

# 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."