

# **Ninja** Invented by Thampion

## **Description:**

A Ninja is a warrior from cultures much like the Japanese/Chinese civilization. He is a very respected person in his own culture, mostly because he is a very dangerous killer.

## **Requirements:**

The Ninja Kit is normally chosen by Fighters.

The Ninja must have a Strength of at least 11, Dexterity of 13 and Wisdom of 9.

## **Role:**

Almost all Ninja's work for a master, few are freelance adventurers. In their school they have some kind of hierarchy, and a Ninja highly respects a Ninja that is placed higher in the hierarchy than himself. But a Ninja doesn't respect a Ninja from another school, not even if that Ninja is placed higher in the hierarchy.

The Ninja has strong trust in his abilities, if a mission fails and there isn't a chance in any way to succeed the mission in another try, the Ninja will commit suicide in shame of failing.

## **Weapon proficiencies:**

The Ninja gets a bonus proficiency in Material Art, since he has been trained in the art since he was born.

The Ninja has to use all his Weapon Proficiencies he receives at first level, on the following weapons: Katana, Wakizashi, Nunchaku, Shuriken, Dagger, C. Longbow and Material Arts.

He may use other weapons if he get in contact with other cultures.

## **None weapon proficiencies:**

Bonus proficiency: Etiquette (Ninja culture), and Blind Fighting at half normal cost.

Required: Tumbling.

Recommended: Jumping, Juggling, Danger Sense and Hiding.

## **Equipment:**

The Ninja has to buy all his starting equipment among weapons he has taken a proficiency in. He will get his favorite weapon to half normal cost.

## **Special Benefits:**

The Ninja have the following Thief abilities: Open Locks, Move Silently, Hide in Shadows and Climb Walls and Backstab, with normal Base, Dexterity and Race scores. The Ninja receives 20% at first level (only half on this can be used on one ability), and 15% each time he advances in level (still only half on one ability).

Because he is so athletic, he has +2 to AC and to Saving Throws where there is a chance to avoid some of the effect.

## **Special Hindrances:**

The Ninja will never use armor. If he under mysteriously circumstances has been persuaded to wear armor, he immediately loses all his Special Benefits.

The Ninja will always be loyal to his master (the person he works for), he will even, if it is possible, take a hit that was meant for the master. Therefore he is the ideal bodyguard.

## **Wealth Options:**

As a normal fighter.

## **Races Allowed:**

Human and Half-Elf.