

# Everyman Unchained

# Unchained Cunning



# Everyman Unchained: Unchained Cunning

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## About the Author

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## Author's Preface

One of the design goals of *PATHFINDER ROLEPLAYING GAME PATHFINDER UNCHAINED* was to help fix disparities between the classes in the *PATHFINDER ROLEPLAYING GAME*'s history. Of all the classes set to appear in *PATHFINDER UNCHAINED*, few were as celebrated as the revisions made to the rogue class. In *PATHFINDER UNCHAINED*'s wake, the rogue class has seen substantial improvements. But the rogue class and its abilities have traveled far during the *PATHFINDER ROLEPLAYING GAME*'s run, and not every change that was made to the class and its talents was accounted for in *PATHFINDER UNCHAINED*. Enter *EVERYMAN UNCHAINED: UNCHAINED CUNNING*. Within, you will find updates and conversion guidelines that will help bring the bounty of *PATHFINDER UNCHAINED* to all roguish characters. It is our hope that whether you play a cunning rogue, a silent ninja, a merciless slayer, or a brilliant investigator, the tools within will help you unchain your game.

—Alexander Augunas

## Description of Contents

The following sections are presented in *EVERYMAN UNCHAINED: UNCHAINED CUNNING*.

**Ninja (Pgs 4–11):** *UNCHAINED CUNNING* features a redesign of the ninja alternate class, from *PATHFINDER ROLEPLAYING GAME ULTIMATE COMBAT*, that reflects the updates made to the rogue class in *PATHFINDER ROLEPLAYING GAME PATHFINDER UNCHAINED*. Updates to existing class features, the addition of new class features such as dispatchment and ninjitsu arts, and the addition of new ninja tricks and master tricks are all present within this section. In addition, a handy sidebar detailing the design goals for the unchained ninja also appears in this section, providing Everyman Gaming's trademark transparency to help players and GMs decide if the unchained ninja is right for their campaigns and adventures.

**Archetypes and Options (Pgs 12–21):** New archetypes and class options for guileful character classes can be found in this section, including new investigator talents, new rogue talents and advance talents, and new slayer talents and advanced talents. Over ten new archetypes for the unchained ninja class found within this product also make their appearance, such as the blade-wielding kenshi, the beast-bonding bajutsu master, and the flame-brandishing hoka-han. For unchained rogues, this section includes new archetypes such as the arcane charlatan, the bruiser, and the contender.

This section also includes a number of tips and guidelines for adapting old rogue talents and advance talents to the unchained rogue core class, as well as revised entries regarding which rogue talents and advanced talents from the unchained rogue investigators and slayers can choose in place of investigator talents and slayer talents at the appropriate level, should the GM wish to update those class lists.

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# Ninja

When the wealthy and the powerful need an enemy eliminated quietly and without fail, they call upon the ninja. When a general needs to sabotage the siege engines of his foes before they can reach the castle walls, he calls upon the ninja. And when fools dare to move against a ninja or her companions, they will find the ninja waiting for them while they sleep, ready to strike. These shadowy killers are masters of infiltration, sabotage, and assassination, using a wide variety of weapons, practiced skills, and mystical powers to achieve their goals.

**Role:** The ninja spends almost all of her time honing her skills, practicing her art, or working on her next assignment. Even when not specifically working, the ninja is ever vigilant and ready for the situation to turn deadly. Her line of work earns her many enemies, but it is a list that she frequently reduces through assassination and misdirection. The ninja is an alternate class for the rogue core class.

**Alignment:** Any.

**Hit Die:** d8.

**Starting Wealth:**  $4d6 \times 10$  gp (140 gp)

## Class Skills

The ninja's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (local) (Int), Knowledge (nobility) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

**Skill Ranks per Level:** 8 + Int modifier.

## Class Features

The following are the class features of the ninja.

**Weapon and Armor Proficiency:** Ninja are proficient with all simple weapons, plus the kama, katana, kusarigama, nunchaku, sai, shortbow, short sword, shuriken, siangham, and wakizashi. Ninjas are proficient with light armor but not with shields.

**Finesse Training (Ex):** At 1st level, a ninja gains Weapon Finesse as a bonus feat. In addition, starting at 3rd level, she can select any one type of weapon that can be used with Weapon Finesse (such as rapiers or daggers). Once this choice is made, it cannot be changed. Whenever she makes a successful melee attack with the selected weapon, she adds her Dexterity modifier instead of her Strength modifier to the damage roll. If any effect would prevent the rogue from adding her Strength modifier to the damage roll, she does not add her Dexterity modifier. The ninja can select a second weapon at 11th level and a third at 19th level.

**Poison Use (Ex):** At 1st level, a ninja is trained in the use of poison and cannot accidentally poison herself when applying poison to a weapon.

**Sneak Attack (Ex):** If a ninja can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The ninja's attack deals extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the

ninja flanks her target. This extra damage is 1d6 at 1st level, and increases by 1d6 every 2 ninja levels thereafter. Ranged attacks can count as sneak attacks only if the target is within 30 feet. This additional damage is precision damage and is not multiplied on a critical hit.

With a weapon that deals nonlethal damage (such as a sap, unarmed strike, or whip), a ninja can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack—not even with the usual  $-4$  penalty.

The ninja must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A ninja cannot sneak attack while striking a creature with total concealment.

**Ki Pool (Su):** At 2nd level, a ninja gains a pool of ki points, supernatural energy she can use to accomplish amazing feats. The number of points in the ninja's ki pool is equal to  $1/2$  her ninja level + her Charisma modifier. As long as she has at least 1 point in her ki pool, she treats any Acrobatics skill check made to jump as if she had a running start. At 10th level, she also reduces the DC of Acrobatics skill checks made to jump by  $1/2$  (although she still cannot move farther than her speed allows).

By spending 1 point from her ki pool, a ninja can make one additional attack at her highest attack bonus, but she can do so only when making a full attack. In addition, she can spend 1 point to increase her speed by 20 feet for 1 round. Finally, a ninja can spend 1 point from her ki pool to give herself a  $+4$  insight bonus on Stealth checks for 1 round. Each of these powers is activated as a swift action. A ninja can gain additional powers that consume points from her ki pool by selecting certain ninja tricks.

The ki pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive. If the ninja possesses levels in another class that grants points to a ki pool, ninja levels stack with the levels of that class to determine the total number of ki points in the combined pool, but only one ability score modifier is added to the total. The choice of which score to use is made when the second class

**Table: Ninja**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
01	+0	+0	+2	+0	Finesse training, poison use, sneak attack +1d6
02	+1	+0	+3	+0	Ki pool, ninja trick
03	+2	+1	+3	+1	Finesse training, no trace +1, sneak attack +2d6
04	+3	+1	+4	+1	Dispatchment, ninja trick, uncanny dodge
05	+3	+1	+4	+1	Ninjitsu art, sneak attack +3d6
06	+4	+2	+5	+2	Ninja trick, no trace +2
07	+5	+2	+5	+2	Sneak attack +4d6
08	+6/+1	+2	+6	+2	Improved uncanny dodge, ninja trick
09	+6/+1	+3	+6	+3	No trace +3, sneak attack +5d6
10	+7/+2	+3	+7	+3	Master tricks, ninja trick, ninjitsu art
11	+8/+3	+3	+7	+3	Finesse training, sneak attack +6d6
12	+9/+4	+4	+8	+4	Ninja trick, no trace +4
13	+9/+4	+4	+8	+4	Sneak attack +7d6
14	+10/+5	+4	+9	+4	Ninja trick
15	+11/+6/+1	+5	+9	+5	Ninjitsu art, no trace +5, sneak attack +8d6
16	+12/+7/+2	+5	+10	+5	Ninja trick
17	+12/+7/+2	+5	+10	+5	Sneak attack +9d6
18	+13/+8/+3	+6	+11	+6	Ninja trick, no trace +6
19	+14/+9/+4	+6	+11	+6	Finesse training, sneak attack +10d6
20	+15/+10/+5	+6	+12	+6	Hidden master, ninja trick, ninjitsu art

ability is gained, and once made, the choice is set. The ninja can now use ki points from this pool to power the abilities of every class she possesses that grants a ki pool.

**Ninja Tricks:** As a ninja continues her training, she learns a number of tricks that allow her to confuse her foes and grant her supernatural abilities. Starting at 2nd level, a ninja gains one ninja trick. She gains one additional ninja trick for every 2 levels attained after 2nd. Unless otherwise noted, a ninja cannot select an individual ninja trick more than once.

Tricks marked with an asterisk (\*) add effects to a ninja's sneak attack. Only one of these tricks can be applied to an individual attack and the decision must be made before the attack is made.

*Acrobatic Master (Su):* As a swift action, a ninja with this trick can focus her ki to grant her a +20 bonus on one Acrobatics check of her choice made before the start of her next turn. Using this ability expends 1 ki point from her ki pool.

*Bleeding Attack\* (Ex):* A ninja with this ability can cause living opponents to bleed by hitting them with a sneak attack. This attack causes the target to take 1 additional point of damage each round for each die of the ninja's sneak attack (e.g., 4d6 equals 4 points of bleed). Bleeding creatures take that amount of damage every round at the start of each of their turns. The bleeding can be stopped by a successful DC 15 Heal check or the application of any effect that heals hit point damage. Bleed damage from this ability does not stack with itself. Bleed damage bypasses any damage reduction the creature might possess.

*Think in the Armor (Ex):* When a ninja with this trick makes a successful sunder combat maneuver against an opponent, any successful attacks that she makes against that opponent until

the start of her next turn deal sneak attack damage as if the opponent was flat-footed against her attack.

*Choking Bomb (Ex):* Whenever a ninja throws a smoke bomb, all living creatures in the resulting cloud must make a Fortitude save or become staggered by the choking black smoke for 1d4 rounds. The DC of this saving throw is equal to 10 + 1/2 the ninja's level + the ninja's Charisma modifier. The ninja can decide to create an ordinary smoke bomb or add poison to this smoke bomb as normal. The ninja must have the poison bomb ninja trick before selecting this trick.

*Combat Trick:* A ninja who selects this trick gains a bonus combat feat.

*Daisho Mastery (Ex):* A ninja with this trick is proficient in using the katana and the wakizashi as a single weapon. Whenever the ninja selects either the katana or the wakizashi with a feat or class ability, she counts as selecting both weapons with that feat or class ability. If she has the Weapon Finesse feat, the ninja may use her Dexterity modifier instead of her Strength modifier on attack rolls made with the katana. The ninja must be proficient with the katana and the wakizashi and have the Two-Weapon Fighting feat before selecting this trick.

*Darkvision (Su):* This trick allows the ninja to use her ki to enhance her sight, granting darkvision out to a range of 60 feet. Using this trick is a standard action that costs 1 ki point. The enhanced senses last for 1 hour.

*Deadly Range (Ex):* A ninja with this ninja trick increases the range at which she can deal sneak attack damage by 10 feet. A ninja can take this trick more than once. Its effects stack.

*Deflect Arrows:* A ninja who selects this ninja trick gains the Deflect Arrows feat as a bonus feat. The ninja must have the

Improved Unarmed Strike combat feat before taking this trick.

**Fast Stealth (Ex):** A ninja with this trick can move at full speed using the Stealth skill without penalty.

**Feather Fall (Su):** As an immediate action, the ninja can slow her descent as if using *feather fall*. This ability uses her ninja level as the caster level. Each use of this ability uses up 1 ki point.

**Flurry of Stars (Ex):** A ninja with this ability can expend 1 ki point from her ki pool as a swift action before she makes a full-attack attack with shuriken. During that attack, she can throw two additional shuriken at her highest attack bonus, but all of her shuriken attacks are made at a -2 penalty, including the two extra attacks.

**Follow Clues (Ex):** A ninja with this trick can use Perception to follow tracks as per the Survival skill.

**Forgotten Trick (Ex):** A ninja with this trick can recall one trick taught to her by her ancient masters. When she uses this ability, she selects one ninja trick (not a master trick or rogue talent) that she does not know and can use that ninja trick for a number of rounds equal to her level. She must pay any ki costs associated with the trick as normal. Using this ability expends 2 ki points from her ki pool, plus the ki cost of the trick she chooses.

**Grazing Strike (Ex):** When a ninja with this trick attacks a foe that she is flanking or that is denied its Dexterity bonus to AC against her attack and misses, she deals 1 point of damage to that opponent for each sneak attack die she possesses. Any creature that is immune to sneak attacks is immune to the damage dealt by grazing strike, and any item or ability that protects a creature from critical hits also protects a creature from a grazing strike. This additional damage is precision damage, and isn't multiplied on a critical hit.

**Hidden Weapons (Ex):** A ninja with this trick can easily conceal weapons on her body. The ninja adds her level on opposed Sleight of Hand checks made to conceal a weapon. In addition, she can draw hidden weapons as a move action, instead of as a standard action.

**High Jumper (Ex):** When a ninja with this trick makes a high jump, the DC for that jump is half the normal DC. The ninja must have the acrobatic master trick before taking this trick.

**Hold Breath (Ex):** A ninja with this trick doubles the amount of time she can hold her breath.

**Ki Block\* (Su):** A ninja with this trick can prevent a creature from using its ki pool. Whenever the ninja deals sneak attack damage, the target must make a Will save or be unable to spend any points from its ki pool for a number of rounds equal to the ninja's Charisma modifier. The DC of this save is  $10 + 1/2$  the ninja's level + the ninja's Charisma modifier. The number of points in the target's ki pool is unaffected, and abilities that do not require the subject to spend ki still function.

**Ki Charge (Su):** A ninja with this trick can invest a portion of her ki into a single thrown weapon, such as a shuriken, and throw it as a standard action. The thrown weapon explodes on impact in a 5-foot burst, dealing 1d6 points of fire damage plus 1d6 points of fire damage for every four levels of the ninja above 2nd, to a maximum 4d6 at 18th level. Creatures caught

in the blast receive a Reflex save to halve the damage. The DC of this save is  $10 + 1/2$  the ninja's level + the ninja's Charisma modifier. If the thrown weapon hits a creature, that creature takes a -2 penalty on the saving throw. If the thrown weapon misses, treat it as a thrown splash weapon. Using this ability expends 1 ki point from her ki pool.

**Light Steps (Ex):** A ninja with this trick learns to move while barely touching the surface underneath her. As a full-round action, she can move up to twice her speed, ignoring difficult terrain. While moving in this way, any surface will support her, no matter how much she weighs. This allows her to move across water, lava, or even the thinnest tree branches. She must end her move on a surface that can support her normally. She cannot move across air in this way, nor can she walk up walls or other vertical surfaces. When moving in this way, she does not take damage from surfaces or hazards that react to being touched, such as lava or caltrops, nor does she need to make Acrobatics checks to avoid falling on slippery or rough surfaces. Finally, when using light steps, the ninja ignores any mechanical traps that use a location-based trigger.

**Mindwipe (Su):** Whenever a ninja with this trick deals sneak attack damage to a target and knocks that target unconscious as a result of her attack, that target forgets all but the most general information about her, as the spell *anonymous interaction*<sup>III</sup>. The target receives a Will save to negate this effect (DC  $10 + 1/2$  the ninja's level + the ninja's Charisma modifier).

**Poison Bomb (Ex):** Whenever the ninja throws a smoke bomb, she can decide to include 1 dose of any inhaled poison she possesses. This poison affects all creatures in the smoke and lasts as long as the smoke lasts. She must pay for the poison normally. The ninja must have the smoke bomb ninja trick before selecting this trick.

**Pressure Points\* (Su):** A ninja with this trick can strike at an opponent's vital pressure points, causing weakness and intense pain. Whenever the ninja deals sneak attack damage, she also deals 1 point of Strength or Dexterity damage, decided by the ninja. Unlike normal ability damage, this damage can be healed by a DC 15 Heal check. Each successful check heals 1 point of damage caused by this trick. A ninja with this trick receives a +10 insight bonus on this Heal check.

**Rogue Talent:** The ninja can select a rogue talent in place of a ninja trick. The ninja cannot select a rogue talent that has the same name as a ninja trick. The ninja can select this talent multiple times.

**Seal of Storing (Su):** A ninja with this trick can create mystic seals on her body, clothes, or gear that can store items for easy retrieval. The items seemingly disappear into the seal, but actually enter an extradimensional space that the ninja can later dismiss, making the item disappear. Storing an item in this way requires the ninja to spend 1 ki point as a full-round action, and creates an *arcane mark* (as the spell) on her body, clothes, or gear. Each seal can store up to one item, and the ninja can have one seal active at a time at 2nd level, plus one additional seal per 3 ninja levels beyond 2nd that she

possesses. These items must be items that the ninja can hold in one hand. Retrieving a stored item requires her to touch the seal and mentally dismiss it as a swift action. The item appears in the ninja's hand, so worn items must still be donned to gain their benefits. If the ninja dies while any items are stored in seals that she created, those items fade into existence within 5 feet of her body or the target garment or gear.

*Shadow Clone (Su):* The ninja can create 1d4 shadowy duplicates of herself that conceal her true location. This ability functions as *mirror image*, using the ninja's level as her caster level. Using this ability is a standard action that uses up 1 ki point.

*Shadow Dodge (Su):* When attacked, the ninja can disappear in a burst of smoke or shadow and reappear someplace nearby. When an opponent makes an attack against the ninja, she can spend 1 ki point and expend a use of an attack of opportunity to attempt to dodge the attack. The ninja makes a Stealth check with a -5 penalty for each light level brighter than dim light that she is currently in when she uses this ability. If her result is greater than the attacking creature's CMD, the creature's attack automatically misses. The ninja must declare the use of this ability after the creature's attack is announced, but before its attack roll is made. Upon successfully dodging an attack and if she has at least 1 ki point, the ninja can as an immediate action move up to her speed. If after ending her movement she has cover or concealment, she uses the result of her Stealth check to hide. This movement doesn't provoke attacks of opportunity. The ninja can only use this ability while wearing light or no armor, and while carrying no heavier than a light load. A ninja with the opportune parry and riposte swashbuckler deed cannot use both that deed and this ability against the same attack.

*Slow Metabolism (Ex):* The ninja has a slower-than-normal metabolism. She can hold her breath for twice as long as normal before needing to make Constitution checks (four times her Constitution score). In addition, whenever the ninja is poisoned, the time between saving throws (the poison's frequency) is doubled. Thus, a poison that has a frequency of "1/round for 6 rounds" would instead be "1/2 rounds for 12 rounds."

*Slow Reactions\* (Ex):* Opponents damaged by the ninja's sneak attack can't make attacks of opportunity for 1 round.

*Smoke Bomb (Ex):* This ability allows a ninja to throw a smoke bomb that creates a cloud of smoke with a 15-foot radius. This acts like the smoke from a smokestick. The ninja can center this smoke on herself, or throw the bomb as a ranged touch attack with a range of 20 feet. Using this ability is a standard action. Each use of this ability uses up 1 ki point.

*Snatch Arrows:* A ninja who selects this ninja trick gains the Snatch Arrows feat as a bonus feat. The ninja must have the Improved Unarmed Strike feat and the Deflect Arrows feat before taking this trick.

*Style Master:* A ninja who selects this ninja trick gains a style feat that she qualifies for as a bonus feat.

*Sudden Disguise (Su):* As a swift action, a ninja can change her



appearance for 1 minute per level. This ability functions as *disguise self*. Each use of this ability uses up 1 ki point.

*Swift Poison (Ex):* A ninja with this trick can apply poison to a weapon as a move action, instead of a standard action.

*Trapfinding (Ex):* A ninja with this trick adds 1/2 her level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). A ninja can use Disable Device to disarm magic traps.

*Unarmed Combat Training:* A ninja who selects this ninja trick gains Improved Unarmed Strike as a bonus feat.

*Undetected Sabotage (Ex):* Whenever a ninja with this trick uses Disable Device to sabotage or disable a device, she can make a Stealth check with a bonus equal to her level. Anyone who inspects the device does not notice the sabotage and assumes the object works unless he beats the ninja's check with an opposed Perception skill check.

*Vanishing Trick (Su):* As a swift action, the ninja can disappear for 1 round per level. This ability functions as *invisibility*. Using this ability uses up 1 ki point.

*Ventriloquism (Su):* As a swift action, the ninja can throw her

## Designing the Unchained Ninja

Before *PATHFINDER ROLEPLAYING GAME PATHFINDER UNCHAINED*, many players considered the ninja alternate class to be the “rogue replacement,” a class that easily fulfilled the rogue’s niche, making it better at martial combat while sacrificing very little long-term. But with the release the revisions to the rogue class in *PATHFINDER UNCHAINED*, the opposite has happened; many players consider the ninja, which was carefully balanced around the nuances of the base rogue class, to be an inferior option.

In updating the ninja, the challenge was to maintain the differences between the two classes (ninja and rogue) while also blurring the lines slightly between the two options. The following considerations helped to keep these goals in place during development.

**Enhance Theme:** In addition to preserving the original intent of the class, steps were taken to make sure that the ninja remained the master of shadows. To this end, several new ninja tricks and master tricks were added to help maintain the ninja’s themed, including several master tricks that allow the ninja to gain abilities similar to those of the shadowdancer prestige class were added.

**Maintain Parallelism:** The original ninja class was designed to be an eastern mirror of the rogue, complete with similar class features and the ability for both classes to borrow from the other’s class options. As a result, efforts were made to update the ninja alternate class so it maintained parallelism with the unchained rogue, including giving the ninja access to the finesse training class feature and giving the ninja answers for the new rogue’s edge and debilitating injury class features. In addition, both ninjas and rogues received new talents that continues the trend of allowing both classes to dip their toes into the niche of the other one.

**Loner vs. Teammate:** The rogue has long been presented as a tactical class, and the unchained rogue’s new debilitating injury class feature supports this playstyle. But the ninja is the master of the night, a loner who is able to use cunning deception and surprise tactics to fight with or without allies. This has been maintained in the unchained ninja via a new class feature called dispatchment, which is designed in parallel to the rogue’s debilitating injury. Dispatchment grants the ninja bonuses rather than penalizing enemies, focusing on improving the ninja’s personal skills and abilities rather than impairing enemies. With that said, dispatchment is designed to provide less of a benefit to the ninja than debilitating injury grants to the rogue because debilitating injury rides on successful sneak attacks while dispatchment is a constant bonus with fewer restrictions.

**Martial vs. Skilled:** In *PATHFINDER ROLEPLAYING GAME ULTIMATE COMBAT*, the draw of the ninja was that it was the “martial rogue,” compared to the base rogue’s focus on skills. This is still a design goal for the ninja and has been maintained through the addition of a weaker version of the unchained monk’s style strikes, gained as a parallel ability to the rogue’s edge class feature.

voice as if using the spell *ventriloquism*. She can use this ability for 1 minute per ninja level. Each use of this ability uses up 1 ki point.

**Wall Climber (Su):** A ninja with this ability gains a climb speed of 20 feet, but only on vertical surfaces. This ability cannot be used to scale perfectly smooth surfaces or to climb on the underside of horizontal surfaces.

**Weapon Training:** A ninja who selects this ninja trick gains Weapon Focus as a bonus feat.

**No Trace (Ex):** At 3rd level, a ninja learns to cover her tracks, remain hidden, and conceal her presence. The DC to track a ninja using the Survival skill increases by +1. In addition, her training gives her a +1 insight bonus on Disguise skill checks and on opposed Stealth checks whenever she is stationary and does not take any action for at least 1 round. Every three levels thereafter, the increase to Survival DCs and the bonuses on Disguise and opposed Stealth checks increase by 1.

**Dispatchment (Ex):** At 4th level, a ninja gains a +2 bonus on attack rolls made against foes that she is flanking or that are denied their Dexterity bonus to AC. This bonus increases by +1 at 9th level and every 5 levels thereafter, to a maximum bonus of +5.

**Uncanny Dodge (Ex):** Starting at 4th level, a ninja can react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dexterity bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A ninja with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her.

If a ninja already possesses uncanny dodge from a different class, she automatically gains improved uncanny dodge instead.

**Ninjitsu Arts:** At 5th level, a ninja can learn one type of ninjitsu art. Whenever she spends ki from her ki pool to make an additional attack, she can augment that attack with one ninjitsu art that she knows. The attack is resolved as normal, but it gains an additional effect based upon the type of ninjitsu art chosen. At 10th level and every 5 levels thereafter, a ninja learns an additional ninjitsu art. She must choose which ninjitsu art to apply before the attack roll is made.

**Dastardly Trick (Ex):** The ninja is able to hinder her foes with her attacks, making them more susceptible to her attacks. If the attack hits, the ninja can make a free dirty trick attempt against the target of this ninjitsu art (using the base attack bonus of the attack used to hit the foe). This dirty trick attempt does not provoke an attack of opportunity.

**Defensive Flourish (Ex):** The ninja’s spiralling assault confounds her foes, leaving few gaps in her defenses. If her attack hits, the ninja gains a +2 dodge bonus to AC against any attacks made by the target of the ninjitsu art until the start of her next turn. If her attack deals sneak attack damage to her target, the ninja instead gains a +1 dodge bonus for each sneak attack die rolled. Dodge bonuses gained from this ninjitsu art do not stack with those from any rogue talents that the ninja has.

**Fluid Strike (Ex):** The ninja focuses her attack’s momentum so that she strikes two foes with a single swing. If her attack



hits, the ninja deals damage normally and can make an additional attack against a foe that is adjacent to the target of her augmented attack and also within reach. This additional attack uses the same penalties on attack rolls as her attack. If the additional attack hits, the ninja deals sneak attack damage to her secondary target as if her foe was flat-footed.

**Flying Strike (Ex):** The ninja leaps through the air to strike a foe. Before the attack, the ninja can move up to 10 feet. This movement is made as part of the ninja's full attack and does not require an additional action. At the end of this movement, the ninja must make an attack against an adjacent foe. This movement may occur before her additional attack or after her additional attack, and it provokes an attack of opportunity as normal. The distance that the ninja can move increases by 10 feet at 8th level and every three levels thereafter, up to a maximum distance of 50 feet at 20th level.

**Lethal Blow (Ex):** The ninja attempts to eviscerate her foe with a single devastating attack. If the attack hits, the ninja rolls her weapon damage twice, adding both rolls together before applying Strength and other modifiers to damage. This bonus damage is not multiplied on a critical hit.

**Lunging Strike (Ex):** The ninja lunges forward as she attacks, striking faraway foes. When determining which foes are within her threatened area, the ninja's reach increases by 5 feet.

**Nonlethal Tactics (Ex):** The ninja's attacks aim to render a foe unconscious rather than dead, but are nevertheless brutal. If the attack hits, the ninja can make an additional attack using the same attack bonus at a -5 penalty. If this second attack hits, it deals damage as normal excluding sneak attack damage. All damage dealt by both this attack and the additional attack is nonlethal damage.

**Piercing Strike (Ex):** The ninja's attack pierces through the target's damage reduction or hardness. If the attack hits, it bypasses any damage reduction or hardness possessed by the target of the attack. This ability does not apply to damage reduction without a type (such as DR 10/-).

**Pinning Strike (Ex):** The ninja's attack pins the target in place, preventing the opponent from escaping. If the attack hits and the ninja ends her turn adjacent to that foe, the foe's movement is restricted. Until the start of her next turn, the target of the attack can only move in such a way that the space it occupies is adjacent to the ninja. Alternatively, it can attempt a combat maneuver check (against the ninja's CMD) as a standard action to break free. This ninjitsu art does not work against foes that cannot be tripped.

**Shattering Strike (Ex):** The ninja's attack shatters the target's armor or equipment. If the attack hits, the ninja can make a free sunder attempt against the target of this ninjitsu art (using the base attack bonus of the attack used to hit the foe). This sunder attempt does not provoke an attack of opportunity.

**Silencing Strike (Ex):** The ninja slams her weapon into the target's throat in an attempt to silence it. If the attack hits and the target fails a Fortitude save (DC 10 + 1/2 the ninja's level + the ninja's Dexterity modifier), it cannot speak or use

actions or abilities (including cast spells) that require verbal components for 1 round.

**Staggering Blow (Ex):** The ninja slams her weapon into her target's head, leaving her foe reeling. If the attack hits and the foe is of the same size or one size smaller than the ninja, the ninja can make a free combat maneuver check against the target of this ninjitsu art (using the base attack bonus of the attack used to hit the foe). If the foe is not of the same creature type as the ninja, she takes a -8 penalty on this check. If the check is successful, the target is staggered for 1 round. Creatures immune to critical hits are not affected by this ninjitsu art, and any item or ability that protects a creature from critical hits also protects a creature from this ninjitsu art.

**Surprise Attack (Ex):** The ninja strikes her foe with a burst of speed, catching it off-guard. The ninja makes her attack against the foe's flat-footed AC, and deals sneak attack damage to that foe as if it were flat-footed. Creatures with the uncanny dodge class feature or a similar effect cannot be made flat-footed by this ninjitsu art.

**Sweeping Strike (Ex):** The ninja is able to sweep her foe's legs, knocking the opponent down. If the attack hits, the ninja can make a free trip attempt against the target of this ninjitsu art (using the base attack bonus of the attack used to hit the foe). This trip attempt does not provoke an attack of opportunity.

**Improved Uncanny Dodge (Ex):** At 8th level, a ninja can no longer be flanked. This defense denies another ninja (or rogue) the ability to sneak attack the ninja by flanking her, unless the attacker has at least four more ninja (or rogue) levels than the target does.

If a character already has uncanny dodge from another class, the levels from the classes that grant uncanny dodge stack when determining the minimum ninja (or rogue) level required to flank the character.

**Master Tricks:** At 10th level, and every two levels thereafter, a ninja can select one of the following master tricks in place of a ninja trick.

**Advanced Talents:** The ninja can select a rogue talent from the list of Advanced Talents in place of a ninja trick. The ninja cannot select a rogue talent that has the same name as a ninja trick. The ninja cannot select improved evasion unless she has evasion (either as a class feature or as a ninja master trick).

**Assassinate (Ex):** A ninja with this master trick can kill foes that are unable to defend themselves. To attempt to assassinate a target, the ninja must first study her target for 1 round as a standard action. On the following round, if the ninja makes a sneak attack against the target and the target is denied its Dexterity bonus to AC, the sneak attack has the additional effect of possibly killing the target. This attempt automatically fails if the target recognizes the ninja as an enemy. If the sneak attack is successful and the target of this attack fails a Fortitude save, it dies. The DC of this save is equal to 10 + 1/2 the ninja's level + the ninja's Charisma modifier. If the save is successful, the target still takes the sneak attack damage as normal, but it is immune to that ninja's assassinate ability for 1 day.

**Blinding Bomb (Ex):** Whenever the ninja throws a smoke bomb, all living creatures in the cloud must make a Fortitude save or be blinded by the black smoke for 1d4 rounds. The DC of this saving throw is equal to 10 + 1/2 the ninja's level + the ninja's Charisma modifier. This trick cannot be combined with a choking bomb, but the ninja can combine a blinding bomb with a poison bomb. The ninja must have the choking bomb ninja trick before selecting this trick.

**Deadly Shuriken (Ex):** As a full-round action, a ninja with this master trick can take careful aim and pool all of her attack potential into a single, deadly shuriken throw. When she does this, she throws a single shuriken at a single target, but makes as many attack rolls as she can, based on her base attack bonus. She makes the attack rolls in order from highest bonus to lowest, as if she were making a full attack. If any of the attack rolls hit the target, the attack hits. For each additional successful attack roll beyond the first, the ninja increases the damage by 1d6. Precision damage and extra damage from weapon special abilities (such as flaming) are added with damage modifiers and are not increased by this advanced talent. If one or more rolls are critical threats, she confirms the critical once using her highest base attack bonus -5. For each critical threat beyond the first, she reduces this penalty by 1 (to a maximum of 0).

**Double Ninjitsu (Su):** Whenever a ninja with this trick spends a point of ki from her ki pool in order to make an additional attack during a full attack, she can spend 1 additional point from her ki pool in order to apply the effects of up to two different ninjitsu arts to her attack. A ninja must have the ninjitsu arts ability before selecting this trick.

**Evasion (Ex):** A ninja can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the ninja is wearing light armor or no armor. A helpless ninja does not gain the benefit of evasion.

**Feat:** A ninja may gain any feat that she qualifies for in place of a ninja trick.

**Ghost Step (Su):** As a swift action, a ninja with this trick can pass through walls as if she were a ghost. Until the end of her turn, she can pass through a wall or other surface that is up to 5 feet thick per level as if she were incorporeal. She must exit the solid material by the end of her turn. Each use of this ability uses up 1 ki point. A ninja must have the light step ninja trick before selecting this trick.

**Hide in Plain Sight (Ex):** A ninja with this trick can select a single terrain from the ranger's favored terrain list. She is a master at hiding in that terrain, and while within that terrain, she can use the Stealth skill to hide, even while being observed. A ninja may take this master trick more than once, each time selecting a different terrain from the favored terrain list.

**Invisible Blade (Su):** Whenever a ninja uses the vanishing trick ninja trick, she is treated as if she were under the effects of *greater invisibility*. The ninja must have the vanishing trick ninja trick before selecting this trick.

**Ki Power:** A ninja can select a ki power (see the monk section in Chapter 1 of *PATHFINDER ROLEPLAYING GAME PATHFINDER UNCHAINED*) in place of a ninja trick. She must meet the ki power's prerequisites, and uses her ninja level -2 as her effective monk level for the purpose of meeting ki power prerequisites and determining their effects. A ninja can select this trick multiple times. Each time, she must select a different ki power.

**Knockout Strike\* (Ex/Su):** Once per day, a ninja with this trick can perform a devastating attack that instantly knocks the target unconscious. This functions like the brawler's knockout ability, using her ninja level as her effective brawler level. She does not gain additional uses of this ability as her ninja level increases, but she can select this trick up to three times. Each additional time she selects it, she can use this ability one additional time per day.

**Lightning Poison (Ex):** A ninja with this trick can apply poison to a weapon as a swift action, instead of a move action. A ninja must have the swift poison ninja trick or rogue talent before selecting this trick.

**Mark (Ex):** A ninja with this trick can, as a full-round action, denote one target within her line of sight as her mark. Whenever she is following the tracks of her mark, a ninja can take 10 on her Survival skill checks while moving at normal speed, without penalty. If she has the follow clues ninja trick or rogue talent, this ability applies to her Perception checks to follow the tracks of her mark instead. In addition, the save DCs of her ninja class abilities increases by +2 against her mark, and she gains a +4 insight bonus on attack rolls made to confirm critical hits against her mark. A ninja can have no more than one mark at a time, and she can dismiss this effect at any time as a free action, but she cannot select a new mark for 24 hours. If the ninja sees proof that her mark is dead, she can select a new mark after waiting 1 hour.

**Master of Disguise (Su):** A ninja with this trick can take on the appearance of other creatures and individuals. Whenever the ninja uses the sudden disguise ninja trick, the duration increases to 10 minutes per level. Alternatively, the ninja can use the sudden disguise ninja trick to take on the appearance of a specific individual that the ninja has seen before for 1 minute per level. Creatures that are familiar with the individual receive a Will saving throw to see through the illusion. The DC of this saving throw is 10 + 1/2 the ninja's level + the ninja's Charisma modifier. This illusion also changes the ninja's speech, if she has heard the individual talk and can speak his language. The ninja must have the sudden disguise ninja trick before selecting this trick.

**Ninja's Edge (Ex):** A ninja with this trick chooses one of the following skills: Acrobatics, Bluff, Climb, Disguise, Escape Artist, Knowledge (geography), Knowledge (local), Knowledge (nobility), Ride, Sleight of Hand, Survival, Stealth, Swim, or Use Magic Device. She gains the skill unlock powers for a single skill as appropriate to her number of ranks in that skill (see the skill unlocks section of Chapter 2 in *PATHFINDER ROLEPLAYING GAME PATHFINDER UNCHAINED*). The ninja can select this talent multiple

times. Each time, she selects a new skill to unlock with this trick.

**Ninjitsu Art:** A ninja that selects this trick learns an additional ninjitsu art. The ninja must have the ninjitsu art ability before selecting this trick. This trick can be selected multiple times.

**See the Unseen (Su):** A ninja with this trick learns how to see that which cannot be seen. As a swift action, the ninja can cast *see invisibility*, using her level as the caster level. Each use of this ability uses up 1 ki point.

**Shadow Split (Su):** This trick allows the ninja to create an illusory double of herself that moves away from her, allowing the ninja to create a distraction. When she uses this ability, an illusory double appears and moves away from the ninja, heading in one direction. The double climbs walls, jumps pits, or simply passes through obstacles, moving at twice the ninja's speed in the direction indicated by the ninja when the ability is used. Its course cannot be changed. The double persists for 1 round per level of the ninja. Those who interact with the double receive a Will saving throw to recognize that it is fake. The DC of this save is  $10 + 1/2$  the ninja's level + the ninja's Charisma modifier. Each use of this ability uses up 1 ki point. The ninja must possess the shadow clone ninja trick before selecting this trick.

**Shadowy Mist Form (Sp):** A ninja who selects this trick can transform into an inky black cloud of mist. This functions as *gaseous form*, except it also obscures vision as *fog cloud*. Each use of this ability uses up 1 ki point.

**Spell Block\* (Su):** A ninja with this trick can prevent a creature from using magical abilities. Whenever the ninja deals sneak attack damage, the target must make a Will save or be unable to cast spells or use its spell-like abilities or supernatural abilities for a number of rounds equal to the ninja's Charisma modifier. The DC of this save is  $10 + 1/2$  the ninja's level + the ninja's Charisma modifier. The target's number of spell slots and uses per day of its spell-like abilities and supernatural abilities are unaffected, and abilities that do not require activation (such as constant spell-like abilities) are not affected, though this ability does prevent the target from reactivating such abilities if they become dispelled or dismissed. A ninja must have the ki block ninja trick before selecting this trick.

**Step Through Shadows (Sp):** A ninja who selects this trick can disappear into an area of dim light or darkness and emerge from another area of dim light or darkness. This functions as the spell *shadow step<sup>UM</sup>*. Each use of this ability uses up 1 ki point.

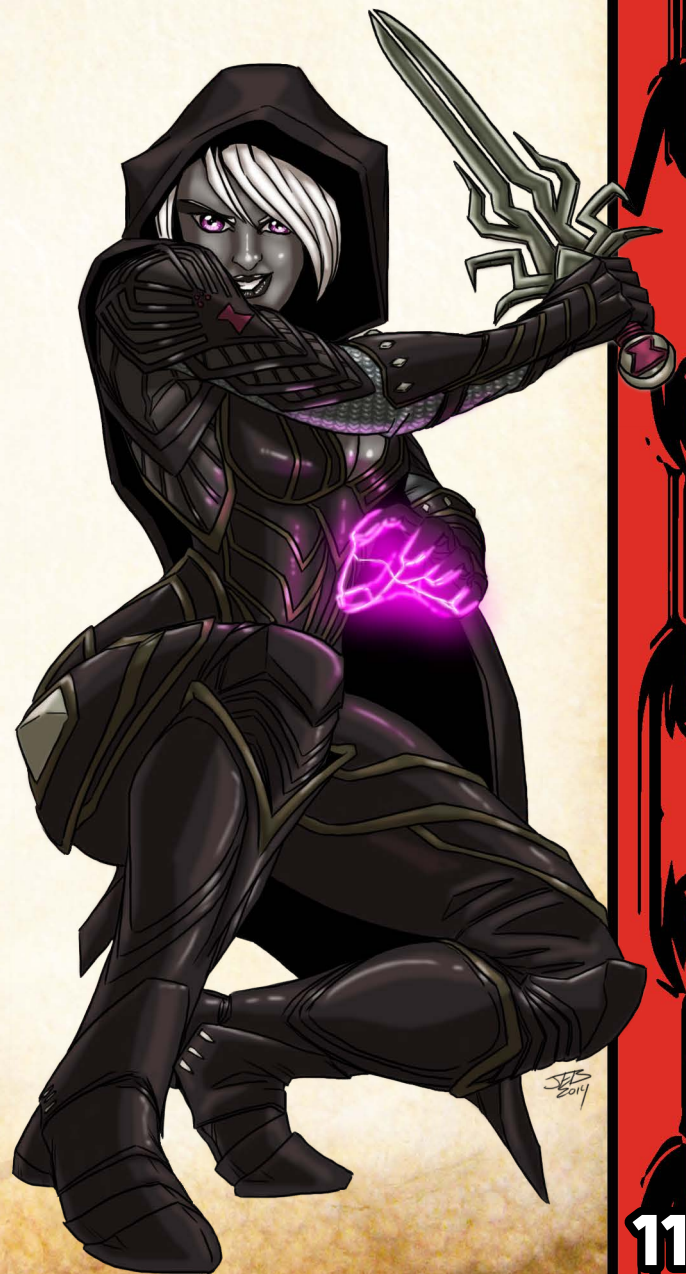
**Unarmed Combat Mastery:** A ninja who selects this trick deals damage with her unarmed strikes as if she were a monk of her ninja level -4. If the ninja has levels in monk, this ability stacks with monk levels to determine how much damage she can do with her unarmed strikes. A ninja must have the Improved Unarmed Strike feat before taking this trick.

**Unbound Steps (Su):** This trick allows a ninja to use her ki to walk through the air. Whenever the ninja uses the light steps ninja trick, she can walk on air, rising or descending as she desires. She must end her move on a solid surface. Each use of

this ability uses up 1 ki point. The ninja must possess the light steps ninja trick before selecting this trick.

**Vital Blows (Ex):** A ninja who selects this trick gains Vital Strike as a bonus feat. The ninja uses her ninja level as her base attack bonus (in addition to the base attack bonus gained from other classes and Hit Dice) for the purpose of qualifying for combat feats that list Vital Strike as a prerequisite.

**Hidden Master (Su):** At 20th level, a ninja becomes a true master of her art. She can, as a standard action, cast greater invisibility on herself. While invisible in this way, she cannot be detected by any means, and not even invisibility purge, see invisibility, and true seeing can reveal her. She uses her ninja level as her caster level for this ability. Using this ability consumes 3 ki points from her ki pool. In addition, whenever the ninja deals sneak attack damage, she can sacrifice additional damage dice to apply a penalty to one ability score of the target equal to the number of dice sacrificed for 1 minute. This penalty does not stack with itself and cannot reduce an ability score below 1.



# Archetypes and Options

Archetypes modify a base class (in this case, the swashbuckler) by replacing its class features. When a player selects the swashbuckler class, she can choose to use the standard class features in the class's original description or she could choose to adopt an archetype. Each alternate class feature presented in an archetype replaces or alters a specific class feature from its base class. For example, the scout archetype replaces the uncanny dodge and improved uncanny dodge class features of the standard rogue.

When an archetype includes multiple class features, a character must take all of them. All other class features of the base class that aren't mentioned by the archetype remain unchanged and are acquired normally at the appropriate level. A character with an archetype doesn't count as having the class feature that was replaced for purposes of meeting any requirements or prerequisites. On the other hand, any alternate class features listed as altering an existing class feature otherwise works as the original class feature, and is considered to be that class feature for the purposes of meeting any requirements or prerequisites, even if that feature is renamed to fit a different theme.

A character can take more than one archetype and garner additional alternate class features, but none of the alternate class features can replace or alter the same class feature from the base class as the other alternate feature. For example, a swashbuckler could not be both a scout and a vexing dodger, because both archetypes replace the uncanny dodge class feature with something else.

If an archetype replaces a class feature that's part of a series of improvements or additions to the base ability (such as a rogue's sneak attack or finesse training), the next time the character would gain that ability, it counts as the lower-level ability that was replaced by the archetype. In effect, all abilities in that series are delayed until the next time the class improves that ability. For example, if an archetype replaces a sneak attack +4d6 at 7th level, her number sneak attack damage dice doesn't jump from 3d6 to 5d6 at 9th level—it improves to +4d6 just as if she finally gained the increase from 6th level. This adjustment continues for every level in which her sneak attack ability gains additional d6s of damage, until at 19th level she has +9d6 sneak attack damage dice instead of the +10d6 sneak attack damage dice that a standard rogue has.

If an archetype replaces a class feature that has a series of improvements, but it does not list one individual improvement, that class feature replaces the entire class feature and all of its improvements. For example, if a class feature says it replaces sneak attack without mentioning a specific bonus, it replaces all of a rogue's sneak attack damage dice.

## Investigator Talents

The following investigator talents are available to investigator characters.

*Investigator's Certainty (Ex):* The investigator chooses one skill that, when attempting a skill check with the skill, he can use his inspiration ability without expending uses of inspiration. Once per day, the investigator can reroll a skill check just made with the selected skill and take the better result. He can use this reroll with the selected skill one additional time per day at 10th level and every 5 levels thereafter. An investigator can select this talent multiple times. Each time, the investigator must choose a different skill.

*Relic Researcher (Ex):* An investigator with this talent can attempt to determine the properties of a magic item without using the *detect magic* or *identify* spells. Attempting to ascertain the item's properties in this manner increases the amount of time required to make the check to 3 minutes.

*Signature Skill:* An investigator with this talent gains the Signature Skill feat<sup>PU</sup> as a bonus feat.

## Ninja Archetypes

The following archetypes are available to ninja characters. These archetypes are also available to rogue characters if the rogue class possesses all of the class features that the archetype alters or replaces, otherwise following the normal rules for selecting archetypes. Note that ninja trick and rogue talent

are separate class features, and as a result a rogue cannot take an archetype that replaces ninja trick or master tricks, because these are abilities she does not possess.

## Akuto (Archetype)

Although ninja often have a feared reverence wherever they are found, not all ninja are masters of the supernatural; some are ordinary men and women with thuggish reputations instead of supernatural abilities. Akuto make up for their lack of magic powers with brutal tactics and devastating attacks.

*Akuto's Flurry (Ex):* Starting at 2nd level, an akuto can make an akuto's flurry as a full-attack action. When doing so, an akuto has the Two-Weapon Fighting feat when attacking with any combination of unarmed strikes, simple weapons, or ninja weapons (the kama, katama, kusarigama, nunchaku, sai, shortbow, short sword, shuriken, siangham, and wakizashi). She does not need to use two different weapons to use this ability.

An akuto applies her full Strength modifier to her damage rolls for all attacks made with akuto's flurry, whether the attacks are made with an off-hand weapon or a weapon wielded in both hands. If she attacks with a weapon that she selected with finesse training, she applies her full Dexterity modifier to her damage rolls for all attacks made with akuto's flurry instead. An akuto can substitute disarm, sunder, and trip combat maneuvers for attacks as part of an akuto's flurry. An akuto with natural weapons can't use such weapons as part

of an akuto's flurry, nor can she make natural weapon attacks in addition to her akuto's flurry attacks.

At 8th level, the akuto gains use of the Improved Two-Weapon Fighting feat when using akuto's flurry. At 15th level, she gains use of the Greater Two-Weapon Fighting feat when using akuto's flurry.

This ability replaces ki pool, the ninja trick gained at 8th level, and the ninjitsu art gained at 15th level.

**Akuto's Feint (Ex):** At 5th level, an akuto can feint as a move action or in place of her first attack during a full attack. At 10th level, when the akuto successfully feints, the opponent is denied its Dexterity bonus to AC against all attacks until the akuto's next turn.

This ability replaces the ninjitsu arts gained at 5th level and 10th level.

**Master Strike (Ex):** At 20th level, an akuto becomes incredibly deadly when dealing sneak attack damage. Each time the akuto deals sneak attack damage, she can choose one of the following three effects: the target can be put to sleep for 1d4 hours, paralyzed for 2d6 rounds, or slain. Regardless of the effect chosen, the target can attempt a Fortitude save to negate the additional effect. The DC of this save is equal to 10 + 1/2 the akuto's level + the akuto's Dexterity modifier. Once a creature has been the target of a master strike, regardless of whether or not the save is successful, that creature is immune to that akuto's master strike for 24 hours. Creatures that are immune to sneak attack damage are also immune to this ability.

This ability replaces hidden strike and the ninjitsu art gained at 20th level.

### Bajutsu Master (Archetype)

Although most ninja prefer stealth and guile to animal husbandry, bajutsu masters form powerful empathic bonds to an animal partner who is awakened by their ki.

**Class Skills:** A bajutsu master adds Handle Animal (Cha) and Ride (Dex) to her list of class skills, but does not gain Perform (Cha), Profession (Wis), or Sleight of Hand as class skills.

This ability alters the ninja's class skills.

**Soulfused Companion (Ex):** At 1st level, a bajutsu master forms a powerful bond with a loyal companion, and empathic exposure to the bajutsu master's ki causes her animal companion to develop its own intelligence. The bajutsu master can begin play with any of the animals available to a druid, but the companion's type changes to magical beast (augmented animal). This doesn't change any of the companion's statistics and it counts as an animal, but as a magical beast, for the purpose of determining all effects, prerequisites, and so on. It does not learn tricks, but it does have an Intelligence score equal to that of a familiar belonging to a wizard of the bajutsu master's ninja level. The bajutsu master uses her ninja level as her effective druid level for determining the abilities of her animal companion. Levels in other classes that grant animal companions do not stack with levels of bajutsu master for the purpose of determining the abilities of her soulfused companion.

This ability replaces poison use and the rogue talent gained

at 2nd level.

**Bajutsu Tactics (Ex):** At 3rd level, the bajutsu master's animal companion can make a sneak attack. This is as the ninja ability of the same name. At 3rd level, the animal companion's sneak attack damage is +1d6. This increases by 1d6 at 5th level and every four levels thereafter, up to a maximum of +5d6 at 17th level.

At 7th level, a bajutsu master automatically grants her teamwork feats to her animal companion. The companion doesn't need to meet the prerequisites of these teamwork feats.

This ability replaces sneak attack +2d6.

**Teamwork Feats:** At 7th level and every 4 levels thereafter, the bajutsu master gains a bonus teamwork feat in addition to those gained from normal advancement. The bajutsu master must meet the prerequisites of the selected bonus teamwork feat.

This ability replaces sneak attack +4d6, +6d6, +8d6, and +10d6.

**Share Shape (Sp):** At 8th level, a bajutsu master can use her ki in order to reshape her soulfused companion into her likeness, or vice versa. She can use this ability to cast *alter self* or *anthropomorphic animal*<sup>UM</sup> on her soulfused companion as a spell-like ability or *beast shape II* on herself as a spell-like ability. If she casts *alter self* on her soulfused companion, the spell effect lasts for 1 hour per caster level, but the companion's ability scores are not adjusted and it can only assume the form of a humanoid of a type, appearance, and sex identical to that of the bajutsu master. If she casts *beast shape II* on herself, the effect lasts for 1 hour per caster level, but she can only assume the form of an animal of a type, appearance, and sex identical to that of her soulfused companion.

While under the effects of this spell-like ability, the bajutsu master's soulfused companion retains any Strength or Dexterity bonuses that it gains from its master's effective druid level, as well as its special abilities (as listed on Table: Animal Companion Base Statistics). Using this ability costs 1 ki point.

At 12th level, the bajutsu master can use this ability to cast *beast shape IV* on herself instead of *beast shape II*, otherwise following the guidelines listed above.

This ability replaces the ninja trick gained at 8th and 12th levels.

**Fuse Shape (Sp):** At 16th level, a bajutsu master can touch her soulfused companion as a standard action and the two can merge forms into a fusion creature. This transformation includes all of the bajutsu master's gear. While merged, the two beings inhabit the bajutsu master's body, which assumes the type, appearance, and sex of her soulfused companion as if using *beast shape IV*, except the fusion creature has an additional head, as well as any natural weapons that an animal of the soulfused companion's kind would normally have on its head (such as a bite attack or a gore attack).

The fusion creature uses the bajutsu master's statistics, including her base attack bonus, base save bonuses, and ability scores. The fusion creature gains a bonus to its

Strength, Dexterity, and natural armor as if it were the bajutsu master's soulfused companion (as indicated on Table: Animal Companion Base Statistics). All damage (including ability damage and drain) is dealt to the bajutsu master. but whenever the bajutsu ninja takes enough damage to render her unconscious, the soulfused companion can sacrifice any number of hit points he has without using an action in order to prevent 1 point of damage to the bajutsu master for each hit point sacrificed in this way.

While in this form, the bajutsu master gains any bonuses to Strength, Dexterity, and her natural armor bonus to AC that her animal companion possesses based on the bajutsu master's effective druid level.

The bajutsu master and his soulfused companion can remain in this shape for up to 1 round per level he possesses, or until either creature becomes helpless or unconscious. A bajutsu master can dismiss this ability as a free action.

This ability replaces the ninja trick gained at 16th level.

### Goto (Archetype)

Goto are ninja that employ the arts of stealth and secrecy to acquire desirables rather than accomplish assassinations.

**Trapfinding (Ex):** At 1st level, a goto adds 1/2 her level on Perception checks to locate traps and on Disable Device checks (minimum +1). A goto can use Disable Device to disarm magic traps.

This ability replaces poison use.

**Combat Swipe:** At 2nd level, a goto gains the combat swipe rogue talent.

This ability replaces the ninja's 2nd-level ninja trick.

**Thief's Intuition (Ex):** At 3rd level, a goto gains a +1 bonus on Reflex saves to avoid traps and a +1 dodge bonus to AC against attacks made by traps. In addition, she gains a +1 bonus on Sleight of Hand checks to take something without being noticed. These bonuses increase by 1 every 3 ninja levels thereafter (to a maximum of +6 at 18th level). This ability counts as trap sense for the purpose of any feat or class prerequisite. The bonuses gained from this ability stack with those gained from trap sense (from another class).

This ability replaces no trace.

**Superior Snatching (Ex):** At 10th level, a goto can make a Sleight of Hand check in place of a combat maneuver check when attempting the disarm or steal combat maneuver.

This ability replaces the ninja's 10th-level ninja trick.

### Hoka-han (Archetype)

Rather than stalking the shadows, a hoka-han clings to smoke, ash, and fire, preferring incineration to assassination.

**Arsonist (Ex):** At 1st level, a hoka-han treats a torch as a light weapon that deals bludgeoning damage equal to that of a light mace of its size plus 1 point of fire damage. While using a torch in this manner, a hoka-han does not incur penalties as she would for using the torch as an improvised weapon and she applies both feats and class abilities that affect light maces to the

torch. In addition, whenever she deals sneak attack damage with a torch, the hoka-han can deal fire damage instead of weapon damage with any number of her sneak attack d6s.

This ability replaces poison use.

**Pyrokinetic Ki (Su):** At 2nd level, the hoka-han gains the basic pyrokinesis and fire blast wild talents<sup>OA</sup>. She uses her ninja level as her effective kineticist level to determine the effects of basic pyrokinesis, but she uses the fire blast as if she were only a 1st-level kineticist.

As a swift action, the hoka-han can draw upon her ki in order to empower her fire blast wild talent, allowing her to use her ninja level as her effective kineticist level when she uses the fire blast wild talent. This effect lasts until the end of the hoka-han's turn and uses up 1 ki point.

This ability counts as having the elemental focus kineticist class feature with the fire element. If the hoka-han takes levels in another class that grants wild talents, her elemental focus in that class must be fire, even if that means the elemental focus of her other classes must change. Subject to GM discretion, the hoka-han can change her former elemental focus to make them conform. If she has levels in another class with the elemental focus class feature, her ninja levels stack with her level in those other classes when determining the effects of the basic pyrokinesis wild talent and the fire blast wild talent.

A hoka-han cannot expend ki from her ki pool in order to make additional attacks during a full-attack, nor can she spend ki in order to give herself an insight bonus on Stealth checks.

This ability alters ki pool.

**Ki Kinesis (Ex):** At 2nd level, whenever a hoka-han uses the fire blast wild talent, she can, as a free action, call upon her ki to apply one form infusion wild talent or one substance infusion wild talent to her fire blast. She can choose from any infusion available to a kineticist with a level equal to her ninja level when using this ability. She must meet all of the infusion's prerequisites in order to apply it to her fire blast and she is limited to infusions that list fire blast as an associated blast.

A hoka-han is unable to accept burn from her chosen infusion. Instead, applying the chosen form infusion to her fire blast expends a number of points from her the ninja's ki pool equal to the infusion's burn cost.

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

**Flame Retardant (Ex):** At 3rd level, a hoka-han learns to move through fires without fear. Her training gives her a +1 insight bonus on saving throws against all fire effects. In addition, she also gains a +1 insight bonus on saving throws against damage caused by a hot environment, breathing in heavy smoke, and any effect that would cause her to catch on fire. Every three levels thereafter, these bonuses increase by 1.

This ability replaces no trace.

**Firesight (Ex):** At 6th level, a hoka-han can see through flames and smoke as if they were transparent. In addition, creatures that are on fire or have the fire subtype never benefit from concealment or total concealment against the hoka-han.

This ability replaces light steps.

**Greater Ki Kinesis (Su):** At 10th level, when a hoka-han uses her ki kinesis ability to add an infusion wild talent to her fire blast, she can apply one form infusion and one substance infusion to her fire blast. When doing so, she expends 4 ki points from her ki pool, plus an additional number of ki points equal to the combined burn cost of both infusions.

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

### Kishu (Archetype)

Although most ninja rely on poison to weaken and ultimately dispatch their foes, a kishu is a master at utilizing overwhelming fear to vanquish opponents.

**Prey on Fear (Ex):** At 1st level, whenever a kishu deals sneak attack damage to a shaken, frightened, or panicked opponent, she adds her ninja level to the amount of precision damage dealt by her first successful attack that she makes against that opponent each round.

This ability replaces poison use.

**Stern Gaze (Ex):** At 3rd level, a kishu becomes skilled at sensing deception and intimidating her foes. The kishu receives a morale bonus on all Intimidate and Sense Motive checks equal to 1/2 her ninja level.

This ability replaces no trace.

**Master of Intimidation (Ex):** At 6th level, a kishu's ability to instill fear in her adversaries becomes legendary. She gains the skill unlock powers<sup>PU</sup> for the Intimidate skill as appropriate for her number of ranks in Intimidate.

This ability replaces the ninja's 6th-level ninja trick.

### Kenshi (Archetype)

Masters of bladed weapons and their secrets, ninja who master kenjutsu are known as kenshi, and are able to perform dazzling feats of martial prowess and swordsmanship.

**Weapon and Armor Proficiency:** A kenshi is proficient with all simple weapons, plus all weapons from the heavy blades and light blades fighter weapon groups. She is proficient with light armor but not with shields.

This ability alters the ninja's weapon and armor proficiencies and replaces poison use.

**Kenjutsu Training (Ex):** At 1st level, a kenshi gains Weapon Focus as a bonus feat. She doesn't need to meet the feat's prerequisites. In addition, at 2nd level a kenshi can select the combat trick ninja trick multiple times. She can select this ninja trick once starting at 2nd level, plus one additional time at 8th level and every 6 levels thereafter (maximum four times at 20th level). The ninja treats her ninja level as her base attack bonus (in addition to base attack bonuses gained from other classes and Hit Dice) for the purpose of qualifying for any feat that she selects with the combat trick ninja trick.

This ability replaces the finesse training gained at 1st level.

**Bonus Feats:** At 3rd level, the kenshi gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats. The kenshi must meet the prerequisites for these feats, but she

treats her ninja level as her base attack bonus (in addition to base attack bonuses gained from other classes and Hit Dice) for the purpose of qualifying for these feats.

This ability replaces all later iterations of finesse training.

### Konran (Archetype)

Konrans are ninjas that hold the belief that the best way to defeat an opponent is to defeat him psychologically. This archetype uses the psychological maneuvers rules found in *PSYCHOLOGICAL COMBAT* and *ULTIMATE CHARISMA*, by Everyman Gaming, LLC.

**Psychological Assault (Ex):** At 1st level, when a konran hits an opponent and deals sneak attack damage, she can forgo 1d6 points of that damage and make a free Bluff, Diplomacy, Intimidate, or Handle Animal check to antagonize or demoralize the foe. For every additional 1d6 points of sneak attack damage she forgoes, she receives a +5 circumstance bonus on this check.

This ability replaces poison use.

**Psychological Tormentor (Ex):** At 2nd level, a konran gains one of the following feats as a bonus feat: Improved Antagonize<sup>UCHA</sup>, Improved Demoralize<sup>UCHA</sup>, or Improved Feint, ignoring the feat's prerequisites. Whenever the konran would gain a ninja trick, she can select another improved psychological maneuver feat or a greater psychological maneuver feat as a bonus feat instead.



In addition, a konran can ignore Combat Expertise and an Intelligence score of 13 as prerequisites for other feats that require an improved or greater psychological maneuver feat.

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

**Venomous Words (Ex):** At 3rd level, a konran can effortlessly unseat her opponents with her words alone. She gains a +1 insight bonus on Charisma checks and Charisma-based skill checks made as part of a psychological maneuver. In addition, her Psychology DC increases by +1. Every three levels thereafter, the bonus on Charisma checks and Charisma-based skill checks and to her Psychology DC increases by 1.

This ability replaces no trace.

### Mirrored-Eye Master (Archetype)

Ninja with a particularly skilled affinity for sensing chakra are able to use this ability to replicate their enemies movements so precisely that they can use techniques that they don't normally possess, provided their bodies and minds are capable of comprehending the technique in question.

**Diminished Sneak Attack (Ex):** A mirrored-eye master uses d4s to roll sneak attack damage instead of d6s.

This ability alters sneak attack.

**Keen Mind:** A mirrored-eye master uses her Intelligence modifier, rather than her Charisma, to determine the effects of her ninja class features and ninja tricks, including the number of points in her ki pool and the save DCs of her ninja class abilities.

This ability alters ki pool, ninja tricks, and hidden master.

**Study Technique (Su):** Starting at 2nd level, a mirrored-eye master can take a move action to gain the benefit of a combat feat or a ninja trick she doesn't possess. This effect lasts for 1 minute. The mirrored-eye master must meet all of the feat or trick's prerequisites. In order to use this ability, the mirrored-eye master must spend 1 point from her ki pool.

The mirrored-eyed master can use this ability again before the duration expires in order to replace the previous combat feat or ninja trick with another choice. If a feat or trick has a daily use limitation (such as Stunning Fist), any uses of that combat feat while using this ability count toward that feat or ninja trick's daily limit. If a ninja trick gained from this ability has a ki point cost, the ninja must spend the normal amount of ki points to use that trick as usual.

At 8th level, a mirrored-eye master can use this ability to gain the benefit of up to two combat feats or ninja tricks at the same time. She may select one feat or trick as a swift action or two feats or tricks in any combination as a move action. She may use one of these feats or tricks to meet the prerequisite of the second feat or trick; doing so means that she cannot replace a feat or trick currently fulfilling another's prerequisite without also replacing those feats or tricks that require it. Each individual feat or trick selected beyond the first increases the ki point cost of using this ability by 1 point.

At 14th level, a mirrored-eye master can use this ability to gain the benefit of three combat feats or ninja tricks at the same time. She may select one feat or trick as a free action,

two feats or tricks in any combination as a swift action, or three feats or tricks in any combination as a move action. She may use one feat or trick to meet a prerequisite of the second and third feats or tricks, and use the second feat or trick to meet a prerequisite of the third feat or trick. Each individual feat or trick selected beyond the first increases the ki point cost of using this ability by 1 point.

At 20th level, a mirrored-eye master can use this ability to gain the benefit of one combat feat or ninja trick as an immediate action, or three combat feats or ninja tricks in any combination as a swift action. Each individual feat or trick selected beyond the first increases the ki point cost of using this ability by 1 point.

This ability replaces hidden master and the ninja tricks gained at 2nd, 8th, 12th, and 20th levels.

### Oniwaban (Archetype)

Specializing in silently gathering information and intelligence rather than assassination, oniwaban are masters of espionage.

**Espionage Expert (Ex):** At 1st level, an oniwaban adds 1/2 her level to Diplomacy skill checks made to gather information and to Disguise skill checks (minimum +1). In addition, she gains the quick disguise rogue talent<sup>UC</sup>.

This ability replaces poison use.

**Master of Disguise (Ex):** At 3rd level, an oniwaban learns to cover her tracks, remain hidden, and assume radically different disguises. The DC to track an oniwaban increases by +1. In addition, her training reduces any penalties from assuming a disguise of a difference gender, race, age, or size by 1 and gives her a +1 insight bonus on opposed Stealth checks whenever she is stationary and does not take any action for at least 1 round. Every three levels thereafter, the increase to Survival DCs, the reduction to Disguise check penalties, and the bonus on opposed Stealth checks increase by 1. This ability counts as no trace for the purpose of any feat or class prerequisite.

This ability replaces no trace.

**Mundane Appearance (Ex):** At 6th level, an oniwaban learns to assume a mundane guise, allowing her to completely mask her true identity. While using the Disguise skill to appear as a mundane individual (a common, unspecific individual of any race and gender), the oniwaban gains a +20 circumstance bonus on her Disguise check. Spells and abilities looking for the oniwaban fail while she is Disguised in this manner. An oniwaban can use magic (such as a *hat of disguise*) to create her mundane identity, but it can never be anything other than an ordinary member of a society or large group (subject to GM discretion).

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

### Serpent-Fire Ninja (Archetype)

A serpent-fire ninja embraces the secrets of her chakras and masters their energetic flow.

**Class Skills:** A serpent-fire ninja adds Fly (Dex) to her list of class skills, but does not gain Intimidate, Perform, or Profession as class skills.



This ability alters the monk's class skills.

**Chakra Training:** A serpent-fire ninja gains Chakra Initiate<sup>OA</sup> and Psychic Sensitivity<sup>OA</sup> as bonus feats. She need not meet these feats' prerequisites, and can use her serpentfire ki from Chakra Initiate to open and maintain her root chakra, despite not being 2nd level.

This ability replaces the finesse training gained at 2nd level and poison use.

**Chakra Expertise (Ex):** At 2nd level, the serpent-fire ninja gains a bonus equal to 1/2 her ninja level on Fortitude and Will saves attempted to maintain awakened chakras. At 8th level, when she has opened one or more chakras, she can maintain those chakras (without opening any new chakras) for 1 round without taking a swift action, expending ki, or attempting Fortitude or Will saves to maintain the chakras. This increases to 2 rounds at 16th level. After maintaining her chakras with chakra expertise, the ninja must open a new chakra or maintain her chakras normally before she can use chakra expertise again.

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

**Lingering Flight (Su):** At 4th level, when the serpent-fire adept has her sacral chakra open and chooses to benefit from its power, she can maintain the fly speed for doing so for a number of rounds equal to her Charisma bonus (minimum 1 round), even if she closes her chakras.

This ability replaces uncanny dodge.

**Chakra Adept (Ex):** At 6th level, the serpent-fire ninja gains Chakra Adept<sup>OA</sup> as a bonus feat. She need not meet the feat's prerequisites. When the serpent-fire ninja has used all her rounds of chakra expertise to maintain open chakras, if she does not spend additional ki to maintain her open chakras on the next round, her highest chakra close and she can spend a swift action to use any one of the abilities of her remaining open chakras. On the round after that, all her chakras close, and if she wishes to reopen them, she must start again with her root chakra.

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

**Linked Chakras (Ex):** At 8th level, the serpent-fire ninja can open multiple chakras at once as a standard action. The round that she does this, she is required to make saving throws only to resist being overwhelmed by the highest chakra she opens, though the save DCs are increased by 5. She can do this once per day, plus one additional time per day each at 12th and 17th level.

This ability replaces the ninja trick gained at 8th level.

**Chakra Mastery (Ex):** At 10th level, the serpent-fire ninja gains Chakra Master as a bonus feat. She need not meet the feat's prerequisites. When maintaining her open chakras with chakra expertise, she can spend 1 point of ki to gain the benefits of two chakras rather than one in that round (or three chakras, if she has opened her crown chakra). At 14th level, the serpent-fire ninja's pool of serpent-fire ki increases to 7 points, and at 18th level, it increases to 9 points.

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

## Shadow Clone Master (Archetype)

A master of shaping shadow into new forms, the shadow clone master is able to create lifelike impressions of herself and other creatures.

**Shadow Clone (Su):** At 2nd level, a shadow clone master gains the shadow clone ninja trick.

This ability alters the ninja trick gained at 2nd level.

**Greater Shadow Clone (Su):** At 8th level, a shadow clone master can create shadow replicas of herself by spending 1 ki point as a standard action, functioning like the spell *simulacrum* (caster level equals the ninja's level). A shadow clone master can only create a simulacrum of herself using this ability. Unlike the spell, a shadow clone master's simulacrum has no magical abilities and has a duration of 1 round per caster level. A shadow clone master can only have one instance of this ability active at a time; using it again causing any previous replicas created by this ability to immediately vanish.

As a quasi-real shadow creature, the shadow clone master's simulacrum has one-fifth the hit points of a normal creature of its Hit Dice (regardless of whether its recognized as shadowy). It deals normal damage and has all normal abilities and weaknesses. Against a creature that recognizes it as a shadow creature by succeeding on a Will save to disbelieve it (DC 10 + 1/2 the ninja's total number of Disguise skill ranks + the ninja's Charisma modifier), however, the simulacrum's damage is one-fifth (20%) normal, and all special abilities that do not deal lethal damage are only 20% likely to work. (Roll for each use and each affected character separately.) Furthermore, the simulacrum's AC bonuses are just one-fifth as large.

A creature that succeeds on its save sees the simulacrum as a transparent image of its creator super imposed on vague, shadowy forms. Objects automatically succeed on their Will save to disbelieve simulacrum created by this ability.

At 12th level, you can spend 1 additional ki point when using this ability to instead summon 1d4+1 simulacrum. At 18th level, simulacrum created with this ability deal three-fifths (60%) damage to nonbelievers and nondamaging effects are 60% likely to work against nonbelievers.

This ability replaces the ninja tricks gained at 8th level, 12th level, and 18th level.

## Star Master (Archetype)

Although most ninja use shuriken and similar, thrown weapons sparingly, the star master effortlessly combines her martial techniques with a flurry of thrown weapons.

**Thrown Weapon Specialist (Ex):** At 1st level, a star master gains Quick Draw as a bonus feat. In addition, a star master doesn't provoke attacks of opportunity when drawing or attacking an opponent that is denied its Dexterity bonus to AC or that she is flanking with a thrown weapon attack. Finally, a star master can use a shuriken as a melee weapon and she treats darts and shuriken as a kunai instead of an improvised weapon when making a melee attack with the weapon.

This ability replaces poison use.

## Adding Unchained Talents to Classes

Although primarily gained from the rogue class, some rogue talents are available to characters of other classes. When using the rogue class from *PATHFINDER ROLEPLAYING GAME PATHFINDER UNCHAINED*, make the following modifications to the investigator and slayer's ability to select rogue talents in place of investigator talents and slayer talents, respectively. Unless noted otherwise, the rogue talents listed here are detailed in the rogue section of Chapter 1 in *PATHFINDER ROLEPLAYING GAME PATHFINDER UNCHAINED*.

### Rogue Talents and Base Classes

**Investigator:** An investigator can select one of the following rogue talents in place of an investigator talent: assault leader<sup>APG</sup>, black market connections<sup>UC</sup>, camouflage, canny observer, coax information, combat swipe, cunning trigger<sup>APG</sup>, deft palms<sup>UC</sup>, expert leaper, fast getaway<sup>APG</sup>, fast picks<sup>APG</sup>, fast stealth, firearm training, grit, hold breath, iron guts<sup>UC</sup>, lasting poison, ledge walker, major magic, minor magic, nimble climber, quick disable, quick trapsmith<sup>APG</sup>, resiliency, rogue crawl, rope master<sup>UC</sup>, stand up, strong stroke<sup>UC</sup>, terrain mastery, trap spotter, or wall scramble<sup>UC</sup>. Any talent effects based on rogue level use the investigator's class level. If the rogue talent has a prerequisite (such as the major magic rogue talent requiring the minor magic talent), the investigator must fulfill the prerequisite before selecting that rogue talent. This talent can be selected multiple times; each time, it grants the investigator a new rogue talent.

**Slayer:** A slayer can select one of the following rogue talents in place of a slayer talent: bleeding attack\*, camouflage, combat trick, fast stealth, lasting poison, powerful sneak, rogue crawl, slow reactions\*, snap shot<sup>APG</sup>, sniper's eye<sup>APG</sup>, surprise attack, swift poison, terrain mastery, trap spotter, unwitting ally<sup>UC</sup>, and weapon training. Any talent effects based on rogue level use the slayer's class level. If the rogue talent has a prerequisite, the slayer must fulfill the prerequisite before taking that rogue talent. This talent can be selected multiple times; each time, it grants the slayer a new rogue talent.

### Advanced Talents and Base Classes

**Slayer:** A slayer can select one of the following rogue advanced talents or ninja master tricks in place of a slayer advanced talent: deadly sneak<sup>APG</sup>, evasion<sup>UC</sup>, feat, hunter's surprise<sup>APG</sup>, knock-out blow<sup>APG</sup>, master of disguise<sup>APG</sup>, opportunist, and stealthy sniper<sup>APG</sup>. A slayer can select multiple rogue advanced talents or ninja master tricks by taking this slayer advanced talent multiple times, but can't select the same one more than once.

### Rogue Talents and Archetypes

When an archetype grants a character a rogue talent or an advanced talent, the character selects from the list of talents available to the rogue class in *PATHFINDER ROLEPLAYING GAME PATHFINDER UNCHAINED*.

**Feinting Throw (Ex):** At 4th level, when a star master makes a ranged attack against an adjacent opponent with a thrown weapon and hits, that opponent is denied its Dexterity bonus to AC against the next melee attack that the star master makes against it before the end of her next turn. At 9th level and every 5 levels thereafter, the star master increases the number of her melee attacks that benefit from this ability by one (to a total maximum of four melee attacks).

This ability replaces dispatchment.

## Rogue Talents

The following rogue talents are available to rogue characters.

**Enhanced Delivery\* (Ex):** Whenever a rogue with this talent uses a poisoned weapon to attempt an attack in conjunction with a sneak attack, the DC to resist the poison increases by half her number of sneak attack dice (minimum 1).

**Chink in the Armor (Ex):** When a rogue with this talent makes a successful sunder combat maneuver against an opponent, any successful attacks that she makes against that opponent until the start of her next turn deal sneak attack damage as if the opponent was flat-footed against her attack.

**Expanded Finesse Training (Ex):** A rogue with this talent selects one one-handed or two-handed weapon that she is proficient with. She gains the benefits of Weapon Finesse with the selected melee weapon and beginning at 3rd level, she can select this weapon with her finesse training class feature. The rogue must possess the finesse training class feature in order to select this talent.

**Graceful Toss (Ex):** Whenever a rogue with this talent makes a ranged attack with a thrown weapon that she has also selected with finesse training, she adds her Dexterity modifier instead of her Strength modifier to the damage roll. If any effect would prevent the rogue from adding her Strength modifier to the damage roll, she does not add her Dexterity modifier. The rogue must have the finesse training ability in order to select this rogue talent.

**Inspiration:** A rogue with this talent gains Amateur Investigator<sup>ACG</sup> as a bonus feat. In addition, she can use her rogue level as her base attack bonus for the purpose of meeting the prerequisites of the Studied Combat and the Improved Studied Combat feats<sup>ACG</sup>.

**Ninja Trick:** The rogue can select a ninja trick in place of a rogue talent. The rogue cannot select a ninja trick that has the same name as a rogue talent. The rogue can select this talent multiple times.

**Poison Enhancement (Ex):** Whenever a rogue with this talent uses a poisoned weapon to attempt an attack, she adds that weapon's enhancement bonus (if any) to her poison's saving throw DC for the poison's initial delivery, but not on subsequent saving throws made to cure the poison.

**Underhanded Maneuver (Ex):** Select one of the following combat maneuvers: dirty trick, disarm, sunder, steal, or trip. Whenever a rogue with this talent uses this combat maneuver against an opponent that is denied its Dexterity bonus against

the rogue's combat maneuver, flat-footed, or that the rogue is flanking when she makes her combat maneuver check, she uses her rogue level in place of her base attack bonus when calculating her CMB. The rogue can select this talent multiple times. Each time she selects a different combat maneuver.

*Stem the Flow (Su):* Whenever a rogue with this talent makes a sneak attack against a creature with the ability to channel energy, she may forgo 3d6 points of sneak attack damage to prevent the target from using its channel energy ability for a number of rounds equal to half her rogue level. The rogue must have sneak attack +3d6 or better in order to select this talent.

## Rogue Advanced Talents

The following advanced talents are available to rogue characters.

*Additional Finesse Training (Ex):* A rogue with this talent selects one additional weapon with her finesse training class feature. The rogue must possess the finesse training class feature in order to select this talent.

*Ki Pool (Su):* A rogue that selects this talent gains a ki pool, as the ninja class feature. The rogue may choose whether she adds her Intelligence, Wisdom, or Charisma to the number of points in her ki pool; once this choice has been made, it cannot be changed.

*Master Tricks:* The rogue can select a ninja trick from the list of Master Tricks in place of a rogue talent. The rogue cannot select a ninja trick that has the same name as a rogue talent. The rogue cannot select the ninja's edge ninja trick and she cannot select the trapfinding ninja trick if she already possesses the trapfinding class feature.

*Poison Lore (Ex):* A rogue who selects this talent gains the poison lore ability, as the investigator class feature.

*Silent Poisoner (Ex):* A rogue who selects this talent gains the poison use and no trace ninja abilities, using half her rogue level as her effective ninja level to determine the bonuses she gains from the no trace class feature. If the rogue already has the poison use class feature, she gains a +4 bonus on saving throws against poison instead.

*Studied Combatant:* A rogue that selects this talent gains Studied Combatant as a bonus feat<sup>ACG</sup>. If the rogue already has this feat, she gains Improved Studied Combatant<sup>ACG</sup> instead. She must meet the prerequisites of the Studied Combatant or Improved Studied Combatant feats. A rogue can select this talent up to two times.

*Styled Rogue (Ex):* A rogue that selects this talent gains one style strike, as the ninja class feature. A rogue can select this talent one additional time for every 4 levels beyond 10th that she possesses, to a maximum of three times at 18th level. A character with the style strike class feature cannot select this advanced rogue talent.

## Rogue Archetypes

The following archetypes are available to rogue characters. These archetypes are also available to ninja characters if the

ninja class possesses all of the class features that the archetype alters or replaces, otherwise following the normal rules for selecting archetypes. Note that ninja trick and rogue talent are separate class features, and as a result a ninja cannot take an archetype that replaces rogue talent or advanced talents, because these are abilities she does not possess.

## Arcane Charlatan (Archetype)

Adept at employing an array of powerful spells and spell-like abilities, an arcane charlatan employs a diverse number of magical abilities that she uses to trick her opponents.

**Minor Magic (Sp):** At 1st level, an arcane charlatan gains minor magic as a bonus rogue talent. She can use her Charisma bonus in place of her Intelligence to determine the effects of this spell-like ability.

This ability replaces the finesse training gained at 1st level.

**Major Magic (Sp):** At 3rd level, an arcane charlatan gains major magic as a bonus rogue talent. She can use her Charisma bonus in place of her Intelligence to determine the effects of this spell-like ability. At 11th level and 19th level, the arcane charlatan selects an additional 1st-level spell from the sorcerer/wizard spell list with her major magic rogue talent, gaining the ability to cast the selected spell as a spell-like ability once per day for every 2 rogue levels she possesses.

This ability replaces all later iterations of finesse training.

**Dampening Strike (Ex):** At 5th level, whenever an arcane charlatan deals sneak attack damage to a foe, she can also weaken her target's defenses against magical attacks instead of inflicting one of the penalties described by the debilitating injury class feature, causing her foe to take a -2 penalty on saving throws against spells and spell-like abilities for 1 round (this is in addition to any penalty caused by a rogue talent or other special ability). The target takes an additional -2 penalty against any spell-like abilities that the rogue has gained from the minor magic or major magic rogue talents. At 10th level and 16th level, the penalty on saving throws increases by -2 against these spell-like abilities.

These penalties do not stack with themselves, but additional attacks that deal sneak attack damage extend the duration by 1 round. Any form of healing applied to a target suffering from this penalty also removes the penalty.

This ability alters debilitating injury.

**Spontaneous Magic (Su):** At 5th level, an arcane charlatan can channel spell energy from her minor magic or major magic rogue talents into a spell-like ability from the sorcerer/wizard spell list that she did not select with either of those talents. The arcane charlatan can "lose" one use of either rogue talent in order to cast any spell on the sorcerer/wizard spell list of the same spell level or lower as a spell-like ability.

This ability replaces the rogue's edge gained at 5th level.

**Advanced Talents:** At 10th level, an arcane charlatan can select the following advanced talents in place of a standard advanced talent.

*Finesse Training (Ex):* A rogue with this talent can select any

one type of weapon that can be used with Weapon Finesse (such as rapiers or daggers). Once this choice is made, it cannot be changed. Whenever she makes a successful melee attack with the selected weapon, she adds her Dexterity modifier instead of her Strength modifier to the damage roll. If any effect would prevent the rogue from adding her Strength modifier to the damage roll, she does not add her Dexterity modifier. A rogue with this talent does not qualify for the additional finesse training advanced talent.

*Improved Dampening (Ex):* Whenever a rogue with this talent inflicts a penalty against a target using dampening strike, the additional penalty applies on all spells and spell-like abilities that the rogue casts, not just those from the minor magic and major magic rogue talents.

### **Bruiser (Archetype)**

Although most rogues rely on sly tricks and graceful maneuvers, some rogues eschew these trappings in favor of brute strength. Relying on their brawn rather than their brains, bruisers often use their powerful builds to crush enemies with powerful, debilitating strikes rather than outmaneuver their opponents.

**Strength Training (Ex):** At 1st level, a bruiser adds her Strength bonus (if any) on all Fortitude saves that she makes. In addition, she can use her Strength modifier in place of her Dexterity when determining the effects of her ninja or rogue class features. At 3rd level, 11th level, and 19th level, the bruiser gains a bonus feat, chosen from the following list: Cleave, Cleaving Finish<sup>UC</sup>, Dazing Assault<sup>APG</sup>, Furious Focus<sup>APG</sup>, Great Cleave, Improved Cleaving Finish<sup>UC</sup>, Power Attack, or Stunning Assault<sup>APG</sup>. She must meet the feat's prerequisites.

This ability replaces finesse training.

### **Contender (Archetype)**

An expert in unarmed combat, a contender is a rogue that specializes in using her fists to deal devastating bursts of damage. Able to strike nearly as hard as any professional, a contender's fighting skill has been carefully honed over countless street brawls and illegal activities.

**Contender Training (Ex):** At 1st level, a contender gains Improved Unarmed Strike as a bonus feat. Beginning at 3rd level, a contender deals unarmed strike damage as a monk of her rogue level – 4 (minimum 1st). If the contender has levels in monk, this ability stacks with monk levels to determine how much damage she can do with her unarmed strikes. Monk levels gained from this ability don't stack with those gained from the Monastic Legacy feat<sup>UC</sup>. A contender cannot select the unarmed combat mastery ninja trick.

At 11th level and 19th level, a contender gains a bonus feat. This bonus feat must be Improved Feint or a feat that lists Improved Feint as a prerequisite. The contender must meet all of her chosen feat's prerequisites, if any.

This ability replaces finesse training.

**Combat Expertise:** At 2nd level, a contender gains Combat Expertise as a bonus feat. If the contender's

Intelligence is less than 13, it counts as 13 for the purpose of meeting the prerequisites of combat feats.

This ability replaces the rogue talent gained at 2nd level.

### **Swordsman (Archetype)**

Rather than limit themselves to a small array of thuggish weapons, swordsman rogues specialize in wielding the most gentlemanly of weapons against their foes—the sword.

**Weapon and Armor Proficiency:** A swordsman is proficient with all simple weapons, plus all weapons from the heavy blades and light blades fighter weapon groups. She is proficient with light armor but not with shields.

This ability alters the rogue's weapon and armor proficiencies and replaces trapfinding.

**Kenjutsu Training (Ex):** At 1st level, a swordsman gains Weapon Focus as a bonus feat. She doesn't need to meet the feat's prerequisites. In addition, at 2nd level a swordsman can select the combat trick rogue talent multiple times. She can select this rogue talent once starting at 2nd level, plus one additional time at 8th level and every 6 levels thereafter (maximum four times at 20th level). The rogue treats her rogue level as her base attack bonus (in addition to base attack bonuses gained from other classes and Hit Dice) for the purpose of qualifying for any feat that she selects with the combat trick rogue talent.

This ability replaces the finesse training gained at 1st level.

**Bonus Feats:** At 3rd level, the swordsman gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats. The swordsman must meet the prerequisites for these feats, but she treats her rogue level as her base attack bonus (in addition to base attack bonuses gained from other classes and Hit Dice) for the purpose of qualifying for these feats.

This ability replaces all later iterations of finesse training.

### **Slayer Talents**

The following slayer talents are available to slayer characters.

*Acrobat (Ex):* A slayer that selects this talent gains his studied target bonus on Acrobatics made to tumble through his studied opponent's threatened squares and on Escape Artist checks to escape a grapple that is being maintained by his studied target.

*Defensive Study (Ex):* A slayer that selects this talent adds his studied target bonus to his CMD and as a dodge bonus to AC when attacked by a studied target.

*Exotic Slayer:* A slayer that selects this talent gains Exotic Weapon Proficiency as a bonus feat.

*Finesse Slayer:* A slayer that selects this talent gains Weapon Finesse as a bonus feat.

*Ninja Trick:* A slayer can select one of the following ninja tricks in place of a slayer talent: acrobatic master, darkvision, deadly range, deflect arrows, hidden weapons, pressure points\*, snatch arrows, unarmed combat training, and vanishing trick. Any talent effects based on ninja level use the slayer's class level. A slayer can select this talent multiple times. If the ninja trick has a prerequisite (such as the deflect

arrows ninja trick requiring the Improved Unarmed Strike feat), the slayer must fulfill the prerequisite before taking that ninja trick. This talent can be selected multiple times; each time, it grants the slayer a new ninja trick.

*Saving Study (Ex):* A slayer that selects this talent adds his studied target bonus as an insight bonus to all saving throws that he makes when targeted by an attack or ability used by his studied target.

*Slayer's Certainty (Ex):* The slayer chooses one skill that he adds his studied target bonus to when attempts such a skill check against a studied opponent. Once per day, the slayer can reroll a skill check she just made with the selected skill and take the better result. She can use this reroll with the selected skill one additional time per day at 10th level and every 5 levels thereafter. A slayer can select this talent multiple times. Each time, the slayer must choose a different skill. A slayer be able to maintain his studied target bonus against two opponents simultaneously before selecting this talent.

*Slayer's Mercy (Ex):* A slayer with this talent can deal nonlethal damage to his studied target without incurring the usual  $-4$  penalty on attack rolls. In addition, this ability allows the slayer to make a nonlethal coup de grace against his studied target if his studied target is helpless. If the target fails its saving throw against the slayer's coup de grace attempt, it is rendered unconscious for a number of hours equal to the damage dealt by the coup de grace attempt instead of dying.

*Unflinching Resolve (Ex):* A slayer that selects this talent adds his studied target bonus to his Bluff and Intimidate DCs against feint and demoralize attempts. If using *PSYCHOLOGICAL COMBAT* by Everyman Gaming, LLC, the slayer adds his studied target bonus to his psychology DC against psychological maneuvers made by his studied target instead.

## Advanced Slayer Talents

The following slayer talents are available to slayer characters.

*Advanced Rogue Talents:* A slayer can select any of the following advanced rogue talents in place of an advanced slayer talent: crippling strike\*, deadly sneak\*, hunter's surprise, knock-out blow, opportunist, quick shot, stealthy sniper, and terrain mastery, greater. A slayer can select this advanced talent multiple times.

*Critical Study (Ex):* A slayer that selects this talent adds his studied target bonus to the saving throw DC of the Stunning Fist feat and all critical feats that he possesses.

*Greater Defensive Study (Ex):* Whenever a slayer that selects this talent applies the effects of the defensive study slayer talent to his studied target, he adds twice his studied target bonus to his CMD and as a dodge bonus to AC against attacks of opportunity made by his studied target.

*Vicious Study (Ex):* A slayer that selects this talent doubles the critical threat range of any weapon attacks that he makes against a studied target. This ability doesn't stack with other, similar effects, such as the *keen* special weapon ability or the Improved Critical feat.

## Adapting Rogue Talents

Prior to the introduction to the unchained rogue class in *PATHFINDER ROLEPLAYING GAME PATHFINDER UNCHAINED*, a large number of rogue talents were created under the former class's abilities. Because of this, many rogue talents could not be given guidelines regarding their appropriateness for the new rogue class. In most cases, rogue talents from all sources, both old and new, are appropriate for the unchained rogue. In cases that a rogue talent was left off of the list of those available to the unchained rogue, the following reasons are likely the case. Keep them in mind when determining if a rogue talent is appropriate for the unchained rogue.

**Debilitating Injury Rogue Talents:** Some rogue talents were removed from the rogue class because they were folded into the new debilitating injury class feature, namely the offensive defensive rogue talent. These rogue talents remain unavailable to the rogue.

**Skill Reroll Rogue Talents:** A common ability for rogue talents prior to *PATHFINDER ROLEPLAYING GAME PATHFINDER UNCHAINED* was rolling two dice when making a skill check and choosing the better result, such as with the convincing lie or honeyed words rogue talents. All such talents were consolidated into the certainty rogue talent, making the availability of such talents repetitive.



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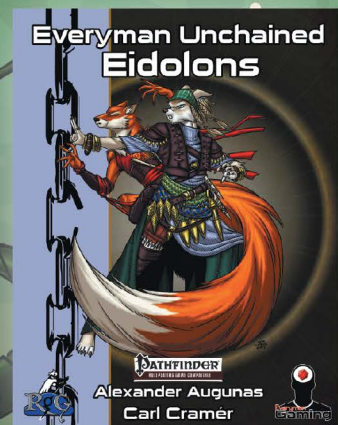
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