



MODERN

ROLEPLAYING GAME ♦ SUPPLEMENT

PRODIGY TO PARAGON

How to HARNESS YOUR POTENTIAL and become a TOP-NOTCH NINJA

Frankto Vinneti



◆ Credits	3
OGL	4
◆ Section 1: The Genius in All of Us	6
Paragon Classes	6
Sixteen Minutes and Still Counting	17
Discover your Untapped Potential	17
◆ Section 2: You make your Own Luck	19
◆ Section 3: The Tools to Ply your Trade	25
◆ Section 4: The Man Behind the Curtain; Your Story	27
◆ Section 5: The Inspirations that Drive Us	30
Shiguro	30
Chozume Kyoshu	31

C R E D I T S

Design and Managing Editor

Frankto Vinneti

Design Advisor

Alex Rovinski, Franz Thomas

Playtesters

Frankto Vinneti, Christopher Kawasaki,
Franz Thomas, Alex Rovinski

Proofreaders

Frankto Vinneti, Christopher Kawasaki,
Alex Rovinski, Franz Thomas,
Frederick Cross

Special Thanks

Frederick Cross, Wizards of the Coast,
Kishimoto Masashi, and you!

Thank you!

This ND20 supplement is designed for use with the ND20 and d20 Modern Roleplaying Game published by Wizards of the Coast™. To be able to comprehend and use the game to its full extent, you should purchase the d20 Modern Core Rulebook as well as download, entirely free of charge, the ND20: Scrolls of Knowledge, Volume I rulebook, if you have not already. An alternative solution would be to read the System Reference Document (SRD) which contains every OGC portion of the rulebook, minus any artwork and flavor text shown in the original product.

Prodigy to Paragon: How to Harness Your Potential and become a Top-Notch Ninja contains a number of new options of classes and feats for genius ninja.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.
Prodigy to Paragon is Copyright ©2004-2012, Frankto Vinneti. Unauthorized distribution of this product is strictly forbidden without the authorization of the author.

OPTIONAL CONTENT—VOLUME V: PRODIGIES

The path to greatness is often a solitary one, and it is never a journey to be taken lightly. It takes time, dedication and hard work, a little bit of luck, and sometimes, an extra push.

This supplement is meant to help shinobi, both genius and non-genius, achieve almost any goal they set themselves and increase their efficiency at their respective role. It includes 6 new basic classes, 1 new occupation, 31 new feats, 7 new sealed items, 1 new prestige class and 2 new iconic characters, as well as new rules for heroic effort: prowess points and awakening points.

SECTION I: THE GENIUS IN ALL OF US

The section below is dedicated to new basic classes, a new occupation and the rules dictating heroic effort that may become an essential part of the journey you must undertake to realize your full potential.

Paragon Classes

The following classes are alternatives for the six basic classes, introducing a new category of hero. These classes are generally only reserved for PCs or extraordinary NPCs.

Strong Paragon

The Strong paragon is a shinobi who favors Strength over all other attributes, but does not suffer for it. Taking levels in this class dramatically improves a character's potential for melee combat of all types, though with greater ease for styles that put emphasis on raw strength and physical power.

The Strong paragon is best used in situations that places him in melee combat.

Examples of Strong Paragons

Samurai and beastmasters all make good examples of Strong paragons. Any character who favors power over speed or booksmarts makes an excellent candidate for this class.

Class Information

The following information pertains to the Strong Paragon basic class.

Ability

Strength is the ability associated with this class of shinobi. Strong paragons tend to have higher Dexterity and Constitution to aid them in battle, as they increase saving throws, defense and hit points.

Hit Die

The Strong Paragon gains 1d8 hit points per level. The Constitution modifier applies.

Action Points

The Strong Paragon gains a number of action points equal to 5 + one-half his character

level, rounded down, every time he attains a new level in this class.

Class Skills

The Strong Paragon's class skills, and the key ability for each are as follows.

Climb (Str), Craft (structural) (Int), Genjutsu (Cha), Handle Animal (Cha), Jump (Str), Knowledge (current events, ninja lore, popular culture, streetwise, tactics) (Int), Profession (Wis), Read/Write Language (none), Repair (Int), Speak Language (none), Swim (Str) and Taijutsu (Str).

Also, the starting occupation the character selects can provide additional class skills to choose from.

Skill Points at First Level: $(3 + \text{Int modifier}) \times 4$.

Skill Points at Each Level: $3 + \text{Int modifier}$.

TABLE: STRONG PARAGON

Level	Base				Special	Defense Bonus	Reputation Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save			
1 st	+1	+2	+0	+0	Talent	+1	+0
2 nd	+2	+3	+0	+0	Bonus feat	+2	+0
3 rd	+3	+3	+1	+1	Talent	+2	+0
4 th	+4	+4	+1	+1	Bonus feat	+3	+0
5 th	+5	+4	+1	+1	Strength boost	+3	+1

Starting Feats

In addition to the two feats all characters get at first level, a Strong paragon begins play with the Simple Weapon Proficiency feat.

Optional Rule: Strong Paragons may begin play with proficiency in light and medium armors. Taking this class after first level grants no armor proficiency.

Class Features

The following features pertain to the Strong Paragon basic class.

Talents

At 1st and 3rd level, the Strong paragon selects a talent from the Strong hero base class' talent trees, or the following talent tree. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the paragon qualifies, he can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

Strong Prodigy Talent Tree

The following talents can only be selected by the Strong paragon.

Strong Prodigy: You can spend an action point once per encounter after making a successful melee attack. Instead of rolling damage, the attack automatically deals maximum damage. Only damage dice directly pertinent to the Strong paragon's basic melee attack obtain a maximum result.

Prerequisite: Genius Ninja, any Strong Hero talent.

Bonus Feats

At 2nd and 4th level, the Strong paragon gains a bonus feat. This feat must be selected from the Strong hero list of bonus feats, and the Strong paragon must meet any prerequisites.

Strength Boost

At 5th level, the Strong paragon's Strength score increases by 2 points.

Fast Paragon

The Fast paragon is an individual who has strives for a perfect balance of speed and agility. He is a force to be reckoned with in combat, and highly proficient in most types of stealth, making him the ideal for traditional shinobi.

The Fast paragon is a skillful melee and ranged combatant, but will be most useful in situations that require stealth and agility.

Examples of Fast Paragons

The shade and shuriken expert and excellent examples of Fast Paragons. They never need to get directly involved in combat, striking from the shadows and ending a fight before it can even begin, but will easily be able to gain the upper hand should the situation ever come up.

Class Information

The following information pertains to the Fast Paragon basic class.

Ability

The main focus of the Fast Paragon is Dexterity. While this characteristic is very important, a Fast paragon also makes good use of his Strength and Constitution score. Having a high Intelligence score also helps increasing his already wide array of skills.

Hit Die

The Fast Paragon gains 1d8 hit points per level. The Constitution modifier applies.

Action Points

The Fast Paragon gains a number of action points equal to 5 + one-half his character level, rounded down, everytime he attains a new level in this class.

Class Skills

The Fast Paragon's class skills, and the key ability for each are as follows.

Balance (Dex), Craft (mechanical) (Int), Drive (Dex), Escape Artist (Dex), Genjutsu (Cha), Hide (Dex), Knowledge (current events, ninja lore, popular culture, streetwise) (Int), Move Silently (Dex), Pilot (Dex), Profession (Wis), Read/Write Language (none), Ride (Dex), Sleight of Hand (Dex), Speak Language (none), Taijutsu (Str) and Tumble (Dex).

Also, the starting occupation the character selects can provide additional class skills to choose from.

Skill Points at First Level: $(5 + \text{Int modifier}) \times 4$.

Skill Points at Each Level: $5 + \text{Int modifier}$.

TABLE: FAST PARAGON

Level	Base				Special	Defense Bonus	Reputation Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save			
1 st	+0	+0	+2	+0	Talent	+3	+0
2 nd	+1	+0	+3	+0	Bonus feat	+4	+0
3 rd	+2	+1	+3	+1	Talent	+4	+1
4 th	+3	+1	+4	+1	Bonus feat	+5	+1
5 th	+3	+1	+4	+1	Dexterity boost	+5	+1

Starting Feats

In addition to the two feats all characters get at first level, a Fast paragon begins play with the Simple Weapon Proficiency feat.

Optional Rule: Fast Paragons may begin play with proficiency in light armors. Taking this class after first level grants no armor proficiency.

Class Features

The following features pertain to the Fast Paragon basic class.

Talents

At 1st and 3rd level, the Fast paragon selects a talent from the Fast hero base class' talent trees, or the following talent tree. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the paragon qualifies, he can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

Fast Prodigy Talent Tree

The following talents can only be selected by the Fast paragon.

Fast Prodigy: You can spend an action point once per encounter when making a Fortitude or Will save. As a result, you use your Reflex save modifier instead of your usual modifier. Evasion and other such abilities do not apply to that save.

Prerequisite: Genius Ninja, any Fast Hero talent.

Bonus Feats

At 2nd and 4th level, the Fast paragon gains a bonus feat. This feat must be selected from the Fast hero list of bonus feats, and the Fast paragon must meet any prerequisites.

Dexterity Boost

At 5th level, the Fast paragon's Dexterity score increases by 2 points.

Tough Paragon

The Tough paragon is a shinobi whose primary focus is to live to fight another day, favoring resilience over raw power. He excels at most forms of survival, and oftentimes claims victory through pure stamina and stubborn persistence.

The Tough paragon will be best put at use in situations where he can shield others from harm, though he is also a very capable melee fighter.

Examples of Tough Paragons

The shinobi bodyguard and exemplar are excellent examples of the Tough paragon's potential. Though neither particularly strong or agile, the Tough paragon is able to withstand much greater punishment, from poisons to torture, with much greater ease.

Class Information

The following information pertains to the Tough Paragon basic class.

Ability

For the Tough Paragon, Constitution is the primary ability score. It is also important to have a good Strength and Dexterity score to fare well in combat, which is usually their main affectation. A good Wisdom is also helpful for a Tough paragon that wishes to resist the effects of torture or Genjutsu, the bane of many ninja.

Hit Die

The Tough Paragon gains 1d10 hit points per level. The Constitution modifier applies.

Action Points

The Tough Paragon gains a number of action points equal to 5 + one-half his character level, rounded down, everytime he attains a new level in this class.

Class Skills

The Tough Paragon's class skills, and the key ability for each are as follows. Climb (Str), Concentration (Con), Craft (mechanical, structural) (Int), Drive (Dex), Intimidate (Cha), Knowledge (current events, ninja lore, popular culture, streetwise) (Int), Ninjutsu (Int), Profession (Wis), Read/Write Language (none), Ride (Dex), Speak Language (none), Spot (Wis), Survival (Wis) and Taijutsu (Str). Also, the starting occupation the character selects can provide additional class skills to choose from.

Skill Points at First Level: $(3 + \text{Int modifier}) \times 4$.

Skill Points at Each Level: $3 + \text{Int modifier}$.

Starting Feats

In addition to the two feats all characters get at first level, a Tough paragon begins play with the Simple Weapon Proficiency feat.

Optional Rule: Tough Paragons may begin play with proficiency in light, medium and heavy armors. Taking this class after level 1 grants no armor proficiency.

TABLE: TOUGH PARAGON

Base						Defense	Reputation
Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Bonus	Bonus
1 st	+0	+2	+0	+0	Talent	+1	+0
2 nd	+1	+3	+0	+0	Bonus feat	+2	+0
3 rd	+2	+3	+1	+1	Talent	+2	+1
4 th	+3	+4	+1	+1	Bonus feat	+3	+1
5 th	+3	+4	+1	+1	Constitution boost	+3	+1

Class Features

All of the following are class features of the Tough paragon.

Talents

At 1st and 3rd level, the Tough paragon selects a talent from the Tough hero base class' talent trees, or the following talent tree. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the paragon qualifies, he can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

Tough Prodigy Talent Tree

The following talents can only be selected by the Tough paragon.

Tough Prodigy: You can spend an action point once per encounter when someone scores a critical hit against you. As a result, the attack is treated as a normal hit instead.

Prerequisite: Genius Ninja, any Tough Hero talent.

Bonus Feats

At 2nd and 4th level, the Tough paragon gains a bonus feat. This feat must be selected from the Tough hero list of bonus feats, and the Tough paragon must meet any prerequisites.

Constitution Boost

At 5th level, the Tough paragon's Constitution score increases by 2 points.

Smart Paragon

The Smart paragon is highly versatile and gifted with exceptional brain power, capable of acquiring a great number of diverse and useful skills. He excels at most applied sciences, most shinobi arts and a few other besides. In situations where brawns are simply insufficient, the Smart paragon will often apply his mind to get the best of the situation.

The Smart paragon shies away from the front line, and is most at ease operating from behind the curtain, striking where and when he is most needed.

Examples of Smart Paragons

The master strategist and devastators are perfect examples of the Smart paragon. They are

highly capable tacticians and veritable forces of nature when the need arise, while still retaining the highest number of skills of any class.

Class Information

The following information pertains to the Smart Paragon basic class.

Ability

A Smart paragon relies mostly on Intelligence. This ability is priceless for one who likes a wide range of skills and flexibility in their build. Wisdom is also important to complement their good Will saves and many skills.

Hit Die

The Smart Paragon gains 1d6 hit points per level. The Constitution modifier applies.

Action Points

The Smart Paragon gains a number of action points equal to 5 + one-half his character level, rounded down, everytime he attains a new level in this class.

Class Skills

The Smart Paragon's class skills, and the key ability for each are as follows.

Computer Use (Int), Chakra Control (Wis), Craft (calligraphy, chemical, electronic, mechanical, pharmaceutical, structural, visual art, writing) (Int), Decipher Script (Int), Demolitions (Int), Disable Device (Int), Forgery (Int), Investigate (Int), Knowledge (arcane lore, art, behavioral sciences, business, civics, current events, earth and life sciences, history, ninja lore, physical sciences, popular culture, streetwise, tactics, technology, theology and philosophy) (Int), Navigate (Int), Ninjutsu (Int), Profession (Wis), Read/Write Language (none), Repair (Int), Research (Int), Search (Int), and Speak Language (none).

Also, the starting occupation the character selects can provide additional class skills to choose from.

Skill Points at First Level: $(9 + \text{Int modifier}) \times 4$.

Skill Points at Each Level: $9 + \text{Int modifier}$.

TABLE: SMART PARAGON

Level	Base				Special	Defense Bonus	Reputation Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save			
1 st	+0	+0	+0	+2	Talent	+0	+1
2 nd	+1	+0	+0	+3	Bonus feat	+1	+1
3 rd	+1	+1	+1	+3	Talent	+1	+1
4 th	+2	+1	+1	+4	Bonus feat	+1	+2
5 th	+2	+1	+1	+4	Intelligence boost	+2	+2

Starting Feats

In addition to the two feats all characters get at first level, a Smart paragon begins play with the Simple Weapon Proficiency feat.

Optional Rule: Smart Paragons may begin play with proficiency in light armors. Taking

this class after level 1 grants no armor proficiency.

Class Features

All of the following are class features of the Smart paragon.

Talents

At 1st and 3rd level, the Smart paragon selects a talent from the Smart hero base class' talent trees, or the following talent tree. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the paragon qualifies, he can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

Smart Prodigy Talent Tree

The following talents can only be selected by the Smart paragon.

Smart Prodigy: You can spend an action point once per encounter after making a failed skill check or learn attempt. You may reroll immediately with a circumstance bonus equal to your Intelligence modifier.

Prerequisite: Genius Ninja, any Smart Hero talent.

Bonus Feats

At 2nd and 4th level, the Smart paragon gains a bonus feat. This feat must be selected from the Smart hero list of bonus feats, and the Smart paragon must meet any prerequisites.

Intelligence Boost

At 5th level, the Smart paragon's Intelligence score increases by 2 points.

Dedicated Paragon

The Dedicated paragon shines from his keen instincts and exceptional insight. Though he does not excel in any particular areas, he is easily the most well-rounded shinobi, capable of faring well and keeping his cool in almost any situation.

The Dedicated paragon can do well in almost all positions, but truly shines in a support role.

Examples of Dedicated Paragons

The medical specialist and sacred fist are good example of the Dedicated paragon's versatility. While able to fit in well in almost any role, the Dedicated paragon is a support character at heart and a very valuable ally to have.

Class Information

The following information pertains to the Dedicated Paragon basic class.

Ability

Wisdom is the primary ability for the Dedicated paragon, mainly because of his good

Will saves and many Wisdom-based skills. Constitution is also important for both hit points and Fortitude saves, just as a good Intelligence score allows more flexibility with skill points.

Hit Die

The Dedicated Paragon gains 1d6 hit points per level. The Constitution modifier applies.

Action Points

The Dedicated Paragon gains a number of action points equal to 5 + one-half his character level, rounded down, everytime he attains a new level in this class.

Class Skills

The Dedicated Paragon's class skills, and the key ability for each are as follows. Chakra Control (Wis), Craft (calligraphy, pharmaceutical, visual art, writing) (Int), Gamble (Wis), Investigate (Int), Knowledge (arcane lore, art, behavioral sciences, business, civics, current events, earth and life sciences, history, ninja lore, physical sciences, popular culture, streetwise, tactics, technology, theology and philosophy) (Int), Listen (Wis), Ninjutsu (Int), Profession (Wis), Read/Write Language (none), Sense Motive (Wis), Speak Language (none), Spot (Wis), Survival (Wis), and Treat Injury (Wis).

Also, the starting occupation the character selects can provide additional class skills to choose from.

Skill Points at First Level: $(5 + \text{Int modifier}) \times 4$.

Skill Points at Each Level: $5 + \text{Int modifier}$.

TABLE: DEDICATED PARAGON

Level	Base				Special	Defense Bonus	Reputation Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save			
1 st	+0	+2	+0	+2	Talent	+1	+1
2 nd	+1	+3	+0	+3	Bonus feat	+2	+1
3 rd	+2	+3	+1	+3	Talent	+2	+1
4 th	+3	+4	+1	+4	Bonus feat	+3	+2
5 th	+3	+4	+1	+4	Wisdom boost	+3	+2

Starting Feats

In addition to the two feats all characters get at first level, a Dedicated paragon begins play with the Simple Weapon Proficiency feat.

Optional Rule: Dedicated Paragons may begin play with proficiency in light and medium armors. Taking this class after level 1 grants no armor proficiency.

Class Features

The following are class features of the Dedicated paragon.

Talents

At 1st and 3rd level, the Dedicated paragon selects a talent from the Dedicated hero base class' talent trees, or the following talent tree. Some trees have a set order that must be

followed, while others provide a list to choose from. As long as the paragon qualifies, he can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

Dedicated Prodigy Talent Tree

The following talents can only be selected by the Dedicated paragon.

Dedicated Prodigy: You can spend an action point once per encounter when making an attack roll, saving throw, ability check or skill check. As a result, you can use your Wisdom modifier instead of your usual ability modifier.

Prerequisite: Genius Ninja, any Dedicated Hero talent.

Bonus Feats

At 2nd and 4th level, the Dedicated paragon gains a bonus feat. This feat must be selected from the Dedicated hero list of bonus feats, and the Dedicated paragon must meet any prerequisites.

Wisdom Boost

At 5th level, the Dedicated paragon's Wisdom score increases by 2 points.

Charismatic Paragon

The Charismatic Paragon is easily recognized by his forceful, magnetic personality. He is an expert at convincing others to see and do things his way, though they may not always be aware of his influence.

The Charismatic paragon is best suited to a support role, directing his comrades while keeping away from the front line.

Examples of Charismatic Paragons

The genjutsu master and squad captains are excellent examples of the Charismatic paragon's capabilities. Their true strength lies in subtlety, and they can turn a good team into an unstoppable force.

Class Information

The following information pertains to the Charismatic Paragon basic class.

Ability

Charisma is the primary ability for the Charismatic paragon. Intelligence also allows for even more skill points, as he is second to only the Smart hero or paragon in that domain. A good Dexterity and Constitution score allow for better efficiency with saving throws.

Hit Die

The Charismatic Paragon gains 1d6 hit points per level. The Constitution modifier applies.

Action Points

The Charismatic Paragon gains a number of action points equal to 5 + one-half his character level, rounded down, everytime he attains a new level in this class.

Class Skills

The Charismatic Paragon's class skills are as follows.

Bluff (Cha), Chakra Control (Wis), Craft (calligraphy, visual art, writing) (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Genjutsu (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (arcane lore, art, behavioral sciences, business, civics, current events, ninja lore, popular culture, streetwise, theology and philosophy) (Int), Perform (act, dance, keyboards, percussion instruments, sing, stand-up, stringed instruments, wind instruments) (Cha), Profession (Wis), Read/Write Language (none), and Speak Language (none).

Also, the starting occupation the character selects can provide additional class skills to choose from.

Skill Points at First Level: $(7 + \text{Int modifier}) \times 4$.

Skill Points at Each Level: $7 + \text{Int modifier}$.

TABLE: CHARISMATIC PARAGON

Level	Base				Special	Defense Bonus	Reputation Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save			
1 st	+0	+2	+2	+0	Talent	+0	+2
2 nd	+1	+3	+3	+0	Bonus feat	+1	+2
3 rd	+1	+3	+3	+1	Talent	+1	+2
4 th	+2	+4	+4	+1	Bonus feat	+1	+3
5 th	+2	+4	+4	+1	Charisma boost	+2	+3

Starting Feats

In addition to the two feats all characters get at first level, a Charismatic paragon begins play with the Simple Weapon Proficiency feat.

Optional Rule: Charismatic Paragons may begin play with proficiency in light armors. Taking this class after level 1 grants no armor proficiency.

Class Features

All of the following are class features of the Charismatic paragon.

Talents

At 1st and 3rd level, the Charismatic paragon selects a talent from the Charismatic hero base class' talent trees, or the following talent tree. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the paragon qualifies, he can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

Charismatic Prodigy Talent Tree

The following talents can only be selected by the Charismatic paragon.

Charismatic Prodigy: You can spend an action point once per encounter when making a Charisma-based skill or ability check to influence a NPC (such as a Bluff or Diplomacy check). As a result, the check automatically considered a success (in a situation where the degree of success is important, such as in a Diplomacy check, you must still roll the check. On a failed check, assume the minimum degree of success instead).

Prerequisite: Genius Ninja, any Charismatic Hero talent.

Bonus Feats

At 2nd and 4th level, the Charismatic paragon gains a bonus feat. This feat must be selected from the Charismatic hero list of bonus feats, and the Charismatic paragon must meet any prerequisites.

Charisma Boost

At 5th level, the Charismatic paragon's Charisma score increases by 2 points.

Sixteen Minutes and Still Counting: An Occupation for the Gifted Ninja

From birth, you were gifted with incredible potential. You quickly set yourself apart from your peers as a prodigy and gained instant recognition; your very actions can influence the course of life around you. They say everyone gets their fifteen minutes of fame, but you got more.

Phenom: You are a prodigy, the product of extraordinary union or perhaps simply an astonishing happenstance; when people say 'one in every generation,' they're referring to you. Though your looks may be deceiving, you have been dealt an incredible hand, and have all the tools one could ever hope for to become a legendary ninja.

Prerequisite: Age 5+ and one ability score 15 or higher. The Phenom's age requirement is not subject to being reduced by the Genius Ninja feat, but he does not suffer ability score penalties from being a child.

Skills: Select any two skills as permanent class skills. If a skill the character selects is already a class skill, he receives a +1 competence bonus on checks using that skill.

Feat: The Phenom gains the Genius Ninja feat.

Reputation Bonus Increase: +2

Discover your Untapped Potential: Rules for Heroic Effort

In certain situations, the great potential of a character simply isn't enough. The goal is just out of reach and the heroes need an extra push. In these situations, a character may invoke the rules for *heroic effort*. While completely optional, these rules can help to create a more cinematic experience without compromising game balance.

There are two versions of the *heroic effort* rules, to be used either separately, or, in the case of more cinematic games, in tandem: prowess points, and awakening points.

Prowess Points: A prowess point is something a character gains at the beginning of each adventure, and can be used at any time during the character's turn as a free action.

Additionally, the GM can decide to disallow the accumulation of prowess points, meaning that the player must spend his acquired prowess point or lose it at the beginning of the next adventure. A character spending a prowess points gains one of the following benefits:

- **Improve competence:** The character gains a +5 bonus to a skill or ability check.
- **Increased carrying capacity:** The character's carrying capacity doubles for one round.
- **Increased speed:** The character's base movement speed doubles for one round.
- **Increased defenses:** The character gains a +5 bonus to Defense and saving throws for one round.
- **Increased threat range:** The character gains a +2 bonus to the threat range of all attacks for one round.
- **Increased power:** The character counts as though one level higher for the purposes of determining the level-based variables of techniques for one round.
- **Action surge:** The character gains a move or attack action to be taken immediately.
- **Immediate recovery:** The character gains a second saving throw against all negative conditions he suffers from, provided the effect requires a save.
- **Defy death:** The character automatically stabilizes and regains consciousness when dying, or performs actions when disabled without suffering additional damage.

Awakening Points: An awakening point is something a character uses to turn the tide of combat. It is a game changer, something that affords a hero great power for a short while; in short, it is the physical manifestation of the rule of cool. As such, they should be awarded sparingly, as rewards for great deeds or at turning points in a campaign, and the GM is encouraged to disallow the players to accumulate awakening points (following a *use it or lose it* rule). An awakening point can be invoked at any time during the round as a free action, even when it is not the character's turn, and provides the following benefits:

- **Improved competence:** The character gains a +20 bonus to a skill or ability check.
- **Increased carrying capacity:** The character multiplies his carrying capacity by 10 for one round.
- **Increased speed:** The character's movement speed triples for one round for all modes of movement.
- **Absolute defense:** All attacks directed at the character miss, and all effects that target the character are successfully saved against for one round. Effects that do not allow a saving throw occur normally.
- **Absolute offense:** All attacks made by the character that are capable threaten a critical hit on a hit regardless of the natural roll, even if the opponent is not subject to critical hits.
- **Power surge:** The character can apply the effects of any meta-chakra feat to a single applicable technique, even if he does not possess the feat, at no additional cost or difficulty and without impeding the application of other such feats to the same technique.
- **Action surge:** The character gains an extra full-round action to be taken immediately, but not during another creature's turn.
- **Sudden insight:** The character learns a single technique for which he meets the requirements and performs it at no chakra cost.
- **Immediate recovery:** All negative conditions affecting the character are terminated instantly, and the character gains immunity to all the terminated conditions for 1 round.

- **Defy death:** The character revives at 1 hit points at the end of the encounter if killed without incurring a loss of level or permanent ability score damage.
- **Acquire wealth:** The character acquires a single item or object with a Purchase DC of 35 or lower at no cost to himself either immediately or shortly after invoking this use of an awakening point.
- Other applications, at the GM's discretion.

Invoking an awakening point for a purpose not listed above is possible. However, the GM is encouraged to include hidden costs and consequences the player will not be immediately made aware of if the awakening point affects the game in a major way; when used correctly, this hidden clause can even help a player feel more in touch with his or her character, and immerse the players in the game world further. There are no limits to what is possible, but the GM should still carefully monitor and regulate what the players can and cannot do, or what it will cost.

SECTION II: YOU MAKE YOUR OWN LUCK

The feats in the section below have been tailor-made to improve specific roles and can serve those who select them with care well. Many feats presented here, though not all, have the Genius Ninja as a prerequisite, and some even require specialization in a specific area.

Able Defender

You are particularly capable when it comes to avoiding attacks or defending a teammate.

Prerequisite: Improved Avoidance.

Benefit: You gain a +4 circumstance bonus to checks when performing Avoidance and Defensive maneuver techniques.

Absolute Control

Your mastery of chakra control goes far beyond the ordinary shinobi's.

Prerequisite: Wis 15, Chakra Control 15 ranks, Genius Ninja (control).

Benefit: You are able to control and alter almost any aspect of a Chakra Control technique.

You can make any area burst, cone, cylinder, emanation or spread effect shapeable to avoid affecting any 5-ft. square in the area, or turn any Chakra Control burst into a spread, or a cone into a line twice its length (or a spread into a shapeable burst, or a line into a cone half its length (round down)).

Blood Brother

You and your summon creatures are like blood kin, and you can call on them in time of need.

Prerequisite: Genius Ninja, Blood Pact.

Benefit: The rank requirement to summon a creature of a higher rank is reduced by 1 (minimum 0). This feat applies to all blood pacts, if you have several.

Companion Training

Any beast can fight. It takes dedication and elegance to be a companion.

Prerequisite: Handle Animal 12 ranks, Mojuu Aishou, Animal Bond.

Benefit: The Strength and Dexterity adjustment of your animal companion increases by 1.

Deadly Accuracy

You use thrown weapons to great effect.

Prerequisite: Genius Ninja, Point Blank Shot.

Benefit: Your thrown kunai, shuriken and throwing knives deal 1d6 points of damage rather than their respective base weapon damage. The damage type is unchanged.

Special: The damage is still subject to change depending on the weapon's size category.

Deductive Genius

Your logical reasoning skills are beyond compare.

Prerequisite: Genius Ninja, Profile class ability, Street Savvy class ability.

Benefit: You add one-half your non-Ninja Police class levels as a bonus to checks made with the Profile and Street Savvy abilities, round down.

Dexterous Genius

You can use your speed to its fullest extent when attacking with light weapons to deal additional damage.

Prerequisite: Dex 15, Genius Ninja, Weapon Finesse, Speed rank 1 extraordinary ability.

Benefit: You gain a bonus to weapon damage rolls equal to the bonus to attack rolls provided by an active Speed rank ability. This benefit only applies to a weapon that can benefit from the Weapon Finesse feat.

The bonus does not stack with the bonus to damage rolls provided by an active Strength rank ability; use whichever is highest.

Elemental Harmony

You shed your natural weakness to an opposed element.

Prerequisite: Genius Ninja (ninjutsu), Elemental Specialization class feature.

Benefit: Your primary elemental affinity no longer has an element it is weak against, and you do not suffer a penalty to Learn checks against an opposed element.

Normal: You normally suffer a -2 penalty to saves against your weak element and to Learn checks with an opposed element.

Empower Machinery

You can use puppet components to great effect.

Prerequisite: Genius Ninja (ninjutsu), Advanced Puppetry class feature.

Benefit: You can empower the use of any component of a puppet you are currently controlling and increase all variable, numeric values of the component by 50% (one-half). Saving throws, weapon damage and opposed rolls are not affected, nor are components without random variables.

A puppet can be affected by this feat once per day. This feat does not affect extra damage dealt by techniques.

Enhanced Illusion [Meta-Chakra]

Your illusions are difficult and costly to get rid of.

Prerequisite: Genjutsu 12 ranks, Genius Ninja (genjutsu), Genjutsu Adept, any meta-chakra feat.

Benefit: This meta-chakra feat can be applied to any Genjutsu technique with a duration of 1 round or longer. The chakra cost to dispel the technique is doubled and the difficulty of the dispel check is increased by +2.

The technique's perform requirements increase by 3. The chakra cost increases by 3 plus 1 every 2 ranks.

Specialization: The Technique Analyst can select this feat as a meta-chakra specialization. The requirements are any other specialization, and the chakra cost only increases by 1 every 2 ranks.

Expert Analysis

Your keen insight enables you to draw accurate conclusions from your surroundings.

Prerequisite: Investigate 6 ranks, Survival 6 ranks

Benefit: You have great analytical knowledge when it comes to putting together clues to form a clear picture of events in a specific area or when faced with a particular set of tracks. Analyzing an area or set of tracks takes 5 minutes for each type of information you attempt to uncover. Every 3 ranks after 6, you may learn to analyze one additional type of information.

You cannot retry. A check failed by more than 5 means you gain incorrect information. The difficulty of the analysis depends on the type of information targeted and is an Investigate check, unless specified otherwise.

Battlefield Analysis (DC 20): You analyze a battlefield and determine how many combatants took part in the battle. Succeeding by more than 5 allows you to determine if there were any bystanders, and succeeding by more than 10 allows you to determine which combatants fought on the same side.

Events Reconstruction (DC 30): You analyze a battlefield or crime scene and are able to determine the chain of events that lead to the conclusion, gaining a rough picture without precise details unless otherwise noted by the GM. The accuracy of the reconstruction may vary depending on what clues were analyzed.

Intelligence Gathering (DC 15): You analyze a battlefield and the tactics used by the combatants and are able to gain or provide a +2 insight bonus to any checks made to formulate a Plan involving any combatant as an enemy or ally. Success by more than 10 enables you to determine the condition in which the combatants left the battlefield.

Stalking (DC 25): You analyze a set of tracks and determine if your quarry is wounded, or severely wounded (below half hit points). Succeeding by more than 10 allows you to determine if it has less than half chakra or reserves, or both, and succeeding by more than 20 allows you to determine if it suffers from any Strength, Dexterity or Constitution damage. This is a Survival check.

Tracks Identification (DC 18): You analyze a set of tracks and are able to determine the size and race (or the kind of a creature) for one creature, plus 1 for every 2 points you exceed the DC by. Succeeding the base check by more than 5 allows you to determine the gender of the creatures, and succeeding by more than 10 allows you to determine the movement speed of each analyzed creature, rounded to the nearest unit of 10. This is a

Survival check.

You suffer a cumulative -1 penalty for every hour after the conclusion of the events on which you are gathering information or after the tracks were made (or a -4 penalty every hour if there are elements disturbing the scene or tracks).

Extradimensional Technique [Meta-Chakra]

You can perform techniques that transcend dimensional limits.

Prerequisite: Genius Ninja (ninjutsu), Retrieval Expert, any 3 meta-chakra feats.

Benefit: This meta-chakra feat allows you to perform a Ninjutsu technique without having line of sight or line of effect on the target or area, and ignores cover up to one-half. The technique is considered a Spacetime technique in addition to its original subtype, if any.

The technique's perform requirements increase by 8. The chakra cost increases by 6 plus 1 per rank.

Specialization: The Technique Analyst can select this feat as a meta-chakra specialization. The requirements are 2 other specializations, and lowers the chakra cost to 2 plus 1 per rank.

Gifted Ninja

You are never truly out of tricks.

Prerequisite: Genius Ninja.

Benefit: You gain an extra action point every level, plus 3 action points when selecting this feat.

Gloom Weaver

You gain greater proficiency with the battle wire.

Prerequisite: Genius Ninja, Livewire class feature.

Benefit: You gain an extra wire trick.

Special: You must still meet the requirements to select a new wire trick, if any.

Hard Working

Your hard work always pays off, and you never get discouraged even if at first you don't succeed.

Prerequisite: Training.

Benefit: You gain a +4 bonus to Learn checks when learning techniques of the Training type. In addition, the synergy bonus to Learn checks from failing a learn attempt is doubled (maximum +10).

Inconspicuous

You can move silently and hide without losing momentum.

Prerequisite: Genius Ninja, Stealthy.

Benefit: You can use the Hide and Move Silently skills while moving at your normal speed without taking a penalty.

Normal: You normally take a -5 penalty to use either skills while moving at normal speeds.

Legendary Genius

You are hard to pin down, but everybody knows your name.

Prerequisite: Dex 13, Con 13, Wis 13, Genius Ninja, Gifted Ninja, character level 12th.

Benefit: You gain a +1 bonus to Fortitude, Reflex and Will saving throws, and your Reputation bonus increases by +2.

Medical Prodigy

You can heal by infusing a creature with chakra with only a touch.

Prerequisite: Genius Ninja (ninjutsu), Medical Ability class feature.

Benefit: You can heal a number of hit points per day equal to $2 \times$ your cumulative Medical Specialist and Exarch class levels. Using this ability is an attack action that costs 1 chakra per 4 hit points healed, but does not count towards overhealing.

You can choose to divide your healing over multiple recipients, and do not have to use it all at once.

Meta-chakra Specialist

You gain greater understanding behind the working of techniques.

Prerequisite: Genius Ninja (genjutsu or ninjutsu), Meta-Chakra Specialization class feature.

Benefit: You gain an extra meta-chakra specialization.

Special: You must still meet the requirements to select a new specialization, if any.

Mobile Defense

You practice a good defensive strategy: never stop moving.

Prerequisite: Dodge, Mobility.

Benefit: You gain a +2 dodge bonus to Defense for 1 round after moving 30 feet or more in one round. In order to gain this bonus, you must have taken one or more move actions or used a movement-based, non-Spacetime technique with a perform time of at least 1 move action, such as *Shundou* or *Shunshin no Jutsu*.

Obscured Technique [Meta-Chakra]

You can perform Shadow techniques even in bright daylight.

Prerequisite: Genius Ninja (ninjutsu), Shadow Art, any meta-chakra feat.

Benefit: This meta-chakra feat enables you to dim an area to perform a Shadow ninjutsu technique where you normally couldn't. It can only be applied to Shadow ninjutsu techniques, and lasts for the duration of the technique.

The technique's perform requirements increase by 3. The chakra cost increases by 1 every 2 ranks.

Specialization: The Technique Analyst can select this feat as a meta-chakra specialization. The technique's perform requirements are not increased.

Phenomenal Aptitude

Your ability to pick up familiar skills is uncanny.

Prerequisite: Genius Ninja, can only be taken at 1st level.

Benefit: You may gain ranks in cross-class skills for only 1 skill point per rank. This feat does not increase the maximum number of ranks in cross-class skills you may take.

Normal: A rank in a cross-class skill normally costs 2 skill points.

Pureblooded

The ancestral blood runs strong through your veins.

Prerequisite: Any advanced bloodline.

Benefit: You count as though being one character level higher for the purpose of determining your bloodline abilities.

Special: This feat can be selected multiple times; each time, it applies to a different bloodline.

Quick Assessment

You can quickly assess your surroundings for threats.

Prerequisite: Listen 6 ranks, Spot 6 ranks, Alertness.

Benefit: You can make a Listen and a Spot check as a swift action once per round.

Normal: Making a Listen or a Spot check is either a reaction or a move action.

Sealing Guru

You can craft sealing arrays in a fraction of the time.

Prerequisite: Genius Ninja (fuinjutsu), Sealweaver.

Benefit: The time it takes to scribe a seal is reduced by one-half, minimum 1 round (-50%).

Spymaster's Intuition

You can easily appraise someone's attitude towards you, and use it to your advantage.

Prerequisite: Sense Motive 6 ranks, Attentive.

Benefit: You can make a Sense Motive check (DC 20) against any creature in order to determine the target's attitude towards you (hostile, unfriendly, indifferent, friendly, helpful or fanatic). A successful check grants you a +4 bonus to Charisma-based check and Sense Motive checks to influence and further assess the creature during a social encounter.

Steelwall

Your aptitude with the kusari-gama peaks.

Prerequisite: Int 13, Combat Expertise, Kusari-gama Style, proficient with the kusari-gama, base attack bonus +11.

Benefit: You threaten a larger area as though using a reach weapon when wielding a kusari-gama as a two-handed weapon.

Furthermore, you do not take a penalty to attack rolls when making attacks of opportunity while fighting defensively or using the combat expertise feat, but still retain the defensive benefits.

Normal: You do not normally threaten a larger area when using a kusari-gama.

Superior Puppetry [Meta-Chakra]

Your puppets are always most effective shortly after coming into play.

Prerequisite: Ninjutsu 12 ranks, Genius Ninja (ninjutsu), Puppetry class ability, any meta-chakra feat.

Benefit: The character can spend a meta-chakra charge when animating a puppet with the puppetry ability. The puppet gains a +2 competence bonus to attack and damage rolls, saving throws and defense for 3 rounds after being animated.

The chakra cost increases by 1 every 2 hit dice the puppet was animated with (round up).

Specialization: The Technique Analyst can select this feat as a meta-chakra specialization. The duration increases to 5 rounds.

Swift Retaliation

You can force an opponent to attack you or face the consequences.

Prerequisite: Genius Ninja, Combat Reflexes.

Benefit: You can designate a single opponent once per encounter to use this feat against. Once per round, if that opponent makes an attack that doesn't directly involve you as a primary target, you can make an attack of opportunity against that opponent if it is in your threatened area. Resolve the results of both attacks simultaneously.

This feat can only be used once per round, and cannot be used in conjunction with the Agile Riposte feat. The designated opponent is aware that attacking another creature can provoke retaliation.

Tactical Support

You are at your best when providing support for your allies.

Benefit: When you spend at least an attack action during a round aiding an ally, using the Treat Injury skill or a Medical ninjutsu technique on an ally, the Plan class feature, the Command, Tactical Expertise or Tactical Mastery class features, you gain a +1 circumstance bonus to attack rolls, Defense, saving throws, ability checks and skill checks until the end of your next turn.

Weapon Intimacy

Your weapons are best used by their creator.

Prerequisite: Craft (mechanical) 12 ranks, Genius Ninja, any 2 item creation feats.

Benefit: You gain a +1 insight bonus to attack and weapon damage rolls when wielding a weapon that was crafted by you.

You must take part in every aspect of the weapon's creation, including the process of applying seal slots and enhancement seals, to be eligible for this bonus.

SECTION III: THE TOOLS TO PLY YOUR TRADE

The objects found below are designed more for the team player than outright offense in mind. That said, they can be put to good use by almost anyone who would care for a bit of extra flair. The rules governing implanted eyes can be found in the *Relics Repository*.

Adaptable Armor [Armor]

Superior (Lv 10) DC 25

Item Slot: Armor (any light or medium)

Property: This suit of armor can be worn by anyone with proficiency without requiring the Armor Proficiency feat.

Adaptable Weapon [Weapon]

Superior (Lv 10) DC 25

Item Slot: Weapon (any non-exotic)

Property: This this weapon can be used in combat without a penalty even by non-proficient characters.

Hardcore Training Weights [Sealed Item]

This set of training weights usually has a very dramatic effect when taken off during combat.

Sealed Item (training weight)

Minor (Lv 6) DC 17

Power (1/day, swift action): Use to remove the weights after wearing them for at least 3 rounds of combat. Any enemy who sees you do so must make a Will save (DC 11+one-half your base attack bonus) or become shaken, while any ally that can see you gains a +1 morale bonus to attack rolls and saving throws against fear. Both effects last 1d6 rounds.

Special: The hardcore training weights function as a set of training weight of any type (I to VIII), and must be able to completely suppress your Speed and Strength rank abilities to be usable by you. When purchasing this item, you must pay for the training weight component separately.

Implanted Eye: Silent Judge [Sealed Item]

This implanted eye has a white sclera and a gray iris, but looks clearly artificial.

Sealed Item (implanted eye)

Superior (Lv 8) DC 25

Power (3/day, attack action): Use to gain insight on an opponent you can see within 50 feet. You gain an approximate idea of that opponent's challenge rating (higher, lower or on par), and gain insight on the opponent's current condition (as though using *Iryou Ninjutsu: Iji - Shinryou Jutsu*). The GM may provide a more detailed description, at his discretion.

Savvy Headband [Armor, Sealed Item]

This simple headband can increase your odds of success when performing unfamiliar tasks.

Sealed Item (forehead protector)

Minor (Lv 6) DC 17 Superior (Lv 9) DC 26

Power (3/day, special): Use when making an untrained skill check or an attempt to aid another, and gain a +2 competence bonus to that check.

Level 9: As above, but a +4 competence bonus.

Standard of Unwavering Courage [Sealed Item]

This simple banner bears the emblem of a group or clan.

Sealed Item

Superior (Lv 10) DC 27

Power (1/day, attack action): All allies who can see the standard of unwavering courage gain a +4 morale bonus to saving throws against fear. If the ally was under a fear effect, it is suppressed for the duration of the power. Lasts 10 minutes.

Special: The effects of the standard of unwavering courage last until the power's duration naturally expires, or until the standard is defiled or destroyed. The standard has Defense 4 or as the wearer -1 and 15 hit points.

Trademark Item [Sealed Item]

This minor object has become your trademark of a sort. It is something people have begun associating with you. The trademark item can be anything from a particular mask to the symbol of your dead clan.

Sealed Item

Minor (Lv 5) DC 16

Property: A trademark item does not have a chakra signature unless the base object it represents does.

Power (1/day, attack action): You flaunt or equip the trademark item. Anyone who can see you must check against your Reputation at a +4 bonus. You gain a +2 morale bonus to skill checks to influence anyone who recognizes you. This bonus stacks with the bonus provided by a successful Reputation check, or helps to mitigate the penalty.

If you possess the Genius Ninja feat and are in area where the bonus to your reputation applies, anyone who can see you instead checks against your reputation at a +6 and the morale bonus you gain is +4.

Special: You must wear a trademark item in public for at least one week before being able to use any of its effect. You can only gain the benefits of one trademark item at once. Furthermore, the GM can rule that any object worn by a character long enough can become a trademark item without being made to be such.

SECTION IV: MAN BEHIND THE CURTAIN; YOUR STORY

The Rising Star, presented in the section below, is the culmination of a genius ninja's abilities. The class is viable for almost anyone, possessing good saving throws, fair attack bonus and defense bonuses, and abilities that can suit almost any build.

Rising Star

The rising star is a legend in the making. Though he isn't excellent at any one thing, he is good at virtually everything. He can inspire his allies, come up with effective battle strategies and make the most out of his enemy's weaknesses. This class is easily accessible from any of the basic classes, but requires the Genius Ninja feat taken at first level.

Requirements:

To qualify to become a *rising star*, a character must fulfill all the following criteria.

Skills: Any two of the following skills: Chakra Control 9 ranks, Fuinjutsu 9 ranks, Genjutsu 9 ranks, Knowledge (ninja lore) 9 ranks, Ninjutsu 9 ranks, Taijutsu 9 ranks.

Feats: Genius Ninja.

Class Information

The following information pertains to the Rising Star prestige class.

Hit Die

The Rising Star gains 1d6 hit points per level. The Constitution modifier applies.

Action Points

The Rising Star gains a number of action points equal to 7 + one-half his character level, rounded down, everytime he attains a new level in this class.

Class Skills

The Rising Star's class skills are as follows.

Balance (Dex), Bluff (Cha), Chakra Control (Wis), Concentration (Con), Craft (calligraphy, chemical, mechanical, pharmaceutical) (Int), Decipher Script (Int), Demolitions (Int), Forgery (Int), Fuinjutsu (Int), Gather Information (Cha), Genjutsu (Cha), Hide (Dex), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Navigate (Int), Ninjutsu (Int), Perform (Cha), Profession (Wis), Read/Write Language (none), Repair (Int), Research (Int), Search (Int), Speak Language (none), Spot (Wis), Taijutsu (Str), Tumble (Dex).

Skill Points at Each Level: 7 + Int modifier.

TABLE: THE RISING STAR

Level	Base				Special	Defense Bonus	Reputation Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save			
1 st	+0	+1	+1	+1	Show-off, bonus chakra	+1	+2
2 nd	+1	+2	+2	+2	Bonus feat	+2	+2
3 rd	+2	+2	+2	+2	Legend in the making	+2	+2

Class Features

The following features pertain to the Rising Star prestige class.

Show-Off

At 1st level, the rising star gains the ability to make his successes in anything look smooth and effortless, inspiring allies who look up to him to do better, or driving allies who do not to show him up. To benefit from this ability, the rising star must be in the presence of an ally who can see or hear him, and spend an action point after succeeding on any attack roll, saving throw, skill check or ability check. This does not require an action, but is executed as part of the triggering action.

Any affected ally gains a bonus equal to one-half the result of the action point, rounded down, on his next attack roll, saving throw, skill check or ability check (whichever triggered the ability). The bonus cannot exceed the rising star's level in this class and applies to any roll that fits the description (a successful Balance check, for example, would affect all skill checks). The effects fade at the end of the encounter if not used before then.

The GM should note, however, that while any success can trigger this ability, Show-Off should not be used outside the context of an otherwise normal activity. Any action which has no purpose other than to make use of Show-Off fails automatically.

Bonus Chakra

The Rising Star gains a certain amount of bonus chakra and bonus reserve from taking levels in this class. The amount of bonus chakra or chakra reserve gained is shown on the table below. It is not influenced by ability scores, and is in addition to the standard amount gained every level from gaining an additional hit dice.

The amount of bonus chakra or reserve doesn't stack, simply choose the appropriate value based on the character's class levels. Multiple instances of Bonus Chakra and Reserve, such as from various classes, do stack with each other.

Class Levels	Bonus Chakra	Bonus Reserve
1st	1	2
2nd	2	4
3rd	3	6

Bonus Feat

At 2nd level, the Rising Star gets a bonus feat. The bonus feat must be selected from the following list or any previous list of bonus feats from existing class levels, and the Rising Star must meet all the prerequisites of the feat to select it.

Able Defender, Absolute Control, Blood Brother, Companion Training, Deadly Accuracy, Dexterous Genius, Elemental Harmony, Elemental Mastery, Empower Machinery, Expert Analysis, Gifted Ninja, Gloom Weaver, Hard Working, Inconspicuous, Medical Prodigy, Meta-chakra Specialist, Mobile Defense, Obscured Technique, One-handed Seals, Pureblooded, Quick Assessment, Sealing Guru, Spymaster's Intuition, Steelwall, Superior Puppetry, Tactical Support, Weapon Intimacy.

Legend in the Making

At 3rd level, the rising star gains an ability that may well shape the rest of his career as a ninja, selected from a pool of abilities below. There are no requirements for these abilities, but some may suit a character better than others.

Exploit Weakness (Ex): This ability functions like the Smart hero talent of the same name, but the rising star uses levels in this class instead of the Smart hero class; levels in Smart hero count towards using this ability.

Instinctive Identification (Su): The rising star gains a +2 insight bonus to checks made to identify any technique, even one he isn't familiar with. This bonus increases to +4 to identify a type of technique he applied the Genius Ninja feat to.

Plan (Ex): This ability functions like the Smart hero talent of the same name, but the rising star uses levels in this class instead of the Smart hero class; levels in a class that grants the Plan ability count towards using this ability.

Sneak Attack (Ex): The rising star gains the sneak attack +1d6 class ability, which functions like the Ninja Scout ability of the same name.

Sublime Proficiency (Su): The rising star selects a single technique he knows and gains a +2 insight bonus to his effective skill threshold with that technique as well as a +5 bonus to Learn checks made to gain steps of mastery in the technique. Each time the rising star

gains a new character level in any class, he can change the technique this ability applies to.

Team Player (Su): As a swift action once per round, the rising star can choose to emulate a feat or tactic that requires more than one participant for the rest of the encounter. Doing so grants the rising star no additional benefits, but allows any ally to function as though the rising star had the feat or tactic. The rising star must declare which ability to emulate when using this ability, and may spend an additional action later during the encounter to emulate a different ability instead.

Uncanny Dodge (Ex): The rising star retains his Dexterity bonus to Defense when caught flat-footed or struck by an unseen attacker.

Unwavering Will (Su): The rising star gains a +2 bonus to saving throws against compulsion and fear effects, as well as any saving throw or check made to resist torture.

SECTION V: THE INSPIRATIONS THAT DRIVE US

The last section of this supplement details two iconic characters offered as examples for the paragon classes and genius feats, Shiguro and Chozume Kyoshu.

Shiguro

Shiguro is not a difficult man to spot in a crowd—that is, when he lets himself be seen. He favors a set of thick black clothes, black gloves and straw sandals, marked with a large and fully white yin-yang symbol at his midsection. Perhaps his most notable feature is the grinning, four-eyed demon mask that perpetually hides his face, due to which no man or woman alive to day can claim to have seen his face.

Despite this, he is an excellent spy, able to make his way inside virtually any fortress undetected, impersonating almost anyone thanks to his unusual techniques. Moreover, he is an excellent swordsman, quick and deadly with his slim black blade. His short stint as a genin has taught him much about the ways of assassination before he left his shinobi life behind to work as an independent contractor.

Shiguro (Fast Paragon 5/Shinobi Swordsman 9/Shade 4): CR 18; Medium-sized humanoid; **HD** 5d8+10 and 9d10+18 and 4d6+8; **hp** 146; **Init** +10; **Spd** 30 ft; **Defense** 31, melee 32, touch 28, flat-footed 25 (+6 dex, +3 armor, +12 class); **BAB** +15; **Grap** +18; **Atk** +25 melee (1d8+8/18-20, +2 *chakra current ninja-to*); **Full Atk** +25/+20/+15 melee (1d8+8/18-20, +2 *chakra current ninja-to*) or +24/+19/+14 ranged (1d6+5, shuriken); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** electricity resistance 10, speed rank 5, wind affinity; **AL** self, chaos, evil; **SV** Fort +10, Ref +18, Will +6; **AP** 18; **CP** 74 (36 reserve); **Rep** +4; **Wealth** +17; **Str** 14, **Dex** 22, **Con** 14, **Int** 18, **Wis** 12, **Cha** 12.

Occupation: Phenom (*Bonus Class Skills*: Bluff, Gather Information; *Bonus Feat*: Genius Ninja)

Skills: Bluff +22, Chakra Control +11, Disguise +11, Gather Information +22, Genjutsu +11, Hide +28, Knowledge (tactics) +9, Move Silently +28, Ninjutsu +14, Taijutsu +23.

Feats: Agile Riposte, Combat Expertise, Deadly Accuracy, Dexterous Genius, Dodge, Genin (suppress chakra), Genius Ninja (taijutsu), Improved Feint, Improved Initiative,

Phenomenal Aptitude, Point Blank Shot, Simple Weapons Proficiency, Skilled, Stealthy, Training, Weapon Finesse.

Talent (Fast Paragon): Evasion, fast prodigy, dexterity boost.

Talent (Shinobi Swordsman): Weapon focus (ninja-to), quick draw, invisible strike, sneak attack +2d6, weapon specialization, greater weapon focus, power of the elite, improved critical.

Talent (Shade): Death attack, +2 save against poison, poison expert, sneak attack +3d6.

Equipment: +2 chakra current ninja-to, +2 reinforced night fatigues, trademark item (mask), +2 expert's holster (15 shuriken, 1 kunai), standard shinobi equipment.

Enhancements: Dexterity-enhancing drug (A-class), Intelligence-enhancing drug (B-class).

Techniques Known: Shiguro knows most techniques and masteries appropriate for a Jounin-level shinobi and spy, as well as the following techniques:

Genjutsu- saimin no jutsu

Ninjutsu- esemono no jutsu (5 mastery), henge no jutsu (5 mastery), kawarimi no jutsu (5 mastery)

Taijutsu- issen no shiden, kensoku: ougi - shunshin rendan, rensatsu zanshin, shiden, shundou (5 mastery), hokojutsu: kinmetsu, shinsatsu ougi - owari butsu

Training- godan kousoku, koemane no jutsu, nidan kousoku, sandan kousoku, shodan kousoku, yondan kousoku

Shiguro (Speed ranks with Dexterous Genius and Ninpou: Chakra Nagashi): Spd 60 ft.; **Defense** 36, melee 37, touch 33, flat-footed 25 (+5 dodge); **Atk** +27 melee (1d8+10/18-20, +2 *chakra current ninja-to* plus slicing); **Full Atk** +27/+22/+17 melee (1d8+10/18-20, +2 *chakra current ninja-to* plus slicing) or +26/+21/+16 ranged (1d6+5, shuriken); **SV** Fort +10, Ref +23, Will +6.

Chozume Kyoshu

This brash young man is the last of his clan, survivor of a massacre at the hands of a deadly assassin only because of his unlikely ability to catch this man's attention. Since then, he has been training at the feet of his master and wears the colors of his clan on his overcoat with pride.

Chozume Kyoshu (Tough Paragon 3/Rising Star 3/Shinobi Bodyguard 3): CR 9; Medium-sized humanoid; **HD** 3d10+9 plus 3d6+9 and 3d12+9 plus 3; **hp** 90; **Init** +1; **Spd** 20 ft; **Defense** 24, touch 17, flat-footed 23 (+1 dex, +7 armor, +6 class); **BAB** +6; **Grp** +9; **Atk** +11 melee (1d10+6, +2 *adaptable katana*); **Full Atk** +11/+6 melee (1d10+6, +2 *adaptable katana*); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** earth affinity, fire resistance 2, strength rank 3; **AL** master, power; **SV** Fort +13, Ref +7, Will +6; **AP** 15; **CP** 50 (24 reserve); **Rep** +6; **Wealth** +3; **Str** 16, **Dex** 12, **Con** 16, **Int** 12, **Wis** 14, **Cha** 10.

Occupation: Wandering Ninja (*Bonus Class Skills:* Ninjutsu, Survival; *Bonus Feat:* Nin Weapons Proficiency)

Skills: Concentration +9, Listen +11, Ninjutsu +14, Spot +11, Survival +15, Taijutsu +17.
Feats: Combat Reflexes, Genius Ninja (taijutsu), Gifted Ninja, Great Fortitude, Lightning Reflexes, Nin Weapons Proficiency, Power Attack, Simple Weapons Proficiency, Swift Retaliation, Training.

Talent (Tough Paragon): Robust, stamina.

Talent (Rising Star): Show-off, unwavering will.

Talent (Shinobi Bodyguard): Remain conscious, harm's way.

Equipment: +2 adaptable katana, +2 dark iron battle armor, trademark item (overcoat), standard shinobi equipment.

Techniques Known: Kyoshu knows most techniques and masteries appropriate for a Genin-level shinobi, as well as the following techniques:

Ninjutsu- doroga no jutsu, shusen: chibounushi (5 mastery)

Taijutsu- hokojutsu: daibutsu (5 mastery), horokotsu, shin daibutsu (3 mastery)

Training- nidan jouryoku, sandan jouryoku, shodan jouryoku

Chozume Kyoshu (Strength ranks): Atk +13 melee (1d10+9, +2 *adaptable katana*);

Full Atk +13/+8 melee (1d10+9, +2 *adaptable katana*).