

# Class Expansions: Ninja Tricks



**Interjection  
Games**

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**Assassin Assassin (Ex):** Having received training in the ways of the heartless killer, the ninja decides to put this to use eliminating those professionals of whom she disapproves. A ninja with this trick gets +1 insight bonus to her attack rolls if her foe has either the evasion or poison use class features. If her foe has both the evasion and poison use class features, she gets a +2 insight bonus instead.

**Aster Master (Ex):** A ninja who selects this trick gains Weapon Specialization (shuriken) as a bonus feat. She must have the Weapon Focus (shuriken) feat before taking this trick.

**Blazing Speed (Su):** As a swift action, a ninja with this ability can propel herself to incredible speeds, increasing her base land speed by +30 feet for 1 round. Using this ability expends 1 point from her ki pool.

**Calling Card (Ex):** Whenever the ninja with this trick assassinates an individual, she leaves a calling card of some sort that heralds the identity of the perpetrator. Through the use of these cards, the ninja can set up a second identity, one that the inhabitants of a settlement recognizes and fears. Should she ever reveal the link between her identity and her calling card, she gains a bonus to Intimidate equal to her half her ninja level with those whom she shares it; however, she has now linked herself to that second identity. If the individual to whom she revealed this identity were to ever tell the authorities, or even another individual who himself would tell the authorities, she would immediately be in a great deal of trouble.

**Cauterize (Su):** As a standard action, the ninja may will one of her metal weapons to heat, thus allowing her to stop bleeding in the most efficient non-magical manner possible. The use of this ability can immediately stop all sources of bleed damage, as well as stabilize dying individuals. Stopping the bleeding in this way takes a standard action and deals one point of fire damage. The ninja can maintain the heat on her blade for one minute per ninja level. Using this ability expends 1 point from her ki pool.

The following ability is a MASTER TRICK

**Dimension Bomb (Su):** Whenever the ninja throws a smoke bomb centered on herself, she may choose to invest an additional portion of her ki into the explosive, causing her to vanish and rematerialize anywhere within 60 feet. If she rematerializes in a place where she can conceivably hide, she can make a Stealth check as a swift action with no penalties. Using this ability with a smoke bomb expends an additional point of ki, for a total of 2 points from her ki pool.

**Expert Job (Ex):** Whenever the ninja assassinates an individual, she takes great pains to make the job difficult to trace back to herself. As a result, whenever a crime scene where the ninja is the perpetrator is investigated, all investigators take a -5 penalty to all skill checks that could implicate the ninja in any way, shape, or form.

**Heat of the Moment (Su):** As a swift action, a ninja with this ability can draw any object on her person that can comfortably fit in one hand, whether this be a hidden weapon, a potion in her pack, or a wand; however, she may only do so if she is currently acting in a surprise round and if she uses the drawn item in the surprise round. Using this ability expends 1 point from her ki pool.

**Illusory Wound (Su):** A ninja's pain suppression training gives her the ability to make herself believe that wounds she has sustained are simply not real or, barring that, that they are simply not as severe as her body would lead her to believe. As a standard action, the ninja can grant herself temporary hit points equal to her ninja level + her Charisma modifier; however, her current hit points plus her temporary hit points from this ability cannot be greater than her maximum hit points. If this is ever the case, she loses temporary hit points until her current plus her temporary is equal to her maximum. These temporary hit points persist for one round per ninja level. Given the limitation of the humanoid body to withstand pain, even with this sort of mental discipline, this ability can only be used once per hour. Being restored to maximum hit points bypasses this once per hour limitation and allows her to use it again immediately. Using this ability expends 1 point from her ki pool.

**Jagged Laceration\* (Ex):** A ninja with this trick can take the extra effort necessary to carve a jagged symbol into the flesh of a living victim. Whenever the ninja deals sneak attack damage, her victim is immediately sickened, with no saving throw allowed. This condition persists until the victim receives magical healing or is the recipient of a DC 15 Heal check.

**Penetrating Throw (Ex):** A ninja with this ability can throw a shuriken with extra force as a standard action. If the shuriken strikes its primary target, it continues through that target in a straight line and attacks the next creature along that path within 20 feet of the primary target, albeit with a -5 penalty.

**Ricochet (Su):** A ninja with this ability can throw her shuriken with exciting twists of her wrists, causing them to deflect off of their primary target and strike secondary, and sometimes even tertiary, targets. As a standard action, a ninja can throw just such a shuriken. If this shuriken strikes its primary target, it ricochets to the nearest creature within 15 feet and takes a -2 penalty to its attack roll. If this secondary target is struck, it ricochets once more to the nearest creature within 15 feet and takes an additional -2 penalty to its attack roll. Those already struck by the shuriken are perfectly acceptable targets for the ricochet. The shuriken will continue to ricochet back and forth until it finally misses a target or until targets equal to 1 + the ninja's Dexterity modifier have been struck. Using this ability expends 1 point from her ki pool.

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**Silent Puncture\* (Ex):** A ninja with this trick can attempt to silence her victim, resulting in a stealthy kill even when the victim would otherwise call out. Whenever the ninja deals sneak attack damage with one free hand, she can cover the victim's mouth. Treat this as a Stealth check at a -10 penalty with opposed Perception checks from any nearby individuals to represent the ninja muffling her victim. Apply penalties to this Perception check for distance as normal.

The following ability is a MASTER TRICK

**Sudden Vanish (Su):** Whenever a ninja with this trick is critically hit, she may use her vanishing trick ability as an immediate action. When vanishing trick is used in this way, she cannot apply the invisible blade trick. Using this ability expends 2 points from her ki pool.

**Tangle Bomb (Ex):** Whenever the ninja throws a smoke bomb, she may choose to include a tanglefoot bag she possesses. This added tanglefoot bag affects all creatures in the smoke when it is first set off. As such, creatures who enter the radius of the smoke bomb in all subsequent rounds are not affected by the tanglefoot bag portion of the smoke bomb. The ninja must have the smoke bomb trick before selecting this trick.

**Toxic Saliva (Ex):** As a result of her profession's love affair with poisons, the ninja has slowly but surely built up a great deal of various toxic substances in her body, and none of the conventional methods of cleansing the body seems to take care of them. As a full-round action, the ninja may apply her saliva to a weapon, thus poisoning it with the toxic mélange that runs through her. Treat the ninja's saliva as an injury poison that deals 1 point of damage to a random ability score with an additional point of damage to that same ability score as secondary damage one minute later. A DC 10 + 1/2 the ninja's level Fortitude save negates. Given the rather unstable nature of some of the various alkaloids that make up this poison, a ninja's toxic saliva tends to become perfectly harmless after being out of her body for more than a day. This ability may be used a number of times per day equal to 3 + the modifier of the ability score the ninja uses for her ki pool. (This will be Charisma unless the ninja takes a monk splash and selects Wisdom instead.)

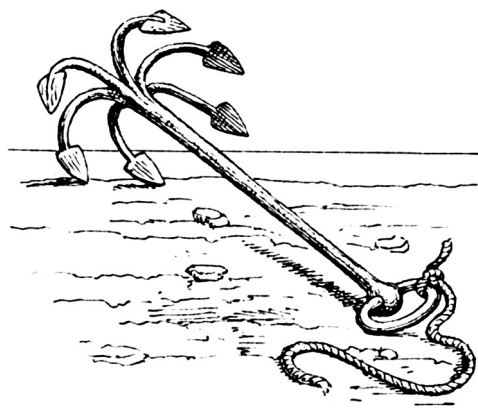
**Unseen Shadow (Ex):** The ninja has a sixth sense, a little prickle on the back of the neck that warns her that somebody may soon become aware of her. Redoubling her efforts at stealth, the ninja can stay hidden in these tense situations. As an immediate action, the ninja can force a creature who has made a Perception check against her to reroll that Perception check before the success or failure of the roll is made known, representing the ninja trying desperately to stay hidden. Using this ability expends 1 point from her ki pool.

The following ability is a MASTER TRICK

**Vindictive Mind (Su):** Whenever the ninja succeeds on a saving throw against a compulsion effect, she may lash back through the mental link as an immediate action and flood the caster's mind with ki energy. This ki energy deals 2d4 points of damage to the primary ability score utilized by the casting of the compulsion effect. A DC 10 + 1/2 the ninja's level + the ninja's Charisma modifier Will save negates the ability score damage. Using this ability expends 3 points from her ki pool.

**Visual Impairment (Ex):** Sometimes, it's the simplest tricks that allow an individual to live to fight another day. The ninja may throw dust in the face of an opponent as a standard action or instead of an attack as part of a full attack action. On a successful melee touch, the victim gets a -2 penalty to attack rolls for one round.

**Whirling Cavalcade (Su):** As a swift action, a ninja with this ability can supernaturally focus her aim with shuriken, causing each new laceration to build upon the old and dig deeper and deeper into the flesh of her enemy. Given the focus required for this ability, she must make all of her attacks against a single foe. For each shuriken with which she has hit her victim, that creature takes an additional point of precision damage (max 3) from all subsequent shuriken thrown by the ninja this round. Though this ability deals precision damage, the ninja need not actually be within her typical sneak attack range to deal precision damage with this ability. Using this ability expends 1 point from her ki pool. Further, this ability may be combined with flurry of stars as a single swift action. If this is done, using both abilities in conjunction expends 3 points from her ki pool.



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