

THREE NEW NINJA CLASSES

SILENT

WARRIORS

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"Be extremely subtle, even to the point of formlessness. Be extremely mysterious, even to the point of soundlessness. Thereby you can be the director of your opponent's fate."

—Sun Tzu, *The Art of War*

Ninja, it's a word imbued with the power of myth and mysticism. Regardless of the ninjas' historical roots, they now occupy an unassailable position in our cultural psyche. Masters of martial arts, magic, stealth, speed, acrobatics, disguise, poisons, and other death-dealing arts, the mystical ninja offer a wealth of opportunities for prestige classes.

The prestige classes presented below share a mutual world history that can be incorporated into any *Oriental Adventures* campaign. Setting the histories of the prestige classes aside, each could easily be inserted into any D&D game. DMs using the Rokugan setting presented in the *Oriental Adventures* book should note that the Scorpion, Snake, and Spider clans mentioned in the poison fist's description are not meant to represent any of the samurai clans from Rokugan.

POISON FIST

"A dart, a dagger, a bowl of rice, there are many devices used to deliver poison, but none is so deadly and insidious as the empty hand."

Once an empire lay on the brink of disaster. The emperor died and left his teenage son in control. Scheming eunuchs

controlled the child-king, and this did not pass the notice of the samurai clans. Three clans in particular were offended by the young emperor's ascendance to the throne. The Snake, Scorpion, and Spider clans conferred with one another about the young emperor and decided that one of their clans should rule, although they could not agree which one. Through diplomacy and bullying they gathered nine other samurai clans to their cause, and they sought to dethrone the emperor and take the empire for themselves. Unfortunately, the emperor proved to be more intelligent and willful than the clans anticipated. In battle after battle, the young lord's strategic genius overcame the rebellious clans' superior numbers. Soon it became clear that the twelve clans would lose the war and that the eunuchs would rule the empire through their strategically brilliant puppet emperor.

Some of the rebellious clans were wiped out during the war. Others surrendered to the emperor or were captured and executed a man. The Snake, Scorpion, and Spider clans were determined not to succumb to such a fate. As one they fled the empire, leaving the rebellion without

leadership and allowing the eunuchs to take control.

The coup was a complete failure. The other clans blamed the Snake, Scorpion, and Spider clans for abandoning them to defeat, while the emperor and his eunuchs held those clans to be the instigators of the war. Forced into exile, the three clans banded together to survive and set up a base of operations in a long-forgotten ruined fortress. From there they plotted their revenge. They remain there to this day, waiting and scheming for the chance to assume the throne and their place in the sun.

The Poison Fist ninja clan was formed from the remaining Snake, Scorpion, and Spider clans. Although formally unified, members of the Poison Fist clan still hold the highest allegiance to their own clan, and though they work toward the same goal, competition and conflict among the three clans is commonplace.

The Poison Fist clan has abandoned the concepts of honor and the code of the bushido. Vengeance against the empire and the samurai clans is their ultimate goal. Their numbers are too small for a martial victory, so the leaders of the Poison Fist clan hope

to bring down the empire from within. Thus, ninja of the Poison Fist clan act as thieves, spies, and assassins for hire, rarely revealing their true loyalties.

Rogues, rangers, and monks most commonly become poison fists. Samurai, sohei, fighters, and spellcasters often multiclass as poison fists to gain prestige within the Poison Fist clan as masters of the prestige class are accorded more respect and honor than members of other classes. NPC poison fists are elite spies, thieves, and assassins for the three clans and carry out many missions on the Poison Fist clan's behalf.

Class Features

Weapon and Armor Proficiency:

Characters who take a level of poison fist gain no new proficiency in the use of armor or weapons.

Poison Use (Ex): The poison fist is trained in the use of poison and never risks accidentally poisoning herself when applying poison to a blade.

Totem Form (Sp): At 1st level, a poison fist can use polymorph self as a spell-like ability to transform into her totem creature (snake, scorpion, or spider). Unlike the standard use of the polymorph self spell, the poison fist can only adopt the form of her totem creature and is limited to Tiny size. With the initial change, the poison fist regains hit points as though she had rested for a day (this does not provide any of the other benefits of resting for a day, and subsequent changes during the same use of the totem form ability do not heal the poison fist further). During the duration of the totem form ability, the poison fist can change into her totem creature and back again as a free action as many times as she likes. Totem form has a duration equal to 10 rounds plus the poison fist's class level. It can be used a number of times per day as determined by level (see the Poison Fist advancement table).

The totem creatures for each poison fist clan are as follows:

Clan	Creature
Snake	Tiny viper
Scorpion	Tiny monstrous scorpion
Spider	Tiny monstrous spider

Sneak Attack (Ex): A 2nd-level poison fist can make sneak attacks. Any time the poison fist's target would be denied his Dexterity bonus to AC (whether he actually has a Dexterity bonus or not) or when the poison fist flanks the target, the poison fist's attack deals +1d6 points of damage. This extra damage increases to +2d6 at 5th level and again to +3d6 at 8th level. Should the poison fist score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks only count as sneak attacks within 30 feet.

With a sap (blackjack) or unarmed strike, a poison fist can make a sneak attack that deals subdual damage instead of normal damage. A poison fist cannot use a weapon that deals normal



POISON FIST

HIT DIE

D6

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1	+0	+2	+2	+2	Poison use, totem form 1/day
2	+1	+3	+3	+3	Sneak attack +1d6
3	+2	+3	+3	+3	Acrobatics (+10), totem form 2/day
4	+3	+4	+4	+4	Venomous blow 1/day, +1 natural armor bonus
5	+3	+4	+4	+4	Sneak attack +2d6, totem form 3/day
6	+4	+5	+5	+5	Totem aspect, venomous blow 2/day
7	+5	+5	+5	+5	Poison immunity, acrobatics (+20), totem form 4/day
8	+6	+6	+6	+6	Sneak attack +3d6, venomous blow 3/day
9	+6	+6	+6	+6	+2 natural armor bonus, totem form 5/day
10	+7	+7	+7	+7	Improved venomous blow, venomous blow 4/day

CLASS REQUIREMENTS

To qualify to become a poison fist, a character must fulfill all the following criteria:

Alignment: Any non-good.

Base Attack Bonus: +3.

Hide: 8 ranks.

Intimidate: 5 ranks.

Move Silently: 8 ranks.

Feats: Dodge, Improved Unarmed Strike, Great Fortitude, Mobility, Stunning Fist or monk's stunning attack

Special: In addition, she must choose one of the three poison fist clans: Snake, Scorpion, or Spider.

CLASS SKILLS

Skill Points at Each Level: 6 + Int modifier

The poison fist's class skills are:

STR	Climb, Jump, Swim
DEX	Balance, Disable Device, Escape Artist, Hide, Open Lock, Move Silently, Tumble
CON	
INT	Craft, Forgery, Knowledge (local), Read Lips, Search
WIS	Innuendo, Listen, Sense Motive, Spot
CHA	Bluff, Disguise, Gather Information, Intimidate

Clan Poison Damage

	(initial and secondary)
Snake	1d2 temporary Constitution
Scorpion	1d4 temporary Strength
Spider	1d4 temporary Strength

Totem Aspect (Sp): At 6th level, the poison fist gains a spell-like ability that grants an aspect of her totem creature. It is usable three times a day as though cast by a sorcerer of a level equal to the poison fist's character level. Use of this ability is a free action, but it can only be used once in any given round. Each poison fist clan has a different totem aspect ability as follows:

Clan Totem Aspect Ability

Snake	<i>Cobra's breath*</i>
Scorpion	<i>Ray of enfeeblement</i>
Spider	<i>Spider climb</i>

*See *Oriental Adventures*

Poison Immunity (Su): A poison fist of 7th level or higher is completely immune to poisons.

Improved Venomous Blow (Su): At 10th level, any unarmed attack made during the round that the venomous blow ability is being used can cause poison damage as per the venomous blow ability's description. The attack need not be a sneak attack.

Multiclass Note: Monk characters can freely multiclass with this class. Monks who have already taken levels in another class may again take monk levels after gaining a level of poison fist.

GHOST-FACED KILLER

"Beware the ghost-faced killers, Li Quan, for they have spirit-medium powers-like the Immortals. Their flesh and bones can dissolve into nothingness; they pass from this world but not into the next. They become like a dream. . ."

From out of nothing the specter of death appears, an armored shadow with a brilliant blade held high. In a flash the katana falls, severing life from limb in a bloody arc. All around, screams of terror and shouts of fear erupt, as quaking hands draw blades to fight the masked murderer. His target dead, the ghost-faced killer walks calmly away as swords and fists pass harmlessly through his nearly transparent body.

Long ago, when the persecution of the

damage to deal subdual damage with a sneak attack.

A poison fist can only sneak attack a living creature with discernable anatomy—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. The poison fist must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The poison fist cannot sneak attack a creature with concealment or when striking the limbs of a creature whose vitals are beyond her reach.

Natural Armor Bonus (Ex): As the poison fist delves deeper into the mysteries of her clan's philosophy, her skin begins to take on the attributes of her clan's totem animal. A poison fist of the Snake clan becomes scaly, while the skin of a Scorpion or Spider clan member becomes hard and chitinous. At 4th level, the poison fist gains a natural armor bonus. This bonus increases at 9th level.

Acrobatics (Su): A 3rd-level poison fist gains a +10 competence bonus to Balance, Climb, Jump, and Tumble checks. At 7th level, this bonus increases to +20. In

addition, a poison fist can always choose to take 10 on a Balance, Climb, Jump, or Tumble check, even when circumstances would normally prevent her from doing so.

Venomous Blow (Su): At 4th level and higher, a poison fist gains the power to imbue her unarmed sneak attacks with poison. Enabling this ability is a free action, but the poison fist must choose to use it before she has taken any other actions during the round. For the rest of that round, all her sneak attacks also do poison damage as determined by her poison fist clan allegiance (see below). If her attacks in that round fail, she has wasted that use of the ability. The victim of a venomous blow must make a Fortitude saving throw (DC 10 + the poison fist's class level + Charisma modifier) or suffer the initial damage of the poison. One minute later, the victim must succeed at a second saving throw (regardless of the result of the first) or suffer the secondary damage. This ability can be used a number of times per day as determined by level (see the Poison Fist advancement table).

twelve rebellious clans began, one clan sought a way to take revenge. Through dark sorcery, the shugenja of the clan contacted spirits of the Underworld to beseech a way that their clan might survive the coming strife and take revenge on the emperor who sought to crush them. The shugenja struck a dark bargain, and the demon-spirits they had contacted provided the clan with a means to the bloody ends they desired. Donning terrifying masks to hide their identities, warriors of the clan crept into the imperial palace, and through the evil power of the pact they had made, passed invisibly and intangibly into the imperial household and murdered the entire imperial family, plunging the country into bloody civil war once again. No one ever discovered the clan's honorless actions, and to this day, no one knows what clan the ghost-faced killers came from.

Today ghost-faced killers act as assassins and spies for hire, a mercenary clan that hides behind a guise of open and honorable conduct. When on a mission, they wear ghostly white, porcelain demon masks to hide their identities and as a symbol of the pact their clan made with the demon spirits. Through training and discipline, ghost-faced killers learn the deadliest and most terrifying ways to attack foes, and through their mystic connection with the Underworld, ghost-faced killers learn to turn invisible, walk through walls, and even to see with the eyes of the spirits themselves.

While some ghost-faced killers come from the samurai or sohei character classes, most begin their careers as rangers or rogues. Fighters are only slightly less common. Few monks, barbarians, or members of spellcasting classes choose to become ghost-faced killers, but they aren't unknown.

NPC ghost-faced killers are members of the Ghost-Faced Killer clan of ninjas. This clan disguises itself as a normal samurai clan, loyal to the

empire but unworthy of notice. Most of the time a ghost-faced killer simply pursues his responsibilities to the clan and the emperor, but when called by money or the clan daimyo, the ghost-faced killer dons the mask that means death for his enemies.

Class Features

Weapon and Armor Proficiency:

Characters who take a level of ghost-faced killer gain proficiency in all simple and martial weapons, and with light armor. Note that armor check penalties apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble, and that carrying heavy gear imposes a penalty on Swim checks.

Beyond Sight (Sp): A ghost-faced killer of 1st level or higher can cast *invisibility* as a sorcerer of a level equal to the ghost-faced killer's class level. Using this spell-like ability is a move equivalent action, and it functions only for the ghost-faced killer.

The ghost-faced killer may use *beyond sight* a number of times per day



GHOST-FACED KILLER

HIT DIE

D8

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1	+1	+2	+0	+0	Beyond sight 1/day
2	+2	+3	+0	+0	Sneak attack +1d6
3	+3	+3	+1	+1	Death attack, beyond sight 2/day
4	+4	+4	+1	+1	Frightful attack
5	+5	+4	+1	+1	Sneak attack +2d6, beyond sight 3/day
6	+6	+5	+2	+2	Beyond touch 1/day
7	+7	+5	+2	+2	Beyond sight 4/day, spirit sword 1/day
8	+8	+6	+3	+3	Beyond touch 2/day, ghost sight (ethereal), sneak attack +3d6
9	+9	+6	+3	+3	Beyond sight 5/day, spirit sword 2/day
10	+10	+7	+3	+3	Beyond touch 3/day, ghost sight (invisible)

CLASS REQUIREMENTS

To qualify to become a ghost-faced killer, a character must fulfill all the following criteria:

Alignment: Any evil.

Base Attack Bonus: +5.

Hide: 6 ranks.

Concentration: 4 ranks.

Intimidate: 4 ranks.

Move Silently: 6 ranks.

Feats: Death Blow*, Improved Initiative, Power Attack, Quickdraw.

*The following feat, reprinted from *Sword & Fist*, is required to be a ghost-faced killer.

DEATH BLOW

You waste no time in dealing with downed foes.

Prerequisites: Base attack bonus +2, Improved Initiative.

Benefit: You can perform a coup de grace attack against a helpless defender as a standard action.

Normal: Performing a coup de grace is a full-round action.

CLASS SKILLS

Skill Points at Each Level: 2 + Int modifier

The ghost-faced killer's class skills are:

STR	Climb, Jump, Swim
DEX	Hide, Open Lock, Move Silently, Tumble
CON	Concentration
INT	Search
WIS	Listen, Spot
CHA	Bluff, Iaijutsu Focus, Intimidate

With a sap (blackjack) or unarmed strike, a ghost-faced killer can make a sneak attack that deals subdual damage instead of normal damage. A ghost-faced killer cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack.

A ghost-faced killer can only sneak attack a living creature with discernable anatomy – undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. The ghost-faced killer must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The ghost-faced killer cannot sneak attack a creature with concealment or when striking the limbs of a creature whose vitals are beyond his reach.

Death Attack (Ex): At 3rd level and higher, the ghost-faced killer has the ability to make devastating death attacks. If the ghost-faced killer studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has an additional effect of possibly paralyzing or killing the target (ghost-faced killer's choice). While studying the victim, the ghost-faced killer can undertake other actions so long as his attention stays focused on the target and the target does not recognize the ghost-

faced killer as an enemy. If the victim of such an attack fails a Fortitude saving throw (DC 10 + the ghost-faced killer's class level + Intelligence modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim's body and mind become enervated, rendering her completely helpless and unable to act for 1d6 rounds plus 1 round per class level of the ghost-faced killer. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the ghost-faced killer has studied his target for 3 rounds, he must make the death attack within the next 3 rounds. If a death attack is attempted and fails (the victim makes her save) or if the ghost-faced killer does not launch the attack within 3 rounds of completing the study, another 3 rounds of study are required before the death attack can be attempted again.

Frightful Attack (Su): Three times per day, a ghost-faced killer can designate a sneak attack as a frightful attack. This is done as a free action before the attack is made. When a ghost-faced killer deals damage with a sneak attack designated as a frightful attack, all those within 30 feet who witness the attack must make a Will saving throw (DC 10 + half the ghost-faced killer's character level + Charisma modifier) or become panicked (see Chapter 3: Running the Game in the *DUNGEON MASTER'S Guide* for a description of this condition) for 1d6 rounds plus 1 round per class level of the ghost-faced killer. Creatures of equal or greater Hit Dice than the ghost-faced killer are immune to his frightful attack. This is a fear effect.

Beyond Touch (Sp): As a standard action, the ghost-faced killer can become incorporeal for a number of rounds equal to his class level plus his Charisma modifier (always at least 1 round). He can do this one time per day at 6th level, two times a day at 8th level, and three times a day at 10th level. If the duration expires while the ghost-faced killer is within a solid object, he is shunted off to the nearest open space and takes 1d6 points of damage for each 5 feet he must travel in this fashion. Under normal circumstances, the ghost-faced killer cannot affect corporeal creatures or objects, but he might cause damage to them when using his spirit sword ability (see below). See Type Modifiers in the introduction to the *Monster*

as determined by his level (see the Ghost-Faced Killer advancement table).

Sneak Attack (Ex): At 2nd level and higher, the ghost-faced killer can make sneak attacks. Any time the ghost-faced killer's target would be denied her Dexterity bonus to AC (whether she actually has a Dexterity bonus or not) or when the ghost-faced killer flanks the target, the ghost-faced killer's attack deals +1d6 points of damage. This extra damage increases as the ghost-faced killer gains levels. Should the ghost-faced killer score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks only count as sneak attacks within 30 feet.

Manual for a description of the incorporeal state. Spells cast by a ghost-faced killer while incorporeal cannot affect corporeal creatures, but they affect incorporeal creatures normally.

The ghost-faced killer cannot make other creatures incorporeal, and objects carried by the ghost-faced killer while incorporeal remain incorporeal until the duration expires or the ghost-faced killer wills it to end. While incorporeal (and not invisible), the ghost-faced killer appears as a semi-translucent version of himself. The ghost-faced killer can end the duration and become corporeal as a free action.

Ghost Sight (Su): An 8th-level ghost-faced killer has the supernatural ability to see ethereal creatures within 20 feet. Ghost sight does not reveal the method by which the etherealness was achieved, nor does it reveal creatures who are hiding, concealed, or otherwise hard to see. At 10th level, the ghost-faced killer can see invisible creatures with the same conditions.

Spirit Sword (Sp): At 7th level, the ghost-faced killer can imbue a melee weapon with the *ghost touch* special quality for a number of rounds equal to half his class level plus his Charisma modifier (always at least 1 round). The weapon must remain in his hand or the duration of the spirit sword ability prematurely ends. When incorporeal, the ghost-faced killer can attack corporeal foes with a weapon he has imbued with ghost touch; in such cases all the normal bonuses to the Armor Class of the target apply. The weapon is effectively corporeal so long as it remains in the ghost-faced killer's hand and the duration of the spirit sword ability has not expired. Thus, the ghost-faced killer can harm foes while incorporeal, and opponents can

attempt to disarm the ghost-faced killer. At 9th level, the ghost-faced killer can use this spell-like ability two times per day.

WEIGHTLESS FOOT

"Man in life is light and elusive: He can move about and leaping, leave the ground. Man in death is heavy and still His body lays on the ground and, sinking into the land, is eaten by worms.

The ten thousand things, the birds and the trees, while they live they are supple and move with the wind. When they die, they are rigid and weigh heavily upon the earth.

Thus the slow and the heavy are the companions of death. The quick and the light are the companions of life. Therefore the path of true enlightenment lies above the ground, weightlessness is a state of bliss."

-Wu Shenyang on the virtue of weightlessness

Rooftop battles and aerial acrobatics, stunning swordplay and cunning kung fu: this is the realm of the weightless foot. Each step can lead them into the air, each leap can become flight. In mountaintop monasteries and desert dojos the Weightless Foot meditate and study, sharpening their martial arts and mental prowess. Yet, things were different once.

In the wake of the second civil war, many samurai were left without a clan to serve. Bands of ronin formed and roamed the land, pillaging villages and robbing whomever they came across. One such band fought or absorbed many of the others, growing in strength and numbers. Formed of the toughest cutthroats and thieves, the band remained a thorn in the new emperor's side despite his best efforts to exterminate it. When he sent spies among them, they were discovered and killed. When overwhelmed by numbers, they faded into the forests or scattered into the cities only to later reform and return to their murderous and lawless ways. Soon they became a clan in their own right, a clan of ninja. They called themselves the Iron Foot, representing both the weight of their influence on the empire and their martial prowess.



WEIGHTLESS FOOT

HIT DIE
D8

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1	+1	+0	+2	+2	Leap of the clouds, slow fall (20 ft.)
2	+2	+0	+3	+3	Light step (+10), Sprint Attack
3	+3	+1	+3	+3	Acrobatics (+10), slow fall (30 ft.)
4	+4	+1	+4	+4	Purity of body, trackless step, Shot on the Run
5	+5	+1	+4	+4	Dry feet, slow fall (50 ft.), light step (+20)
6	+6	+2	+5	+5	Purity of mind, uncanny step
7	+7	+2	+5	+5	Light as a feather, acrobatics (+20)
8	+8	+3	+6	+6	Light as air
9	+9	+3	+6	+6	Purity of spirit, improved evasion
10	+10	+3	+7	+7	Weightlessness

CLASS REQUIREMENTS

To qualify to become a weightless foot, a character must fulfill all the following criteria:

Alignment: Any non-chaotic, non-evil.

Base Attack Bonus: +4.

Base Reflex Save: +2.

Balance: 8 ranks.

Climb: 4 ranks.

Concentration: 4 ranks.

Jump: 6 ranks.

Tumble: 4 ranks.

Feats: Dodge, Iron Will, Mobility, Point Blank Shot.

Special: Must have the evasion special ability.

CLASS SKILLS

Skill Points at Each Level: 4 + Int modifier

The weightless foot's class skills are:

STR	Climb, Jump, Swim
DEX	Balance, Escape Artist, Hide, Move Silently, Tumble
CON	Concentration
INT	Search
WIS	Listen, Spot
CHA	Diplomacy, Iaijutsu Focus

Then one day some of them met Wu Shenyang. At that time Wu Shenyang was not yet an Immortal, but he was well on his way to that path and would not suffer himself to be killed by bandits. Wu Shenyang defeated them handily, as handily as he defeated the next band that was sent against him, and the next, and the still larger band that was sent after that. Finally, the four leaders of the Iron Foot and two hundred of their best fighters confronted Wu Shenyang. With each punch he offered a pearl of wisdom, with each kick he conferred advice on tactics and fighting style. When the combat was over, all the Iron Foot lay groaning around him, and the four leaders begged him to be their master. Thus, the Iron Foot clan became the Weightless Foot clan and took up Wu Shenyang's philosophy of weightlessness. Wu Shenyang taught them that strength comes from mobility and power from knowing when weight should be applied. Before he passed into the realm of the Immortals, Wu Shenyang saw the Weightless Foot become a law-abiding, accepted

part of the empire. The people and the emperor came to view them like the many monastic orders that flourished throughout the empire – as warriorphilosophers, valued for the art, literature, and public aid they give to the empire, but also as a strong arm of military might when the empire or innocent individuals are in need.

Rogues and monks make up the majority of the Weightless Foot clan, though samurai, sohei, and fighters multiclassing as rogues or monks are also quite common. Barbarians are virtually unknown among them, but the spellcasting classes are all fairly well represented. Weightless Foot shugenja usually specialize in air as a tribute to the ideal of weightlessness, whereas wujen generally attempt to master metal, reflecting their clan's focus on martial prowess. NPC weightless foot are often encountered as advisors to the politically powerful as their wise counsel is never influenced by desire for personal gain or corruption.

Class Features

Weapon and Armor Proficiency:

Characters who take a level of weightless foot gain proficiency in all simple and martial weapons, but they gain no new proficiency with armor.

Leap of the Clouds (Su): A 1st-level weightless foot's jumping distance (vertical or horizontal) is not limited according to her height.

Slow Fall (Ex): At 1st level, a weightless foot within arm's reach of a wall can use the wall to slow her descent. The weightless foot takes damage as if the fall were 20 feet shorter than it actually is. Her ability to slow her fall (that is, to reduce the effective height of the fall when next to a wall) improves with her level until at 5th level she can fall 50 feet without harm. This ability does not stack with the monk ability of the same name.

Light Step (Su): A 2nd-level weightless foot gains a +10 competence bonus to Move Silently checks. At 6th level, this bonus increases to +20. In addition, a weightless foot can always choose to take 10 on a Move Silently check, even when circumstances would normally prevent her from doing so.

Spring Attack: At 2nd level, the weightless foot gains the Spring Attack feat.

Acrobatics (Su): A 3rd-level weightless foot gains a +10 competence bonus to Balance, Climb, Jump, and Tumble checks. At 7th level, this bonus increases to +20. In addition, a weightless foot can always choose to take 10 on a Balance, Climb, Jump, or Tumble Check, even when circumstances would normally prevent her from doing so.

Purity of Body (Ex): At 4th level, the weightless foot gains control over her body's immune system. She gains immunity to all diseases except for magical diseases such as mummy rot and lycanthropy.

Trackless Step (Su): At 4th level and higher, a weightless foot leaves no trail in natural surroundings and cannot be tracked.

Shot on the Run: At 4th level, the weightless foot gains the Shot on the Run feat.

Dry Feet (Sp): A weightless foot of 5th level or higher can cast *water walk* as a sorcerer of a level equal to the weightless foot's class level. Using this spell-like ability is a free action and it functions only for the weightless foot.

The weightless foot may use dry feet three times per day plus a number of times equal to her Charisma modifier (always at least once).

CONCENTRATION

Using a spell-like special ability provokes attacks under the same conditions that casting a spell does. Although less useful for martial prestige classes, like the ghost-faced killer, than for a wizard or sorcerer, putting ranks in Concentration allows these characters to enter melee combat and still use their spell-like abilities.

Making a few ranks in Concentration required for prestige classes like the ghost-faced killer is a simple way to get players to make interesting choices about their character—to attain the prestige class they are after, they must devote ranks to a skill they wouldn't otherwise use. It also represents the inner focus that classes like the ghost-faced killer require.

NINJAS IN ANY CAMPAIGN

Players and DMs in a more traditional game might be loath to include ninja prestige classes. Using these ideas effectively is easy, even if the classic idea of the ninja is wrong for your game. Separating the prestige classes in this article from their ninja background is as simple as changing the name of the classes.

If, for example, you wanted to introduce these classes into GREYHAWK or another game with a heavy European flavor, the Poison Fist ninja clans become the warring factions of the Poison Fist assassin's guild, the exotic weightless foot ninja become the fabled Sky Dancers of Ket, and the ghost-faced killers become the Order of Crimson Death, elite killers of the Scarlet Brotherhood.



Purity of Mind (Ex): At 6th level, the weightless foot gains control of her wandering thoughts and can focus all of her mind to a given task. She gains a +5 competence bonus to all Intelligence-based skill checks.

Uncanny Step (Su): At 6th level, a weightless foot can take part of one of her move actions on a wall or other vertical surface so long as she begins and ends her movement on a horizontal surface. If she does not end her movement on a horizontal surface, a weightless foot falls, taking damage appropriate to her height above the ground. Treat the vertical surface as normal floor for the purposes of measuring movement. Passing the boundary from vertical to horizontal is equivalent to 5 feet of movement on a normal floor. Opponents on the floor still get attacks of opportunity if the weightless foot moves through areas they threaten. The weightless foot can take other move actions in conjunction with uncanny step. For example, the weightless foot could use the Spring Attack feat and the Tumble and Jump skills, but she cannot charge a foe.

For instance, Kangling the weightless foot has a base speed of 40 feet. She begins her action with her back to a wall facing some enemies who guard the building across the street. Kangling turns, runs up the wall for 10 feet, and then leaps 15 feet across the street (using the Jump skill and the leap of the clouds ability) to land on the wall of the building the men are guarding. She then moves 5 feet to an open window and ends her movement on a horizontal surface by stepping inside the building through the window.

Light as a feather (Sp): At 7th level or higher, a weightless foot can cast *feather fall* as a sorcerer of a level equal to the weightless foot's class level. Using this spell-like ability is a free action and it functions only for the weightless foot. The weightless

foot may use *light as a feather* three times per day plus a number of times equal to her Charisma modifier (always at least once).

Light as Air (Sp): A weightless foot of 8th level or higher can cast *air walk* as a sorcerer of a level equal to the weightless foot's class level. Using this spell-like ability is a free action and it functions only for the weightless foot. The weightless foot may use *light as air* three times per day plus a number of times equal to her Charisma modifier (always at least once).

Purity of Spirit (Su): At 9th level, a weightless foot gains control of her spirit. She gains a +10 insight bonus to saving throws made to resist level drains or alignment changes.

Improved Evasion (Ex): At 9th level, a weightless foot's evasion ability improves. She still takes no damage on a successful Reflex saving throw against attacks such as a dragon's breath weapon or a fireball, but henceforth she takes only half damage on a failed save.

Weightlessness (Sp): A weightless foot of 10th level can cast *fly* as a sorcerer of a level equal to the weightless foot's class level. Using this spell-like ability is a free action and it functions only for the weightless foot. The weightless foot may use *weightlessness* three times per day plus a number of times equal to her Charisma modifier (always at least once).

Multiclass Note: Monk characters can freely multiclass with this class. Monks who have already taken levels in another class may again take monk levels after gaining a level as a weightless foot.