

**GURPS®**

Fourth Edition

# DUNGEON FANTASY™ 12

## NINJA



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*Ninjas are  
fast, smooth,  
cool, strong,  
powerful,  
and sweet.*

– Robert  
Hamburger

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# INTRODUCTION

*... the ninja are awash in myth and legend. Almost every improbable martial-arts feat appears in ninja lore! They're famous as masters of disguise, weapon use, unarmed combat, acting, and technology.*

– **GURPS Martial Arts**

Ever since the beginning of dungeon delving, players have itched to be ninja. Not just thieves or martial artists or sneaky rogues of whatever stripe, but *ninja*. Black-clad, tabi-wearing, shuriken-throwing masters of ninjitsu. Two of the mixed profession lenses in *Dungeon Fantasy 3: The Next Level*, the thief-martial artist and martial artist-thief, were aimed at scratching this itch. Nevertheless, any ninja aficionado knows that adding Stealth to your martial artist or learning Karate with your thief doesn't make you a ninja. After all, where are the gadgets, the exotic weapons, and the black outfit?



They are all *right here*.

Now your character can be a true ninja. Not just a pretender to the mantle, either. The special training, both of the mind and the body, are yours. The exotic Asian weaponry. The sneaky tools and strange powers of the Forbidden East have come deep into the dungeon in the form of *you*.

So come closer, young *shinobi*, and learn the ways of the ninja...

## DUNGEON FANTASY CAMPAIGNS AND THIS BOOK

The abilities, powers, and perks listed in *Ninja Training* (pp. 4-7) are *all* ninja-specific. Either outsiders who may access similar capabilities (such as thieves) already have them, or they are inappropriate outside the context of the ninja's world.

The equipment, powders, and additional poisons are relevant for any campaign, whether they feature ninja or not. The special combat option, *Hook* (p. 13), is suitable for anyone using an appropriate weapon. Ninja weapons are available to any user, but the GM may wish to restrict them to ninja, to help these shadowy warriors secure their own niche.

## ABOUT THE AUTHOR

Peter V. Dell'Orto was raised, in New Jersey, by ninja. He started roleplaying in 1981, with *Dungeons & Dragons*, and has played *GURPS* since *Man to Man*. He has been active as a *GURPS* playtester, editor, and contributing author since 1996, and has written many *GURPS* articles for *Pyramid* magazine. He co-authored *GURPS Martial Arts* along with the

legendary Master Ninja Sean Punch; *GURPS Low-Tech* with William Stoddard, Matt Riggsby, and Dan Howard; and *GURPS Martial Arts: Gladiators* with Volker Bach. Peter is an enthusiastic martial artist. He has fought amateur MMA in the SHOOTO organization in Japan and in submission grappling at Grappler's Quest. He currently trains Kachin Bando and holds a *shodan* rank in Kendo. His other hobbies include fitness, reading, painting miniatures, Japan, and music.

*By his ability, the result of carefully planned and arduous training, the ninja became a legend.*

– *Donn Draeger and Robert W. Smith,*  
*Comprehensive Asian Fighting Arts*

# CHAPTER ONE

# NINJA SECRETS

Masters of weapons and stealth, users of exotic gadgets and equally exotic powers – the ninja is the assassin of the underworld, literally and figuratively!

The ninja isn't just some form of "dark martial artist" or "murderous thief," though; he's his own breed. If one *must*

compare him to other delvers, he's like a special blend of martial artist, swashbuckler, thief, and artificer (see *Dungeon Fantasy 4: Sages*). He defeats his enemies with a mix of special powers, combat skill, craftiness, and remarkable gadgets and covert-ops gear.

## WHO ARE THE NINJA?

Ninja are secretive assassins from the Forbidden East. They seek out and destroy monsters using their strange powers and exotic weapon skills. They act mysterious and look cool in the process. What more can a delver ask for?

The ninja's art is called *ninjitsu*. This is the art of stealth and combat.

This book makes frequent reference to ninja's assassination targets. Generally, this is just color. It's meant to give the ninja some kind of focus besides just "kill monsters and take their stuff." Ninja do not need to have a special target or engage in contract killing. Nonetheless, the GM can use it as a hook – a ninja's clan may *assign* him to clear out a dungeon and destroy some special monster in its deeps that offends the clan. It is also a way to provide for extra-delving activities, if the ninja's target happens to be in town, or at the end of some exciting wilderness trek, or in some monster-breeding wizard's tower . . .



of the clan is expected to carry out his missions (which often include delving) and contribute to the fame and wealth of the clan. As clan members, all ninja are addressed by one of three broad rank titles.

The lowest ranked members, like the beginning adventurer in the template (p. 8), are the *genin*. These form the bulk of the field agents of the clan, although "bulk" is misleading – ninja are rare!

Next in rank are the *chunin*, or journeymen. In clan affairs, they are the middle managers, because they're superior assassins to the *genin*. Some *chunin* retire to the clan to act as shepherds to the young ninja, and to protect the clan. Many remain in the field, fighting monsters and killing enemies.

The highest rank consists of the master ninja, the *jonin*. They generally stay ensconced in the secret clan lair, determining the clan's affairs . . . although some of them choose to remain active adventurers. Delving *jonin* eschew the teaching of young ninja. Instead, they focus their efforts on defeating the most powerful of enemies in mortal combat!

## NINJA CLANS

Every ninja belongs to one of a small number of clans. Renegade ninja *do* exist, but not for very long! Each member

## NINJA TRAINING

The Ninja Training power represents the esoteric knowledge of the ninja. Its abilities are subject to the Ninja Training power modifier. Rolls to use the abilities are made at a bonus equal to the ninja's Ninja Talent (below) level. For more about powers, see *Dungeon Fantasy 1: Adventurers* (p. 21-22); for *much* more, see *GURPS Powers*.

### Ninja Talent

10 points/level

Ninja Talent adds to all Ninja Training ability rolls *and* the skills listed on p. 7. Although a power's Talent doesn't generally add to its special skills, this one is an exception.

### Power Modifier: Ninja Training

-10%

Ninja Training abilities depend on daily, hard, and *secret* training to maintain. A ninja must dedicate his life to honing and refining his abilities. The ninja must take the disadvantage Vow (Ninja Secrecy) [-5] to reflect this. Each day, roll 1d: This is how many hours *less* he has for sleep, standing watch, etc. He must spend this time in *solitary* training and practice.

If the ninja does not dedicate the necessary time to training daily, he must devote a full day to practicing his abilities in order to use them unrestricted. Should he rely on his abilities before he does this, his entire power burns out for 1d days.



# NINJA TRAINING ABILITIES

The ninja acquires these abilities through rigorous conditioning. Learning *any* of these abilities requires *Ninja Talent* (p. 4), and they must include the Ninja Training power modifier (p. 4). The *Ninja Abilities Table* (p. 7) presents a list of the abilities and their prerequisites.

## Catfall

9 points

*Prerequisite:* Ninja Talent 1+.

Ninja are great climbers, and many of their tools are designed to help them ascend to high places. Therefore, a ninja must learn quickly to *fall* properly.

*Statistics:* Catfall (PM, -10%) [9].

## Danger Sense

14 points

*Prerequisite:* Ninja Talent 1+.

Ninja learn to detect impending danger. This ability isn't magical or mystical, but rather reflects the ninja's hypersensitivity to things that could endanger him.

*Statistics:* Danger Sense (PM, -10%) [14].

## Enhanced Dodge 1

14 points

*Prerequisite:* Ninja Talent 1+.

Ninja are mobile, and move lightly and quickly. They learn to avoid blows instead of taking them.

*Statistics:* Enhanced Dodge 1 (PM, -10%) [14].

## Enhanced Parry 1 or 2 (All Weapons)

9 or 18 points

*Prerequisites:* Ninja Talent 1+ (for Enhanced Parry 1); Ninja Talent 2+ *and* Enhanced Parry 1 (for Enhanced Parry 2).

Ninja eschew heavy armor. Instead, they learn to defend themselves with their weapons to the utmost.

*Statistics:* Enhanced Parry 1 or 2 (All Weapons; PM, -10%) [9 or 18].

## Killing Strike 1 or 2

4 or 8 points

*Prerequisite:* Ninja Talent 1+ (for Killing Strike 1); Ninja Talent 2+ *and* Killing Strike 1 (for Killing Strike 2)

Ninja can learn special methods to use their weapons to end a fight quickly with a powerful blow. Add your Killing Strike level to your ST to calculate damage for a single armed attack. Unfortunately, this is hard on the weapon, and it requires a focus of mental energy that can't be maintained more than a brief interval. Thus, you can deal such a blow once per battle with a given weapon (you're assumed to maintain your weapons, and refocus your mental energy between fights). Given that each turn in combat is a second, this might seem like forever. The GM

should assume that whatever happens after a minute is a new battle, even if it involves the same old foes.

If you have many weapons, you *can* Ready or Fast-Draw weapon after weapon to invoke this ability repeatedly. Once you run out of weapons, you can't use the ability again until the next battle. This is one reason why ninja master – and carry! – many different weapons. The weapons *do not* have to be of a different type; you can use a succession of knives, ninja-to, and kusari . . . but it's more stylish to have different weapons. Furthermore, a variety gives you numerous monster-killing options.

A complete miss never expends a use of Killing Strike. However, if the blow either strikes home or is successfully blocked, dodged, or parried, it *does* count as a use.

*Statistics:* Striking ST (Once Per Weapon Per Battle, -10%; PM, -10%) [4/level].

## Lethal Weapon

7 points

*Prerequisites:* Killing Strike 2, Ninja Talent 3+, *and* Ninja Tools 2.

A skilled ninja not only can wield weapons effectively, but can turn an ordinary object into a lethal weapon. This is *extremely* hard on the object so handled; it automatically ruins it for use in its original design *and* as a weapon after *one* use. This ability can be combined with *Killing Strike* (above).

An object must be similar in both length (within 10%) and weight (within 1 lb.) to the weapon it's intended to emulate. For example, an ordinary stick can be treated as a staff or club, a knotted rope as a kusari or garrote, a rock as a shuriken, even a monster's horn or tooth as a spike shuriken or sword. However, a rock doesn't make a good sword, nor a wand, a spear.

To use the ability, simply declare the tool is being used as a Lethal Weapon. Resolve the attack normally as if the improvised item was a weapon of the appropriate kind. This ability lasts for one successful attack; after causing damage or being blocked, dodged, or parried, it is no longer effective – the stick breaks, the rope tangles hopelessly, the horn snaps or blunts.

*Statistics:* Adds the new special modifier Improvised Weapons, +20%, to Weapon Master (Ninja Weapons; p. 7) [7]. The GM may allow characters with other versions of Weapon Master to gain this modifier at an appropriate cost.

## Mind Shield

4 points/level

*Prerequisite:* Ninja Talent 1+.

The mind of a ninja is both inscrutable and elusive, making it difficult to penetrate with a mental attack. Don't forget to apply the -10% Ninja Training power modifier *after* choosing your overall level; at higher levels, this will result in a slight discount on the price.

*Statistics:* Mind Shield (PM, -10%) [4/level].

## Ninja Tools

4 points/level

*Prerequisite:* Ninja Talent 1+ (for Ninja Tools 1); Ninja Talent 1+ *and* Ninja Tools 1 (for Ninja Tools 2); Ninja Talent 2+ *and* Ninja Tools 2 (for Ninja Tools 3+).

One of the most basic ninja arts, this is the ability to produce your own tools for the task at hand. The ninja can buy *any number* of Gizmos (p. B57) subject to these limitations (the usual limit of three doesn't apply). The catch is that these Gizmos can only produce ninja gear: nageteppos, shuriken, climbing spikes, and so on. For purposes of this advantage, any item under *Ninja Tools* (p. 15) or *Covert Ops and Security Gear* (see **Dungeon Fantasy 1**, p. 25) counts as "ninja gear." Revealed items can't be heavier than Basic Lift/10 lbs., longer than Reach 1, or have Bulk worse than -4. Subject to these size limits, a Gizmo can be any ninja gear you own but didn't specify you had on you (it "teleports" to you and stays with you afterward); any bit of reusable ninja gear that you didn't own, worth at most \$10 (ditto); or any *expendable* ninja item worth up to \$50 (consumed in a single use).

Alternatively, you can use your Gizmo to "trick out" a weapon of any size that you have ready in your hand: Your ninja-to's sheath might act as a snorkel or a blowpipe, your staff could have a hidden kusari inside or turn into climbing pole, etc. The limit here is one Gizmo per weapon per *adventure*. Thus, you must whip out a new weapon for each trick.

**Statistics:** Gizmos (Ninja Gear Only, -10%; PM, -10%) [4/level].

## One With Shadows

21 points

**Prerequisite:** Silence 2.

Ninja learn to meld with the shadows and darkness, making them especially hard to see. Even individuals close to or surrounding the ninja become less visible; the eye is distracted and looks elsewhere. This does not work when moving. To remain One With Shadows, one must remain unmoving.

**Statistics:** Obscure 5 (Vision; Accessibility, Only when stationary, -50%; Defensive, +50%; Extended, Infravision, +20%; PM, -10%; Stealthy, +100%) [21].

## Perfect Balance

14 points

**Prerequisites:** Ninja Talent 2+ or Catfall.

Once a ninja has learned to fall safely, he masters how *not* to fall at all. Legends of ninja masters running along ropes and scurrying along the narrowest ledges are based on this ability, often combined with Light Walk (p. B205) to travel on weak or fragile surfaces.

**Statistics:** Perfect Balance (PM, -10%) [14].

## Peripheral Vision

14 points

**Prerequisite:** Danger Sense.

Once a ninja's senses are able to warn him of unseen danger, he learns to *see* the danger better. A ninja's alertness to his surroundings gives him almost super-normal field of vision. This is not a physical change to the ninja, merely training to notice and recognize objects on the edge of his field of vision.

**Statistics:** Peripheral Vision (PM, -10%) [14].

## Shadow Walker

50 points

**Prerequisites:** Ninja Talent 3+, Perfect Balance, Silence 2, and Super Jump 1.

The true master ninja no longer becomes one with the shadow, but *becomes* the shadow. He can slip from shadow to shadow, and slide through the small cracks in dark places. Only the smallest amount of gear can be carried, making the Weapon Holder ninja suit (see pp. 16-17) of great utility for the Shadow Walker.

**Statistics:** Shadow Form (Can Carry Objects, No Encumbrance, +10%; PM, -10%) [50].

## Shifting Visage

16 points

**Prerequisites:** Ninja Talent 3+ and One With Shadows.

Ninja learn to cloud and confuse the minds of those who observe them, allowing them to appear as another, perhaps trusted, individual. The special Glamour limitation (**Powers**, p. 111) means the ability only affects living, free-willed beings (not golems, zombies, etc.), who must roll vs. Will-4 to resist, adding Mind Shield if they have it.

**Statistics:** Elastic Skin (Glamour, -10%; PM, -10%) [16].

## Ninja Perk: Dual Ready

Master ninja who know Killing Strike 2 and Ninja Tools 2 can learn a special perk to reflect their deep understanding of the art.

**Dual Ready:** You can use *one* Ready maneuver to draw *two* items, one in either hand. Specialize by particular left hand/right hand combination; e.g., Dual Ready (Nageteppo/Shortsword) lets you ready your ninja-to in your right hand and a nageteppo in your left hand. Dual Ready is redundant for items you can Fast-Draw – but not everything allows Fast-Draw.

## Silence 1 or 2

5 or 9 points

**Prerequisites:** Ninja Talent 1+ (for Silence 1); Ninja Talent 2+ and Silence 1 (for Silence 2).

Ninja learn to breathe and move silently, to augment their mystical skills (see *Invisibility Art*, p. B202; and *Light Walk*, p. B205) and normal stealth.

**Statistics:** Silence 1 or 2 (PM, -10%) [5 or 9].

## Super Jump 1

9 points

**Prerequisite:** Ninja Talent 1+.

Ninja learn to leap with the lightness and quickness of a shadow. However, their leaping ability is ultimately inferior to the Chi powers of the martial artist; only one level is allowed.

**Statistics:** Super Jump 1 (PM, -10%) [9].

# NINJA ABILITY TABLE

Ninja train in the four “ways” – the Way of Death, the Way of the Mind, the Way of Shadows, and the Way of Tools. These merely serve to group the ninja abilities and describe a ninja’s focus. Almost all ninja learn abilities from multiple paths!

Ability	Prerequisites
<b>Way of Death</b>	
Dual Ready	Killing Strike 2 <i>and</i> Ninja Tools 2
Enhanced Parry 1 (All Weapons)	Ninja Talent 1+
Enhanced Parry 2 (All Weapons)	Enhanced Parry 1 <i>and</i> Ninja Talent 2+
Killing Strike 1	Ninja Talent 1+
Killing Strike 2	Killing Strike 1 <i>and</i> Ninja Talent 2+
Lethal Weapon	Killing Strike 2, Ninja Talent 3+, <i>and</i> Ninja Tools 2

<b>Way of the Mind</b>	
Danger Sense	Ninja Talent 1+
Mind Shield 1+	Ninja Talent 1+
Peripheral Vision	Danger Sense
Shifting Visage	Ninja Talent 3+ <i>and</i> One With Shadows

<b>Way of Shadows</b>	
Catfall	Ninja Talent 1+
Enhanced Dodge 1	Ninja Talent 1+
One With Shadows	Silence 2
Perfect Balance	Catfall <i>or</i> Ninja Talent 2+
Shadow Walker	Ninja Talent 3+, Perfect Balance, Silence 2, <i>and</i> Super Jump 1
Silence 1	Ninja Talent 1+
Silence 2	Ninja Talent 2+ <i>and</i> Silence 1
Super Jump 1	Ninja Talent 1+

<b>Way of Tools</b>	
Ninja Tools 1	Ninja Talent 1+
Ninja Tools 2	Ninja Tools 1
Ninja Tools 3+	Ninja Talent 2+ <i>and</i> Ninja Tools 2

## ADVANTAGES

All ninja having the following advantage.

### Weapon Master (Ninja Weapons)

35 points

Weapon Master (Ninja Weapons) functions as the Weapon Master advantage (see p. B99) for the garrote, katana, all knives, naginata, nunchaku, kusari, shuriken, spear, and

staff; any weapon with the Ninja modifier (see p. 13); and any weapon listed in *Ninja Gear* (pp. 12-19). This includes damage bonuses, halving of penalties for multiple attacks and defenses, and improved defaults. When in doubt as to whether a weapon is a ninja weapon, try to visualize it in a ninja movie. If it doesn’t fit, if it doesn’t feel suitably exotic, then it isn’t a proper ninja weapon. As always, the GM’s word is final. *Especially* if he’s a ninja.

## DISADVANTAGES

Ninja possess two disadvantages central to their Ninja Training.

### Vow

see p. B160

All ninja must take the following vows.

**Vow (Ninja Secrecy):** Aging ninja ritually transfer their power by handpicking promising successors, training them extensively, and presenting the survivors with special gear. Lesser ninja must swear upon their powers never to attempt this, because the more people who learn ninja secrets, the less effective each ninja becomes! To enforce this, ninja training has a built-in safety measure: An ordinary ninja who tries to sell, trade, or give ninja equipment (e.g., Gizmos) or training (e.g., ninja skills) to a non-ninja suffers immediate loss of all abilities with the Ninja Training modifier (p. 4). The offending ninja’s clan *will* sense this, whereupon he will be unable to regain his powers or acquire new training or gear until he presents himself to atone. Failure to do so after one full adventure means that his clan will send ninja equal in number and power to the miscreant and his allies, plus a master with 50% more points, to kill him, his would-be student, and anybody else they deem an accessory. Seeing isn’t understanding, though – ninja are free to wield their abilities and equipment on behalf of others, just not to share. -5 points.

**Vow (Own no more than what can be carried):** Ninja delve for the good of the clan! An individual ninja may not accumulate goods or money for the sake of accumulation – he may carry what he needs but no more. However, he’s honor-bound to insist on his fair share of any loot, spending what he needs to keep his ninja gear in good repair (or to buy new gear from his masters), and giving everything else to the clan. Failure to do so brings similar consequences to the previous Vow. -10 points.

## SKILLS

Ninja Training allows you to learn Blind Fighting (p. B180), Hypnotism (p. B201), Invisibility Art (p. B202), Light Walk (p. B205), and Mental Strength (p. B209). Remember that Ninja Talent (p. 4) adds to all of these

*Killing the wrong person happens. Ninjas know this. It’s useless to live in the past.*

– Mantis Design, *Ninja Tips for Healthy Living*



# TEMPLATE AND LENSES

Most ninja focus on the stealth and fighting abilities of their core template (below), but some further obfuscate their true nature by learning other professions (see pp. 9-11).

## NINJA

250 points

You are an expert at killing . . . and sometimes your targets lurk in the depths of a dungeon! Not for you are the one-weapon focus of the swashbuckler or the brute strength of the knight. You carry and use a vast array of special weaponry and devices to defeat your prey, and are also highly trained in bare-handed fighting (although not as obsessively as the martial artist). You strike using a lethal combination of specialized attacks, exotic hardware, and stealth. You are even trained in the insidious secrets of the mind – not to sway emotions like the bard, but to trick, suggest, and deceive your enemies.

**Attributes:** ST 11 [10]; DX 15 [100]; IQ 10 [0]; HT 12 [20].

**Secondary Characteristics:** Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 11 [5]; Per 11 [5]; FP 12 [0]; Basic Speed 7.00 [5]; Basic Move 7 [0].

**Advantages:** Ninja Talent 2 [20] *and* Weapon Master (Ninja Weapons) [35]. • 20 points in Ninja Training abilities (see pp. 5-6); put leftovers into special skills. • A further 20 points chosen from among additional Ninja Training abilities or ST +1 or +2 [10 or 20], DX +1 [20], IQ +1 [20], Basic Speed +1 [20], Basic Move +1 to +3 [5/level], Will +1 to +4 [5/level], Ambidexterity [5], Combat Reflexes [15], Daredevil [15], Fit [5] *or* Very Fit [15], Flexibility [5] *or* Double-Jointed [15], Luck [15], Magic Resistance [2/level], Night Vision 1-9 [1/level], Ninja Talent 3 or 4 [10 or 20], Resistant to Poison (+3) [5], Serendipity 1 [15], Signature Gear [Varies], or Striking ST 1 or 2 [5/level].

**Disadvantages:** Vow (Ninja Secrecy) [-5]; Vow (Own no more than what can be carried) [-10]; *and* Social Stigma (Minority Group) [-10] • -25 points chosen from among Bloodlust [-10\*], Callous [-5], Loner [-5\*], No Sense of Humor [-10], Odious Personal Habit (Inscrutable) [-5], Overconfidence [-5\*], Paranoia [-10], Sense of Duty (Adventuring Companions) [-5], Stubbornness [-5], or Vow (Always complete the mission) [-10].

**Primary Skills:** Stealth (A) DX+2 [8]-17. • *One* of Thrown Weapon (Knife) or Thrown Weapon (Shuriken), both (E) DX+2 [4]-17; Bow or Throwing, both (A) DX+1 [4]-16; or Blowpipe (H) DX [4]-15. • *One* of Knife (E) DX+3 [8]-18; Axe/Mace, Jitte/Sai, Polearm, Shortsword, Spear, Staff, or Tonfa, all (A) DX+2 [8]-17; or Kusari (H) DX+1 [8]-16. • Another 4 points apiece on *two more* of these melee weapon skills, each at -1 to skill.

**Secondary Skills:** Climbing (A) DX-1 [1]-14; Fast-Draw (any) (E) DX [1]-15; Holdout (A) IQ [2]-10; Judo (H) DX-1 [2]-14; Karate (H) DX-1 [2]-14; Meditation (H) Will-1 [2]-10; *and* Poisons (H) IQ-1 [2]-9.

**Background Skills:** Jumping (E) DX [1]-15. • 7 points spent improving primary, secondary, or special skills, or adding any additional weapon skills from those listed above, or Garrote (E) DX [1]-15; Acrobatics or Escape, both (H) DX-1

[2]-14; First Aid or Gesture, both (E) IQ [1]-10; Disguise or Shadowing, both (A) IQ [2]-10; or Observation or Search, both (A) Per [2]-11.

**Special Skills†:** Any three of Blind Fighting (VH) Per+1 [4]-12; Hypnotism (H) IQ+2 [4]-12; Invisibility Art (VH) IQ+1 [4]-11; Light Walk (H) DX+2 [4]-17; *and* Mental Strength (E) Will+4 [4]-15.

\* Multiplied for self-control number; see p. B120.

† All skills include +2 for Ninja Talent.

## Customization Notes

This template represents a ninja fresh out of the clan's secret location. He possesses only a few Ninja Training abilities, if any, and his weapon skills are sharp but not especially deep or broad. Additional points in abilities is often the way to go – it is your Ninja Training abilities that will set you apart and give you the most bang for your buck.

The *master of death* learns as many weapon skills as possible, and invests heavily in the Way of Death (see p. 7). Such a ninja must balance his mastery of weapons (raising one skill) with his variety of weapons (raising many skills). The limitations on Killing Strike and, later, Lethal Weapon, make it critical to have both breadth and depth of weapon skills to fully leverage your abilities. Use stealth to line up a good shot and then carve up your foes. Leave the slogging matches to high-DR fighters like the barbarian or knight.

The *master of stealth* emphasizes sneaking and stabbing. While he lacks the sneak-attack abilities of the thief, his superior combat abilities allow him to continue to whup on the enemy even after the first strike. This type of ninja concentrates on improving his Stealth and Climbing in order to prowl around. Emphasize the Way of Shadow (p. 7) when acquiring Ninja Training abilities.

The *master of missiles* focuses on ranged weapons. Additional points from quirks can go to including *more* ranged weapon skills, or simply improving those already on the template. This variation is especially useful when combined with the scout in a mixed-profession ninja; see *Ninja-Scout* (p. 11).

The *master of tools* follows the Way of Tools (p. 7). Buy a lot of Gizmos, and load up on weapons that can be customized on the fly! Gizmos are an expensive substitute for preparation, so stock up on as many mundane items as possible. Save the Gizmos for unusual situations or when you run low on nageteppe or shuriken . . .

## LENSES FOR NINJA

Not all ninja are so focused on showing off their skills as assassins. A few learn the tricks and trade of other professions. Some mixed-profession delvers with training as thieves or martial artists sometimes *claim* to be a ninja . . . but they lack the true training of the ninja!

Not all professions are equally useful for a ninja looking to enhance his adventuring prowess. Some of the following have some natural symmetry with ninja. Others are more marginal because of their expense or different approaches to delving.



In addition to those listed below, ninja may wish to look into the artificer lens (*Dungeon Fantasy 4: Sages*, p. 7). While expensive, the ninja's propensity for gadgets and combat abilities makes this a very potent combination . . . in the long run and aided by a lot of extra IQ! The scholar lens (*Dungeon Fantasy 4*, p. 11) is similarly useful; it gives the ninja flexibility in skills. Ninja are aware of the powers of the mind, as well, and the scholar's knowledge gives them a lot of play when pursuing unusual targets.

*Choice Lenses:* Holy Warrior, Martial Artist, Scout, Swashbuckler, Thief.

*Marginal Lenses:* Barbarian, Bard, Cleric, Druid, Knight, Wizard.



## Ninja-Barbarian

+50 points

This mix suits those ninja who are experts in the outdoors. Few (if any) are actually barbarians.

**Attributes:** +2 ST [20].

**Secondary Characteristics:** +1 Per [5].

**Advantages:** High Pain Threshold [10]; Outdoorsman 1\* [10].

**Skills:** Five of Camouflage (E) IQ [1]; Navigation (Land) (A) IQ-1 [1]; Mimicry (Animal Sounds or Bird Calls) or Naturalist, both (H) IQ-2 [1]; Swimming (E) HT [1]; Fishing (E) Per [1]; or Survival (any) or Tracking, both (A) Per-1 [1].

\* Gives +1 to Camouflage, Fishing, Mimicry, Naturalist, Navigation, Survival, and Tracking.

## The Assassin (250 points)

As crazy as it sounds, not everyone wants to be a *ninja* assassin; some just want to be assassins. The assassin eschews the weapon-based Gizmos and *most* of the exotic weaponry of a ninja, and focuses on the sneak backstab instead of the *Killing Strike* (p. 5). Most assassins dispose of their weapon to get rid of the evidence, but when dungeon delving, they may have a specific weapon they use to hunt monsters; take a Weapon Bond or use Signature Gear for that special weapon.

**Attributes:** ST 11 [10]; DX 15 [100]; IQ 11 [20]; HT 12 [20].

**Secondary Characteristics:** Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 11 [0]; Per 12 [5]; FP 12 [0]; Basic Speed 7.00 [5]; Basic Move 7 [0].

**Advantages:** Combat Reflexes [15] and Striking ST 2 [10].

• A further 35 points chosen from among ST +1 to +3 [10/level], DX +1 [20], IQ +1 [20], Per +1 to +6 [5/level], Basic Speed +1 [20], Basic Move +1 or +2 [5 or 10], Ambidexterity [5], Catfall [10], Danger Sense [15], Enhanced Dodge 1 or 2 [15 or 30], Flexibility [5] or Double-Jointed [15]; Fit [5] or Very Fit [15]; Gizmos 1-3 [5/level], Honest Face [1], Luck [15] or Extraordinary Luck [30], Magic Resistance [2/level], Night Vision 1-9 [1/level], Perfect Balance [15]; Peripheral Vision [15], Serendipity 1 [15], Signature Gear [Varies], Striking ST 1 to 4 (Only on surprise attack, -60%) [2/level], Wealth (Comfortable or Wealthy) [10 or 20]; or Weapon Bond (any) [1].

**Disadvantages:** Bloodlust (12) [-10] and Callous [-5]. • -35 points from Bad Temper [-10\*], Code of Honor (Pirate's or Stays Bought) [-5], Compulsive Carousing [-5\*], Compulsive Gambling [-5\*], Compulsive Spending [-5\*], Greed [-15\*], Lecherousness [-15\*], Loner [-5\*], Overconfidence [-5\*], Sense of Duty (Adventuring companions) [-5], Skinny [-5], Social Stigma (Criminal Record) [-5], or Vow (Always complete the mission) [-10].

**Primary Skills:** Fast-Draw (Knife) (E) DX+1 [1]-16†; Garrote (E) DX+2 [4]-17; Knife (E) DX+3 [8]-18;

Poisons (H) IQ+1 [8]-12; Stealth (A) DX+2 [8]-17; Traps (A) IQ+1 [4]-12; and Wrestling (A) DX+1 [4]-16. • One of Crossbow, Thrown Weapon (Knife), or Thrown Weapon (Shuriken), all (E) DX+3 [8]-18; Bow or Throwing, both (A) DX+2 [8]-17; or Blowpipe DX+1 [8]-16.

**Secondary Skills:** Brawling (E) DX [1]-15; Forced Entry (E) DX [1]-15; Gesture (E) IQ [1]-11; Holdout, Shadowing, Smuggling, and Streetwise, all (A) IQ+1 [4]-12; and Search and Urban Survival, both (A) Per [2]-12.

• One of Broadsword, Rapier, Saber, Shortsword, or Smallsword, all (A) DX+1 [4]-16.

**Background Skills:** 8 points spent on any primary or secondary skill, or on First Aid, Panhandling, or Seaman-ship, all (E) IQ [1]-11; Cartography, Connoisseur (any), Disguise, Fast-Talk, or Merchant, all (A) IQ-1 [1]-10; Counterfeiting or Forgery, both (H) IQ-2 [1]-9; Hiking (A) HT-1 [1]-11; Scrounging (E) Per [1]-12; or Lip Reading or Observation, both (A) Per-1 [1]-11.

\* Multiplied for self-control number; see p. B120.

† Includes +1 for Combat Reflexes.

## Assassin Lens

+50 points

A dash of stealth and specialized weapon skills is all it takes to add assassination to another profession. A heart of ice and an interest in garroting foes from behind doesn't hurt either.

**Attributes:** +1 DX [20].

**Advantages:** Striking ST 1 [5].

**Skills:** 25 points to add or improve the following skills to obtain these minimum levels: Garrote and Knife, both (E) DX+2 [4]; Stealth (A) DX+1 [4]; Streetwise (A) IQ-1 [1]; Shadowing (A) IQ [2]; Poisons (H) IQ [4]; and Urban Survival (A) Per [2]. • One of Crossbow or Thrown Weapon (Knife /or/ Shuriken), both (E) DX+2 [4]; Bow or Throwing, both (A) DX+1 [4]; or Blowpipe (H) DX [4].

*The ninja began training as a young child and secrets were passed down within families. These secrets included virtually every skill which could even remotely help the ninja succeed in his goal . . .*

*– Larry Winderbaum, **The Martial Arts Encyclopedia***

## Ninja-Bard

**+50 points**

Bardic abilities take up where Ninja Training mind powers leave off. However, this combination is expensive, and you'll need a lot of points to be good at both.

**Attributes:** +1 IQ [20].

**Secondary Characteristics:** -1 Will [-5]; -1 Per [-5].

**Advantages:** Bardic Talent 1 [8]; Charisma 1\* [5]; Musical Ability 1† [5].

**Skills:** Musical Instrument (any) (H) IQ [4]; Public Speaking (A) IQ [2]; Singing (E) HT+1 [2].

**Special Abilities:** 14 points total in Bard-Song abilities, bardic skills, and/or spells from the Communication and Empathy and/or Mind Control colleges, which will be either (H) IQ-1 [1] or (VH) IQ-2 [1] with the +1 for Bardic Talent.

\* Gives +1 to Leadership, Panhandling, and Public Speaking.

† Gives +1 to Musical Composition, Musical Influence, Musical Instrument, and Singing.

## Ninja-Cleric

**+50 points**

Clerical spells such as Armor help the usually light-armored ninja in combat. This mix requires long-term dedication to take full advantage of the available abilities. The Vow (No edged weapons) is right out for ninja, however.

**Attributes:** +1 IQ [20].

**Secondary Characteristics:** -1 Per [-5].

**Advantages:** Clerical Investment [5]; Power Investiture 2 [20].

**Disadvantages:** *Either* Honesty (12) [-10] *or* Sense of Duty (Coreligionists) [-10].\*

**Skills:** Exorcism (H) Will-2 [1]; Religious Ritual (H) IQ-1 [2]; Theology (H) IQ-1 [2].

**Special Abilities:** 15 points total in Holy abilities and/or clerical spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture.

\* Vow (Ninja Secrecy) can be worsened to a -10-point disadvantage if it doubles as the disadvantage required for Holy Might (pick another -5 points of cleric or ninja disadvantages). Failure to observe it costs the ninja-cleric Ninja Training and Holy Might!

## Ninja-Druid

**+50 points**

Like the cleric, this path is another long-term investment. Nevertheless, the outdoor abilities and spells of the druid will help solve any wilderness problems the ninja may encounter.

**Attributes:** +1 IQ [20].

**Secondary Characteristics:** -1 Will [-5]; -1 Per [-5].

**Advantages:** Power Investiture 2 (Druidic) [20].

**Skills:** Camouflage (E) IQ [1]; Herb Lore (VH) IQ-2 [2]; Naturalist (H) IQ-1 [2]; Religious Ritual (Druidic) (H) IQ-1 [2]; Survival (any) (A) Per-1 [1]; Theology (Druidic) (H) IQ-1 [2].

**Special Abilities:** 10 points total in Druidic abilities and/or druidic spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture (Druidic).

## Ninja-Holy Warrior

**+50 points**

Some ninja clans work directly on behalf on the gods. You hunt and destroy your god's enemies, using your gadgets, your ninja weaponry, and your god-granted powers.

**Attributes:** +1 IQ [20].

**Secondary Characteristics:** -1 Per [-5].

**Advantages:** Higher Purpose (Slay Demons or Slay Undead) [5]; Holiness 1 [5]; Shtick (Foes slain personally can't rise as undead) [1].

**Disadvantages:** *Either* Honesty (12) [-10] *or* Sense of Duty (Good entities) [-10].\*

**Skills:** Exorcism (H) Will-2 [1]; Hidden Lore (Demons or Undead) (A) IQ-1 [1]; Leadership (A) IQ-1 [1]; Physiology (monster type) (H) IQ [4]; Psychology (same monster type) (H) IQ-2 [1]; Strategy (H) IQ-1 [2].

**Special Abilities:** 24 points in Holy abilities and/or the skills above.

\* Vow (Ninja Secrecy) can be worsened to a -10-point disadvantage if it doubles as the disadvantage required for Holy Might (pick another -5 points of holy warrior or ninja disadvantages). Failure to observe it costs the ninja-holy warrior Ninja Training and Holy Might!

## Ninja-Knight

**+50 points**

An unusual lens, but a potentially powerful one. The ability to mix the exotic weapon mastery and stealth of a ninja with a heavier emphasis on strength and combat power is the appeal of the ninja-knight. The best weapon option to choose is usually enhancing a preexisting weapon skill . . . unless you have access to a knightly weapon with the Ninja modifier (p. 13) *or* tote a big weapon like the okusarigama (p. 13)!

**Attributes:** +1 ST [10].

**Advantages:** Born War Leader 1\* [5]; Combat Reflexes† [15]; High Pain Threshold [10].

**Skills:** Armory (Melee Weapons) (A) IQ [2]; Connoisseur (Weapons) (A) IQ [2]; Leadership (A) IQ-1 [1]; Strategy (H) IQ-2 [1]. • Spend 4 points to learn *one* of Axe/Mace, Bow, Broadsword, Polearm, Spear, or Two-Handed Sword, all (A) DX+1 [4], or to add +1 to a known melee skill.

\* Gives +1 to Leadership, Strategy, and Tactics.

† Gives +1 to Fast-Draw.

## Ninja-Martial Artist

+50 points

Some ninja also learn the Chi powers of the martial artist. Having Weapon Master *and* Trained by a Master enables a new option: You can learn variants of “unarmed” chi skills that work with individual weapon skills, such as Breaking Blow (Tonfa). Clear these with the GM!

**Advantages:** Chi Talent 1 [15]; Trained By A Master [30].

**Disadvantages:** Disciplines of Faith (Chi Rituals) [-10].

**Skills:** Add 4 points *total* to Judo and Karate.

**Special Abilities:** 11 points total in Chi abilities and/or chi skills. Chi skills get a +1 for Chi Talent.

## Ninja-Scout

+50 points

Another option that operates well in the wilderness. The addition of Heroic Archer turns a ninja into a master of ranged *and* melee weapons.

**Secondary Characteristics:** +1 Per [5].

**Advantages:** Heroic Archer [20]; Outdoorsman 1\* [10].

**Skills:** Bow (A) DX+2 [8]; Camouflage (E) IQ+1 [2]; Fast-Draw (Arrow) (E) DX [1]; Survival (any) (A) Per-1 [1]; Tracking (A) Per-1 [1]. • *One* of Observation (A) Per [2], Shadowing (A) IQ [2], or 2 points to raise one of those existing skills by +1.

\* Gives +1 to Camouflage, Fishing, Mimicry, Naturalist, Navigation, Survival, and Tracking.

## Ninja-Swashbuckler

+50 points

The swashbuckler's focus on a specific weapon makes for a ninja most deadly with a single specific weapon or pair of weapons.

**Attributes:** +1 DX [20].

**Advantages:** Combat Reflexes\* [15]; Enhanced Parry 1 (Weapon of choice) [5]; Weapon Bond (Best weapon of choice in current possession) [1].

**Skills:** Fast-Draw (any) (E) DX [1]. • *Either* choose any two ninja Melee Weapon skills and put 4 more points into each, raising each of them by +1, *or* add *one* of Broadsword, Rapier, or Saber, all (A) DX+2 [8].

\* Gives +1 to Fast-Draw.

## Ninja-Thief

+50 points

Lockpicking and Traps are useful skills to get to targets behind locked doors. Sneak attacks make the ninja an even more effective assassin!

**Attributes:** +1 IQ [20].

**Secondary Characteristics:** -1 Will [-5]; -1 Per [-5].

**Advantages:** Catfall\* (Ninja Training, -10%) [9]; Flexibility† [5]; Perfect Balance\*‡ (Ninja Training, -10%) [14].

**Skills:** Add 1 point to Climbing to get Climbing (A) DX [2]; add 4 points to Stealth to raise it to Stealth (A) DX+3 [12].

• Filch (A) DX-1 [1]; Forced Entry (E) DX [1]; Lockpicking (A) IQ [2]; Pickpocket (H) DX-2 [1]; Traps (A) IQ [2].

\* Ninja acquire these as Ninja Training abilities. Those who already have them should spend the same number of points on *other* Ninja Training abilities and skills useful for thievery; e.g. Invisibility Art and the Light Walk skills.

† Gives +3 to Climbing and Escape.

‡ Gives +1 to Acrobatics and Climbing.

## Ninja-Wizard

+50 points

Ninjitsu and magic both require a substantial investment, but spells can enhance ninja in ways that even Ninja Training abilities can't. Movement spells and Invisibility are especially useful for a ninja!

**Attributes:** +1 IQ [20].

**Secondary Characteristics:** -1 Will [-5]; -1 Per [5].

**Advantages:** Magery 2\* [25].

**Skills:** Alchemy (VH) IQ-2 [2]; Occultism (A) IQ-1 [1]; Thaumatology (VH) IQ-2 [2].

**Special Abilities:** 10 points in wizardly spells, which will either be (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Magery.

\* Gives +2 to Thaumatology.

## BECOMING A NINJA

With rare exceptions, ninja are born and raised in their profession. They are the children of other ninja, orphans taken in by the clan, or (rarely) the sons or daughters of trusted allies. A very few become ninja after adulthood, seeking out and joining a ninja clan . . . adding the skills of an assassin to that of their original profession.

While almost any profession can benefit from Ninja Training, lightly armored fighters and backstabbing thieves are best able to leverage Weapon Master. A swashbuckler-ninja should try to convince his GM to let him upgrade to the full version of Weapon Master (for an additional 10 points), or choose to use only ninja weapons! Martial artists have an advantage; they *already* have a tendency to use exotic weapons. This just adds some additional damage capability . . .

## Ninja Lens

+50 points

**Advantages:** Ninja Talent 1 (p. 4) [10]; Weapon Master (Ninja Weapons; p. 7) [35].

**Disadvantages:** Vow (Ninja Secrecy; p. 7) [-5] *and* Vow (Own no more than what can be carried; p. 7) [-10].

**Skills:** 10 points to add or improve the following skills to obtain these minimum levels: Poisons (H) IQ-1 [2] /and/ Stealth (A) DX [2]. • *One* of Thrown Weapon (Knife) or Thrown Weapon (Shuriken), both (E) DX+1 [2]; Bow or Throwing, both (A) DX [2]; or Blowpipe (H) DX-1 [2]. • *Two* of Knife (E) DX+1 [2]; Axe/Mace, Jitte/Sai, Polearm, Shortsword, Staff, Spear, or Tonfa, all (A) DX [2]; or Kusari (H) DX-1 [2].

**Special Abilities:** 10 points total in Ninja Training abilities (pp. 5-6) and skills (p. 7).





# CHAPTER TWO

# NINJA GEAR

Ninja use a number of exotic weapons and tools. It is the ninja's gear and the myriad ways of relying on it to defeat monsters that separates him from other delvers.

Not all of these weapons and tools are ninja-specific. The GM may wish to allow some or all of them to be purchased and

used by delvers of other professions. Nevertheless, the more of this gear that is available to *anyone*, the less special the ninja is. Remember that ninja are defined as much by their cool toys as by their fancy abilities.

*Shuriken were used . . . not necessarily with an intent to kill but more as a distraction . . .*

*Serge Mol, Classical Weaponry of Japan*

## WEAPONS

Ninja use a variety of weapons not listed in the **Basic Set**. They also use a couple of general items in unique ways!

**Fukiya.** A ninja blowpipe – whether the dedicated variety or the *ninja-to saya* kind (see *Ninja-To Saya*, p. 15) – can blow both darts (use the blowpipe stats on p. B275) or powders (see p. B180). For powder loads, see *Ninja Chemicals* (p. 16). For a dedicated powder launcher, see the *metsubushi* (p. 13).

**Fukumi-Bari.** Ninja “mouth needles,” which are spit out at an enemy. Up to HP/2 (round down) darts can be carried in the mouth at any time – bigger ninja have bigger mouths! They are routinely envenomed. Any critical failure with a fukumi-bari

results in the user taking full damage to the mouth, ignoring all DR; any remaining fukumi-bari in the mouth are expelled harmlessly. In addition, if the ninja is struck in the head while holding fukumi-bari in the mouth, he is stabbed for 1d-4 pi- in the *mouth* – ignore all DR! He better hope he didn't poison any of the needles . . .

**Han-Kyu.** Literally, “half-bow” – a short bow (p. B275) modified to fit in a loose sleeve. Use the same stats as a normal short bow, except the cost is \$100.

**Jutte.** A blunt baton with a single prong for catching – and disarming – parried blades. Sometimes has a chain stuck to the handle for additional carnage – see the *kusarijutte* (p. 13).

**Kama.** A weaponized farmer's sickle. The blade is straight, pointed, and sharpened on the inside edge to cut and catch – see *Hook* (p. 13).

**Kittate.** A one-piece iron pick with an L-shaped spike on the pike, intended as a portable candleholder. Stuck in a wall pick-first, with a candle on the spike, it can provide a hands-free (but immobile) light source. It's also an effective weapon – treat as a pick (p. B271). It *can* be carried in the hand with a lit candle in place, but swinging it immediately extinguishes the candle!

**Kusarigama.** A *kama* (above) with a two-yard kusari (p. B272) attached to the handle's butt. Requires a hand on the handle and a hand on the chain, and counts as a weapon in either hand. The wielder snares the enemy with the kusari (p. B406) and then finishes him with the *kama*. Treat these as normal kusari and *kama* attacks, but use the first line of kusarigama stats (p. 14) for the two-yard kusari. **Dungeon Fantasy** ninja sometimes swing the *kama* by the chain, like an edged flail – the second line represents this.





Some versions affix a two-yard kusari *atop* the handle, opposite the blade (permits one-handed use but counts as only one weapon, either a kusari *or* a kama – choose each turn).

**Kusarijutte.** A *jutte* (p. 12) with a two-yard kusari (p. B272) attached to the handle. One hand goes on the handle, the other on the chain. Use the standard *jutte* and kusari rules, except that the short kusari uses the statistics listed for the kusarijutte.

**Metsubushi.** This palm-sized blowgun is a delivery system for blowing chemicals and powders (see *Ninja Chemicals*, p. 16) at an opponent. It consists of a mouthpiece with a removable cap. A tube at the other end contains one dose of powder. It takes only a second to *ready*, but it's too fussy to *reload* in combat. Loading a charge takes one minute; well-equipped ninja sometimes carry several loaded metsubushi. Treat as a blowpipe (p. B275) that can only shoot powders at one yard – see *Blowpipe* (p. B180) for rules.

**Neko-De.** A bladed hand used by ninja for both climbing and fighting. Consists of a several parallel blades strapped to the hands; used to slash and claw like an animal. Functions as a weapon (see stats on p. 14) and as a pair of climbing spikes (*Dungeon Fantasy 1*, p. 25) for hands only. If used for climbing without the foot spikes, climbing a vertical surface has a -2 penalty.

**Ninja-To.** A straight-bladed, square-hilted ninja shortsword. The weight includes a plain but rigid sheath. A *proper* ninja-to has a tricked-out sheath (see the *ninja-to saya*, p. 15).

**Okusarigama.** Especially strong (or nonhuman) ninja may find the kusarigama a little . . . small. This is a large scythe (p. B274) with a full-length kusari (p. B272) mounted on the head. Ninja often plant the staff on the ground or against the body with one hand (takes a Ready maneuver but lowers the weapon's ST requirement by one) and swing the kusari with the other. Use the stats for a scythe or kusari, depending on how it is wielded. If the entire scythe is swung by the chain, damage is sw+4 cutting, but ST becomes 15! Cost is \$95, and weight is 10 lbs.

## Ninja Weapon Modifier

Some weaponry may have the Ninja weapon modifier. Not all “ninja” weapons (the new weapons listed in this book) automatically include this modifier; however, most ninja will want this modifier for as much of their weaponry as possible.

**Ninja:** Weapons with the ninja modifier are *always* black or dark brown, with a silk- or sharkskin-wrapped handle, and suspiciously quiet and nonreflective – often despite possessing a quality blade and a nonmatte finish. They're remarkably easy to conceal: +2 to Holdout. This benefit extends to the sheath, for weapons that come with one (like the *ninja-to*). Such weapons become ninja weapons for the purpose of Weapon Master (Ninja Weapons) or other Ninja Training abilities. +0.5 CF.

**Sai.** A three-tined, sharp-pointed metal truncheon with a long central spike and a pair of short side prongs. Most often, both side prongs point forward, but sometimes one is reversed (no game effect). Either type of sai is balanced for throwing.

**Shuriken.** An entire class of metal throwing weapons – small enough to conceal in clothing or hair – hurled with a flick of the hand or a snap of the wrist. The best known is the *star shuriken*, which is disc-, cross-, or star-shaped, with sharp edges or spikes. Most have three to nine points, with four or eight being usual. A few are S-shaped. Any might have holes cut in them to make a distinctive sound in flight – as a psychological ploy, for signaling, or merely to show off. *Spike shuriken* resemble needles. Sharp at one end, the other end may be blunt, sharp, or have a fin-like tail. All shuriken use the statistics on p. B276, but alter damage to thrust-2 impaling for spike shuriken. Ninja not only throw shuriken, but they also hold them in the fist to claw and cut (see *Melee Weapon Table*, p. 14).

**Tanto.** A chisel-pointed large knife, popular as a backup weapon for ninja. Treat as a Large Knife (pp. B272, 276).

**Tonfa.** A side-handled baton, often used in pairs. Held against the arm to parry and punch, or spun out to strike.

## Hook

A weapon with a hook or similar projection can be used to snag a foe's head, limb, weapon, or shield. To hit, roll against weapon skill-5 or the Hook technique (*GURPS Martial Arts*, p. 74), modified as explained below. Your adversary may defend normally.

When hooking the *head* or a *limb*, apply standard hit location penalties. If you succeed, then on subsequent turns, you may try to pull your victim off-balance, even to the ground. Roll a Quick Contest of ST. Victory means you drag your opponent into a kneeling posture; if he's kneeling or crouching, he falls down. Should you lose or tie, nothing happens. If you critically fail, you drop your weapon! Your foe may attempt to break free normally.

Hooking a *weapon* is a disarm attempt (p. B401). Apply the usual penalty to hit that weapon, but ignore the -2 for using a non-fencing weapon. You get +2 in the ensuing Quick Contest, in addition to the usual modifiers. If you

lose the Contest, your opponent retains his weapon and escapes your hook.

When hooking a *shield*, roll to hit at -4 *plus* its DB. If you succeed, you may attempt to pull it out of line. Again, this is a disarm attempt, but your rival gets +4 in the Quick Contest if his shield is strapped to his arm. You get +2 if hooking with a two-handed weapon. Victory means the shield becomes unready – it's still on your foe's arm, but he can't block with it or benefit from its DB until he breaks free and takes a Ready maneuver to reorient it.

Hooking doesn't *usually* inflict damage, but if your weapon has an edged hook, it causes the listed damage in addition to the above effects.

While using a weapon to hook a foe, you can't attack or parry with it. You can always *drop* it as a free action on your turn, however.

## Melee Weapon Table

Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
<b>AXE/MACE (DX-5, Flail-4, or Two-Handed Axe/Mace-3)</b>							
Kama	sw cut	1	0	\$40	2	8	
or	sw imp	1	0U	–	–	8	[1]
or	thr-2 cut	1	0U	–	–	8	Hook. [2]

## BRAWLING, KARATE, or DX

Neko-De	sw-2 cut	C	0	\$100	1	6	[3]
or	thr imp	C	0	–	–	6	[3]
Shuriken	thr-2 cut	C	0	\$3	0.1	–	Used to claw. [3]
Tonfa	thr cr	C	0	\$40	1.5	–	Butt jab. [3]

## JITTE/SAI (DX-5, Main-Gauche-4, or Shortsword-3)

Jutte	sw cr	1	0	\$40	1	6	[4]
or	thr cr	1	0	–	–	6	
Sai	sw cr	1	0	\$60	1.5	7	[4, 5]
or	thr imp	1	0	–	–	7	

## KUSARI (DX-6, Two-Handed Flail-4, or Whip-3)

Kusarigama	sw+2 cr	1, 2*	-2U	\$80	4.5	10†	[6]
or	sw+2 cut	1, 2*	-2U	–	–	11†	[6, 7]
Kusarijutte	sw+2 cr	1, 2*	-2U	\$80	3.5	8†	[6]

## SHORTSWORD (DX-5, Broadsword-2, Jitte/Sai-3, Knife-4, Saber-4, Smallsword-4, or Tonfa-3)

Ninja-To	sw cut	1	0	\$400	2	8	
or	thr+1 imp	1	0	–	–	8	

## TONFA (DX-5 or Shortsword-3)

Tonfa	sw cr	1	0	\$40	1.5	7	[8]
or	thr cr	C, 1	0	–	–	7	

## Notes

[1] May get *stuck*; see *Picks* (p. B405).

[2] To use its hook, see *Hook* (p. 13); the hook also damages the victim.

[3] This attack receives Brawling or Karate damage bonuses.

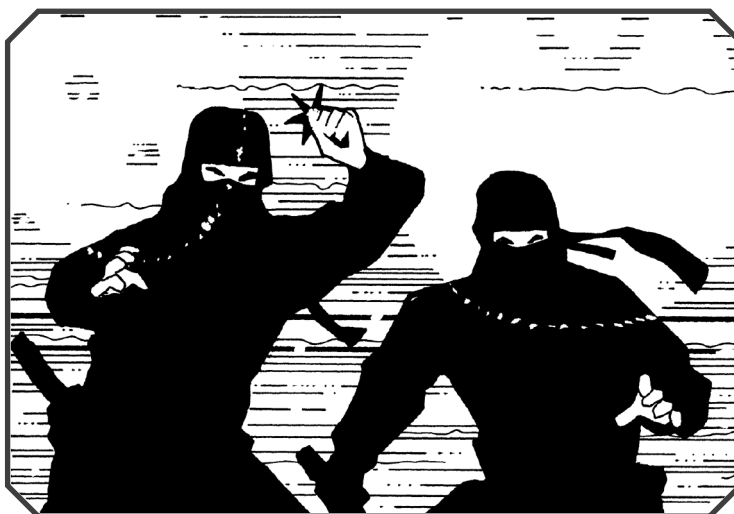
[4] Gets +2 to disarm when wielded with Jitte/Sai skill; see pp. B208, B401.

[5] Can be thrown; see *Ranged Weapon Table* (below).

[6] Attempts to *parry* flails and kusaris are at -4; fencing weapons (“F” parry) can’t parry at all! Attempts to *block* such weapons are at -2.

[7] When swinging the kama on the end of the chain, the kusarigama can’t disarm or entangle like a regular kusari (p. B406).

[8] Use Brawling or Karate parry if better than usual weapon parry.



## Ranged Weapon Table

Weapon	Damage	Acc	Range	Weight	RoF	Shots	Cost	ST	Bulk
<b>BLOWPIPE (DX-6)</b>									
Fukumi-bari	thr-4 pi-	0	-/×0.5	0.1	1	1(1)	\$5	–	0
<b>THROWN WEAPON (KNIFE) (DX-4)</b>									
Sai	thr imp	0	×0.8/×1.5	1.5	1	T(1)	\$60	7	-3

# NINJA TOOLS

Besides exotic weapons, ninja also use a number of specialized tools.

**Blowpipe Mount.** A leather and metal necklace that holds a metsubushi in “ready” position; a ninja can then Ready and fire the metsubushi in one second. Only one blowpipe mount can be used at a time; swapping in a metsubushi for another takes two hands and five seconds, plus the time to ready the metsubushi. \$10, 1 lb.

**Climbing Pole, Collapsible, 10’.** For climbing and poking. Breaks down to 2’ overall length; takes 10 seconds to assemble or collapse. Functions as a 10’ ladder or a 10’ pole. No Climbing roll required. Sturdy enough for climbing, but not for repeated combat use; if used as an improvised staff, it will no longer extend or retract. \$100, 6 lbs.

**Firebox, Ninja’s.** A small insulated metal box containing a heated stone. It takes only one second to open, and two seconds to stow. It provides a ready source of heat for igniting torches or other flammables. The box is watertight, allowing it to be submerged and used after surfacing. Stays sufficiently hot to light fires for 24 hours; it can be reheated between adventures for no cost. \$20, 1 lb.

**Folding Raft.** A cunningly built raft of straw, designed to fold down into a small pack. Comes with its own carrying bag, which also functions as part of the raft. Holds two SM 0 occupants sitting or one lying down, or 200 lbs., whichever is less. \$150, 10 lbs.

**Ninja-to Saya.** The sheath for a ninja-to. Rigid and hollow, it’s slightly longer than the ninja-to, leaving a space for concealing a small object; the sword itself retains its own Holdout modifier. The saya functions as a 2’ snorkel (great for hiding underwater!) and as a 3’ ladder (using the square ninja-to guard as a step). It can be wielded as a baton (p. B273), or as a functional blowpipe (p. B275) to disperse poison or elixir powders (see *Ninja Chemicals*, p. 16). Finally, the ninja fastens it to his waist with a 6’ cord, allowing him to pull it up after him when using it as a ladder. Adds \$300 and 1 lb. to a ninja-to’s cost and weight.

**Tabi, Inflatable.** Great for crossing watery obstacles without getting wet. These take 10 seconds each to put on and inflate, using the ninja’s own lung power and a small tube. Walking on water with these is slow (1 yard/second), and requires a roll against DX to avoid falling. *Running* on water is at Basic Move, but the roll is against DX-5! Otherwise, these provide DR 1 to the feet. \$50 and 2 lbs.

**Tabi, Inflatable, Acid-Resistant:** As inflatable tabi, meant to allow the ninja to walk across corrosive surfaces. As above, except that these provide DR 3 against corrosion attacks such as acid and slime monster goo, but no additional DR against other attacks. \$200, 2 lbs.

**Tabi, Stealthy:** These split-toed ninja slippers are especially soft and noise-reducing. Gives +1 to Stealth vs. Hearing rolls. \$100, 0.5 lb.

**Tabi, Traction:** These split-toed ninja slippers give excellent traction, but are much less stealthy than normal tabi: -1 to Stealth vs. Hearing rolls, but +1 to Climbing (when the feet can be used) or to DX rolls to keep footing in slippery conditions or on narrow ledges, ropes, etc. \$75, 0.5 lb.

**Torch, Waterproof:** A seemingly simple torch (see *Dungeon Fantasy 1*, p. 24) except that its chemically treated tar resists rain or splashes of water. If doused with sufficient water to extinguish a normal torch (GM’s call), it remains burning on 1-5 on 1d. Repeated exposures require repeated rolls. It cannot burn *submerged*, however – any immersion of one full second or more will extinguish it. \$12, 1 lb.

## Equipping the Ninja

Ninja should revel in their special abilities and their special gear. *Ninja Secrets* (pp. 4-11) covers the first part, so let’s get to picking out the cool gear!

Start with the best ninja suit the adventurer can afford; this provides a basis of armor, weapon-carrying capacity, and stealth for the ninja. Which suit options (pp. 16-17) to add first depends on the focus. Especially stealthy ninja should include Dark or Quiet. Those with lots of weapons need Weapon Holder.

Every ninja can use a little DR. Ninja *can* use armor, but generally armor slows them down and adds unnecessary weight. Someone who needs DR should look into getting an armored ninja suit instead. Leave the damage-absorption to others; a ninja must stay mobile and rely on his stealth, abilities, and active defenses to safeguard his body.

A bandoleer (*Dungeon Fantasy 1*, p. 25) is *de rigueur* for ninja, and thrown-weapon specialists should get at least two. Load it up with nageteppe (both flash and smoke, *Dungeon Fantasy 1*, p. 25), shuriken (spike and star; see p. 13), packs of caltrops (*Dungeon Fantasy 1*, p. 25), and knives. A potion belt (*Dungeon Fantasy 1*, p. 25) is useful for grenades, but they can be clumsy and breakable in quantities. Look into a metsubushi (p. 13) and powders (see *Ninja Chemicals*, p. 16) for another way to use chemical warfare against foes.

Ninja are living examples of the adage that the best defense is a good offense. They carry *at least* one of each weapon that they can use; those who have learned *Killing Strike* (p. 5) acquire an assortment so they can use that ability repeatedly.

Get some poison (p. 16) for dealing with particularly tough foes. Monster drool (*Dungeon Fantasy 1*, p. 29) is cheap; put doses of it on everything possible.

Wealthy ninja should obtain a Dwarven whetstone (*Dungeon Fantasy 1*, p. 25) and use it on all of their edged weapons. This bonus stacks with those from Weapon Master and Killing Strike; add in some monster drool or bladeblack (*Dungeon Fantasy 1*, p. 28) for maximum one-shot effectiveness. A fully primed weapon such as this can be expensive, but it makes an excellent “last-ditch” weapon for those particularly tough foes.

# NINJA CHEMICALS

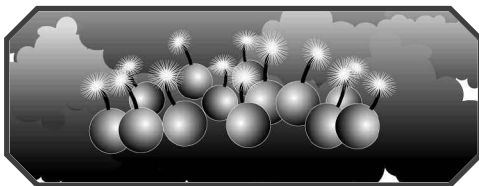
Ninja also use chemicals in their delving adventures. In addition to the usual potions, grenades, and poisons listed in *Dungeon Fantasy 1* (pp. 28-29), ninja also rely on a small variety of special poisons and powders.

## POISONS

These, like their counterparts in *Dungeon Fantasy 1*, are fantasy poisons. They work remarkably quickly. The GM may allow them for anyone, but they were developed by ninja.

**Blinding Gas** (Grenade). Contact agent made from assorted natural irritant powders. Gas fills a two-yard radius. Any living creature with eyes must make an immediate HT-2 roll, or be blind for 1d minutes. If the victim can wash out *all* of his eyes (takes five seconds and an available water source), the blindness ends immediately. \$300, 1 lb.

**Mind Fog** (Grenade). Respiratory agent made from burned lacquer. Fumes affect a two-yard radius. Anything that breathes must make an immediate HT-3 roll. Failure means dizziness, confusion, and loss of focus: -3 DX and IQ for 1 minute. Success means only -1 DX and IQ for the same duration. Frequently used by ninja to disrupt pursuit or soften up a dangerous target. \$300, 1 lb.



**Paralytic Slime** (Utility). Blood agent derived from a mix of rare and deadly fungus and giant-insect venom. A living victim must make an immediate HT-2 roll or be paralyzed for 2d×10 minutes. Success means no effect. \$500, 0.5 lb.

## POWDERS

Certain “grenade” concoctions can be converted into blowpipe powders. These can be purchased in that form (cost is unchanged), or converted from an existing grenade. The latter requires a roll against Poisons (for demon’s brew) or Alchemy (for any others) and one minute of time. No special tools are necessary. The area of effect is limited to a one-yard area directly in front of the ninja; the blowpipe delivery doesn’t allow for a very efficient spread. There is no chance of accidental breakage from falls with powders, however!

Only the following poisons and potions can be so purchased or converted:

- Blinding gas.
- Demon’s brew.
- Death potion.
- Magebane.
- Mind fog.
- Sleep potion.
- Weakness potion.

# NINJA SUIT

The ninja suit is what visually separates a ninja from other delvers. The dark, hooded outfit with its split-toed boots is more than just dungeon fashion – it’s also a tool.

The basic *ninja suit* is a black, hooded, pajama-like outfit. It fits loosely but is gathered at the wrists, waist, and ankles. It covers the ninja from head to toe, exposing only the eyes. Although the basic ninja suit doesn’t have any special benefits, it forms the basis for the various options below. It is immediately recognizable – pretty much anyone will know

the wearer as a ninja – but see the Reversible option (p. 17). It costs \$150, and weighs 2 lbs.

## NINJA SUIT OPTIONS

Various upgrades are available for ninja suits. None of these possibilities are distinguishable except by close inspection; ninja do not advertise their outfit’s enhancements! Almost all of these are cumulative with each other, although some selections (such as Ninja Mail and Light) are not compatible. Cost and weight are *always* cumulative.

Many of these options require a minimum level of Ninja Talent to take advantage of their special effects. Those untrained delvers who lack the knowledge of ninjitsu just do not understand how to tap into the usefulness of the suit’s features!

### Mundane

These modifiers work for any wearer, even those who lack Ninja Talent. Armored, Heavily Armored, and Ninja Mail are not compatible with each other.

**Armored.** This option includes strategically placed rings, rods, and/or scales sewn into the suit. An armored ninja suit provides DR 1 to the wearer; this is nonmagical and may be further enhanced by enchantments. +3 CF, +6 lbs.

*His costume was reversible,  
the outside being reddish black  
and the inside dark blue, green,  
or white.*

– Donn Draeger and  
Robert W. Smith,  
*Comprehensive Asian  
Fighting Arts*



*Heavily Armored.* This is a superior version of Armored (p. 16), but with DR 2. It is not compatible with Light (p. 17) or Quiet (p. 17). +6 CF, +10 lbs.

*Ninja Mail.* As Armored (p. 16), but the suit is sewn around a suit of fine mail armor and strategically placed rods and scales for the ultimate in ninja protection. It provides DR 3, but it's not as stealthy or light; thus, it is not compatible Light (below) or Quiet (below). +14 CF, +23 lbs.

## Basic

These modifiers require Ninja Talent 1+ to be effective for the wearer.

*Dark.* A Dark ninja suit is made of special light-absorbing and shadow-blending materials. While still, the Dark ninja suit gives +2 to Stealth for the purpose of avoiding Vision-based detection; when moving, this bonus is reduced to +1. Additionally, the wearer gains +1 to Invisibility Art. +3 CF.

*Light.* A Light ninja suit does not count its encumbrance against the user. It becomes effectively weightless! This option is compatible with Armored (p. 16), but incompatible with Heavily Armored (above) or Ninja Mail (above). +3 CF.

*Quiet.* A Quiet ninja suit has been designed to baffle the sounds of a ninja and his gear; this makes the already-stealthy ninja even quieter! While stationary, the Quiet ninja suit gives +2 to Stealth vs. Hearing rolls; when moving, this bonus is reduced to +1. This is *cumulative* with stealthy tabi (p. 15). This option is compatible with Armored (p. 16), but incompatible with Heavily Armored (above) or Ninja Mail (above). +3 CF.

*Reversible.* A Reversible ninja suit is black on one side, and blue, brown, or green on the other side. When worn black-side out, it is indistinguishable from the standard ninja suit. When worn *reversed*, the ninja appears to be a common peasant or townsman (choose when buying the suit). Any weapon with the Ninja modifier (p. 13) carried by the wearer will appear unremarkable and, if possible, as a mere tool instead of a weapon. All other aspects of the ninja suit are unaffected and function normally, except for the Dark (above)

and Pitch Dark (below) enhancements, which only work black-side out." +1 CF.

*Weapon Holder.* The Weapon Holder option allows the ninja to *ignore* any encumbrance penalties for weapons, for up to one weapon per slot. The weapons must still be purchased and accounted for, but they don't interfere with the ninja in any way. All of the weapons are equally handy for purposes of Ready or Fast-Draw – the pockets are *very* well designed. How many slots the wearer can access depends on his Ninja Talent – the suit grants (3 + Ninja Talent) slots. These slots can also be used for nonweapon gear, such as climbing poles, inflatable shoes, folding rafts, and other ninja gadgets (see p. 15 for descriptions of various equipment). If the wearer lacks Ninja Talent, any pockets he can find function only as normal pockets; they have no special properties for negating encumbrance. +9 CF, +2 lbs.

## Advanced

These modifiers require Ninja Talent 2+ to be effective for the wearer.

*Pitch Dark.* As Dark (above), but it gives the wearer +4 to Stealth when still or +2 when moving, and +2 to Invisibility Art. For a wearer with Ninja Talent 1, the suit functions as a Dark ninja suit (above) instead. Not cumulative with Dark. C+19 CF.

*Supremely Quiet.* As Quiet, but it gives +4 and +2 to stealth, respectively. For a wearer with Ninja Talent 1, the suit functions as merely Quiet (above). Not cumulative with Quiet. +19 CF.

## Masterful

This modifier requires Ninja Talent 3+ to be effective for the wearer.

*Superior Weapon Holder.* As a Weapon Holder (above), but it grants (7 + Ninja Talent) weapon slots. In order to use a Superior Weapon Holder ninja suit, the wearer must have Ninja Talent 3+. If he has Ninja Talent 1-2, it functions as a normal Weapon Holder (above); if he has *no* Ninja Talent, it has no special function. Not cumulative with Weapon Holder. +29 CF, +2 lbs.

# NINJA ARTIFACTS AND MAGIC ITEMS

Not all of the ninja's weapons and tools are purely mundane. Some of their weapons have been imbued with the very essence of ninja powers, in order to enhance their effects. Unless otherwise noted, in order for *any* of these items to function as other than normal, mundane items, the user must have Ninja Talent 1+.

## Barbed Ninja's Kusari

Use normal kusari stats (p. B272), except the barbs add +1 to crushing damage. The barbs also significantly reduce the chance of escaping an entangle; escape rolls are made at an extra -2. They are somewhat dangerous to the user – any critical miss results in a 1d-2 cutting attack to the wielder's

hands. The weapon also has the Ninja modifier (p. 13). \$210, 5 lbs.

Barbed versions of the kusarigama (p. 12) and kusarijutte (p. 13) also exist. These cost \$175, and weight is the same as a normal kusarigama or kusarijutte. Both also have the Ninja modifier (p. 13).

## Chunin No Sai

This appears to all except those with Ninja Talent as being a concealable sai (p. 18). In the hands of a ninja with Ninja Talent 3+, it is treated as balanced (see *Dungeon Fantasy 1*, p. 26) and, when thrown, as a Penetrating Weapon (see *Dungeon Fantasy 1*, p. 30). \$4,210, 1.5 lbs.

## Concealable Sai

This looks like an ordinary baton (p. B273). It is actually a spring-loaded concealed sai, with the Ninja modifier (p. 13). Closed, it can be used as a fine-quality baton; opened (by pressing a button on the hilt), it is a fine-quality sai. This weapon does not require Ninja Talent to operate. \$210, 1.5 lbs.

## Extending Bo

This quarterstaff (p. B273) also functions as a collapsible climbing pole (p. 15). Despite its light weight, it is sturdy enough for both climbing and weapon use. Unlike its mundane version, this pole can fully extend or completely collapse in only *one* second – this takes a Ready maneuver. These are sometimes further enchanted, enhanced, or modified. \$400, 4 lbs.

## Folding Han-Kyu

A han-kyu (p. 12) capable of being quickly broken down and folded up, or re-assembled with similar ease. It takes five seconds to assemble or stow. When fully extended, it is a completely functional short bow. When fully folded down, it is only 6" long and appears to be a mundane item; typically a chopstick case, folding fan, or the rod from a scroll. Only its weight gives an indication of its concealed bow. \$300, 2 lbs.

## Fukumi-Bari of Piercing

These fukumi-bari (p. 12) have been designed using special materials and construction techniques to efficiently bypass armor. They have an armor divisor of (2) and are +1 to hit, but only when used by someone with Ninja Talent 2+. In other mouths, they have no special effect. Damage is otherwise normal for a fukumi-bari. \$50, 0.1 lbs.

## Hollow Tanto

This fine-quality, Ninja (p. 13) large knife has a hollow handle that holds a reservoir for poison. The space can hold up to three doses of any single, noncorrosive blood agent or contact agent; all three doses must be of the same type. The blade has clever channels down its sides to ensure the venom reaches the target without needing to precoat the blade with it. To use, the ninja presses a hidden stud on the handle after the blade strikes home. This uses one dose of venom; resolve the knife attack and the poison effects normally. Poison in the handle of a hollow tanto can remain there indefinitely without spoiling or drying. Nonthrowable. \$450, 1 lb.

## Jonin No Ninja-To

Some weapons are only provided to the best ninja. Only a true master ninja can get their full benefits. How effective they are depends on the level of Ninja Talent possessed by the wielder, as described in the following list. Additionally, this weapon is nonmagical, but occasionally magical versions are made; typical enchantments are Graceful Weapon, Penetrating Weapon, or Vital Seeker (see *Dungeon Fantasy 8: Treasure Tables*, p. 49).

- No ninja talent: Treat it as normal ninja-to (p. 15).
- Ninja Talent 1-2: Treat the blade as a fine, balanced, Ninja (p. 13) ninja-to.
- Ninja Talent 3-4: Treat it as a very fine, balanced, Ninja ninja-to.

• Ninja Talent 5+: Treat it as a very fine, balanced, meteoric, Ninja, ninja-to. Although it *isn't* a meteoric (*Dungeon Fantasy 1*, p. 27) sword, in the hands of a true ninja master, it acts as such. No mere magic can turn the blade of the true master of assassins!

Although the weapon is of the highest quality and construction, it looks like a normal ninja-to to anyone without Ninja Talent.

In addition, the sword's tsuba (guard) can be quickly removed (takes a free hand, one second, and a Ready maneuver), and thrown as a shuriken with the same traits as those listed above (thus, for a wielder with Ninja Talent 3, it would be a very fine, balanced shuriken). It must be recovered normally and replaced on the blade.

Typically, a clan only has a precious few of these blades; the secret of their construction is very closely held. Ninja are generally *dangerously* unhappy to see these in the hands of a non-ninja, and they often takes firm steps to recover them. Similar weapons, such as the jonin no naginata and jonin no kusarigama, also exist. Details are left up to the GM!

Cost is \$17,835; weight is 3 lbs. Cost and weight includes a ninja-to saya (p. 15). If the tsuba is lost and needs to be replaced, it alone costs \$135.

... a black-clad master of stealth and  
exotic weapons and techniques.

– GURPS Martial Arts

## Nandemo Kusari

This weapon appears to be a typical kusari (p. B272), albeit one with especially large weights on either end. These weights are actually cleverly designed fold-up versions of the standard jutte on one end and kama on the other end. They can be deployed separately or together through a special triggering catch on either end. Each turn, the ninja can choose to use the weapon as a normal kusari, a kusarigama (p. 12), or a kusarijutte (p. 13). Doing so is a free action. The weapon is also fine quality and has the Ninja modifier (p. 13). \$1,035; 5 lbs.

A *barbed* version of this weapon exists as well. Use the rules for the *Barbed Ninja's Kusari* (p. 17). Cost is \$1,265 and weight is 5 lbs.

## Shokosu Gi

This is a unique suit of ninja mail (see p. 17), with the additional properties of Dark, Supremely Quiet, and Superior Weapon Holder: To take advantage of any of its powers, the wearer must have Ninja Talent 3+. It provides the wearer Catfall and Danger Sense. If the ninja already possesses either of these abilities, it gives +2 to any related rolls instead. \$100,000, 23 lbs.

## Shuriken of Piercing

Identical in function to the fukumi-bari of penetration (above) except in the form of a spike shuriken (p. 13) or – more rarely – a star shuriken (p. 13). \$50, 0.1 lbs.

## Storm Shuriken

More precisely, a storm of shuriken. These appear as normal whistling star shuriken, typically etched with images of many small shuriken on the surface. When thrown, it immediately splits into 1d *additional* shuriken, all aimed at the original target, for a total two to seven shuriken. This works for anyone, but those with Ninja Talent add their level in that trait to the die roll. For example, a starting ninja with Ninja Talent 2 would roll 1d+2, for a range of four to nine shuriken! Use *Rapid Fire* (p. B373) to resolve the attack; treat the Storm Shuriken as if they were Rcl 2. One use. \$100, 0.1 lb.

## Storm Shuriken, Flaming

As above, but the shuriken separates into *flaming* shuriken. Resolve as above, but add 1 point of burning damage in addition to the regular damage. \$250, 0.1 lb.

## Storm Shuriken, Poisoned

As above, but the shuriken splits into *poisoned* shuriken. Each of the duplicated shuriken is treated as if it was coated with *Monster Drool* (*Dungeon Fantasy 1*, p. 23). \$150, 0.1 lb.

## Tobu Tabi

These split-toed shoes give the wearer superior jumping ability. If he has at least Ninja Talent 2, *or* has Ninja Talent 1 and Jumping at DX+2 or better, the wearer can use Super Jump 1. If the wearer already has Super Jump 1, the shoes allow him to

jump as if he had Super Jump 2! They have no effect on wearers with higher levels of Super Jump. \$4,000, 1 lb.

## Ultimate Saya

This saya has the usual abilities of a ninja-to saya (p. 15) and is indestructible in normal use. It has a narrow end, allowing use as a pry-bar. Its binding cord is a piece of magically extending rope; while this is normally belt-length, it can extend to 15' of rope knotted for easy climbing, with no loss of strength. The saya is also especially accurate as a blowpipe and handy as a baton: +1 to Acc and to skill, respectively, when used as such. Finally, it's especially unobtrusive; it and any ninja-to within it get an extra +2 to Holdout, on top of the +2 for a Ninja weapon, where applicable. \$75,000, 2 lbs.

## Untrustworthy Tonfas

This pair of tonfas has a deadly secret – a hidden, spring-loaded blade in either end of the tonfa. Activating the blade is a free action; this changes the damage to *cut* (if swung) or *imp* (if thrust). Retracting requires pushing the blade back in against a hard surface; this takes a Ready action. The mechanism isn't foolproof, however, and occasionally fires off accidentally. Treat any critical miss as "hits self" *with* the extended blade, even if it wasn't extended at the time. This is in *addition* to any other results on the *Critical Miss Table* (pp. B556-557). If 5 or 6 is rolled, there is no further effect. It is this unfortunate side effect that gives it the weapon its name. The blades can be used separately, but they are normally found or purchased in a pair. These do not require Ninja Talent to use. Each is \$80, 1.75 lbs.

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