

Silent Wave

When sahagins attack a vessel, they will lurk beneath the waves unseen. A sahagin ambush will only happen when a ship is at its most vulnerable. Groups of sahagin will wait silently beneath the water's surface, sometimes following a vessel for days. Sailors around the world agree; like the calm before the storm, the silent waves are the most fearsome.

The silent wave is an archetype of the ninja class, available only to sahagin ninjas.

Archetype Main Ability Scores: The silent wave mainly focuses on STR and DEX for martial combat and WIS for her class features.

Archetype Feature Replacements: 1st - [Throw Anything](#). 2nd - [Ninja Trick](#). 3rd - [Ki Power](#). 6th - [Ninja Trick](#), [Light Steps](#). 9th - [Ki Power](#). 10th - [Ninja Trick](#). 14th - [Master Trick](#). 15th - [Ki Power](#). 18th - [Master Trick](#).

Trident Toss (Ex): At 1st level, the silent wave receives the [Quick Draw](#) feat as a bonus feat. She may only use this feat with tridents. Additionally, she may throw tridents while underwater. If she does, the trident's range increment is halved, and takes a -1 attack penalty for every 5 ft. of water it passes through.

This ability replaces throw anything.

Arcing Toss (Ex): At 2nd level, a silent wave can more accurately target foes with her thrown weapons. The range increment for throwing tridents increases from 10 ft. to 20 ft. Additionally, she may add her Wisdom modifier as a circumstance bonus to ranged attack rolls against targets at least 10 ft. above her.

This ability replaces a ninja trick gained at 2nd level.

Water Cannon (Sp): At 3rd level, the silent wave improves her water gun through intense training. As long as she has at least 1 ki point in her ki pool, her water gun ability deals 1d6 + her Wisdom modifier (minimum 1) as damage, plus an additional 1d6 precision damage for each sneak attack damage die she has after the first from ninja levels (In example, a 5th level silent wave deals a total of 3d6 + Wisdom mod as damage with her water gun). Additionally, she may use her water gun ability an additional number of times per day equal to her Wisdom modifier (minimum 1). For alternate racial heritage sahagin, this affects their alternate spell-like ability.

This ability replaces a ki power gained at 3rd level.

Breach (Ex): At 6th level, a silent wave can jump by breaching the surface of water. She makes a Swim check instead of an Acrobatics check for this jump, and must move at least 10 ft. underwater before reaching the surface in order to have a running start for this jump. For up to 1 minute after making such a jump, the silent wave gains a +4 bonus to Climb checks made to scale the side of a wooden structure, such as a dock or the hull of a ship.

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

Flow-Like Water (Ex): At 6th level, the silent wave learns to move with the shifting of the tides. She adds half of her ninja level as a circumstance bonus to Stealth checks made while swimming.

This ability replaces light steps.

Swimming Master (Su): At 9th level, as a swift action, the silent wave can focus her ki to grant herself a +20 bonus on one Swim check of her choice made before the start of her next turn. Using this ability expends 1 ki point from her ki pool.

This ability replaces a ki power gained at 9th level.

Misty Feint (Su): At 10th level, when an attack misses her due to concealment or cover, the creature that made the attack is considered flat-footed against the silent wave's next attack until the end of her next turn.

This ability replaces a ninja trick gained at 10th level.

Tide Hunter (Ex): At 14th level, a silent wave uses her training against underwater foes just as well as land dwellers. She may add her Wisdom modifier as a circumstance bonus to ranged attack rolls against targets at least 10 ft. below her as well as above her. In addition, she no longer takes penalties to range increments or attack rolls when throwing tridents underwater.

This ability replaces a ninja trick gained at 14th level.

Water Blast (Sp): At 15th level, the silent wave can bring out the full potential of her water gun ability. By spending a ki point from her ki pool, she may target up to 5 creatures with a single use of her water gun. These creatures must be within the range of her spell-like ability, and none of them can be more than 30 ft. apart from each other. If the silent wave makes a ranged touch attack as part of her ability, she resolves a ranged touch attack against each target separately. For alternate racial heritage sahuagin, this affects their alternate spell-like ability.

This ability replaces a ki power gained at 15th level.

Rule the Waves (Su): At 20th level, a silent wave is unmatched in water. While swimming, she is considered to constantly be under the effects of the [*freedom of movement*](#) spell.

This ability replaces slicing wind.