

Ninja

When the wealthy and the powerful need an enemy eliminated quietly and without fail, they call upon the ninja. When a general needs to sabotage the siege engines of his foes before they can reach the castle walls, he calls upon the ninja. And when fools dare to move against a ninja or her companions, they will find the ninja waiting for them while they sleep, ready to strike. These shadowy killers are masters of infiltration, sabotage, and assassination, using a wide variety of weapons, practiced skills, and mystical powers to achieve their goals.

Role: The ninja spends almost all of her time honing her skills, practicing her art, or working on her next assignment. Even when not specifically working, the ninja is ever vigilant and ready for the situation to turn deadly. Her line of work earns her many enemies, but it is a list that she frequently reduces through assassination, ninjutsus, and misdirection.

Parent Classes: Monk and Thief.

Alignment: Any.

Hit Die: d8.

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

Class Skills

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

Skill Ranks per Level: $8 + \text{Int modifier}$.

Table 3-15: The Ninja

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	MP	Ninjutsu Level
1 st	+0	+0	+2	+0	Throw Anything, AC Bonus +1, Sneak Attack (+1d6), Limit Breaks	1	1 st
2 nd	+1	+0	+3	+0	Ninja trick, Ki Pool	2	1 st
3 rd	+2	+1	+3	+1	No Trace +1, Ki power	3	1 st
4 th	+3	+1	+4	+1	Ninja trick, Uncanny Dodge, Sneak Attack (+2d6)	4	2 nd
5 th	+3	+1	+4	+1	AC Bonus +2, Ki power, Death Mark	6	2 nd
6 th	+4	+2	+5	+2	Ninja trick, No Trace +2, Light Steps	8	2 nd
7 th	+5	+2	+5	+2	Sneak Attack (+3d6), Ki power	10	3 rd
8 th	+6/+1	+2	+6	+2	Ninja trick, Improved Uncanny Dodge	14	3 rd
9 th	+6/+1	+3	+6	+3	No Trace +3, AC Bonus +3, Ki power	17	3 rd
10 th	+7/+2	+3	+7	+3	Sneak Attack (+4d6), Ninja trick, Cloaked in Shadows	20	4 th

11 th	+8/+3	+3	+7	+3	Ki power, Ambush	25	4 th
12 th	+9/+4	+4	+8	+4	Master tricks, Ninja trick, No Trace +4	29	4 th
13 th	+9/+4	+4	+8	+4	Sneak Attack (+5d6), AC Bonus +4, Ki power	33	5 th
14 th	+10/+5	+4	+9	+4	Ninja trick, Hide in Plain Sight	40	5 th
15 th	+11/+6/+1	+5	+9	+5	No Trace +5, Ki power	46	5 th
16 th	+12/+7/+2	+5	+10	+5	Sneak Attack (+6d6), Shadow Step, Ninja trick	50	6 th
17 th	+12/+7/+2	+5	+10	+5	AC Bonus +5, Ki power, Certain Demise	59	6 th
18 th	+13/+8/+3	+6	+11	+6	Ninja trick, No Trace +6	66	6 th
19 th	+14/+9/+4	+6	+11	+6	Sneak Attack (+7d6), Hidden Master, Ki power	74	6 th
20 th	+15/+10/+5	+6	+12	+6	Slicing Wind, Ninja trick	79	6 th

Class Features

All of the following are class features of the ninja.

Weapon and Armor Proficiency: Ninjas are proficient with all simple weapons, plus the bolas, chakram, fuuma shuriken, kama, katana, kunai, kusarigama, nunchaku, sai, shortbow, short sword, shuriken, siangham, starknife, wakizashi, and wushu dart. They are proficient with light armor but not with shields. As long as the ninja wears light or no armor, she can perform ninjutsus without spell failure.

Limit Breaks (Su): At 1st level, the ninja receives the Limit Breaks (Missile Barrage and Shroud in Darkness).

Missile Barrage (Su): This Limit Break creates hundreds of thrown weapons that the ninja throws a barrage of them in a 30-ft.-cone. Enemies within the area of effect take 1d6 points of shadow damage per ninja level, a Reflex save (DC 10 + half of the ninja's level + her Wisdom modifier) for half damage.

Shroud in Darkness (Su): This Limit Break makes the ninja invisible for a duration of 1 round + 1 round per four ninja levels after 1st. While invisible, the ninja can make attacks as normal and remain invisible. The ninja also receives a +1d6 sneak attack bonus + an additional 1d6 per four ninja levels after 1st while under this Limit Break. This limit break requires only a swift action.

Ninjutsus: A ninja performs ninjutsus which are drawn the ninja ninjutsu list. A ninja begins play with 2 1st level ninja ninjutsus of her choice. Each time a character attains a new ninja level, she gains one ninjutsu of her choice to add to her list of ninjutsus. This free ninjutsu must be of ninjutsu level she can perform. Unlike most mages, a ninja cannot find or purchase scrolls with ninjutsus to add to her repertoire. Ninjutsus does not count as spells but like spells, ninjutsus can be modified by metamagic feats. In addition, only a ninja with ranks in Spellcraft can identify another ninja's ninjutsus. Starting at 2nd level, a ninja can substitute MP for Ki points to perform ninjutsus, but not with metamagic feats.

To perform a ninjutsu, the ninja must have a Wisdom score equal to at least 10 + the ninjutsu level (Wis 11 for 1st-level ninjutsus, Wis 12 for 2nd-level ninjutsus, and so forth). The Difficulty Class for a saving throw against a ninja's ninjutsu is 10 + the ninjutsu level + the ninja's Wisdom modifier. In addition, a ninja gains additional MP for having a high attribute (Wisdom).

Sneak Attack (Ex): If a ninja can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. The ninja's attack deals extra damage (called "precision

damage") anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the ninja flanks her target. This extra damage is 1d6 at 1st level, and increases by 1d6 every two ninja levels thereafter. Should the ninja score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), a ninja can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. The ninja must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A ninja cannot sneak attack while striking a creature with total concealment.

AC Bonus (Ex): A ninja is highly trained at dodging blows, and she has a sixth sense that lets her avoid even unanticipated attacks. When unarmored and unencumbered, a ninja adds her Wisdom bonus (if any) to her AC and her CMD. In addition, a ninja gains a +1 bonus to AC and CMD at 4th level. This ability does not stack with the monk's AC bonus ability (a ninja with levels of monk does not add the bonus twice). This bonus increases by 1 for every four levels thereafter (+2 at 5th, +3 at 9th, +4 at 13th, and +5 at 17th level). These bonuses to AC apply even against touch attacks or when the ninja is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

Throw Anything (Ex): All ninjas gain the Throw Anything feat as a bonus feat at 1st level.

Ninja Trick (Ex): Starting at 2nd level, a ninja gains one ninja trick. She gains one additional ninja trick for every two ninja levels attained after 2nd. Unless otherwise noted, a ninja cannot select an individual ninja trick more than once. Talents marked with an asterisk add effects to a ninja's sneak attack. Only one of these talents can be applied to an individual attack, and the decision must be made before the attack roll is made.

Bleeding Attack (Ex):* A ninja with this trick can cause living opponents to bleed by hitting them with a sneak attack. This attack causes the target to take 1 additional point of damage each round for each die of the ninja's sneak attack. Bleeding creatures take that amount of damage every round at the start of each of their turns. The bleeding can be stopped by a DC 15 Heal check or the application of any effect that heals hit point damage. Bleed damage from this ability does not stack with itself. Bleed damage bypasses any DR the creature might possess.

Choking Bomb (Ex): Whenever a ninja throws a smoke bomb, all living creatures in the resulting cloud must make a Fortitude save or become staggered by the choking black smoke for 1d4 rounds. The DC of this saving throw is equal to 10 + half of the ninja's level + her Wisdom modifier. The ninja can decide to create an ordinary smoke bomb or add poison to this smoke bomb as normal. **Prerequisite:** The ninja must have the poison bomb ninja trick before selecting this trick.

Deadeye Shot (Ex): The critical threat range for any specific type of thrown weapon increases by one (for example, a shuriken has a critical threat range of 19-20 instead of 20) when this ability is used. The benefit of this ability does not stack with any other effect that increases critical threat ranges.

Deadly Range (Ex): A ninja with this trick increases the range at which she can apply her sneak attack damage by 10 feet. This range increases by 10 feet for every 3 levels the ninja possesses. When making ranged sneak attacks, the ninja gains a +1 circumstance bonus on each sneak attack damage die.

Defensive Throw (Ex): If a ninja with this ninja trick succeeds on an Acrobatics check (DC 10 + number of threatening foes) before attempting to attack with a thrown weapon while in a threatened square, his thrown weapon attacks don't provoke attacks of opportunity for 1 round. If the check fails, his opponents get attacks of opportunity as normal when he makes his attacks.

Doubletoss (Ex): A ninja with this ninja trick may, as a standard action, throw two weapons at one or two targets within 30 feet. The character may apply his full Strength bonus to each weapon (instead of one-half his Strength bonus for the off-hand weapon). The normal penalties for fighting two weapons apply.

Evasion (Ex): A ninja can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the ninja is wearing light armor or no armor. A helpless ninja does not gain the benefit of evasion.

Fast Stealth (Ex): A ninja with this trick can move at full speed using the Stealth skill without penalty.

Finesse Training (Ex): A ninja with this trick gains Weapon Finesse as a bonus feat. In addition, starting at 3rd level, she can select any one type of weapon that can be used with Weapon Finesse (such as rapiers or daggers). Once this choice is made, it cannot be changed. Whenever she makes a successful melee attack with the selected weapon, she adds her Dexterity modifier instead of her Strength modifier to the damage roll. If any effect would prevent the ninja from adding her Strength modifier to the damage roll, she does not add her Dexterity modifier. The ninja can select a second weapon at 11th level and a third at 19th level.

Graceful Toss (Ex): Whenever a ninja with this trick makes a ranged attack with a thrown ranged weapon, she adds her Dexterity modifier instead of her Strength modifier to the damage roll. If any effect would prevent the ninja from adding her Strength modifier to the damage roll, she does not add her Dexterity modifier. **Prerequisite:** The ninja must have Finesse Training before taking this trick.

Hidden Weapons (Ex): A ninja with this ninja trick can easily conceal weapons on her body. The ninja adds her level on opposed Sleight of Hand checks made to conceal a weapon. In addition, she can draw hidden weapons as a move action, instead of as a standard action.

Palm Throw (Ex): When using little thrown weapons (darts, shuriken, and daggers; the DM may allow other weapons), a ninja with this ability may throw two of each weapon with a single attack roll. Damage for each weapon is resolved separately, but the ninja does not apply his Strength bonus to either damage roll.

Poison Bomb (Ex): Whenever the ninja throws a smoke bomb, she can decide to include 1 dose of any inhaled poison she possesses. This poison affects all creatures in the smoke and lasts as long as the smoke lasts. She must pay for the poison normally. **Prerequisite:** The ninja must have the smoke bomb ninja trick before selecting this trick.

Poison Use (Ex): A ninja is trained in the use of poison and cannot accidentally poison herself when applying poison to a weapon.

Pressure Points (Su):* A ninja with this trick can strike at an opponent's vital pressure points, causing weakness and intense pain. Whenever the ninja deals sneak attack damage, she also deals 1 point of Strength or Dexterity damage, decided by the ninja. Unlike normal ability damage, this damage can be healed by a DC 15 Heal check. Each successful check heals 1 point of damage caused by this trick. A ninja with this trick receives a +10 insight bonus on this Heal check.

Redirect Force (Ex): If the ninja has a feat that allows her to attempt a combat maneuver without provoking attacks of opportunity, she can choose to provoke them anyway when she performs that maneuver. If she does so and takes damage from the attack of opportunity, the ninja adds the damage as a bonus on her attack roll instead of as a penalty.

Shadow Duplicate (Sp): Once per day, as an immediate action, when the ninja is hit, the ninja can create a single shadow duplicate of herself, as per *mirror image*. The GM randomly determines whether the attack hit

the ninja or the shadow duplicate. The shadow duplicate lasts for a number of rounds equal to the ninja's level, or until the shadow duplicate is dispelled or destroyed. This ability does not stack with the *mirror image* spell. The caster level for this ability is equal to the ninja's level. A ninja can use this ability one additional time per day for every 5 ninja levels she has.

Slow Metabolism (Ex): The ninja has a slower-than-normal metabolism. She can hold her breath for twice as long as normal before needing to make Constitution checks (four times her Constitution score). In addition, whenever the ninja is poisoned, the time between saving throws (the poison's frequency) is doubled. Thus, a poison that has a frequency of "1/round for 6 rounds" would instead be "half rounds for 12 rounds."

Slow Reactions (Ex)*: Opponents that are damaged by the ninja's sneak attack can't make attacks of opportunity for 1 round.

Smoke Bomb (Ex): This ability allows a ninja to throw a smoke bomb that creates a cloud of smoke with a 15-foot radius. This acts like the smoke from a smokestick. The ninja can center this smoke on herself, or throw the bomb as a ranged touch attack with a range of 20 feet. Using this ability is a standard action.

Sneaky Shot (Ex): Just before making a ranged attack, a ninja with this ability can use a move action to make a Sleight of Hand check opposed by his target's Perception check. If he wins the opposed check, his opponent is denied his Dexterity bonus to Armor Class against the attack.

Thief Talent: The ninja can select a thief talent in place of a ninja trick. The ninja cannot select a thief talent that has the same name as a ninja trick. The ninja can select this talent multiple times.

Trip Shot (Ex): A ninja with this ninja trick may use a thrown weapon to make a trip attempt against an opponent farther than 5 feet away. The character makes a normal attack against the opponent with a thrown weapon. If the attack succeeds, in addition to doing damage as normal, the ninja makes a trip combat maneuver with a +4 bonus against the opponent's CMD. If the ninja beats the opponent's CMD, the opponent is tripped. The benefit of this ability does not stack with the benefit of the Improved Trip feat.

Tumbling Toss (Ex): A ninja with this ninja trick can hurl a single thrown weapon at any point during a tumbling attempt as a standard action. If the result of his Acrobatics check is 25 or higher, the ninja does not provoke an attack of opportunity for making this attack regardless of how many opponents threaten him.

Two with One Blow (Ex): If a ninja with this ninja trick uses a thrown weapon to attack two opponents adjacent to each other, he may take a -4 penalty on the attack roll and attempt to hit both opponents at once. The attack may hit either, both, or neither opponent depending on the roll and the Armor Class of each opponent. Damage for each opponent is resolved separately. If the attack roll results in the threat of a critical hit, roll to confirm each critical hit separately.

Undetected Sabotage (Ex): Whenever a ninja with this trick uses Disable Device to sabotage or disable a device, she can make a Stealth check with a bonus equal to her level. Anyone who inspects the device does not notice the sabotage and assumes the object works unless he beats the ninja's check with an opposed Perception skill check.

Wall Climber (Su): A ninja with this ninja trick gains a climb speed of 20 feet, but only on vertical surfaces. This trick cannot be used to scale perfectly smooth surfaces or to climb on the underside of horizontal surfaces.

Weak Spot (Ex): Whenever a ninja with this ninja trick uses a thrown weapon against a target of his size or larger, the character can make a ranged touch attack instead of a normal attack. If the attack hits, the ninja does not apply his Strength bonus to the damage.

Ki Pool (Su): At 2nd level, a ninja gains a pool of ki points, supernatural energy she can use to accomplish amazing feats. The number of points in the ninja's ki pool is equal to half her ninja level + her Wisdom modifier. As long as she has at least 1 point in her ki pool, she treats any Acrobatics skill check made to jump as if she had a running start. At 10th level, she also reduces the DC of Acrobatics skill checks made to jump by half (although she still cannot move farther than her speed allows).

By spending 1 point from her ki pool, a ninja can make one additional attack at her highest attack bonus, but she can do so only when making a full attack. In addition, she can spend 1 point to increase her speed by 20 feet for 1 round. Finally, a ninja can spend 1 point from her ki pool to give herself a +4 insight bonus on Stealth checks for 1 round. 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 ki powers.

The ki pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive. If the ninja possesses levels in another class that grants points to a ki pool, ninja levels stack with the levels of that class to determine the total number of ki points in the combined pool, but only one ability score modifier is added to the total. The choice of which score to use is made when the second class ability is gained, and once made, the choice is set. The ninja can now use ki points from this pool to power the abilities of every class she possesses that grants a ki pool.

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

Ki Power (Su): As a ninja continues her training, she learns ki powers that allow her to confuse her foes and grant her supernatural abilities. Starting at 3rd level and every other level thereafter, a ninja learns a new ki power from the list below. Some ki powers have prerequisites. Unless otherwise noted, a ninja cannot select an individual ki power more than once.

Acceleration of Form (Su): A ninja with this ki power can spend 1 ki point as a standard action to gain the benefits of *displacement* and *haste* for 1 round per two ninja levels. **Prerequisite:** The ninja must be 11th level before selecting this ki power.

Acrobatic Master (Su): As a swift action, a ninja with this ki power can focus her ki to grant her a +20 bonus on one Acrobatics check of her choice made before the start of her next turn. Using this ability expends 1 ki point from her ki pool.

Advanced Healing Technique (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 at least 1 ki point to use this ki power. **Prerequisite:** A ninja must select the healing technique ki power before selecting this ki power.

Blood Debt (Su): A ninja with this ability gains In Harm's Way as a bonus feat, even if she doesn't meet the prerequisites. When the ninja intercepts an attack using this feat, she can spend 1 ki point to impose a blood debt on the aided ally. The ninja's ki pool is reduced by 1 until she ends this effect, which she may do as an immediate action. If the ninja ends the blood debt in response to a successful attack against her by a creature the indebted ally threatens, the ally (who must be willing) takes full damage from that attack and any associated effects instead of the ninja.

Concealment (Su): A ninja can harness his ki to cause an attack against him to miss when it might otherwise hit. When a ninja can spend 1 ki point to activate this ability, his outline shifts and wavers, granting him concealment (20% miss chance), against all attacks for 1 round per ninja level.

Darkvision (Su): This ki power allows the ninja to use her ki to enhance her sight, granting darkvision out to a range of 60 feet. Using this ki power is a standard action that costs 1 ki point. The enhanced senses last for 1 hour.

Faceless Shroud (Su): This allows the ninja to disappear for 1 round per ninja level (max of 5). This ability functions as *Disappear*. Using this ki power uses up 1 ki point.

Feather Fall (Su): As an immediate action, the ninja can slow her descent as if using *choco feather*. This ability uses her ninja level as the caster level. Each use of this ability uses up 1 ki point.

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. A ninja must have at least 1 ki point to use this ki power. **Prerequisites**: The ninja must have the slow metabolism trick before selecting this ki power.

Flurry of Stars (Ex): A ninja with this ability can expend 1 ki point from her ki pool as a swift action before she makes a full-attack attack with shurikens. During that attack, she can throw two additional shurikens at her highest attack bonus, but all of her shuriken attacks are made at a -2 penalty, including the two extra attacks.

Ghost Step (Su): As a free action, a ninja with this ki power can pass through walls as if she were a ghost. Until the end of her turn, she can pass through a wall or other surface that is up to 5 feet thick per level as if she were incorporeal. She must exit the solid material by the end of her turn. Each use of this ability uses up 1 ki point.

Ghost Strike (Su): As a swift action, a ninja with this ki power can strike incorporeal and ethereal creatures as if they were corporeal. She also can use this ability to strike foes on the Material Plane normally while ethereal (for example, while using her ghost step ability). It affects the next attack made by the ninja, as long as that attack is made before the end of her next turn. Each use of this ability uses up 1 ki point. **Prerequisite**: The ninja must have the ghost step ki power before selecting this ki power.

Greater Ki Blade (Su): When a ninja spends a ki point to grant an enhancement bonus to a weapon she is holding using the *ki blade* ki power, 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 ki point is spent and cannot be changed until the next time the ninja uses this ability. **Prerequisite**: A ninja must select the ki blade ki power before selecting this ki power.

Greater Ki Dodge (Su): A ninja's ki dodge ability grants total concealment (50% miss chance). Using this ki power uses up 2 ki points. **Prerequisite**: The ninja must have the ki dodge ki power before selecting this ki power.

Healing Technique (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.

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 half her level. By spending 2 points from her ki pool, a ninja can make two additional attacks at her highest attack bonus with a -2 penalty to all attacks, 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.

Invisible Blade (Su): Whenever a ninja uses the faceless shroud ki power, she is treated as if she were under the effects of *greater vanish*. **Prerequisites:** The ninja must be 11th level and have the faceless shroud ki power before selecting this ki power.

Kamikaze (Su): A ninja with this ki power strikes without concern for her own well-being. The ninja can spend 1 point from her ki pool to give her unarmed strikes and any weapons she wields the vicious weapon special ability for 1 round per level. The ninja can spend 1 ki point to dismiss this effect.

Ki Blade (Su): A ninja can expend 1 ki point as a swift action to grant any weapon she is holding a +1 enhancement bonus for 1 minute. For every four levels beyond 3rd, the weapon gains another +1 enhancement bonus, to a maximum of +5 at 19th level. These bonuses can be added to the weapon, stacking with existing weapon enhancements 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 ninja. A ninja can only enhance one weapon in this way at one time. If she uses this ability again, the first use immediately ends.

Ki Block (Su): A ninja with this ki power can prevent a creature from using its ki pool. Whenever the ninja deals sneak attack damage, the target must make a Will save or be unable to spend any points from its ki pool for a number of rounds equal to the ninja's Wisdom modifier. The DC of this save is 10 + half of the ninja's level + her Wisdom modifier. The number of points in the target's ki pool is unaffected, and abilities that do not require the subject to spend ki still function.

Ki Charge (Su): A ninja can invest a portion of his ki into a single thrown weapon and throw it as a standard action. The thrown weapon explodes on impact in a 5-foot burst, dealing 1d6 points of fire damage plus 1d6 points of fire damage for every four levels of the ninja above 1st, to a maximum 5d6 at 17th level. Creatures caught in the blast receive a Reflex save to halve the damage. The DC of this save is 10 + half of the ninja's level + her Wisdom modifier. If the thrown weapon hits a creature, that creature takes a -2 penalty on the saving throw. If the thrown weapon misses, treat it as a thrown splash weapon. Using this ability expends 1 ki point from her ki pool.

Ki Dodge (Su): As an immediate action, a ninja with this ki power can spend 1 point from her ki pool to cause an attack against her to miss when it might otherwise hit. When a ninja activates this ki power, her outline shifts and wavers, granting her concealment (20% miss chance) against all attacks for 1 round.

Master Disguise (Su): A ninja with this ki power can take on the appearance of other creatures and individuals. Whenever the ninja uses the sudden disguise ki power, the duration increases to 10 minutes per level. Alternatively, the ninja can use the sudden disguise ki power to take on the appearance of a specific individual that the ninja has seen before for 1 minute per level. Creatures that are familiar with the individual receive a Will saving throw to see through the illusion. The DC of this saving throw is 10 + half of the ninja's level + her Wisdom modifier. This illusion also changes the ninja's speech, if she has heard the individual talk and can speak his language. **Prerequisite:** The ninja must have the sudden disguise ki power before selecting this ki power.

Replacement (Su): Once per day when a successful attack is made against a ninja with this ability, as an immediate action she can spend 1 ki point to attempt a Stealth check opposed by the attacker's Perception check. The ninja can attempt this check while being observed as long as she has cover or concealment (or an ability that allows her to attempt Stealth checks without cover or concealment). If she's successful, the opponent's attack hits an inanimate object that the attacker mistook for the ninja, and the ninja may move into an adjacent square and is hidden from the attacker.

See the Unseen (Su): A ninja with this ki power learns how to see that which cannot be seen. As a swift action, the ninja can cast *see invisibility*, using her level as the caster level. Each use of this ability uses up 1 ki point.

Shadow Clone (Su): The ninja can create 1d4 shadowy duplicates of herself that conceal her true location. This ability functions as *mirror image*, using the ninja's level as her caster level. Using this ability is a standard action that uses up 1 ki point.

Shadow Split (Su): This ki power allows the ninja to create an illusory double of herself that moves away from her, allowing the ninja to create a distraction. When she uses this ability, an illusory double appears and moves away from the ninja, heading in one direction. The double climbs walls, jumps pits, or simply passes through obstacles, moving at twice the ninja's speed in the direction indicated by the ninja when the ability is used. Its course cannot be changed. The double persists for 1 round per level of the ninja. Those who interact with the double receive a Will saving throw to recognize that it is fake. The DC of this save is 10 + half of the ninja's level + her Wisdom modifier. Each use of this ability uses up 1 ki point. **Prerequisite:** The ninja must possess the shadow clone ki power before selecting this ki power.

Sudden Disguise (Su): As a swift action, a ninja can change her appearance for 1 minute per level. This ability functions as *disguise self*. Each use of this ability uses up 1 ki point.

Unbound Steps (Su): This ki power allows a ninja to use her ki to walk through the air. Whenever the ninja uses the light steps class feature, she can walk on air, rising or descending as she desires. She must end her move on a solid surface. Each use of this ability uses up 1 ki point.

Uncanny Dodge (Ex): Starting at 4th level, a ninja can react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dexterity bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A ninja with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her. If a ninja already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

Death Mark (Ex): At 5th level, as a swift action once per day, a ninja can mark an opponent damaged by her sneak attack for death. A ninja gains a +1 competence bonus on attack and damage rolls against an opponent affected by death mark as well as on Survival checks to track the marked creature. The bonuses from death mark and its number of uses per day increase by 1 at 10th, 15th, and 20th levels. The effects of death mark last for 24 hours, until the marked creature is slain, or until the ninja chooses to mark another creature, whichever comes first.

Light Steps (Ex): At 6th level, a ninja learns to move while barely touching the surface underneath her. As a full-round action, she can move up to twice her speed, ignoring difficult terrain. While moving in this way, any surface will support her, no matter how much she weighs. This allows her to move across water, lava, or even the thinnest tree branches. She must end her move on a surface that can support her normally. She cannot move across air in this way, nor can she walk up walls or other vertical surfaces. When moving in this way, she does not take damage from surfaces or hazards that react to being touched, such as lava or caltrops, nor does she need

to make Acrobatics checks to avoid falling on slippery or rough surfaces. Finally, when using light steps, the ninja ignores any mechanical traps that use a location-based trigger.

Improved Uncanny Dodge (Ex): A ninja of 8th level can no longer be flanked; she can react to opponents on opposite sides of her as easily as she can react to a single attacker. This defense denies creatures the flanking bonus by flanking her, unless the attacker has at least four more ninja levels than the target does.

Cloaked in Shadows (Ex): At 10th level, a ninja's ability to be stealthy becomes second-nature. A ninja with this ability is always considered to be taking 10 on Stealth skill checks.

Ambush (Ex): At 11th level, a ninja becomes fully practiced in the art of ambushing. When she acts in the surprise round, she can take a move action, standard action, and swift action during the surprise round, not just a move or standard action.

Master Tricks: At 12th level, and every two levels thereafter, a ninja can select one of the following master tricks in place of a ninja trick.

Advanced Talents: The ninja can select a thief talent from the list of Advanced Talents in place of a ninja trick. The ninja cannot select a thief talent that has the same name as a ninja trick.

All the Stars in the Sky (Ex): Certain master ninjas possess a seemingly limitless supply of their trusted weapons. Whenever a ninja with this trick buys a set of 50 identical magic shuriken, she thereafter replenishes them at no cost and never runs out. This stock of magical shuriken can be upgraded as though it were a normal magic weapon, and shuriken upgraded this way likewise never run out.

Assassinate (Ex): A ninja with this master trick can kill foes that are unable to defend themselves. To attempt to assassinate a target, the ninja must first study her target for 1 round as a standard action. On the following round, if the ninja makes a sneak attack against the target and the target is denied its Dexterity bonus to AC, the sneak attack has the additional effect of possibly killing the target. This attempt automatically fails if the target recognizes the ninja as an enemy. If the sneak attack is successful and the target of this attack fails a Fortitude save, it dies. The DC of this save is equal to 10 + half of the ninja's level + her Wisdom modifier. If the save is successful, the target still takes the sneak attack damage as normal, but it is immune to that ninja's assassinate ability for 1 day.

Blinding Bomb (Ex): Whenever the ninja throws a smoke bomb, all living creatures in the cloud must make a Fortitude save or be blinded by the black smoke for 1d4 rounds. The DC of this saving throw is equal to 10 + half of the ninja's level + her Wisdom modifier. This trick cannot be combined with a choking bomb, but the ninja can combine a blinding bomb with a poison bomb. **Prerequisite:** The ninja must have the choking bomb ninja trick before selecting this trick.

Bomb Master (Su): The ninja has learned enough of the alchemical secrets of bombmaking to gain additional effects when using smoke bombs. The ninja may select any one of the following chemist discoveries (from the chemist 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. **Prerequisites:** The ninja must have the choking bomb, poison bomb, and smoke bomb ninja tricks before selecting this trick.

Combat Trick: A ninja who selects this trick gains a bonus combat feat. This trick may be taken more than once. Each time, a different feat must be selected.

Deadly Shuriken (Ex): As a full-round action, a ninja with this master trick can take careful aim and pool all of her attack potential into a single, deadly shuriken throw. When she does this, she throws a single

shuriken at a single target, but makes as many attack rolls as she can, based on her base attack bonus. She makes the attack rolls in order from highest bonus to lowest, as if she were making a full attack. If any of the attack rolls hit the target, the attack hits. For each additional successful attack roll beyond the first, the ninja increases the damage by 1d6. Precision damage and extra damage from weapon special abilities (such as flaming) are added with damage modifiers and are not increased by this trick. If one or more rolls are critical threats, she confirms the critical once using her highest base attack bonus –5. For each critical threat beyond the first, she reduces this penalty by 1 (to a maximum of 0).

Feat: A ninja may gain any feat that she qualifies for in place of a ninja trick. This trick may be taken more than once. Each time, a different feat must be selected.

Improved Evasion (Ex): This works like evasion, except that while the ninja still takes no damage on a successful Reflex saving throw against attacks, she henceforth takes only half damage on a failed save. A helpless ninja does not gain the benefit of improved evasion. **Prerequisite:** A ninja must have the evasion ninja trick before taking this trick.

Kami Warden (Su): Ninjas can act as bodyguards as well as assassins or spies; some mystically emulate the relationship between kami and their wards when protecting their charges. A ninja with this trick gains Bodyguard and In Harm's Way as bonus feats, ignoring their prerequisites. When using In Harm's Way to intercept an attack, the ninja can spend 1 ki point to gain DR 10/cold iron and resistance 10 to earth, fire, and lightning for that attack.

Swift Assassination (Ex): Once per day, a ninja can use her assassinate ability against a foe without studying the foe beforehand. She must still sneak attack her foe using a melee weapon that deals damage. **Prerequisite:** A ninja must have the assassinate ninja trick before taking this trick.

Unarmed Combat Mastery: A ninja who selects this trick deals damage with her unarmed strikes as if she were a monk of her ninja level –4. If the ninja has levels in monk, this ability stacks with monk levels to determine how much damage she can do with her unarmed strikes. **Prerequisite:** A ninja must have the Improved Unarmed Strike feat before taking this trick.

Hide in Plain Sight (Ex): At 14th level, the ninja can use the Stealth skill even while being observed.

Shadow Step (Su): At 16th level, as a move action, the ninja can step into the shadows and appear out of a shadow within 30 feet.

Certain Demise (Ex): At 17th level, the ninja's sneak attack damage applies on the first attack she makes each round against the target of her death mark ability, even if it normally wouldn't. Other effects that trigger on a sneak attack do not apply with this ability.

Hidden Master (Su): At 19th level, a ninja becomes a true master of her art. She can, as a standard action, cast *superior vanish* on herself. While invisible in this way, she cannot be detected by any means, and not even true seeing can reveal her. She uses her ninja level as her caster level for this ability. Using this ability consumes 3 ki points from her ki pool. In addition, whenever the ninja deals sneak attack damage, she can sacrifice additional damage dice to apply a penalty to one ability score of the target equal to the number of dice sacrificed for 1 minute. This penalty does not stack with itself and cannot reduce an ability score below 1.

Slicing Wind (Su): At 20th level, the ninja is a creature of wind and blades. When using light steps, the ninja can move up to four times her speed and make a single attack at her highest base attack bonus at any point during the movement.