**Ninja Powers**

**Highlights:**

* Lots of blood
* Lots of bonuses
* Several interesting “once per combat” powers

**Super Stats:**

* Agility
* Dexterity

**Powers**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Breath Control\* | Utl | X | -- | -- | -- | Self | -- | * Can only be used once a combat * You use no energy that round for any of his powers or effects * You cannot be damaged or drained this round * You drop all negative status effects * You heal 2d6 hit points and 2d6 energy | 10 |
| Flash Powder | Att | A | Throw | 4/ | 0 | 1 target | 6u | * Blinds target (SPD, PER 18) | 10 |
| Ninja Speed\* | Omn | N | -- | -- | -- | Self | 6u | * Can only be used once per combat * You can instantly take another round of actions | 20 |
| Ninja Sword | Att | A | Touch | -- | 0 | 1 target | 3u | * STR + 1d8 phys damage * Bleed(4) | 10 |
| Smoke Bomb | Utl | A | Area | 20” | -- | 5” diameter | 6u | * Opaque smoke lasting 4 rounds * May take an instant half move when this power is activated * You do not provoke disengage attacks during this half move * Though the smoke can be used as often as needed, the movement portion of the power is only usable once per combat | 10 |
| Throwing Star | Att | A | Throw | 4/ | +1 | 1 target | 6u | * 3d6 phys damage * Bleed(4) | 10 |
| Way of the Knife | Att+ | N | -- | -- | -- | Self | 4s | * +2 damage when flanking your target * Stacks with other adders | 10 |
| Way of the Mongoose | Utl | N | -- | -- | -- | Self | 3r | * +3 initiative * Haste(2) | 10 |
| Way of the Oak | Arm | N | -- | -- | -- | Self | 4s | * 4/4/0 Armor | 10 |
| Way of the Shadow | Utl | N | -- | -- | -- | Self | 4s | * +4 to Acrobatics, Climb, Stealth and PER checks | 10 |
| Way of the Water | Def | N | -- | -- | -- | Self | 4s | * +2 defense | 10 |
| Way of the Wind | Mov | N | -- | -- | -- | Self | 4s | * +6” running * +4” leaping | 10 |

**Additional Information**

**Breath Control**

* This power can be activated at any time, even aborted to as a defense. It gives you total invulnerability for a single round and makes you immune to energy loss of any type.
* All negative status effects are instantly ended. You heal 2d6 hit points and energy.
* Regardless of when it is used, you will always get a full round of benefits from this power. If used on your action, it takes effect for that action and lasts until the beginning of your next action. If used as a defense, it lasts until the end of your next action.
* *Additional Round* – You get an extra round of invulnerability when you use this power (15)
* *Extra Use* – You can use Breath Control an additional time each combat (20)

**Flash Powder**

* You blind your target with a tiny, but bright explosion.

**Ninja Speed**

* You can only activate this power at the end of your combat round. When activated, Ninja Speed immediately gives you a full action. You essentially get two turns in a row.
* *Interrupt* – You can use this power to interrupt an opponent’s action instead of only being able to use it after your turn (10)
* *Additional Use* – You can use Ninja Speed one additional time each combat (20)

**Ninja Sword**

* You strike your target with a sharp blade causing damage and bleeding.

**Smoke Bomb**

* You toss a smoke bomb onto the ground and it explodes into a billowing cloud of opaque smoke through which no one can see.
* Once per combat, this power also allows you to take a free half move when you activate it.
* *Free Move* – You can move twice per combat by using this power (10)

**Throwing Star**

* You strike your target with a throwing star causing damage and bleeding.