Ninja Powers

Fighting Profiles

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Strike | Block | Shoot | Dodge | Zap |
| Agent | MS+2 | RS+2 | RW+2 | RS+2 | CW+2 |
| Martial Artist | MS+3 | RS+3 | RW+1 | RS+2 | CW+1 |

Special Mechanics

Focus – Every time you successfully Strike, Block or Dodge an opponent, you gain a point of Focus. In combat, before rolling one of the following: Strike, Block, Shoot, Dodge, or Damage, you may spend one or more Focus to get a bonus to the roll equal to the number of Focus spent.

Powers

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Bleeder | T | N | 10 | -- | -- | Self | 0 | * Your attacks get Bleeder (2) | * Bleed +1 / x3 / -- / 10P |
| Blind Fighting | T | N | 20 | -- | -- | Self | 0 | * You take no penalty for melee when blind * Your ranged penalty when blind is only -2 | * None |
| Breath Control | B | E | 30 | -- | -- | Self | 0 | * Can be used once per battle * When you fire Breath Control you   + Heal 2d4 hit points   + Gain 1 energy   + Drop all negative statuses * You are immune to damage for two full combat rounds, ending just before your turn on the round after next | * None |
| Disguise | T | N | 10 | -- | -- | Self | 0 | * You are proficient with Disguise (CW) * Disguise +4 | * Quick Change – You can change your disguise and outfit in a single round if you are out of sight / x1 / -- / 10P |
| Dodge | T | N | 10 | -- | -- | Self | 0 | * Your dodge skill increases by 1 | * Dodge +1 / x2 / -- / 10P |
| Flash | Ars | A | 20 | 4/ | 0 | 1 tgt | 6 | * Blind (Reflex) | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Range +1 / x3 / +0B / 10P * Save DL +2 / x3 / +1B / 10P |
| Give Ground | Vm | C | 10 | -- | -- | Self | 0 | * When attacked you can choose to retreat a hex and get a +2 to your defense * Your opponent can follow you for free | * Improved – You can move up to 2 hexes when you give ground / x1 / -- / 10P * Improved – You can take up to ½ move when you give ground / x1 / +0B / 10P |
| Mongoose Stance | N | T | 20 | -- | -- | Self | 2 | * Initiative +2 * Haste (2) | * Haste +1 / x2 / +1B / 10P |
| Ninja Run | M | M | 20 | -- | -- | Self | 0 | * Run 8 * Jump 4 * Overland (3) | * Move / x1 / +1B / 10P |
| Ninja Sword | Amt | A | 20 | -- | -- | 1 tgt | 4 | * 2d8 + Muscle Physical Slash * Bleeder (2) |  |
| Sharp | A+ | + | 20 | -- | -- | -- | 1 | * Bleeder (2) |  |
| Smoke Bomb | U | H | 20 | 20 | -- | 3 rad | 5 | * Opaque smoke cloud * Anyone in the cloud, or is shooting through it is considered to be Blind * You are not affected by your Smoke Bomb * If you are in the smoke cloud when it activates, you get an immediate, free ½ move * Cloud lasts until the beginning of your next combat round |  |
| Stealthy | T | N | 10 | -- | -- | Self |  | * You are proficient with Sneak (RS) * Sneak +4 | * None |
| Steel Focus | T | N | 20 | -- | -- | Self | 1 | * When you are hit, you have the option to burn Focus points to reduce your attacker’s damage. |  |
| Swift | T | N | 10 | -- | -- | Self | 0 | * You get Move (3) to all movement modes | * Move +3 / x3 / -- / 10P |
| Take Action | V | C | 20 | -- | -- | Self | E | * Once per combat, burn an Energy to instantly take an action as a free action which does not affect your normal action in any way | * None |
| Throwing Star | Ars | A | 20 | 4/ | 0 | 1 tgt | 5 | * 2d6 + Skill Physical Slash * Bleeder (2) |  |
| Wind Stance | N | T | 20 | -- | -- | Self | 1 | * Move +4 * Jump +4 * Defense +2 * Accuracy -1 * Damage -2 | * None |
| Wooden Stance | N | T | 20 | -- | -- | Self | 1 | * Armor 2/2/2 * Stacks with other armors | * None |