

NINJA (LEVEL 1)



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

REIKO

Female human ninja (*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; **Armor Check** 0

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

SPECIAL ABILITIES

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, Reiko 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 (a standard action). Creatures within the 10-foot-radius burst are blinded for 1 round (Fortitude DC 13 negates).

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.

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



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

lasts for 1 round before dispersing. You 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.

* The effects of this ability are already calculated into Reiko's stats.

Reiko's mother had no wish for her only daughter to follow the shadowed path of a ninja, but Reiko was pulled into it after their home was overrun. Seeking the truth behind the invasions, the two sought answers, but Reiko's mother died not long after Reiko's training began. 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, Reiko has yet to pick up the trail again, but if there is one thing Reiko is, it is patient. Her caution and stealth serves her well among her new allies in the Pathfinder Society, often journeying in the guise of a poverty-stricken priest to find information denied to the Pathfinders through normal routes, and ever watchful for her village's invaders.

NINJA (LEVEL 4)



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

REIKO

Female human ninja 4 (*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 21 (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; **Armor Check** 0

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

SPECIAL ABILITIES

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, Reiko 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 (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



"The spider waits for its prey to come to its web."

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. You may throw a smoke pellet as a ranged touch attack with a range increment of 10 feet.

Vanishing Trick As a swift action costing 1 *ki* point, Reiko can disappear (as *invisibility*) for 1 round per level.

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.

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Reiko's mother had no wish for her only daughter to follow the shadowed path of a ninja, but Reiko was pulled into it after their home was overrun. Seeking the truth behind the invasions, the two sought answers, but Reiko's mother died not long after Reiko's training began. 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, Reiko has yet to pick up the trail again, but if there is one thing Reiko is, it is patient. Her caution and stealth serves her well among her new allies in the Pathfinder Society, often journeying in the guise of a poverty-stricken priest to find information denied to the Pathfinders through normal routes, and ever watchful for her village's invaders.

NINJA (LEVEL 7)



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

REIKO

Female human ninja 7 (*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 35 (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; **Armor Check** 0

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

SPECIAL ABILITIES

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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 (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



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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, ignoring difficult terrain, across any surface, no matter how much she weighs, and 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 does she need 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 costing 1 *ki* point, Reiko can 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. You may throw a smoke pellet as a ranged touch attack with a range increment of 10 feet.

Vanishing Trick Reiko can spend 1 *ki* point as a swift action to disappear for 1 round per level, as *invisibility*.

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.

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