

NINJA



**A Player Character Class for Labyrinth Lord
and other old-school fantasy role-playing games**

Written by: James M. Spahn



Labyrinth Lord
Compatible Product

Ninja

A Player Character Class

for Labyrinth Lord™ and other old-school table-top fantasy role-playing games

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Requirements: Dex 12, Int 9, Wis 9

Prime Requisite: DEX and INT

Hit Dice: 1d4

Maximum Level: 14

They are nothing more than a whisper. They are as insubstantial as a shadow. According they exist only as a myth from far of lands to scare children and ignorant peasants. They are known only as ninja, and they are quite real. Most are invisible servants of lords and clans from far off lands. They become visible to the world on secret errands known only to themselves. Others are rogue servants and shadowy assassins who offer their talents to the highest bidder, an exotic and effective killer.

While the classic image of the ninja is that of a hooded assassin concealed behind black

robes, their true invisibility comes from their talent for masquerading as serfs, peasants and common laborers so that they are easily ignored and overlooked. This allows them to observe and infiltrate, striking from an unsuspected position of power against an enemy who did not even realize their presence until it was too late.

Ninjas who become adventurers and dungeon delvers are exceedingly rare. Often even their own companions do not know the truth of their identity, for they often disguise themselves as men-at-arms, torchbearers or thieves. Even if their adventuring companions know the identity of the ninja, few understand their motives. Typically, a ninja has joined an adventuring company as part of a greater duty to the clans they serve, or because they must remain on the move for some past crime for which they are hunted.

Ninjas are proficient in all melee and ranged weapons. The ninja can wear padded, leather and chain mail armor and are able to use shields. However, a ninja wearing chain mail armor or using a shield is not able to make use of any of the abilities defined below. Ninjas use the same Attack Value and Saving Throws as a thief of equal level. Ninjas are all neutral in alignment. While many are servants of a greater lord or clan, they are still often required to commit nefarious deeds in their assignments and thus must maintain a balance between law and chaos.

Reaching 9th Level: Upon reaching 9th level a ninja has become a respected member of his clan. He will attract the attention of 2d6 1st level ninjas of his clan. With them, he will be expected to set up a stronghold for the training of these apprentices and to further the agenda of the clan. This stronghold must be built in a hidden or out of the way location, such as a secluded mountainside or false business in an urban area. If

it is discovered, the ninja's followers will abandon him. However, if such a thing does not occur, they will serve him loyally as long as he remains true to his clan.

Pick Locks: A ninja is skilled in picking locks, but needs lock picks to do so. He can only try to pick a lock one time, and if he fails, he may not try the same lock again until he reaches a higher experience level. The referee might grant an additional try depending on the complexity of the lock.

Hide in Shadows: A ninja will always think he is successful in this skill, and will not know otherwise until others react to his presence. He must remain motionless when hiding.

Move Silently: When successful, others will not hear the movements of a ninja. However, the ninja always thinks he is successful in this skill, and will not know otherwise unless others react to his presence.

Hear Noise: Ninjas can attempt to listen for noises, in a cave or hallway, and at a door or other locations but the ninjas must be quiet and in a quiet environment. Unlike the other ninja abilities, this ability is rolled using 1d6.

Climb Walls: Ninjas are adept at scaling sheer surfaces, including walls or steep cliffs. They require a skill roll for each 100 feet they intend to climb. If the roll fails, they fall a distance equal to half the attempted distance, taking 1d6 points of damage per 10 feet.

Disguise: Ninjas frequently employ disguises in their trade, in order to better deceive their targets, conceal their identities, and pass through populated areas without notice. A Ninja may disguise himself to appear as another class, race, or sex, but he may not convincingly alter his height by more than 3" shorter or 5" taller. The base probability of successfully disguising oneself is listed in the table below. A 5% penalty is applied for disguising as another race or as the opposite sex. There is a cumulative 2% penalty to the success roll for each day after the first that the

same disguise is maintained around the same people. This penalty is doubled if the assassin is imitating a different race or sex, to a maximum penalty of 8%

Backstab: The ninja must catch an opponent unaware of his presence, either taking his opponent by surprise or strike after successfully using the hide in shadows skill. He will receive an attack bonus of +4 and will multiply all damage by 2.

Art of Invisibility: Beginning at 3rd level a ninja may mimic the effects of the *Invisibility* Magic-user/Elf spell. He only needs to silently concentrate for one full round and he can turn invisible for a number of turns equal to his experience level. With the exception of duration, this ability functions exactly like the spell. The ninja may do this once per day at 3rd level, twice per day at 7th level, and three times per day at 11th level.

Art of Silence: Beginning at 5th level the ninja may mimic the effects of the *Silence 15' Radius* Cleric spell, with a few limitations. He needs only to silently concentrate for one full round to achieve this effect. However, the radius of the silence is limited to the ninja and his personal effects only and has a duration of one turn per experience level. The ninja may do this once per day at 5th level, twice per day at 9^h level, and three times per day at 14th level.

Art of Intrusion: At 10th level the ninja has truly become a master of unobserved intrusion. My silently concentrating for one full round he can step through any stone, wooden or plaster wall, similar to the Magic-user/Elf spell *Phase Door*. He must make this passage immediately upon completing his concentration. This ability only effects himself and his personal effects and he may not pass through magical barriers, nor may he pass through mundane barriers greater than 10 feet in width. He may use this ability once per day.

Art of Assassination: At 13th level the ninja has truly become a silent killer. Whenever he

successfully backstabs an opponent, there is a chance the opponent will be killed instantly and silently by the blow. The base chance for successful use of this ability is 50%. If the target is lower level or hit die than the ninja, the ninja receives a +5% bonus to this roll. If the target is higher level or hit die than the ninja there is a -5% penalty to this roll. Even with these modifiers the ninja can never go below 5% chance of success, nor may he exceed a 95% chance of success. Thus a 13th level ninja attempting to use this ability on a 10th level fighter has a 65% chance of success, but if he were attempting to effect a dragon turtle with this ability (a 30 hit dice creature), he would still have a 5% chance of success. This ability may only be used on creatures with discernible anatomy and thus may not be used on elementals, undead or incorporeal creatures.

Experience	Level	Hit Dice	Special Ability
0	1	1d4	
2501	2	2d4	
5001	3	3d4	Art of Invisibility
10001	4	4d4	
20001	5	5d4	Art of Silence
40001	6	6d4	
80001	7	7d4	
160001	8	8d4	
310001	9	9d4	
460001	10	+1 hp only	Art of Intrusion
610001	11	+2 hp only	
760001	12	+3 hp only	
910001	13	+4 hp only	Art of Assassination
1060001	14	+5 hp only	

*Hit point modifiers from constitution are ignored

Level	Disguise	Pick Locks	Pick Pocket*	Hide in Shadows	Move Silently	Hear Noise	Climb Walls
1	23%	17%	17%	13%	23%	1-2	87%
2	27%	23%	23%	17%	27%	1-2	88%
3	30%	27%	27%	20%	30%	1-2	89%
4	37%	31%	31%	27%	37%	1-3	90%
5	40%	35%	35%	30%	40%	1-3	91%
6	43%	45%	45%	37%	43%	1-3	92%
7	53%	55%	55%	47%	53%	1-4	93%
8	63%	65%	65%	57%	63%	1-4	94%
9	73%	75%	75%	67%	73%	1-4	95%
10	83%	85%	85%	77%	83%	1-4	96%
11	93%	95%	95%	87%	93%	1-5	97%
12	95%	97%	97%	90%	95%	1-5	98%
13	97%	99%	99%	97%	97%	1-5	99%
14	99%*	99%	99%	99%	99%	1-5	99%

*-5% per each 5 levels the ninja is lower than the victim.

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