

# YANI - Yet Another Ninja Improvement

**Adventures:** As in Complete Adventurer.

**Characteristics:** As in Complete Adventurer.

**Alignment:** As in Complete Adventurer

**Religion:** As in Complete Adventurer.

**Background:** As in Complete Adventurer.

**Races:** As in Complete Adventurer.

**Other Classes:** As in Complete Adventurer.

**Role:** As in Complete Adventurer.

## Game rule information

**Abilities:** As in Complete Adventurer.

**Alignment:** As in Complete Adventurer.

**Hit Die:** As in Complete Adventurer.

**Starting Gold:** As in Complete Adventurer.

### Class Skills

As in Complete Adventurer, with the following changes:

Remove Concentration, Swim.

Add Decipher Script (INT), Forgery (INT), Knowledge (local) (INT), Knowledge (nobility and royalty) (INT),

**Skill Points at 1st Level:** (8 + Int modifier) × 4.

**Skill Points at Each Additional Level:** 8 + Int modifier.

Level	Base Attack Bonus	Saving Throw			AC Bonus	Special
		Fort.	Ref.	Will		
1	+0	+0	+2	+0	+0	AC Bonus, Chi Modifier, Ki Power, Ninjutsu, Trapfinding
2	+1	+0	+3	+0	+0	Evasion, Great leap, Speed climb, Shadowy sight (low-light vision)
3	+2	+1	+3	+1	+0	Ninjutsu, Grasshopper (+5, 20ft), Sneak attack +1d6
4	+3	+1	+4	+1	+1	Ghost step (invisible), Ki dodge (20%), Shadowy sight (darkvision)
5	+3	+1	+4	+1	+1	Ninjutsu, Shadow manipulation (expand), Uncanny dodge,
6	+4	+2	+5	+2	+1	Ghost step (gaseous), Ki dodge (50%), Sneak attack +2d6
7	+5	+2	+5	+2	+1	Ghost Strike (touch), Ninjutsu (two), Shadow manipulation (create)
8	+6/+1	+2	+6	+2	+2	Ghost mind, Grasshopper (+10, 30ft), Obfuscate (deprivation)
9	+6/+1	+3	+6	+3	+2	Improved Uncanny Dodge, Ninjutsu, Sneak attack +3d6
10	+7/+2	+3	+7	+3	+2	Ghost step (ethereal), Ghost Strike (ethereal), Improved Evasion
11	+8/+3	+3	+7	+3	+2	Ninjutsu
12	+9/+4	+4	+8	+4	+3	Sneak attack +4d6
13	+9/+4	+4	+8	+4	+3	Grasshopper(+15, 40ft), Ninjutsu (two)
14	+10/+5	+4	+9	+4	+3	Ghost Walk, Obfuscate (solipsism)
15	+11/+6/+1	+5	+9	+5	+3	Ninjutsu, Sneak attack +5d6
16	+12/+7/+2	+5	+10	+5	+4	
17	+12/+7/+2	+5	+10	+5	+4	Ninjutsu
18	+13/+8/+3	+6	+11	+6	+4	Grasshopper (+20, 50ft), Sneak attack +6d6
19	+14/+9/+4	+6	+11	+6	+4	Ninjutsu (two)
20	+15/+10/+5	+6	+12	+6	+5	

### Class Features

**Weapon and Armor Proficiency:** Ninjas are proficient with all simple weapons, plus their signature weapon ninja-to, and bolas, hand crossbow, kukri, kusari-gama (OA\DMG), nekode (OA), nunchaku, sai, sap, shortbow, shuriken.

Ninja are also proficient with light armors, but not with shields.

If ninja uses armor heavier than light, or has load heavier than light, he loses his AC Bonus, and other abilities than depend on the Ki Power.

**AC Bonus (Ex):** Ninja adds indicated bonus (if any) to his Armor Class. This ability does not stack with the monk's AC bonus. This bonus to AC applies even against touch attacks or when a ninja is flat-footed. The character loses these bonuses when he is immobilized or helpless.

**Chi Modifier (Su):** Ninja's quasi magical abilities are powered by his life, spiritual force - Chi. The Chi Modifier is the mechanical representation of that concept. It's equal to half ninja's level.

**Ki Power (Su):** Ninja can use his spiritual force to perform amazing feats.

Ninja can use his Ki powers a number of times per day equal to  $(2 * \text{his Chi modifier}) + \text{his Wis modifier}$ .

Ki powers can only be used if ninja is wearing light armor and is unencumbered.

As long as ninja has at least one daily use of Ki Power remaining, he gains a +2 bonus on his Reflex saves, and a 10 feet movement increase. These bonuses improve by +2 and +10 feet respectively, at 9th, and 19th level.

Ninja's ki powers are: *Ghost Step, Ki Dodge, Shadow manipulation, Ghost Strike, Obfuscate, Ghost Walk.*

**Ninjutsu:** All ninja's share the basic abilities like *Evasion*, or *Speed Climb*, but also train in nine ninja disciplines that epitome the shadow warrior, by choosing the appropriate feats.

At first level ninja chooses two feats. Later he chooses one, or two (indicated in the table above).

You can "mix and match" feats from different disciplines, but you need to meet their prerequisites, although if you have two feats from one discipline, you can disregard one feat prerequisite in other feats from that same discipline.

Example:

Having two feats from Bōryaku discipline (e.g. Combat Reflexes, and Improved Initiative), allows you to disregard one feat prerequisite in other feats from Bōryaku discipline. Having four feats, lets you disregard two feat prerequisites, and having all the feats from one discipline, grants you additional use of Ki Power per day.

Feats listed in the disciplines, but gained in other ways, don't count in either case.

The nine ninja disciplines, and their corresponding feats, are as follows:

#### Ansatsujutsu - assassination

Deadly Precision (XPH), Death Blow (CA), Master Of Poisons (DotU), Poison Immunity (BoVD\CoR), Telling Blow (PHB II), Venomous Strike, (DotU).

Master Of Poisons can be substituted as a requirement instead of Poison Use, Improved Poison Use.

#### Bōryaku – tactics

Combat Reflexes, Dodge, Improved Initiative, Mobility, Quick Draw, Spring Attack.

#### Chijutsu – Ki

Enduring Ki (CS), Expanded Ki Pool (CS), Greater Ki Focus\*, Ki Focus\*, Ki Restoration\*, Ki Synergy\*.

Enduring Ki doubles the base duration of a ki power.

\* - new feats described at the end.

#### Hensōjutsu – disguise, impersonation, and infiltration

Deceitful, Investigator, Negotiator, Nimble Fingers, Quick Reconnoiter (CA), Track.

#### Intōjutsu – escaping, concealment and stealth

Agile, Combat Acrobat (PHB II), Cunning Evasion (PHB II), Improved Diversion (CA), Spectral Skirmisher (PHB II), Stealthy.

#### Kenjutsu – bladed weapons

Flick of the Wrist (CW), Greater Weapon Focus, Improved Critical, Power Critical (CW), Weapon Finesse, Weapon Focus.

Weapon depended feats, can only be taken in conjunction with a bladed weapon like Kusari-gama, Ninja-to or Sai.

#### Kyorijutsu – ranged weapons

Point Blank Shot, Rapid Shot, Sharp-Shooting (CW), Shot on the Run, Weapon Focus, Weapon Specialization

Weapon depended feats, can only be taken in conjunction with a ranged weapon like bow, or shuriken.

#### Seishinteki kyōyō – spiritual refinement

Blind-Fight, Combat Expertise, Darkstalker (LoM), Eyes In The Back Of Your Head (CW), Improved Disarm, Open Minded (CA\XPH)

#### Taijutsu – unarmed combat

Choke Hold (OA), Fists of Iron (OA), Improved Grapple, Improved Unarmed Strike, Stunning Fist, Versatile Unarmed Strike (PHB II).



If a class level other than ninja is required, use ninja level on a 1:1 basis (need fighter level 8th, ninja level 8th can take).

#### **TL;DR**

Ninjutsu gives you a bunch of bonus feats grouped into 9 thematic subgroups. Think of them as paths.

Ninjutsu feats count as Ninjutsu feats, only if they were acquired through Ninjutsu. So does bonuses they trigger.

Staying on the path (acquiring feats from one discipline), gets rewarded (prerequisite ignoring)

Completing the path (acquiring all the feats from one discipline), gets rewarded extra (the bonus Ki power use).

**Trapfinding (Ex):** As in Ninja entry in *Complete Adventurer*.

**Evasion (Ex):** As Monk's ability of the same name.

**Great Leap (Ex):** As in Ninja entry in *Complete Adventurer*, but ninja can use it while wearing light armor.

**Speed Climb (Ex):** As in Ninja entry in *Complete Adventurer*, but ninja can use it while wearing light armor.

**Shadowy sight (Su):** At 2th level, a ninja gains Low-light Vision. If he already has Low-light Vision (as a race, or class ability), he gains Superior low-light vision (see four times as far) instead.

At 3th level and later, ninja gains Superior low-light vision (see four times as far) instead. If he already has Superior low-light vision, use one with better values.

At 4th level, a ninja gains darkvision up to 60 feet. If he already has darkvision, use one with better values.

At 6th level and later, ninja gains the ability to see in darkness, even magical ones, up to 90 feet. If he already can see in magical darkness, use one with better values.

**Sneak Attack:** As Rogue's ability of the same name.

**Grasshopper (Ex):** Ninja of 3rd level gains a +5 bonus to *Jump* checks, and doesn't take falling damage if the distance was no greater than 20 feet.

These values increase by +5 and +10 feet every five levels thereafter.

**Ghost Step (Su):** As in Ninja entry in *Complete Adventurer*, with the following changes:

- duration (in rounds) is always equal to Ninja's Chi modifier,
- at 6<sup>th</sup> level ninja can become a shadowy cloud, similar to the effect of *Gaseous Form* spell, with following changes
  - flying speed is equal to half ninja's speed,
  - in area of shadowy illumination it also grants concealment,
  - this form doesn't force ninja to lose the effects of his supernatural abilities.
- at 10th level this ability works like the default ethereal *Ghost Step* from *Complete Adventurer*.

**Ki Dodge (Su):** As in Ninja entry in *Complete Adventurer*, with the following changes:

- using this ability is a immediate action that does not provoke attacks of opportunity,
- you can use it even when flat-footed,
- at 6th level this ability grants 50% miss chance, but the concealment degree doesn't change.

**Shadow manipulation (Su):** At 5th level ninja can spend one daily use of his ki power as a standard action, to expand (in size and/or severity), or diminish area of existing natural darkness. Shadowy illumination becomes darkness. Darkness becomes shadowy illumination, and shadowy illumination becomes normal light.

Single use of this ability, affects area in patches of 10 feet/Chi modifier (minimum 10) in direction of ninja's choosing, for a number of minutes equal to his level. One "patch" of darkness can't be affected more times than ninja's Chi modifier.

From 7th level ninja can affect non-natural darkness, or create one similar to *Darkness* spell, but it's targeted at a point in space, and its duration is equal to 1 minute/ninja level.

For interactions with light, darkness spells, etc., up to level 5 it interacts as natural light, or darkness. From level 7, it interacts like magical (threat as *Daylight*, *Deeper Darkness*).

**Uncanny Dodge (Ex):** As Rogue's ability of the same name.

**Ghost Strike (Su):** As in Ninja entry in *Complete Adventurer*, with the following changes:

- activating the *ghost strike* ability is a swift action that does not provoke attacks of opportunity,
- at 7th level this ability allows ninja to make his next single attack, a touch attack,
- at 10th level this ability works like the default *Ghost Strike* from *Complete Adventurer*

While activating this ability and spending 2 additional Ki power uses, the ninja can apply the benefits of this ability to one additional attack. Spending 3 uses, to additional 2 attacks, and spending 5, to affect all attacks in one round.

**Ghost Mind (Su):** As in Ninja entry in *Complete Adventurer*, with the level change presented in table earlier.

**Obfuscate (Su):** Ninja of 8<sup>th</sup> level can spend one daily use of his Ki power as a standard action, to cloud the minds of others in a way similar to *Sensory deprivation* spell (SpC).

From level 14<sup>th</sup> he can choose to affect his target like in *Solipsism* spell (SpC) instead.

Saving throw to resist, in both cases is equal to 10 + ninja's Chi modifier + his Wis modifier, and the duration is calculated like you were a sorcerer/wizard of your ninja level.

**Improved Uncanny Dodge (Ex):** As Rogue's ability of the same name.

The level requirements for flanking are counted like ninja was a rogue of his ninja level.

**Improved Evasion (Ex):** As Monk's ability of the same name.

**Ghost Walk (Su):** A 14th-level ninja can spend two daily uses of his ki power as a standard action, to gain benefits of *Plane Shift* spell, but transportation is limited only to and from the Ethereal Plane, Material Plane or the Plane of Shadow, and he can only bring one other creature with him.

#### GREATER KI FOCUS [CHI]

Your Ki powers are much harder to resist.

**Prerequisites:** Ki power, Ki Focus

**Benefit:** Add +1 to the Difficulty Class for all saving throws against your Ki powers.

This bonus stacks with the bonus from Ki Focus.

#### KI FOCUS [CHI]

Your Ki powers are harder to resist.

**Prerequisites:** Ki power,

**Benefit:** Add +1 to the Difficulty Class for all saving throws against your Ki powers.

#### KI RESTORATION [CHI]

You've learned to channel your Ki power to gain various healing effects.

**Prerequisites:** Ninja level 5

**Benefit:** By spending ki power uses, as a standard action, ninja can gain the benefit of the following

1 use - Cure Moderate Wounds,

2 uses - Delay poison,

3 uses - Restoration, Lesser.

Where applicable, caster level is equal to ninja's level.

#### KI SYNERGY [CHI]

You've learned to

**Prerequisites:** Ki power,

**Benefit:** For every Ki\Chi feat (a feat that adds, uses, etc. your Ki power) you possess (this feat included), you gain one additional daily use of your ki power.

**Ninja-to:** just like katana is an iconic samurai sword, so is ninja's ninja-to. It's a straight, one edged sword, about 20 inches long. Compared to katana it looks crude, but in skilled hands, it's effective and very deadly.

Ninja-to (martial light melee weapon)						
Cost	Dmg (S)	Dmg (M)	Critical Range	Increment	Weight	Type
15 gp	1d4+1	1d6+1	x3	-	1.5 lb.	Piercing or slashing

#### Human Ninja Starting Package

**Armor:** Studded leather (+3 AC, armor check penalty -1, speed 30 ft., 20 lb.).

**Weapons:** Ninja-to (1d6+1, crit x3, 1.5lb, light, piercing or slashing).

20 Shuriken (1d2 crit x2 range inc. 10 ft. 1/2 lb. piercing)

**Skill Selection:** Pick a number of skills equal to 8 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Hide	4	Dex	-1
Move Silently	4	Dex	-1
Listen	4	Wis	-
Spot	4	Wis	-
Search	4	Int	-
Disable Device	4	Int	-
Open Lock	4	Dex	-
Climb	4	Str	-1
Decipher Script	4	Int	-
Gather Information	4	Cha	-

**Feat:** Run.

**Bonus Feat (Human):** Lightning reflexes.

**Gear:** Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel. Thieves' tools.

**Gold:** 2d4 gp.