

Hero: Marino/Phantom

Class: Infiltrator (Elf Ninja)

Ability: Invisibility

Weapons: Kunai

Racial Traits

Fragile Speedster: +2 Dexterity, +2 Intelligence, –2 Constitution.

Low-Light Vision: Marino can see twice as far in conditions of dim light.

Insulated Systems: Marino is immune to sleep effects and has a +2 racial saving throw bonus against (enchantment spells) and effects.

Keen Senses: Marino receives a +2 racial bonus on Perception skill checks.

Hit Die: d8

Actions: 1d4+1

Skill Ranks: 8 + Int Mod / Level

Primary Stats: Charisma, Dexterity

Skills

Acrobatics

Athletics

Analyze

Bluff

Computers

Diplomacy

Disguise

Intimidate

Perception

Repair

Sense Motive

Sleight of Hand

Stealth

Weapon Proficiency: Beam Blade (Katana) and Beam Kunai (Dagger). These Kunai are energy weapons that can be generated at will, so they can be thrown and regenerated. Marino starts with Two-Weapon Fighting and Throw Anything as bonus feats.

Katana - **Damage** 1d8 **Critical** 18-20/x2 **Type** slashing **Special** deadly

Kunai - **Damage** 1d4 **Critical** 19-20/x2 **Type** piercing or slashing **Range Increment** 10 ft. (thrown)

Invisibility: Can turn invisible as a standard action, once per mission. Ranged attacks do not break this invisibility, but enemies can make a perception check to see where your attacks are coming from. Taking damage or making a melee attack ends the invisibility. Marino can use this ability an additional time per mission for every four levels she possesses.

Special Weapons: Marino gains Skills after the defeat of a Maverick. These are increases to her base abilities, sometimes costing Weapon Energy to activate.

Sneak Attack: If Marino can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. Marino's attacks deal extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the Marino flanks her target. This extra damage is 1d6 at 1st level, and increases by 1d6 every two levels thereafter. Bonus damage from sneak attacks is precision damage. Should Marino score a critical hit with a sneak attack, this precision damage is not multiplied. Ranged attacks count as sneak attacks only if the target is within 30 feet. Marino must be able to see the target well enough to pick out a vital spot, and must be able to reach this spot. Marino cannot sneak attack while striking a creature that has concealment.

Ki Pool: At 2nd level, Marino gains a pool of *ki* points, energy she can use to accomplish amazing feats. The number of points in the Marino's *ki* pool is equal to 1/2 her level + her Charisma modifier.

As long as she has at least 1 point in her *ki* pool, she treats any Acrobatics skill check made to jump as if she had a running start. At 10th level, she also reduces the DC of Acrobatics skill checks made to jump by 1/2 (although she still cannot move farther than her speed allows).

By spending 1 point from her *ki* pool, Marino 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, Marino can spend 1 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. Marino can gain additional powers that consume points from her *ki* pool by selecting certain ninja tricks. The *ki* pool is replenished after each mission.

Ninja Tricks: As Marino continues her training, she learns a number of tricks that allow her to confuse her foes and grant her supernatural abilities. Starting at 2nd level, Marino gains one ninja trick. She gains one additional ninja trick for every 2 levels attained after 2nd. Unless otherwise noted, Marino cannot select an individual ninja trick more than once. Tricks marked with an asterisk (*) add effects to her sneak attack. Only one of these tricks can be applied to an individual attack and the decision must be made before the attack is made. Marino can choose from the following list of Ninja Tricks. Others not listed here may be chosen, but they may not be useful or appropriate in this campaign setting.

<i>Acrobatic Master</i>	<i>Bleeding Attack*</i>	<i>Choking Bomb</i>
<i>Combat Trick</i>	<i>Darkvision</i>	<i>Deadly Range</i>
<i>Deflect Arrows</i>	<i>Fast Stealth</i>	<i>Feather Fall</i>
<i>Flurry of Stars</i>	<i>High Jumper</i>	<i>Ki Charge</i>
<i>Pressure Points*</i>	<i>Shadow Clone</i>	<i>Slow Reactions*</i>
<i>Smoke Bomb</i>	<i>Snatch Arrows</i>	<i>Sudden Disguise</i>
<i>Vanishing Trick</i>	<i>Ventriloquism</i>	<i>Undetected Sabotage</i>
<i>Wall Climber</i>	<i>Weapon Training</i>	

Death Mark: At 3rd level, as a swift action once per day, Marino can mark an opponent damaged by her sneak attack. Marino gains a +1 competence bonus on attack and damage rolls against an opponent affected by death mark and can automatically discern the location of the marked creature, even if out of sight. The bonuses from death mark and its number of uses per day increase by 1 at 8th, 12th, and 16th levels. The effects of death mark last until the mission ends, until the marked creature is slain, or until Marino chooses to mark another creature, whichever comes first.

Uncanny Dodge: Starting at 4th level, Marino can react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dexterity bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. Marino can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her.

Light Steps: At 6th level, Marino learns to move while barely touching the surface underneath her. As a full-round action, she can move up to twice her speed, ignoring difficult terrain. While moving in this way, any surface will support her, no matter how much she weighs. This allows her to move across water, lava, or even the thinnest tree branches. She must end her move on a surface that can support her normally.

She cannot move across air in this way, nor can she walk up walls or other vertical surfaces. When moving in this way, she does not take damage from surfaces or hazards that react to being touched, such as lava or caltrops, nor does she need to make Acrobatics checks to avoid falling on slippery or rough surfaces. Finally, when using light steps, Marino ignores any mechanical traps that use a location-based trigger.

Improved Uncanny Dodge: At 8th level, Marino can no longer be flanked. This defense denies any enemy the ability to sneak attack Marino by flanking her, unless the attacker has at least four more levels than the target does.

Master Tricks: At 10th level, and every two levels thereafter, a ninja can select one of the following master tricks in place of a ninja trick. As mentioned before, others not listed here may be chosen, but they may not be useful or appropriate in this campaign setting.

<i>Advanced Talents</i>	<i>Assassinate</i>	<i>Blinding Bomb</i>	<i>Deadly Shuriken</i>
<i>Evasion</i>	<i>Ghost Step</i>	<i>Invisible Blade</i>	<i>Master Disguise</i>
<i>See the Unseen</i>	<i>Shadow Split</i>	<i>Unbound Steps</i>	

Hidden Master: At 20th level, Marino becomes a true master of her art. She can, as a standard action, cast *greater invisibility* on herself. While invisible in this way, she cannot be detected by any means, and not even *invisibility purge*, *see invisibility*, and *true seeing* can reveal her. She uses her level as her caster level for this ability. Using this ability consumes 2 *ki* points from her *ki* pool. In addition, whenever Marino deals sneak attack damage, she can sacrifice additional damage dice to apply a penalty to one ability score of the target equal to the number of dice sacrificed for 1 minute. This penalty does not stack with itself and cannot reduce an ability score below 1.

Giga Attack – Optic Flare: Marino can use this attack once the conditions for unlocking it are met. Marino charges her weapons with heat and light energy before using the light bending abilities of her optic camouflage to refract and focus the energy into a blinding and searing attack. Enemies within a Burst 2 are blinded for 5 rounds and take 2d8 fire damage. This increases to 4d8 fire damage at 6th level and 6d8 fire damage at 12th level.