

Class: Ninja

Ninja start with an unassuming set of clothes, a dark set of infiltration clothes, a bag of caltrops and a ninja weapon(kunai or trowel, yubi-bo or 8 inch rod, kama or sickle, tekko or brass knuckles, etc.).

Starting Skill: 1= Government Spy, 2= Hired Killer, 3= Rebel

A: Use Ninja Tool, Use Ninja Weapon

B: Opportunist

C: Craft Ninja Tool, Move Silently

D: Deadly Opportunist

Use Ninja Tool

A Ninja may use tools in ways others cannot. For example:

- Smoke Bomb: A Ninja may explode a smoke bomb to effectively turn invisible for a turn.
- Mizugumo: A Ninja wearing mizugumo may walk on water at half speed.
- Fukiya: A Ninja may use a blowgun both as a weapon and as a breathing tube when hiding underwater.
- Climbing Spikes: A Ninja wearing climbing spikes on their hands and feet can scale walls and trees at their full speed.

Use Ninja Weapon

A Ninja may use many items as weapons. Trowels, sickles and short rods all were deadly weapons in the hands of Ninja. As such, Ninja deal 1d6 damage with anything they could reasonably use as a weapon.

Opportunist

Whenever a Ninja gets a situational bonus on an attack roll (surprise, elevation, etc) they deal an additional 1d6 damage.

Craft Ninja Tool

A Ninja with the right supplies may craft the tools they commonly use, such as caltrops, mizugumo, fukiya, climbing spikes, grappling hooks, or collapsible ladders. They also may use their knowledge of alchemy to craft explosives and poisons.

Move Silently

A Ninja makes no noise when they move, and succeed automatically when sneaking in a situation where noise is the only method of detection. When other senses may reasonably be used to detect the Ninja, they instead gain a +2 bonus to their Stealth.

Deadly Opportunist

The extra damage from your Opportunist ability increases to 2d6.