

ZERO EDITION FANTASY

The Ninja Class for Fantastic Medieval Wargames
Campaigns Playable with Paper and Pencil
and Miniature Figures

LEONARU



NINJA
A NEW CHARACTER CLASS

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What is a Ninja?

The ninja is a specialist. His expertise includes espionage, infiltration, assassination and disguise. Ninja are secretive and are organised in clans hidden in the mountains. Ninja are as stealthy as they are deadly.

Class Basics

Attribute Requirements	None
Prime Requisite	Dexterity
Races	Any
Hit Die	d4/d6/d8/d12
Alignment	Neutral
Weapons	Any
Armour	Leather, chainmail, neru-kuwa-ito
Attack Progression	As fighter
Saving Throws	As ninja

Attribute Requirements

As graceful, stealthy and deadly as ninja are, their way has no special ability score requirements.

Prime Requisite

Dexterity is the ninja's prime requisite.

Races

Members of all races are eligible to become ninja and can advance up to level 16.

Hit Die

The ninja has an irregular hit die progression and uses almost every polyhedral die at one point (see **Table 2**).

Alignment

Ninja are always of Neutral alignment.

Weapons and Armour

A ninja may use any item a fighter, samurai or thief is allowed to use. The only armour a ninja will use is his trusted shield, the neru-kuwa-ito. In case of an emergency or as part of a disguise, ninja will also wear leather or chainmail armour. They will only do this reluctantly and if absolutely necessary, though. A ninja can use all weapons but suffers a -3 penalty to attack rolls unless the weapon is a ninja weapon he has mastered or a weapon of a class the ninja has learned to disguise himself as (see **Table 1**).

Table 1: Ninja Disguise Class Weapons

Class	Weapons
Cleric	Mace, hammer, flail, sling
Druid	Scimitar, sickle, dagger, spear, sling
Fighter	Any not covered by other classes
Mage	Dagger, staff
Samurai	Katana, wakizashi, yumi
Thief	Short sword, dagger, sap

Ninja learn to master more and more ninja weapons as they progress in levels and gain more ninja abilities. The following items are considered to be ninja equipment: Bo, fukumi-bari, hankyu, kakae-ozitsu, kusarigama, kyoketsu-shoge, metsubushi, nage-teppo, nekade, ninja-to, osaku, sageo, shinobe-zue, dart shuriken, star shuriken, whistler shuriken, sode-tsutsa, tetsu-bishi and uzume-bi. Once he has mastered a weapon, the ninja can use it without penalties.

Attack Progression

Ninja have the attack progression of fighters (see **Table 3**).

Saving Throws

Ninja have their own saving throw progression and a unique sixth saving throw vs. damage (see **Table 5**).

Table 2: Ninja Experience Progression

Level	XP	Hit Points	Title
1	0	1d6	Bushi
2	1,500	2d6	Genin
3	3,000	3d6	Genin
4	6,000	4d6	Genin
5	12,000	5d6	Genin
6	24,000	6d6	Chunin
7	48,000	7d6	Chunin
8	100,000	7d8	Chunin
9	175,000	10d6	Chunin
10	275,000	9d8	Jonin
11	400,000	6d12+1d8	Jonin
12	550,000	6d12+2d8	Jonin
13	750,000	7d12+1d8	Jonin
14	1,000,000	8d12	Jonin
15	1,300,000	8d12 + 1d4	Jonin
16	1,750,000	8d12+2d4	Jonin

Special Abilities & Traits

Assassination

Ninja can be hired as assassins. For every successful assassination, a ninja gains XP equal to 90% of the payment plus the XP the victim is worth. The chance for the success of a job depends on the target's hit die (see **Table 7**). The chance is modified as the game master sees fit.

Disguise

Ninja are masters of disguise and can chance disguises with uncanny speed. The daily base chance of being recognised despite a disguise is 1% (6% for a ninja posing as someone of the opposite gender). For every point below twenty of the observer's combined intelligence and wisdom score, the chance of being exposed is reduced by 1%. For every point over twenty-four, the chance increases by 0.5%, dropping all fractions. A disguised ninja imitates not only the look but also the behaviour of the person he appears as. As he gains more experience, a ninja gets access more disguises (see **Table 4**). At first, a ninja can disguise himself as a fighter, cleric, mage or thief of basic level or as

an artisan, theatrical artist, merchant or farmer. Once he has chosen three of the aforementioned disguises, he can also appear as a member of a subclass or a person of the player's choice other than a noble. After having mastered at least five other disguises, he can also disguise himself as a noble.

Escape Artist

Ninja can dislocate their joints voluntarily. When a ninja is restrained and tied up, he has a 20% non-cumulative chance per turn of freeing himself.

Evasion

When hit by a mêlée or missile attack or a directed spell, the ninja can avoid any harm with a successful saving throw vs. damage (see **Table 5**). Should the ninja be on the fringe of an area-affecting spell such as *Fireball*, they are permitted a saving throw as well. Should the saving throw vs. damage fail, the ninja can still make saving throws other characters are permitted to do.

Feign Death

A ninja can lower his body temperate and silence his heartbeat to perfectly simulate death. This effect lasts for up to 1d6 turns per level of the ninja.

Languages

Ninja know a number of languages equal to their intelligence score minus six. They share a secret ninja language and can learn alignment languages when they desire so.

Neutralise Poison

This skill allows the ninja to neutralise a poison of a strength up to twice his level (see **Table 6**). It can be used only once per character per poison and will not resurrect a character killed by poison.

Night Vision

Ninja can see up to 30' in darkness. From level six on, his vision increases to 60'.

Table 3: Ninja Attack Matrix

Level	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
1 – 2	10	11	12	13	14	15	16	17	18	19	20	-	-
3	9	10	11	12	13	14	15	16	17	18	19	20	-
4	8	9	10	11	12	13	14	15	16	17	18	19	20
5	7	8	9	10	11	12	13	14	15	16	17	18	19
6	6	7	8	9	10	11	12	13	14	15	16	17	18
7 – 8	5	6	7	8	9	10	11	12	13	14	15	16	17
9	4	5	6	7	8	9	10	11	12	13	14	15	16
10 – 11	3	4	5	6	7	8	9	10	11	12	13	14	15
12	2	3	4	5	6	7	8	9	10	11	12	13	14
13	1	2	3	4	5	6	7	8	9	10	11	12	13
14	1	1	2	3	4	5	6	7	8	9	10	11	12
15	1	1	1	2	3	4	5	6	7	8	9	10	11
16	1	1	1	1	2	3	4	5	6	7	8	9	10

Table 4: Ninja Special Ability Advancement

Level	Unarmed Strike	Mission Cost (GP)	Ninja Weapons	Disguises	Poison Formulae	Ninja Tools
1	1d4	1,500	-	-	1	-
2	1d4+1	2,000	1	-	1	1
3	1d6	2,500	1	-	2	1
4	1d8	3,000	2	1	2	1
5	1d10	3,500	2	2	2	2
6	1d12	4,000	3	2	3	3
7	2d8	8,000	4	3	3	3
8	3d6	16,000	5	3	4	4
9	2d10	32,000	6	4	4	4
10	2d12	64,000	7	5	5	5
11	3d8	128,000	8	6	5	5
12	3d10	256,000	9	7	6	5
13	5d6	512,000	10	8	6	5
14	4d8	1,006,000	11	9	6	5
15	3d12	1,518,000	12	10	6	5
16	4d10	2,012,000	12	11	6	5

Table 5: Ninja Saving Throw Progression

Level	Wand	Dragon Breath	Death, Poison	Petrification	Spell	Damage
1 – 3	13	15	12	14	16	15
4	11	13	10	12	14	15
5 – 6	11	13	10	12	14	12
7 – 9	9	10	8	10	12	12
10 – 12	7	8	6	8	10	8
13 – 14	5	5	4	5	8	8
15+	5	5	4	5	8	3

Table 6: Ninja Skills

Level	Climb Wall	Open Locks	Remove Traps	Pick Pockets	Move Silently	Hide in Shadows	Hear Noise	Neutralise Poison
1	86%	-	-	5%	40%	40%	50%	-
2	87%	5%	-	10%	45%	45%	58%	-
3	88%	10%	5%	15%	50%	50%	67%	-
4	89%	15%	10%	20%	55%	55%	70%	10%
5	90%	20%	15%	25%	60%	60%	73%	15%
6	91%	25%	20%	30%	65%	65%	77%	20%
7	92%	35%	30%	35%	70%	70%	80%	25%
8	93%	40%	35%	45%	75%	75%	83%	35%
9	94%	45%	40%	55%	80%	80%	88%	45%
10	95%	55%	50%	60%	90%	90%	94%	50%
11	96%	65%	60%	65%	95%	95%	100%	55%
12	97%	75%	70%	75%	100%	100%	104%	65%
13	98%	85%	80%	85%	105%	105%	108%	75%
14	99%	95%	90%	95%	110%	110%	112%	85%
15	100%	100%	95%	100%	115%	115%	117%	90%
16	100%	100%	100%	100%	120%	120%	121%	95%

Table 7: Ninja Assassination Success Chance

Level	1 HD	2 HD	3 HD	4 HD	5 HD	6 HD	7 HD	8 HD	9 - 11 HD	12-14 HD	15+ HD
1	85%	80%	75%	65%	55%	40%	25%	10%	1%	1%	1%
2	90%	85%	80%	70%	60%	45%	30%	15%	1%	1%	1%
3	95%	90%	85%	75%	65%	50%	35%	20%	5%	1%	1%
4	100%	95%	90%	80%	70%	55%	40%	25%	10%	1%	1%
5	100%	100%	95%	85%	75%	60%	45%	30%	15%	1%	1%
6	105%	100%	100%	90%	80%	65%	50%	35%	20%	5%	1%
7	105%	105%	100%	95%	85%	70%	55%	45%	25%	10%	1%
8	105%	105%	105%	100%	90%	75%	60%	45%	30%	15%	1%
9	110%	105%	105%	100%	95%	80%	65%	50%	35%	20%	5%
10	110%	110%	105%	105%	100%	85%	70%	55%	40%	25%	10%
11	110%	110%	110%	105%	100%	90%	75%	60%	45%	30%	35%
12	115%	110%	110%	105%	105%	99%	95%	80%	75%	50%	35%
13	115%	115%	110%	110%	105%	100%	100%	90%	75%	60%	45%
14	115%	115%	115%	110%	105%	100%	100%	95%	85%	80%	75%
15	120%	115%	115%	110%	110%	100%	100%	99%	95%	85%	80%
16	120%	120%	115%	115%	110%	105%	105%	100%	100%	90%	85%

Ninja Secrecy

Ninja are extremely secretive and almost never reveal themselves to others. They do not talk in their sleep and will not give out any information even if mind-controlled.

Ninja Skills

The ninja has access to a variety of skills and performs feats that members of other classes cannot even attempt to make. Each skill has a certain chance of success based on the ninja's level (see **Table 6**). Whether or not the thief uses a skill successfully is determined by rolling 1d100. If the roll is equal to or lower than the target number, the attempt succeeds. After an attempt to use a skill like *Open Locks*, it is assumed that the ninja tried his best. Thus, he cannot try again right away. He may make another attempt later at the game master's discretion, though. *Hear Noise* is an exception, as its check is made with a d6.

Ninja skills represent abilities above what others can attempt (like thief skills). Something that is not too difficult for a non-thief might not even require a skill check if the thief does it.

Climb Wall

This skill allows the ninja to climb basically any surface.

Open Locks

Lock picking is one of the most important skills for any ninja. It cannot be used to pick complex magical locks, though.

Remove Traps

With this skill, a ninja can detect trap and also disarm traps. The game master decides whether a failure means that the trap has been set off or that it is just not disarmed.

Pick Pockets

This skill allows the ninja to snatch things without being noticed. Failure does not equal detection; it just means that the attempt failed.

Move Silently

Ninja can sneak, but they can also go beyond that and move without making any noise. A ninja that moves silently is literally undetectable for the ear.

Hide in Shadows

A ninja hidden in the shadows is effectively invisible to others. To use this skill, some form of cover or dim lighting is required.

Hear Noise

With his exceptional sense of hearing, the ninja can hear sounds other would never notice.

Physical Endurance

A third-level ninja can travel up to 50 miles a day without exhausting himself. At levels seven and eleven, another 25 miles are added to this distance.

Poisons

From level five on, the ninja can create poisons like the alchemist. While he gains experience, he gets access to more and stronger potions. Blade venoms can be prepared from level seven on. A ninja can prepare poisons of a strength level equal to their own experience level. Per strength level, a poison costs 50 GP and one day of work.

Unarmed Combat

Ninja are trained in unarmed combat and deal lethal damage even when attacking with nothing but their fists. The damage the ninja deal increases while he gains experience. Ninja are also proficient in judo. When a ninja uses judo in unarmed mêlée combat, he will throw his opponent to the ground with a successful unarmed attack. The opponent needs 1d2 rounds to get back on his feet. On a roll of nineteen or twenty, the ninja can choose to deal 1d4 points of damage to his opponent. For every four levels of experience, the rolled number required to do so is lowered by one (allowing a fourth-level ninja to damage an opponent on a roll of seventeen or higher, for example). On a roll of twenty, the ninja can choose to subdue his opponent. For every six levels, the roll required to do so is lowered by one. Before he makes an unarmed attack, the ninja has to choose whether he wants to deal damage or use judo to overwhelm his opponent.

Shrouded Alignment

Ninja are always of Neutral alignment. However, due to their secretive nature, all creatures (including entities like intelligent weapons) the ninja encounters have a 20% chance of mistaking him for someone of their own alignment. This roll is made only once per creature. After it has been made, the result is permanent and will not be altered by later events. The effect will allow a ninja to wield weapons of a specific alignment provided the weapons mistake him for one of their alignment.

Tracking

Like ranger, ninja can track other creatures outdoors and in dungeons. To track a creature, the ninja must have observed it no longer than six turns ago.

Table 8: Ninja Indoor Tracking

Creature's Action	Chance to Track
Goes down passage	45%
Goes through door	35%
Goes through trap door	30%
Goes through chimney	20%
Goes through secret door	10%

Outdoors, the ninja has a basic 70% chance of being able to follow a creature's track. This chance is reduced by 10% every day.

Ninja Tools

Ninja have special tools that aid them on their missions. Ninjas can always use these tools, but need a certain amount of experience to be able to manufacture them. Over time, a ninja learn to build more and more tools (see **Table 4**).

Table 9: Ninja Weapons

Weapon	Damage (S/M)	Damage, Expert (S/M)	Range	Price	Weight
Bo Stick	1d8/1d6	1d10/1d10	-	5	29
Fukumi-bari	-	-	15'	0.1	1
Hankyu	1d6/1d6	1d6/1d6	150'	30	20
Kakae-ozitsu	1d20/1d20	1d20/1d20	90'	50	100
Kusari-gama	1d8+1d6/1d8+1d10	1d10+1d10/1d10+d12	-	7	30
Kyoketsu-shoge	1d6/1d10	1d8/1d12	-	4	20
Metsubushi	1d2/1d2	1d2/1d2	30'	5	10
Nekade	1d4+1/1d4-1	1d6/1d4	-	3	5
Ninja-to	1d8/1d12	1d10/1d6+1d8	-	10	20
Shinobe-zue	1d8+1d6/1d8+1d6	1d10+1d8/1d10+1d8	-	6	30
Shuriken, Dart	1d6/1d4	1d6+1/1d4+1	-	3	1
Shuriken, Star	1d4/1d3	1d4+1/2d2	-	3	1
Shuriken, Whistler	-	-	-	3	1
Sode-tsutsu	3d8/3d8	3d8/3d8	-	50	60

Table 10: Ninja Tools

Item	Price	Weight
Kama-ikada	0.5	5
Kunai	0.5	20
Mizugumo	0.2	1
Mizuzutsu	0.2	5
Musubinawa	1	10
Nage-teppo	2	1
Neru-kawa-ito	10	50
Osaku	0.01	1
Sageo	0.1	5
Saya	-	5
Shikoro	0.5	5
Shinobi-kai	0.1	1
Shinobi-kumade	1	50
Tatami-nomi	0.5	10
Tetsu-bishi	7.5	1
Tsuba	2	5
Tsuba-giri	0.1	1
Ukigusa	0.2	10
Uzume-bi	20	10

Table 11: Ninja Surprise Chance

Level	Surprise Chance
3	Roll of 1 on a d6
5	Roll of 1 on a d8
7	Roll of 1 on a d10

Vigilance

Ninja are always alert and will rarely be surprised, an ability that becomes even stronger as the ninja gathers experience. However, stealthy creatures like hobbits, thieves of all

races, bugbears and undead double the surprise chance (see table **Table 11**).

Weapon Expert

Ninja excel at handling ninja weapons, even if compared to members of fighter-type classes. They deal more damage with a ninja weapon than members of other classes (see **Table 9**).

Weaponsmith

A ninja has the ability to build any ninja weapon he is proficient in. This usually takes about a week.

Item Restrictions

Samurai can use all items that fighters can use. While they avoid dishonourable items like poison, they are not prohibited in their use.

Ninja Weapons

Bo Stick

The bo is a wooden staff about as long as a human.

Fukumi-bari

The fukumi-bari is a little poisoned dart that can be spit at a target. Up to five darts can be hidden in a ninja's mouth and two can be fired per round. If the dart hits its target, there is 50% chance that the poison is effective. Otherwise, no damage is done.

Hankyu

The hankyu is a special short bow designed for firing flaming arrows, fire bombs and similar devices.

Kakae-ozitsu

The kakae-ozitsu is a crudely fashioned mortar with a minimum range of 30'. Its blast has a radius of 10' and it deals 1d20 points of damage. Victims hit by the kakae-ozitsu are permitted a saving throw vs. death for half damage.

Kama-ikada

The kama-ikada is a light one-man straw raft that can be folded and concealed under clothing.

Kusari-gama

The kusari-gama is a scythe attached to a chain. It can be used to attack twice per round without a penalty (once with the scythe and once with the less damaging chain). Alternatively, the user can only use the scythe or the chain or use the chain to entangle an opponent. If used to entangle, the attacker suffers a -4 penalty to his attack roll.

Kyoketsu-shoge

This weapon is designed and works like the kusari-gama. The main difference is that instead of a chain, it has a rope.

Metsubushi

This is a blowpipe that fires small darts silently. It requires one round to reload and can fire poison-tipped darts.

Mizugumo

Mizugumo, also known as water feet, are used in pairs. They are small rafts used to cross small bodies of water and give the illusion that the user walks over the water.

Mizuzutsu

The mizuzutsu is a snorkel.

Musubinawa

This is a light rope of about 20' length. It is easily concealed and can hold the weight of three humans.

Nekade

The nekade, also known as the cat's claw, are tiny metal claw worn inside the hands. If they are used for hand-to-hand combat, they override the damage a ninja usually does in unarmed combat. The nekade also grants a +5% bonus to *Climb Walls*.

Neru-kawa-ito

The neru-kawa-ito is the ninja's leather-covered wooden shield. It grants a +2 armour class bonus in combat. This bonus is increased to +3 if the ninja moves, but is not engaged in combat. In this case, it also grants a +3 bonus to saving throws. When the ninja does not move at all, the neru-kawa-ito additionally grants perfect protection from missiles.

Ninja-to

The ninja-to is a short, straight sword similar to a wakizashi and a favoured weapon of ninja.

Shinobi-zue

The shinobi-zue is a staff with a concealed flail on one end. Both staff and flail can be used in one round without a penalty. Alternatively, the user can only use the staff and reveal the true nature of the weapon.

Shuriken, Dart

Shuriken often look like little metal stars, but can have a number of other shapes as well. They have a short range, but can be thrown in quick succession. Dart shuriken are

used as +2 daggers. If used against chain armour, chain is treated like leather.

Shuriken, Star

This is the most common type of shuriken. It is shaped like a three- or four-pointed star.

Shuriken, Whistler

This shuriken has a hole in its centre and makes a horrible sound if thrown. Opponents that hear the sound have to make a saving throw vs. spell or will be affected by *Fear*. Opponents that see the shuriken being thrown receive a +2 bonus to their saving throw roll.

Sode-tsutsu

The sode-tsutsu is a crude shotgun-like weapon. It can fire only one shot before it has to be reloaded (which takes a full round). The sode-tsutsu is devastating. Anyone hit is permitted a saving throw vs. death for half damage.

Tetsu-bishi

This is a caltrop. It can be poisoned and is often used to cover a ninja's escape route.

Ninja Tools

Kunai

The kunai is a spatula-like knife that can be used to dig in quickly. Ninja are known for their digging skills.

Nage-teppo

Nage-teppo are small grenades made from empty egg shells. They can be hurled like flaming oil or holy water and blind a target for 1d4 rounds on a successful hit.

Osaku

The osaku is a simple lockpick.

Sageo

This is a belt designed to hold a sword's scabbard. It is long enough to be used as an improvised rope.

Saya

The saya is a scabbard for the ninja-to. It can be used as a snorkel too.

Shikoro

The shikoro is a saw capable of cutting through wood and light metal.

Shinobi-kai

The shinobi-kai is a bamboo tube that can be used to conceal a flail.

Shinobi-kumade

The shinobi-kumade is a 10' bamboo climbing pole that can be collapsed and concealed.

Tatami-nomi

The tatami-nomi is a tool used to chisel out locks.

Tsuba

The tsuba is a hilt guard that can be added to a ninja-to. The tsuba protects the user hand and first step up something.

Tsuba-giri

The tsuba-giri is a lever used to spring doors and cut locks.

Ukigusa

The ukigusa is a flotation device.

Uzume-bi

The uzume-bi is a land mine with a blast radius of 5'. It deals 1d10 points of damage. Anyone hit is permitted a saving throw vs. death for half damage.

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