

NINJA (LEVEL 1)

Unassuming when she wishes to be, Reiko is a master of disguise and subtlety, and absolutely deadly when she strikes.

REIKO

Female human ninja 1 (*Pathfinder RPG Ultimate Combat* 11)

N Medium humanoid (human)

Init +6; **Senses** Perception +5

DEFENSE

AC 15, touch 14, flat-footed 11 (+1 armor, +4 Dex)

hp 8 (1d8)

Fort +0, **Ref** +6, **Will** +1

OFFENSE

Speed 30 ft.

Melee wakizashi +4 (1d6/18–20) or

kusarigama +0 (1d3/1d6)

Ranged shuriken +4 (1d2)

Special Attacks sneak attack +1d6

STATISTICS

Str 10, **Dex** 18, **Con** 10, **Int** 13, **Wis** 12, **Cha** 14

Base Atk +0; **CMB** +0; **CMD** 14

Feats Deceitful*, Weapon Finesse*

Skills Acrobatics +8, Bluff +8, Climb +4, Disguise +8, Escape Artist +8, Knowledge (religion) +2, Perception +5, Sense Motive +5 (+10 to intercept secret messages), Sleight of Hand +8, Stealth +8, Use Magic Device +6

Traits canter, reactionary*

Languages Common, Giant, Tien

SQ poison use

Combat Gear caltrops, flash powder, smoke pellet; **Other Gear**

haramaki, kusarigama, shuriken (10), wakizashi, backpack, belt pouch, disguise kit, grappling hook, silk rope (50 ft.), 3 gp

* The effects of this ability are already included in Reiko's stats.

SPECIAL ABILITIES

Sneak Attack If Reiko can catch an opponent when it is unable to defend itself effectively from her attack, she can strike a vital spot for extra damage. Her attack deals an additional 1d6 points of damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when she flanks her target. Should Reiko score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

Canter Reiko has been trained to read people's true intentions.

Anyone who attempts to use Bluff to deliver a secret message to Reiko gains a +5 bonus. When she uses Sense Motive to attempt intercept a secret message, she gains a +5 trait bonus.

Flash Powder This coarse gray powder ignites and burns almost instantly if exposed to flame, significant friction, or even a force such as throwing it against a floor (as a standard action). Creatures within the 10-foot-radius burst are blinded for 1 round (Fortitude DC 13 negates).

Kusarigama This impressive double weapon has a single sickle held in the off-hand attached by 10 feet of fine chain to a weighted metal ball, and has the grapple, monk, reach, and trip weapon qualities.

Poison Use Reiko is trained in the use of poison and cannot accidentally poison herself when applying poison to a weapon.

Smoke Pellet This small clay sphere contains two alchemical substances separated by a thin barrier. When you break the sphere, the substances mingle and fill a 5-foot square with a cloud of foul but harmless yellow smoke. The smoke pellet acts as a smokestick, except the smoke only lasts for 1 round before dispersing. Reiko may throw a smoke pellet as a ranged touch attack with a range increment of 10 feet.

Wakizashi Reiko's blade has the deadly weapon quality. When delivering a coup de grace, she adds +4 to damage when calculating the DC of the Fortitude saving throw to see whether the target of the coup de grace dies from the attack. The bonus is not added to the actual damage of the coup de grace attack.

Reiko's mother had grown up in the mountains as a member of a clan of ninja who could trace their history back hundreds of years, but she had no wish for her only daughter to follow the same shadowed path. Reiko was pulled into the way of the ninja anyway after their lands were overtaken by a cruel lord and her mother began to fight back against his control in secret. Both Reiko's father and mother were killed by the evil lord's soldiers not long after Reiko's training began. As she ran for her life, Reiko found that the rest of her mother's family had also been slaughtered.

Burning her enemies' faces into her mind, Reiko has followed many trails to seek her revenge, a path that has brought her over the northern snows of the Crown of the World. Finding herself in strange new lands, She has yet to pick up the trail again—but if there is one thing she is, it's patient.

Now a grown woman, cool and aloof, her caution and stealth serve her well among her new allies in the Pathfinder Society. With her great skill, she has gotten along for 10 years in a land where her homeland of Minkai is just a legend, and ninja little more than exotic fairy tales. She often journeys in the guise of a poverty-stricken priest to find information denied to the Pathfinders through normal routes, and is ever watchful for her family's killers.



“The spider waits for its prey to come to its web.”

NINJA (LEVEL 4)

Unassuming when she wishes to be, Reiko is a master of disguise and subtlety, and absolutely deadly when she strikes.

REIKO

Female human ninja 4 (*Pathfinder RPG Ultimate Combat* 11)

N Medium humanoid (human)

Init +6; **Senses** Perception +8

DEFENSE

AC 17, touch 15, flat-footed 12 (+2 armor, +4 Dex, +1 dodge)

hp 23 (4d8)

Fort +1, **Ref** +8, **Will** +2

Defensive Abilities uncanny dodge

OFFENSE

Speed 30 ft.

Melee +1 *wakizashi* +8 (1d6+1/18–20) or

mwk kusarigama +4 (1d3/1d6)

Ranged shuriken +7 (1d2)

Special Attacks sneak attack +2d6

STATISTICS

Str 10, **Dex** 19, **Con** 10, **Int** 13, **Wis** 12, **Cha** 14

Base Atk +3; **CMB** +3; **CMD** 18

Feats Deceitful*, Dodge*, Mobility, Weapon Finesse*

Skills Acrobatics +11, Bluff +11, Climb +7, Disguise +11, Escape Artist +11, Knowledge (religion) +5, Perception +8, Sense Motive +8 (+13 to intercept secret messages), Sleight of Hand +11, Stealth +11, Use Magic Device +9

Traits canter, reactionary*

Languages Common, Giant, Tien

SQ ki pool (4), ninja tricks (combat trick, vanishing trick), no trace +1, poison use

Combat Gear *potions of cure light wounds* (3), *potion of jump*, *potion of pass without trace*, *potion of protection from evil*, caltrops, flash powder, smoke pellet; **Other Gear** +1 *haramaki*, mwk kusarigama, +1 *wakizashi*, shuriken (10), *hat of disguise*, backpack, belt pouch, grappling hook, silk rope (50 ft.), 3 gp

* The effects of this ability are already included in Reiko's stats.

SPECIAL ABILITIES

Sneak Attack If Reiko can catch an opponent when it is unable to defend itself effectively from her attack, she can strike a vital spot for extra damage. Her attack deals an additional 2d6 points of damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when she flanks her target. Should Reiko score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

Canter Reiko has been trained to read people's true intentions.

Anyone who attempts to use Bluff to deliver a secret message to Reiko gains a +5 bonus on his Bluff check. When Reiko attempts to intercept a secret message using Sense Motive, she gains a +5 trait bonus on the attempt.

Flash Powder This coarse gray powder ignites and burns almost instantly if exposed to flame, significant friction, or even a force such as throwing it against a floor (as a standard action). Creatures within the 10-foot-radius burst are blinded for 1 round (Fortitude DC 13 negates).

Ki Pool By spending 1 point from her ki pool, Reiko 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, she 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.

Kusarigama This double weapon has a single sickle held in the off-hand attached by 10 feet of fine chain to a weighted metal ball, and has the grapple, monk, reach, and trip weapon qualities.

No Trace 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.

Smoke Pellet This small clay sphere contains two alchemical substances separated by a thin barrier. When you break the sphere, the substances mingle and fill a 5-foot square with a cloud of foul but harmless yellow smoke. The smoke pellet acts as a smokestick, except the smoke only lasts for 1 round before dispersing. Reiko may throw a smoke pellet as a ranged touch attack with a range increment of 10 feet.

Vanishing Trick As a swift action, Reiko can spend 1 point from her ki pool to disappear (as *invisibility*) for 4 rounds.

Wakizashi Reiko's blade has the deadly weapon quality. When delivering a coup de grace, she adds +4 to damage when calculating the DC of the Fortitude saving throw to see whether the target of the coup de grace dies from the attack. The bonus is not added to the actual damage of the coup de grace attack.

Reiko's mother had no wish for her only daughter to follow the path of a ninja, but Reiko was pulled into it after their home was overrun. The two sought the truth behind the assaults, but Reiko's mother died not long after Reiko's training began. Reiko has followed many trails to seek her revenge, even passing through the northern snows of the Crown of the World to strange new lands. Reiko has yet to pick up the trail again—but if there is one thing Reiko is, it's patient.



“The spider waits for its prey to come to its web.”

NINJA (LEVEL 7)

Unassuming when she wishes to be, Reiko is a master of disguise and subtlety, and absolutely deadly when she strikes.

REIKO

Female human ninja 7 (*Pathfinder RPG Ultimate Combat* 11)

N Medium humanoid (human)

Init +6; **Senses** Perception +11

DEFENSE

AC 20, touch 15, flat-footed 15 (+5 armor, +4 Dex, +1 dodge)

hp 38 (7d8)

Fort +4, **Ref** +11, **Will** +5

Defensive Abilities uncanny dodge

OFFENSE

Speed 30 ft.

Melee +2 *wakizashi* +11 (1d6+2/18–20), or

mwk kusarigama +6 (1d3/1d6)

Ranged shuriken +9 (1d2)

Special Attacks sneak attack +4d6

STATISTICS

Str 10, **Dex** 19, **Con** 10, **Int** 13, **Wis** 12, **Cha** 14

Base Atk +5; **CMB** +5; **CMD** 20

Feats Deceitful*, Dodge, Mobility, Spring Attack, Stealthy*, Weapon Finesse

Skills Acrobatics +14, Bluff +14, Climb +10, Craft (alchemy) +7,

Disguise +14, Escape Artist +16, Knowledge (religion) +5,

Perception +11, Sense Motive +11 (+16 to intercept secret messages),

Sleight of Hand +14, Stealth +21, Use Magic Device +12

Traits canter, reactionary*

Languages Common, Giant, Tien

SQ ki pool (5), light steps, ninja tricks (combat trick, shadow clone,

vanishing trick), no trace +2, poison use

Combat Gear *potion of cure light wounds*, *potions of cure moderate*

wounds (3), *potion of pass without trace*, *potion of protection*

from evil, caltrops, flash powder, smoke pellet; **Other Gear** +2

shadow studded leather, mwk kusarigama, +2 *wakizashi*, shuriken

(10), *cloak of resistance* +2, *hat of disguise*, backpack, belt pouch,

grappling hook, silk rope (50 ft.), 3 gp

* The effects of this ability are already included in Reiko's stats.

SPECIAL ABILITIES

Sneak Attack If Reiko can catch an opponent when it is unable to defend itself effectively, she can strike a vital spot. Her attack deals an additional 4d6 points of damage anytime her target would be denied a Dexterity bonus to AC (whether the target has a Dexterity bonus or not), or when she flanks her target. Should Reiko score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

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Ki Pool By spending 1 point from her ki pool, Reiko 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, she 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.

Kusarigama This double weapon has a single sickle held in the off-hand attached by 10 feet of fine chain to a weighted metal ball, and has the grapple, monk, reach, and trip weapon qualities.

Light Steps As a full-round action, Reiko can move up to twice her speed across any surface (ignoring difficult terrain), no matter how much she weighs; she must end her move on a surface that can support her normally. When moving in this way, Reiko ignores any mechanical traps that use a location-based trigger, does not take damage from surfaces or hazards that react to being touched, nor needs to make Acrobatics checks to avoid falling on slippery or rough surfaces.

No Trace The DC to track a ninja using the Survival skill increases by 2. In addition, her training gives her a +2 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.

Shadow Clone As a standard action, Reiko can spend 1 point from her ki pool to create 1d4 shadowy duplicates of herself, as the *mirror image* spell (CL 7th).

Smoke Pellet This small clay sphere contains two alchemical substances separated by a thin barrier. When you break the sphere, the substances mingle and fill a 5-foot square with a cloud of foul but harmless yellow smoke. The smoke pellet acts as a smokestick, except the smoke only lasts for 1 round before dispersing. Reiko may throw a smoke pellet as a ranged touch attack with a range increment of 10 feet.

Vanishing Trick As a swift action, Reiko can spend 1 point from her ki pool to disappear (as *invisibility*) for 7 rounds.

Wakizashi Reiko's blade has the deadly weapon quality. When delivering a coup de grace, she adds +4 to damage when calculating the DC of the Fortitude saving throw to see whether the target of the coup de grace dies from the attack. The bonus is not added to the actual damage of the coup de grace attack.



“The spider waits for its prey to come to its web.”

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