

Unseen Hand

While some ninja seek to perfect the art of the shuriken or some other weapon, the Unseen Hand chooses to eschew these weapons and instead focus on channeling ninjutsu through their fists.

The unseen hand is an archetype of the ninja class.

Limit Break (Su): At 1st level, the unseen hand receives the Limit Break (Mudra Perfection).

Mudra Perfection (Su): This Limit Break allows the unseen hand to channel his ki more efficiently. For a duration of 1 round + 1 round per four ninja levels after 1st, the cost of the unseen hand's ki powers decreases by 1 point during the limit break. This limit break requires only a swift action.

This ability replaces the Limit Break (Missile Barrage).

Unarmed Strike (Ex): At 1st level, the unseen hand gains [Improved Unarmed Strike](#) as a bonus feat at 1st level, treating his ninja level as his monk level for the purpose of calculating the damage dice of his unarmed strike.

This ability replaces throw anything and death mark.

Ninja Tricks: An unseen hand loses access to the Deadeye Shot, Deadly Range, Doubletoss, Graceful Toss, Palm Throw, Sneaky Shot, Two with One Blow, and Unarmed Combat Mastery Ninja Tricks, but gains exclusive access to the following Ninja Tricks:

Extra Unseen Stun (Ex): The unseen hand gains 2 additional uses of stunning fist per day. This ninja trick can be taken multiple times. **Prerequisite:** The unseen hand must have the stunning fist feat to select this trick.

Unseen Elements (Ex): The unseen hand gains Elemental Fist as a bonus feat, even if he doesn't meet the prerequisites. He may treat his ninja levels as monk levels for the purposes of determining the daily uses of this feat, which stack with existing monk levels.

Unseen Stun (Ex): The unseen hand gains Stunning Fist as a bonus feat. He may treat his ninja levels as monk levels for the purposes of determining the daily uses of this feat, which stack with existing monk levels.

Unseen Stun, Improved (Ex): Instead of stunning an opponent for 1 round, the unseen hand may inflict different status effects on his foe when he uses Stunning Fist. At 4th level, he can make his foe fatigued. At 8th level, he can make the target sickened for 1 minute. The unseen hand must choose which condition will apply before the attack roll is made. These effects do not stack with themselves (a creature fatigued by Stunning Fist cannot become exhausted if hit by Stunning Fist again), but additional hits do increase the duration.

Prerequisites: An unseen hand must have the unseen stun ninja trick to select this trick.

Mudra Strike (Su): At 3rd level, whenever an unseen hand performs a ninjutsu that requires a ranged touch attack, he can deliver the spell through his unarmed strike. Instead of the ranged touch attack normally allowed to deliver the spell, the unseen hand can make one free melee attack with his unarmed strike (at his highest base attack bonus) as part of performing this ninjutsu. If successful, this melee attack deals its normal damage as well as the effects of the spell. This attack uses his unarmed strike's critical range (usually 20, but can be modified by an amulet of mighty fists or weighted handwraps), but the ninjutsu effect only deals $\times 2$ damage on a successful critical hit, while the unarmed strike damage uses its own critical modifier.

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

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

Elemental Ki (Su): The unseen hand can spend 1 ki point as a standard action to charge an unarmed strike with elemental energy. He can make an unarmed strike as a melee touch attack as part of activating this ability. If the touch attack hits, it releases the charge and deals 2d6 points of elemental damage (earth, fire, ice, lightning, water, or wind chosen when he spends the ki point to activate this ability). He can use this ability with the Mudra Strike class feature. If he misses with this attack, he can hold the charge for up to 1 minute before it dissipates. At 9th level, and every four levels thereafter, the amount of damage dealt by this attack increases by 1d6.

Elemental Ki, Arcing (Su): The unseen hand can spend 1 additional ki point when using the elemental ki power. If his attack hits, the unseen hand can target a number of enemies within 15 feet equal to his Wisdom modifier (minimum 0) with a ranged touch attack as a free action. Those struck take the same elemental damage as the primary target of the elemental ki, including increased damage on a critical hit. **Prerequisites:** An unseen hand must be at least 15th level and have the elemental ki ki power to select this ki power.

Elemental Ki, Clinging (Su): The unseen hand can spend 1 additional ki point when using the elemental ki ki power. A single target of his elemental ki takes elemental damage as normal from the elemental ki, and also takes half this amount of damage at the beginning of its turn on the following round. **Prerequisites:** An unseen hand must be at least 11th level and have the elemental ki ki power to select this ki power.

Advanced Ninja Tricks: At 12th level, an unseen hand loses access to the following Advanced Ninja Tricks: All the Stars in the Sky, Deadly Shuriken, and Unarmed Combat Mastery, but gains exclusive access to the following Advanced Ninja Tricks.

Additional Unseen Hand (Ex): The unseen hand can use stunning fist an additional number of times per day equal to his Wisdom modifier. This ninja trick can only be taken once. Prerequisite: The unseen hand must have the Stunning Fist feat to select this advanced trick.

Unseen Stun, Greater (Ex): Instead of stunning an opponent for 1 round, the unseen hand may inflict different status effects on his foe when he uses Stunning Fist. At 12th level, he can make the target staggered for 1d6+1 rounds. At 16th level, he can permanently blind or deafen the target. At 20th level, he can paralyze the target for 1d6+1 rounds. The unseen hand must choose which condition will apply before the attack roll is made. These effects do not stack with themselves (a creature fatigued by Stunning Fist cannot become exhausted if hit by Stunning Fist again), but additional hits do increase the duration. **Prerequisites:** An unseen hand must have the unseen stun and improved unseen stun ninja tricks to select this advanced trick.

Impromptu Mudra (Su): At 17th level, if the unseen hand would deliver sneak attack damage with his mudra strike, he may convert the sneak attack damage to elemental damage matching the elemental descriptor of the ninjutsu he is performing. This is no longer considered precision damage and thus works on creatures that would be normally immune to precision damage and critical hits.

This ability replaces certain demise.

Mudra Storm (Su): At 20th level, when using light steps, the unseen hand can move up to four times her speed and make a single mudra strike at her highest base attack bonus at any point during the movement as a full-round action.

This ability replaces slicing wind.