

# The Ninja

This particular ninja class I modified to my liking from a dragon magazine (#318) that it was featured in. I was never able to justify to myself a ninja that had no open hand attacks and a speed bonus like a monk. So I settled for one that had unarmed attacks equal to their regular attacks but without the flurry of blows ability. I thought that would over power the class and make it too much like a monk. Please enjoy. I did.

<u>Level</u>	<u>Base Att. Bonus</u>	<u>Fort Save</u>	<u>Ref Save</u>	<u>Will Save</u>	<u>AC Bonus</u>	<u>Speed Bonus</u>	<u>Unarmed Damage</u>	<u>Special:</u>
1st	+0	+0	+2	+0	+0	+0ft	1d6	<b>Ki power, Sudden Strike +1d6, Improved Unarmed Strike, Trapfinding</b>
2nd	+1	+0	+3	+0	+0	+0ft	1d6	<b>Ghost Step (Invisible)</b>
3rd	+2	+1	+3	+1	+0	+10ft	1d6	<b>Sudden Strike +2d6, Poison use</b>
4th	+3	+1	+4	+1	+0	+10ft	1d8	<b>Great leap</b>
5th	+3	+1	+4	+1	+1	+10ft	1d8	<b>Sudden Strike +3d6</b>
6th	+4	+2	+5	+2	+1	+20ft	1d8	<b>Acrobatics +2, Ki dodge</b>
7th	+5	+2	+5	+2	+1	+20ft	1d8	<b>Sudden Strike +4d6, Speed Climb</b>
8th	+6/+1	+2	+6	+2	+1	+20ft	1d10	<b>Ghost strike</b>
9th	+6/+1	+3	+6	+3	+1	+30ft	1d10	<b>Sudden Strike +5d6, Improved Poison use</b>
10th	+7/+2	+3	+7	+3	+2	+30ft	1d10	<b>Ghost Step (Ethereal)</b>
11th	+8/+3	+3	+7	+3	+2	+30ft	1d10	<b>Sudden Strike +6d6</b>
12th	+9/+4	+4	+8	+4	+2	+40ft	2d6	<b>Acrobatics +4, Evasion</b>
13th	+9/+4	+4	+8	+4	+2	+40ft	2d6	<b>Sudden Strike +7d6</b>
14th	+10/+5	+4	+9	+4	+2	+40ft	2d6	<b>Ghost mind</b>
15th	+11/+6/+1	+5	+9	+5	+3	+50ft	2d6	<b>Sudden Strike +8d6</b>
16th	+12/+7/+2	+5	+10	+5	+3	+50ft	2d8	<b>Ghost sight</b>
17th	+12/+7/+2	+5	+10	+5	+3	+50ft	2d8	<b>Sudden Strike +9d6</b>
18th	+13/+8/+3	+6	+11	+6	+3	+60ft	2d8	<b>Acrobatics +6, Greater Ki Dodge</b>

19th	+14/+9/+4	+6	+11	+6	+3	+60ft	2d8	<b>Sudden Strike +10d6</b>
20th	+15/+10/+5	+6	+12	+6	+4	+60ft	2d10	<b>Ghost walk</b>

**Alignment:** Any

**Hit Die:** d8

## Class Skills:

Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Cha) Disguise (Cha), Escape Artist (Dex), Diplomacy (Cha), Intimidate ((Cha), Knowledge (history)(Int), Knowledge (local)(Int), Knowledge (religion)(Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Swim (Str), Use Magic Device (Cha).

**Skill ranks per level:** 6 + Int modifier

## Class Features:

**Weapon and Armor Proficiency:** Ninjas are proficient with all simple weapons: hand crossbow, kama, nunchaku, sai, short bow, short sword, shuriken, and siangham. Ninjas gain the Improved Unarmed Strike feat at first level. Their armor class bonus, unarmed damage, and speed are the same as a monk of the same level. Ninjas are not proficient with armor or shields.

**AC Bonus (Ex):** Ninjas are highly trained at dodging blows and have a sixth sense that lets them avoid even unanticipated attacks. When unarmored and unencumbered, the ninja adds their Wisdom bonus (if any) to their Armor Class. These bonuses to AC apply even against touch attacks or when the ninja is flat-footed. They lose these bonuses when they are immobilized or helpless, when they wear any armor, when they carry a shield, or when they carry a medium or heavy load.

**Ki Power (Su):** Ninjas can channel their *ki* to manifest special powers of stealth and mobility. Ninjas may use their *ki* powers a number of times per day equal to one-half their level plus their Wisdom bonus (if any). *Ki* powers may only be used if the ninja is wearing no armor and is unencumbered. As long as their *ki* pool isn't empty (one daily use remaining), ninjas gain a +2 bonus on their Will saves.

**Sudden Strike (Ex):** If a ninja can catch opponents who are unable to defend themselves effectively from attacks, they can strike a vital spot for extra damage. This ability works when creatures are denied their Dexterity bonus to AC. Sudden attack's extra damage dice stack with those from sneak attack whenever both would apply to the same target. Range attacks count as sneak attacks only if the target is within 30 feet.

**Trapfinding:** Ninjas can use the Perception skill to locate traps with a DC higher than 20. Ninjas can also use the Disable Device skill to disarm magic traps. A ninja who beats a trap's DC by 10 or more with a Disable Device check can study the trap, figure out how it works, and bypass it (with her party) without disarming it.

**Ghost Step-Invisible (Su):** At 2<sup>nd</sup> level, ninjas can spend one daily use of their *ki* power to become invisible for one round. Using this ability is a swift action that does not provoke an attack of opportunity. At 10<sup>th</sup> level, the ninja can become ethereal for one round when using invisibility instead of being invisible.

**Poison Use (Ex):** Beginning at 3<sup>rd</sup> level, a ninja no longer risks accidentally poisoning themselves when applying poison to a weapon. At 9<sup>th</sup> level, ninjas can apply poison to a weapon as a move action, and at 13<sup>th</sup> level, they can apply poison to a weapon as a swift action.

**Great Leap (Su):** At 4<sup>th</sup> level, and higher, ninjas always make Acrobatic checks as if they were running. This ability can only be used if the ninja is wearing no armor and is unencumbered.

**Acrobatics (Su):** The ninja gains a bonus to Acrobatic and Climb checks.

**Ki Dodge (Su):** At 6<sup>th</sup> level and higher, a ninja can spend a daily use of their *ki* power to cause attacks against them to miss. When this ability is activated, the ninja's outline shifts and wavers, causing some attacks to miss. This distortion grants the ninja concealment (20% miss chance) against all attacks for one round. Using this ability is a swift action. This ability can only be used if the ninja is unencumbered and wearing no armor.

**Speed Climb (Ex):** At 7<sup>th</sup> level and higher, a ninja can scramble up or down walls and slopes with great speed. They may climb at their full base speed as a move action with no penalty; however, they must begin and end the round on a horizontal surface (ground or rooftop). If they do not end their movement on a horizontal surface, they fall, taking falling damage as appropriate for their distance above ground. The ninja only needs one free hand to use this ability. This ability can be used only if the ninja is unencumbered and wearing no armor.

**Ghost Strike (Su):** At 8<sup>th</sup> level and higher, a ninja can spend a daily use of her *ki* power to strike incorporeal and ethereal creatures as if they were corporeal. The ninja can also use this ability to strike foes on the Material Plane normally while on the Ethereal Plane (for example, while using their Ghost step ability). Activating the Ghost Strike ability is a swift action. It affects the next attack made by the ninja, as long as that attack is made by the end of the next round.

**Evasion (Ex):** Same as the Rogue ability

**Ghost Mind (Su):** At 14<sup>th</sup> level and higher, a ninja gains a special resistance to spells with the scrying descriptor. To detect or see a ninja, the caster must succeed at a DC of 20 + the level of the ninja. A failed check indicates the spell worked but the ninja is simply not seen.

**Ghost Sight (Su):** At 16<sup>th</sup> level and higher, a ninja can see invisible and ethereal creatures as easily as they can see material creatures or objects.

**Greater Ki Dodge (Su):** At 18<sup>th</sup> level and higher, the miss chances caused by the ninja's *ki* dodge ability increase to 50%.

**Ghost Walk (Su):** At 20<sup>th</sup> level, the ninja can spend two uses of their daily *ki* power to enter the Ethereal Plane for an extended period of time. This ability functions as the *ethereal jaunt* spell cast by a sorcerer with a level equal to the ninja's class level, except that ninjas can use this ability only on themselves.