

NINJA (BASE)

The quintessential shadow warrior, the Ninja is equal parts spy and assassin.

Depending on your campaign, a Ninja could be...

- The king's hidden blade, eliminating threats to his liege
- A shadowy enforcer feared even more than he is respected
- A grizzled archer serving both his country and his own ethical code
- The guardian of a lost tribe and keeper their deadly traditions
- A mystic warrior locked in a battle between rival clans

Party Role: Combatant/Specialist. Master infiltrators and assassins, a Ninja's first concern is secrecy. But when that fails they often prove more than a match even for such tragically diligent guards...

CLASS FEATURES

Favored Attributes: Strength, Wisdom, Dexterity

Class Skills: Acrobatics, Athletics, Crafting, Disguise, Notice, Prestidigitation, Resolve, Ride, Search, Sense Motive, Sneak, Tactics

Skill Points: 8 + Int modifier per level (×4 at Career Level 1)

Vitality: 6 + Con modifier per level

Starting Proficiencies: 3

CORE ABILITY

Sudden Violence:

You gain the Basic Skill Mastery (Athletics & Sneak) feat. When you spend an action die to boost an initiative check you gain 3 Edge. If it is your last die, you gain 5 Edge.

CLASS ABILITIES

Get In, Get Out: At Level 1, each time you fail an Athletics or Sneak check and don't suffer an error, you still succeed as long as the check DC (or your opponent's check result) is equal to or less than your Class Level + 20. If several grades of success are possible, you achieve only the lowest possible positive result.

If you gain this ability for either skill from two or more classes, add together your levels in all classes granting the ability when determining its effect.

Silent Kill I: At Level 2, if you are out of combat you may perform a silent kill on a single bystander or enemy. The target must be within the reach/maximum range of your readied weapon, have no more than one-quarter cover, and be unaware of your

presence as a hostile threat (typically due to distance, disguise, or stealth). This attack automatically succeeds as a critical hit. If the target is defeated they make no sound and give no warning beyond the evidence of their wound and slumping to the ground. When you defeat an enemy with a silent kill you gain 1 Edge.

Silent Kill II: At Level 11, the target may have up to one-half cover and you gain 2 Edge for defeating enemies with silent kill.

Silent Kill III: At Level 19, the target may have up to three-quarters cover and you gain 3 Edge for defeating enemies with silent kill.

The Way of Shadows: At Levels 3, 5, 7, 9, 11, 13, 15, 17, and 19, you take a step along the paths of Curses, Darkness, Spirits, Shuriken, or Travel. If you have an alignment and the *Miracles* campaign quality is in effect, you may add exactly one path from that alignment to this list (chosen the first time you take a step along this extra path). If you gain the ability to cast a spell from The Way of Shadows, your caster level is considered equal to your Ninja Class Level only, ignoring any other caster levels you may have.

Ninjutsu I: At Level 4, you gain a dodge bonus to defense against ranged attacks equal to your Edge.

Ninjutsu II: At Level 8, you may automatically escape any bonds after 1 minute.

Ninjutsu III: At Level 12, you gain the Prodigious Skill feat, choosing a Ghost Class Skill.

Ninjutsu IV: At Level 16, you may spend Edge points as if they were d6 action dice to boost checks and confirm critical successes with the Athletics and Sneak skills.

Ninjutsu V: At Level 20, you gain DR equal to your Edge.

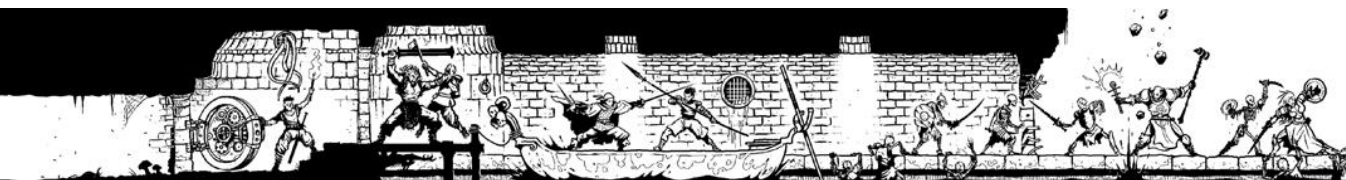
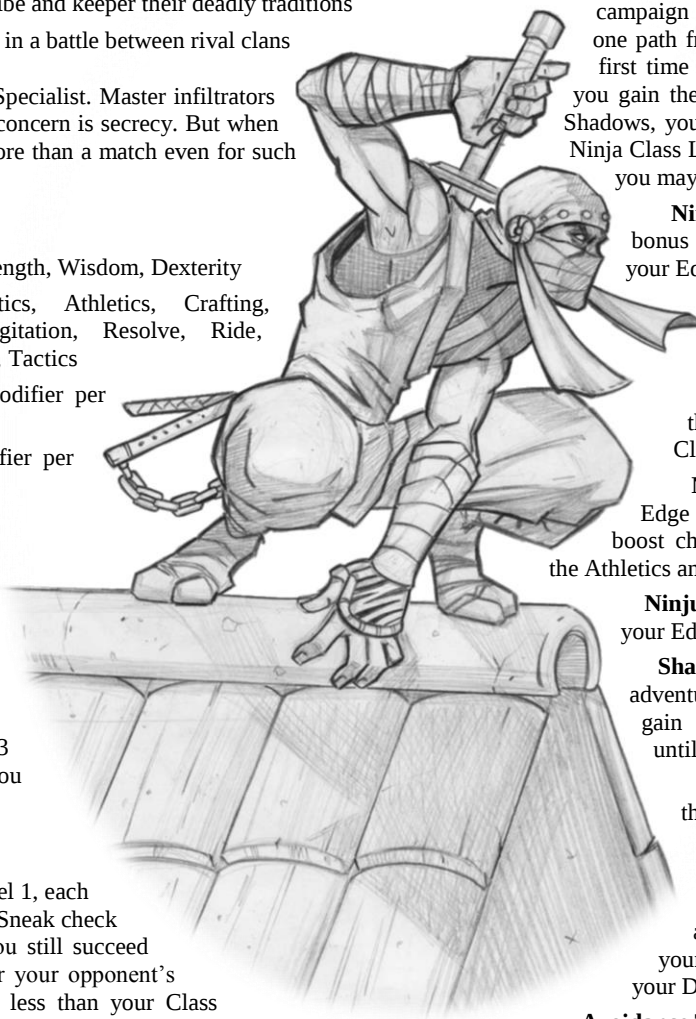
Shadow Warrior: At Level 6, once per adventure, you may spend 1 hour practicing to gain 1 temporary Covert feat of your choice until the end of the current adventure.

At Levels 9, 12, 15, and 18, you may use this ability 1 additional time per adventure.

Avoidance Technique I: At Level 10, your Dexterity rises by 1. When you or an ally who can see and hear you makes a Reflex save and the result is less than your Dexterity, the result becomes equal to your Dexterity.

Avoidance Technique II: At Level 20, your Dexterity rises by an additional 1, and this ability also applies to Will saves.

Breathtaking: When you choose to strike your enemies often draw their final breath. At Level 14, your attacks gain 7 dice of sneak attack.



NINJA (LTI) (BASE CLASS)

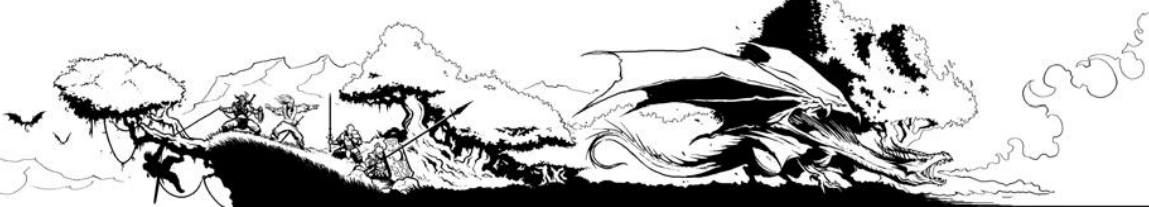


Table X.X: Ninja

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Abilities
1	+0	+0	+2	+1	+2	+1	+0	+1	Get in, get out; <i>sudden violence</i>
2	+1	+0	+3	+2	+3	+1	+0	+1	Silent kill I
3	+2	+1	+3	+2	+3	+2	+1	+2	The way of shadows
4	+3	+1	+4	+2	+4	+2	+1	+2	Ninjutsu I
5	+3	+1	+4	+3	+5	+3	+1	+3	The way of shadows
6	+4	+2	+5	+3	+6	+4	+2	+3	Shadow warrior (1/adv)
7	+5	+2	+5	+4	+6	+4	+2	+4	The way of shadows
8	+6	+2	+6	+4	+7	+5	+2	+4	Ninjutsu II
9	+6	+3	+6	+4	+8	+5	+3	+5	Shadow warrior (2/adv); the way of shadows
10	+7	+3	+7	+5	+9	+6	+3	+5	Avoidance technique I (Ref)
11	+8	+3	+7	+5	+9	+7	+3	+6	Silent kill II; the way of shadows
12	+9	+4	+8	+6	+10	+7	+4	+6	Ninjutsu III; shadow warrior (3/adv)
13	+9	+4	+8	+6	+11	+8	+4	+7	The way of shadows
14	+10	+4	+9	+6	+12	+8	+4	+7	Breathtaking
15	+11	+5	+9	+7	+12	+9	+5	+8	Shadow warrior (4/adv); the way of shadows
16	+12	+5	+10	+7	+13	+10	+5	+8	Ninjutsu IV
17	+12	+5	+10	+8	+14	+10	+5	+9	The way of shadows
18	+13	+6	+11	+8	+15	+11	+6	+9	Shadow warrior (5/adv)
19	+14	+6	+11	+8	+15	+11	+6	+10	Silent kill III; the way of shadows
20	+15	+6	+12	+9	+16	+12	+6	+10	Avoidance technique II (Ref & Will); ninjutsu V

PATH OF SHURIKEN

You are a master of the small but deadly weapons often known as 'throwing stars'

Shuriken I You may attack with shuriken on your person without readying them. When you defeat an adversary with a thrown shuriken, you gain 2 Edge.

Shuriken II When you throw shuriken they inflict 1d6 lethal damage and their damage cannot be reduced to less than 1 by DR and/or Resistances.

Shuriken III Each round during your initiative count you may spend up to 3 Edge to make that many free attacks with shuriken.

Shuriken IV Any opponent you hit with 3 or more shurikens in a single round becomes *entangled* until he moves at least 10 ft. from that square or spends 2 handle item actions to free himself.

Shuriken V You may spend 1 Edge to "reveal" that you have 10 normal shuriken on your person. No amount of searching you or removing your gear can prevent you from revealing shuriken this way.

NEW CROSS-TRAINING ABILITIES

The following class abilities are available Sages (or any class with the *cross-training* ability) through their *cross-training* class ability.

- *Get In, Get Out; Silent Kill I; The Way of Shadows; Ninjutsu I*

NPC CLASS ABILITIES

The following new class abilities from the Ninja base class are available to NPCs using the class ability NPC quality (see *Fantasy Craft*, page 231).

Table X.X: NPC Class Abilities

Class Ability	XP Value
Avoidance technique I-II:	2 per grade
Ninjutsu I (special character only)	2
Ninjutsu II	2
Ninjutsu IV (special character only)	3
Ninjutsu V (special character only)	2
Silent Kill I/II/III (special character only)	6/9/12

Class design by Morgenstern.
Art by hamex of deviantART.

