

Ravager

Ravagers are shindroids who have expanded their nanites' capacity, focusing less on subtlety and more on flashy energy melee weapons.

The ravager is an archetype of the ninja class, available only to shindroid ninjas.

Machine Learning: The ravager uses her Intelligence modifier instead of Wisdom for all ninja class features (including ninjutsus).

Create Energy Weapons (Su): As a move action, a ravager can form up to two semi-solid weapons composed of raw energy, powered and reinforced by her circuitry and nanites. These weapons can take the form of any melee weapons she is proficient in and deal non-elemental damage. If the ravager uses these energy weapons with Two-Weapon Fighting, she suffers any applicable penalties as normal.

An energy weapon lasts indefinitely but dissipates if it leaves her hand or if she dismisses it as a free action. The ravager's circuitry can maintain up to two energy weapons at once; if she attempts to create more, any existing energy weapons she is wielding dissipate.

This ability replaces AC bonus.

Nanite Reserve (Ex): At 2nd level, a ravager gains a nanite reserve that she uses to augment her abilities. The number of points in the ravager's nanite reserve is equal to half her ninja level + her Intelligence modifier. As long as she has at least 1 point in her nanite reserve, the ravager may prevent the illumination of his circuitry-tattoos as a free action. Additionally, while 1 point remains in her reserve, the ravager's nanites enhance her reflexes, increasing her base speed by 10 feet. At 10th level and again at 16th level, her base speed improves by an additional +10 feet so long as she has 1 point in his nanite reserve.

By spending 1 point from her nanite reserve as a swift action, a ravager 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 from her nanite reserve as an immediate action to cause her nanites to take a rigid formation, bolstering her body against attack and granting her DR 5/— for 1 round. The ravager's nanite reserve replenishes itself through self-repair after 8 hours of rest; these hours need not be consecutive.

This ability replaces ki pool.

Improved Energy Weapons (Su): At 3rd level, any energy weapons the ravager creates, possess a +1 enhancement bonus on attack and damage rolls. At 7th level and every four levels thereafter, this enhancement bonus improves by +1, to a maximum of a +5 enhancement bonus at 19th level.

This ability replaces no trace.

Ki Power: A ki power that uses a ki pool, the ravager instead uses her nanite reserve for that ability. Additionally, the ravager may use her Intelligence modifier in place of his Wisdom modifier for any ki powers that require it. Ravagers can also take the following ki powers:

Full Absorb (Su): If the ravager kills a shindroid with her energy blade, she may spend an immediate action to absorb hit points from the dying shindroid equal to the ravager's Wisdom modifier and may also regain 1 point to her nanite reserve. **Prerequisites:** Nanite Absorb, Ninja Level 8th.

Intrusive Nanites (Ex): A ravager with this ki power can spend 1 point from her nanite reserve to coat a weapon with disruptive nanites which infest any inflicted wounds, disrupting an affected creature's biology. As an immediate action, on a successful attack with a weapon coated in disruptive nanites, the ravager can spend an

additional point from her nanite reserve to increase the save DC of the poison to 10 + half of the ninja's level + her Intelligence modifier or to increase the duration of the poison to 1 round for each ninja level she possesses. **Disruptive Nanites:** Type poison (injury); **Save** Fortitude DC 13; **Frequency** 1/round for 6 rounds; **Cure** 1 save; **Effect** 1d2 Con damage

Nanite Absorb (Su): A ravager with this ki power allows her to absorb the nanites of fallen shindroids in combat. If the ravager kills a shindroid with her energy blade, she may spend an immediate action to absorb the nanites from the shindroid, gaining back 1 point to her nanite reserve. She may also absorb them from already dead shindroids if they have been dead for less than a minute.

This ability modifies ki power.

Malleable Weapons (Ex): Once she reaches 4th level, the ravager can create energy weapons as a swift action, rather than a move action. At 10th level, she can use a swift action to change an energy weapon she has already created from one type of weapon to another (such as from a dagger to a short sword). At 16th level, she can create or change the type of her energy weapons as a free action.

This ability replaces a ninja trick gained at 4th level.

Augmented Energy Weapons (Su): Beginning at 6th level, the ravager unlocks subroutines that can direct a greater flow of power to her energy weapons. Any energy weapons she creates gain the shock special property, dealing 1d6 points of lightning damage on a successful hit. At 10th level, her energy weapons are also treated as ghost touch weapons. At 14th level, her energy weapons gain the shocking burst property, and finally, at 18th level, they gain the keen property.

This ability replaces a ninja trick gained at 6th level.

Finishing Strike (Ex): At 12th level, the ravager can overload her energy weapons in an attempt to instantly kill a creature. She can use this ability once per day and must decide to use it before making her attack roll. On a successful hit with an energy weapon that deals damage, the target must succeed on a Fortitude saving throw (DC 10 + half of the ninja's level + her Intelligence modifier) or die. Creatures immune to critical hits are immune to the ravager's finishing strike. After using this ability, any active energy weapons dissipate, and the ravager must wait 1d4 rounds before creating further weapons. At 20th level, the ravager can use this ability twice per day.

This ability replaces the ninja trick gained at 12th level as well as the assassinate and swift assassination ninja tricks.