

Ninja

Ninjas are constantly aware of their surroundings, even when they are asleep, or at least that's what they'd have you believe. Ninjas are adept at going unnoticed, sneaking behind enemies and stabbing them in the back. Ninjas are masters of bladed weapons and thrown weapons but can be just as deadly with any type of close combat weaponry or none at all, they wear very little in the way of armor but rely on their superior aces and instincts to protect them. If at any time you think you are safe from Ninja assault, turn around, you may already be dead.

Bonuses at First Level: +1 Str, +2 Dex, +1 Wis, +15+ your Con score HP.

Trained Skills: warfare, choose 3 more trained skills at 1st level.

Weapons: you like all throwing weapons, non-chucks, unarmed, and swords, you dislike shields.

Armor type: Light armor only

Focus: At level 1 you start with 6PP. You cannot multi-class with this class until level 4.

Key: At the start of each battle you gain Key equal to your wisdom modifier +3. You can spend your key to:

- You may spend 1 Key to recharge any one power.
- You may spend any number of Key to add damage to an attack, the damage add is +2 for each Key you spend. You may only add damage before rolling damage. 1 Key = +2 damage.
- You may spend Key to temporarily increase the level of your power. Before rolling to hit, pick a charged power you wish to use this turn, then spend Key on it, for each Key you spend in this way, that power gains 1 level. 1key for 1 level.

Battle Power: jutsu

Trigger: whenever you make a successful power or basic melee attack.

Effect: inflict +5 damage to that attack.

Catch Missile: As an immediate interrupt you may expend one hero dice to ignore a ranged hit against you, you cannot expend more than one hero dice in this way per day.

Fighting Style: At the start of a new day, once per day, you may choose one of the following fighting styles. The Style will last until the start of a new day.

umigame no jutsu (art of the turtle)	Hebi no jutsu (art of the snake)	Tots no jutsu (art of the tiger)	Dari no jutsu (art of the monkey)	Ateu Gangnam (art of the south river)
-2 damage and attack +1 to all defenses	-5 to all damage +10 sneak	-5 Attack +5 Damage	-1 to all defenses +5 attack	Once per battle Attack bonus = to preform skill.

Jobs

At first level you may choose one of the following jobs:

Assassin

As the Assassin it's your job to, sneak in behind enemy lines unseen to do massive amounts of damage.

You gain the sneak attack ability. Sneak attack: If you can catch a monster when it is unable to defend its self (e.g. sleeping, dazed, stunned, Helpless, etc.) you can strike at a vital area for extra damage. The assassin does extra damage whenever she flanks, is behind, or is effected by a special condition that allows you a surprise attack. This extra damage is 1D6 at level 1 and adds 1D6 for every two levels here after (Level 1,3,5,7 etc.). If the assassin scores a critical hit with the sneak attack the extra D6 is not multiplied. Extra damage from a sneak attack cannot be used in a ranged attack unless the target is within six squares of the assassin.

Dungeon delver

As a dungeon delver it's your job to scout out the caves ahead and disarm any traps that may lay ahead as well as to warn the party of dangerous monsters that may be above their ability.

You gain the ability to sense traps, and then break them. Sense traps: you are more aware of where traps would be placed and are ready for them when they go off. +1 to Ac and AC when trying to avoid traps, and a further +1 at levels: 4, 8, and 10. Jam Traps: once a day when you are attempting to disarm a trap you may use this power. You gain a +5 to your traps skill for the purpose of disarming that trap.

Jack of all trades master of none

As the Jack of all trades it's your job to fill the void in your party help out when and where ever needed.

You gain the Jack of all trades trick and may use any of the job specific items in the items book.

Weapons Master

As the weapons master it is your job to make sure everyone is equipped and trained with the appropriate weapons, which means you must also keep up with all the current weapons and train in them yourself.

You gain the two weapon fighting or the weapon proficiency trick. You also gain the Sensei ability: Any ally within 2 of the Weapon Master benefits from the Master's experience with weapons. If an ally is using a weapon that the Weapon Master likes, they gain a +1 to attack power with that weapon. If there is more than one Weapons Master in a party, this ability does not stack.

Power Points (PP): power points are what you use to level up your powers. Every character level you gain 4PP to spend on powers, you may only apply two PP to any one power per character level. For each PP you apply to a power that power gains a level, for example; if you apply 2 PP to a level 1 power, that power is now a level 3 power. The level of a power is not a level requirement, but the amount of time you have dedicated to training with and using the power, it also determines the Strength of the power its self. All powers start at level 0 and so must first be purchased with 1PP in order to be used, which you can then apply your PP to.

Power: Metsubishi (blinding Technique)

Recharge 60%

Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[WD] + Strength modifier, the target is blinded (save ends)

Level 2 Miss: target is blinded (save ends)

Level 4 2[WD] + Strength modifier, the target is blinded (save ends)

Level 8 Miss: half damage and the target is blinded (save ends)

Level 4 1 [WD] + Strength modifier and the target gains weakness 8 physical damage (save ends)

Level 6 1 [WD] + Strength modifier and the target gains weakness 11 physical damage (save ends)

Level 8 2 [WD] + Strength modifier and the target gains weakness 15 physical damage (save ends)

Level 10 2 [WD] + Strength modifier and the target gains weakness 19 physical damage (save ends)

Power: Ude Kujiki jutsu (Arm Brake Technique)

Recharge 50%

Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[WD] + Strength modifier and an ongoing 2 damage (save ends)

Level 2 Hit: 1[WD] + Strength modifier and an ongoing 4 damage (save ends)

Level 4 Hit: 1[WD] + Strength modifier and an ongoing 6 damage (save ends)

Level 6 Hit: 1[WD] + Strength modifier and an ongoing 8 damage (save ends)

Level 8 Hit: 1[WD] + Strength modifier and an ongoing 10 damage (save ends)

Level 10 Hit: 2 [WD] + strength modifier damage and an ongoing 10 damage (save ends)

Power: Inyu Shometsu (Secret Healing Wound Destruction)

Recharge 30%

Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[WD] + Strength modifier. Heal self equal to $\frac{1}{4}$ the damage done to the monster.

Level 2 Hit: 1[WD] + Strength modifier. Heal self equal to $\frac{1}{2}$ the damage done to the monster.

Level 6 Hit: 2[WD] + Strength modifier. Heal self equal to $\frac{1}{2}$ the damage done to the monster.

Level 8 Hit: 2[WD] + Strength modifier. Heal self equal to the damage done to the monster.

Power: Ranshinsho (Important Constitution Points Disturbance)

Recharge 50%

Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1 [WD] + Strength modifier and the target gains weakness 2 physical damage (save ends).

Level 2 1 [WD] + Strength modifier and the target gains weakness 5 physical damage (save ends)

Power: Kage Bunshin no Jutsu (Shadow Clone Jutsu)

Recharge 30%

Melee weapon

Target: One Monster

Attack: Dexterity vs. Ac

Hit: 2 [WD] + 1d6 + Dexterity modifier and an additional 2 points of damage if the monster is facing away from you.

Level 3: 2 [WD] + 1d6 + Dexterity modifier and an additional 5 points of damage if the monster is facing away from you.

Level 5: 2 [WD] + 1d6 + Dexterity modifier and an additional 8 points of damage if the monster is facing away from you.

Level 7: 2 [WD] + 1d6 + Dexterity modifier and an additional 10 points of damage if the monster is facing away from you.

Level 9: 2 [WD] + 1d6 + Dexterity modifier and an additional 12 points of damage if the monster is facing away from you.

Power Doton Shinju Zanshu no Jutsu (Earth Release: Double Suicide Decapitation Technique)

Recharge 25%

Melee weapon

Target: One or two monster

Attack: Strength vs. AC

Hit: 1[WD] + Strength modifier. Your Critical range is at +1 until the end of the Battle.

Level 5: Hit: 1[WD] + Strength modifier. Your Critical range is at +2 until the end of the Battle

Level 10: Hit: 2[WD] + Strength modifier. Your Critical range is at +3 until the end of the Battle

Power: Daikamaitachi no Jutsu (Great Cutting Whirlwind Technique).

Recharge 40%

Melee weapon

Target: All adjacent monster

Attack: Strength vs. AC

Hit: 1[WD] + Strength modifier.

Level 5: 2[WD] + Strength modifier.

Level 10: close Blast 2, 2[WD] + Strength modifier.

Power: Biken Jutsu (sword Technique)

Recharge 60%

Melee weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[WD] + Dexterity modifier

Special: +2 damage if wielding a sword

Level 2 Special: +4 damage if wielding a sword

Level 4 Special: +6 damage if wielding a sword

Level 6 Special: +8 damage if wielding a sword

Level 8 Special: +10 damage if wielding a sword

Power: Osoto Gari (Major Outer Reap)

Recharge 60%

Melee weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[WD] + Dexterity modifier, the target is knocked down.

Level 2 Reach: 2

Level 6 Hit: 2[WD] + Dexterity modifier, the target is knocked down.

Level 8 Reach: 3

Power: Raikiri (Lightning Blade)

Recharge 50%

Melee weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[WD] + Dexterity modifier and an ongoing 2 lightning damage (save ends).

Level 2 Hit: 1[WD] + Dexterity modifier and an ongoing 4 lightning damage (save ends).

Level 4 Hit: 1[WD] + Dexterity modifier and an ongoing 8 lightning damage (save ends).

Level 6 Special: +1 to your initiative

Level 8 Hit: 1[WD] + Dexterity modifier and an ongoing 12 lightning damage (save ends).

Power: Haryu Moko (Piercing Dragon Fierce Tiger)

Recharge 30%

Melee weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[WD] + Dexterity modifier.

Special: all damage done with this attack has the piercing key word. The piercing is equal to the powers level.

Level 3: 3[WD] + Dexterity modifier.

Level 5: 3[WD] + Dexterity modifier, the target takes an ongoing 5 damage (save ends).

Level 7: 4[WD] + Dexterity modifier, the target takes an ongoing 5 damage (save ends).

Power: Hosenka no Jutsu (Art of the Phoenix Flower, the Touch-me-not)
Recharge 30%

Melee weapon

Target: One creature
Attack: Strength vs. AC

Hit: 1[WD] + Strength modifier. Immediate interrupt, until the end of your next turn if any monster attempts to makes a melee attack against you, you may make one free basic attack against it before it attacks you.

Level 3: 2[WD] + Strength modifier. Immediate interrupt, until the end of your next turn if any monster attempts to makes a melee attack against you, you may make one free basic attack against it before it attacks you.

Level 7: 2[WD] + Strength modifier. Immediate interrupt, until the end of the Battle if any monster attempts to makes a melee attack against you, you may make one free basic attack against it before it attacks you.

Power: Kagemane no Jutsu (The Art of Me-and-My-Shadow)
Recharge 50%

Melee weapon

Target: One monster

Attack: Dexterity vs. AC

Hit: 1 [WD] + Dexterity modifier and an additional 1[WD] damage if the monster is facing away from you or if you are making a sneak attack.

Level 5: 2[WD] + Dexterity modifier and an additional 1[WD] damage if the monster is facing away from you or if you are making a sneak attack.

Level 10: 2[WD] + Dexterity modifier and an additional 2[WD] damage if the monster is facing away from you or if you are making a sneak attack.

Utility Power: Amaterasu (Shining Heaven)

Recharge 50%

simple action

Target: self

Effect: You can gain a +2 light damage to your melee basic and power attacks until the end of the Battle.

Level 3: + 4 light damage

Level 5: + 7 light damage

Level 7: + 10 light damage

Utility Power: Baika no Jutsu (The Art of self-Expansion)

Recharge 50%

Prerequisite: You must be trained in sneak.

simple action

Target: self

Effect: You can gain a +2 power bonus to your sneak checks until the end of the Battle.

Level 3: +4 power bonus

Level 6: If you have cover you may become invisible.

Utility Power: Amagumo (Rain of Spiders)

Recharge: you may use this power once per day.

simple action

Target: self

Prerequisite: You must be trained in Acrobatics.

Effect: you gain a +2 power bonus to your Acrobatics check until the end of the Battle.

Level 2: +3 power bonus

Level 3: +4 power bonus

Level 4: +4 power bonus to Acrobatics and Athletics

Level 2	4hp+ con mod + 2 defense point +1 trick +2 Ability points +4 power points +1 to attack	Level 11	4HP+ con mod + 1 defense point +2 skill points +4 power points
Level 3	4HP+ con mod + 1 defense point +2 skill points +4 power points	Level 12	4hp+ con mod + 2 defense point +1 trick +2 Ability points +4 power points +1 to attack
Level 4	4hp+ con mod + 2 defense point +1 trick +2 Ability points +4 power points +1 damage	Level 13	4HP+ con mod + 1 defense point +2 skill points +4 power points
Level 5	4HP+ con mod + 1 defense point +2 skill points +4 power points	Level 14	4hp+ con mod + 2 defense point +1 trick +2 Ability points +4 power points +1 damage
Level 6	4hp+ con mod + 2 defense point +1 trick +2 Ability points +4 power points +1 damage	Level 15	4HP+ con mod + 1 defense point +2 skill points +4 power points
Level 7	4HP+ con mod + 1 defense point +2 skill points +4 power points	Level 16	4hp+ con mod + 2 defense point +1 trick +2 Ability points +4 power points +1 to attack
Level 8	4hp+ con mod + 2 defense point +1 trick +2 Ability points +4 power points +1 attack	Level 17	4HP+ con mod + 1 defense point +2 skill points +4 power points
Level 9	4HP+ con mod + 1 defense point +2 skill points +4 power points	Level 18	4hp+ con mod + 2 defense point +1 trick +2 Ability points +4 power points +1 damage
Level 10	4hp+ con mod + 2 defense point +1 trick +2 Ability points +4 power points +1 damage	Level 19	4HP+ con mod + 1 defense point +2 skill points +4 power points
		Level 20	4hp+ con mod + 2 defense point +1 trick +2 Ability points +4 power points +1 attack

Epic* At level 11 you may choose to go epic , if you do you may not use the level chart above but must use the epic level chart from here on.

Let's Go Epic

Epic levels 11-15

At levels 11-15 if you choose to go Epic you are saying there's not a lot more you can learn from anyone but must make new discoveries on your own. To push yourself beyond what you've already become, that's what truly makes an epic hero. You may now choose one of the following epic attitudes: Aggressive, Defensive and, Passive. Then choose one of the following Epic bonuses: Harder, Better, Faster, or Stronger. You can only have one attitude and one epic bonus.

Attitude: Aggressive

Whenever you use hero dice to add to your attack power or damage roll you gain 10 temporary hit points. Once per battle you can expend a hero dice on your turn to use this same power.

Epic Bonus	Benefits at level 11	12	13	14	15
Harder	Damage Multiplier +0.5 (X2+0.5 = X2.5) +4 power points	Crit +1 (20+1 = 19,20) +4 power points	+2 to your attack damage rolls +4 power points	Crit +1 (20+1 = 19,20) +4 power points	Damage Multiplier +0.5 (X2+0.5 = X2.5) +4 power points
Better	+1 to all your attack rolls +5 power points	Crit +1 (20+1 = 19,20) +4 power points	Damage Multiplier +0.5 (X2+0.5 = X2.5) +4 power points	+1 movement +5 power points	+ 5 to <u>all</u> your damage rolls +4 power points
Faster	+1 to your initiative +4 power points	+2 movement +4 power points	+2 to your dexterity +4 power points	+1 to all your attack rolls +4 power points	+5% recharge to all your powers. +4 power points
Stronger	+ 2 to your damage rolls +4 power points	+1 to your movement +4 power points	+2 to your strength +4 power points	+1 to all your attack rolls +4 power points	+ 8 to <u>all</u> your damage rolls +4 power points

Attitude: Defensive

Whenever you use hero dice to add to your saving throw you gain +4 to all your defenses until the end of your next turn. Once per battle you can expend a hero dice on your turn to use this same power.

Epic Bonus	Benefits at level 11	12	13	14	15
Harder	Physical damage resistance 5 +4 power points	+5 HP +4 power points	+1 to AC and Fort +4 power points	+1 to all your saving throws +4 power points	+1 to all your defenses +4 power points
Better	+2 to your constitution +4 power points	Physical damage resistance 5 +4 power points	+2 Defense point +4 power points	+2 Defense point +4 power points	+1 to all your saving throws +4 power points
Faster	+1 to AC and Will +4 power points	+1 movement +5 power points	+1 to all your saving throws +5 power points	Fort + 2 +4 power points	+1 to AC +4 power points
Stronger	+ 5 HP +4 power points	+2 to your constitution +4 power points	+2 Defense point +4 power points	+1 to all your saving throws +4 power points	Physical damage resistance 5 +4 power points

Attitude: Passive

Whenever you use hero dice to add to one of your skill checks you gain +1 to the level of all your passive powers until the end of you next turn. Once per battle you can expend a hero dice on your turn to use this same power.

Epic Bonus	Benefits at level 11	12	13	14	15
Harder	+2 Defense point +4 power points	+1 Trick +4 power points	+1 to all your trained skills +4 power points	+1 con, dex, and int +4 power points	Fort + 2 +4 power points
Better	+1 trick +4 power points	+1 Trick +4 power points	Fort + 5 +4 power points	+1 to all your trained skills +4 power points	+1 str, con, dex, wis, int, cha +4 power points
Faster	+1 to your initiative +4 power points	+ 1 movement +4 power points	+5% recharge to all your powers. +4 power points	+1 trick +4 power points	+1 to all your saving throws +4 power points
Stronger	+1 Str, wis, cha +4 power points	+1 to all your trained skills +4 power points	+4 power points +4 power points (may only be spent on powers the deal damage, not passive powers)	+1 Str, wis and cha +4 power points	+1 trick +4 power points

