

BLOOD & STEEL

written by Kalen Tessmann



BOOK 2

THE NINJA

Blood & Steel, Book 2: The Ninja



Credits

Published by d20pfsrd.com Publishing

Written by Kalen Tessmann

Editing by Kim Frandsen

Layout by Matt Thomason

Cover by William Timmins

Interior Art (CC)

"Najal" © 2013 Kaitlyn Peavler, used under a Creative Commons Attribution-ShareAlike license: <http://creativecommons.org/licenses/by-sa/3.0/>

"cherry_blossom_by_tomprante-d8shzqg" © 2015 Tom Prante, used under a Creative Commons Attribution-ShareAlike license: <http://creativecommons.org/licenses/by-sa/3.0/>

Stock Art

Publisher's Choice Quality Stock Art © Rick Hershey / Fat Goblin Games

Vecteezy vector art by Vecteezy.com

Compatibility

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 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.

This product is dual licensed OGL and Creative Commons.

 Fans of d20pfsrd.com

Join the
[Fans of d20pfsrd.com Facebook group](#)
to chat about d20pfsrd.com, Pathfinder,
or gaming in general!



Blood & Steel, Book 2: The Ninja

“Blood & Steel, Book 2: The Ninja” is the second in a new series focusing on martial combat oriented classes.

Upon hearing the word “ninja”, most people immediately think of a black-clad assassin on a mission of death. Though not wrong, this is not the only way that ninjas operate. Ninjas were spies as much as they were assassins, and they used guns alongside their mysticism and blades. This spectrum becomes even broader when brought into a fantasy world, because of one fundamental truth about ninjas:

Everything is fair.

Whereas historical ninjas developed their methods in response to class divides and samurai, fantasy ninjas have far stranger foes to contend with. The same tactics do not work against enemies with no vital organs to stab or magical sensors watching for trespassers, and in a world such as this, the supernatural skills of the ninjas push them beyond their limits.

This book is a look at such a world, where the ninjas arts were polished and perfected against demons and sorcerer-kings instead of warriors and nobles.

Contents

Archetypes.....	2
Augmented Ninja	2
Bakguai	3
Blood Shinobi.....	4
Chao Renzhe	4
Kayakujutsu Ninja	5
Mystic Ninja	6
Roof Stalker	7
Salikotosai.....	7
Sentinel	9
Shadow Savant	9
Shuriken Ace	11
Sidhenobi.....	12
Speed Demon.....	12
Character Options.....	14
Ninja Tricks	14
Ninja Master Tricks	15
Feats.....	16
Ninja Style Feats.....	18
Kaleidoscope Style.....	18
Kigakuruujutsu Style.....	18
Salikotai Style	19
Vanishing Style.....	19
New Equipment	21
Disguised Weapons	21
Combo Weapons	21
Mundane Items	22
Vehicle.....	23
New Magic Items	24
Legal	26

Blood & Steel, Book 2: The Ninja

Archetypes

Augmented Ninja

Built as much as trained, these ninjas boast bodies rebuilt with techniques used in golem creation. Gradually leaving their humanity behind, they blur the line between organic and construct to deadly effect. They rarely need to bring weapons to the battle, their own hardened limbs being weapon enough.

Unarmed Strike

At 1st level, an augmented ninja gains Improved Unarmed Strike as a bonus feat. An augmented ninja's attacks may be with any part of their limbs, allowing them to attack with their hands full. They suffer no off-hand penalty for striking unarmed, and so may apply their full Strength bonus on damage rolls for unarmed strikes.

An augmented ninja's attacks deal lethal damage by default, but they may choose to do nonlethal damage instead with no penalty on the attack roll when attacking unarmed or grappling.

An augmented ninja's unarmed strike is treated as both a manufactured weapon and

a natural weapon for the purpose of spells and effects that enhance or improve either manufactured or natural weapons.

An augmented ninja deals unarmed damage as a monk of the same level.

This ability replaces no trace and poison use.

Cold Silver Inlays (Ex)

Partial limb reconstruction has infused the striking areas of your body with metals that are anathema to many creatures. Your unarmed attacks are treated as silver and cold iron for the purpose of overcoming damage reduction. Also, you can spend 1 *ki* point to send a surge of energy through the inlays, causing your unarmed attacks to overcome damage reduction as magic weapons for a number of minutes equal to your augmented ninja level.

This replaces the ninja trick gained at level 4.

Tireless Form (Ex)

At 6th level, the augmented ninja gains immunity to fatigue. At 11th level, they also gain immunity to exhaustion.

This ability replaces light steps.

Construct Apotheosis (Su)

At 20th level, an augmented ninja gains immunity to stunning, as well as spell resistance equal to 10 + their augmented ninja level. In addition, when a spell fails to pierce their spell resistance but would have allowed a save had it bypassed it, they may immediately spend 1 *ki* point and roll a saving throw against it. If the save fails, they suffer the effect of the spell normally. If the save is successful, they gain 2 *ki* points.

This ability replaces the portion of hidden master related to greater invisibility and detection resistance.



Blood & Steel, Book 2: The Ninja

Bakguai

Not all ninjas have the benefit of extensive formal training. Taught only the basics before being cast into the world, whether by fate or fortune, and they lack the more esoteric capabilities of their brethren. Instead, their varied backgrounds shape them into adaptable warriors who are often more comfortable in a direct fight than their shadowy kin.

Martial Flexibility (Ex)

A bakguai can take a move action to gain the benefit of a combat feat she doesn't have. This effect lasts for 1 minute. The bakguai must meet all the feat's prerequisites. She may use this ability a number of times per day equal to $3 + 1/2$ her bakguai level (minimum 4 times per day).

The bakguai can use this ability again before the duration expires to replace the previous combat feat with another choice.

If a combat feat has a daily use limitation (such as Stunning Fist), any uses of that combat feat while using this ability count toward that feat's daily limit.

At 6th level, a bakguai can use this ability to gain the benefit of two combat feats at the same time. She may select one feat as a swift action or two feats as a move action. She may use one of these feats to meet a prerequisite of the second feat; doing so means that she cannot replace a feat currently fulfilling another's prerequisite without also replacing the feats that require it. Each individual feat selected counts toward her daily uses of this ability.

At 10th level, a bakguai can use this ability to gain the benefit of three combat feats at the same time. She may select one feat as a free action, two feats as a swift action, or three feats as a move action. She may use one of the

feats to meet a prerequisite of the second and third feats, and use the second feat to meet a prerequisite of the third feat. Each individual feat selected counts toward her daily uses of this ability.

At 12th level, a bakguai can use this ability to gain the benefit of one combat feat as an immediate action or three combat feats as a swift action. Each individual feat selected counts toward her daily uses of this ability.

At 20th level, a bakguai can use this ability to gain the benefit of any number of combat feats as a swift action. Each feat selected counts toward her daily uses of this ability.

This ability replaces poison use, ki pool, light steps, and hidden master.

Bakguai Tricks

A bakguai cannot take any ninja tricks that require *ki* to function in whole or in part.



Blood & Steel, Book 2: The Ninja



Blood Shinobi

Some ninjas, whether through ancestral heritage or dedicated practice and perfect form, harness techniques that draw from the strength of powerful and strange beings.

Skill Ranks per Level:

A blood shinobi gain 2 fewer skill ranks per level.

Bloodline

A blood shinobi must pick one sorcerer bloodline upon taking their first level of blood shinobi. Once made, this choice cannot be changed. The associated skill is added to their list of class skills.

Bloodline Tricks

Blood shinobi may select bloodline powers from their bloodline as ninja tricks. Your blood shinobi level must equal or surpass the level at which a bloodline power occurs to select it. Bloodline tricks that calculate effects based off your sorcerer level instead use your Bloodline Ninja level.

Chao Renzhe

Some ninjas employ a style that focuses less on taking foes down with precision strikes, and more on using ki-fuelled elemental powers to outwit and outmatch their foes. Such ninja orders divide themselves along elemental lines, and it's typical to find clans devoted to a single elemental style.

Melee Training

At 1st level, a chao renzhe gains Improved Unarmed Strike as a bonus feat.

Elemental Style (Su)

At 1st level, a chao renzhe chooses one primary element on which to focus. This element determines how they harness their *ki*, and grants them access to specific wild talents (see below) and additional class skills. They can select any kineticist element.

Kinetic Blast (Sp)

At 1st level, a chao renzhe gains a kinetic blast wild talent of their choice. This kinetic blast must be a simple blast that matches their element.

As a standard action, the chao renzhe can unleash a kinetic blast at a single target up to a range of 30 feet. They must have at

Blood & Steel, Book 2: The Ninja

least one hand free to aim the blast (or one prehensile appendage, if they don't have hands). All damage from a kinetic blast is treated as magic for the purpose of bypassing damage reduction. Kinetic blasts count as a type of weapon for the purpose of feats such as Weapon Focus. The chao renzhe is never considered to be wielding or gripping the kinetic blast (regardless of effects from form infusions; see Chao Renzhe Tricks), and they can't use Vital Strike feats with kinetic blasts. Even the weakest kinetic blast involves a sizable mass of elemental matter or energy, so kinetic blasts always deal full damage to swarms of any size (though only area blasts deal extra damage to swarms). A readied kinetic blast can be used to counterspell any spell of equal or lower level that shares its descriptor. A kinetic blast that deals energy damage of any type (including force) has the corresponding descriptor.

This ability replaces sneak attack.

Elemental Ki (Su)

Using chao renzhe abilities with a listed burn cost requires the chao renzhe to spend an equal amount of *ki* points. They gain kinetic fist as a bonus wild talent, and as long as they have at least 1 point in their *ki* pool, its cost is reduced to 0. The chao renzhe does not treat any Acrobatics skill check to jump as if they had a running start.

This ability alters *ki* pool.

Chao Renzhe Tricks

Chao renzhe cannot take any ninja trick (or rogue talent) that augments or modifies sneak attacks. The chao renzhe may take any kineticist Wild Talent that is Universal or listed under their element that they meet the requirements of as a ninja trick. A chao renzhe can only select wild talents with a level of half or less than their class level.

A chao renzhe also gains access to the following new tricks:

Elemental Defense (Su): The chao renzhe gains her element's defense wild talent.

Elemental Sculpting (Ex): Whenever the chao renzhe uses a form infusion with a blast, she reduces the combined burn cost of the infusions by 1. This can't reduce the total cost of the infusions used below 0.

Intense Blasts (Su): The chao renzhe gains a composite blast wild talent of the elemental style they chose at 1st level, as though they had selected the same element with the Expanded Element class feature of the Kineticist. A chao renzhe must be at least level 8 to select this trick.

This modifies ninja tricks.

Kayakujutsu Ninja

Experts in the emerging field of firearms, these ninja practice the art of gunpowder to deadly effect. Though not as subtle as one would expect in the traditional sense, the masters of kayakujutsu understand how to get results.

Weapon Proficiency

The kayakujutsu ninja is proficient with all one-handed firearms in addition to the normal ninja proficiencies.

Gunsmith

At 1st level, a kayakujutsu ninja gains one of the following firearms of her choice: pistol, coat pistol or dragon pistol. The kayakujutsu ninja also gains Gunsmithing as a bonus feat.

This ability replaces poison use.

Blood & Steel, Book 2: The Ninja

Grit (Ex)

At 1st level, a kayakujutsu ninja gains the gunslinger's grit ability. At the start of each day, a kayakujutsu ninja gains a number of grit points equal to her Charisma modifier (minimum 1). A kayakujutsu ninja gains the gunslinger's quick clear and gunslinger's dodge deeds.

Ki Pool

At 2nd level, a kayakujutsu ninja can treat *ki* points as grit points for any gunslinger deed gained through this archetype. In addition, the kayakujutsu ninja does not gain any bonuses to acrobatics from having *ki* in her pool. Instead, as long as the kayakujutsu ninja has at least 1 point in her *ki* pool, one-handed firearms may be wielded in melee as a club, dealing 1d6 damage for medium kayakujutsu ninja and 1d4 for small ones.

This ability modifies ki pool.

Sneak Attack (Ex)

A kayakujutsu ninja gains this ability starting at 3rd level. The sneak attack damage dealt is 1d6 points at 3rd level, and increases by 1d6 points every 2 kayakujutsu ninja levels thereafter.

This modifies sneak attack.

Kayakujutsu Ninja Tricks

A kayakujutsu ninja may take any gunslinger deed that becomes available at a gunslinger level equal to or less than her kayakujutsu ninja class as a kayakujutsu ninja trick.

Mystic Ninja

Some ninjas pursue ancient mystic arts in preference to cunning bladework. With their strange psychic magic, these ninjas are capable of feats undreamed of by their peers.

Spell Casting

Mystic ninjas cast psychic spells, using the caster level, spells per day, and spells known of a mesmerist of the same level. A mystic ninja can cast any spell they know without preparing it ahead of time. To learn or cast a spell, a mystic ninja must have a Charisma score equal to at least 10 + the spell's level. The saving throw DC against a mystic ninja's spell is 10 + the spell's level + the mystic ninja's Charisma modifier.

A mystic ninja receives bonus spells per day if they have a high Charisma score. The mystic ninja's number of spells known is not affected by their Charisma score.

Upon reaching 5th level, and at every third mystic ninja level after that, a mystic ninja can choose to learn a new spell in place of one they already know. In effect, the mystic ninja 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 1 level lower than the highest-level mesmerist spell the mystic ninja can cast. A mystic ninja can swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that they gain new spells known for the level.

Mystic ninjas need not prepare their spells their spells in advance. They can cast any mesmerist spell they know at any time, assuming they have not yet used up their allotment of spells per day for the spell's level.

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

Blood & Steel, Book 2: The Ninja

Ki pool

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

This ability alters ki pool.

Mystic Ninja tricks

Mystic ninjas have access to the following new tricks:

Ki casting: You can cast a spell without expending a spell slot by spending a number of *ki* points equal to the spell level.

Assassinate Magic: When you succeed on a spellcraft check to identify a target's spell as part of a prepared counterspell action, you may spend 1 *ki* point to counter it by expending an available spell slot of equal or higher level to the spell being countered.

Roof Stalker

Some ninjas have sacrificed combat awareness for greater ambush and hiding skills, springing upon their enemies from the safety of the shadows.

Diving Graceful Murder Dash (Ex)

At 4th level, whenever a roof stalker succeeds on an acrobatics check to avoid falling damage, the next attack they make before the end of their turn deals sneak attack damage as if their target were flat-footed. Foes with uncanny dodge are immune to this ability.

This ability replaces uncanny dodge.

Hide in Plain Sight (Ex)

At 8th level, the roof stalker can use the Stealth skill even while being observed. As long as they are within 10 feet of an area of dim light, a roof stalker can hide themselves from view in the open without actually anything to hide behind. They cannot hide in their own shadow.

This ability replaces improved uncanny dodge.

Salikotosai

Practitioners of the forbidden style of salikotai, these assassins use techniques derived from the legendary assassins of hell to pursue their prey with utter dedication. All ninjas are deadly, but to their chosen marks, the salikotosai are a grade apart.

Salikotai

A salikotosai gains Salikotai as a bonus feat at 4th level, even if she does not meet the prerequisites. At 8th level, a worn kusari is treated as a primary natural attack. (See the weapon descriptions below for more information on the kusari).

This replaces the ninja tricks gained at 4th and 8th level.

Marked for Murder

At 5th level, a salikotosai can, as a standard action, study one opponent she can see. She receives a +1 bonus on Bluff, Knowledge, Perception, Sense Motive and Survival checks against her mark, as well as a +1 to attack and damage rolls made against her mark. A salikotosai can only have one mark at a time; these bonuses remain in effect until the opponent is dead or the salikotosai studies a new target.

Blood & Steel, Book 2: The Ninja

If a salikotosai deals sneak attack damage to a target, they can study that target as an immediate action, allowing her to apply her marked for murder bonuses against that target (including to the normal weapon damage roll.)

At 10th level and every 5 levels afterward, the bonuses on weapon attack rolls, damage rolls, and skill checks against a marked target increases by 1. In addition, at each such interval, the salikotosai is able to maintain these bonuses against an additional studied target at the same time. The salikotosai may discard this connection to a studied target as a free action, allowing her to study another target in its place.

At 12th level, a salikotosai can study an opponent as a move or swift action.

This ability replaces the increase to sneak attack damage at 5th level.

Salikotosai Tricks

Salikotosai gain access to the following new tricks:

Needle Bomb (Ex): This ability allows a salikotosai to throw a bomb that bursts into a hail of sharp needles and blades. The salikotosai can throw the bomb as a ranged touch attack with a range of 20 feet. When it explodes, it deals half of the salikotosai's sneak attack damage dice of piercing damage in a 10-foot-radius burst. A successful Reflex save (DC 10 + 1/2 the salikotosai's level + the salikotosai's Charisma modifier) halves the damage. Using this ability is a standard action. Each use of this ability uses up 1 ki point.

Poison Burst (Ex): Whenever the salikotosai throws a needle bomb, she can decide to include 1 dose of any injury poison she possesses. This poison affects all creatures who take damage from the needle bomb..

Inescapable Demise (Su)

Prerequisite: Marked for Murder

When the salikotosai delivers the killing blow to a target affected by her Marked for Murder ability, she may spend 1 ki point as a swift action to condemn her mark's soul. If the target is brought back to life,, the spellcaster takes an amount of negative energy damage equal to 1d6 x the victim's number of Hit Dice (a successful Fortitude save DC 10+1/2 the target's HD, halves the damage), and must make an immediate concentration check or lose the spell. (With a DC similar to suffering an injury when casting a spell)

Salikotosai Master Tricks

A salikotosai with access to master tricks gains access to new ninja tricks, outlined below:

Flight (Sp): By expending 1 ki point, the salikotosai gains the effects of a *fly* spell on themselves with a caster level equal to their salikotosai level. A salikotosai must select the feather fall trick before selecting the flight trick.

Target Eradication (Su): When the salikotosai delivers the killing blow to a target affected by her Marked for Murder ability, she may spend 1 ki point as a swift action to destroy her victim's body, disintegrating it without a trace. It's clothing and possessions remain unharmed. Only spells that do not require a portion of the corpse may return the victim to life such as *wish* or *miracle*. A salikotosai must select the inescapable demise trick before selecting target eradication.

Blood & Steel, Book 2: The Ninja

Sentinel

Wearing heavier armor than their brethren, ninja sentinels act as guardians more often than they act as assassins. Whether they're defending an isolated clan fortress or serving as a bodyguard to an important individual, sentinels are often the last and best line of defense against a blade in the darkness.

Skill Ranks per Level

A sentinel gains 4 skill ranks per level.

Weapon and Armor Proficiency

Sentinels gain proficiency with medium armor.

Sentinel Training (Ex)

Long hours of training allow sentinels to move with fluid grace despite their armor. Starting at 3rd level, they don't apply the armor check penalty for light and medium armor on Acrobatics, Escape Artist, or Stealth checks. This penalty applies on other skill checks as normal. At 9th level, they can move at full speed in medium armor.

This ability replaces the increase in sneak attack damage at levels 3 and 9.

Ki Pool

A sentinel cannot spend 1 *ki* point to make one additional attack at their highest base attack bonus when making a full attack. When an opponent attacks the sentinel or one of the sentinel's adjacent allies, the sentinel may spend 1 *ki* point to attempt to parry that attack. The sentinel makes an attack roll as though making an attack of opportunity; for each size category the attacking creature is larger than the sentinel, the sentinel takes a -2 penalty on this roll. If her result is greater than the attacking creature's result, the

creature's attack automatically misses. The sentinel must declare the use of this ability after the creature's attack is announced, but before it's attack roll is made.

This ability modifies *ki* pool.

Stalwart Guardian (Su)

At 3rd level The sentinel gains In Harm's Way as a bonus feat, even if they don't meet the prerequisites. When the sentinel intercepts an attack using this feat, they can spend 1 *ki* point to grant themselves damage reduction equal to their sentinel level against the intercepted attack.

This ability replaces no trace.

Shadow Savant

Some ninjas have a far stronger connection to primordial shadow than others. This attunement allows them to bring forth their own shades from the plane of shadow to fight by their side, becoming shadow warriors in the truest sense.

Shadow Twin (Su)

A shadow savant can channel elemental shadow to create a semi-real duplicate of herself. Starting at 3rd level, a shadow savant can channel her shadow twin for a number of rounds per day equal to 6 + her Charisma modifier. For each level beyond 3rd, she can channel for 2 additional rounds. A shadow savant can begin channelling as a free action. The total number of rounds of channelling per day is renewed after resting for 8 hours.

When a shadow savant begins channelling, a shady duplicate seems to step out from behind her into any adjacent open space. This duplicate creature is partially real and formed from wisps of shadowstuff. It appears

Blood & Steel, Book 2: The Ninja

as a dark, somewhat indistinct replica of the shadow savant that summoned it, but it has only half of the shadow savant's character levels (and the appropriate hit points, feats, skill ranks, and special abilities for a creature of that level). At all times, the shadow twin remains under the shadow savant's absolute mental command.

The shadow twin is limited in how far it can go from the shadow savant that spawned it—The maximum distance that a shadow twin can exist at is 10 feet per shadow savant level. If forced or commanded to go beyond that range, the channelling ends.

When channelling ends, either by choice as a free action or from the shadow twin reaching 0 hit points, the shadow twin immediately vanishes and the shadow savant is fatigued for a number of rounds equal to 2 times the number of rounds spent channelling. An shadow savant cannot begin channelling while fatigued or exhausted but can otherwise summon her shadow twin multiple times during a single encounter or combat. If the shadow savant falls unconscious, her channelling immediately ends.

This ability replaces no trace and the increase to sneak attack damage gained at levels 3, 9, and 15.

Shadow Savant Tricks

Shadow savants have access to the following new tricks:

Shadow Teleport (Su): By spending 1 *ki* point, the shadow savant can swap places with her active shadow twin as a move action. This can only be done once per channelling of shadow twin.

Erupting Shadows (Su): When beginning to channel a shadow twin, instead of emerging in an adjacent square, the shadow twin can emerge in any square in dim light or darker within 10 feet per shadow savant level.

Thereafter, the shadow twin may teleport from one area of dim or worse lighting to another as a standard action within that range.

Lengthen Shadows (Su): Your shadow twin can roam unusually far. By spending 1 *ki* point, the maximum range your shadow twin can exist at is increased by 30 feet for 1 minute.

Shadow Savant Master Tricks

Shadow savants who have access to master tricks also gain access to the following new tricks:

Clutching Shadows (Su): Prerequisite: Erupting Shadows: The shadow savant can spend 1 *ki* point to allow the shadow twin to bring a grappled creature of its size or smaller with it while using erupting shadows. This effect lasts for one round.

Shadow Jump (Su): The shadow savant gains the ability to travel between shadows like the shadowdancer ability of the same name. The shadow savant can jump up to 40 feet each day this way. This trick can be selected multiple times, increasing the daily limit by 40 feet each time.

Master of Shadows (Su)

At 20th level, the shadow savant reaches true mastery over shadows. She can, as a standard action, cast *shadow conjuration*. Illusory conjurations created by this ability deal 40% damage to creatures who manage to disbelieve, and non-damaging effects are 40% likely to work against nonbelievers. She uses her shadow savant level as her caster level for this ability. Using this ability consumes 3 *ki* points from her *ki* pool.

This ability replaces the portion of hidden master related to greater invisibility and detection resistance.

Blood & Steel, Book 2: The Ninja

Shuriken Ace

While many ninjas carry throwing stars as backup weapons, some ninjas take their focus with these concealable, deadly weapons to heights undreamed of by their peers.

Weapon and Armor Proficiency

Shuriken aces are proficient with all simple weapons, plus the starknife and the shuriken. They are proficient with light armor but not with shields.

This replaces the normal weapon and armor proficiencies.

Ki Pool (Su)

At 2th level, in addition to the normal abilities of their *ki* pool, a shuriken ace can spend 1 point from their *ki* pool to increase the range increment of a thrown dagger, dart, shuriken or starknife by 20 feet for 1 round.

Arcing Stars (Su)

Starting at 3rd level, when attacking with a shuriken, line of sight is calculated from a point of the shuriken ace's choosing up to 10 feet away that they have unobstructed line of sight to. Range is calculated as though the thrown weapon had turned at the chosen point. If the shuriken ace cannot see their target, it gains the benefits of full concealment.

This ability replaces no trace.

Lethal Placement (Ex)

At level 4, and at every 5 levels after, shuriken thrown by the shuriken ace deal damage as though they were one size category larger.

This ability replaces uncanny dodge and improved uncanny dodge.

Fiery Shuriken (Su)

This ability functions as the *fiery shuriken* spell, using the shuriken ace's level as the caster level. Using this ability is a standard action that costs 1 *ki* point.

This ability replaces the ninja trick gained at level 6.



Blood & Steel, Book 2: The Ninja

Sidhenobi

Representing an odd fusion between the grace and mysticism of the fey and deadly assassination arts, the sidhenobi are often thought to be little more than an urban legend.

Thought Hiding (Ex)

At 3rd level, the sidhenobi gains a +1 bonus on will saves made to resist mind-affecting spells and effects. This bonus increases by 1 every three levels after.

This ability replaces no trace.

Capricious Capering (Su)

Beginning at 4th level, by spending 1 *ki* point as a standard action the sidhenobi can begin to whistle a quick paced jig that compels nearby creatures to dance. Any creature within 20 feet of the sidhenobi must make a will save or begin to tap their toes and shuffle to the music, giving them the staggered condition for as long as the sidhenobi continues to whistle. The save DC is equal to 10 + the sidhenobi's level + the sidhenobi's Charisma bonus. A sidhenobi can maintain this ability for a number of rounds per day equal to their class level by concentrating. This ability replaces uncanny dodge.

Redcapped (Su)

At 8th level, the sidhenobi learns the secrets of using fear. The sidhenobi gains a +4 bonus on intimidate checks made to demoralize opponents. As long as the sidhenobi has at least 1 point in their *ki* pool, if the sidhenobi deals bleed damage to a shaken target, they may make an intimidate check as an immediate action to cause the target to

become frightened for 1d4 rounds.

This ability replaces improved uncanny dodge.

Speed Demon

Where some ninjas seek safety in stillness, others eschew anything that would slow them down in pursuit of raw speed.

Armor and Shield Proficiency

Speed demons are not proficient with any armor or shields.

This replaces the normal

armor proficiencies.

AC Bonus (Ex)

When unarmored and unencumbered, the speed demon adds her Charisma bonus (if any) to her AC and her CMD. In Addition, a speed demon gains a +1 bonus to AC and CMD at 4th level. This bonus increases by 1 for every four speed demon levels thereafter, up to a maximum of +5 at 20th level.



Blood & Steel, Book 2: The Ninja

Fast Movement (Ex)

Starting at 3rd level, a speed demon gains an enhancement bonus to her land speed as though she were a monk of the same level. A speed demon in armor or carrying a medium or heavy load loses this extra speed.

This ability replaces no trace.

Marathon Sprinter (Ex)

At 6th level, and at every 6 levels afterwards, when spending 1 *ki* point to increase speed by 20 feet for 1 round, the speed bonus increases by 10 feet and the duration increases by 1 round.

Quicksilver Master (Su)

At 20th level, the speed demon becomes a transcendent paragon of speed. She can, as a standard action, cast *haste* on herself. While hastened in this way, she acts as though affected by a *freedom of movement* spell. She uses her speed demon level as her caster level for this ability. Using this ability consumes 3 *ki* points from her *ki* pool.

This ability replaces the portion of hidden master related to greater invisibility and detection resistance.



Blood & Steel, Book 2: The Ninja

Character Options

The resourcefulness of the ninja is legendary. Whether it's escaping over a moat or moving too fast for the eye to follow, they have a library of tricks to fall back upon that can overcome any foe. Some ninja clans pass down secret techniques through their order, keeping their most powerful tricks within their own organization. If such secret techniques spread beyond the clan, those with the forbidden knowledge find themselves hunted by the best the clan has to offer.

Some ninjas make use of kuji-in, a set of mantras paired with hand signs, to help focus their minds and bodies. Although this behavior has its roots in religious practices, their use has become common enough among the ninja that using them does not imply any sort of religious affiliation.

Ninja Tricks

The following new tricks are available to all ninjas:

Blacker Powder (Ex):

Prerequisite: Proficiency with firearms.

Benefit: By harmlessly discharging the black powder within a loaded firearm, as a standard action, a ninja can generate a cloud of smoke that fills a 15-foot radius centered on herself. This acts like the smoke from a smokestick. This ability can be used as long as the ninja has at least 1 point remaining in her *ki* pool.

Crimson Stars (Ex): When you damage an opponent with a shuriken, you deal an extra 1d4 bleed damage as long as you have at least 1 *ki* point remaining in your pool. This ability does not stack with other special abilities, attacks, or items that allow you to deal bleed damage.

Endless Reserve (Sp): This ability functions as the *abundant ammunition* spell, using the ninja's level as the caster level. Using this ability is a standard action that costs 1 *ki* point.

Feather Step (Sp): By spending 1 *ki* point, the ninja may cast *feather step* on themselves with a CL equal to their ninja level.

Hide Scent (Sp): As a standard action, the ninja may spend 1 *ki* point to grant themselves the benefit of *negate aroma* for 1 hour per ninja level.

Jutaijutsu (Ex): The ninja gains Improved Grapple as a bonus feat, even if they don't meet the prerequisites. In addition, when the ninja succeeds on a grapple check to maintain a hold, the ninja may spend 1 *ki* point to sicken the foe for a number of rounds equal to the ninja's level.

Kajutsu (Su):

Prerequisite: Smoke Bomb or Blacker Powder.

Benefit: The ninja can see through fire and smoke without penalty, ignoring any cover or concealment bonuses from fire and smoke. This does not allow the ninja to see anything they could not otherwise see (for example, invisible creatures are still invisible).

Kishajutsu (Ex): The ninja gains mounted archery as a bonus feat, even if she does not meet the requirements. In addition, Ride becomes a class skill for the ninja.

Kusarijutsu (Ex): The ninja gains proficiency with the kusari. In addition, by spending 1 *ki* point as a free action, as part of an attack with a kusari, they can treat the reach of the kusari as 5 feet greater for that attack.

Meteor Fling (Ex): As long as the ninja has at least 1 *ki* point remaining, light thrown weapons are treated as having a range increment 10 feet greater than listed.

Razor Field (Ex): As a standard action, the ninja may scatter shuriken in a 5-foot square,

Blood & Steel, Book 2: The Ninja

leaving them sticking from the ground at dangerous angles. These function as caltrops, except that they use the ninja's base attack bonus and deal damage as shuriken of their size. They can be scattered anywhere within throwing range of a shuriken, but scattering them into a non-adjacent square requires an attack roll vs AC 5. This requires a minimum of 3 shuriken to be used.

Suikijutsu (Sp): By spending 1 *ki* point as a standard action, the ninja can traverse water & liquid as though affected by a *water walk* spell. This effect lasts for 1 minute per ninja level.

Tangling Chains (Ex): As long as the ninja has at least 1 *ki* point remaining in her pool, she may throw a weapon that she is proficient with that has a section of chain or cable as part of its structure, such as a nunchaku or kusarigama, as a ranged touch attack. This attack deals no damage, but on a successful hit entangles the target. The effect lasts 2d4 rounds, unless the target takes a full-round action to untangle themselves from the chains.

Utility Ninja (Su): By spending 1 *ki* point as a standard action, the ninja gains the aid of an invisible force as with the *unseen servant* spell, except that it has an effective Strength score of 4. The force is also not invisible, instead manifesting itself as shadowy, humanoid forms that vanishes and reappears as needed within the range of the spell. This is a purely cosmetic effect that does not change the functionality of the spell.

Weapon Training (Ex): The ninja gains proficiency in a number of weapons of her choice equal to her Charisma modifier. This trick can be selected multiple times, applying to new weapons every time.

Ninja Master Tricks

The following tricks are available to any ninja who have access to master tricks.

Afterimage Technique (Sp): When the ninja moves at least 10 feet on their own turn, they may spend 2 *ki* points as a free action to leave brief, distracting afterimages. At any time before the start of their next turn as a free action, they may select any square they travelled through using this ability with an adjacent opponent. For the next attack made against that opponent, they are treated as being threatened by the ninja from the chosen square the ninja moved through. An opponent can only be affected by the same ninja's afterimage technique once per turn, but the same ninja can affect multiple opponents in the same turn with a single use of this ability.

Earthwalking (Sp): By spending 1 *ki* point as a standard action, the ninja gains a burrow speed of 20 feet for a number of rounds equal to her ninja level. The ninja may attack or cast spells normally, but cannot run or charge. This ability does not leave any sort of usable passage behind the ninja, nor does it give the ninja the ability to breathe underground or see through the earth.

Exsanguinate Ki (Su):

Prerequisite: Ki Block

Benefit: When making a sneak attack, you may spend 1 *ki* point before the attack is rolled. If the attack is successful, the target loses 1 *ki* point at the beginning of its turn to bleed damage.

Blood & Steel, Book 2: The Ninja

Heats

The missions that ninja undertook demanded a wide set of talents and abilities. One

assignment could involve spying on a neighboring lord, while the next takes the ninja to an active warzone to participate in military espionage and battlefield sabotage.

Name	Type	Prerequisites	Benefit
Double Breathing Technique	General	Con 13+, Wis 13+	Run much longer before needing to stop.
Kaleidoscope Style	Combat, Style	Quick Draw, Two-Weapon Fighting, base attack bonus +6	Switch weapons frequently during combat.
Kaleidoscope Flurry	Combat, Style	Double Slice, Improved Two-Weapon Fighting, Kaleidoscope Style, base attack bonus +9	Use properties of previous attack to overcome damage reduction.
Kaleidoscope Storm	Combat, Style	Kaleidoscope Flurry, Greater Two-Weapon Fighting, Two-Weapon Feint, base attack bonus +12	Critical hits let your weapons fight on their own briefly.
Kirigakure Jutsu Style	Combat, Style	Acrobatics 4 ranks, Intimidate 4 ranks, sneak attack +2d6	Punctuate victories with intimidating displays of acrobatics.
Kigakuruujutsu Decapitation	Combat, Style	Acrobatics 8 ranks, Intimidate 8 ranks, Kigakuruujutsu Style, sneak attack +4d6	Demoralize multiple targets when you kill a foe.
Kigakuruujutsu Massacre	Combat, Style	Acrobatics 12 ranks, Intimidate 12 ranks, Kigakuruujutsu Decapitation, sneak attack +6d6	Sneak attack frightened opponents as though they were flat footed.
Quick Reconfigure	Combat	Dex 13+, gnome or base attack bonus +1	Reconfigure a combo weapon as a free action.
Salikotai	Combat	Dex 15+, Improved Unarmed Strike, Proficient with kusari, base attack bonus +5	Tie a kusari around your waist and attack with it as though it were a tail.
Vanishing Style	Combat, Style	Dex 15+, Sleight of Hand 5 ranks, Deft Hands	Calculate attacks from an adjacent square that still threatens the same opponent.
Vanishing Strike	Combat, Style	Dex 17+, Sleight of Hand 8 ranks, Vanishing Style	Choose to delay damage from successful attacks.
Vanishing Shadow	Combat, Style	Dex 19+, Sleight of Hand 11 ranks, Vanishing Strike	Delayed damage from Vanishing Strike allows for flanking.

Blood & Steel, Book 2: The Ninja

Double Breathing Technique (General)

By focusing your breathing in an irregular pattern, you can push yourself to sprint for incredible distances.

Prerequisite(s): Con 13+, Wis 13+

Benefit: You can run for a number of rounds equal to double your Constitution score before needing to make checks to continue running. Furthermore, you gain a +4 bonus on checks made to continue running beyond that.

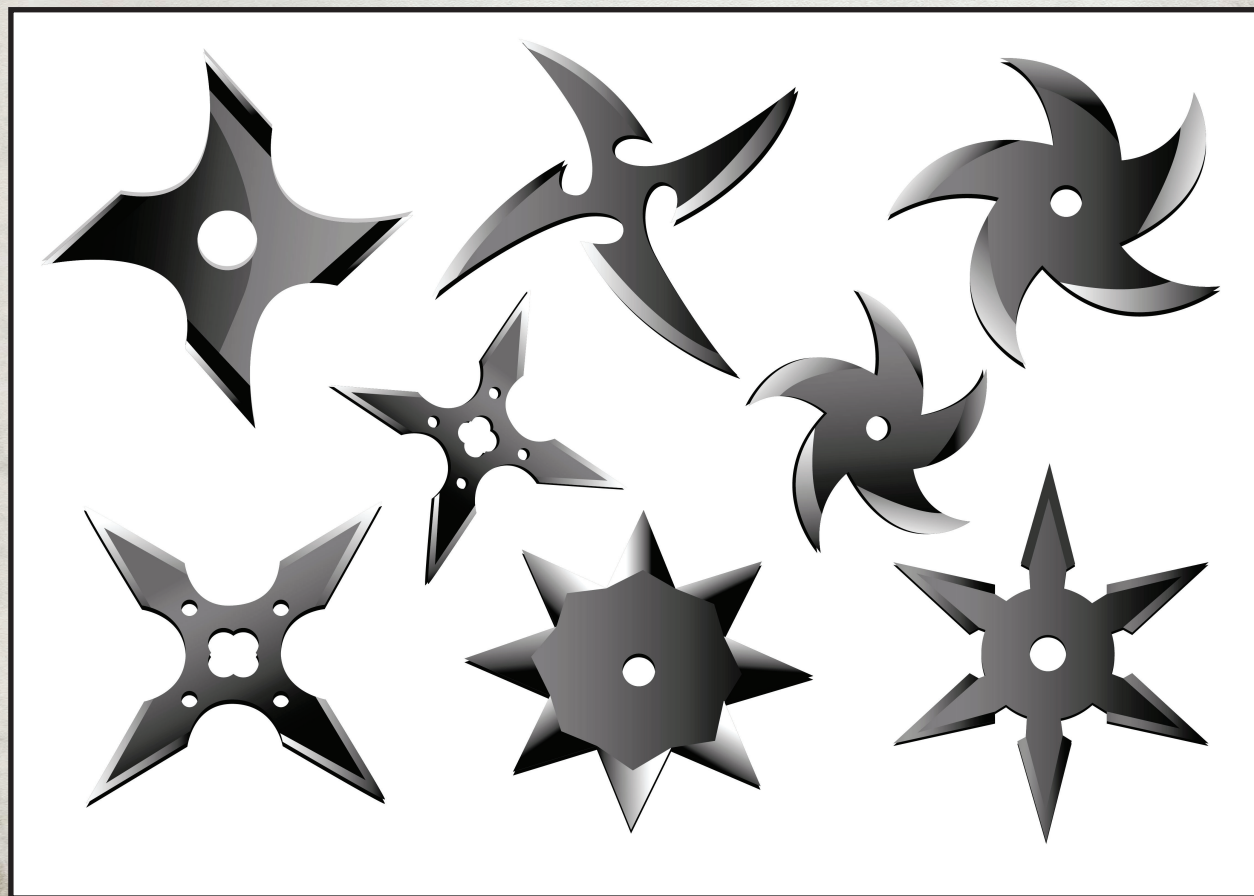
Normal: You can only run for a number of rounds equal to your Constitution score before needing to make Constitution checks to continue running.

Quick Reconfigure (Combat)

You have a knack for complex weapons, changing them from one form to another before enemies have even managed to draw their own blades.

Prerequisite(s): Dex 13+, Gnome or base attack bonus +1

Benefit: You can change the current configuration of a combo weapon as a free action instead of a standard action.



Blood & Steel, Book 2: The Ninja

Ninja Style Heats

Kaleidoscope Style

The defining aspect of this style is the almost constant exchanging of weapons. Most practitioners of this style carry a wide array of weapons on them, using continual switch-ups to keep their foes off balance and reeling.

Kaleidoscope Flurry (Combat, Style)

You have learned to use your arsenal to weaken and bypass the defenses of tough creatures.

Prerequisite(s): Double Slice, Kaleidoscope Style, Improved Two-Weapon Fighting, base attack bonus +9

Benefit: When you bypass damage reduction due to weapon material or type of damage, the next attack you make on the same turn with a different weapon overcomes damage reduction as though it were made of the same material or dealt the same type of damage.

Kaleidoscope Storm (Combat, Style)

Your bewildering speed is almost impossible to keep up with, making your weapons appear to flutter about you of their own accord.

Prerequisite(s): Kaleidoscope Flurry, Greater Two-Weapon Fighting, Two-Weapon Feint, base attack bonus +12

Kaleidoscope Style (Combat, Style)

You can find your scabbard quickly, and know how to switch between weapons to deadly effect.

Prerequisite(s): Quick Draw, Two-Weapon Fighting, base attack bonus +6

Benefit: Sheathing a weapon becomes a free action. Weapons drawn between attacks during a full attack gain a +1 bonus to hit on

the first attack made with that weapon.

Benefit: When you confirm a critical hit while using kaleidoscope style, you may release your weapon as a free action to allow it to fight on its own for 4 rounds as though it possessed the *dancing* enchantment. Applying this effect to a new weapon immediately ends the effect on any other weapon.

Kigakuruujutsu Style

You have trained in an assassination art with a heavy focus on shock & awe tactics. Though critics decry it as “flipping out” and killing people, you know that the form contains the secrets to true ultimate power.

Kigakuruujutsu Decapitation (Combat, Style)

Your merciless strikes mutilate those you murder, striking fear into the hearts of those who still stand against you.

Prerequisite(s): Acrobatics 8 ranks, Intimidate 8 ranks, Kigakuruujutsu Style, sneak attack +4d6

Benefit: When you kill an opponent while using kigakuruujutsu style, as a swift action you may attempt to demoralize a number of opponents equal to half your character level using an acrobatics check in place of an intimidate check. All targets must be within 30 feet of you. If any of the targets are currently shaken as the result of a successful intimidate check that did not use acrobatics, they become frightened instead. Using Intimidate to demoralize an opponent who is shaken by this ability instead causes them to be frightened.

Blood & Steel, Book 2: The Ninja

Kigakuruujutsu Massacre (Combat, Style)

You understand how to capitalize on the terror of your foes, their fear providing you with a larger opening than any armor gap.

Prerequisite(s): Acrobatics 12 ranks, Intimidate 12 ranks, Kigakuruujutsu Decapitation, sneak attack +6d6,

Benefit: Frightened or panicked opponents taking actions other than total defense may be sneak attacked as though they had lost their dexterity bonus. This does not change their effective armor class.

Kigakuruujutsu Style (Combat, Style)

You have learned the art of the raging assassin.

Prerequisite(s): Acrobatics 4 ranks, Intimidate 4 ranks, sneak attack +2d6,

Benefit: While using this style, once per turn when you bring an adjacent opponent below 0 hit points, you may attempt to demoralize a visible opponent within 30 feet as a swift action, rolling an Acrobatics check and using the result in place of an intimidate check. Against shaken foes, you may use intimidate instead of acrobatics to move through the squares they threaten without provoking attacks of opportunity. When moving through threatened squares in this way, you move at full speed.

Salikotai Style

You have studied a fiendish form of martial arts, based off the assassins of hell. Through skill with the kusari, you have learned to imitate their lashing tails.

Salikotai (Combat)

You have learned the basics of the Salikotai style.

Prerequisite(s): Dex 15+, Improved Unarmed Strike, Proficient with kusari, base attack bonus +5

Benefit: By wearing a kusari around your waist, you have learned to strike foes with it as though it were a tail. Securing or removing a worn kusari is a standard action. While wearing a kusari, you can treat it as a secondary natural attack. You can only wear one kusari at a time this way, and while a kusari is worn it loses reach and cannot be wielded as a normal weapon.

Vanishing Style

This style weaponizes the old saying “the hand is quicker than the eye”, by teaching its practitioners to strike where the opponent isn’t looking and can’t defend themselves. Advanced users of the style are able to mislead a foe into reacting to enemies that aren’t there.

Vanishing Shadow (Combat, Style)

If your vanishing strikes don’t outright kill, they hamper your foes, leaving them with blind spots.

Prerequisite(s): Dex 19, Sleight of Hand 11 ranks, Vanishing Strike

Benefit: When an opponent takes damage from vanishing strike, they are treated as being threatened from the square the attack was delivered from for the purposes of flanking until the start of your next turn. In addition, as a move action you may immediately trigger all active vanishing strikes you have on a target, rather than waiting for them to activate on their own.

Blood & Steel, Book 2: The Ninja

Vanishing Strike (Combat, Style)

By bruising muscles and jabbing tendons, you injure your foe in a way they may not notice until they put weight on the injury.

Prerequisite(s): Dex 17+, Sleight of Hand 8 ranks, Vanishing Style

Benefit: You have learned to place your blows to the point where your opponent doesn't realize they've been injured. When making an attack, you may make a Sleight of Hand check opposed by your opponent's Perception check. If you succeed, complete the attack as normal and apply the damage at the start of your next turn instead of immediately. For every 5 points by which you beat their Perception check, you may choose to delay the damage for one additional turn. Damage applied on the same turn counts as part of any case of the target taking massive damage in one round.

Vanishing Style (Combat, Style)

Your quick reactions and quicker hands let you circumvent and ruin the defenses of those who would stand before you.

Prerequisite(s): Dex 15+, Sleight of Hand 5 ranks, Deft Hands

Benefit: Once per turn, you may choose one opponent you threaten as the target of this feat. Make a Sleight of Hand check opposed by their Perception check. If you succeed, calculate your attacks as though you were in an adjacent square from which you would still threaten the target.



Blood & Steel, Book 2: The Ninja

New Equipment

Ninjas used many tools to accomplish their goals. Many of their weapons evolved from common household implements, such as trowels and horse bridles, because such things wouldn't be seen as weapons. This philosophy extended to their gear beyond their weapons, and many of the objects that a ninja carried could be used for multiple purposes or were hard to identify as the tools they were.

Disguised Weapons

Not all weapons are small enough to hide. This simple truth has necessitated different tactics for those attempting to carry weapons to prohibited areas, focusing not on concealing the weapon but rather making it appear as something else—a broom, a bouquet of flowers, or in some cases a different, more common or legal weapon.

Disguising a weapon works much like disguising a character. It is opposed by others' Perception checks, and only one disguise check is made per use of the skill, regardless of the number of people making scrutinizing it. Attacks made with a disguised weapon suffer a -2 to hit while disguised. Making a successful attack destroys the disguise. The modifiers for disguising a weapon are as follows:

Anyone with ranks in the Craft skill used to create the disguised weapon or who is proficient with the disguised weapon's type gains a +2 bonus to see through the disguise.

Action/Time

Disguising a weapon takes 1d6 x 5 minutes of work.

Combo Weapons

Some weapons are designed to function as a completely different kind of weapon after only a few small adjustments. Whether it's unfolding a hidden spearhead, collapsing a haft, or splitting it apart into smaller components, such weapons provide a much larger range of options for their wielders than simpler, more static options. Such choice comes at a cost though, as such complex weapons demand quality materials and precision workmanship. Combo weapons are only available as masterwork items.

A combo weapon is designed from creation to function as two or more different types of weapon, depending on its current configuration. The weapons that it is a combination of are determined upon the creation of the weapon and cannot be changed afterwards. Weapon enchantments on one configuration do not apply to other configurations. Re-configuring a combo weapon from one configuration to another is a full-round action.

Disguise	Disguise Check Modifier
Minor details only	+5
Disguised as different weapon	-2
Disguised as a non-weapon	-5
Disguised as different-sized object	-5

Blood & Steel, Book 2: The Ninja

A combo weapon weighs as much as the heaviest weapon it can be configured as, plus half of the second heaviest. To calculate the price of a combo weapon, add the listed costs of each component weapon then add 300 gp. It is treated as a double weapon for masterwork, enchantment, and special material costs.

Mundane Items

Kusari

The kusari is a weighted length of chain with a heavy clasp on one end suitable for attaching a small weapon to. The kusari is treated as a melee weapon with 10-foot reach and can be used against foes anywhere within reach.

You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a kusari sized for you, even though it isn't a light weapon.

As a full-round action that provokes attacks of opportunity, you can attach or detach a light weapon to the kusari. Attaching a weapon changes its damage, critical, and damage type to that of the attached weapon. If both the kusari and attached weapon are magical, the enchantment with the higher CL suppresses the other for as long as the weapon remains attached. If only one or the

other is enchanted, the enchantment affects both the weapon and kusari for as long as they remain attached.

If you are not proficient with either the kusari or the attached weapon, you are not proficient with the kusari for as long as the weapon remains attached.

Combat Tabi

Price 200 gp; **Weight** 2 lbs

The split-toe design of these supple, well-crafted boots allows their wearer to keep their footing on difficult surfaces. The wearer gains a +2 competence bonus on Acrobatics checks made to cross narrow surfaces or uneven ground.

Ki-Clouding Bomb

Price 80 gp; **Weight** 1/2 lb

Usually shaped like a small paper ball with a long fuse, these cherry-looking combustibles function as a smokestick with the added effect of inhibiting the use of *ki* abilities within the cloud. Any creature within the smoke who attempts to use an ability that requires the spending of *ki* to function must make a DC 13 Will save to use the ability. On a failed save, the ability does not function. The *ki* cost of the ability must be paid whether or not it functions.

(Exotic)	Cost	Dmg(S)	Dmg(M)	Critical	Range	Weight	Type	Special
One-Handed Melee Weapons								
Kusari	40 gp	1d2	1d3	x3	-	6 lbs	B	Trip, Disarm, Reach, see text

Blood & Steel, Book 2: The Ninja Vehicle



Metsubushi

Price 20 gp; **Weight** -

Made from a hollowed-out egg filled with assorted agitants, these can be used as part of a dirty trick combat maneuver to add +2 on the CMB roll. Regardless of outcome the metsubushi is consumed, and its use must be declared before the combat maneuver roll is made.

Star Hurler

Price 100 gp; **Weight** 1 lb.

This mechanical bracer features a winding key and a flat, spring-loaded clasp that holds a shuriken. Inserting a shuriken and winding the bracer is a full-round action that provokes attacks of opportunity. Attacking with a shuriken launched from a star hurler confers a -2 penalty to hit, but increases the range increment of the shuriken by 10 feet.

Ninja Kite

Pushing the limit of miniaturization of non-magical flight, ninja kites are precarious contraptions that allow the agile to silently ride the wind. Despite being notoriously difficult to control, their small profile and collapsible nature make them a worthwhile piece of equipment to have.

Assembling a ninja kite takes 1 minute, and disassembling one takes half that time. A kite weighs 20 pounds. A disassembled ninja kite is compact, with the largest rigid parts being several 4-foot pole segments.

Large Air vehicle

Squares 2 (5 ft. By 10 ft.); **Cost** 600 gp

DEFENSE

AC ; **Hardness** 0 (takes double damage from acid and fire attacks)

hp 16 (7)

Base Save +0

OFFENSE

Maximum Speed 60 ft.; **Acceleration** 10 ft.

Attack ram 1d6

CMB +1; **CMD** 11

DRIVE

Propulsion current (*air*; two squares of sail, which serve as the majority of the vehicle, 16

Driving Check Fly or Acrobatics +10 to the DC

Forward Facing The top point of the kite

Driving Device wooden framework

Driving Space Any single square directly below the sail of the kite

Decks 1

Blood & Steel, Book 2: The Ninja

New Magic Items

Hands of Concussive Hurling

Aura faint evocation; **CL** 5th

Slot -; **Price** 18,000 gp; **Weight** 1 lb

DESCRIPTION

These black gloves are fingerless except for the thumb and index finger.

Three times per day, when the wearer uses the *ki charge* ninja trick, the wearer may make a full attack instead of a standard action and apply the benefits of the *ki charge* trick to all weapons thrown as part of the attack.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *fireball*; **Cost** 9,000 gp

Juhakkei Scroll

Aura moderate transmutation; **CL** 8th

Slot -; **Price** 6,000 gp; **Weight** 1 lb

DESCRIPTION

This scroll contains within it the recorded secrets of a specific non-master ninja trick.

When this scroll is in the possession of someone with a *ki* pool who is capable of using ninja tricks, they may use the contained trick as though they knew it. Using a trick contained in a scroll costs 1 *ki* point in addition to the *ki* cost of the contained trick.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Special** creator must know the trick to be recorded in the scroll; **Cost** 3,000 gp

Ki-Puncturing Gloves

Aura faint transmutation; **CL** 3rd

Slot -; **Price** 8,000 gp; **Weight** 2 lb

DESCRIPTION

Whenever the wearer of these supple-palmed, tough-fingered gloves uses the *ki block* ninja trick, the save DC is increased by 4.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *eagle's splendor*; **Cost** 4,000 gp

Kusarikami

Price 26,840 gp; **Aura** moderate evocation; **CL** 7th; **Weight** 6 lbs

Alignment neutral; **Senses** 60 ft., blindsense

Intelligence 12; **Wisdom** 16; **Charisma** 14; **Ego** 12

Language Empathy (Common plus 1 other language)

DESCRIPTION

This +2 *heartseeker kusari* uses a style of dense chain link seen more often in jewelry than in weapons, and wear on its copper construction has given it a green-bronze colour. It rarely sits still, preferring instead to exhibit behavior similar to a snake when left unattended. It is possessed of a curious, puckish Intelligence, and though helpful by nature it is easily distracted. If dropped or left to its own devices, a kusarikami will typically animate and fight or explore, as the situation necessitates. While animated, it has the stats of an iron cobra while keeping its own mental ability scores. It does not gain the *find target* or *poison* abilities, and its bite attacks deal damage as a medium version of the kusari with any attached weapons it may have. Out of combat, a worn or carried kusarikami will volunteer as an extra hand if it happens to be in a good mood.

CONSTRUCTION REQUIREMENTS

Feats Craft Magic Arms and Armor; **Spells** *death knell*, *animate objects*, *permanency*; **Cost** 13,420 gp

Blood & Steel, Book 2: The Ninja

Spacious Sugagasa

Aura moderate conjuration; **CL** 9th

Slot -; **Price** 2,500 gp; **Weight** 2 lb

DESCRIPTION

This simple-looking conical hat has properties like that of a *bag of holding*.

While worn, the underside of the hat functions as an extradimensional storage space that can hold up to 15 cubic feet of volume or 125 pounds in weight. Sleight of hand attempts to hide small objects in the hat gain a +4 bonus. Retrieving an object from the *spacious sugagasa* is as simple as clearly picturing the object, then automatically catching it as it falls from inside the hat in as subtle or as obvious as fashion as the user wishes. This counts as a move action. Furthermore, the hat adds a +2 circumstance bonus to Disguise checks when trying to avoid attention.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *secret chest*; **Cost** 1,250 gp

Starkeeper's Harness

Aura moderate conjuration; **CL** 7th

Slot Body; **Price** 5,000 gp; **Weight** 3 lb

DESCRIPTION

This thin cloth wrap fits well under armor. Although solid objects can be felt inside it, it never rattles or jangles when the wearer is moving.

The wearer can pull from the harness an unlimited supply of non-magical shuriken, though any shuriken produced by the harness disappear at the start of the wearer's next turn. Retrieving a shuriken is the same action as drawing a weapon (a move action normally, but a free action for someone with Quick Draw for instance). Casting a spell on the *starkeeper's harness* that enhances projectiles, such as *magic weapon*, enhances

all shuriken drawn from the harness until the spell ends.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *greater magic weapon*, *abundant ammunition*; **Cost** 2,500 gp

Vanishing Sheet

Aura minor illusion; **CL** 3rd

Slot -; **Price** 500 gp; **Weight** 1 lb

Description

Generally, found as a folded square of very sheer material, vanishing sheets provide an emergency option to help their users avoid notice.

By holding the sheet up by the corners and letting it unfurl in front of the user as a standard action, the magic activates and causes the sheet to take on a rather accurate pattern of the surface behind the user. This confers a +20 bonus on Stealth checks while remaining motionless. It provides no benefit if the user does not have an adjacent wall-like surface to blend against.

The magic of the sheet lasts until the user moves from their square or until the sheet is dropped. It then becomes a non-magical object with a pattern similar to the surface it was disguised as.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *silent image*; **Cost** 250 gp

Blood & Steel, Book 2: The Ninja

Legal

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 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 1.0a, © 2000, Wizards of the Coast, Inc.; System Reference Document, © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

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

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

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

Pathfinder Roleplaying Game Core Rulebook, © 2009, Paizo Inc.; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Blood & Steel, Book 2: The Ninja

Pathfinder Roleplaying Game Core Rulebook, © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Core Rulebook, © 2011, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Occult Adventures, © 2015, Paizo Inc.; Authors: John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, John Compton, Adam Daigle, Jim Groves, Thurston Hillman, Eric Hindley, Brandon Hodge, Ben McFarland, Erik Mona, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alex Riggs, Robert Schwalb, Mark Seifter, Russ Taylor, and Steve Townshend.

Pathfinder Roleplaying Game Ultimate Combat, © 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.

The Book of Experimental Might, © 2008, Monte J. Cook; All rights reserved.

Tome of Horrors, © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Demon, Shadow from the *Tome of Horrors Complete*, © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Neville White.

Marid from the *Tome of Horrors III*, © 2005, Necromancer Games, Inc.; Author: Scott Greene.

Poltergeist from the *Tome of Horrors Complete*, © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Lewis Pulsipher.

Blood & Steel, Book 2: The Ninja, © 2017, D20PFSRD Publishing;; Author: Kalen Tessmann

Designation of Product Identity

All company names, logos, and artwork, images, graphics, illustrations, trade dress, and graphic design elements and proper names are designated as Product Identity. Any rules, mechanics, illustrations, or other items previously designated as Open Game Content elsewhere or which are in the public domain are not included in this declaration.

Declaration of Open Game Content

All content not designated as Product Identity is declared Open Game Content as described in Section 1(d) of the Open Game License Version 1.0a.

Creative Commons



This work is licensed under a [Creative Commons Attribution-Share Alike 3.0 License](#).