

# THE ART OF KUJI-IN

As consummate opportunists and masters of hidden knowledge, ninjas frequently make use of the subtle spiritual energy that permeates all things: *ki*. Through this force, ninjas are formidable even when naked and imprisoned. Unlike monks, who strive to be one with this energy and immerse themselves in its flow, ninjas take a more pragmatic and aggressive approach, seeking to shape it to their needs. This can be done with the mystic art of *kuji-in*. The ninja is able to rapidly expend his *ki* for a number of fantastic effects by executing ancient formulae composed of the eighty-one mystical ninja hand signs.

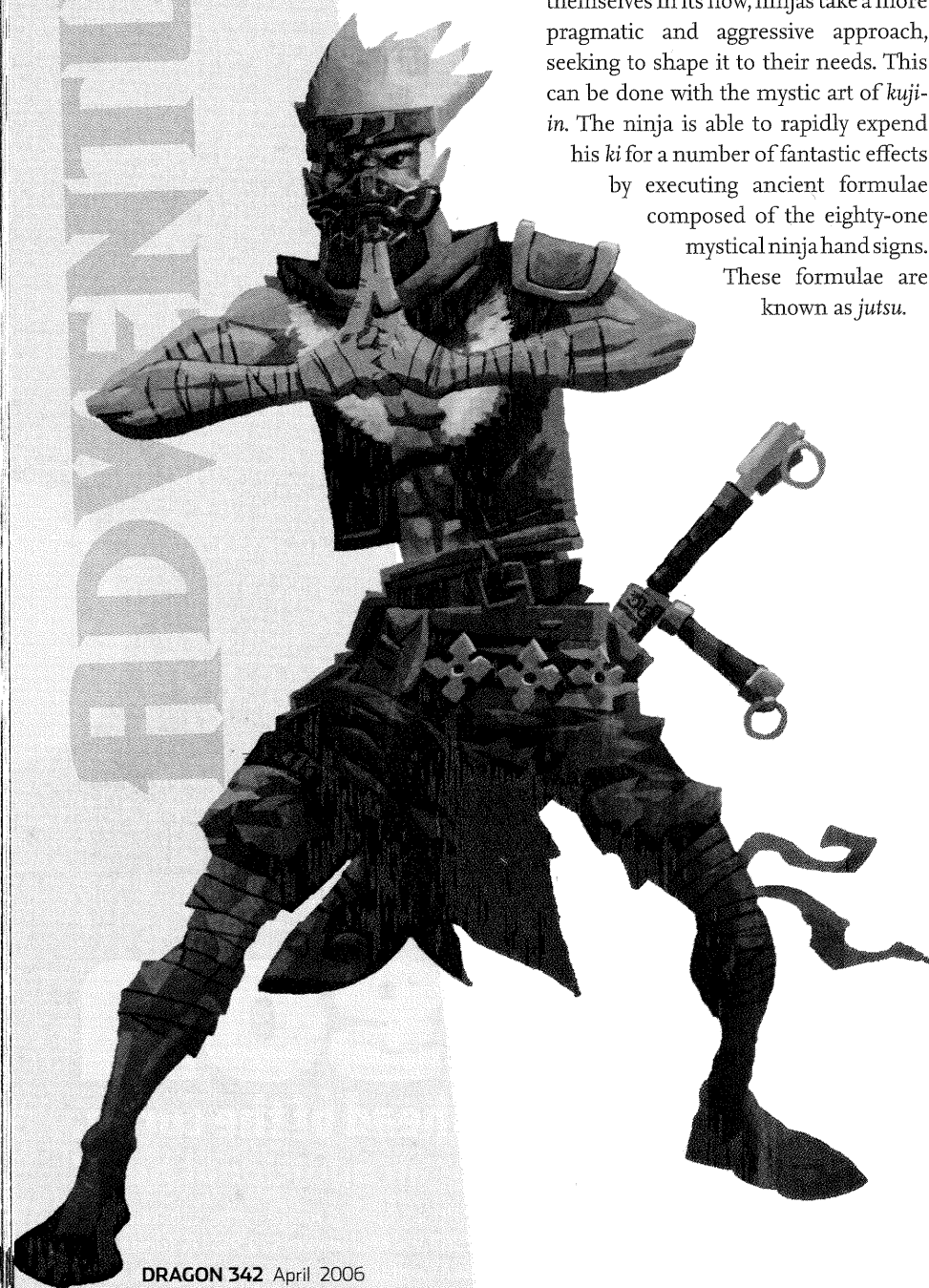
These formulae are known as *jutsu*.

Ninjas who specialize in *kuji-in* focus on survival, endurance, and the martial arts, rather than the usual stealth and trickery associated with their kin. They often take levels in fighter to capitalize on the additional feats. Like monks, *kuji-in* specialists spend many hours in meditation, often under the most grueling conditions. They temper the steel of their souls, practicing their *jutsu* for days on end under waterfalls or in withering heat. Even these ninjas are only able to master precious few of these mystical techniques, so they cultivate fearsome reputations as deadly specialists. Teams of low-level ninjas often deploy with a single *kuji-in* master, whose chosen technique can bolster the abilities of the entire team. For example, one ninja who can execute the Hidden Kingdom Jutsu can confuse an entire palace guard, rendering them easy targets for his silent comrades.

To learn *kuji-in*, the ninja must take *ki* feats. All *ki* feats require *ki* power, and unless otherwise noted, cost one of the ninja's daily *ki* power uses. Using a *ki* feat is a swift action that does not provoke an attack of opportunity. Additionally, in order to use a *jutsu* the ninja must have both hands free and empty. In some cases, a ninja may expend a daily use of his *ki* power as a free action to maintain a *jutsu*'s ability he is already using without reforming the *jutsu*'s gestures. The DC to save against a ninja's *jutsu* equals  $10 + 1/2$  his ninja levels + his Wisdom modifier, and his caster level equals his ninja level. Unless otherwise noted, a *jutsu*'s effect is an extraordinary ability, even if it is based on a spell.

## HIDDEN KINGDOM JUTSU [Ki]

Your *ki* can roil from you like a shadowy mist, perplexing your



pursuers and immersing them in a dreamlike landscape.

**Prerequisite:** Ghost strike ability.

**Benefit:** You can spend one daily use of your *ki* power to create an effect similar to the spell *hallucinatory terrain*, with the following modifications. The effect's range is a 40-foot radius emanating from you, and the duration is 1 round. You can expend additional uses of your *ki* power to maintain the effect for 2 additional rounds per use spent.

## JUTSU FOCUS [GENERAL]

Your *jutsu* are especially formidable.

**Prerequisite:** At least two *ki* feats.

**Benefit:** The DC of any save made to resist any of your *jutsu* increases by +2. In addition, if a *jutsu* allows you to expend additional uses of your *ki* power to increase its effectiveness you may automatically treat that *jutsu* as if you had spent one additional daily use of your *ki* power for free. You may spend actual daily uses of your *ki* power on top of this virtual daily use.

## RABBIT PRINCE JUTSU [KI]

You can suppress your *ki* to focus on your smallness in comparison to the vastness of the cosmos. Your steps become light and time loosens its hold on you.

**Prerequisite:** Ghost step (invisible) ability.

**Benefit:** You can spend one daily use of your *ki* power to move as if under the effects of an *expeditious retreat* spell for 1 round. In addition, when under the effect of the Rabbit Prince Jutsu your jump distance is not limited by your height.

## RINGING FIST JUTSU [KI]

You can vibrate your hands to disrupt material harmonics.

**Prerequisite:** Ki dodge ability.

**Benefit:** You can spend one daily use of your *ki* power to cause your hands to vibrate intensely for the remainder of your turn. Any successful unarmed attack you make

that round against an object also causes that object to be affected as though by a *knock* spell or a targeted *shatter* spell. You choose which effect to create at the time of your attack.

## RIVER EEL JUTSU [KI]

A vibrating, shimmering field of *ki* surrounds you and allows you to move with little friction.

**Prerequisite:** Ki dodge ability.

**Benefit:** You can spend one daily use of your *ki* power to move as if under the effects of a *freedom of movement* spell for 1 round.

## SHADOW PUPPET JUTSU [KI]

The symbols and gestures of this *jutsu* seem so complex and speedy that they bewilder the viewer. In fact, you are subtly infiltrating his mind with your *ki*.

**Prerequisite:** Ki dodge ability.

**Benefit:** You can spend one daily use of your *ki* power to distract a single creature within 30 feet that can see you and that fails a Will save. A distracted creature is flat-footed until the beginning of its next turn. This is a mind-affecting effect.

## THOUSAND FACES JUTSU [KI]

You recall and mimic the subtle *ki* frequencies of others, obscuring your true spirit and clouding the minds of those who view you.

**Prerequisite:** Ghost step (invisible) ability.

**Benefit:** You can spend one daily use of your *ki* power to change your form for 1 minute, as the spell *alter self*, except the new form must be of your same size and type. You gain none of the movement or combat benefits of the new form. Any wings, fins, or other body parts that grant an actual creature of the chosen kind an alternative form of movement are merely decorative and nonfunctional on you.

You can spend two daily uses of your *ki* power to assume the form of a specific creature of your type for

1 minute. Anyone who knows the specific creature you are emulating gains a bonus on her Spot check to see through your disguise as described on page 73 of the *Player's Handbook*.

## WIND OXEN JUTSU [KI]

You can drive back an opponent with the force of your *ki*.

**Prerequisite:** Ghost strike ability.

**Benefit:** You can spend one daily use of your *ki* power to perform a bull rush attack on an adjacent target (see *Player's Handbook*, page 154). You do not, however, need to actually touch the target, nor do you provoke an attack of opportunity. You make a special bull rush check with a bonus equal to your Wisdom modifier + one-half your ninja class level. You may expend additional daily uses of your *ki* power to gain a cumulative +4 bonus on your check per daily use spent. You cannot move along with the target if you win the opposed check, but the target is still driven back an additional 5 feet for each 5 points by which your check exceeds your target's.

## OTHER NINJA TRICKS

Along with rogues and scouts, ninjas excel at the use of traps in their lairs and when attempting to capture (or at least slow down) someone on the move. After years of practice and honing their techniques, ninjas invented ways of swiftly creating simple traps under pressure.

## GUERRILLA TRAPSMITH [GENERAL]

You are adept at rigging small, improvised traps.

**Benefit:** You gain a +2 bonus on Craft (trapmaking) checks. The DCs to find and remove your traps are increased by +2. In addition, you can create a booby trap (CR 1/2) in 5 rounds.

**Normal:** The time to create a booby trap is a full minute. See page 41 of the *DUNGEON MASTER's Guide II* for details on booby traps. ■