

Shinobi

Shinobi are ninjas who follow a more ancient right, using the elements to their bidding performing ancient rituals known as mudra ninjutsu. Most even forgo their need to throw weapons, more so fighting into the fray with two weapons and poisons.

The shinobi is an archetype of the ninja class.

Limit Break (Su): At 1st level, the shinobi receives the Limit Break (Chimatsuri).

Chimatsuri (Su): This Limit Break allows the shinobi to conjure spirit blades that flies towards an enemy with deadly accuracy. Any enemy within 100 feet that is struck by this takes 1d6 points of shadow damage per ninja level and is also paralyzed for 1d4 rounds. A successful Fortitude save (DC 10 + half of the ninja's level + his Wisdom modifier) halves the damage and negates the paralyze status effect.

This ability replaces the Limit Break (Missile Barrage).

Two Weapon Fighting: At 1st level, the shinobi gains Two Weapon Fighting as a bonus feat at 1st level.

Ninja Tricks: The shinobi gains access to new ninja tricks to facilitate the use of using two weapons.

Armor Crush (Ex): As a standard action, the shinobi can make an attack with two weapons, taking penalties for two-weapon fighting as normal. If both hits are successful, he deals sneak attack damage as if he hit with one weapon. If he is already applying sneak attack damage, the rounds of debilitation from Trick Attack are increased by 1. **Prerequisite:** A shinobi must be at least 6th level to select this trick.

Dancing Edge (Ex): When the shinobi makes an attack, he can move 5 feet in any direction after each successful attack. This movement does not count against the shinobi's normal 5 foot of movement, and does not provoke attacks of opportunity. Each movement must end adjacent to the enemy he last successfully attacked.

Dream within a Dream (Ex): The shinobi gains Two Weapon Rend as a bonus feat even if he doesn't meet the prerequisite. **Prerequisite:** A shinobi must be at least 8th level to select this trick.

Two Weapon Mastery (Ex): The shinobi gains Improved Two Weapon Fighting as a bonus feat without needing to meet the prerequisites. This ninja trick can be taken again to gain Greater Two-Weapon Fighting at 12th level. **Prerequisite:** A shinobi must be at least 8th level to select this trick.

Ki Powers: The shinobi gains access to a list of new ki powers. These ki powers facilitate the use of ninjutsu with one's body. Allowing a shinobi to combine his essence with the magic he conjures. He can choose these ki powers alongside his regular ones.

Fleeting Ninjutsu (Su): At the cost of an additional ki point, whenever the shinobi performs a Forked Ninjutsu, he can move in any direction up to his base movement speed before delivering the attack. This movement doesn't provoke attacks of opportunity. **Prerequisites:** A shinobi must be at least 11th level and have the forked ninjutsu ki power to select this ki power.

Forked Ninjutsu (Su): As the cost of 4 ki points, the shinobi can deliver a ninjutsu with his weapon. This functions as the red mage's Spellstrike ability, but only with ninjutsu that requires a ranged touch attack.

Mesui (Su): At the cost of 2 ki points, as a move action, the shinobi can use the essence of the elements lingering upon his body to fuel him. He can end the status effect of a harmful elemental status effect applied on him, doing so grants the shinobi MP equal to the spell level the status effect came from. This MP however is temporary, and disappears at the end of the shinobi's next turn. This temporary MP can only be used to cast a ninjutsu with the same element as the harmful elemental status effect he ended. For example, if this ki power is used to cure the effects of *Burning*, the shinobi can only cast spells with the fire descriptor. Drenched would be the water descriptor, and so on. He can still spend his normal MP along with this temporary MP to cast the appropriate ninjutsu. **Prerequisite**: A shinobi must be at least 9th level to select this trick.

Ten Chi Jin (Su): As long as the shinobi has 1 ki point, as a full round action, he can cast a ninjutsu spell even while both hands are occupied. However, only ninjutsu with the suffix: Ichi, Ni, San, and Shi can be cast this way. He can spend 1 ki point to cast any ninjutsu instead.

Trick Attack: (Ex): At 4th level, whenever a shinobi deals sneak attack damage to a foe, he can also debilitate the target of his attack, causing it to take a penalty for 1 round (this is in addition to any penalty caused by a ninja talent or other special ability). The shinobi can choose to apply any one of the following penalties when the damage is dealt.

- *Bewildered*: The target becomes bewildered, taking a –2 penalty to AC. The target takes an additional –2 penalty to AC against all attacks made by the shinobi. At 10th level and 16th level, the penalty to AC against attacks made by the shinobi increases by –2 (to a maximum of –6).
- *Disoriented*: The target takes a –2 penalty on attack rolls. In addition, the target takes an additional –2 penalty on all attack rolls it makes against the shinobi. At 10th level and 16th level, the penalty on attack rolls made against the shinobi increases by –2 (to a maximum of –6).
- *Hampered*: All of the target's speeds are reduced by half (to a minimum of 5 feet). In addition, the target cannot take a 5-foot step.

These penalties do not stack with themselves, but additional attacks that deal sneak attack damage extend the duration by 1 round. A creature cannot suffer from more than one penalty from this ability at a time. If a new penalty is applied, the old penalty immediately ends. Any form of healing applied to a target suffering from one of these penalties also removes the penalty.

This ability replaces uncanny dodge and improved uncanny dodge.