

## Kasumi Eisethorne – Abilities & Gear

### Two-Weapon Fighting **Feat**

You can fight with a weapon wielded in each of your hands. You can make one extra attack each round with the secondary weapon.

**Prerequisite:** Dex 15.

**Benefit:** Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting in Combat.

**Normal:** If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. When fighting in this way you suffer a –6 penalty with your regular attack or attacks with your primary hand and a –10 penalty to the attack with your off hand. If your off-hand weapon is light, the penalties are reduced by 2 each. An unarmed strike is always considered light.

### Weapon Finesse **Feat**

You are trained in using your agility in melee combat, as opposed to brute strength.

**Benefit:** With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

**Special:** Natural weapons are considered light weapons.

### Reactionary **Trait**

You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a +2 trait bonus to Initiative checks.

**Appears In :** Character Traits Web Enhancement, Advanced Player's Guide Traits

### Seeker **Trait**

You are always on the lookout for reward and danger. You gain a +1 trait bonus on Perception checks, and Perception is always a class skill for you.

**Appears In :** Ultimate Campaign

### Change Shape (Su) **Racial Ability (Kitsune)**

A kitsune can assume the appearance of a specific single human form of the same sex. The kitsune always takes this specific form when she uses this ability. A kitsune in human form cannot use her bite attack, but gains a +10 racial bonus on Disguise checks made to appear human. Changing shape is a standard action. This ability otherwise functions as *alter self*, except that the kitsune does not adjust her ability scores.

### Fast Shifter (Su) **Unknown**

You were born with an innate talent for switching between your natural forms. Using your racial change shape ability is a move action instead of a standard action. This racial trait replaces kitsune magic.

**Appears In :** Advanced Race Guide

### Low-Light Vision **Racial Ability, Senses**

See twice as far as a human in low light, distinguishing color and detail.

### Sneak Attack (Unchained) +1d6 **Class Ability (Rogue (Unchain)**

If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The rogue's attack deals 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 rogue flanks her target. This extra damage is 1d6 at 1st level, and increases by 1d6 every 2 rogue levels thereafter. Ranged attacks can count as sneak attacks only if the target is within 30 feet. This additional damage is precision damage and is not multiplied on a critical hit.

With a weapon that deals nonlethal damage (such as a sap, unarmed strike, or whip), a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack—not even with the usual –4 penalty.

The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A rogue cannot sneak attack while striking a creature with total concealment.

### Weapon cord **Gear**

Weapon cords are 2-foot-long leather straps that attach your weapon to your wrist. If you drop your weapon or are disarmed, you can recover it as a move action, and it never moves any further away from you than an adjacent square. However, you cannot switch to a different weapon without first untying the cord (a full-round action) or cutting it (a move action or an attack, hardness 0, 0 hp). Unlike a locked gauntlet, you can still use a hand with a weapon cord, though a dangling weapon may interfere with finer actions.

**Appears In :** Advanced Player's Guide, Adventurer's Armory, Ultimate Equipment

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