits:** When you successfully perform a bull rush, drag, grapple, overrun, reposition, steal or trip combat maneuver against a target while wielding a Kakute-Ryu-Ninjutsu weapon, as a swift action you may deal your Kakute-Ryu-Ninjutsu damage to the target of your maneuver.

### Fists of Fury

You are a master at using Kakute-Ryu-Ninjutsu weapons to deal damage to your foes.

**Prerequisites:** Dex 13, Improved Unarmed Strike, Kakute-Ryu-Ninjutsu Style, proficiency with 3 Kakute-Ryu-Ninjutsu weapons, base attack bonus +3 or monk or ninja level 3.



**Benefits:** You treat all Kakute-Ryu-Ninjutsu weapons as having the blocking, distracting, grapple, and monk weapon properties. (See Ultimate Combat for more information on the blocking, distracting, and grapple properties). By altering how you swing these weapons and what surfaces you strike with, you may deal



piercing, slashing, or bludgeoning damage with any Kakute-Ryu-Ninjasu weapon.

### Iron Shackles

You are trained to use Kusari-Ryu-Ninjasu weapons to ensnare your foes.

**Prerequisites:** Int 13, Combat Expertise, Improved Trip, Iron Tentacles, Kusari-Ryu-Ninjasu Style, proficiency with 3 Kusari-Ryu-Ninjasu weapons, base attack bonus +8 or ninja level 8.

**Benefit:** If you use the attack action to make a single melee attack at your highest base attack bonus with a Kusari-Ryu-Ninjasu weapon and you hit an opponent, you can spend a swift action to drop your weapon. Your target gains the entangled condition. The target can break free of the weapon by making a Strength check (DC 10 +1/2 your base attack bonus or ninja level + your Dexterity modifier) or an Escape Artist check (DC 5 +1/2 your base attack bonus or ninja level + your Dexterity modifier). Add any enhancement bonus of the weapon to these DCs. Alternatively, the target may use a full-round action to disentangle himself. Escaping the weapon by making a Strength check means the weapon gains the broken condition.

### Iron Tentacles

You are trained to use Kusari-Ryu-Ninjasu weapons to fell your foes.

**Prerequisites:** Int 13, Combat Expertise, Improved Trip, Kusari-Ryu-Ninjasu Style, proficiency with 3 Kusari-Ryu-Ninjasu weapons, base attack bonus +5 or ninja level 5.

**Benefit:** You may use any Kusari-Ryu-Ninjasu weapon as a weapon with the disarm and trip properties. If you use the attack action to make a single melee attack at your highest base attack bonus with a Kusari-Ryu-Ninjasu weapon and you hit an opponent, you can spend a swift action to attempt a trip combat maneuver against that opponent.

### Kakute-Ryu-Ninjasu Style

You have been trained to fight with weapons that allow you to punch, slash, or stab with your fists.

**Prerequisites:** Dex 13, Improved Unarmed Strike, proficiency with 3 Kakute-Ryu-Ninjasu weapons, base attack bonus +1 or monk or ninja level 1.

**Benefit:** You can deal your unarmed damage with any Kakute-Ryu-Ninjasu weapon. When you do so, you also use your unarmed damage's threat range and critical multiplier. If you do not use your unarmed damage when you hit with a Kakute-Ryu-Ninjasu weapon, you may add +1d4 damage to the weapon's damage. This additional damage is not multiplied for a critical hit.

### Ki Master

You have learned advanced ki techniques.

**Prerequisites:** Wisdom 15, ki pool class feature\*, base attack +6 or monk level 6.

**Benefit:** You may select one ninja trick that requires a ki pool to use and does not affect poison use, bombs, or sneak attacks. Your class level in the class that grants you a ki pool is treated as your ninja level for prerequisites



and calculations of this trick. You gain this ninja trick.

**Special:** You may select this feat more than once. Each time it grants a different ki-related ninja trick.

**Special\*:** A ki pool gained through feats, talents, or magic items do not meet this feat's prerequisites.

### Kusari-Ryu-Ninjutsu Style

You have been trained to whirl flexible weapons about to form a defensive barrier about your body.

**Prerequisites:** Int 13, Combat Expertise, proficiency with 3 Kusari-Ryu-Ninjutsu weapons, base attack bonus +3 or monk or ninja level 3.

**Benefit:** When wielding a Kusari-Ryu-Ninjutsu weapon in each hand, or a 2-handed Kusari-Ryu-Ninjutsu weapon, you gain a +1 shield bonus to AC. If your base attack bonus is +10 or you have 10 combined monk and ninja levels, this shield bonus to AC increases to +2.

### Stone Spirit

You have hardened your spirit against the ki effects of others.

**Prerequisites:** ki pool, Endurance.

**Benefit:** You are more difficult to affect with abilities that require an attacker have a ki pool or spend a ki point. Against attacks of this nature you have DR 1/- and +1 to any applicable saving throw. The value of your DR and bonus to saves increases by +1 for every 5 character levels you possess.



## ALTERNATE NINJA

While the ninja is itself an alternate version of the rogue, it still represents only a fairly narrow selection of the many different types of mystic assassins found in fantasy games and literature. To expand the variety of what a ninja can portray, below we present four variants on the standard ninja class.

## NOKIZARU

The nokizaru is a ninja trained in mystic arts beyond the mastery of ki and poisons, creating an assassin-spellcaster who combines secrecy with magic and mind-over-matter techniques to become an arcane killer and scout. Because they must master both the very physical arts of ninja stealth and the mystic arts of spellcasters, nokizaru are often seen as being particularly clever, and are sometimes referred to as “monkeys” by other ninja.

In many lands nokizaru are broken into specific clans of ninja, each dedicated to using magic toward one specific end. In such regions, each clan of nokizaru have access to a single school of magic (abjuration, divination, or necromancy) unavailable to other nokizaru (see Spells, below). Such clans of nokizaru are generally hostile toward one another, and allies of one clan are automatically targeted by the other clans.

**Weapon and Armor Proficiency:** Nokizaru are proficient with all simple weapons, plus the kama, kusarigama, nunchaku, sai, shortbow, short sword, shuriken, siangham, and wakizashi. They are proficient with light armor but not with shields. A nokizaru can cast nokizaru spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a nokizaru wearing medium or heavy armor incurs a chance of arcane spell

failure. A multiclass nokizaru still incurs the normal arcane spell failure chance for arcane spells received from other classes.

**Spells:** A nokizaru casts arcane spells, using the caster level, spells per day, and spells known of a bard of the same level. A nokizaru's spells are drawn from the sorcerer/wizard spell list, but only spells of specific schools may be selected. All nokizaru may learn and cast spells from the conjuration and illusions schools. Each nokizaru may select one additional school of sorcerer/wizard spells from the following list: abjuration, divination, or necromancy. The selection of a third school must be made when a character takes his first level of nokizaru, and once made it cannot be changed.

A nokizaru can cast any spell he knows without preparing it ahead of time. Every nokizaru spell has a somatic component, representing the special hand-signs the

nokizaru must use to focus his mystic power. Nokizaru cannot use the Still Spell feat to remove somatic components from their nokizaru spells (but see Ki, below). To learn or cast a spell, a nokizaru must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a nokizaru's spell is 10 + the spell level + the nokizaru's Charisma modifier.

Like the bard, a nokizaru receives bonus spells per day if he has a high Charisma score. The nokizaru's selection of spells is extremely limited. A nokizaru begins play knowing four 0-level spells and two 1st-level spells of the nokizaru's choice. The nokizaru gains spells known and spells per day at the same rate as a bard.

Upon reaching 5th level, and at every third nokizaru level after that (8th, 11th, and so on), a nokizaru can choose to learn a new spell in place of one he already knows. In effect, the nokizaru "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level nokizaru spell the nokizaru can cast. A nokizaru may swap only a single spell at any given level and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

A nokizaru need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his allotment of spells per day for the spell's level.

This ability replaces sneak attack. A nokizaru cannot select ninja tricks (or rogue talents) that add or augment sneak attacks.

## WHY JUST A FEW SCHOOLS FOR NOKIZARU?

The nokizaru gives up sneak attack, a powerful offensive ability, to gain access to magic from just three schools of sorcerer/wizard spells. While this may seem limiting at first, the power of sorcerer/wizard spells actually gives the nokizaru a significant range of spell options. If the nokizaru had access to all sorcerer/wizard spells, the variant class could easily become overpowered.

When designing such a class from scratch, the standard option is to build a custom spell list for the class, similar to the bard or inquisitor spell list. The problem with this approach for supplemental material from a third-party publisher is that it makes it difficult for a GM to know what to add to the class's spell list when the core rules add new books of spell options. By limiting the nokizaru to just a few schools of sorcerer/wizard spells the class avoids being able to do everything a wizard of similar level can do, but what spells to add from new material is obvious.



**Ki Pool:** A nokizaru gains a ki pool, but has a slightly different selection of ki abilities than standard ninja. A nokizaru cannot spend 1 ki point to make one additional attack at her highest attack bonus when making a full attack. However, nokizaru can use their ki to assist in casting spells. By spending one ki point, a nokizaru may cast a single nokizaru spell without meeting its somatic component.

This ability is otherwise identical to the ninja ki pool.

**Nokizaru Tricks:** Nokizaru cannot take any ninja trick (or rogue talent) that augments or modifies sneak attacks. Nokizaru do gain access to new ninja tricks, outlined below.

**Cannibalize Magic (Su):** A nokizaru has learned how to renew her own ki pool by draining off the mystic energy of her spells. Once per day, the nokizaru may expend a spell slot to regain a number of ki points equal to the slot's level. This cannot allow the nokizaru to regain ki points above her maximum pool size.

**Ki Blade (Su):** A nokizaru can expend 1 ki point as a swift action to grant any weapon he is holding a +1 enhancement bonus for 1 minute. For every four levels beyond 1st, the weapon gains another +1 enhancement bonus, to a maximum of +5 at 17th level. These bonuses can be added to the weapon, stacking with existing weapon enhancement to a maximum of +5. Multiple uses of this ability do not stack with themselves. These bonuses do not function if the weapon is wielded by anyone other than the nokizaru. A nokizaru can only enhance one weapon in

this way at one time. If he uses this ability again, the first use immediately ends.

**Ki Spell (Su):** The nokizaru can use his ki to cast nokizaru spells higher level than his remaining spell slots. By expending one ki point, the nokizaru may cast a 2nd level or higher spell known using a spell slot one level lower than normal.

## MASTER TRICKS

A nokizaru with access to master tricks gains access to two new ninja tricks, outlined below.

**Arcane Assassin (Su):** The nokizaru can spend a ki point whenever he casts a spell with a range of "touch" from the nokizaru spell list to deliver the spell through any weapon he is wielding as part of a melee attack. Instead of the free melee touch attack normally allowed to deliver the spell, the nokizaru can make one free melee attack with his weapon (at his highest base attack bonus) as part of casting this spell. If successful, this melee attack deals its normal damage as well as the effects of the spell. This attack uses the weapon's critical range (20, 19–20, or

18–20 and modified by the keen weapon property or similar effects), but the spell effect only deals  $\times 2$  damage on a successful critical hit, while the weapon damage uses its own critical modifier.



**Greater Ki Blade (Su):** When a nokizaru spends a ki point to grants an enhancement bonus to a weapon he is holding using the ki blade trick, these bonuses can be used to add any of the following weapon properties: dancing, flaming, flaming burst, frost, icy burst, keen, shock, shocking burst, speed, or vorpal. Adding these properties consumes an amount of bonus equal to the property's base price modifier. These properties are added to any the weapon already has, but duplicates do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. These bonuses and properties are decided when the arcane pool point is spent and cannot be changed until the next time the magus uses this ability.

A nokizaru must select the ki blade trick before selecting the greater ki blade master trick.

## RAPPA

Rappa are the thugs of the ninja world, specializing in dealing damage to structures and blowing up units of foes rather than pinpoint assassination attacks against individual targets. Where most ninja are masters of attacks that target a foe's vitals, rappa prefer to use bombs placed in strategic areas to wipe out multiple enemies at once. While this brute force approach is often looked down upon by other ninja, there is little question any ninja clan turns to their rappa when a castle wall needs to be breached by explosives, or

hordes of guards must be distracted to allow a single important figure to be assassinated. Rappa may be seen as the blunt weapons of the ninja clans, but their ability to deal extensive damage in an area is nevertheless of great tactical use valued by the leaders of the most powerful ninja clans.

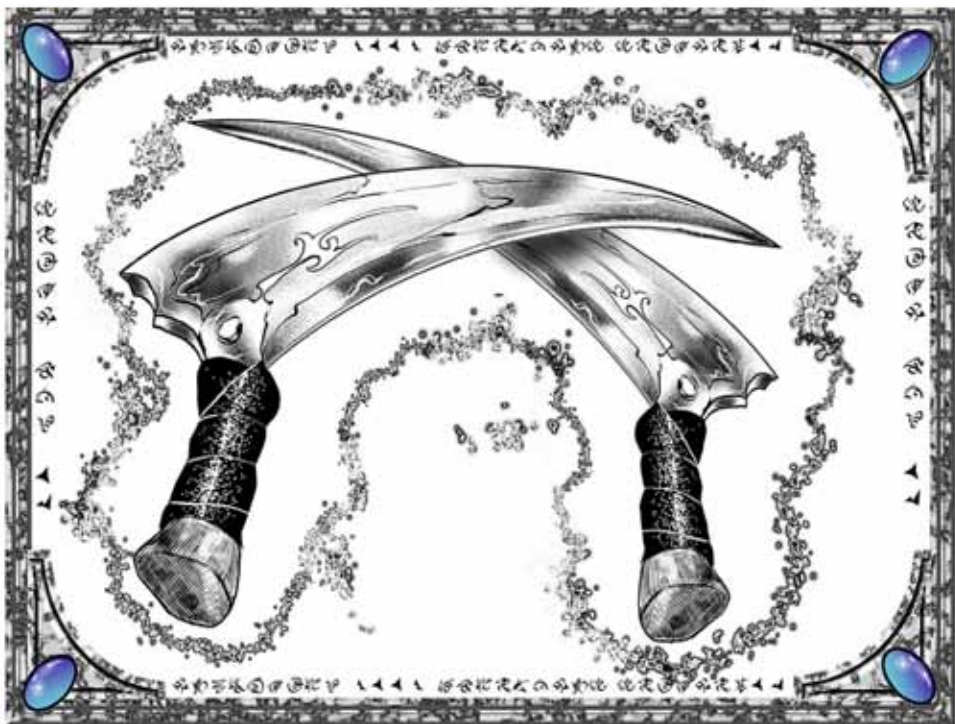
**Bombs (Su):** A rappa gains the ability to make and throw bombs. This works as the alchemist class

ability of the same name, except the rappa can use a number of bombs each day equal to his class level + his Charisma modifier, and the rappa adds his charisma modifier (rather than his Intelligence modifier) to damage dealt by his bombs. The rappa uses his ninja level as his alchemist level for all calculations regarding bombs. This replaces the sneak attack ability.

**Ninja Tricks:** Rappa cannot take any ninja trick (or rogue talent) that augments or modifies sneak attacks. The rappa may take any alchemist discovery with "bomb" in the title as a ninja trick, using his rappa level as his alchemist level for any prerequisite.

The rappa may also choose to take the blinding bomb, choking bomb, and poison bomb ninja tricks and apply their effects to his alchemical bombs, but each use of these tricks costs the rappa 1 ki point. The smoke bomb alchemical discovery counts as the smoke bomb trick for purposes of fulfilling these trick's prerequisites. (A rappa does not need, and should not take, the smoke bomb ninja trick.) A rappa can combine ninja tricks and alchemical discoveries in the same bomb, even if the trick and discovery have the same name, but doing so costs a total of 2 ki points.

For example, Red Badger is a 12th level rappa with the smoke bomb and poison bomb alchemical discoveries and the smoke bomb ninja trick. When he throws a bomb, he may choose to have it create a thick cloud of smoke (using the smoke bomb discovery), have that smoke act as a cloudkill (using the poison bomb discovery) and adding the effects of one poison in his possession





## AREN'T THE RAPPA'S BOMB OPTIONS A BIT CONFUSING?

It's unfortunate that both the alchemist and the ninja have abilities called blinding bomb, poison bomb, and smoke bomb and all these abilities work differently for the two classes. Since there's no way to rename the abilities of those classes in the books they appear, the only choice is to trust players to keep track of their different bomb options for a rappa (making alchemical bomb options with an A and ki-based bomb options with a K on the rappa's character sheet may help), or not allow a rappa to take ninja bomb tricks. Since some of those bomb tricks are notably different from the alchemical discoveries of the same name, and the rappa is supposed to be the most bomb-focused of ninja, it makes more sense to trust rappa players to keep their bombs straight than to forbid them to do what any ninja can with a bomb.

While ultimately this is likely no more confusing than keeping track of different versions of the same spell a mystic theurge might select from his two spellcasting class lists, it's a good idea for a GM and player to go over how a rappa's bombs work each time a new discovery or trick is selected, to ensure the two are in agreement.

(spending 2 ki points to use the poison bomb ninja trick).

A rappa with access to master tricks can also select the following new ninja trick:

**Ki Bomb (Su):** When the rappa throws a bomb that deals hp damage, he may spend one ki point to treat any bomb damage die that results in a "1": as if the die had rolls a "2." This also affects the bomb's minimum damage, for purposes of splash damage.

## WOLF HEAD

A wolf head is a particularly dangerous kind of outlaw or vagabond who specializes in assassination and spying, employing poisons and hidden weapons in lands where such items are considered particularly unsavory and dishonorable. While wolf heads

sometimes band together to form assassin guilds or mercenary bands, most often individual wolf heads prefer to work alone depending on (and trusting) no one. A wolf head generally does not reveal his identity even to those he works with, instead using an assumed name (and often a mask or similar face covering) for "professional" contacts, and maintaining a seemingly law-abiding persona for day-to-day use. Some cunning wolf heads actually operate openly as adventurers or mercenaries, reserving their masked identities for the most forbidden and illegitimate of activities.

Wolf heads get their name from one common punishment levied against those who are discovered and tried. They are branded with a wolf head, and legally considered to be no more than deadly





animals. A wolf head can be killed by citizens without the act being considered murder, and cannot use the legal system to press for justice for crimes committed against them. Most cities don't allow wolf heads within

their walls (just as they would not allow wild wolves), or at least require a significant sum of money to act as a guarantee of the wolf head's good behavior.

Unlike typical ninja, a wolf head does not have a strong eastern flavor, and is appropriate in campaigns that don't otherwise allow ninja or other Asian-style classes.

#### **Weapon and Armor**

**Proficiency:** Wolf heads are proficient with all simple weapons and martial weapons, light armor, and all shield (except tower shields).

**Primal Cunning (Ex):** While a wolf head lacks the focus and training to access a ki pool, he does have an honed sense of primal, animalistic cunning that allows him to draw on reserves of puissance and tenacity that border on the supernatural. This acts as a ki pool (and qualifies as a ki pool for prerequisites), but it contains only a single ki point. However, even if the wolf head expends this ki point, he is able to use tricks that require him to have at least one ki point.

Along with ruffian, this ability replaces the ki pool ability.

**Ruffian (Ex):** At 2nd level the hard life and fierce determination of a wolf head grants him bonuses to Fort and Will saves, and bonus hit points. A wolf head gains a +1 bonus to Fortitude and Will saves, and his maximum hit points increase by +2. The wolf head gains these bonuses again at 4th level and every even level afterwards, to a maximum of +10 to Fort and Will saves and +20 hit points at 20th level. Along with primal cunning, this ability replaces the ki pool ability.

**Wolf Head Tricks:** A wolf head can only take ninja tricks that are extraordinary abilities (such as bleeding attack or smoke bomb) or that grant feats. A wolf head cannot take ninja tricks that are supernatural or spell-like abilities. A wolf head can take rogue talents without this restriction (though he cannot use rogue talents to take supernatural ninja tricks). Wolf heads gain access to new ninja tricks, outlined below.

**Knife Master (Ex):** The wolf head gains a +1 bonus to damage dealt with light weapons.

**Reputation (Ex):** Word of the wolf head's deeds and vicious nature have preceded him, making many folk feel more generous toward him in negotiations, either in the hopes he will treat them well, or out of surprise he isn't attempting to strong-arm them. The wolf head may make an Intimidate check in place of any Diplomacy check.

**Savage Growl (Ex):** When the wolf head successfully delivers a sneak attack or critical hit, he may make an Intimidate check as a swift action to demoralize the target of the attack.





## WEB WALKERS

Web walkers are ninja who intentionally emulate the abilities and styles of venomous spiders. Many believe themselves to be actually descended from giant spiders, while others simply taken spiders as a clan totem, or make intellectual choices to use the abilities of vermin to frighten their foes. Web walkers are particularly common among those drow who train ninja, but can be found in most lands that include giant spiders among their common threats.

**Ki Poison (Su):** At 1st level a web walker can coat a weapon in her possession with a spider poison she secrets from her own skin once per day as a swift action. (In most cases the web walker licks the weapon to be so coated, though any contact is sufficient). This poison acts as medium spider venom [poison (injury); Save Fortitude, Frequency 1/round for 4 rounds, Effect 1d2 Str damage; Cure 1 save) except the DC is 10 +1/2 the web walker's level + the web walker's Charisma modifier) and the web walker is immune to her own poison.

At 4th level, the web walker may choose a new ability score her poison can damage (Dex, Con, Int, Wis or Cha), and her poison's damage increases to 1d3. She decides what ability score her poison damages each time she creates it, and the poison can only damage one ability score per use. The web walker's poison damage increased to 1d4 at 8th level, 1d6 at 12th level, 1d8 at 16th level, and 2d6 at 20th level. At each of these levels the web walker may also select one new ability score

she may have a dose of her poison damage.

Once the web walker gains access to a ki pool, she can regain a use of her ki poison ability by spending 2 ki points. This ability replaces the poison use ability.

**Ninja Tricks:** Because she focuses exclusively on her own poison, a web walker cannot select any ninja trick with poison in the title. She does gain access to two new tricks, detailed below.

**Spider Climb (Su):** The web walker can cast spider climb as if she was a sorcerer of the same level. Each use of this ability uses up 1 ki point.

**Web (Su):** The web walker can cast web as if she was a sorcerer of the same level. A web walker must have the spider climb trick before she can take this trick. Each use of this ability uses up 1 ki point.

**Web Walk (Su):** At 3rd level, a web walker learns to move through web-like terrain, walking along narrow ledges and ropes and ignoring sticky terrain. The web walker can move 5 feet as a move action through webs that would normally entangle

or immobilize her, and along walkways as narrow as one inch. Every three levels thereafter, distance a web walker can go as a move action under such conditions increased by 5 feet, to a maximum of the web walker's normal move rate. This ability replaces the no trace ability.



# WE ERR ON THE SIDE OF AWESOME!

## CREDITS

### Designer:

Owen K.C. Stephens

### Editor:

Super Genius Games

### Cover Art:

RedPeggy

### Interior Art:

Chad Sergersketter, Nathan Webb, David Griffiths, Anne Stokes,  
Marcio Fiorito, Stephen Shepherd, Alejandro Villen, Danilo Moretti,  
Eric Lofgren, Patricio Soler, Eric Bergeron, DM Foster, Derek Stevens,  
Lukacs, David Schrayner, Floyd, Eggar919, Kimagu, RedPeggy,  
Tamas Baranya

### Graphic Design and Typesetting:

Hyrum Savage and Lj Stephens

**Special Thanks:** To my players and primary playtesters, many of whom have been putting up with black-clad mystic assassins in my games for decades. The Defenders of Ikkenpire: Ian Allen, M. Newell Curlee, Lj Stephens. The Slayers of Rathaddan Ak Althal: Carl Gilchrist, John Menzie, Michelle Surber, Lj Stephens

### Produced by:

Super Genius Games

[www.supergeniusgames.com](http://www.supergeniusgames.com)

Contents Copyright ©2011 Owen K.C. Stephens

Used with permission

For more information about Super Genius Games, and our upcoming products, follow us on Facebook: [www.facebook.com/SuperGeniusGames](http://www.facebook.com/SuperGeniusGames), via Twitter: Owen: @Owen\_Stephens, Stan!: @Stannex, and/or Super Genius Games: @SuperGeniusRPG, or at our Yahoo Group: <http://Games.Groups.Yahoo.com/Group/Super-Genius/>

All logos are the trademark of Super Genius Games All rights reserved.

Published Under the SRD, OGL, and d20 (v 3) License ©2000, Wizards of the Coast, Inc.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC.

See <http://Paizo.com/PathfinderRPG> for more information on the Pathfinder Roleplaying Game.

Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game compatibility logo are the trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game compatibility license. See <http://Paizo.com/PathfinderRPG/compatibility> for more information on the compatibility license.

## DESIGNATION OF PRODUCT IDENTITY

The Super Genius Games (SGG) and OtherWorld Creations (OWC) company, names and logos; the "Ultimate Options: Power of the Ninja" name and logo; all artwork, backgrounds, and logos; all trade dress, and graphic design elements.

## DECLARATION OF OPEN CONTENT:

All game mechanics, proper names of classes, prestige classes, archetypes, feats, skills, spells, magic items, monsters, rituals, artifacts AND/OR the names of abilities presented within this book are open game content as described in Section 1(d) of the License.

### Open Game Information

The material in this document utilizes the Open Gaming License, available at [www.wizards.com](http://www.wizards.com) and reprinted below:

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

### 15. COPYRIGHT NOTICE

Open Game License v 3 Copyright 2000, Wizards of the Coast, Inc.

Designation of Product Identity: All artwork, photos, logos, and maps are Product Identity. All other material is considered Open Content.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Reference Document. Copyright 2011, Paizo Publishing, LLC; Author: Paizo Publishing, LLC.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn

Pathfinder GameMastery Guide. © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scorr, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

Pathfinder Roleplaying Game Bestiary 2. © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Companion: Chelax, Empire of Devils. Copyright 2009, Paizo Publishing, LLC; Authors: Jonathan H. Keith, Colin McComb, Steven E. Schend, Leandra Christine Schneider, and Amber E. Scott.

Ultimate Options: Power of the Ninja. Copyright 2011, Super Genius Games, LLC; Author: Owen K.C. Stephens.