

## Natsu Yama

Female halfling fighter 5/ninja 2

N Small humanoid (halfling)

**Init** +5; **Senses** Perception +12

**Languages** Common, Elven, Gnome, Halfling

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### DEFENSE

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**AC** 26, touch 17, flat-footed 21 (+8 armor, +1 deflection, +5 Dex, +1 natural, +1 size)

**hp** 59 (7 HD)

**Fort** +8, **Ref** +12, **Will** +4; +3 bonus vs. fear

**Defensive Abilities** bravery +1

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### OFFENSE

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**Speed** 30 ft. (6 squares)

**Melee** mwk sai +8 (1d3+1) or  
mwk sai +6/+6 (1d3+1) with Two Weapon Fighting

**Ranged** mwk sharpened shuriken +16/+11 (1d8+4) with Point Blank Shot, or  
mwk sharpened shuriken +10/+10/+10/+10/+10/+10/+5 (1d8+4) with Flurry of Stars, ki pool, Point Blank Shot, Rapid Shot, and Two-Weapon Fighting

**Special Attacks** advanced weapon training (focused weapon: shuriken), poison use, sneak attack +1d6, weapon training (thrown +1)

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### STATISTICS

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**Abilities** Str 12 (+1), Dex 20 (+5), Con 12 (+1), Int 14 (+2), Wis 10 (+0), Cha 16 (+3)

**Base Atk** +6; **CMB** +6 (+7 with throwing weapons); **CMD** 22 (23 to disarm/sunder throwing weapons)

**Feats** Advanced Weapon Training (focused weapon), Far Shot, Point Blank Shot<sup>B</sup>, Precise Shot<sup>B</sup>, Rapid Shot<sup>B</sup>, Two-Weapon Fighting, Weapon Focus (shuriken)

**Skills** Acrobatics +15, Climb +10 (+15 to avoid falling due to damage), Disable Device +13, Escape Artist +15, Perception +12, Sleight of Hand +15, Stealth +15; **Racial Bonuses** +2 Perception

**SQ** armor training 1, fleet of foot, ki pool (4 points), ninja tricks (flurry of stars)

**Combat Gear** grappling bolts\* (10), masterwork sharpened shuriken (75); **Other Gear** +2 *mithral agile breastplate*, *amulet of natural armor* +1, *belt of incredible dexterity* +2, *cloak of resistance* +2, gecko gloves, glass cutter\*, glue paper\* (10), heavy crank crossbow\*, masterwork backpack, masterwork sai (2), meditation crystal\* (usually charged by an ally), pocketed scarf, *ring of protection* +1, *robe of infinite twine*, rogue's kit\* (see below), second-story harness\*, silk rope\* (50 ft.), tender (43gp, 9sp, 8cp), whetstone\*

**Encumbrance** light 37 lb. 8 oz., medium 75 lb., heavy 112 lb. 8 oz.; **Weight Carried** 74 lb. 8 oz. (excluding tender) or 15 lb. 8 oz. without the backpack and its contents (marked with asterisks above).

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### SPECIAL ABILITIES

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**Armor Training (Ex)** When wearing armor, you reduce your armor check penalty by 1 (to a minimum of 0) and increase your armor's maximum Dexterity modifier limit by 1. In addition, your speed is not reduced for wearing medium armor.

**Bravery (Ex)** You gain a +1 bonus on Will saves against mind-affecting effects (included above).

**Flurry of Stars (Ex)** You can expend 1 ki point from your ki pool as a swift action before you make a full-attack attack with shuriken. During that attack, you can throw two additional shuriken at your highest attack bonus, but all your shuriken attacks are made at a –2 penalty, including the two extra attacks.

**Ki Pool (Su)** You have a pool of ki points, supernatural energy you can use to accomplish amazing feats. The number of points in your ki pool is equal to ½ your ninja level + your Charisma modifier. As long as you have at least 1 point in your ki pool, you treat any Acrobatics skill check made to jump as if you had a running start. By spending 1 point from your ki pool, you can make one additional attack at your highest attack bonus, but you can do so only when making a full attack. In addition, you can spend 1



point to increase your speed by 20 feet for 1 round. Finally, you can spend 1 point from your ki pool to give yourself a +4 insight bonus on Stealth skill checks for 1 round. Each of these powers is activated as a swift action. You can gain additional powers that consume points from your ki pool by selecting certain ninja tricks. The ki pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

**Poison Use** You are trained in the use of poison and cannot accidentally poison yourself when applying poison to a weapon.

**Sneak Attack** Your attack deals 1d6 extra damage anytime your target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when you flank your target. This bonus damage is considered precision damage. Should you score a critical hit with precision damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual –4 penalty. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.

**Weapon Training (Ex)** You receive a +1 bonus to attack and damage rolls when using thrown weapons, to any combat maneuver checks made with thrown weapons, and to your Combat Maneuver Defense when defending against disarm and sunder attempts made against thrown weapons.

## **ROGUE'S KIT**

This kit includes a backpack, a bedroll, a belt pouch, caltrops, chalk (10), a flint and steel, a grappling hook, an iron pot, a mess kit, a mirror, pitons (10), rope, soap, thieves' tools, torches (10), trail rations (5 days), and a waterskin.