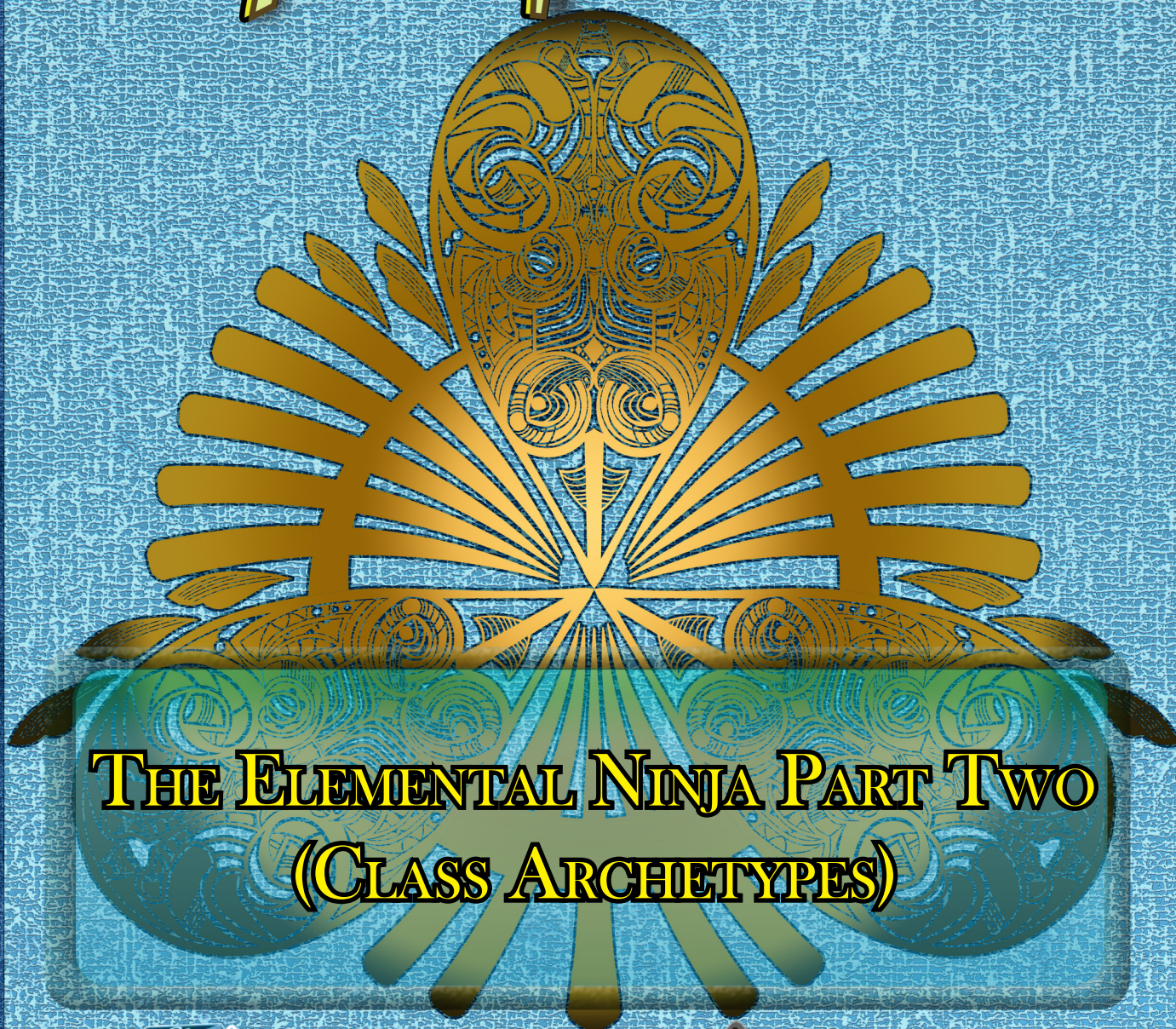


PLAYER Paraphernalia



THE ELEMENTAL NINJA PART TWO
(CLASS ARCHETYPES)

#51

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PLAYER PARAPHERNALIA #51

By the Knotty-Works

Welcome to the fifty-first issue of Player Paraphernalia, a hodge podge of character ideas and alternate rules that may be used with the Pathfinder Roleplaying Game (Paizo, Inc©). This issue continues the elemental ninja archetypes introduced in issue #50. The Water Ninja, Wood Ninja, and Void Ninja round out the Eastern elements, presenting alternate abilities and new ninja tricks for each archetype.

Elemental Ninja Clans

Last issue the general nature of the elemental ninja was introduced, in which a ninja clan focuses on one of the six elemental forces of nature (earth, fire, metal, water, wood, or void). Given the nature of their family business, ninja clans are secretive by their very nature. As a result the origin and development of abilities tied to one of the elements would be known only to the clan leadership if at all and only the secret abilities of the clan would be shared with family members or trusted initiates that have proven their loyalty to the clan. Theories as to these origins range from direct knowledge passed from elder outsiders related to the element in question to arcane practitioners that have perfected their connections to the element and applied their knowledge to the arts of assassination and espionage.

Elemental clans closely guard the secrets of their elemental focus. If a clan member that was given the secrets of the element decided to share this information with others not of the clan, the clan's response would be swift and quite deadly unless incapacitated or eradicated. Given their ferocity and desire to protect their secret abilities, it isn't uncommon for competing ninja clans that have the same elemental focus to war upon each other, wishing to keep the secrets of their elemental abilities to themselves.

Class Skills

All Elemental Ninjas treat **Knowledge** (planes) as a class skill.

The Void Ninja

Emptiness and Absence are key elements focused on by those clans that seek to follow the element of the void. The void ninja learns that by emptying her mind of trivialities and distraction can she truly take on the enigmatic disciplines of the void and by scrutinizing the effects of absence can she hone her own skills of being present while appearing to be absent. Void ninjas are legendary when it comes to the art of blending in with the environment and performing impossible tasks of **stealth** and espionage.



Class Abilities

Void Affinity (Ex): At 1st level the void ninja gains a +2 **insight bonus** to all saving throws against enchantments and mind-affecting spells, spell-like abilities, and supernatural powers. The void ninja also gains a cold resistance equal to ½ her class level (minimum of 1 at 1st level) with a maximum of resistance of 10 at 20th level.

The void ninja gains a +1 bonus to all **Stealth** and **Survival** skill checks when in an area of dim light or darkness. This bonus increases by +1 at 5th level and every five levels thereafter (maximum of +5 at 20th level).

This ability replaces the ninja's Poison Use class ability.

Ki Pool (Su): At 2nd level the void ninja gains a pool of void energy that she may use to access the power of the void. She gains a number of points equal to ½ her class level + her Charisma modifier. The void ninja may spend these points as desired and they are replenished automatically each day after 8 hours of rest or meditation, and these hours do not need to be consecutive. Points gained for the void ninja's pool stack with points gained from other ki based class abilities if she possesses levels in another class that has a ki pool, though only ability score modifier may be added to the total chosen when the second class with the ki pool ability is gained.

As long as the void ninja has at least 1 point in her void pool she gains **low-light vision**. If the void ninja already has **low-light vision**, she gains **darkvision** with a range of 30 feet. At 10th level the void ninja gains **darkvision** with a range of 60 feet while she has at least 1 ki point, and if the void ninja already has **darkvision**, the range is extended by 30 feet.

The void ninja may spend 1 ki point as a **swift action** for one of the following effects. She may make one additional attack at her highest base attack bonus as part of a **full attack** action. The void ninja may spend 1 ki point to gain a +4 **insight bonus** to **Stealth** checks for 1d4 rounds. And the void ninja may automatically avoid one attack of opportunity per round as an immediate action.

The void ninja may also spend points from this pool to empower her ninja tricks as well. This ability modifies the ninja's ki pool class ability.

Ninja Tricks: The following ninja tricks are only available to the void ninja. Any DC required for the following void ninja trick or master ninja trick is equal to 10 + ½ the void ninja's class level + her Charisma modifier.

Abolishing Touch (Sp): The void ninja may spend 1 ki point from her void pool to erase one page or marked surface of magical or non-magical writing as the spell, **Erase**. The void ninja treats her class level as her effective caster level when attempting to erase a magical writing or mark.

Appearance of Serenity (Su): The void ninja presents an appearance of calm and inaction by spending 1 ki point from her ki pool as a **swift action**. This effect lasts until the beginning

of the void ninja's next turn and while in effect she does not provoke **attacks of opportunity** for any action that she performs within the space she occupied when the ninja trick was activated. If the void ninja moves, she does not provoke an **attack of opportunity** for the first five feet of movement but the effect immediately ends.

Avoidance (Su): By spending 1 ki point from her void pool as a **standard action**, the void ninja gains an aura of avoidance for a number of rounds equal to ½ her class level. While in effect, any Intelligent creature (Intelligence 3+) that wishes to make a direct attack against the void ninja must make a **Will** save or lose the action for its turn. If the void ninja attacks an opponent while the aura is in effect, it immediately ends.

Voice of Stillness (Sp): The void ninja may spend 1 ki point from her wood pool as a **standard action** while speaking calmly and non-threateningly to an intelligent (Intelligence of 3+) target as a **standard action**. The victim is allowed a **Will** save or become **fascinated** while the void ninja continues to engage the conversation. The victim must understand what the void ninja is saying and be able to hear her. The void ninja may maintain the effect for a total number of rounds equal to her class level, though she may end it as a **free action**.

Void Steps (Su): The void ninja may travel at twice her normal movement rate while traveling in dim light or dark conditions. She may move at her normal movement rate while using **Stealth** while incurring no penalties.

This ability replaces the ninja's **Light Step** class ability.

Master Ninja Tricks: The following master ninja tricks are only available to the void ninja.

Gift of the Void (Sp): By expending 2 ki points from her void pool as a **standard action**, the void ninja cannot be detected by divination spells or magic item (though supernatural abilities detect the void ninja normally) including **detect** and **scry** spells. The effect lasts for 10 minutes per level of the void ninja, though she may dismiss the effect at any time as an **immediate action**.

Indiscernible Void (Su): The void ninja may project a 10 foot radius of complete silence by spending 2 ki points from her void pool as a standard action. The effect lasts for a number of rounds equal to $\frac{1}{2}$ the void ninja's class level. Any attempts to dispel the silence treat the void ninja's caster level equal to $\frac{1}{2}$ her class level.

Touch of Absence (Sp): The void ninja may spend 2 ki points from her void pool as a **swift action** and make a single melee **touch attack** against a single opponent. If successful, the target must make a **Fortitude** save or become blind or deaf (chosen by the void ninja when this trick is initiated) for a number of rounds equal to $\frac{1}{2}$ the void ninja's class level. If the target successfully makes the **Fortitude** saving throw, it cannot be affected by any additional attempts by the same void ninja of this master ninja trick for 24 hours.

The Water Ninja

Adaptability, fluidity, and flexibility matched with the unbridled power of tidal forces inspire clans of the water ninja to excel in their mastery in the arts of assassination and espionage. The water ninja understands that the situation in which they find themselves is always changing and their need to be able to change with it. As they become initiated into the secrets of their clan the water ninja learns to harness the powers of water both offensively and defensively as well as the ability to not only survive in a liquid environment, but to thrive in it as well.



Class Abilities

Water Affinity (Ex): At 1st level the water ninja gains a +1 bonus on melee attack and damage rolls if both she and her opponent are touching or immersed in a body of water. If the water ninja's opponent is airborne or on solid ground, she suffers a -1 penalty on her melee attack and damage rolls instead.

The earth ninja also gains a +1 bonus to all **Stealth**, **Survival** and **Swim** skill checks while in any environment composed of ice, snow, or water. This bonus increases by +1 at 5th level

and every 5 levels thereafter (maximum of +5 at 20th level).

This ability replaces the ninja's Poison Use class ability.

Ki Pool (Su): At 2nd level the water ninja gains an pool of water energy that she may use to access the power of the water element. She gains a number of points equal to $\frac{1}{2}$ her class level + her Charisma modifier. The water ninja may spend these points as desired and they are replenished automatically each day after 8 hours of rest or meditation, and these hours do not need to be consecutive. Points gained for the water ninja's pool stack with points gained from other ki based class abilities if she possesses levels in another class that has a ki pool, though only ability score modifier may be added to the total chosen when the second class with the ki pool ability is gained.

As long as the water ninja has at least 1 point in her water pool, she may add $\frac{1}{2}$ her class level to all swim checks. At 10th level the water ninja may take a **standard action** while holding her breath without reducing the number of effective rounds that she may hold her breath before she must start making Constitution checks to avoid drowning.

The water ninja may spend 1 ki point as a **swift action** for one of the following effects. **Resistance** to cold 5 until the beginning of the water ninja's next turn. The water ninja may gain an additional attack at her highest base attack bonus if making a **full attack**. And the water ninja may add 10 feet to her normal swim speed for 1 round.

The water ninja may also spend points from this pool to empower her ninja tricks as well. This ability modifies the ninja's ki pool class ability.

Ninja Tricks: The following ninja tricks are only available to the water ninja.

Aquatic Penumbra (Su): By spending 1 ki point from her water pool, the water ninja causes a small globe of water to move about the ninja, granting a +1 **deflection bonus** to her **armor class** as a **swift action**. The globe offers no protective benefit against flame based attacks and lasts for a number of rounds equal to the water ninja's class level.

Water Breathing (Su): The water ninja may breathe under water for a number of rounds

equal to $\frac{1}{2}$ her class level by spending 1 ki point from her water pool. The water ninja still retains the ability to breathe normally while under the effects of this trick.

Water Push (Su): By spending 1 ki point from her water pool, the water ninja may launch a large glob of water up to 20 feet away as a standard action. The water may be used to attempt the bull rush or **trip** combat maneuver, using the water ninja's class level in place of her base attack bonus to determine her **combat maneuver bonus**.

Water Walking (Su): The water ninja may spend 1 ki point from her water pool to gain the ability to walk on any liquid as if it was solid ground (as the **Water Walk** spell). This allows the water ninja the ability to move across the surface as if it were normal ground. If the surface is considered rough it is treated as difficult terrain. If the surface is considered stormy it may require climb checks to overcome any appreciable waves (more than 5 ft in height). The effects of this trick last for a number of minutes equal to water ninja's class level.

Swim (Ex): At 6th level the water ninja is treated as having a swim speed, though it is only equal to $\frac{1}{2}$ her normal movement rate. Thus, she may swim at $\frac{1}{2}$ her normal movement rate as a move action, her normal movement rate as a **full round action**, or swim at $\frac{1}{2}$ her normal run rate as long as it is in a straight line. The water ninja does not need to make swim checks except when attempting to perform special actions or avoiding a hazard. She does not gain any **racial bonuses** for swim checks, though all other bonuses still apply.

This ability replaces the ninja's **Light Step** class ability.

Master Ninja Tricks: The following master ninja tricks are only available to the water ninja.

Aquatic Shield (Su): The water ninja may spend 1 ki point from her water pool as a **swift action** to gain a protective shroud of running water that lasts until the beginning of her next round. The aquatic shield grants the water ninja a **DR 5/-** and Fire **Resistance 5** while in effect. The water ninja must have the Aquatic Penumbra ninja trick in order to take this master trick.

Drown (Su): The water ninja may spend 1 ki point from her water pool as a **swift action** while performing a sneak attack. If the sneak attack is successful the victim must make a Constitution check or begin drowning, falling to 0 hit points and become **unconscious**. The victim is then allowed a second Constitution check or fall to -1 hit points and is dying. On the third round the victim may make a final Constitution check or drown. The DC for the Constitution check is equal to $10 + \frac{1}{2}$ the water ninja's class level + her Charisma modifier. Creatures that do not breathe, do not have a Constitution score, or immune to drowning (such as the ability to breathe water) are not affected by this trick.

Tidal Wave (Su): The water ninja may spend 2 ki points from her water pool as a **full round action** to generate a large burst of water that may be used to knock over everyone within 10 feet of the ninja. The water ninja makes a combat maneuver check using her class level in place of her base attack for her effective **CMB** against all opponents within 20 feet. A successful attack knocks the opponent off of their feet and back 5 feet. For every 5 points by which the water ninja's roll beats an opponent's **CMD**, the opponent is pushed an additional 5 feet away from the ninja.

The water ninja must the **Water Push** trick in order to take this master trick.

Water Double (Su): The water ninja may spend 2 ki points from her water pool to create 1d4 duplicates of herself composed of water as a **swift action**. Each of these doubles have 1 hit point and an **AC** equal to $10 + \frac{1}{2}$ her class level + her Dexterity modifier. The effect is identical to the **Mirage Image** spell except while at least one of the duplicates is active any opponent within reach of the water ninja's melee attack is considered **flanked**. The effect lasts for a number of rounds equal to $\frac{1}{2}$ the water ninja's class level and the duplicates do not make any actual attacks. The water ninja must have the **Shadow Clone** trick before she may take this master trick.



The Wood Ninja

Pliability with resilience, the nature of wood confers the knowledge of adaptability and steadfast endurance in the winds of change. Ninja clans that follow the path of the element of Wood are often found in isolated villages deep within the heart of thick forests, both learning and venerating the element that has inspired both their skills and motivations in plying their arts of ninjutsu. The wood ninja is often involved in acts of espionage designed to protect and promote the nature over other political aspirations.



Class Abilities

Weapon and Armor Proficiency: The wood ninja is proficient with the bo staff, club, dagger, dart, hanbo, kama, nunchaku, rope dart, short bow, shuriken, spear, and tonfa. She is proficient with light armor that is not made of metal, but not with shields of any type. If the wood ninja wears armor made of metal she loses access to her ki pool (see below) for 24 hours.

This modifies the ninja's normal weapon and armor proficiencies.

Wood Affinity (Ex): At 1st level the wood ninja gains a +1 bonus to any saving throw involving plants including poisons, spells, or spell-like abilities. This includes spells such as *Entangle* and *Warp Wood*. The wood ninja also gains acid resistance equal to ½ her class level (minimum of 1) with a maximum resistance of 10 at 20th level.

The fire ninja also gains a +1 bonus to all *Stealth* and *Survival* skill checks while in forested environments and to any climb checks when climbing trees or other wooden structures. This bonus increases by +1 at 5th level and every 5 levels thereafter (maximum of +5 at 20th level).

This ability replaces the ninja's Poison Use class ability.

Ki Pool (Su): At 2nd level the wood ninja gains an pool of wood energy that she may use to access the power of the element of wood. She gains a

number of points equal to ½ her class level + her Charisma modifier. The wood ninja may spend these points as desired and they are replenished automatically each day after 8 hours of rest or meditation, and these hours do not need to be consecutive. Points gained for the wood ninja's pool stack with points gained from other ki based class abilities if she possesses levels in another class that has a ki pool, though only ability score modifier may be added to the total chosen when the second class with the ki pool ability is gained.

As long as the wood ninja has at least 1 point in her wood pool, she may move through an arboreal canopy through brachiation at ½ her normal movement rate by making a successful *Acrobatics* check. The DC is dependent on the thickness of the foliage, see the brachiation DC table below. At 10th level the wood ninja may move through the trees at her normal movement rate.

The wood ninja may spend 1 ki point as a *swift action* for one of the following effects. The wood ninja may make one additional attack as part of a full round attack action at her highest base attack bonus. She may also spend 1 point to gain a +4 *insight bonus* to one *Acrobatics* check for one round. And finally, she may spend 1 point from her ki pool to increase her brachiation movement by 20 feet for 1 round.

The wood ninja may also spend points from this pool to empower her ninja tricks as well. This ability modifies the ninja's ki pool class ability.

Ninja Tricks: The following ninja tricks are only available to the wood ninja.

Arboreal Maneuverability (Ex): The wood ninja treats all jumps and leaps from tree branches to other tree branches as if she had a running start, though jumping in this fashion is always a *full round action*. If the wood ninja fails the jump or falls from a tree for any reason she automatically reduces the effective distance fallen by 10 feet and may make a *Reflex* save with a DC of 15 to reduce the effective distance by another 10 feet. For every 5

Brachiation DC Table

Forest Type	Example	DC
Dense	Trees are within 4 ft of each other	10
Medium	Trees are within 4 to 8 ft of each other	15
Light	Trees are within 8 to 12 feet of each other	25

levels beyond 5th, the effective reduction for a successful saving throw is reduced by 10 feet.

Brachial Entrapment (Sp): The wood ninja may spend 1 ki point from her wood pool as a **standard action** and attempt to entangle one opponent within 30 feet of the wood ninja as long as the area consists of trees, brush, or other plants that have branches, vines, or extended roots. The target must make a **Reflex** save with a DC equal to 10 + ½ the wood ninja's class level + her Charisma modifier or gain the **entangled** condition.

The wood ninja may maintain the condition for a total number of rounds equal to ½ her class level or until the opponent moves more than 30 feet away from the wood ninja. Only one opponent may be entrapped at a time and attempting to use this trick on another individual while it is in effect automatically ends the effect on the previous target. An opponent that successfully makes the saving throw cannot be affected by this trick by the same wood ninja for 24 hours.

Brachial Mutation (Su): By expending 1 ki point the wood ninja sprouts a light growth of vegetation gaining a +1 **natural armor bonus** and **circumstance bonus** to any **Stealth** checks while in a forested environment as a move action. This bonus may be increased by an additional +1 bonus at 5th level and every five levels (maximum of +5 at 20th level) thereafter by spending an additional ki point per bonus added. The covering lasts a number of rounds equal to ½ her class level.

Bramble Bomb (Ex): By expending 1 ki point from her wood pool, the wood ninja may throw a handful of wooden brambles as a **standard action** up to 30 feet distant as a ranged attack. If successful, the target suffers 1d4 points of damage. If the wood ninja's attack succeeds or is successful against the target's touch **AC**, the victim must make a **Fortitude** saving throw with a DC equal to 10 + ½ the wood ninja's class level + her Charisma modifier. If the victim fails the save, an additional 1d6 points of acid damage is caused.

Wood Weapon Shaping (Su): By spending 1 ki point from her wood pool, the wood ninja may take any piece of wood at least 2 ft in length and shape it to either a bo staff, club, hanbo,

nunchaku, short bow, spear, or tonfa as a **swift action**. The weapon has the **fragile** condition and only lasts for a number of rounds equal to the wood ninja's class level before reverting back to its original form. At 10th level, the wood ninja may spend 2 ki points to remove the **fragile** condition of the weapon and gain the **masterwork** quality.

Forest Step (Su): At 6th level the wood ninja may step into a large tree or bush and instantly travel to another large tree or bush within a long range (400 ft + 40 ft/ninja level) as a **full round action**. The effect is identical to spell **Tree Stride**, including the ability to remain within the tree, though it costs an additional ki point per round spent within the tree.

This ability replaces the ninja's **Light Step** class ability.

Master Ninja Tricks: The following master ninja tricks are only available to the wood ninja.

Bramble Burst (Su): The wood ninja can cause a burst of brambles to explode in a 10 foot area of effect within 30 feet as a **standard action** by spending 2 ki points from her wood pool. Everyone within the area of effect must make a **Reflex** saving throw or suffer 1d6 points of damage and an additional 1d6 points of acid damage. The DC is equal to 10 + ½ the wood ninja's class level + her Charisma modifier. Those that successfully save against the effect, still suffer half the non-acid damage. The wood ninja must have the Bramble Bomb ninja trick before she may take this master ninja trick.

One with the Forest (Sp): The wood ninja may spend 2 ki points from her wood pool to take on the form of a large living tree or bush as the **tree shape** spell as a **standard action**. The wood ninja may maintain this form for a number of hours equal to ½ her class level.

Sap Bomb (Su): The wood ninja may spend 2 ki points from her wood pool as a **standard action** and throw a sticky glob up to 30 feet away as a ranged touch attack. If successful, the target gains the **entangled** condition with a -2 penalty on attack rolls and a -4 penalty to its Dexterity for 1d6 rounds. In addition, the victim must make a **Reflex** save with a DC equal to 10 + ½ the wood ninja's class level + her Charisma modifier or be glued to the ground (or be unable to fly if it is flying and

relying on natural means such as wings) for the duration. A glued victim may attempt to break free from the sap by making a Strength check to overcome the same DC required for the [Reflex](#) saving throw or causing damage equal to the DC with a slashing weapon. Universal solvent will remove the sap immediately. The wood ninja must have the Bramble Bomb ninja trick before she may take this master ninja trick.

Thorn Skin (Su): The wood ninja may grow a thick coat of thorns and brambles that grants a +2 [natural armor bonus](#) by expending 2 ki points from her wood pool as a [swift action](#). In addition, unarmed attacks by the ninja cause 1d6 points of piercing damage and opponents making unarmed or natural attacks against the ninja suffer 1d6 points of piercing damage. The thorn coating lasts for a number of rounds equal to $\frac{1}{2}$ the wood ninja's class level. The wood ninja must have the *Brachial Mutation* ninja trick before she may select this master ninja trick, and she may not use both tricks simultaneously.

New Ninja Tricks

These tricks were originally presented last issue, and included for those that do not have access to the previous issue.

Major Ninja Magic (Sp): A ninja with this ability gains the ability to cast [Disguise Self](#) or [Obscuring Mist](#) as a spell-like ability, treating her class level as her effective caster level. The ninja may cast these spells without preparing them ahead of time but may only cast them in any combination for a total number of times per day equal to 1 + her Charisma modifier or she may spend 1 ki point. The DC for any applicable saving throws is equal to 10 + the fire ninja's Charisma modifier. The ninja must have the minor ninja magic trick and an Intelligence of 13 before she may take this trick.

Minor Ninja Magic (Sp): A ninja with this ability gains the ability to cast [Dancing Lights](#) or [Ghost Sound](#) as a spell-like ability, treating her class level as her effective caster level. The ninja may cast these spells without preparing them ahead of time but may only cast them in any combination for a total number of times per day equal to 1 + her Charisma modifier or she may spend 1 ki point. The DC for any

applicable saving throws is equal to 10 + the fire ninja's Charisma modifier. The ninja must have an Intelligence of at least 11 in order to take this trick.

Poisoned Caltrops (Ex): A ninja with this ability may decide to coat one set of caltrops 1 dose of any injury poison she possesses as a [swift action](#) when deploying caltrops. The poison is used on the first individual that steps into the area of the caltrops, regardless of whether or not the caltrops attack was successful.

Stick the Landing (Ex): A ninja with this ability may make an acrobatics check with a DC equal to 10 + 2 per 10 feet fallen and if successful only suffers $\frac{1}{2}$ the damage normally incurred. In addition, she is able to roll to her feet and stand as an [immediate action](#) without provoking [attacks of opportunity](#).



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